

## Star Wars Atlas Database

Region	Sector	System	Planet Name	Trade Route	Type	Source
<p>Corellian hero Garm Bel Iblis was believed killed on Anchoron. He survived but was forced to go underground, severing all ties with his former life and working in secret to bring down the Empire. The smuggler Talon Karrde posted men on Anchoron in an unsuccessful search for Grand Admiral Thrawn's clone traffic, and Leia Organa Solo planted a false report stating that a Star Destroyer had been spotted near Anchoron in her attempts to locate an Imperial spy.</p>						
			Andasala		Terrestrial Forest	GG# 11: Criminal Organiza
<p>Several youths from Andooweel, in trouble on their homeworld for theft and illegal speeder bike racing, enlisted in the Imperial Army and were trained on Sirpar.</p>						
			Andooweel		Terrestrial	SWAJ
<p>The smuggler Reina Gale and her companion Rollos ran a disastrous deal on Arcura, where an entire battalion of Imperial walkers arrived to stop them.</p>						
			Arcura		Terrestrial	GG #06 , 51
<p>Equipment for a new space station, to be built in the Pakuuni system, was awaiting pickup at an abandoned cargo area near Argoon. The Victory-class Star Destroyer Stalwart, under the command of Vice Admiral Thrawn, arrived to load the material and was attacked by Rebel starfighters sometime after the Battle of Hoth.</p>						
			Argoon		Terrestrial	SWAJ#4, pg 108
			Asation		Terrestrial Jungle	SWAJ Vol.1 No.8

Region	Sector	System	Planet Name	Trade Route	Type	Source
			Baes Logia		Terrestrial	CRO, pg 8
			Bescane		Terrestrial	SWAJ #9 , 196
			Betha li		Terrestrial	SWAJ Vol.1 No.8
			Borkeen Belt		Asteroid Belt	SWS
A large, highly-dangerous asteroid belt that is also home to a massive space slug, according to the book A Slug Named Grendel.						
			Botor		Terrestrial	CRO, pg 86
			Bront		Terrestrial Barren	CRO, pg 8
Little is known about this world. However, there was an Imperial bombardment that practically destroyed the planet's ecosystem.						
			Butler's Cove		Terrestrial	Supernova , 81
			Calamari		Terrestrial Oceanic	Dark Empire , 80
			Canyon		Terrestrial Mountainous	SWAJ Vol.1 No.8
			Cavrilhu		Terrestrial	DFR
The Cavrilhu pirate gang may hail from a planet called Cavrilhu, though they have been reported using Amorris as a base.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Little is known about this world.						
		Corint			Terrestrial Urban	SWAJ # 4, pg 231
Little is known about this world.						
		Crondre			Terrestrial Tundra	Last Command
<p>Crseih Station</p> <p>Artificial: Space Station TCS</p>						
<p>Crseih Station, formerly stationed near a black hole (with a glowing accretion disk) located in the intersection of two star clusters, orbited a white dwarf star that was freezing into a quantum crystal. The station, capable of hyperspace travel, is a cluster of asteroids joined together by gravity fields and connecting airlink tunnels between the residential domes. The intense X rays of the adjacent black hole required powerful shielding for the residents and for all visiting ships, and the power required to run the shields made the station uncomfortably warm. Despite the shields, some X rays penetrated the defenses and mutated the plant life on the station. Crseih had been a secret research facility for the Empire and was used by Lord Hethrir, the Procurator of Justice, as his headquarters. Hethrir tested methods of coercion on unwilling prisoners as the station moved from system to system, until it was sent to the crystal star in an attempt to use the black hole's power for military purposes. After the fall of the Empire, the station became a lawless outpost featuring carnivals, saloons, and aliens from every corner of the galaxy. Crseih was also involved in the slave trade through Hethrir's actions, and was known as Asylum Station by those in the slaving business. The enigmatic being called Waru created a cult on Crseih with his healing abilities until he apparently disappeared from this universe following a confrontation with Luke Skywalker. Crseih Station was then moved to Munto Codru in order to escape the resultant destruction when the crystallizing white dwarf was swallowed by the black hole.</p>						
		Cuirilla			Terrestrial	CRO, pg 65
		Daupherm			Terrestrial	CRO, pg 86
<p>Delassin VI</p> <p>Terrestrial Oceanic SWAJ #6, pg53</p>						
<p>Little is known about this world. Its peoples, however, are steeped in their traditions on the sea. Many classic-style seacraft are still used here instead of hover or repulsor vehicles. After leaving his homeworld, the young Vodran Xenon Nnaksta worked as a longshoreman on Delassin Six, tending to the primitive sailing ships plying the Diniz and Zehr seas. Nnaksta later became an operator of the Greel Wood Logging Corporation in the Pii system</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
			Demesel		Terrestrial Plains	GG #11: Criminal Organiza
			Demophon		Terrestrial	Supernova , 3
			Denava		Terrestrial	Goroth , 18
			Denbalen		Terrestrial	Goroth , 18
			Deyer		Terrestrial Swamp	Jedi Academy , 111
			Dolomar		Terrestrial Tundra	Last Command
			Farrfin		Terrestrial Mountainous	Last Command
			Gabredor iii		Terrestrial Jungle	SWAJ Vol.1 No.8
			Glova		Terrestrial	Politic-Contraband , 7
			Goroth Beta		Terrestrial	Goroth , 19

Region	Sector	System	Planet Name	Trade Route	Type	Source
			Goroth Prime		Terrestrial	Goroth , 3
			Gree		Terrestrial Barren	SWAJ Vol.1 No.8
			Hargeeva		Terrestrial Agricultural P	SWAJ Vol.1 No.8
			Jatee		Terrestrial	Supernova , 73
			Kallistas		Terrestrial	GG #10 , 105
			Kalonne (Astoria Sector)		Terrestrial	
			Karvoss II		Terrestrial	
			Keedad		Terrestrial	CRO, pg 78
			Kile		Terrestrial	Shadows of Empire , 94
			Kirido III		Terrestrial Desert	GG #04 , 61

Region	Sector	System	Planet Name	Trade Route	Type	Source
			Kirima		Terrestrial	Twin Stars of Kira , 22
			Klatoon		Terrestrial	CRO, pg 20
			Koda's World		Terrestrial Jungle	GG #8; Scouts
			Kuat Ports		Terrestrial	Platt's Starport , 38
			Lan Barell		Terrestrial Desert	SWAJ Vol.1 No.1, SWAJ #5
			Licha In		Terrestrial	SWAJ Vol.1 No.8
			Lohopa II		Terrestrial	Twin Stars of Kira , 10
			Lonatro		Terrestrial Terraformed	SWAJ Vol.1 No.8
			Lorana's Labyrinth		Terrestrial	SWAJ #1 , 145
			Lwhekk		Terrestrial Jungle	Truce-Bakura , 93

Region	Sector	System	Planet Name	Trade Route	Type	Source
			Malanose		Terrestrial	SWAJ Vol.1 No.8
			Malthor		Terrestrial Urban	CRO, pg 12-15
			Little is known about this planet. However, its capital city, Fabrillan, is a bustling center of trade; and home to one of the galaxy's most effective rebel cells, run by a street vendor named Berren Sid Te'.			
			Meastrinnar		Terrestrial	CRO, pg 6
			Little is known about this world. However, it is a hotbed for rebel activity, and the planet is almost totally open in its opposition against the Empire.			
			Medepiest		Terrestrial	CRO, pg 16
			Little is known about this planet. However, it was the site of a planet-wide uprising not too long ago that was summarily crushed by the Empire.			
			Miztoc		Terrestrial	CRO, pg 96
			Little is known about this world. However, the Alliance won this world from the Empire in a series of battles. The decisive fight, the battle of Miztoc City, clinched victory.			
			Monor II		Terrestrial	SWAJ #10 , 49
			Moorja		Terrestrial	SWAJ Vol.1 No.8
			Myrkyr		Terrestrial	Heir To The Empire

Region	Sector	System	Planet Name	Trade Route	Type	Source
			New Alderaan		Terrestrial	DE, COPL, DEZ, DESB
<p>New Republic Support Services located a planet, renamed New Alderaan, to serve as a homeworld for the refugees from the destroyed world of Alderaan. Following the Battle of Endor, General Jan Dodonna went into semi-retirement on New Alderaan until called back into service to fight the Empire. The planet was later discovered by Imperial Warlord Zsinj and its entire population was forced to temporarily evacuate. During the Emperor's reappearance six years after the Battle of Endor, Mon Mothma's daughter was convalescing on New Alderaan. At the same time, Jacen and Jaina Solo were being protected on an uncharted, green, exotic world code-named "New Alderaan." The small, unassuming settlement near a lake helped disguise a large underground technical complex and its advanced defensive weaponry. The Emperor attacked the complex with his seven Darkside warriors and a phalanx of advanced AT-ATs in an attempt to kidnap the Solo children.</p>						
			New Alderan		Terrestrial	Rebel Alliance Sourcebook
			New Bakstre		Terrestrial	SWAJ
<p>A planet with seven moons, a purplish sky, and a very rapid rotation</p>						
			New Kisge		Terrestrial	SWAJ
<p>Alliance Major Adazian Liebke, a Weequay, serves as a wilderness fighter with the Alliance SpecForces unit on New Kisge.</p>						
			New Ralltiir		Terrestrial	CSSB
<p>New Republic historian Voren Na'al interviewed Han Solo about his adventures in the Corporate Sector while Solo and his family were resting on New Ralltiir.</p>						
			Nigel VI		Terrestrial	Twin Stars of Kira , 10
			Norne		Terrestrial	CRO, pg 95
<p>Little is known about this world.</p>						
			Novor XXIII		Terrestrial	CRO, pg 47
<p>Little is known about this world.</p>						



Region	Sector	System	Planet Name	Trade Route	Type	Source
			Orflon		Terrestrial	Supernova , 69
			Oris		Terrestrial	Goroth , 17
			Port Haven		Terrestrial	PSG
			Questal		Terrestrial	Game Chambers , 3
			Quockra-4		Terrestrial Desert	GG #6; Tramp Freighters
			Rabaan		Terrestrial	SWAJ #9 , 94
			Reega		Terrestrial	SWAJ #5, pg 204
			Regar II		Terrestrial	
			Renforra		Terrestrial	SWAJ # 4, pg 245
			Rydonni Prime		Terrestrial	SWAJ #9 , 164

Nothing is known about this planet.

Little is known about this world. However, it is the location of a secret Rebel base.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Han Solo once spoke of an imaginary Imperial fleet, supposedly located in the Sand Crab Nebula.						
			Seikosha		Terrestrial	Politic-Contraband , 51
			Selnesh		Terrestrial	SWAJ #10 , 77
			Seswenna		Terrestrial	GG #9: Fragments of the Ri
Imperial Shipyard						
			S'krrr		Terrestrial	SWAJ #9 , 94
			Stend VI		Terrestrial	GG #9: Fragments of the Ri
			Syned		Terrestrial Urban	Game Master Handbook
			Te Hasa		Terrestrial Desert	SWAJ Vol.1 No.8

Region	Sector	System	Planet Name	Trade Route	Type	Source
			To-phalion		Asteroid Station	TSC
<p>To-phalion Base, possibly in the last system, was a secret imperial research facility built into the hollowed-out interior of a large asteroid. Formerly used as a mining operation, the asteroid later housed a hangar bay and laboratories for the Vorknkx Project, which developed an experimental cloaking device following the Battle of Hoth. The base was surrounded by eight smaller asteroids-- four with anti-warhead defense batteries and four with turbolasers. Just prior to the Battle of Endor, the renegade Admiral Zaarin attacked To-phalion and Grand Admiral Thrawn was dispatched to stop him. Zaarin succeeded in stealing the corvette Vorknkx, containing the prototype cloak, and escaping into the Unknown Regions, though he was tracked and soon eliminated by Thrawn.</p>						
			Tresidiss		Terrestrial Plains	GG #11; Criminal Organiza
			Trevi IV		Terrestrial	SWAJ #9 , 38
			Valgauth		Terrestrial Barren	SWAJ Vol.1 No.8
			Vergesso Asteroid Field		Terrestrial	Shadows of Empire , 89
			Vestor Nebula		Terrestrial	Goroth , 17
			Yutusk		Terrestrial	CRO, pg 30
<p>Little is known about this world.</p>						
			Zahr		Terrestrial	Shadows of Empire , 91

Region	Sector	System	Planet Name	Trade Route	Type	Source
			Zeta Zero Nine		Terrestrial	SWAJ #9 , 211
Adege						
The Adega system, one of the six remaining Auril systems, contains two suns which the planet Ossus orbits in a figure-eight trajectory. The system is the main source of Ilium crystals (sometimes called Adegan crystals) which were used in the earliest Jedi lightsabers. Bodo Baas, gatekeeper of a Jedi Holocron, was part of a group of Jedi that lived six hundred years ago in the Adega system. Indigenous life in the system includes the Adegan eel.						
		Agriolat	Agriolat		Terrestrial	MTS
Agriolat contains a crystal swamp where an illegal and dangerous swoop race between Dengar and Han Solo was once held. Dengar was left with severe injuries and a burning hatred for Solo.						
		Aguarl	Aguarl 3		Terrestrial Oceanic	ROC
An ocean-covered world that was home to a Rebel base. The underwater base was attacked by a wing of TIE bombers, after the Empire learned its location from a Quarren spy.						
		Aikhibba	Aikhibba	Gamor Run	Terrestrial	DESB
Aikhibba, in the system of the same name, is home to the ganglord Spadda the Hutt. The system is one of the minor stopping points on the smugglers' Gamor Run. The smuggler Lo Khan once delivered a cargo of spice to Spadda from the royal governor of the Thokosia system.						
		Aldereen	Aldereen		Terrestrial	COPL
The possible homeworld of the Aldereenians, an obscure insect race. The Aldereenians have a consulate on Coruscant located around two hundred kilometers from the Alderaanian consulate.						
		Algaran	Kerilt		Terrestrial	PLANET, pg 186
This is the first world in the Algaran system. It is habitable, but the vast jungle and stifling humidity have prevented colonization as of yet.						
		Algaran	Krizzin		Terrestrial Barren	PLANET, pg 186
This is the fourth world in the Algaran system. It is barren, but scans have shown an underground network of caves and vast mineral deposits.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Algaran	Tonder		Terrestrial Volcanic	PLANET, pg 186
This is the third world in the Algaran system. It is speculated that this world will cool down enough, and the atmospheric dust will settle enough, for colonization within 3,000 years. There is now a heated political battle between government agencies over who has the right to settle there, and who will have the right to mine the vast resources.						
		Algarian	Algarian		Terrestrial	COTJ
One of the false charges filed against Cray Mingla by the Eye of Palpatine's central computer concerned evidence seized from Rebel spies on Algarian						
		Altarrn	Altarrn		Terrestrial	HSSE
The homeworld of a rare animal described as "spidery night gliders." These animals are considered premium pets and are sold at Sabodor's pet shop on Etti IV.						
		Altier	Altier		Terrestrial	SWAJ #5, pg 77
Located in the system of the same name. Captain Drev Jalok was delivering cargo to Altier when he was ambushed by the notorious pirate Drekk Drednar.						
		Anoth	Anoth		Planetary Fragment	Jedi Academy , 100; DA, C
A multiple planet orbiting a small white sun, Anoth consists of three parts and will likely break itself into dust in a few hundred years. Anoth is unrecorded on any chart and was chosen by Luke Skywalker and Admiral Ackbar as the primary hiding place for Leia Organa Solo's Jedi children, although Jacen and Jaina Solo stayed on New Alderaan during the Emperor's reappearance. The two largest components of Anoth are close enough to scrape together, causing powerful static discharges between them and bathing the third fragment in sensor-masking electrical storms. The third piece orbits a safe distance from the other two and holds a breathable atmosphere in its valleys in spite of its relatively low gravity. The stronghold where Winter cared for the Jedi children until they reached the age of two was located on the third fragment, at the opening to a network of caves within Anoth's rocky spires and peaks. An Imperial attack with MT-AT walkers led by Ambassador Furgan was launched against the Anoth stronghold in an unsuccessful attempt to kidnap Anakin Solo						
		Anteevy	Anteevy		Terrestrial	DF
A remote, lifeless, ice-covered world with at least one moon. The Empire constructed a robotics facility on Anteevy where the alloy Phrik was refined and treated for use in armoring the Dark Troopers. Following the Battle of Yavin, Alliance agent Kyle Katarn disabled this facility with several sequencer charges.						
		Antipose	Antipose IX		Terrestrial	LCMH
A pilot droid that Lando Calrissian rented to take him from the Oseon to Rafa IV once held a job on the pleasure yacht Arleen, which departed from Antipose IX.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Antipose	Antipose XII		Terrestrial	LCFW

While on a mission in the Oseon, Lando Calrissian used the password "dubesor"-- a native insult on Antipose XII.

Aquaris	Aquaris	Terrestrial Oceanic	CSW
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A water world which, according to charts, has no land masses at all. Aquaris is home to Silver Fyre's organization of former pirates and mercenaries, who call themselves Freeholders. The Freeholders inhabit an expansive underwater base accessible through a retractable surface landing platform, and pilot submersible aqua-skimmers when hunting the planet's local marine life. Among the many dangerous aquatic creatures in Aquaris' oceans is the enormous demonsquid. During Han Solo and Chewbacca's early adventuring, they had a valuable cargo of spice stolen from them by Fyre's pirates. Following the Battle of Yavin, Fyre and her Freeholders joined the Alliance during a conference with Princess Leia on Kabal. The Princess and her companions visited Aquaris after leaving Kabal, and were betrayed by Kraaken, Fyre's deputy commander.

Arapia	Arapia	Terrestrial	SWAJ
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The smuggler Toob Ancher traveled to Arapia to collect a debt owed by Saylor Marjan to the crimelord Saadoon-Kauldi.

Askaj	Askaj	Terrestrial	TFJP
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A dry, desert world, Askaj is home to the near-human aliens known as Askajians. Askajians' bodies can absorb and store water, using it only as needed for survival, and females of the species have six breasts. According to custom, Askajian cublings are not given names until they reach their first birthday, and the people's belief system involves Askaj's Moon Lady and the demons of the Nethermost Abyss. Animal life on Askaj includes large reptiles and the horned herd animals called tomuons-- valued throughout the galaxy for their wool. Askajian weaving techniques are closely-guarded secrets, and it is said that Emperor Palpatine's ceremonial robes are spun from tomuon wool. Yarna, daughter of a tribe chieftain on Askaj and a first-rate competitive dancer, was captured with her family by slavers and sold to Jabba the Hutt. Yarna served in the Hutt's court as a dancer, but escaped after Jabba's death and eventually bought her cublings out of slavery.

Athega	Nkllon	Planetoid	HTTE, TLC, YJK
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Located in the Athega system, Nkllon is a superhot planet closely orbiting its star. Any ships approaching the planet must ride behind the cooled umbrellas of massive shieldships until they reach Nkllon's shadow, or they risk critical solar damage. Lando Calrissian, inspired by a similar design for the planet Miser, constructed a constantly moving mining platform that can stay permanently on the shadow side during Nkllon's ninety-day rotation. This platform is called Nomad City and primarily consists of a Dreadnaught Cruiser supported by forty AT-T walkers. It holds a crew of 5000 and is surrounded by a cloud of shuttles, pilot vehicles, and mole miners. Some of the metals produced through mining Nkllon include hfredium, kammris, and dolovite. An attack on Nomad City by the Star Destroyer Jicator resulted in the theft of 51 mole miners, and another Imperial attack critically damaged the city and resulted in the loss of its strategic metals stockpiles. Brakiss, leader of the Shadow Academy, had a picture of a molten waterfall on Nkllon in his private office.

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<p>Averam was the location of a local Rebel Alliance cell, where Leia Organa's aide Winter worked for a few weeks under the code name "Targeter." Imperial Intelligence cracked the cell soon afterwards. The natives of Averam are called Averists.</p>						
		Averam	Averam		Terrestrial	TLC
<p>Averill</p>						
						SWAJ
<p>A vast letter-dumping ground, almost one thousand kilometers long, was discovered five light-years out of the Averill system. Investigation revealed that at least three private courier services were jettisoning their datacard cargoes in the region.</p>						
		Avhn-Bendara	Ryvellia		Terrestrial	SWAJ #5, pg 22
<p>Located in the Avhn-Bendara system. The Empire brutally suppressed an uprising in Ryvellia's capital city of V'eldalv with an orbital bombardment. During the attack, the thief Sienn Sconn's parents were killed.</p>						
		Azbrian	Azbrian		Terrestrial	AAC
<p>Azbrian is the homeworld of Condren Foreck, daughter of a wealthy farmer and a famous athlete on her world. She lives on a farm containing eight-legged herd animals. Foreck was one of Lando Calrissian's marriage candidates, until he discovered she had already married someone else.</p>						
		Bandorian	Bandorian		Terrestrial	SWAJ
<p>The Bandorian colonies were utterly wiped out years ago by the deadly Candorian plague. The outbreak was successfully contained, and this was thought to have eliminated the last known strain of the plague. Forty-six years later, the Empire released the Candorian plague on the rebellious planet of Dentaal.</p>						
		Bari	Baros		Terrestrial Desert	GG #04 , 24
<p>Orbiting the blue star Bari, Baros is a large, arid planet with higher-than-standard gravity and intense windstorms. Baros is the homeworld of the reptilian Brubbs, whose society is centered around communal groups called habas that consist of 10-10,000 individuals. The Brubbs have university habas and have established a spaceport haba after their recent discovery by the Empire, though this facility has not seen much use due to the difficulty of landing and departing in Baros' high gravity. Brasck, a smuggler who was known to associate with Talon Karrde, was a Brubb.</p>						
		Barkhesh	Barkhesh		Terrestrial	SWAJ
<p>A unique microorganism, found only in the humid southern jungles of Barkhesh, infests the bodies of insects and quickly devours them. The organism, harmless to higher forms of life, is often used in anti-insect canisters carried by scouting teams, though the canisters can typically only be purchased on Barkhesh.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
The site of the Battle of Basilisk, where the Jedi Master Sidrona Diath was killed.						
		Basilisk	Basilisk		Terrestrial	DLOS
The Bastooine system contains the worlds Orellon I and II, though Orellon I is actually a large barren moon orbiting the inhabited world of Orellon II.						
		Bastooine	Orellon I		Terrestrial Moon	
		Bastooine	Orellon II		Terrestrial	SWAJ Vol.1 No.2
The Bastooine system contains the worlds Orellon I and II, though Orellon I is actually a large barren moon orbiting the inhabited world of Orellon II. Located in the Bastooine system, Orellon II is a world of jungles, plains, and volcanic mountains separated by oceans and orbited by the large barren moon called Orellon I. The planet is the homeworld of the primitive Kentra, a species of winged, fur-covered aliens who can fly in the world's slightly less-than-standard gravity. The world's five million Kentra are divided into four racial types: the jungle, spotted, striped, and brown folk, who all inhabit different terrain types. The Kentra live in seven major cities, including the capital city of Kariish (where King Jerius rules) and Ironwall (the domain of Jerius' rival, Lord Mogotah). Plant life on the planet includes the buntra tree, while some of the deadly predators include hornbeaks, voontragi, avian criers, and lizardlike gliders. Years ago, Michael Tandre, a geologist and Jedi knight, crashed his ship Alpha Kentrum on Orellon II. He became the spiritual leader of the Kentra, teaching them to follow the disciplines of the Sword, Plow, and Spirit and leaving computer programs to guide them after his death. The Kentra built the Temple of the Je'lajists (a corrupted form of "geologists") in the jungle around the Alpha Kentrum, and worshipped the memory of the Prophet Tandre. A starfish-shaped scoutship, built by a race of long-extinct aliens, is hidden in Orellon II's jungle and has been sending out scout droids to collect specimens for examination and collection.						
Bendelumum						
A Corellian couple attempted to obtain forged letters of transit in Besspin's Cloud City to help three Rebel friends in the Bendelumum system.						
		Bendone	Bendone		Terrestrial	YJK
Bendone is home to the alien species known as the Howler Tree People, who speak an unusual ultrasonic language. Nineteen years after the Battle of Endor, Chief of State Leia Organa Solo met with representatives from the Howler Tree People on Coruscant, for which she needed a large group of translators.						
Besberra						
The space station Zirtran's Anchor was once located in the Besberra system until it suddenly and mysteriously vanished. The station later reappeared, abandoned and empty, near the Phosphura Belt Nebula.						
		Bestine	Kestic Station		Artificial: Space Station	MTS
A free-trader outpost near the Bestine system, Kestic station was a frequent stopover for smugglers and outlaw miners. Alliance pilot Zev Senesca lived on Kestic Station with his parents, who supplied the Rebellion with arms until their illegal transactions were revealed by an Imperial informant. The station was subsequently destroyed by the Star Destroyer Merciless.						



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A swamp world that was scouted for possible colonization by Wetyin's Colony. When a sentient species was found on the planet, Betsish was removed from consideration.						
		Betsish	Betsish		Terrestrial	GG2
A minor industrial planet formerly under Imperial rule. When the Empire withdrew from Biivren after the Battle of Endor, they scuttled several key factories and contaminated the world's water supply. Some enterprising free-traders have been profiting by selling pure drinking water to the planet's inhabitants.						
		Biivren	Biivren		Terrestrial	SWAJ
Bimmisaari is inhabited by a species of short, half-furred, yellow-clad aliens called Bimms. Attractions on the planet include their unusual moving trees, the Tower of Law, a three-level, two-hundred year old marketplace, and the city of Gastro, which is surrounded by asaari woods. All weapons of violence are banned from Bimmisaari's main city. Several years ago, the Bimm Giah Ubooki discovered a crashed Imperial R&D vessel and, together with seven of his brothers, sold the prototype weapons found on the wreck. The eighteen identical Glah brothers have since opened import businesses around the galaxy, selling strange and unusual items. Each brother insists that he is Giah Ubooki, though his confused customers often insist otherwise. Five years after the Battle of Endor, a commando team of Noghri attempted to kidnap Luke Skywalker and Leia Organa Solo during their diplomatic mission to Bimmisaari.						
		Bimmisaari	Bimmisaari		Terrestrial Forest	Heir To The Empire
The pirate Roark Slader once delivered a cargo of plexite ore to a group of rogue starship fitters in the Black Nebula.						
		Black Nebula	Black Nebula		Nebula	SWAJ
Located in the Expansion Region, the Boeus sector was formerly Imperial territory under the command of Imperial Governor Darvon Jewett. Jewett made overtures to the New Republic after Imperial forces withdrew from his sector soon after the Battle of Endor, and managed to keep trade and communications flowing throughout his region.						
		Boeus				SWAJ
Homeworld of the timid, feathered aliens known as Borlovians, who communicate in whistles. Borlovians live in a medieval social structure, and value stability-- few ever leave their home cities, let alone their planet. Before the formation of the Empire, the smuggler Booster Terrik traveled to Borlov, where he joined up with a Borlovian noble named Lloillusion.						
		Borlov	Borlov		Terrestrial	SWAJ

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Bormea	Brentaal		Terrestrial	SWAJ Vol.1 No.7
<p>Located in the Bormea sector of the Core Worlds, Brentaal sits at the strategic intersection of the Perlemian Trade Route and the Hydian Way. Brentaal is a dry planet whose eight continents are separated by small salty oceans. Most available land on the wealthy world is covered with starports, industrial facilities, and thriving trade markets. The planet once endured high levels of pollution, though this has been largely alleviated in recent years. Life on Brentaal revolves around commerce, and the planet is efficiently run by the Brentaal Houses-- noble families who control various guilds and aspects of commerce and trade. Representatives from the Houses meet daily in the capital city's Trade Hall to plan economic policy. Most of Brentaal's 65 billion citizens are involved in some manner with the trade and shipping business, and many megacorporations are based on the planet. The Houses are overseen by the wealthy Imperial Governor Jerrod Maclain. For thousands of years Brentaal was the major rendezvous point for those heading to and returning from the Colonies region, and its markets were naturally the first to receive exotic goods from these expeditions. Over 6000 years ago, during the Old Republic's early Manderon Period, a set of antique pistols later owned by the jatz musician Fitz Roi were created on Brentaal. 3000 years ago, the legendary pioneer woman Freia Kallea helped explore Brentaal space and single-handedly blazed the Hydian Way. The smuggler Platt Okeefe, a native of Brentaal, spent a great deal of time in the Brentaal spaceport as a child.</p>						
		Bortras	Bortras		Terrestrial	
<p>Jorus C'baoth, the Jedi Master, was born in the city of Reithcas on the planet Bortras on 4/3/112, Pre- Empire date. [</p>						
		Bothawui	Bothawui		Terrestrial	Shadows of Empire , 75; D
<p>The homeworld of the Bothans, an alien species of which New Republic Councilor Borsk Fey'lya is a member, though Fey'lya was actually born on the Bothan colony world of Kothlis. Another notable Bothan is Peshk Vri'syk, an expert pilot and member of the Alliance's famed Rogue Squadron. Sometime around the Battle of Yavin, a Star Destroyer and an Imperial dungeon ship arrived at Bothawui. They landed drop ships and soon controlled Lktim, one of the planet's largest cities. It is unclear whether the Empire was there to transport a group of political prisoners, or whether they intended to arrest the Bothan diplomat Tereb Ab'Lon (who was secretly working for the Alliance). Prior to the Battle of Endor, Bothan spies captured an Imperial freighter carrying highly-classified data about the second Death Star. In order to find the freighter, the Empire captured several Bothan ships near Bothawui and interrogated their crew. This led them to the space station Kothlis II, near Kothlis.</p>						
		Bovo Yagen				AAS, SAC
<p>Bovo Yagen was the third star targeted for destruction during the starbuster crisis, fourteen years after the Battle of Endor. One source claims the system contains one planet with a population of eight million, while another source lists the system's population as twelve million, spread across two planets and numerous asteroids and space stations. The star was saved at the last instant when Centerpoint Station (the starbuster weapon) was disabled by a planetary repulsor beam.</p>						
		Briggia	Briggia		Terrestrial	FP
<p>A blue planet, Briggia was the former location of an Alliance base. It was the first target of the Empire's Operation Strike Fear, prior to the Battle of Yavin, and was immediately evacuated by Alliance personnel. [</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
The famous chef Porcellus once worked for the Imperial official Yndis Mylore, governor of Bryexx and Moff of the Varvenna sector. During his tenure Porcellus served meals for the Emperor himself, but he was made a slave to Jabba the Hutt approximately one year prior to the Battle of Yavin.						
		Bseto	Indikir		Terrestrial	
A planet home to the docking port known as Ramsees Hed. Following the Battle of Yavin, Alliance agent Kyle Katarn placed a tracking device on a smuggling ship at Ramsees Hed, which led Katarn to an Imperial robotics facility on Anteevy.						
		Cal	Cal-Seti		Terrestrial	DF
The Cardua system borders the Xorth system and contains many asteroid belts. The rich ore in these asteroids is mined by the system's settlers, in the service of the Empire.						
		Cardua				TSC
One of several planets in the Carida system, Carida was once a large, high-gravity world with a wide variety of terrain. The native Caridans were humanoid aliens with thin limbs and heavy barrel chests. Carida was the location of the most important Imperial military training center, which contained a main citadel building surrounded by a towering wall. The planet's varied surface consisted of rocky mountains, frozen ice fields and arctic wastes, jungles filled with carnivorous plants, and arid deserts (including the Forgofshar Desert) that were home to poisonous, multilegged reptiles. Stormtrooper candidates underwent harsh training in these environments to prepare themselves for action on a variety of worlds. Caridan combat arachnids were crimson, twelve-legged creatures covered with spines, that communicated on a hypersonic level. They were bred for their fighting abilities as well as their valuable, diamond-hard chitinous exoskeletons. Admiral Daala attended the Caridan academy before her appointment to Tarkin's staff. After the annihilation of Alderaan, several of the Death Star's designers were transferred from the battle station to Carida. Ambassador Furgan was the Caridan representative to the New Republic and oversaw the development of the MT-AT "spider walker," and Admiral Ackbar's aide Terpfen underwent torture and reconditioning on the planet in the hopes that he would serve as an Imperial puppet. Carida was utterly destroyed when Kyp Durrton caused its star to go nova through the use of the Sun Crusher.						
		Carida	Carida		Terrestrial	Jedi Academy , 109; JS, DA
The Carto Asteroid Belt is located close to several hyperspace trade lanes. The notorious Drek Drednar and his pirate crew often tow large asteroids from the belt and place them in the trade lanes, where the rocks create a gravity shadow and often force unsuspecting ships from hyperspace.						
		Carto	Carto Asteroid Belt		Asteroid Belt	SWAJ

Region	Sector	System	Planet Name	Trade Route	Type	Source
The homeworld of a feline alien species. The Jedi knights Sylvar and Crado, who trained under Vodo-Siosk Baas four thousand years ago, were natives of Cathar. Two other Cathar were members of a big-game hunting expedition to Hoth, eight years after the Battle of Endor.						
		Cattamascar	Cathar		Terrestrial	DLOS, DS
The site of an early engagement for the Ssi-ruuvi fleet, where they experienced an emergency reorient.						
		Cedre				TAB
A lifeless system with a blue star, located about three light years from Dathomir.						
		Celdaru	Celdaru		Terrestrial	DS
Imperial General Sulamar, who worked with Durga the Hutt on the Darksaber project, was known to boast of his commanding role as the Scourge of Celdaru.						
		Chadra	Chad		Terrestrial	SWAJ #10 , 99; GG4, TFTC
Chad (also called Chadra), a watery world orbiting the blue-white star of the same name, is the fourth planet in its system and the homeworld of the sociable, rodent-like Chadra-Fan. Chad's nine moons create a pulsing system of tides, and clans of Chadra-Fan inhabit the bayous among the red gum-tree forests and cyperilli trees. The Chadra-Fan do not bother to construct permanent structures due to the unpredictability of destructive hurricanes-- in fact, a "death wave" wiped out much of their civilization just ten years ago. Most Chadra-Fan machinery is powered by methane, and most technology is primitive by galactic standards. Despite this, many Chadra-Fan items are valued as exports due to the care and craftsmanship that went into their design.						
		Chadra	Chad III		Terrestrial	COTJ, DS
An ocean world with several moons. Life in Chad III's deep oceans include the long-necked cetaceans called tsaelkes, hunters called wystohs, phosphorescent tubular eels, and the fish-lizards called cy'een. The Jedi knight Callista was originally from Chad III, and worked a deep-water ranch on an ark with her family, where they herded the semi-sentient wander-kelp. The ark followed the herds along Chad III's Algic Current, which runs between Chad's equator and its Arctic Circle. Callista was later called away to Bespin by the Jedi master Djinn Altis.						
		Chalcedon	Chalcedon		Terrestrial	TCS
A rocky, volcanic world with a semi-breathable atmosphere, Chalcedon is a key hub in the galactic slave trade. The planet features dry, violent storms, frequent earthquakes and no indigenous lifeforms, though two colonies and a way station have been established on its surface. Many buildings and other items in the cities are constructed from dark volcanic glass. Traders and peasants inhabit the bazaars, while the bureaucrats (boneless, trunked aliens) live in the cities and control the slave trade.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Chardaan	Chardaan Shipyards		Artificial: Space Station	DS

An Alliance space facility composed of pressurized spheres, where workers could build space vehicles in a zero-g environment. The shipyards produced a wide variety of Alliance starfighters, from the Y-wing to the E-wing, until they were devastated by Colonel Cronus and his fleet of Victory-class Star Destroyers eight years after the Battle of Endor.

Charmath	Charmath	Terrestrial	SWS
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Site of the University of Charmath. Alliance historian Arhul Hextroophon searched through old, classified data files at the University in order to find the hidden location of Yoda.

Chondre	Chondre	Terrestrial	TLC
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The site of one battle during a multi-pronged attack by Grand Admiral Thrawn. The Star Destroyer Nemesis participated in this battle, which was actually a diversion to draw attention away from Thrawn's true target of Ukio.

Cificap	Cificap VIII	Terrestrial	FP
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Following the Battle of Yavin, several Imperial freighters filled with Habassan prisoners were scheduled to rendezvous with the frigate Mayhem near Cificap VIII. The Habassans were rescued by an Alliance strike force.

Cilpar	Cilpar	Terrestrial	XW
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A formerly Imperially-held planet covered with mountains, jungles, and forests. Dozens of ancient native temples, predating the human settlements on Cilpar and nearly indestructible, can be found scattered throughout the forest. Animal life on Cilpar includes the dangerous carnivores called ronks, which are attracted to light and highly allergic to oratay. Male ronks are considered a delicacy on Cilpar, though females are instantly fatal if eaten. Other foodstuffs sold on-planet include mundis and thrashed puero. Cilpar's local Moff was Boren Tasci, and its planetary ruler was Governor Norquest. The pair had a palace stronghold in the main city of Kiidan, and seemed prepared to turn Imperial facilities over to the Alliance following the death of the Emperor. Instead, Moff Tasci rejected the deal and wiped out two suburbs of a Cilpari city, including the neighborhood of Tamarack. Wedge Antilles and Rogue Squadron arrived on Cilpar after the Battle of Endor and set up a base in the mountains, west of Kiidan. They were to pick up food and supplies from the Cilpari resistance and escort the convoy to Mrisst, but instead they ran into a waiting TIE fighter ambush. Wedge's contact with the Cilpari underground was a mysterious woman known only as Targeter, later revealed as Princess Leia's assistant Winter. Elisco Loro, leader of the Cilpari resistance, represented the legitimate local government of the planet; her husband Throm had been killed years before fighting Moff Tasci's forces at the Battle of the Cliffs. After a long battle, Moff Tasci and Governor Norquest were overthrown by the resistance, as the expected Imperial reinforcements decided to abandon the duo.

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Circarpous	Circarpous IV		Terrestrial	SME, FP
<p>The populous Circarpous system encompasses fourteen planets orbiting the star Circarpous Major, and is located near the planet Gyndine. Prior to the Battle of Yavin, three Alliance X-wings entered the Circarpous system to test Imperial defenses near Circarpous IV. All TIE fighters sent to engage the fighters were destroyed, which left a profound impression on the Circarpousians. Later, the Star Destroyer Intrepid became stranded in the Circarpous system and was subsequently destroyed by Alliance starfighters. Soon after the Battle of Yavin, the Circarpousians were very close to joining the Rebel Alliance, and one other star system was willing to commit to the Rebel cause if Circarpous would do so first. For this reason, Luke Skywalker and Princess Leia Organa were sent Circarpous IV to meet with government officials and leaders of resistance groups from all over the system.</p>						
		Circarpous	Circarpous X		Terrestrial	SME
<p>The tenth planet in the Circarpous system, Circarpous X is the site of a small colony established by the Circarpousians</p>						
		Circarpous	Circarpous XII		Terrestrial	SME
<p>The twelfth planet in the Circarpous system, Circarpous XII is the site of a small colony established by the Circarpousians.</p>						
		Circarpous	Circarpous XIV		Terrestrial	SME
<p>The fourteenth and final planet in the Circarpous system, Circarpous XIV is home to a small hidden Rebel outpost. Soon after the Battle of Yavin, Luke Skywalker and Princess Leia Organa departed from the Rebel base on XIV to attend a meeting with resistance leaders on Circarpous IV</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Circarpous	Mimban		Terrestrial	SME
<p>(Also known as Circarpous V) The fifth planet in the Circarpous system, the cloud-covered swamp world of Circarpous V is often referred to by its local name of Mimban. The planet is largely unexplored, save for a single expedition by Circarpousian xenarcheologists and an early Imperial scouting survey. The rainy world is a lush green crisscrossed with muddy brown rivers, and is teeming with many forms of life. The foliage is concentrated in dense clumps which leaves plenty of open space for travel, though the incautious can sink to their deaths in pockets of thick gray mud. Mimban was never colonized by the Circarpousians, but the Empire secretly established a mining operation on the planet without the knowledge of the system's inhabitants. The Empire's miners live in five makeshift towns, and perform their work with energy drills. These drills, illegal on populated worlds, create harmful fallout and are a serious hazard for arriving ships, since they shunt their excess electrical charges into the sky. At least three intelligent Mimban species are known to exist on the planet-- the large-eyed "greenies" who beg in the mining towns for alcohol; the thin gray Coway who live underground, and an unnamed furry species with four legs and four arms. The mysterious, long-extinct species known as the Thrella are believed to have built the hundreds of temples and cities that dot the damp surface of Mimban. "Thrella wells," near-bottomless shafts surrounded by interlocking hexagonal stones, often have side passages called Coway shafts, leading to the underground world of the Coway. One particular Coway shaft, lit by a type of luminous fungi, contains a vast subterranean lake which the Coway cross on large lilypad plants. The lake houses a dangerous, amorphous pseudopod-creature, and an abandoned Thrella city is located on the lake's far edge. This shaft's 200 Coway live in a primitive village built in a huge natural amphitheater. Their tribes are ruled by a triumvirate of leaders, who appeal to their god Canu for judgment on important matters. One of the world's more dangerous animals are the huge pale worms called wandrellas, who have black eye-spots surrounding a gaping mouth and are too stupid to be slowed by most attacks. Imperial control of Mimban was entrusted to Captain-Supervisor Grammel, who ruled from the Imperial planetary headquarters built into an ancient towering ziggurat. The legendary Kaiburr crystal, rumored to have properties that focus and intensify the Force, was located deep in the jungle, in the temple of a minor local god named Pomojema. The powerful crystal rested within a ceremonial statue of the god, and was guarded by a sluggish but deadly lizard-creature. Soon after the Battle of Yavin, Luke Skywalker, Princess Leia, and the droids R2-D2 and C-3PO crashed on Mimban while traveling to a conference on Circarpous IV. After facing many dangers, including a showdown with Darth Vader, the Rebels were able to retrieve the Kaiburr crystal and leave Mimban.</p>						
		Clendoran	Clendoran		Terrestrial	SWAJ
<p>In the years prior to the Battle of Endor Lando Calrissian won the deed to a Clendoran brewery when he destroyed the Norulac pirates at the Battle of Taanab on a bet.</p>						
		Columus	Columus		Terrestrial	GG #04 , 31
<p>Homeworld of the Columi, Columus is a small world with an extremely low gravity. Columus is a completely flat, muddy planet with no erosional forces and a wide variety of plant life. The Columi, a highly technological and intellectual species, inhabit high cities supported by sturdy pylons. The Columi disdain physical exertion and prefer to remain on Columus, developing their minds and helping to run their society through a participatory democracy. Apparently Columus voluntarily joined the Empire.</p>						
		Corfai	Corfai		Terrestrial	DFR
<p>After resupplying on Wistril, the Star Destroyer Chimaera was planning to join the Stormhawk and ambush a New Republic convoy near Corfai.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
<p>Little is known about this world. During the New Republic's retreat from Coruscant six years after the Battle of Endor, Taryn Clancy of the Core Courier Service was enlisted to deliver a rendezvous location to one of the New Republic battle fleets. After escaping Coruscant, Clancy changed course at Coriallis before proceeding to her destination. Sergeant Zeck Tambell, an Imperial investigator on the planet Stassia, was a native of Coriallis.</p>						
		Corlass	Corlass		Terrestrial	SWAJ #5, pg 90
<p>Not much is known about this planet. However, the capital city of Quori is a vast, sprawling metropolis. The sheer size of the city makes it endless alleyways and dead-ends a virtual maze in which even natives can get lost in from time to time. Also, this planet's culture has a rich history of piracy, dating all the way back to the days when pirates first rode the seaways in wooden ships. The planet Corlass has a long tradition of piracy, dating back to the earliest days of primitive sailing ships on the planet's seas. Points of interest on the world include Quori City, which was built in a complex maze-like pattern. Tron Nixx, a navigator in Drekh Drednar's pirate crew, grew up on Corlass.</p>						
		Corstris	Corstris		Terrestrial	TLC
<p>A forested planet on which Han Solo spent some time as part of his Alliance duties.</p>						
		Cranan	Cranan 12		Terrestrial	SWAJ #6, pg 51
<p>Meysen Kayson, wealthy owner of the Greel Wood Logging Corporation in the Pii system, also owns several properties on Cranan 12</p>						
		Culroon	Culroon III		Terrestrial	SW Sourcebook
<p>An out-of-the-way planet with an amazing history of violence, Culroon III was largely ignored by the Old Republic. Due to their constant wars the primitive Culroon never developed space travel, but they did trade for technological goods including blasters. When the Empire decided to construct a garrison on Culroon III, the Imperial general in charge of the operation agreed to a ceremonial surrender of the Culroon people by their leader, Kloff. When this ceremony turned out to be an ambush by the Culroon, the Imperial staff was rescued by an AT-AT commanded by then-lieutenant Veers.</p>						
		Cyborrea	Cyborrea		Terrestrial	DESB
<p>A high-gravity planet that is home to the cyborg battle dogs called neks. The aggressive neks are a result of genetic and cybernetic engineering and are often used for protection by scavenger gangs.</p>						
		Cyimarra	Cyimarra		Terrestrial	SWAJ #5, pg 255
<p>Cyimarra is home to the beautiful Crystal Spires. Both Corellia and Corulag, planning to recreate the Spires as an exhibit during New Year's Fete Week on Coruscant, sent delegations to Cyimarra to help prepare for the display.</p>						



Region	Sector	System	Planet Name	Trade Route	Type	Source
The technical plans for the Empire's first Death Star were kept in a secret Imperial base on Danuta before their scheduled transfer to Darth Vader. Alliance agent Kyle Katarn infiltrated the facility and stole the plans, which were later beamed to Princess Leia's corvette near Toprawa.						
	Darek	Danuta	Danuta		Terrestrial	DF, SWR
Located near the Hensara and Morobe systems. Some three years after the Battle of Endor, Rogue Squadron made a transit jump through hyperspace to the Darek system, before jumping to the Hensara system. They did this in order to disguise their origin point in the Morobe system and the hidden base there.						
	Darek					XWRS
	Dargul	Dargul	Dargul		Terrestrial	JS
Dargul is the sister world of the blob-racing planet Umgul. It is the location of Palace Dargul, residence of the Duchess Mistal. When the Duchess reached the age of marriage and advertised for a consort, a candidate named Dack altered the Palace's computer to name him as the winning suitor. When he could no longer stand the Duchess' company, he fled to Umgul and was captured by Lando Calrissian. Calrissian was given a million-credit reward from the Duchess for the return of her consort.						
	Dargul		Umgul		Terrestrial Mountainous	Jedi Academy , 113
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	Darkon	Darkon III	Darkon III		Terrestrial	SWAJ
The smuggler Dannen Lifehold stopped on Darkon III before continuing his mission to Dohu VII.						
	Datar	Datar	Datar		Terrestrial	TFTC
A group of Rebels was entirely eliminated on Datar, despite Darth Vader's insistence on acquiring prisoners for interrogation.						
	Davnar	Davnar	Davnar		Terrestrial	HSSE
Davnar II is home to a bipedal, scaly, long-snouted alien species. One of Ploovo Two-For-One's henchmen was a native of Davnar II.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Dela				LCMH
Lando Calrissian's destination before visiting the Oseon was the Dela system, but he decided against it due to the tricky landing required on a mountaintop spaceport.						
		Delderaan	Delderaan		Terrestrial	GG2
The gas giant Yavin has been compared to a ball of multicolored yarn woven by the primitive northern tribes of ancient Delderaan.						
		Delfii				TSC
Just prior to the Battle of Endor, the Rebel Alliance held a deep-space military summit in the Delfii system to plan their assault on the second Death Star.						
		Delle	Delle II		Terrestrial	SWAJ
Hemmel crops are grown on Delle II.						
		Denlathia	Denlathia		Terrestrial	SWAJ
A planet captured by the New Republic approximately four years after the Battle of Endor. The Victory Star Destroyer Tempest managed to escape Denlathia carrying components for an anti-orbital ion cannon, which were brought to the city of Zila on Garos IV.						
		Dennaskar	Dennaskar		Terrestrial Forest	SWAJ # 4, pg 278
Little is known about this world. However, there is a secret Santhe/Sienar laboratory located there. The location of a secret Santhe/Sienar Technologies laboratory. Santhe/Sienar was rumored to have developed a prototype cloaking device at this facility.						
		Dilonexa	Dilonexa XXIII		Terrestrial	LCFW
Located in the Dilonexa system, Dilonexa XXIII orbits a giant blue-white star along with 39 other planets. Dilonexa XXIII is the only world capable of supporting life, as the inner 22 are far too hot and the outer 17 too cold. The planet is nearly 25,000 kilometers in diameter, but its lack of heavy metals gives it a tolerable gravity. Dilonexa XXIII is entirely given over to agriculture. Its farms stretch across the entire surface of the planet, providing foodstuffs, plastics, fuels, and grain for the herds of native bovine. Weather- controlling satellites in orbit help keep the city-sized tornadoes in check with energy weaponry. All heavy metals must be imported to the planet, and the Dinonexan colonists (wealthy, successful farmers) have developed an allergic reaction to foods containing too many trace metals. Lando Calrissian made a run to Dilonexa XXIII, trying to unload a useless (on Dilonexa) cargo of fishing poles, leather hides, and wintemberry jelly.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
The Trandoshan criminal Nakaron, after killing an undercover Alliance agent, was captured and scheduled to be incarcerated in the Republic detention facility on Dles IV. Nakaron, however, hijacked the shuttle and took its crew hostage.						
		Dles	Dles IV		Terrestrial	SWAJ
The smuggler Dannen Lifehold stopped on Darkon III before continuing his mission to Dohu VII.						
		Dohu	Dohu VII		Terrestrial	SWAJ
The homeworld of the warlike, reptilian Trandoshan species. Trandoshan society is run by a strict class system, and points of interest on the planet include the Lorpfan deserts. Lanish Ran, an undercover Alliance agent, once posed as an Imperial technician in a repair facility located on Banir Avenue in the Doshan city of Forak. The bounty hunter Bossk is one infamous Trandoshan.						
		Dosha	Dosha		Terrestrial	ESB, SWAJ
The home of the animal known as the jackelope. A taxidermized specimen is displayed in the Poly Pyramid tavern on Rafa IV.						
		Douglas	Douglas III		Terrestrial	LCMH
A system with multiple suns and home to the alien Drackmarians. Drackmarians are methane-breathers with blue scales, sharp talons, and snouts filled with vicious teeth. Members of this species do not sleep, and are noted for their generosity and their stubborn independence. The Drackmarians were fierce opponents of the Empire and are now very loosely aligned with the New Republic. Omogg, a wealthy warlord from the Drackmar system, lost the planet Dathomir to Han Solo in a sabacc game on Coruscant.						
		Drackmar	Drackmar		Terrestrial	COPL
The notorious bounty hunter Belylyssa single-handedly wiped out the Alliance cell on Durgeon, after tracking the group for months.						
		Durgeon	Durgeon		Terrestrial	SWAJ
Animal life on Ediorung includes the icefish. Porcellus, chef to Jabba the Hutt, once considered serving a meal of poached Ediorung icefish on a bed of Ramorean capanata.						
		Ediorung	Ediorung		Terrestrial	TFJP
Not much is known about this planet, save for the fact that it is a swampy, rainy world. The pleasure ship Malka'an Eternal, abandoned after a mishap, crashed on the rainy, muddy world of Edonaaris. The ship's droid SCR-114 managed to survive the crash and killed the members of a salvage team inspecting the wreck. Stealing their transport, the droid later became a notorious Outer Rim smuggler.						
		Edonaaris	Edonaaris		Terrestrial Swamp	SWAJ

Region	Sector	System	Planet Name	Trade Route	Type	Source
The terrorist Earnst Kamiel, leader of the radical Justice Action Network (JAN), was captured on Eldrooden.						
		Eldrooden	Eldrooden		Terrestrial	SWAJ
Elin Roe						
SWAJ						
Captain Hallyn Phlyne, of the Imperial customs ship Interceptor, spot checks ships passing through the Elin Roe system for customs violations.						
		Engira	Engira		Terrestrial	SWS
An Imperial replenishment convoy was ambushed outside Engira, resulting in the loss of three freighters and their cargoes of food and ammunition worth over 18 million credits.						
		Ennth	Ennth		Terrestrial	YJK
The colony located on Ennth was devastated by a natural disaster in the years following the Battle of Endor. Zekk, later a friend of Jacen and Jaina Solo, was orphaned in the disaster and escaped Ennth on a supply ship.						
		Er'Dox Kaan	Laboi II		Terrestrial	GG #04 , 65
Evas VI is one base of operations for Linkaas, head of the Linkaas Corporation and a member of the plantlike Pliith species						
		Evas	Evas VI		Terrestrial	SWAJ
Eva-T						
		Eva-T	Kiilimaar		Terrestrial	TSC
The Eva-T system contains the planet Kiilimaar, where a rendezvous between Imperial and pirate forces was held to negotiate the release of a TIE Defender scientist.						
		Excarga	Excarga		Terrestrial	SWAJ
Excarga, home to several profitable ore-processing corporations, was located far from the fighting during the Galactic Civil War. The planet made a sizable profit supplying the Alliance with materials. Drextar Pym, a New Republic senator from Excarga, is head of the panel that prosecutes former Imperials for their war crimes. While traveling to a conference aboard a magnetic-lift train, Pym and his family were terrorized by a series of explosives, set by a former Imperial Storm Commando taking his revenge on Pym. [						

Region	Sector	System	Planet Name	Trade Route	Type	Source
The world of Farboon appears green, blue and white when seen from space. While at Farboon, TIE pilot Maarek Stele rescued Admiral Mordon's shuttle from an attacking group of Rebel X- and Y-wing fighters.						
		Farboon	Farboon		Terrestrial	TSC
Farfield II is located in the Farfield system. A System Patrol Squadron base for Imperial corvettes near the planet was destroyed by the Alliance in the time following the Battle of Yavin.						
		Farfield	Farfield II		Terrestrial	FP
An Imperial System Patrol Squadron base near Feenicks VI was eliminated by an Alliance strike team in the time following the Battle of Yavin.						
		Feenicks	Feenicks VI		Terrestrial	FP
A moderately large planet orbiting an orange-yellow star, Fef is the homeworld of the insectoid Fefze. Fef's thick atmosphere and hot temperature contribute to its teeming variety of lifeforms, all of whom have relatively short life-spans. The Fefze, who form intelligent group-minds (called "swarms") of 10 to 100 individuals, are able to digest all forms of carbon-based organic matter. Due to the abundance of food available to the Fefze and their lack of dexterous manipulative appendages, they have not developed technological skills and Fef has few exports. Fef does receive tourists who come to view the famed Fefze dance swarms.						
		Fef	Fef		Terrestrial	GG #04 , 41
Not much is known about this planet. However, it plays host to one of the premier learning institutes in the galaxy; the Imperial Institute of Higher Studies.						
		Ferrhast	Ferrhast		Terrestrial	SWAJ
The location of an Imperial prison camp.						
		Ferros	Ferros VI		Terrestrial	DSTC
Filve was targeted by the Star Destroyer Judicator in a multi-pronged attack by Grand Admiral Thrawn intended to draw New Republic forces away from Ukio. At the same time, Leia Organa Solo was planning to visit the Filvian government to assure them of New Republic support. When she arrived during the battle, Joruus C'baoth sent the entire Imperial strike force after the Millennium Falcon in a vain attempt to capture her.						
		Filve	Filve		Terrestrial Urban	Last Command
F'tral, home of the lyra. F'la Ren - A blue-white star						
		F'La Ren	F'tral		Terrestrial	GG #04 , 56

Region	Sector	System	Planet Name	Trade Route	Type	Source
The site of a vast Republic orbital shipyard, one of the oldest and most successful shipyards in the galaxy. Raw materials were gathered from the uninhabited planet of Foerost below and shipped up to high orbit, where they were assembled into warships for the Republic navy. Nearly four thousand years ago during the Sith War, the Foerost shipyards were attacked by Ulic Qel-Droma and Aleema, who used her darkside illusions to make their fleet appear to be one large, innocent vessel. After a quick and deadly battle, Qel-Droma's forces had captured the operations codes for three hundred of the Republic's newest warships.						
		Fwillsving	Fwillsving		Terrestrial	TLC
A planet somewhat near Honoghr and Kessel. Luke Skywalker considered visiting Fwillsving when he needed replacement fuel cells for his X-wing.						
		Gacerian	Alc		Terrestrial Jungle	Planets Collection, pg 230
This is the third world in the Gacerian system. It would be suitable for colonization, as it has many valuable natural resources, but its tectonic instability prevents any kind of profitable operation from being established.						
		Gacerian	Rue		Terrestrial Tundra	PLANET, pg 230
This is the sixth world in the Gacerian system.						
		Gacerian	Tun		Terrestrial Barren	PLANET, pg 230
This is the first world in the Gacerian system.						
		Gacerian	Tytun		Gas giant	PLANET, pg 230
This is the fifth world in the Gacerian system.						
		Gacerian	Wei		Terrestrial	PLANET, pg 230
This is the second world in the Gacerian system.						
		Gall	Gall		Terrestrial	Shadows of Empire , 93; X
Rogue Squadron fought at Gall following the Alliance's evacuation of Hoth.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Elea Poista, a top Exex at Bespin Motors, created the false identity "Kel" to aid in her black market sales-- including a set of forged birth records on Galltine.						
		Galltine	Galltine		Terrestrial	GG2
GrimDeath I, a pirateship responsible for raids in the Woldona system, was the target of an Imperial spacetrooper assault before it could reach its destination of Galpos II.						
		Galpos	Galpos II		Terrestrial	SWS
The home system of a humanoid alien species known as the Gama-Senn. Six years after the Battle of Endor, the leader of the Gama-Senn people pledged his system's allegiance to the reborn Emperor after witnessing a demonstration of Palpatine's devastating Galaxy Gun.						
		Gama	Gama		Terrestrial	EE
After the Battle of Yavin, the Empire opened up a new hyperlane between Fondor and Gandeal for cargo traffic, in order to meet the supply needs caused by the construction of the Super Star Destroyer Executor at the Fondor yards.						
		Gandeal	Gandeal		Terrestrial	SWAJ
A desert planet covered with endless sand dunes. [						
		Gandrún	Gandrún II		Terrestrial	GG2
Grandon Holleck, a former Imperial governor of Chandrila, retired to his homeworld of Ganthel after stepping down as governor.						
		Ganthel	Ganthel		Terrestrial	SWAJ
The backwater swampworld of Gap Nine is home to a reptilian alien species and an Imperial fuel ore- processing plant. Many years ago, an unknown group came to Gap Nine and built temples dedicated to evil. When a force of Jedi Knights arrived, they defeated the group and transformed their temples into storehouses of knowledge. Recently, the Imperials on Gap Nine have been robbing these temples of their priceless artifacts.						
		Gap	Gap IX		Terrestrial Swamp	SWAJ
Little is known about thsi planet. However, it is the fourth planet in the Garnib system.						
		Garnib	Coomputu		Terrestrial Barren	PLANET, pg 47

Region	Sector	System	Planet Name	Trade Route	Type	Source
Little is known about this planet. However, it is the third planet in the garnib system.						
		Gerrard	Gerrard V		Terrestrial	SWAJ
Prior to the Battle of Yavin, segments of the Gerrard military staged a Rebel uprising in the planet's main city of Harazod. The uprising was brutally suppressed with orbital bombings from the Star Destroyers Adjudicator and Relentless. At the time, the planet was ruled by Governor Danna and represented in the Imperial Senate by Senator Chelo						
		Gerrenthum	Gerrenthum		Terrestrial	GG2
The location of a small Rebel Alliance cell, disguised as an accountant's office in a Gerrenthum city.						
		Glakka	Glakka		Terrestrial	TFJP
Years ago, Jabba the Hutt and the Chevin criminal Ephant Mon were partners in a gunrunning operation on an ice-covered moon of Glakka. The pair planned to steal an Imperial weapons cache and resell it for a profit, but were ambushed by an Imperial squad. They survived the attack but almost died during the subzero night, when Jabba kept Ephant Mon alive by covering him in the folds of his sluglike body. The pair was rescued in the morning, but Ephant Mon remained grateful to Jabba for saving his life.						
		Goelitz	Goelitz		Terrestrial	CSSB
Goelitz was once involved in an ancient feud with the planet Ylix, located a few systems away. After much fighting, Goelitz was defeated by members of the Ylix militia, including the infamous gunman Gallandro.						
		Gorbah	Gorbah		Terrestrial	SWAJ
Imperial forces trying to conquer Gorbah suffered heavy losses from four hidden fighter bases attacking in a "space-snipe" defense. When the Empire eventually triumphed, the fighters abandoned their secret outposts and fled the system.						
		Grakouine	Grakouine		Terrestrial	DESB
The location of an Alliance storage base. After Boba Fett was supposedly killed by the Sarlacc, the Alliance towed Fett's abandoned Slave I to Grakouine. It remained there for years until Fett repurchased his ship through legitimate channels.						
		Grandeel	Grandeel		Terrestrial	GG2
Major Reskik, commander of the Imperial Salvage Station deployed to analyze the first Death Star's wreckage, grew up on a fish farm on Grandeel.						



Region	Sector	System	Planet Name	Trade Route	Type	Source
The outpost planet on which Dev Sibwarra spent his youth. This was apparently one of the first planets attacked by the Ssi-Ruuk.						
		Gromas				DF
Several small moons in the Gromas system contain the rare metal known as Phrik. The Empire constructed a mining facility on one moon, to produce Phrik for use in armoring the Dark Troopers. Following the Battle of Yavin, Alliance agent Kyle Katarn completely destroyed this facility with a sequencer charge.						
		Gyndine	Gyndine		Terrestrial	SME, SWAJ, DESB
Gyndine is an Imperial territorial administrative world, which has the nearby Circarpous system under its jurisdiction. It is ruled by the obese Imperial governor Bin Essada. Cargo ships are known to make deliveries of denta beans to Gyndine's grain market, and animal life on the planet includes the dangerous ethersquid. During the Imperial Mutiny six years after the Battle of Endor, Gyndine protected itself by becoming a "Fortress World," guarded by planetary shields and a fleet of thirty defensive ships.						
		Hallomar	Hallomar		Terrestrial	SWAJ
A beach and vacation world.						
		Halowan	Halowan		Terrestrial	MTS
The location of a top-secret Imperial data storage net and a trans-system data storage library. Alliance historian Voren Na'al infiltrated the Imperial data net on Halowan by posing as an agent for Moff Lorin of Fakir sector.						
		Hast	Hast		Artificial: Shipyards	DESB
Site of the secret Hast shipyards, where the Star Destroyers Liberator and Emancipator (captured during the Battle of Endor) were being refurbished for active New Republic duty. Imperial spies discovered the shipyards soon after Endor, and the resulting attack severely damaged both Star Destroyers and ruined a large portion of the Alliance fleet. This devastating attack put the New Republic's war effort several years behind schedule.						
		Hefi	Hefi		Terrestrial	MTS, DS
The location of a secret retreat for Death Star designer Bevel Lemelisk. According to Alliance historian Voren Na'al, Lemelisk hid on Hefi after the first Death Star's destruction until discovered by Imperial agents, though this story appears to be inaccurate.						
		Hishyim	Hishyim		Terrestrial	TLC
Grand Admiral Thrawn provided the ship thief Niles Ferrier with an assault shuttle from the Hishyim patrol station so he could present it to Talon Karrde to establish credibility.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
		H'nemthe	H'nemthe		Terrestrial	TFTC

A planet with three moons and home to the alien species also called H'nemthe. During the season of trine, all three of the planet's moons give off their light. On average, there are twenty H'nemthe males for every female-- after mating, the male is gutted with the female's razor-sharp tongue. Virgin females are not often allowed to leave the planet, and are permitted to eat only fruits and vegetables. Plant life on H'nemthe includes the carnivorous m'iiyoom nightlily, a white flower which blooms during the season of trine.

		Hollastin	Hollastin VII		Terrestrial	SWAJ
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Located in the Hollastin system, Hollastin Seven is the base of operations for the crimelord Glogra the Hutt. During the Second Hollastin Insurrection, Hollastin Seven's capital city was besieged by native guerrillas. A group of smugglers tried to use the chaos to overthrow Glogra, but they were stopped by the Hutt's henchmen.

		Honoghr	Honoghr		Terrestrial Toxic	Dark Force Rising
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A planet with three moons in the Honoghr system (near Fwillsving and Kessel), and the homeworld of the Noghri. Honoghr is a devastated world; almost all of its plant and animal life has been destroyed. From space it appears to be uniformly brown, broken only by the occasional blue lake and the green area known as the Clean Lands. The main city of Nystao is located in the center of the Clean Lands-- it is home to the Common Room of Honoghr within the Grand Dukha and is the only city with adequate spacecraft repair facilities. The Noghri people are divided into clans (including the clans Kihm'bar, Bakh'tor, Eikh'mir, and Hakh'khar) that have had a long history of bloody rivalry. Each clan is ruled by a dynast, and female maitrakhs lead family or subclan units. In the center of each village is a cylindrical building called a dukha, constructed of polished wood encircled by a metal band and containing the clan High Seat and a genealogical chart carved into one wall. The ancient Noghri laws of discovery and judgement involve a period of public shaming in the main city by order of the clan dynasts. The village of clan Kihm'bar is at the edge of the Clean Lands and is ruled by Dynast ir'khaim. Animal life on Honoghr includes the carnivorous stava. During the Clone Wars, a battle between two starships resulted in one of them crashing on Honoghr's surface, setting off catastrophic earthquakes and releasing toxic chemicals into the atmosphere. Darth Vader came to offer Imperial assistance, and teams of deadly Noghri commandos joined the Empire in return for Emperor's help in restoring their world. Noghri clans and their respective dukhas were relocated to the Clean Lands, and Imperial decontamination droids set to work apparently renewing the soil. In actuality, the Empire had seeded Honoghr with a hybrid form of Kholm-grass that inhibited all other plant growth, keeping the planet lifeless for generations and forcing the Noghri to remain in the Emperor's debt. Before Vader's death, he named Grand Admiral Thrawn his designated heir and ruler of the Noghri commandos. The Noghri renounced their service to Thrawn after Leia Organa Solo showed them the extent of the Empire's treachery, and they began to grow new crops along the banks of a hidden river running between two jagged cliffs. After Thrawn's defeat, the New Republic was planning to relocate the Noghri people to a new world

		Hosrel	Hosrel XI		Terrestrial	LCSC
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The location of a remote navy base, where a squadron of pilots had a brief battle with Lehesu of the Oswaft.

		last				TSC
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The possible location of To-phalion Base and the top-secret Vorknxx Project, where the Empire developed an experimental cloaking device after the Battle of Hoth.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Imperial commander Titus Klev, at the age of 13, attended a motivational camp on the harsh world of Ibanjji as part of his Imperial Sub-Adult Group training. While there, he saved an instructor from a pack of wild varns.						
		Ikon	Ikon Asteroid Belt		Asteroid Belt	ROC
A red dwarf star orbited by an asteroid belt. After the Battle of Yavin, Princess Leia Organa traveled to the asteroid belt to help Rebel sympathizers install a turbolaser.						
		Illoud				DESB
Sullustan commander Huoba Neva smashed an Imperially-supported insurgency in the Illoud system, earning high praise from Alliance command.						
		Isen	Isen IV		Planetoid	Planets Collection, GG #9;
The Isen system is in its birth throes. The sun is still developing, and Isen IV is still nothing more than an uninhabitable planetoid. However, a pirate base has been established on its dark side and under the surface. The system is constantly bathed in bursts of radiation, and that, coupled with its three asteroid belts, makes it a horror to navigate through.						
		Ison			Ison Corridor/Corellian T	
		Ixtlar	Ixtlar		Terrestrial	CSSB
Ixtlar is said to have a "multicolored skyline" due to its numerous holographic advertising boards.						
		Janara	Janara III		Terrestrial	SWAJ
A world of green, rolling hills containing the city of Sreina. A number of years before the Battle of Yavin, Imperial officer Matt Turhaya left his little girl Alex with relatives on Janara III, while he reported for duty on the Star Destroyer Relentless. When he returned a year later, he discovered the city of Sreina had been devastated by an Imperial raid on suspected rebels. Though Turhaya believed his daughter was dead, she had actually been rescued and adopted by the Imperial governor of Garos IV.						
		Jerijador	Jerijador		Terrestrial	COTJ
The exports of Jerijador include cheap shoe kits, which are sold in the markets of Belsavis.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
The planet Jodaka has vast oceans surrounded by rocky reefs. The seas house many unusual animals including the deadly Jodakan needler crab, which fires poisonous darts to catch its natural seagull prey.						
		Joralla	Joralla		Terrestrial Jungle	Planets Collection
Thsi jungle world is inhabited by a fierce, primitive race, the Tikiarri, and has been placed under an unofficial quarantine by the local Imperial Moff, Seylas. This quarantine is only unofficial because the Moff would need approval from his superiors to do that, and he does not want to cause any kind of trouble. So he has two skipray blastboats on a 36 hr-a-week rotation to warn any incoming craft of the danger, and he inspects the cargo of any craft leaving to make sure that none of the Tikiarri are being transported off planet.						
		Joralla	Manalin		Terrestrial Barren	PLANET, pg 67
Little is known about this planet. However, it is the first planet in the Joralla system, which has been placed under an unofficial quarantine by the local Moff, Debin Seylas.						
		Jovan	Jovan Station		Artificial: Space Station	CSW
Jovan Station was the command center for the Imperial fleet blockading Yavin 4 following the destruction of the first Death Star. The commanding officer, Admiral Griff, ordered a full-scale attack on Yavin 4 when he heard the Super Star Destroyer Executor had been disabled.						
		Junkfort	Junkfort Station		Artificial: Space Station	CSW
A patchwork collection of living modules in space, joined by a network of airlink tunnels. Ships often travel to Junkfort to receive illegal modifications, and bounty hunters are ostensibly not allowed on board. Following the Battle of Yavin, Han Solo and Chewbacca went to Junkfort's cantina to inquire about how they could acquire shield-disrupting power gems.						
		Jurzan	Jurzan Space Station		Terrestrial	SWAJ
Site of the Jurzan spaceport. An Imperial supply fleet carrying a shipment of bacta stopped at Jurzan for refueling.						
		Kabal	Kabal		Terrestrial	CSW, AAC
Kabal is an outworld that was officially neutral in the Galactic Civil War, aligned with neither the Empire nor the Alliance. Following the Battle of Yavin, Princess Leia Organa attended a conference on Kabal and met with the leaders of several uncommitted worlds, including Aquaris. An Imperial Star Destroyer, alerted by a tip from the Freeholder Kraaken, arrived at Kabal to wipe out this conference and to punish the planet for its neutral stance. Waves of TIE bombers leveled the city, but the Princess was saved by the timely arrival of the Millennium Falcon. Kabal is also the homeworld of Lady Lapema Phonstom, one of Lando Calrissian's candidates for marriage. Lying near the planet is a small dwarf star with an artificially- accelerated gravitational pull, surrounded by a vast graveyard of derelict starships.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Kadock III	Guiteica		Terrestrial	Alliance Intell , 52
		Kadock III	Kadock III-A		Terrestrial Searing Rock	Alliance Intell , 52
		Kadock III	Kadock III-B		Terrestrial Searing Rock	Alliance Intell , 52
		Kadock III	Kadock III-C		Terrestrial Barren	Alliance Intell , 52
		Kadock III	Kadock III-E		Gas Giant	Alliance Intell , 52
		Kaelta	Toola		Terrestrial	GG #04, p93; SWAJ #10 , 1
<p>Toola is a glacier-covered, bitterly cold world orbiting the purple sun Kaelta. It is home to the primitive alien race called Whipids, who delight in hunting the indigenous caraboose, furry mastmots (also called motmots), seagoing arabooses, flying snow demons, Sea Hogs, and Ice Puppies. Toola has only a brief growing season during the summer months when grasses appear to join the purple lichens on the plains. Whipids have only the most primitive technology and live in loose nomadic tribes led by the best hunter, called the Spearmaster. The only significant export from Toola is ice for water-scarce planets, and Whipids can be found in the galaxy acting as trackers and mercenaries. Notable Whipids include J'Quille, one of Jabba the Hutt's hunters, and Lady Valarian, owner of the Lucky Despot hotel on Tatooine. Four years after the Battle of Endor, Luke Skywalker raveled to Toola to inspect the ruined home of a slain Jedi Master, who had once been the curator of Jedi records on Coruscant.</p>						
		Kalior	Kalior V		Terrestrial	GG4
<p>Kalior V is the location of the Imperial aquaria, whose maintenance is entrusted to a group of Sedrians known as the Shalik family.</p>						
		Kalist	Kalist VI		Terrestrial	MTS
<p>The site of an Imperial labor colony for political prisoners. Alliance gunner Dak Ralter was born in this colony, and lived there for 17 years until escaping with the help of a downed Rebel pilot.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
<p>Kamori, whose cities include Tandaro, Jandal, Hyra, and Kimora City, is ruled by Chamber President Thane Dregond. The planet was the site of a powerful earthquake, centered on the Zethusian plains. The quake caused tidal waves, killed hundreds of thousands of citizens, and severely damaged Jandal, Hyra and Kimora City. One of those killed was Glanthe school master painter Dana Dregond, one of Kamori's "living treasures."</p>						
		Kamparas	Kamparas		Terrestrial	DFR
<p>The Jedi Master Jorus C'baoth attended a Jedi training center on Kamparas for two years, from 2/15/90 until 8/33/88, Pre-Empire date.</p>						
		Kant	Tyed Kant		Terrestrial	Supernova , 33; SWAJ
<p>Tyed Kant is home to the headquarters of two corporations that supply foodstuffs to the Empire-- Nebula Consumables and Imperial Meats and Produce.</p>						
		Kashi	Kashi		Terrestrial	SWAJ
<p>The former homeworld of the long-extinct Kashi Mer culture. Soon after the formation of the Old Republic, the planet and its system were destroyed when their star inexplicably went nova. A force-user named Reda Jaloos had previously stolen a small gray stone-- an heirloom of the Kashi Mer monarchy-- but when she came back to return it, she was killed in the sudden supernova. After the Battle of Endor, this strange artifact mysteriously reappeared in the Conva sector.</p>						
		Kauron	Kauron		Terrestrial	TFTC
<p>The possible homeworld of the alien Kauronians. The bounty hunter Greedo observed a Kauronian bounty hunter during Greedo's first visit to the Mos Eisley Cantina.</p>						
		Kelrodo	Kelrodo-Ai		Terrestrial	DS
<p>Site of the Kelrodo-Ai gelatin mines, famous for their water sculptures and formerly operated by Baron-Administrator Drom Guldi. Guldi and his aide were killed by Wampa ice creatures while on a hunting expedition to Hoth, eight years after the Battle of Endor.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Kessel	Kessel		Terrestrial Barren	SW, JS, COTF, TLC, HSL, C
<p>Kessel is a potato-shaped planet with one large moon located somewhat near Fwillsving and Honoghr. It is home to the city of Kessendra, is the only source of the telepathy-inducing glitterstim spice, and was the former site of a brutal Imperial prison and spice mining operation. Kessel's surface is covered with crumbled salt flats and atmosphere-producing factories, which make the air breathable when filtering breath masks are used. Kessel is too small to hold this artificial atmosphere, however, so much of it trails off behind the planet in the wake of its orbit. Beneath the surface of the planet live energy spiders, which spin glitterstim webs as a method of catching their prey (primarily the luminous "bogeys"). Following the failure of the Emperor's attempt to destroy the Jedi enclave on Belsavis, several designers of the Eye of Palpatine were reassigned to punitive duty at Kessel. The Kessel system is adjacent to a cluster of black holes known as the Maw, which makes navigating to the planet difficult and helped glamorize the smugglers' "Kessel Run." While Kessel was under control by the Empire it was a common smuggling destination for those dealing in spice, and Han Solo once boasted he had made the Kessel Run in "less than 12 parsecs" by flying dangerously close to the Maw. Solo's life was also saved on one Kessel run by his old associate Badure. Prior to the Battle of Yavin, a bold Alliance rescue operation freed a group of Rebel POWs during a prisoner transfer operation. During the chaos surrounding the Battle of Endor, a Rybet prison official named Moruth Doole (who had secretly been supplying glitterstim to smugglers) staged a prison revolt and took control of the planet from the Empire. Several years later, after Doole's operation was dismantled, the administration of the mines was taken over by Lando Calrissian. Kessel's moon, which once held an Imperial garrison and Doole's ragtag defensive fleet (which was decimated in a battle with Admiral Daala's Star Destroyers), was utterly destroyed by a Death Star prototype from Maw Installation. Lujayne Forge, a member of the famed Rogue Squadron, was from Kessel, daughter of a man who had taught inmates under an Old Republic social program.</p>						
		Kessel	Maw		Black Hole Cluster	JS, COTF
<p>The Maw is a cluster of black holes near the planet Kessel, visible due to the ionized gasses that are drawn into them. The Maw is destined to swallow the Kessel system itself in another thousand years. The existence of a black hole cluster has led to several theories about its origin, including the idea that the Maw was constructed by an ancient and powerful alien race. Hidden in the center of the Maw is the secret Imperial weapons-research base known as Maw Installation, established by Grand Moff Tarkin (without the Emperor's knowledge) and guarded by Admiral Daala's four Star Destroyers. The scientists at Maw Installation developed both a prototype Death Star and the feared Sun Crusher, though both weapons and the installation itself were destroyed during a battle with New Republic forces</p>						
		Ketal	Ketal		Terrestrial	SWAJ
<p>The unique ID number on a particular bacta shipment allowed the Xucphra bacta-harvesting corporation to uncover an Alliance base on Ketal. Xucphra promptly informed the Empire, who eliminated the base.</p>						
		Ketaris	Ketaris		Terrestrial	TLC
<p>A major trade center as successful as Svivren, Ketaris was the target of an attack by Grand Admiral Thrawn which became stalled at one point. There was hope from Alliance pilots that Wing Commander Varth could escape the Qat Chrystac battle and hook up with a unit at Ketaris. During Thrawn's attack on Coruscant, Admiral Ackbar was on an inspection tour of the Ketaris region.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Khuiumin	Eyttyrmin		Terrestrial	SWAJ #6, pg 226
Little is known about this world. However, it is an isolated system and was used extensively by the feared Eyttyrmin pirates. It was here, and all-across the system in fact, that a fierce battle took place between two star destroyers and the 150-ship pirate fleet. In the end, the Imperials won. Of the 8,000 pirates that entered the battle, only 272 came out alive. The two star destroyers both reported only minor losses, but structural damage was extensive.						
		Khuiumin	Khuiumin		Terrestrial	SWS, SWAJ
The Khuiumin system was the primary base for the infamous Eyttyrmin Batiiv pirates, until they were systematically destroyed by the Imperial Victory-class Star Destroyers Crusader and Bombard. The two warships eliminated all 150 craft in the pirate armada and chased the last survivors to the surface of Khuiumin-- where their stronghold was wiped out by the Crusader's concussion missiles.						
		Kiffex	Kiffex		Terrestrial	MTS
The site of a colony, where the twin con-artists Brea and Senni Tonnika were raised and where they perfected their deceptive money-making skills.						
		Kimanan	Kimanan		Terrestrial	HSSE
Kimanan is home to the animals known as furballs-- tiny, tubby, clownish marsupials which are considered premium pets. They are sold at Sabodor's pet shop on Etti IV.						
		Kimn				COTJ
In addition to its trafficking in Senex sector slaves, the stock light freighter Smelly Saint runs counterfeit agri-droids from the Kimm systems.						
		Klaymor	Klaymor 4-2		Terrestrial	TSC
An Imperial reconnaissance mission discovered a Rebel spy probe located near Klaymor 4-2. A single TIE fighter, dispatched from the corvette Astin, was sent to destroy it.						
		Kobbahn	Kobbahn		Terrestrial	SWAJ
Location of the Kobbahn starport.						
		Komnor				TFTC
When a warlord evicted all Hutts from the Komnor system, Jabba hired the bounty hunter Dyyz Nataz to eliminate the offending ruler.						



Region	Sector	System	Planet Name	Trade Route	Type	Source
		Korriban	Korriban		Terrestrial	DLOS, EE
<p>A hidden world, Korriban holds the mummified remains of many Sith lords within great temples located in the Valley of the Dark Lords. The tombs are designed to focus and amplify Dark Side energy, which permeates the entire valley. The temples' exterior is guarded by human skeletons, activated through a combination of machinery and Sith magic. Within the temples was an immense crystal, which held the trapped spirits of Jedi Masters who had dared oppose the Sith. Four thousand years ago, Exar Kun visited Korriban to learn Sith secrets and was tormented by the spirit of Freedon Nadd. Nadd destroyed the crystal and unleashed guardian creatures on Kun, who eventually surrendered to the Dark Side of the Force. Emperor Palpatine was known to frequent Korriban, and referred to it as his "place of power." One of Palpatine's last visits occurred around the time of Battle of Yavin. He eventually returned, ten years later, to try to convince the Sithlord spirits to halt the decay of his last remaining clone body.</p>						
<p>Located Near the Teta System.</p>						
		Kuar				
		Lan	Greater Galam		Gas Giant	SWAJ
<p>The fifth planet in the remote Lan system, Greater Galam is a gas giant with sixteen moons.</p>						
		Lar	Mima II		Terrestrial Jungle	GG #4: Aliens
<p>A small, tropical world orbiting the orange sun Lar. Mima II has a fast rotation and year, and very unstable tectonic plates which are drawn across the planet's surface by the nearby gravitational influence of Lar. Mima II is abundant with plant and animal life, and the sentient Bilars inhabit the lush jungles. The Bilars, pink-skinned, timid vegetarians, are unique in that they can form group minds called claqas. While one Bilar is about as intelligent as a rodent, claqas of six or seven Bilars approach genius-level intelligence. The Bilars have developed sophisticated technology, but there is little on Mima II that is useful in galactic trade.</p>						
		Lazerian	Lazerian IV	Kira Run	Terrestrial	Twin Stars of Kira , 12
<p>Several decades ago, the Haik expedition discovered a reliable hyperlane through the Kira system, which they named the Kira Run. The Kira Run connects the Lazerian and Ropagi systems, and also links the Harrin Trade Corridor with the Enarc Run. It was originally seen as a risky, uncertain route, but recently small shipping companies have begun servicing the Run and bringing it into the company of established trade routes.</p>						
		Maltorr	Maltorr		Terrestrial	HSLI
<p>The possible homeworld of the insect-like alien species referred to as Maltorrans. A stocky Maltorran was killed during the attack of Xim's war-robots on Dellait.</p>						
		Mantessa	Mantessa		Terrestrial	TLC
<p>The home of dangerous predators called panthacs. Han Solo and Chewbacca had an encounter with these animals while on Mantessa.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
The Yavinian runyip of Yavin 4 is named for a similar stubborn herbivore found on Tran Mariel.						
		Marngar	Marngar III		Terrestrial	SWAJ # 4, pg 235
Site of an Imperial University. The Imperial spy Benald Orlan was an honors student at this university, where he attended the Thene campus.						
		Matra	Matra VI		Terrestrial	CSSB
The gunman Gallandro, hired by Odumin to bring down the Malorm family, killed the group after luring them to Matra VI. This earned Gallandro the wrath of the Assassins Guild, who claimed to have an exclusive contract on the Malorm family.						
		Mendicat	Mendicat		Terrestrial	DS
Imperial General Sulamar, who worked with Durga the Hutt on the Darksaber project, was known to boast of successfully commanding the Massacre of Mendicat without losing a single stormtrooper. In actuality, Mendicat was merely a scrap mining and recycling station, which was destroyed when Sulamar incorrectly programmed the station's orbital computers.						
		Mennaalii				FP
A convoy carrying Rebel troops was passing through the Mennaalii system when it was forced to exit hyperspace to avoid an asteroid field. Here it was ambushed by a group of pirates, but was rescued by an Alliance strike team.						
		M'haeli	M'haeli		Terrestrial	ROC
M'haeli, an agrarian planet with several moons, is a well-situated refueling point for several nearby systems. The capital city is N'croth, where Governor Grigor rules from the Imperial garrison. The planet's population is made up of two primary species-- human colonists and native H'drachi. Each year the H'drachi hold a mid-summer conclave where they consult the timestream for news of the future. Sights on M'haeli include Weston Falls, Demon's Brow, and a secret mine of valuable Dragite crystals located in the D'olop Range (which includes Selon Mountain). Years ago, an off-world attack led by Grigor devastated the palace of the human ruling house and paved the way for the planet's takeover by the Empire. Mora, infant heir to the ruling house, was abandoned during the attack and adopted by the H'drachi seer Ch'no. Seventeen years later, the Imperial pilot Ranulf Trommer was assigned as a spy to M'haeli and uncovered an illegal Dragite mining operation being run by Governor Grigor.						
		Miglar	Miglar II		Terrestrial	SWAJ
The Nikto assassin Ma'w'shiye suffered injuries in a speeder bike accident on Miglar 2, where he lost the facial horns characteristic of the Nikto species.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Mindavar				SWAJ
A group of settlers in the Mindavar system were almost completely wiped out when a deadly virus spread through their colony. The smuggler Reina Gale lost her parents to the virus when she was only an infant.						
		Mirit				XWRS
The Mirit system is located only hours from the Pyria and Venjagga systems at the edge of the Galactic Core. It contains the planet Ord Mirit, which was the site of a former Imperial base.						
		Mirshaf	Mirshaf		Terrestrial	TLC
Captain Dorja, of the Star Destroyer Relentless under Grand Admiral Thrawn, was known to use an ancient Mirshaf gesture of victory.						
		Mneon	Geran		Terrestrial	TFJP
Located in the Mneon system, Geran is the homeworld of a near-human alien species. The inhabitants of Geran have bluish skin and need trace amounts of hydron-three added to their breathing air in order to survive while away from their home planet. Their religious system involves a belief in the Sky Seraphs. Animal life on Geran includes the flying reptile known as the shell-bat. Sergeant Doallyn, one of Jabba the Hutt's hunters, was a native of Geran.						
		Morvogodine	Morvogodine		Terrestrial	TFTC
The vandfillist artist Maxa Jandovar was arrested by Imperial forces on Morvogodine. She later died in custody.						
		Mylock	Mylock IV		Terrestrial	TSC
A small, gray planet located in the Mylock system of the Outer Rim, Mylock IV is the homeworld of the Nharwaak and Habeen. The two races developed a new hyperdrive together, though the Nharwaak balked at the Habeen decision to deliver this technology to the Empire. In a rendezvous near Mylock IV, the Habeen officially turned the technology over to Admiral Zaarin's forces in exchange for their planet's formal entry into the Empire. The Nharwaak attempted to sell the same technology to the Rebels, but were destroyed by Imperial attacks.						
		Myomar	Myomar		Terrestrial	SWS
The location of Imperial maintenance facilities. Han Solo reportedly acquired several powerful deflector shield generators from these facilities for installation on the Millennium Falcon.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Myrkr	Myrkr		Terrestrial	HTTE, DFR, TOTJ, DEZ
<p>Although Myrkr has been settled for 300 years and was well within the Old Republic's boundaries, both the Old Republic and the Jedi always avoided the planet. As a result, Myrkr is unknown to virtually all galactic citizens, with the exception of smugglers and other lawbreakers. The historical aversion of the Jedi was due to one of Myrkr's native life forms, the tree-dwelling ysalamir. The ysalamir has evolved a defensive mechanism allowing it to push the Force from itself in a protective bubble, and many ysalamir grouped together can create a vast region in which the Force does not exist. Another of Myrkr's animals, the predatory vornskr, uses the Force to assist in hunting and tracking prey. The high metal content of Myrkr's trees make sensor readings unreliable, which is one reason why the smuggler Talon Karrde built his chief base deep in the western part of the Great Northern Forest. This base was overrun by Grand Admiral Thrawn's forces after Karrde helped Luke Skywalker escape in Hyllyard City, Myrkr's major population center. Myrkr is located about 350 light years from the planet Wayland. Ood Bnar, a five thousand-year old Jedi master, was a member of the Neti-- an alien species that evolved from trees on Myrkr</p>						
		Nellac	Nellac Kram		Terrestrial	HTTE
<p>The Imperial freighter (carrying a cloaked cargo of TIE fighters) which was used in the battle of Sluis Van was using the alias Nartissteu, and its port of origin was reported as Nellac Kram.</p>						
		Nentan	Nentan		Terrestrial	MTS
<p>Nentan was a stopover point for civilians wishing passage to Rebel safe worlds. When the base was discovered by Imperial forces, there were not enough transports available to evacuate everyone from the surface. Captain Bren Derlin, serving General Rieekan, led a squad that hid in Nentan's ancient ruins and captured an Imperial transport. This action, which allowed all the base personnel to escape, earned Derlin the rank of Major.</p>						
		Niian	Niian		Terrestrial	SWAJ
<p>The smuggler Dannen Lifehold was on a mission on the tropical planet of Niian when his mentor, Captain Twolz, was killed by Imperial stormtroopers.</p>						
		Noquivzor	Noquivzor		Terrestrial	XWRS
<p>A pleasant world of treeless plains, gentle hills, and savannas of golden grasses. Animal life on the planet includes herds of horned wildnerfs, which are preyed upon by prides of taopari. Some three years after the Battle of Endor, Rogue Squadron was moved to a starfighter base on Noquivzor as their staging area for the attack on Borleias.</p>						
		Nordra	Nordra		Terrestrial	SWAJ
<p>The homeworld of Alliance Colonel Riskin, a three-foot alien who commands a base halfway across the galaxy on the planet Baskarn.</p>						
		Nosken	Nosken		Gas giant	GG2
<p>Many years ago, the TriGas Corporation started an ambitious (though ultimately unprofitable) dirigible mining operation on the gas giant Nosken.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Alliance leaders met with Sullustan commander Syub Snunb at a rendezvous near Obica just prior to the Battle of Endor. Snunb then led the Rebel fleet to Sullust where they prepared for their assault on the second Death Star						
		Odik	Odik II		Terrestrial	DSTC
The location of a top-secret political detention ward, where Old Republic opponents of Palpatine's New Order were imprisoned. Major Calders, a security warden aboard the first Death Star, began his career as a security guard at the Odik II facility.						
		Ogoth	Ogoth Tiir		Terrestrial	CSSB
Jona Grumby, a commodore in the Corporate Sector picket fleet, retired from the Imperial starfleet after he was crippled at the battle of Ogoth Tiir.						
		Omar	Omar		Terrestrial	TSC
Located in the system of the same name, Omar was the former site of three Siemar Fleet Systems starfighter production facilities. These advanced manufacturing plants, which produced the new TIE Advanced fighter, were destroyed by the traitorous Admiral Zaarin in the time following the Battle of Hoth. Zaarin hoped to maintain his technological superiority by weakening the Empire's most advanced war materiel.						
		Omman	Omman		Terrestrial	SWAJ
A culturally-diverse world with a busy starport and a high Imperial presence. The smugglers Drake Paulsen and Karl Ancher were imprisoned in a Bureau of Customs jail on Omman, but escaped with the help of another smuggler, Tait Ransom.						
		Omwat	Omwat		Terrestrial	JS, COTJ
An orange and green world of savannas and mountains, Omwat was the homeworld of the alien Maw scientist Qwi Xux. Tarkin, at that time a Moff commanding a Victory-class Star Destroyer, had determined that Omwati children could be capable of astonishing mental feats. He constructed an orbital education sphere to instruct the brightest Omwati prospects, using the threat of death to their honeycomb settlements on Omwat's surface if they failed. Nasdra Magrody developed the accelerated learning process, and one of the instructors was Ohran Keldor (a designer of both the Death Star and the Eye of Palpatine). Qwi Xux was the only candidate to survive the intense pressures of this force-fed education.						
		Oor	Oor VII		Terrestrial	HSLL
Inspector Keek, Chief of the Internal Security Police on Brigia, had a medal (presumably obtained secondhand) designating him spelling champion of the planet Oor VII.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
The location of an Imperial Naval base. The Star Destroyers Crusader and Bombard returned to the Ord Grovner base after wiping out the Eyttyrmin Batiiv pirates in the Khuiumin system.						
		Ord Grovner	Ord Grovner		Terrestrial	SWAJ
Home to a high-security Imperial Detention Center. Following the Battle of Yavin, Alliance agent Kyle Katarn infiltrated the Orinackra prison and rescued the captured spy Crix Madine.						
		Orinackra	Orinackra		Terrestrial	DF
An Alliance base on Orion IV was destroyed by the Empire prior to the Battle of Yavin. It was bombarded from space by several Star Destroyers, and attacked on the planet's surface by AT-AT walkers and Assault unboats						
		Orion	Orion IV		Terrestrial	FP
Princess Nampi, an immense worm-like alien who attempted to steal Jabba's cargo, was a native of Orooturoo.						
		Orooturoo	Orooturoo		Terrestrial	JTH
A small, cold planet circling its red dwarf sun in an elliptical orbit, Orto is home to the trunked alien species known as Ortolans. Orto has a thin atmosphere and a short growing season, with arable lands concentrated near the equator. Beneath the northern polar ice cap geologists have discovered an enormous crater, leading to a theory that Orto was once struck by a planetary body which resulted in its somewhat inhospitable climate and the extinction of many of its lifeforms. The music- and food-loving Ortolans do not have a highly industrialized society, although they have been quite efficient in food production processes. Orto has been taken over by the Empire, and the Ortolans have been forced to mine heavy metals and radioactive fuels for Orto's new Imperial processing centers. One of the band members in Jabba the Hutt's palace was an Ortolan						
		Orto	Orto		Terrestrial	GG #04 , 69
Adjacent to the Rafa system and composed of nothing but thousands of asteroids, the Oseon system is famous for its wealthy inhabitants and its booming tourist trade. Seven wide bands of asteroids orbit their sun, and many of these bodies have been turned into luxury resorts or private estates. Many tourists come to see the famous Flamewind of Oseon, a yearly phenomenon caused by an increase in stellar flares. The flares interact with asteroid vapor, creating brilliant bands of ionized gas thousands of kilometers long that fill the system with fluorescing colors. The Flamewind lasts an average of three weeks, and the strong radiation prevents all communications and in-system space traffic with the exception of message torpedoes. Carrying personal weapons in the Oseon is a capital offense. An asteroid in the Oseon system which is closer to the sun than most, and consequently is uncomfortably hot in spite of its air-conditioning and life support systems. Oseon 2745 is primarily a mining colony, unlike most of the pleasure-resort asteroids in the rest of the system.						
		Oseon	Oseon Belt		Asteroid Belt	LCFW
Vinda and D'rag, Starshipwrights and Aerospace Engineers Incorporated, have their operation on Oslumpex V. Han Solo's ship was placed on the Red List because he owed 2500 credits to this company.						
		Oslumpex	Oslumpex V		Terrestrial	HSR

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Ossel	Ossel II		Terrestrial Swamp	GG #04 , 71
<p>A high-gravity world of steaming bogs and swamps, Ossel II is the homeworld of the dim-witted alien species known as the Ossan. The Ossan have an extremely primitive society and have developed spears and clubs to defend themselves against the cucul, a predator that resembles a floating log. Most intergalactic visitors to Ossel II come to purchase syp wood, which the Ossan provide in exchange for being allowed to serve a tour of duty on the trade ships. Some Ossan are used as agricultural slaves on Karfeddion for benefit of the House Vandron.</p>						
		Otranto	Otranto		Terrestrial	CSSB
<p>When the Church of the First Frequency was purged from Otranto by Imperial Grand Inquisitor Torbin, several surviving church members attempted to assassinate Torbin aboard a luxury liner. He was rescued by the Tynnan Odumin, but was killed the following month on Weerden.</p>						
		Ottethan				DE
<p>Neema, daughter of the Jedi Vima-Da-Boda, was executed in the Ottethan system for attempting to use the dark side of the Force against her husband, an Ottegan warlord. The Ottethan system was the ruling system of his twelve-system empire, located on the far perimeter of the galaxy. She was fed to the rancors that run wild in the Ottethan forests.</p>						
		Palanhi	Palanhi		Terrestrial	DFR
<p>Located in the Palanhi system, Palanhi is a crossroads planet with a reputation for exaggerating its own importance. The planet has remained neutral in an effort to profit from both sides of the galactic Civil War. Grand Admiral Thrawn had funds transferred into Admiral Ackbar's account through the central bank on Palanhi in an effort to discredit the Admiral and create a false trail to trap anyone who investigated.</p>						
		Panto	Altoran		Terrestrial	Dark Force Rising
		Panto	Toloran		Terrestrial	Dark Force Rising
		Paradise	Ugor		Terrestrial	GG4
<p>The garbage-strewn Paradise system is home to the quarrelsome, unicellular protozoans known as Ugors. Early in their history the Ugors polluted their home planet in the system, yet survived by adopting a form that could survive on garbage and waste. The Ugors, who have built a religion around their love of trash, have begun charging fees to those wishing to make a "pilgrimage" to the Paradise system to pore through and remove useful items from the vast store of garbage. Ugor society is composed of various waste recovery companies, which are controlled by the Holy Ugor Taxation Collection Agency (HUTCA). Ugors frequently find themselves in conflict with the Squibs for control of the galactic trash-hauling business.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
The home of the fur-bearing trout. A taxidermized specimen is on display in the Poly Pyramid tavern on Rafa IV						
		Pernam	Pernam Minor		Terrestrial	SWAJ #6, pg 51
Meysen Kayson, wealthy owner of the Greel Wood Logging Corporation in the Pii system, had his life saved on Pernam Minor by his friend Kassar Kosciusko.						
		Pesitiin	Pesitiin		Gas Giant	GG2
Many years ago, the Bosken & Bosken company started an ambitious (though ultimately unprofitable) mining operation on the gas giant Pesitiin. The planet is famous for its perpetual atmospheric storms.						
		Petrakis	Petrakis		Terrestrial	FP
When the first group of Alliance B-wings saw action near Petrakis, an entire TIE wing turned and fled at the sight of the powerful new craft.						
		Phosphura	Phosphura Belt Nebula		Terrestrial	SWAJ
Located near several major trade lanes, the Phosphura Belt Nebula is a mass of greenish clouds randomly charged with electromagnetic bursts. It is a serious navigation hazard, and is home to the highly-organized Phosphura Belt Pirates. The space station Zirtran's Anchor drifts near the nebula.						
		Phraetiss	Phraetiss		Terrestrial	DFR
Lando Calrissian ran a botched operation on Phraetiss about ten years before the rise of Grand Admiral Thrawn. It was here that he made the acquaintance of the smuggler Niles Ferrier.						
		Pil	Pil Diller		Terrestrial	DA, DS
Pil Diller was once home to a species of mournful singing fig trees, according to the Holographic Zoo of Extinct Animals on Coruscant. The planet also has many beaches.						
		Porus	Porus Vida		Terrestrial	DS
Porus Vida is famous throughout the galaxy for its centuries-old cultural museums. The planet was relatively undefended against attack, and Imperial Admiral Daala targeted the museums and their priceless treasures for destruction as a psychological blow against the New Republic. In the subsequent attack, Colonel Cronus and his fleet of Victory-class Star Destroyers devastated the planet.						



Region	Sector	System	Planet Name	Trade Route	Type	Source
The location of an Imperial Naval Academy.						
		Prindarr	Antar		Gas Giant	GG #04 , 46
<p>Located in the Prindarr system, Antar 4 is the fourth of six moons orbiting the gas giant Antar and home to the alien species known as the Gotal. Antar 4 has an unusual rotational pattern, which makes seasonal climate changes very pronounced. In addition, the moon's orbital pattern around the gas giant creates constantly-changing day/night cycles. Due to this, animal species on Antar 4 have developed organs and senses to help compensate for any absence of light, such as the Gotal's energy-sensing head cones. These cones aid the Gotal in sensing the moods of others, and in hunting the native herds of quivry. Large head cones are considered an attractive feature by other Gotal, and those with small cones sometimes use artificial substitutes to help improve their appearances. Antar 4 has no form of government, but nevertheless trades and interacts effectively with the rest of galactic society. The notorious bounty hunter Glott comes from Antar 4, and uses his head cones to predict what his enemies will do a split second before they can do it.</p>						
		Prindarr	Antar 4		Terrestrial Moon	GG #04 , 46
<p>Located in the Prindarr system, Antar 4 is the fourth of six moons orbiting the gas giant Antar and home to the alien species known as the Gotal. Antar 4 has an unusual rotational pattern, which makes seasonal climate changes very pronounced. In addition, the moon's orbital pattern around the gas giant creates constantly-changing day/night cycles. Due to this, animal species on Antar 4 have developed organs and senses to help compensate for any absence of light, such as the Gotal's energy-sensing head cones. These cones aid the Gotal in sensing the moods of others, and in hunting the native herds of quivry. Large head cones are considered an attractive feature by other Gotal, and those with small cones sometimes use artificial substitutes to help improve their appearances. Antar 4 has no form of government, but nevertheless trades and interacts effectively with the rest of galactic society. The notorious bounty hunter Glott comes from Antar 4, and uses his head cones to predict what his enemies will do a split second before they can do it.</p>						
		Ptera	Flax		Terrestrial Desert	GG #04 , 43
<p>Flax, home to the insectoid alien species called Flakax, is located in the Ptera system. Flax is covered by oceans but much of the land is desert, due to high mountain ranges which prevent atmospheric transference of moisture from the seas. The emotionless Flakax live in underground hives, and their lives are spent in continual devotion to the hive and its queen. Flax has no notable technologies or exports, other than the skilled labor provided by the Flakax. After the planet was taken over by the Empire the Flakax were put to work mining Flax's underground minerals.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Pyria	Borleias (Blackmoon)		Terrestrial	XWRS

The fourth planet in the Pyria system, Borleias is a steamy, blue-green world with a single dark moon, which gives the system its Alliance codename of Blackmoon. The only inhabited world in the system, Borleias lacks most valuable natural resources and passes through a dense meteor shower once each year. The density of Borleias' sector of space means that there are only a limited number of hyperspace routes to and from the world, but it still sits at a favorable hyperspace crossroads. The planet's barren moon has a thin atmosphere and is covered with silent craters, frozen lava tubes, and canyons of black volcanic rock. The Old Republic first established a small base on Borleias for the purpose of plotting runs to the Corporate Sector and elsewhere. The Alderaan Biotics hydroponics facility, a producer of Alderaanian foodstuffs, was also built on Borleias' far side, but over the years it was abandoned and left to the care of maintenance droids. The Empire eventually took control of the Republic base, adding shields, ion cannons, and TIE squadrons for its defense. The installation's commander, General Evir Derricote, also discovered the forgotten Biotics facility and made it profitable once more, while secretly siphoning Imperial credits and resources to make his headquarters more powerful and secure than it would otherwise appear to be. Because of the Pyria system's close proximity to the galactic core, the Rebel Alliance chose to capture Borleias and make it their key to hitting Coruscant, some three years after the Battle of Endor. During their first attack, however, the Alliance greatly underestimated the defensive strength of the Blackmoon installation and were soundly defeated. On the return mission, Rogue Squadron pilots torpedoed a power conduit at the end of a rift valley to help bring down the base's shields, while a commando team captured the facility from the ground. This attack was a success, and Borleias became the new operations and staging base for Rogue Squadron.

		Quian	Quian		Terrestrial	SWAJ
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The human inhabitants of Quian have light brown hair, aqua-green eyes, and dark complexions. The Imperial spy Benald Orlan is a native of Quian. When Orlan informed the Empire that members of his family were Alliance sympathizers, his father and siblings were executed.

		Rafa	Rafa III		Terrestrial	
		Rafa	Rafa IV		Terrestrial	LCMH

The location of a deep-bore mining operation using laser drillsbits.

Bordering the Oseon system, the eleven planets and numerous moons of the Rafa system are covered with the enormous plastic ruins of the ancient Sharu. The buildings are among the largest constructions in the galaxy and are quite impenetrable. Many human colonies, dating from the early days of the Old Republic, have sprung up around and between the structures. The system was also inhabited by a primitive humanoid species known as the Toka, who were treated as slaves by the Rafa colonists. The system is famous for its life orchards--groves of crystalline trees whose crystal "fruit" can extend an individual's life when harvested and worn. Working among the crystal trees themselves, however, drains a person's life and intellect, and consequently most of the harvesting is done by the Toka or the criminals in the Rafa's numerous penal colonies. Following Lando Calrissian's procurement of the Mindharp from Rafa V, the Toka were revealed to actually be the Sharu and regained their civilization and mental abilities. Rafa IV is the center of government for the Rafa system. It was ruled by Duttes Mer, colonial governor of the Rafa, until the government was overthrown by the resurgent Toka. Its main spaceport city, Teguta Lusat, lies wedged between the colossal plastic ruins of the Sharu. The city contains numerous taverns, the Hotel Sharu, and a penal colony where the prisoners serve their sentences harvesting crystals from the life orchards.

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Rafa	Rafa V		Terrestrial	
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		Rafa	Rafa XI		Terrestrial	LCMH
<p>The outermost planet in the Rafa system, Rafa XI is a world of icy slush orbiting in the dark. It is the site of a research installation and a helium refinery.</p>						
		Rafft	Rafft		Terrestrial	SWAJ
<p>A green, forested world with several modest settlements. A small, twelve-man Rebel base was located in a complex of caves on Rafft just prior to the Battle of Yavin. The Rebels, led by Commander Brion Peck, were sent to the planet to sabotage the construction of an Imperial garrison. The group was evacuated by the smuggler Dannen Lifehold after a homing beacon betrayed the base's location.</p>						
		Raithal	Raithal		Terrestrial	SWAJ
<p>The location of the Raithal Academy, the most prestigious training center in the entire Empire. After the Battle of Yavin, medical experts from Raithal were sent to an orbiting hospital frigate to study the outbreak of Candorian plague on Dentaal.</p>						
		Reegan				SWAJ
<p>Imperial lieutenant Brandei had just completed business in the Reega system before he delivered the young girl Alex to Garos IV, for adoption by Tork and Sali Winger.</p>						
		Reginard	Reginard		Terrestrial	SWAJ
<p>Independent operative Dirk Harkness served as a mechanic in a hidden Rebel base on Reginard soon after he joined the Alliance.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
The location of the Rendili space construction center, one of the facilities used by the Emperor to build his largest warships and special weapons platforms. Rendili StarDrive manufactures the Victory-class Star Destroyer.						
		Rendili	Rendili		Terrestrial	SWS, ISWU
		Riileb	Riileb		Terrestrial	SWAJ #6, pg 70
This world is run on a clan system, but it also incorporates a monarchical system as well. the title of Holder of the ClanRing. Only the eldest daughter of the Motherclan may attain this position. The homeworld of the alien species also known as Riilebs. Riilebs, almost as tall as Wookiees, are humanoids with antennae that can detect the biorhythm changes of others. Single Riileb females are bald, while married females and all males have hair. Tere Metallo, a tough free-trader who eventually began working for the Alliance, is a female native of Riileb. Metallo was the eldest daughter to the MotherClan on her homeworld, and would have inherited the ClanRing at the age of 30 had she not been sold into slavery by a jealous sister.						
		Rimma	Rimma		Terrestrial	SWAJ
The controversial jazz musician Fitz Roi was deported from Rimma after shooting his antique projectile pistols in the Teirra Parko's Crystal Room, located in the main city of Recardeon. Millions of fans rioted upon learning of the scheduled concert's cancellation, causing several hundred thousand credits damage to Recardeon.						
		Ringheldia				LCSC
Lando Calrissian picked up replacement parts for the Millennium Falcon while in the Ringheldia system, where all part sizes are standardized around the diameter of a native bean.						
		Roche	Roche Asteroid Field		Asteroid Belt	GG #04 , 91
The Roche system contains the Roche asteroid field, a relatively stable configuration of asteroids orbiting a small yellow sun. In addition to mynockes and space slugs, the Roche field is home to the intelligent insectoid species called the Verpine. There are three common theories as to how the Verpine came to inhabit the inhospitable asteroid belt: that they are the descendants of spacefaring nomads, that their original planet disintegrated around them over thousands of years, or that they destroyed their planet in a devastating war. The Verpine inhabit networks of tunnels in the larger asteroids, hermetically sealing them from vacuum and covering them with repulsorfields to prevent collision with other asteroids. Verpine can communicate with each other through inaudible radio waves picked up through their antennae, and most Verpine criminals have damaged antennae. Verpine are considered among the best mechanics in the galaxy, and a team of them helped Admiral Ackbar design the B-Wing starfighter. The Verpine tech Zrail, a native of Roche G42, served with the Alliance's famed Rogue Squadron. A serious incident between the Verpine and the Barabel occurred four years after the Battle of Endor, when a mad Verpine hive mother defaulted on several ship-building contracts for the Barabel. The Barabel began to make good on their threat to sell Verpine body parts to the insect-eating Kubaz, and New Republic forces were dispatched to the Roche system to help prevent a war. One year later the smuggler Talon Karrde had an employee bring an assault shuttle to the Roche system, so some Verpine acquaintances could investigate it for possible traps.						
		Rodaj	Rodaj		Terrestrial	SWAJ
The outlaw Jai Raventhorn was working as a mining engineer on Rodaj when her fiancée was killed by the Empire. This inspired her personal quest for revenge against Moff Jellrek.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
<p>Altor 14, a dry, hot world of rock and sand, orbits the Roti-Ow binary star system and was only recently discovered by a mineral company. Because of its long rotational period (94 hours), all standing water evaporates on the planet's surface during the day. Taproot trees and tarpaulin plants are found on the surface, each with its own unique way of obtaining water. The Avogwi (Altorian Birds) and Nuiwit (Altorian Lizards) are native to this planet, though it is the peaceful Nuiwit who possess the social and technical skills to build advanced societies and participate in galactic trade. The carnivorous, aggressive Avogwi may eventually be forced from the planet's surface by the ever-expanding communities of the Nuiwit. Some Avogwi were drug- and mind-controlled by Emperor Palpatine and Darth Vader to serve as enclosure guards.</p>						
		Roundtree				CSSB
<p>Rekkon, an educator who helped Han Solo during the mission to Stars' End, was born in the Roundtree system.</p>						
		Ruan				SWAJ
<p>Located in the Core Worlds, the Ruan system contains one of the eighteen farming planets administered by the Salliche Ag Corporation. After the Battle of Endor, workers in the Yulant, Ruan, and Broest systems revolted against the Imperially-controlled Salliche Ag by burning fields and destroying hydroponics facilities.</p>						
		Rustibar	Rustibar		Terrestrial	DS
<p>Imperial General Sulamar, who worked with Durga the Hutt on the Darksaber project, was known to boast of his commanding role in the Rout of Rustibar.</p>						
		Rydar	Rydar II		Terrestrial	GG #04 , 72
<p>The semi-intelligent Ranat species originated on Rydar II, located in the Rydar system. Several hundred years ago, the human inhabitants of Rydar II attempted to exterminate the Ranats due to their propensity to eat human infants. The extermination was nearly successful, but three Ranats managed to stow away on a visiting smuggling ship. The ship crashed on Aralia, and the Ranats have since populated that planet.</p>						
		Ryloon	Ryloon		Terrestrial	COTJ
<p>The location of several Imperial-controlled orbital factories, where captured prisoners are sent to toil.</p>						
		Sappire	Sappire		Terrestrial	SWAJ #5, pg 253
<p>One of the Empire's peripheral holdings, Sappire is marked by constant unrest towards Imperial rule.</p>						



Region	Sector	System	Planet Name	Trade Route	Type	Source
		Sevarcos	Sevarcos		Terrestrial	SWAJ Vol.1 No.2

The infamous spice world Sevarcos orbits the orange star Lumea in the Sevarcos system, which consists of four solid planets and eight gas giants. Sevarcos is the second planet in the system, and the only one capable of supporting life. Due to the profitable spice extracted from Sevarcos' Imperial mines, the Empire maintains a permanent customs blockade of the entire system. A huge asteroid field drifting between the sixth and seventh planets houses the elite "Fate's Judges" TIE Interceptor squadron, which attacks any smuggler foolish enough to run the blockade. Sevarcos, brown and amber colored from space, is a dry, windswept world plagued by frequent sandstorms. Mountains make up most of the northern hemisphere, while vast deserts cover the south. Sevarcos' two types of spice-- the common white andris and the rare black carsum-- are primarily mined in the equatorial region, where the mines double as brutal Imperial prisons. The Empire's forces are overseen by Imperial Planetary Commandant Velpar Raffin. Animal life on Sevarcos includes the spice eel, which burrows through rock and can reach lengths of up to thirty meters. Sevarcos has an original human population known as the Sevvari, believed to be the descendants of settlers from the early Old Republic colony ship Sevvari Cabal. The Sevvari eventually formed clans headed by Spice Lords to oversee the spice trade, though total control of that industry is currently held by the Empire. Unprotected visitors to Sevarcos can suffer side-effects from inhaling the trace amounts of spice found in the atmosphere, but native Sevvari (accustomed to the constant spice) often slip into a coma-like "spice narcosis" when breathing the pure air of other worlds. Most of the planet's one million Sevvari shun advanced technology, and use archaic wind riders for transportation and projectile flashpistols for defense. The most powerful Spice Lords are Lord Quintas of the Southern Deserts, Lady Trevael of the Northern Frontier, and Lord Cassius Nolath Rha, ruler of the profitable Equatorial Belt.

Shimmer Shimmer Terrestrial SWAJ

A planet of massive glaciers where the Alliance operated a medium-security work camp.

Sif Sif-Uwana Terrestrial SWAJ

The inhabitants of Sif-Uwana, the Sif-Uwanais, have a reputation for being very casual with their money and management style. Mara Jade once visited the planet while on business for the Emperor, and the smuggler Talon Karrde posed as the chief purchasing agent for the Sif-Uwana Council while on a mission to Varonat.

Sinton Sinton Terrestrial

Imperial General Sulamar, who worked with Durga the Hutt on the Darksaber project, was known to boast of his commanding role in the Subjugation of Sinton.

Sionia Sionia Terrestrial TFTC

The possible homeworld of the near-human aliens known as Sionian Skups. Skups can be distinguished from humans by their closely-spaced eyes and brittle, glasslike hair. Many master thieves have come from the Sionian home world. Anky Fremp, an early friend of Greedo's during his youth on Nar Shaddaa, was a Sionian Skup.

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Sirpar	Sirpar		Terrestrial	SWAJ Vol.1 No.2
<p>An arid, heavy-gravity world, Sirpar is used by the Empire as a training outpost for Imperial Army soldiers. The large planet has a wide variety of terrain but possesses no valuable natural resources, and is protected by three orbiting defensive satellites. Many training centers dot the surface, including the Arctic Environments Combat Range at the north pole and the Deep Oceans Operations Camp in the tropical seas. Sirpar's equatorial continent is covered with a thick muddy jungle, and the planet's main starport is located on an equatorial island. Sirpar is also the homeworld of the timid Eklaad, quadrupedal aliens possessing prehensile snouts and covered with tough armored hides. Sirpar's 1.5 million Eklaad live in tribes ruled by hereditary chieftains, and have not advanced beyond stone-age technology. Once, the Eklaad had a planetwide Council of Chieftains, but that ruling body has not convened since the arrival of the Imperial Army.</p>						
		Sisk	Sisk		Terrestrial	GG #04 , 82
<p>Sisk orbits a red dwarf star of the same name and is home to the arachnid species Sic-Six. The star Sisk was once an orange star but underwent a partial atomic collapse, cooling the planet Sisk and turning it from warm and lush to cool and barren. Sic-Six are highly antisocial, preventing any formation of government or mass production, though their technology is quite complex. Sic-Six are valued throughout the galaxy due to the fact that poison bites from their fangs are intoxicating to most species.</p>						
		Sijee	Sijee		Terrestrial	HSR, CSSB
<p>The homeworld of the slablake, multitentacled aliens also called Sijee. All species on the planet operate entirely by scent, and the Sijee have a difficult time distinguishing different smells when they are away from their homeworld. One of the waiters in a Bonadan tavern was a native of Sijee.</p>						
<p>Socorran</p>						
<p>The Socorran system is approximately three days travel from the Nodgra system.</p>						
		Solaest	Solaest		Terrestrial	SWS
<p>The site of the Solaest Uprising, which was suppressed by Imperial forces.</p>						
<p>Soruus</p>						
<p>SWAJ</p>						
<p>For many years, the provincial government of the Soruus system sentenced their criminals to fight to the death in gladiatorial combat. When the Min-Dal company took this as an opportunity to test its prototype Gladiator battle armor, several of the armored criminals managed to blast out of the arena and cause great damage. They were eventually stopped by the Empire, and Min-Dal was forced to cancel its armor production.</p>						
		Spefik	Spefik		Terrestrial	ROC
<p>Two wings of TIE fighters attacked the anti-orbital ion cannons on Spefik. The cannons were destroyed by a salvo from pilot Ranulf Trommer.</p>						



Region	Sector	System	Planet Name	Trade Route	Type	Source
		Spira	Spira		Terrestrial	SWAJ Vol.1 No.1
<p>A tropical pleasure world near the Inner Core. With very little axial tilt, and almost no dangerous native life, Spira is one of the most popular vacation destinations among the wealthy Core World citizens. The planet is almost entirely covered by a sparkling sea, broken only by small islands. Scouted by the Old Republic over a thousand years ago, Spira is now leased from the Empire by the Tourist Guild. Air traffic to the planet is limited to passenger liners and registered transports, and personal weapons are forbidden. Spira's mostly human population numbers only 500,000, and the Spira Security Police handle most local disturbances. Ataria Island is home to Spira's major spaceport and its most exclusive resorts. Spectacular cliffs compose its north and west sides, and luxurious beaches can be found to the east. The exclusive Aspre Plunge resort is built directly into Ataria Island's north cliff face, and it extends one hundred meters below the water's surface. Gamblers in the Aspre Plunge's famous casino can look out its windows and view Spira's colorful marine life. A small imperial garrison is located near Ataria Island's spaceport. The Shinkai Abyss, an underwater chasm lying near Ataria Island, runs almost 5000 kilometers and is encrusted with sparkling crystal. Spira's large, predatory Camray eels inhabit the Abyss and make popular trophies for vacationing sport hunters. Spira's largest island is on the opposite side of the planet, and its southern cape is an intersection of dangerous ocean currents called the Point. A crashed alien spaceship of unknown age or origin lies beneath the ocean and is a popular attraction for recreational divers. Spira is famous for the annual Spira Regatta, in which yacht crews race each other around the entire planet in a matter of days. Underwater plant life includes lacy green seafern, and marine animals include the parasitic Galub slug.</p>						
		Squab	Skor II		Terrestrial	GG #04 , 83
<p>A small dense world orbiting the star Squab. It was on this planet that the alien species known as Squibs evolved. Skor II's resources tend to be concentrated in various parts of the planet, which led to the nomadic nature of the Squibs since they had to travel to find the resources they needed. When a Dorcin trader landed on Skor II, the Squibs traded the mineral rights to a frozen wasteland for the secrets of starship technology. Now most Squibs roam the galaxy collecting junk, haggling for bargains, and competing for trash-hauling business with their primary rivals the Ugors.</p>						
		Stic	Stic		Terrestrial	GG #04 , 95
<p>Stic is a planet of continual climactic and geologic change and is home to the insectoid species known as the Xi'Dec. Due to the necessity of adapting to the rapid changes of Stic the Xi'Dec have evolved hundreds of specialized sexes throughout their history, each with its own unique appearance and abilities. Currently there are over 180 different sexes of Xi'Dec with the Xi'Alpha (the most common sex) composing almost six percent of the population. During various periods of Xi'Dec history warrior, constructor, messenger, and other sexes have appeared and disappeared to suit the needs of the community. Xi'Dec society is organized around the family unit, which never contains more than one member of the same sex, and has developed moderate technology. Tourism is a main industry of Stic, and many Xi'Dec are employed in the galaxy in genetics, geology, and other scientific fields.</p>						
		Sunaj	Sunaj IV		Terrestrial	FP
<p>The Imperial frigate Juvani, undergoing service near Sunaj IV in the time following the Battle of Yavin, was attacked and destroyed by the Alliance.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
<p>A planet well-known as a major trading center, Svivren is also noted as being a particularly difficult planet to conquer. Svivreni traders can be seen in the galaxy wearing their traditional garb of dulbands and robes. Mara Jade was sent to Svivren by the Emperor after she failed to kill Luke Skywalker at Jabba's palace on Tatooine. Later, a Crystal Grawfield Trap of General Bel Iblis' was lost at Svivren, creating an urgent need for a new CGT array during the siege of Coruscant.</p>						
		Taanab	Taanab		Terrestrial	ROTJ, ROJN, DFR, DLOS, S
<p>Points of interest on the agricultural planet Taanab include the Pandath spaceport and the Banthal Company orbital docking array, where the largest cargo ships are typically found. Four thousand years ago, the freighter Kestrel Nova was captured from space pirates near Taanab and was used by Ulic Qel-Droma to travel to the Tetan system. Millennia later, the planet found itself plagued by annual raids of bandits from Norulac. One year, Lando Calrissian happened to be at the Pandath spaceport when the pirates arrived for their latest assault. Calrissian, on a bet, agreed to attack the raiders, and hid his ship in the ice ring surrounding Taanab's moon while he waited for the pirates to make their run on the docking array. When his target was in position, Calrissian ejected his cargo-- hundreds of Conner nets-- into the center of the attacking fleet. As the pirates struggled to untangle themselves, the cocky gambler hit them with tractorbeams from the moon's ring and caused even further damage. Finally, Calrissian led the Taanab defense fleet in their clean-up operation, and single-handedly accounted for nineteen kills. Though the Taanab portmaster offered him a permanent job, Calrissian declined, preferring instead to investigate his newly-won deed to a Clendoran brewery. Later, just prior to the Battle of Endor, Calrissian was promoted to Alliance general partly on the notoriety of this incident. Over five years later, Joruus C'baoth coordinated an Imperial attack on Taanab, where he used the Bellicose's turbolasers to destroy a New Republic ship over the direct orders of Captain Aban.</p>						
		Tallek	Tallek		Terrestrial	SWAJ #6, pg 194
<p>When the planet Tallek was hit with an outbreak of deadly thorn fever, Imperial medics placed the sick in isolation camps and let them die.</p>						
		Tandankin	Tandankin		Terrestrial	XW
<p>The planet Tandankin was taken over by Imperial forces under the command of Grand Moff Nivers following the Battle of Endor. When Rogue Squadron arrived to free the planet, Wedge Antilles was forced to topple an enormous tower-- the Tandankin people's greatest monument-- in order to destroy a landing strip filled with TIE fighters.</p>						
		Tao-Grant	Tao-Grant		Gas Giant	SWAJ
<p>A Rebel Alliance cell was located on the second moon of the Tao-Grant system's lone gas giant. The Bothan diplomat Tereb Ab'Lon tried to deliver a stolen schedule of Imperial fleet movements to the Rebels in this cell, but was killed before he could do so.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Targonn	Targonn		Terrestrial	D

The home planet of a bird-like alien species, formerly under the brutal rule of Dictator-Forever Craw. Craw, ruling from his palace behind an impenetrable force field, imposed a 99 percent tax rate on his subjects and forced their children to toil in factories until the age of six. Before their service to Captain Antilles, R2-D2 and C-3PO were captured by Craw and taken to his palace. Craw planned to uncover the secret of the savorium herb, (which turned people into happy slaves called "smilers") and then rule over a contented but mindless populace. Meanwhile, several splinter groups dedicated to overthrowing Craw united under the revolutist leader Shay, and infiltrated the palace through the sewer's force-field hole. Their attack was unsuccessful, but they managed to rescue the two droids. A second attack, aided by R2 and 3PO's Ithorian master Zorneth, resulted in the defeat of Craw and his forces.

#### Tarsunt

Xenobiologists studying Jabba the Hutt's famed rancor discovered that the crashed ship which had brought the creature to Tatooine, piloted by Captain Grizzid, had last docked in the Tarsunt system. It has since been revealed that rancors exist on the planet Dathomir and in the Ottethan system.

#### Tatrang

Fyodos  
Terrestrial Forest  
Planets Collection

This was one a proud world of technological beauty hundreds of years ago. However, the human population ended up declaring war on itself, and was nearly destroyed when weapons of mass destruction were brought to bear. Now, after falling into a social relapse, only the Galidyns, who live for thousands of years, have memories of the world as it was. The humans now shun technology and are living in a stagnant feudal society.

#### Tatrang

Tatrang I  
Terrestrial Barren  
PLANET, pg 220

This is the first world in the Tatrang system.

#### Tatrang

Tatrang II  
Terrestrial Barren  
PLANET, pg 220

This is the second world in the Tatrang system.

#### Tatrang

Tatrang III  
Terrestrial Barren  
PLANET, pg 220

This is the third world in the Tatrang system.

#### Tatrang

Tatrang V  
Terrestrial Barren  
PLANET, pg 220

This is the fifth world in the Tatrang system. There are vast untouched mineral deposits here.

#### Tatrang

Tatrang VI  
Gas giant  
PLANET, pg 220

This is the sixth world in the Tatrang system.

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Tatrang	Tatrang VII		Gas giant	PLANET, pg 220
This is the seventh world in the Tatrang system.						
		Tatrang	Tatrang VIII		Planetoid	PLANET, pg 220
This is the eighth world in the Tatrang system. It is a captured planetoid, and it is the home of an ancient scout base, though it is no longer there at all.						
		Tau Sakar	Garban		Terrestrial	GG #04 , 58
Garban, home to the alien species called the Jenet, is the fourth planet in the Tau Sakar system. Garban is a temperate world with high seasonal variance. Years ago the rapidly-reproducing Jenet wiped out most of their natural predators on Garban, which led to overpopulation and the colonization of the other worlds in the system. Jenet are quarrelsome, store useless items in a community junkheap, and have a massive bureaucratic government whose job it is to remember everything they can about each Jenet citizen. After Garban was taken over by the Empire many Jenet were forced to work as slaves in Garban's ore mines.						
		Teta	Kirrek		Terrestrial	DLOS
One of seven planets in the Teta system, Kirrek had three of its cities destroyed when it resisted the Tetan political coup headed by Satal Keto and Aleema.						
		Teta	Koros Major		Terrestrial	DLOS
One of seven planets in the Teta system, Koros Major was the last planet to resist the system's brutal subjugation by the Krath. The Krath leaders, headed by Satal Keto and Aleema, dispatched hundreds of ground troops to the planet and clashed with a joint Republic/Jedi space force in Koros Major's orbit. The Republic ships were badly damaged in the battle and were forced to retreat.						
		Teta	Kuar		Terrestrial	TSW
The planet Kuar is located in the system of the same name, near the Teta system. Nearly four thousand years ago, the masked warrior clans led by Mandalore made their base in the ruined underground cities of Kuar. From there they struck at the heart of the Teta system, prompting the Tetan leader Ulic Qel-Droma to fight Mandalore in single combat on Kuar's plains of Harkul. Battling on an unstable web of chains, Qel- Droma defeated Mandalore, thereby winning the loyalty of the warlord and his fierce soldiers-of-fortune.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Thanos	Togoria		Terrestrial Plains	GG #04 , 86; CRO, pg 46
<p>Togoria, a world of grassy plains and rolling hills orbiting the blue-white star Thanos, is the homeworld of the feline Togorians. The Togorians have near-complete separation between the sexes, with the males and females only seeing each other a few days each year. The males spend the remainder of their time nomadically wandering the plains with domesticated flying lizards called mosgoths, used as riding mounts. Similar flying reptiles known as liphons are dangerous predators, but the Togorian's mosgoths help keep them at bay. The females spend their time in the cities, tending animals such as the bist and etelo and maintaining their society's solar technology. The government is headed by the Margrave of Togoria, a hereditary office always held by male descendants. The Margrave's closest female relative, living in the capital city of Caross, rules over the cities and the day-to-day activities of their females and young children. Togorian technology is still relatively low-tech, although the females have proven to be an attractive market for personal technology and Togoria's vast mineral resources have yet to be tapped.</p>						
		Thanta Zilbra	Thanta Zilbra		Terrestrial	AAS
<p>Thanta Zilbra is the name of a star, its star system, and the system's primary planet. Thanta Zilbra was the second star destroyed during the starbuster crisis, and Wedge Antilles assisted in the New Republic evacuation of the planet's settlement. Unfortunately, Thanta Zilbra's population of ten to fifteen thousand was greatly underestimated by the evacuation force and thousands were left behind when the star went nova.</p>						
		Thila	Thila		Terrestrial	MTS
<p>The Rebels reorganized on Thila following their evacuation of the main base on Yavin 4. It was here that Alliance historian Voren Na'al began his research into the histories of the Heroes of Yavin.</p>						
		Thokosia				DESB
<p>The smuggler Lo Khan once delivered a spice shipment from the royal governor of the Thokosia system to Spadda the Hutt in the Alkhibba system.</p>						
		ThonBoka	ThonBoka (StarCave)		Terrestrial	LCSC
<p>StarCave is a sack-shaped grey nebula composed of dust, gas, and complex organic molecules. It can be entered only from one direction, and its lightning-charged interior spans over twelve light-years. The ThonBoka has given rise to thousands of space-dwelling lifeforms, ranging from the intelligent, manta ray-like Oswaft to carapace-creatures and interstellar plankton which serve as the Oswafts' food. The Oswaft, ruled by a council of Elders and capable of naturally traversing hyperspace, tend to be cautious creatures who never leave the safety of their habitat. Three blue-white stars, located in the center of the nebula, surround the Cave of the Elders-- the only architectural structure in the ThonBoka. This Cave is constructed entirely from precious gems and is an exact replica of the surrounding nebula, but is only twenty kilometers across. After discovering the Oswaft, the Imperial navy viewed the aliens as a threat. They blockaded the entrance to the ThonBoka, preventing the flow of nutrients and slowly starving its inhabitants, until defeated by Lando Calrissian and others.</p>						
		Thrantin Major	Hirin		Terrestrial	Alliance Intell , 20

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Thrantin Major	Kastin		Terrestrial Barren	Alliance Intell , 20
		Thrantin Major	Rantorin		Terrestrial	Alliance Intell , 20
		Thrantin Major	Thrantin		Terrestrial Terraformed	Alliance Intell , 20
Galactic Outdoor Survival School HQ						
		Thrugii	Thrugii		Terrestrial	SWAJ
A desolate, rocky world located near a wide asteroid belt. Thruggi has been home to seven generations of failed miners, but the latest group thinks they can make the mines profitable. The miners are considered "claim jumpers" by the sector authorities, who say they control all rights to Thrugii and the asteroid belt. After the authorities locked down the planet, the Thrugii miners found themselves in desperate need of food and supplies. The famed smuggler Kaine Paulsen was killed while trying to deliver a supply cargo to the miners.						
		Thrynka				SWAJ
Jhensara, a smuggler, intended to reach the Thrynka system with her three R-series droids, but was delayed by a faulty hyperdrive.						
		Tieos	Tieos		Terrestrial	SWS
The location of an Imperial base.						
		Timora	Timora		Terrestrial	SWAJ #4, pg 68
Contains the city of Tadarc. The spectacularly beautiful sunpetal flowers are grown on Timora.						
		Tiragga	Tiragga		Terrestrial	SWAJ
The Rebel Alliance had a small outpost located on Tiragga's second moon, which became infected with the deadly Direllian Plague. [						
		Tirsa	Tirsa		Terrestrial	SWAJ
An industrial planet home to the Tirsa Wargear armaments corporation, which manufactures the Leviathan submersible carrier.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Based on instructions from Darth Vader, a group of Imperial probe droids was recalibrated to search for Rebels on Allyuen, Tokmia, and Hoth.						
		Ton-Falk	Ton-Falk		Terrestrial	TSC
The site of the Battle of Ton-Falk. During this battle, two Imperial frigates and a Dreadnaught were destroyed due to insufficient TIE fighter protection. Analysis of this battle led to the development of the KDY Escort Carrier.						
		Traga	Ord Traga		Terrestrial	SWAJ
While on a mission to Kabaira, the free-trader Tere Metallo used the false story that she was carrying cargo for an Imperial general on Ord Traga.						
		Trammis	Trammis III		Terrestrial	LCMH
Trammis III is famous as the home of the gigantic reptiloids sometimes called dinosaurs. The inhabitants of the planet speak Trammic, which is related to the Old High Trammic spoken by the Toka of the Rafa system.						
A prosperous technology and commerce center located in the Trulalis system						
		Trulalis	Cadezia		Terrestrial	SWAJ
Located in the system of the same name, Trulalis is a rich green planet of grasslands, forests and oceans. Beneath a thick cloud layer, the unspoiled world is covered with windswept fields separated by stretches of wilderness, and dotted with several small settlements. Trulalis has been set aside as a low-tech world by the Issori, and most of its inhabitants shun all forms of higher technology-- using miniature banthas as beasts of burden, for instance. Nestled within a steep mountain range is the gated community of Kovit, a farming settlement dominated by a towering, buttressed theater of white limestone. During the golden age of the Old Republic, Trulalis was a thriving cultural center boasting one of the finest liberal arts schools in the galaxy. Today, however, its days of respected theater and drama have long passed, and only a few scattered remnants testify to its former glory. Sometime before the Battle of Endor, the Dark Jedi Adalric Brandl hired the smuggler Thaddeus Ross to bring him to Trulalis, Brandl's former home						
		Tsir	Wann Tsir		Terrestrial	DESB
During the Siege of Wann Tsir, following the Battle of Endor, Imperial commander Titus Klev discovered an Alliance agent trying to bring down the shields. This action earned Klev commendations from Imperial command.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
<p>Located in the remote Tund system, this hidden world was home to the mysterious and ancient Sorcerers of Tund. Many are not sure if "Tund" refers to a single system or to a cluster of stars. No one is sure what species the sorcerers themselves were, since they were known to cover themselves in heavy grey robes. Years ago Rokur Gepta, a snail-like Croke, infiltrated the Sorcerers of Tund and learned their secrets. He then murdered his teachers and transformed the planet Tund from an attractive world of prairies, forests, and jungles to a blasted, sterile wasteland. The deadly radiation was held back in some places by force fields, so Gepta could land his ship on Tund safely.</p>						
		Tyrius	Mikak		Terrestrial	SoE Planet Guide p 6
		Tyrius	Pirdia		Gas Giant	SoE Planet Guide p 6
		Tyrius	Rodia		Terrestrial Searing Rock	GG4, TFTC, XWRS, SWAJ
<p>Rodia, in the Tyrius system, is an industrial planet which is home to the violence-loving Rodians and their vast weapons-manufacturing facilities. The culture of the Rodians romanticizes death and the hunt, as is evidenced by their reverence for the bounty hunter profession, their gladiatorial games, and in their famous dramatic plays. Their society is ruled by the Rodian Grand Protector, and only the most accomplished hunters are allowed to leave their planet. The Salus Corporation, based on Rodia, specifically designed Stalker battle armor for use by Rodian bounty hunters. Rodia was once a lush tropical world, but rapid industrial growth has made many lifeforms extinct. As a result, foodstuffs have become a common import. Years ago, Navik the Red, the Rodian leader of the Chattza clan, eliminated many opposing clan leaders and nearly wiped out the entire Tetsus clan. Greedo, a novice bounty hunter in the employ of Jabba the Hutt, was a Rodian and a surviving member of the Tetsus clan. Another notable Rodian was Andoorni Hui, a female pilot and member of the Alliance's famed Rogue Squadron.</p>						
		Tyrius	Taoska		Terrestrial Tundra	SoE Planet Guide p 6
		Tyrius	Toosma		Gas Giant	SoE Planet Guide p 6
		Uvena	Uvena III		Terrestrial	MTS, XWRS
<p>The Uvena system contains a group of planets ruled by the alien species called Shistavanen Wolfmen. The Wolfmen are renowned for their hunting and tracking skills, and many are employed by the Empire as scouts. Riv Shiel, a former Shistavanen member of the Alliance's famed Rogue Squadron, was a native of Uvena III</p>						



Region	Sector	System	Planet Name	Trade Route	Type	Source
Talon Karrde's smuggling gang brought three boosted Skipray blastboats from the planet Vagran.						
		Vagran	Vagran		Terrestrial	DFR
		Varn	Varn		Terrestrial	HSR
An aquatic planet, Varn is the subject of the holofeature Varn, World of Water. Aquatic life on the planet includes large lossors and packs of cheeb, while Varn's population of amphiboid fishers and ocean farmers inhabit its archipelagoes.						
		Vedis	Vedis IV		Terrestrial	SWAJ
The smuggler Lu Esi, an associate of Toob Ancher, was killed when he crashed his freighter over Vedis IV while being pursued by sector authorities. When Toob Ancher felt he was about to die, he left Socorro to finish his life on Vedis IV, though he would not face death until a later adventure on the planet Redcap.						
		Vento				TSW
The location of an ancient Republic shipyard. Nearly four thousand years ago during the Sith War, the fallen Jedi Ulic Qel-Droma gained control of Coruscant's war room during his attack on the capital world. Qel-Droma told the war room's commander to order all Republic ships to jump to identical coordinates in the Vento system, which would have resulted in a massive collision and the destruction of the fleet. Fortunately, he was stopped before the order could be carried out						
		Venzeia	Venzeiiall Prime		Terrestrial	TSC
A Rebel spy, fleeing aboard a YT-1300 freighter, was tracked to a salvage yard near Venzeia 2 Prime. A TIE Defender was dispatched to capture the freighter while the Star Destroyer Glory captured the salvage yard's space station, for daring to harbor a fugitive from the Empire.						
		Vexta	Vexta Belt		Asteroid Belt	SWAJ
Pirates located in the Vexta Belt attacked Delephran shipping for many years, until they were wiped out by the Delephran militia during their "Piracy Scouring." Former Alliance operative Colonel Andrephean Stormcaller participated in this campaign during his early career.						
		Vinzen Neela	Vinzen Neela 5		Terrestrial	TSC
After the Battle of Hoth, the Empire was transferring a cargo of prototype TIE Defenders to an escort carrier at a rendezvous near Vinzen Neela 5. The Rebel Alliance made an unsuccessful attack on this transfer operation.						
		Virgillia	Virgillia		Terrestrial	TAB
The possible homeworld of the Virgillians. Captain Tessa Manchisco was a Virgillian who fought in the Virgillian Civil War. Her crew consisted of humans and one Duro.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
An Imperial prison planet. The smuggler Tait Ransom was scheduled to be sent to Vizcarra, after he was arrested for weapons smuggling on Omman.						
		Vizcarra	Vizcarra		Terrestrial	SWAJ
		Vjun	Vjun		Terrestrial	DEZ, EE
The planet Vjun contains Bast Castle, a remote, heavily-defended structure built by Darth Vader as his private refuge. It was later the headquarters of Darkside Executor Sedriss and the Emperor's elite force of Dark Jedi. The planet is lashed with acidic, burning rain, and no plant life can survive on its bleak surface. Kam Sulusar served as a Darkside warrior on Vjun before Luke Skywalker turned him to the light side on Nespis VIII, six years after the Battle of Endor. Soon after Sulusar's conversion, three Ysanna prisoners from Ossus were taken to Vjun to serve as raw material in creating new clone bodies for Palpatine. The Ysanna were frozen in carbonite to await the future construction of a clone laboratory in Bast Castle, but Luke Skywalker and his Jedi trainees managed to storm the castle and defeat the Emperor's men.						
A gas giant famous for its perpetual atmospheric storms.						
		Vob	Vob		Gas Giant	GGZ
Vondarc						
The smuggler Dannen Lifehold brought a Rebel group from Rafft to a rendezvous with a cargo frigate in the Vondarc system. It was here, just prior to the Battle of Yavin, that Lifehold joined the Alliance.						
		Vortex	Vortex		Terrestrial	Jedi Academy , 117
Vortex, the homeworld of the hollow-boned, winged Vors, is a blue and gray planet with a sharp axial tilt causing sudden seasonal changes and severe windstorms. The Cathedral of Winds, the center of Vor civilization, is an immense glassy structure designed to produce tones when Vortex's wind currents pass over and through it. The Vors perform a beautiful concert of ethereal music by opening and closing orifices in the building with their bodies. The Vors are an emotionless species, and tend to concentrate on larger goals rather than on individuals. They refused to perform their music for off-worlders during the reign of the Empire, and have only recently allowed New Republic and other dignitaries to attend these shows. All recording is prohibited, and only one concert is performed each year. The Vors inhabit underground dwellings during the storm season, which can be seen from above as small mounds arranged in rings in the purple, vermilion, and tan grasses of the plains. During a visit to Vortex by Admiral Ackbar and Leia Organa Solo, Ackbar's sabotaged B-wing crashed into and destroyed the centuries-old Cathedral of Winds and killed at least 358 Vors. A different, more streamlined Cathedral was then constructed by the Vors to replace the one destroyed in Ackbar's crash.						
		Waskiro	Waskiro		Terrestrial	JTH
Bib Fortuna broadcast a false story about an ambush in the Ampuroon mining district of Waskiro in an attempt to deceive a Nuffin freighter.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Lord Torbin, the Grand Inquisitor, was killed when the Imperial palace on Weerden was rammed by the shuttle Sark I. An assassin droid is suspected of killing the shuttle's flight crew and causing the crash.						
		Wistril	Wistril		Terrestrial	DFR
Located in the system of the same name, Wistril is a planet where the Star Destroyer Chimaera stopped to take on supplies. Luke Skywalker and Mara Jade hijacked a supply shuttle on the planet in order to rescue Talon Karrde from the Chimaera's detention block.						
		Woldona				SWS
GrimDeath I, a Victory-class Star Destroyer, was behind numerous raids in the Woldona system and was the subsequent target of an assault by Imperial Zero-G stormtroopers.						
		Womrik	Womrik		Terrestrial	DFR
Womrik was a temporary base for Garm Bel Iblis' private army during their hit-and-fade attacks against the Empire.						
		Wylan	Ord Wylan		Terrestrial	SWAJ #5, pg 259
Lando Calrissian won the taxi-service license rights to Ord Wylan in a sabacc game, but lost them the next moment on a side bet concerning what brand of liquor was being served at the time.						
		Xerton	Xerton IX		Terrestrial	SWAJ
Home of the Grand Magnus.						
		Xorth				TSC
The Imperially-controlled Xorth system, bordering the Cardua system, deals primarily in agricultural trade. It produces the best Farrberries in the galaxy, which are valued for both their pleasant scent and their stimulating effect.						
		Xyquine	Xyquine		Terrestrial	DFR, TLC
Three years after the Battle of Endor, New Republic forces suffered what Han Solo called a "fiasco" at Xyquine. A passenger transport was destroyed, and pilot Pash Cracken had to invent the "Cracken Twist" to disguise the escaping ships' exit vectors. Mara Jade wore a Xyquine shoulder-sculp to the private ceremony promoting Thrawn to the rank of Grand Admiral.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
		Yag'Dhul	Yas'Dhul		Terrestrial	GG #04 , 44
<p>Yag'Dhul, a small dense planet with three moons, is the homeworld of the alien species known as the Givin. The complex interaction of orbits and rotations between Yag'Dhul and its moons means that the planet is continually beset by massive tidal forces powerful enough to pull the water and the atmosphere to different locations, exposing large areas of the planet to hard vacuum. While some animals on Yag'Dhul survive by traveling along with the tides, the Givin have evolved a hard, sealable exoskeleton which allows them to survive in vacuum. The Givin inhabit hermetically sealed cities built to withstand the strongest tides, and their society is organized around complex mathematics due to the importance of predicting the tides and the advanced calculations necessary to do so. Technology on Yag'Dhul is quite advanced, and the Givin are respected starship builders. [</p>						
		Ylix	Ylix		Terrestrial	CSSB
<p>Ylix was once involved in an ancient feud with the planet Goelitz, located a few systems away. After much fighting, Goelitz was defeated by members of the Ylix militia, including the infamous gunman Gallandro.</p>						
		Yllotat				TSC
<p>Prior to the Battle of Endor, the Imperial Dreadnaught Dargon was transporting Rebel and Bothan prisoners to the Star Destroyer Garret in the Yllotat system when it fell under Alliance attack.</p>						
		Yrrna				TSC
<p>Located in the Outer Rim, the Yrrna system was the site of an Imperial cargo transfer area. Following the Battle of Hoth, this cargo area was attacked by the pirate leader Ali Tarrak, using her strike force of stolen TIE Defenders.</p>						
		Yulant				SWAJ
<p>Located in the Core Worlds, the Yulant system contains one of the eighteen farming planets administered by the Salliche Ag Corporation. After the Battle of Endor, workers in the Yulant, Ruan, and Broest systems revolted against the Imperially-controlled Salliche Ag by burning fields and destroying hydroponics facilities.</p>						
		Yyrtan	Kirtania		Terrestrial	SWAJ Vol.1 No.1
<p>Kirtania, the fourth planet in the Yyrtan system, is a green-blue world of jungles, deserts, and mountains, and is home to the arachnid alien species called the Araquia. Kirtania was originally colonized by several groups of humans, who founded the competing economic states of Surana, Kinkosa, and Dulai. Over the years, the states have seriously depleted the planet's natural resources and polluted the environment. The population of the planet includes two million humans and only 1,500 remaining Araquia. Kinkosa has recently agreed to become an Imperial supply station in exchange for the modernization of Kinkosa City and privileged trading status within the Empire. Shiarha Root, the only known cure for the deadly Direllian Plague, grows in Kinkosa's humid rainforests. Some of the many forms of life in the rainforests include river serpents and predator lizards.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Located in the Zebitrope system, Zebitrope IV is the homeworld of a species of lizard whose members symbiotically support a spongy mold growth on their backs. This mold is the only source of the addictive drug Iesaj, which eliminates the need for sleep in those who take it.						
		Zelos	Keryt		Terrestrial	PLANET, pg 246
This is the first planet in the Zelos system. It could be terraformed if somebody was willing to put forth the effort.						
		Zelos	Rymm		Terrestrial Volcanic	PLANET, pg 246
This is the third world in the Zelos system.						
		Zelos	Zelos II		Terrestrial Mountainous	Planets Collection, pg 246
This world lives in ignorant bliss of the Empire's true involvement on their homeworld. Only the dictator, and a few high-ranked officials in the government, know that the valuable ores taht are being mined and sold are really going directly into the Imperial war machine. The general consensus of the population is one of neutrality, but they are not aware of what is happening, and they would not approve of it if they did.						
		Zygerria	Zygerria		Terrestrial	HTTE, SWS
The possible homeworld of the Zygerrian slavers. Three years before the Battle of Yavin, Han Solo and Chewbacca had a run-in with Zygerrian slavers off Janodral Mizar. After convincing the slavers to abandon ship by broadcasting a stolen Imperial ID, Solo gave the ship and its cargo of treasure to the freed slaves. Among them was Alliance historian Arhul Hexetrophon and his family.						
	Albarrio		Aris		Terrestrial	
	Albarrio		Oasis		Terrestrial	
	Albarrio		Soullex		Terrestrial	

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Albarrio		Vohal		Terrestrial	
	Albarrio	Corvis	Corvis Minor		Terrestrial	TLC
A planet with a very unremarkable history. Each residential floor library in the Imperial Palace on Coruscant contains a multicaud set entitled The Complete History of Corvis Minor, which actually holds a small hand blaster.						
	Albarrio	Fere	Fere		Terrestrial	COPL
The Fere (also called Feree) system contains a double star. Two hundred years ago, the planet Fere was home to an advanced alien culture of tall, pale humanoids with six-fingered hands. They were also master starship builders, and some of their small luxury cruisers can still be found in the galaxy today. During a series of wars, someone accidentally carried a deadly plague to Fere which killed all life on the world.						
	Albarrio	Gbu	Gbu		Terrestrial	TCS
Gbu is an extremely high-gravity planet and home to the alien species known as the Veubgri. Each Veubg is large and stocky, with six legs and long tendrils used as manipulative appendages. Before Leia Organa Solo visited Munto Codru she and her New Republic delegation met with representatives from the Veubgri above Gbu. The meeting was held on an orbiting satellite to avoid the negative effects of Gbu's gravity on human physiologies.						
	Albarrio	Prindaar	Antar 4		Terrestrial	GG4
The Prindaar system, named after its star, contains the gas giant Antar and its six moons. The fourth moon, known as Antar 4, is the homeworld of the alien species known as the Gotal.						
	Albarrio	Triton	Triton		Terrestrial	ESBN
When Han Solo's tauntaun froze to death in a Hoth blizzard, he commented that it was "deader than a Triton moon."						
	Andimo		Abregado		Terrestrial	Heir To The Empire p.76
A manufacturing center, vital to the New Republic. Abregado, site of the Abregado-rae Spaceport, is controlled by an oppressive government which has kept the peace and improved the local spaceport facilities at the expense of individual freedoms. Abregado's government has cut off all supply lines to a clan of rebellious hill people, which has created illegal supply opportunities for ambitious smugglers. Han Solo and Lando Calrissian met up with a contact from Talon Karrde's smuggling organization in Abregado-rae's LoBue cantina, and Wedge Antilles later helped get one of Karrde's ships out of impoundment from the planet. The natives of Abregado are referred to as Gados.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Andimo		Cauldron Nebula		Nebula	Jedi Academy
A huge, rainbow-colored nebula composed of hydrogen, oxygen, and neon clouds from seven closely-orbiting blue supergiant stars. The closest world is Eol Sha, where colonists mounted an unsuccessful attempt to mine the nebula's gasses. The closest habitable world to the nebula is Eol Sha, where colonists mounted an unsuccessful attempt to mine the nebula's gasses. The gas clouds and electromagnetic radiation in the nebula made it an ideal hiding place for Admiral Daala's Star Destroyers, until Kyp Durron caused all seven stars to go nova through his use of the Sun Crusher. Brakiss, leader of the Shadow Academy, had a picture of the seven Cauldron Nebula novas in his private office.						
	Andimo	Cal	Plah		Terrestrial Moon	GG #04 , 54
A lifeless moon orbiting Tibrin.						
	Andimo	Cal	Tibrin		Terrestrial Oceanic	GG #04 , 54
Ish Tib Homeworld. The planet is moderate size covered in a shallow ocean. One lifeless moon orbits.						
	Andimo	Tiss'sharl	Tiss'sharl		Terrestrial Jungle	GG#12 p.86-87
The Vilosraptor like Tiss'shar are jungle dwellers with a flair for business. The homeworld of the bipedal reptiloids called Tiss'shar. The assassin and Corporate Sector bodyguard Uul-Rha-Shan was a native of Tiss'sharl.						
	Anraq	Mirisst	Mirisst		Terrestrial	TLC, XW
Mirisst was first contacted by the Old Republic through the Tenth Alderaanian Expedition, and one of the interesting discoveries was that none of the dozens of Miriss cultures had developed any type of three- dimensional art. Wedge Antilles and Rogue Squadron planned to deliver a convoy of food and supplies to Mirisst but were ambushed on Cilpar by a group of TIE fighters. Mirisst was a target in a planned assault by Grand Admiral Thrawn due to its proximity to the heart of the New Republic, and was also intended as a lure to defeat the New Republic fleet if they made a concerted effort to defend the planet.						
	Arkanis	Nodgra				
The Nodgra system is approximately three days travel from the Socorran system. The crimelord Abdi- Badawzi forced the young smuggler Drake Paulsen to deliver a cargo to the Nodgra system.						
	Arkanis	Piroket	Piroket		Terrestrial	TFTC, SWAJ
Piroket is located close to the planet Tatooine. The Rebel agent Riiij, having stolen a droid carrying the complete technical readouts of the "Hammerdong" prior to the Battle of Yavin, planned to deposit the droid with a Bothan shipping company on Piroket.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Atravis	Atravis	Atravis				COTJ

The Atravis sector contains the Atravis systems, which were devastated by Imperial attacks. Of the massacres that occurred in the sector, Grand Moff Tarkin said, "They have only themselves to blame." Grand Admiral Harrsk's troops began concentrating in the Atravis sector eight years after the Battle of Endor.

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Auril	Adega	Ossus		Terrestrial	DE #4

Ossus, located in the Adega system (one of the six remaining Auril systems in the Auril sector), orbits the twin Adegan suns in a figure-eight trajectory. It was an important Jedi stronghold and learning center in ancient times, and there is some speculation that the Order of Jedi Knights began on this planet. Ossus was once covered with many cities and ground defenses, and the Knossa spaceport was located near a range of rocky mountains. Points of interest on the Jedi world once included the Great Jedi Library and the peaceful Gardens of Talla. The steep canyon walls are still covered with elaborate murals, and the planet's atmosphere is charged with occasional electrical storms. Although Ossus' golden age is long past, some of the ancient buildings that still stand include the library and a Jedi meditation chamber. Nearly 4000 years ago during the Great Sith War, the fallen Jedi Exar Kun visited Ossus to recruit twenty Jedi knights into the Sith cause. Before he departed, Kun killed Master Odan-Urr and stole a Sith holocron from the Jedi Library. Later, an Ossan Jedi fleet was dispatched to the nearby Cron Cluster to defend the besieged station Kemplex Nine. The fleet was destroyed when the Cluster went nova, and the resulting shockwave threatened to devastate Ossus. An evacuation of the planet was immediately ordered, and as many ancient relics as possible were loaded onto transports. At the same time, however, Exar Kun and Ulic Qel-Droma appeared with their armies to loot the world of its valuables before the shockwave arrived. Kun battled the Neti Jedi master Ood Bnar, who turned into a unyielding tree to protect a trove of the earliest known lightsabers. Meanwhile, Ulic confronted and killed his brother Cay, and was seized with horror and regret over what he had done. The Jedi (with the notable exception of Ood Bnar) left the planet just ahead of the shockwave, which scorched and nearly wiped clean Ossus' surface. Some Jedi survived, however, after hiding their families in Ossus' great caverns, and their descendants grew into the Ysanna, a tribe of warrior-shamans who use the Force to guide their primitive weapons. A 10,000 year-old lightsaber, given to Leia Organa Solo by Vima-Da-Boda, surfaced 800 years ago in an archaeological dig on Ossus. Six years after the Battle of Endor, Luke Skywalker visited an arid, sandy portion of the planet and discovered the Ysanna tribe. Skywalker and Kam Sullisar also fought the forces of Darkside Executor Sedriss and unearthed the vault of lightsabers long hidden beneath the roots of Master Ood, who bravely sacrificed his own life to end Sedriss'. At the time of Skywalker's departure, the New Republic was planning to send in excavation teams to explore Ossus' ruins. Soon after, several of the Emperor's warriors came to Ossus and captured three Ysanna leaders, whose bodies were to be used as raw material to create new clones for Palpatine. Skywalker and his Jedi trainees followed the darkside kidnappers and defeated them on Vjun, but were unable to free the captured Ysanna from their carbonite imprisonment. While on an undercover mission to Borgo Prime thirteen years later, Skywalker and Tenel Ka claimed that they needed Corusca gems to open a sealed treasure vault located on Ossus.

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Benslurahk	Firrerre	Firrerre		Terrestrial Toxic	Crytsal Star

All life on the planet Firrerre was wiped out through the Empire's use of a biological weapon, and it is still unsafe for any ships to land there. The devastation was ordered by Hethrir, the Imperial Procurator of Justice (himself a native of Firrerre) and carried out by the Empire's elite Starcrash Brigade. The people of Firrerre, humanoids with long, striped hair, were believed to have been rendered extinct by the death of their world. though Leia Organa Solo discovered a passenger-freighter carrying many of its natives in suspended animation. The highest waterfall on Firrerre reaches 1,263 meters.



Region	Sector	System	Planet Name	Trade Route	Type	Source
	Benslurahk	Galvoni	Galvoni III		Terrestrial	MTS
The location of an Imperial military communications complex. Alliance historian Voren Na'al infiltrated the complex following the Battle of Yavin in order to gain more information about the Death Star project.						
	Benslurahk	Galviddis Cluster				COTJ
An atypical type of sand is located on a world in the Gelviddis Cluster. The unique composition of this sand allows Jedi to easily form it into familiar shapes and images through the use of the Force.						
	Benslurahk	Trebela	Trebela		Terrestrial	SWSB
A major Rebel network was exposed in Trebela's capital city by Imperial Governor Kraxith. Surprisingly, most of the Rebel groups discovered had been working independently and were not aware of the others' activities.						
	Benslurahk	Yuga	Yuga II		Terrestrial	MTS
A planet covered with dense rainforests and clinging trees, Yuga Two is a popular tourist destination due to the Yuga Planetary Park. Alliance historian Voren Na'al bought passage from Yuga Two to Tatooine on a Galaxy Tours ship to begin documenting the histories of the Heroes of Yavin.						
	Boeus	Gelgelaar	Gelgelaar		Terrestrial	Platt's Starport Guide
Criminal haven, smuggling traffic. Home to the Gelgelaar Free Port, a small port run by an enterprising Sullustian, Loro Ecls. A backwater world located in the system of the same name, Gelgelaar has no Imperial presence. The Twi'lek known as Loh'khar the Finder arranged for transport from Kelada to Gelgelaar for some Alliance operatives.						
	Boeus	Mantell	Ord Mantell		Terrestrial	ESB, TLC, MTS, COTJ, CSW
A planet with twin moons located in the outworlds. Points of interest on Ord Mantell include its busy spaceport (surrounded by canyons), and Ten Mile Plateau, located in the rocky back country. Supposedly a world free from Imperial interests, Ord Mantell happened to be hosting an Imperial fleet on maneuvers when Han Solo arrived there to repair the Millennium Falcon following the Battle of Yavin. While there, Solo encountered his smuggler friend Drub McKumb, who warned Solo of the sizeable bounty on his head. Luke Skywalker and Princess Leia were later captured by the bounty hunter Skorr, and held captive in the abandoned stellar energy plant on Ten Mile Plateau. Skorr planned to use the pair as bait to trap Solo, but his plans were foiled when Solo and Chewbacca staged a daring rescue. Later, Solo, Skywalker, and Chewbacca were captured by several bounty hunters (including Skorr, Dengar, and Bossk) working with Boba Fett, who imprisoned the trio in an abandoned moisture plant in Ord Mantell's back country. Again, Solo and his companions managed to outwit the bounty hunters and flee the planet. About six years later, Grand Admiral Thrawn staged an assault on Ord Mantell to create fear in the surrounding systems and ease New Republic pressure on his shipyard supply lines.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Borromeo		Flitter		Terrestrial	Rebel Alliance Sourcebook
One time Alliance safe world, until the Empire found it and slaughtered the population there. A blockade prevented the remaining 1,000 or so people from being evacuated. Recently the Republic broke the blockade and rescued the surviving 300 people there.						
	Borromeo	Pho	Pho Ph'eah		Terrestrial	HSR, CSSB
The alien species inhabiting Pho Ph'eah has blue fur and four arms. The assistant manager in the main lounge of Bonadan Spaceport Southeast II was a native of Pho Ph'eah. Pho Ph'eah, with a wide variety of terrain, is the homeworld of the Pho Ph'eahians-- aliens with blue fur and four arms. Pho Ph'eah orbits far from its star and receives little sunlight, but is warmed by active geothermal energy. The planet was contacted by the Old Republic millennia ago, and the technologically- skilled Pho Ph'eahians have long been members of the larger galaxy. The assistant manager in the main lounge of Bonadan Spaceport Southeast II was a native of Pho Ph'eah.						
	Borromeo	Phorliss	Phorliss		Terrestrial	DFR
The smuggler Mara Jade briefly worked as a serving girl in a Phorliss cantina following the death of the Emperor.						
	Borromeo	Smarteel	Smarteel		Terrestrial	JTH
Jabba the Hutt visited Cabrool Nuum's base on Smarteel in an attempt to sell Nuum a captured freighter. In the ensuing adventure, Jabba killed Nuum and his two children.						
	Borromeo	Vogel	Vogel VII		Terrestrial	ROC
The site of an Imperial Naval Academy where TIE pilot Ranulf Trommer was raised.						
	Brak	Aramand	Aram		Terrestrial	Flashpoint! Brak , 64
	Brak	Aramand	Bala		Terrestrial	Flashpoint! Brak , 64
	Brak	Aramand	Mirani		Gas giant	Flashpoint! Brak , 64

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Brak	Aramand	Polana		Gas giant	Flashpoint! Brak , 64
	Brak	Bacrana	Bacrana		Terrestrial	Flashpoint! Brak , 41
Sometime after the Battle of Yavin, a large demonstration against Imperial rule in the Central Sector of Bacrana's large city Amma erupted in violence. Imperial forces under the command of Moff Ramier put down the riot without any help from the local Bacrana System Defense Force. Following the incident, the city of Amma was placed under martial law.						
	Brak	Bacrana	Carba		Asteroid Belt	Flashpoint! Brak , 41
	Brak	Bacrana	Namura		Gas giant	Flashpoint! Brak , 41
	Brak	Bacrana	Savrant		Gas giant	Flashpoint! Brak , 41
	Brak	Bacrana	Sinal		Terrestrial Searing Rock	Flashpoint! Brak , 41
	Brak	Bacrana	Tomik		Gas giant	Flashpoint! Brak , 41
	Brak	Demar	Demar		Terrestrial Mountainous	Flashpoint! Brak , 46
	Brak	Demar	Emra		Gas giant	Flashpoint! Brak , 46

Region	Sector	System	Planet Name	Trade Route	Type	Source
Brak	Demar	Gart		Terrestrial Barren	Flashpoint! Brak , 46	
Brak	Demar	Latt		Terrestrial Barren	Flashpoint! Brak , 46	
Brak	Demar	Lish		Gas giant	Flashpoint! Brak , 46	
Brak	Demar	Lish V		Terrestrial Moon	Flashpoint! Brak , 49	
Brak	Demar	Lish XI		Terrestrial Moon	Flashpoint! Brak , 50	
Brak	Demar	Patar		Terrestrial Frozen Rock	Flashpoint! Brak , 46	
Brak	Demar	Rima		Terrestrial Searing Rock	Flashpoint! Brak , 46	
Brak	Genesis	Amthau		Terrestrial Terraformed	Flashpoint! Brak , 58	
Brak	Genesis	Emet		Planetoid	Flashpoint! Brak , 53	
Brak	Genesis	Falk		Gas giant	Flashpoint! Brak , 53	

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Brak	Genesis	Genesis		Terrestrial	Flashpoint! Brak , 53
	Brak	Genesis	Seft		Gas giant	Flashpoint! Brak , 53
	Brak	Tel	Tel I		Terrestrial	Flashpoint! Brak , 59
	Brak	Tel	Tel II		Terrestrial	Flashpoint! Brak , 59
	Brak	Tel	Tel III		Terrestrial	Flashpoint! Brak , 59
	Brak	Tel	Tel IV		Terrestrial	Flashpoint! Brak , 59
	Bruanii					TSC
Tungra sector lies near the Javin and Bruanii sectors and is relatively close to the planet Hoth.						
	Bruanii					TSC
The Bruanii sector, near the Tungra and Javin sectors, was home to a Mugaari space depot. The Calamari cruiser Luksla, stationed at this depot, was the launch point for Alliance strikes into the Javin sector on Imperial space platform D-34, following the Battle of Hoth. The Luksla was completely destroyed by the Empire in a retaliatory strike.						
	Capilano	Baralou	Alou asteroid belt		Asteroid Belt	

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Capilano	Baralou	Baralou		Terrestrial Oceanic	Planets Collection
This world is situated outside the realm of directly dominated Imperial space, and has been left alone for the most part, aside from a few formal mapping missions. Therefore, the Alliance has set up a base in order to process the planet's abundant algesupplies into usable food. The planet is the first away from the yellow star Baralou. It is covered with oceans and tropical islands, with several volcanic mountain chains also spread out along the surface, creating strings of rocky islands. The natives are sentient, but are primitive and at war with each other. All trade with them is by barter only.						
	Capilano	Baralou	Masalou		Terrestrial Barren	PLANET, pg 29
Little is known about this planet. It is the second planet in the Baralou system, and lies just beyond the system's Alou asteroid belt.						
	Capilano	Baralou	Tanalou		Terrestrial Frozen Rock	PLANET, pg 29
Little is known about this planet. It is the fourth and final planet in the Baralou system.						
	Capilano	Baralou	Yaralou		Terrestrial Oceanic	PLANET, pg 29
Little is known about this planet. It is the third planet in the Baralou system.						
	Cenetralla		Algunis		Terrestrial	1st edition GM pack
This world is a mid-tech world with a few advanced technologies, but is otherwise a typical planet. It is a typical planet with a few advanced technologies, but is otherwise a typical planet.						
	Cenetralla		Bandai		Terrestrial Tundra	1st edition GM pack
Tundra mid tech world						
	Cenetralla		Bo'saino		Terrestrial	1st edition GM pack
Xenophobic aliens						
	Cenetralla		Bundum		Terrestrial Barren	1st edition GM pack
Blocked urban wasteland planet sympathetic to the rebellion						
	Cenetralla		Dressol		Terrestrial Oceanic	1st edition GM pack
main Rebel fighter base for the sector. Mainly brush plains						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Cenetralia		Fenhern		Terrestrial	1st edition GM pack
	Cenetralia		Harstol Cortheium		Terrestrial Barren	1st edition GM pack
	Cenetralia		Iskalon		Terrestrial Oceanic	1st edition GM pack
	Cenetralia		Orleon		Terrestrial	Marvel SW comics #28
	Cenetralia		P'hish		Terrestrial Jungle	1st edition GM pack
	Cenetralia		Rugern		Terrestrial	1st edition GM pack
	Cenetralia		Tela Mosna		Terrestrial	1st edition GM pack
	Cenetralia		Vendrid		Terrestrial Moon	1st edition GM pack

Mining, mainly barren rock

A race of water-breathers live here, enslaved by the Empire for the longest time. However a visit from Luke Skywalker changed all that, when the Empire enacted genocide to try and eliminate commander Skywalker. Since then, the Iskalonians have withdrawn from the rest of the universe.

A miserable and uninviting place, Han Solo set up shop as an emergency stop-over. The rain comes down in buckets constantly, leaving the planet covered in mud. The other outstanding point is that the whole planet is a stone mite infestation. Stone Mites area biological weapon developed during the clone wars. Their bodies manufacture an acid that enables them to eat through anything. The mites were designed to move through solid rock, feeding on veins of ore, specially created to devour a planets mineral resources. They reproduce rapidly, and usually move in swarms, thousands up to millions of them, eating everything in their way.

Frontier old west like world- but jungle

Republic prison colony located on a barren moon

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Cenetralia		Venna		Terrestrial	1st edition GM pack
Tagge industrial world, heavily garrisoned, heavy Imperial						
	Cenetralia		Watizit		Asteroid Belt	1st edition GM pack
A large asteroid field held in place by a giant black hole. The Rebellion had a fuel mining operation there for some time, until an Imperial test flight wandered in and shut operations down.						
	Cenetralia		Zeltros		Terrestrial	Marvel SW comics
Inhabited by a race of red skinned, fun loving aliens. The planet is mainly a hedonistic culture and the planet reflects that.						
	Cenetralia	Gamorr	Gamorr		Terrestrial	SW Sourcebook, COTJ, SW
Gamorr's varied terrain ranges from frozen tundra to deep forests, and it is considered quite pleasant by off-worlders. The dim-witted Gamorreans, however, care only for the vicious, bloody warfare constantly occurring between rival clans. Gamorrean sows run the clans and do the productive work such as hunting and farming, while the boars spend all their time training and fighting their rivals with primitive hand-axes and swords, vying for the attention of the Alpha female. Gamorr is also home to furry, bloodsucking parasites called morrts, that Gamorreans look upon with affection and allow to feed on their own body fluids. The first interstellar trading ship to land on Gamorr was utterly destroyed after five armies fought a bloody two-day battle for the right to do so. Procedures programs for those intending to visit the planet state only, "Do not visit Gamorr." Many Gamorreans are employed throughout the galaxy as guards, mercenaries, and enforcers, and some have colonized the Outer Rim world of Pzob. The planet is also home to vicious Gamorrean watch-beasts, which are used as guard animals at the Imperial Army training centers on Sirpar.						
	Chehalis		Marat V/Skye		Terrestrial	Annual 1
A restricted world. Consists mostly of rocky, jagged mountains and grassy plains. An full Imperial garrison is maintained here. The natives are off colored humanoids with wings. Also native are the fierce Catuman warriors, cat like creatures that could give a Wookiee a run for his money in a fight.						
	Chehalis		Shalyvane		Terrestrial	Marvel SW Comics #60
Very little is known about the planet, history or otherwise. What is known is that the populace was an industrious, peaceful people, when allowed to be. Bands of nomad barbarians, xenophobic in the extreme, kept everyone wallowing in a series of senseless battles, for no other reason but for the enjoyment of the fray. When the barbarians unexpectedly made peace overtures, the Shalyvains took them up on it. When both sides were gathered for the peace treaty signing, the Empire showed up, and bombed the party out of existence. The Nomads had sold the Shalyvains out, telling the Empire they were in league with the alliance. However there was a deeper, more evil purpose behind the destruction. The Evil Lord Vader required the elimination of the civilization to establish a credible background for a project- the destruction of Luke Skywalker.						



Region	Sector	System	Planet Name	Trade Route	Type	Source
Chehalis	Chehalis		Tanaab		Terrestrial	SWAJ #5, pg 268, ROTJ, DF
<p>Tanaab is a major food production facility for the Empire. Also, this planet is where Lando Calrissian first made a name for himself as a military commander. During an all-too familiar raid by the Norulac Pirates, Lando took a bet and set out from the planet and led a single-handed attack on the attacking fighters and freighters. He used a supply of C-nets that was in his cargo hold to snare ships and then ram chunks of ice from a nearby asteroid belt to destroy them. Then, leading the planet's fighters himself, he captures the pirate's two supporting corvettes intact. Four thousand years ago, the freighter "Kestrel Nova" was captured from space pirates near the agricultural world of Taanab and was used by Ulic Qel-Droma to travel to the Tetan system. Millennia later, the planet was annually raided by bandits from Norulac. Lando Calrissian (on a bet) destroyed the raiders by using unorthodox but effective flying skills and battle tactics, and was promoted to Alliance general partly on the notoriety of this incident. Years later, Joruus C'baoth coordinated an Imperial attack on Taanab, where he used the Bellicose's turbolasers to destroy a New Republic ship over the direct orders of Captain Aban.</p>						
Chehalis			Tirahnn		Terrestrial	Annual 1
<p>Location of an ancient, legendary bazaar. Leading trade nexus of the entire stellar cluster, a city larger than some countries. It's architecture ranging from the street level hurly burly of the fair to mile high corporate skyscrapers and luxury palaces. The heights are homes of Tirahnn's elite, the merchant princes who rule this world- huge fantastic palaces sprawling across miles of ground, or reaching impossibly into the emerald sky.</p>						
Chehalis		Balis Baurgh	Balis Baurgh I		Terrestrial	SWAJ
Chehalis		Balis Baurgh	Balis Baurgh II		Terrestrial	SWAJ
Chehalis		Balis Baurgh	Balis Baurgh III		Terrestrial	SWAJ
Chehalis		Balis Baurgh	Balis-Baurgh station		Terrestrial	SWAJ#1 p. 177
<p>The Balis-Baurgh system, naturally shielded from sensors by gas clouds and intense solar radiation, contains three planets, one of which can support life. Several years ago, the leaders of this planet's nations decided to jointly build a space station as a symbol of their global peace. When the station's construction was secretly sabotaged by the Empire, the nations blamed each other and went to war-- making the planet an easy target for the subsequent Imperial conquest. The Empire turned the space station into a fully-automated prison, and seeded the system with sensor jammers to make navigation in the system nearly impossible. Sometime after the Battle of Endor, Alliance captain Junas Turner and the Ewok warrior Grael were imprisoned on the Balis-Baurgh station until they managed to escape.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Chehalis	Hijarna	Hijarna		Terrestrial Barren	Last Command p.73

A deserted, battle-scarred planet first discovered by the Fifth Alderaanian Expedition. Atop a bluff sits the crumbling fortress of Hijarna, made of hard black stone and probably abandoned a thousand years before its discovery. The fortress overlooks a plain crossed with deep ravines and marked with indications of former devastation. It is unclear whether the fortress was built to defend against this destruction, or was somehow the cause of it. Talon Karrde called a meeting with his fellow smugglers in Hijarna's fortress to discuss actions against Grand Admiral Thrawn.

	Chehalis	Norulac	Norulac		Terrestrial	ROJN, SWAJ
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The planet Norulac housed a company of bandits who annually raided Tanaab, until they were wiped out by Lando Calrissian.

	Chehalis	Onderon	Dxun		Terrestrial Moon	TOTJ, FNU, DLOS, TSW
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Dxun, also called the "Demon Moon," is one of four moons orbiting the planet Onderon. Its thick jungles are home to numerous bloodthirsty monsters and, due to Dxun's erratic orbit, many of the creatures are able to migrate to the surface of Onderon during an annual period in which the two worlds' atmospheres intersect. Four thousand years ago, after the evil Queen Amanda of Iziz was defeated by the Jedi, the inhabitants of Onderon built a Mandalorian iron tomb on Dxun to house the remains of their Queen and of the Dark Jedi Freedon Nadd. The fallen Jedi Exar Kun later visited the tomb, where the spirit of Nadd helped him discover some hidden Sith scrolls. Later, at the end of the Sith War, the warrior clans of Mandalore fled to Dxun after failing in their attempt to capture Onderon. Their leader was killed by a pair of the Dxun beasts, and a new warrior assumed the mantle of Mandalore.

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Chehalis	Onderon	Onderon		Terrestrial	TOTJ #1
<p>Onderon, in the three-planet system of the same name, circles a yellow sun and has four moons with widely-varying orbits. The closest moon, Dxun, is home to numerous bloodthirsty creatures who are periodically able to migrate to the surface of Onderon, due to an annual period in which the two worlds' atmospheres intersect. The human inhabitants of Onderon gradually evolved defenses against the beasts, eventually culminating in the enormous walled city of Izip. Native life on the planet includes the deadly dragon-bird. 4,400 years ago the Dark Jedi Freedon Nadd brought the power of the Sith to Onderon, and those who opposed it were cast out into the wilderness where they tamed the beasts of Dxun. Hundreds of these "beast riders" created their own kingdoms in the wild, and fought continually to overtake Izip. About 4402 years ago Onderon was first contacted by the Old Republic, and a delegation of Jedi (including Ulic Qel-Droma) was sent to make peace between the beast riders and Queen Amanda of Izip two years after that. Following the death of Queen Amanda, her daughter Galia took the throne with Oron Kira, her lover and the leader of a beast rider kingdom. A subsequent uprising by the followers of Freedon Nadd was put down by another Jedi force. At the same time, Satal Keto and his cousin Aleema (members of Tetan royalty) traveled to Onderon to learn the secrets of Sith magic, which led to their formation of the Krath and the political takeover of the Tetan system. Following the Naddist uprising, a permanent Jedi outpost was built on Onderon from the remains of Nadd's ancient starship. Later, during the end of the Sith War, Exar Kun ordered the warrior clans of Mandalore to capture Onderon and the city of Izip. Defeated in a furious battle by Oron Kira and Captain Vanicus of the Republic navy, Mandalore and his surviving men fled to the Dxun moon. Millennia later, six years after the Battle of Endor, the Millennium Falcon landed on Onderon to repair damage suffered in a battle with the reborn Emperor's flagship, the Eclipse II. Fearing for her newborn son Anakin, Leia Organa Solo hid in warrior leader Modon Kira's safehouse deep in the Onderon wilderness. Palpatine (posing as a pilgrim on his way to the Shatoon monastery) discovered the child at the safehouse and tried to possess his body, but was stopped by the Jedi knight Empatojayos Brand. Later, the leaders of the New Republic gathered in the fortress of Modon Kira and re-established their galactic government, led by Mon Mothma with Leia Organa Solo as her second in command.</p>						

Churba	New Cov	New Cov	New Cov		Terrestrial Jungle	DFR
<p>New Cov, in the Churba sector, is covered with thick jungles and carnivorous plants. Giant walled cities, accessible through entrance shafts in their transparisteel domes, have been built on the planet to harvest valuable, exotic biomolecules from the local plant life for export. It was a common practice for Imperial forces to arrive occasionally and "raid" the cities for their stores of biomolecules, which was treated by the local Covies as a routine but covert form of taxation. The walled city of Ilic contains a reproduction of Coruscant's Grandis Mon theater and a tapcafe called the Mishra on its entertainment level. New Republic Senator Borsk Fey'lya helped Garm Bel Iblis' army set up a supply line through New Cov, and took on an Imperial Victory-class Star Destroyer with only four Bothan ships in order to protect this connection.</p>						

Churba	Panto	Panto	Pantolomin		Terrestrial Jungle	DFR, CSSB, SWAJ
<p>Pantolomin is famous for the intricate coral reefs found in the waters off its northern continent. The Coral Vanda, an underwater casino, travels through the network of reefs on three- and seven-day luxury excursions. The Coral Vanda's eight gambling areas include the Saffkin and Tralla rooms, and patrons can view the reefs' fish and animal life through the transparent hull. Other resorts on the planet include the Towers of Pantolomin, owned by Galaxy Tours. The planet's animals include the playful, color-changing amphibians known as halfbacks, and the inhabitants of Pantolomin are referred to as Lomins. Five years after the Battle of Endor, Grand Admiral Thrawn's forces visited Pantolomin and forced the Coral Vanda to surrender its passenger Captain Hoffner, who knew the location of the lost Katana fleet.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Located between New Cov and Pantolomin, the Terrijo system is where Han Solo removed a homing beacon planted on the Lady Luck by starship thief Niles Ferrier.						
	Churba	Terrijo				
	Colunda	Nyasko	Nyasko		Terrestrial	DESB
The Colunda sector, containing the planet Nyasko, was a former hotbed of Rebel activity. An AT-AT group stationed on Nyasko was kept busy keeping down the uprisings. A planet in the Colunda sector. The Imperial tech Deppo was stationed in an AT-AT battalion on Nyasko, which was kept busy fighting the high degree of Rebel activity in the sector.						
	Colundra					DESB
Lando Calrissian planned to follow up on a promising deal in the Colundra sector after finishing his military service during the Emperor's reappearance.						
	Corellian	Ardos	Varl		Terrestrial	GG4
The white dwarf star orbited by Varl, the original homeworld of the Hutts. According to Hutt legend, Ardos was once a double star with Evona until Evona was drawn into a black hole. Varl, the original homeworld of the Hutts, is a barren planet orbiting the white dwarf Ardos. Cyax is the brightest star that can be seen in Varl's night sky, and it features prominently in early Hutt legend. According to other Hutt legends, the planet Varl was once a beautiful world of green forests circling the twin stars Ardos and Evona. Evona was drawn into a black hole, causing complete destruction of many planets in the system, the ruin of Varl, and the transformation of Ardos into a white dwarf. Due to the impossibilities in this legend, the most plausible explanation for the devastation of Varl is that the Hutts destroyed it themselves in an ancient civil war. The Hutts have since relocated to Nal Hutta in the Y'Toub system.						
	Corellian	Commenor	Commenor		Terrestrial	SWN, XWRS
Commenor, in the system of the same name, lies just outside the Core Worlds near Corellia. Its largest moon is Folor, where the Alliance established a starfighter training center. A great deal of shipping traffic passes through the system. Han Solo once joked that he exchanged his sense of chivalry for a ten-carat crysopaz and three bottles of brandy on Commenor.						
	Corellian	Commenor	Folor		Terrestrial Moon	XWRS
Commenor, in the system of the same name, lies just outside the Core Worlds near Corellia. Its largest moon is Folor, where the Alliance established a starfighter training center. The largest moon orbiting the planet Commenor, Folor is a craggy gray satellite home to an Alliance starfighter training center. The base is built within a network of underground tunnels, which was a mining complex and likely a smugglers' hideout in the past. The base is commanded by General Horton Salm, and off-duty pilots can be found relaxing in a makeshift cantina called the DownTime. The Folor gunnery and bombing range, a deep twisting canyon on the moon's surface, is called the "pig trough" due to the unflattering nickname of the Y-wing starfighters that often train there. A satellite field surrounding Folor is also used by pilots for obstacle training. Two and a half years after the Battle of Endor, the newest members of Rogue Squadron were instructed at Folor before flying their first combat missions.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Corellian	Corellian	Corellian	Centerpoint Station		Terrestrial	AAC, AAS, SAC

An enormous grey-white space station in the Corellian system, located at the balance point between the twin worlds of Talus and Tralus. Centerpoint presumably draws its power from the gravitational interflux between the Double Worlds. The ancient station, built before the invention of artificial grav, spins on its axis to provide centrifugal gravity. It is composed of a central sphere one hundred kilometers in diameter, with long, thick cylinders jutting from either side of the globe. The ends of the cylinders are referred to as the North and South Poles. The entire station is approximately three hundred fifty kilometers in length, even larger than the infamous Death Star. Centerpoint's simulated gravity becomes stronger the farther "down" one travels in the sphere, away from the axis of rotation. Several studies have been made on shifting the station over to artificial grav, but they have been abandoned due to expense and unknown side-effects. Centerpoint is completely covered with a bewildering array of piping, cables, antennae, cone structures and access ports; it would take several lifetimes to explore the vast and complex interior and exterior of the station. Hollowtown is the name given to the open sphere in the exact center of the station, which measures sixty kilometers in diameter. The walls of Hollowtown have long been colonized with homes, parks, lakes, orchards, and farmland, which received heat and light from the Glowpoint-- an artificial sun suspended in the exact center of the sphere. To simulate night, farmers installed adjustable shadow-shields, which appeared as bright patches of gold or silver from above. On both sides of the Hollowtown sphere, positioned along the spin axis, is a large cone ringed by six smaller cones; the sets are called the North and South Conical Mountains. Surrounding Hollowtown, and making up the remainder of the central sphere, are two thousand levels of decks and "shells" (decks which measure twenty meters high or more), with Shell One lying closest to Hollowtown. Centerpoint is believed to be a hyperspace repulsor, used in ancient times to transport the five Corellian planets into their current orbits from an unknown location. At some point the station was colonized, and Hollowtown-- which is actually a power-containment battery for the massive energy of firing a tractor- repulsor hyperspace burst-- became inhabited. Centerpoint remained stable for thousands of years, until the Saccorian Triad discovered that the station could destroy stars with a precise hyperspace shot from its South Pole. Two stars were targeted and destroyed, each accompanied by intense flareups in the Glowpoint. The small sun increased in heat so rapidly that Hollowtown and most of its inhabitants were completely incinerated during the first such incident. The Fed-Dub government immediately evacuated the remaining Centerpoint inhabitants to the Double Worlds, leaving Chief Operations Officer Jenica Sosen in charge of the station. When word spread of the Hollowtown disaster it sparked several rebellions on Talus and Tralus. A group of starfighters representing one of the rebellions claimed the nearly-abandoned station for themselves, until chased off by a Bakuran cruiser. The massive interdiction and jamming fields, thrown over the entire Corellian system, were also generated from Centerpoint and activated by the Triad. The Triad's fleet was later defeated by New Republic and Bakuran forces, and the planned destruction of Bovo Yagen was averted at the last instant when a shot from the repulsor on Drall disrupted Centerpoint's firing process. The system is inhabited primarily by humans, Selonians, and Drall (though the latter two species are rarely seen outside the system), and is policed by both the Corellian Defense Force and the Corellian Security Force, or CorSec. Pilots from the Corellian system are known throughout the galaxy for their superb skills, and the system is also notorious for its smugglers and pirates. The human-run Corellian Engineering Corporation's shipyards are famous throughout the galaxy for their long, distinguished manufacture of a vast variety of starships. Due to the strategic importance of these starlocks, the Empire kept the system heavily defended after the Battle of Endor. Some disreputable Corellian spaceports are known to construct unreliable, patched-together ships commonly called "Uglies." The system also contains a large space station called Gus Treta. It was in the Corellian system that Mon Mothma convinced three major resistance groups to join forces, which marked the beginning of the Rebel Alliance. A famous Corellian work of literature is The Fall of the Sun by Erwithat, and a respected honor is the red trouser piping known as the Corellian Bloodstripe. Corellians are known to hold the importance of family in high esteem. Other Corellian traditions include ryshcate, a dark brown sweetcake made with vveliu nuts, which is traditionally baked and served at important celebrations, and Jedi Credits or JedCredits, was were commemorative medallions made when a Corellian Jedi became a Master. The language known as Old Corellian, though it has been essentially extinct for 4000 years, still survives among smugglers and pirates. Notable Corellians include Han Solo, General Crix Madine, General Garm Bel Iblis, and Wedge Antilles.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Corellian	Corellian	Corellian	Drall		Terrestrial	<p>The Corellian system, located in the Corellian sector, contains five inhabited worlds-- Corellia, Selonia, Drall, Talus, and Tralus-- collectively referred to as the Five Brothers. The system is inhabited primarily by humans, Selonians, and Drall (though the latter two species are rarely seen outside the system), and is policed by both the Corellian Defense Force and the Corellian Security Force, or CorSec. Pilots from the Corellian system are known throughout the galaxy for their superb skills, and the system is also notorious for its smugglers and pirates. The human-run Corellian Engineering Corporation's shipyards are famous throughout the galaxy for their long, distinguished manufacture of a vast variety of starships. Due to the strategic importance of these starships, the Empire kept the system heavily defended after the Battle of Endor. Some disreputable Corellian spaceports are known to construct unreliable, patched-together ships commonly called "Uglies." The system also contains a large space station called Gus Treta. It was in the Corellian system that Mon Mothma convinced three major resistance groups to join forces, which marked the beginning of the Rebel Alliance. A famous Corellian work of literature is The Fall of the Sun by Erwithat, and a respected honor is the red trouser piping known as the Corellian Bloodstripe. Corellians are known to hold the importance of family in high esteem. Other Corellian traditions include ryshcate, a dark brown sweetcake made with vveliu nuts, which is traditionally baked and served at important celebrations, and Jedi Credits or JedCredits, was were commemorative medallions made when a Corellian Jedi became a Master. The language known as Old Corellian, though it has been essentially extinct for 4000 years, still survives among smugglers and pirates. Notable Corellians include Han Solo, General Crix Madine, General Garm Bel Iblis, and Wedge Antilles.</p>
Corellian	Corellian	Corellian	Selonia		Terrestrial	<p>The Corellian system, located in the Corellian sector, contains five inhabited worlds-- Corellia, Selonia, Drall, Talus, and Tralus-- collectively referred to as the Five Brothers. The system is inhabited primarily by humans, Selonians, and Drall (though the latter two species are rarely seen outside the system), and is policed by both the Corellian Defense Force and the Corellian Security Force, or CorSec. Pilots from the Corellian system are known throughout the galaxy for their superb skills, and the system is also notorious for its smugglers and pirates. The human-run Corellian Engineering Corporation's shipyards are famous throughout the galaxy for their long, distinguished manufacture of a vast variety of starships. Due to the strategic importance of these starships, the Empire kept the system heavily defended after the Battle of Endor. Some disreputable Corellian spaceports are known to construct unreliable, patched-together ships commonly called "Uglies." The system also contains a large space station called Gus Treta. It was in the Corellian system that Mon Mothma convinced three major resistance groups to join forces, which marked the beginning of the Rebel Alliance. A famous Corellian work of literature is The Fall of the Sun by Erwithat, and a respected honor is the red trouser piping known as the Corellian Bloodstripe. Corellians are known to hold the importance of family in high esteem. Other Corellian traditions include ryshcate, a dark brown sweetcake made with vveliu nuts, which is traditionally baked and served at important celebrations, and Jedi Credits or JedCredits, was were commemorative medallions made when a Corellian Jedi became a Master. The language known as Old Corellian, though it has been essentially extinct for 4000 years, still survives among smugglers and pirates. Notable Corellians include Han Solo, General Crix Madine, General Garm Bel Iblis, and Wedge Antilles.</p>

Region	Sector	System	Planet Name	Trade Route	Type	Source
Corellian	Corellian	Corellian	Talus		Terrestrial	

An enormous grey-white space station in the Corellian system, located at the balance point between the twin worlds of Talus and Tralus. Centerpoint presumably draws its power from the gravitational interflux between the Double Worlds. The ancient station, built before the invention of artificial grav, spins on its axis to provide centrifugal gravity. It is composed of a central sphere one hundred kilometers in diameter, with long, thick cylinders jutting from either side of the globe. The ends of the cylinders are referred to as the North and South Poles. The entire station is approximately three hundred fifty kilometers in length, even larger than the infamous Death Star. Centerpoint's simulated gravity becomes stronger the farther "down" one travels in the sphere, away from the axis of rotation. Several studies have been made on shifting the station over to artificial grav, but they have been abandoned due to expense and unknown side-effects. Centerpoint is completely covered with a bewildering array of piping, cables, antennae, cone structures and access ports; it would take several lifetimes to explore the vast and complex interior and exterior of the station. One of the five habitable planets in the Corellian system, Talus is a blue, white and green world the same size as its sister planet Tralus, and both orbit a common center of gravity (where Centerpoint Station is located). Together they are referred to as the Double Worlds, and both are ruled by the elected Federation of the Double Worlds, or Fed-Dub. Beneath the surface of Talus is a planetary repulsor, which was used in ancient times to move the planet into its current orbit from an unknown location. When a flare-up in Centerpoint Station (fourteen years after the Battle of Endor) caused many deaths, the survivors were relocated to Talus and Tralus. When word spread of the incident, a rebellion against Fed-Dub occurred on Talus. A group of starfighters, possibly representing the Talus rebellion, subsequently flew to Centerpoint and claimed the station for themselves, until chased off by a Bakuran task force.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Corellian	Corellian	Corellian	Talus		Terrestrial	

An enormous grey-white space station in the Corellian system, located at the balance point between the twin worlds of Talus and Tralus. Centerpoint presumably draws its power from the gravitational interflux between the Double Worlds. The ancient station, built before the invention of artificial grav, spins on its axis to provide centrifugal gravity. It is composed of a central sphere one hundred kilometers in diameter, with long, thick cylinders jutting from either side of the globe. The ends of the cylinders are referred to as the North and South Poles. The entire station is approximately three hundred fifty kilometers in length, even larger than the infamous Death Star. Centerpoint's simulated gravity becomes stronger the farther "down" one travels in the sphere, away from the axis of rotation. Several studies have been made on shifting the station over to artificial grav, but they have been abandoned due to expense and unknown side-effects. Centerpoint is completely covered with a bewildering array of piping, cables, antennae, cone structures and access ports; it would take several lifetimes to explore the vast and complex interior and exterior of the station. The system is inhabited primarily by humans, Selonians, and Drall (though the latter two species are rarely seen outside the system), and is policed by both the Corellian Defense Force and the Corellian Security Force, or CorSec. Pilots from the Corellian system are known throughout the galaxy for their superb skills, and the system is also notorious for its smugglers and pirates. The human-run Corellian Engineering Corporation's shipyards are famous throughout the galaxy for their long, distinguished manufacture of a vast variety of starships. Due to the strategic importance of these starships, the Empire kept the system heavily defended after the Battle of Endor. Some disreputable Corellian spaceports are known to construct unreliable, patched-together ships commonly called "Uglies." The system also contains a large space station called Gus Treta. It was in the Corellian system that Mon Mothma convinced three major resistance groups to join forces, which marked the beginning of the Rebel Alliance. A famous Corellian work of literature is The Fall of the Sun by Erwithat, and a respected honor is the red trouser piping known as the Corellian Bloodstripe. Corellians are known to hold the importance of family in high esteem. Other Corellian traditions include ryshcate, a dark brown sweetcake made with wveliu nuts, which is traditionally baked and served at important celebrations, and Jedi Credits or JedCredits, was were commemorative medallions made when a Corellian Jedi became a Master. The language known as Old Corellian, though it has been essentially extinct for 4000 years, still survives among smugglers and pirates. Notable Corellians include Han Solo, General Crix Madine, General Garm Bel Iblis, and Wedge Antilles.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Corellian	Corellian	Ganath	Ganath		Terrestrial	DE2

Hidden in a vast, radioactive gas cloud located near Nal Hutta, the Ganath system is completely cut off from the rest of galactic civilization. Their isolated culture has developed more slowly than the rest of the galaxy, and much of Ganathan technology operates on steam power. Spacers from Nal Hutta who attempted to penetrate the gas cloud never returned. The Ganathan space fleet includes the massive steam-powered battleship The Robida Colossus. For years the Ganath system was ruled by King Empatojayos Brand, a Jedi knight who was rescued by the Ganathans after his ship was destroyed. Leia and Han Solo travelled to the capital city of Ganath after they rashly flew into the gas cloud in an attempt to escape from Boba Fett.

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Corellian	Sacorria	Sarcophagus		Terrestrial Moon	AAC
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Sarcophagus is the moon of Sacorria, located in one of the Outlier systems in the Corellian sector. It is a vast graveyard, visited only by those who are burying their dead.

Corellian	Sacorrian				
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Corellian	Sacorrian	Sacorria		Terrestrial	AAC, AAS, SAC
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Located in the Sacorrian system, one of the Outlier systems of the Corellian sector, Sacorria is a pleasant but secretive world with strict regulations. It is the site of the Dorthus Tal prison and its main city has a cobblestone square in town. Sacorria is ruled by the Triad-- a secretive council of dictators consisting of one human, one Drall, and one Selonian. Almost nothing is known about the three rulers, not even their names, though the Selonians on Sacorria are known to be descendants of a dishonored Selonian den. In years past the Triad was merely the puppet of the Corellian Diktat, but it now freely runs the planet and has passed more and more restrictive laws. Women are not allowed to marry without their fathers' consent, and a recent law made it illegal to marry an off-worlder. Sacorria's moon is Sarcophagus, which serves as a vast graveyard for the planet's inhabitants. Fourteen years after the Battle of Endor, Lando Calrissian visited Sacorria to see Tendra Risant, a member of a wealthy and influential family, for a possible marriage proposal. Meanwhile, the Sacorrian Triad set into motion a master plan to force the New Republic to acknowledge the Corellian sector as an independent state. The Triad organized rebellions on each of the five planets in the Corellian system and gained control of Centerpoint Station, which allowed them to set up interdiction and jamming fields over the system and to destroy distant stars at will. The Triad's plans, and their fleet of more than eighty Sacorrian ships, were defeated by the New Republic and a Bakuran task force.



Region	Sector	System	Planet Name	Trade Route	Type	Source
Corellian	Corellian	Y'Toub	Nal Hutta		Terrestrial	Dark Empire , 85; DE, GG4,

A bruised green, blue, and brown planet in the Y'Toub system, Nal Hutta (meaning "glorious jewel" in Huttese) is one of the primary planets settled by the Hutts after leaving their ancestral home of Varl. The planet's immense size is compensated by its extremely low density, giving it a tolerable gravity. Nal Hutta was once a pleasant world of mountainous rain forests. Since their arrival, however, the Hutts have transformed it into a gloomy planet of stinking bogs, stagnant, scum-covered puddles, and patches of sickly marsh grass inhabited by insects and spiders. The planet's flocks of large, clumsy birds are shot down by swoop-riding hunters. The atmosphere is polluted by strip-mining operations in the Nal Hutta's industrial centers, and a greasy rain drizzles down on the world's destitute inhabitants living in their squatters' villages and ghettos. Entertainment centers located near the Nal Hutta spaceport stand on stilts in the planet's swampy ground. The white palace of Durga the Hutt lies across from the spaceport, and features a swamp- water bathhouse and an infamous network of dungeons. Nal Hutta and its moon, Nar Shaddaa, are located in the center of "Hutt Space" and receive a constant traffic of freight haulers, smugglers, and other galactic traders. Raw materials are continually strip-mined from Nal Hutta's surface and shipped to the Nar Shaddaa moon for processing and transport. The planet is ruled by a council of the eldest members of the "Clans of the Ancients," the oldest Hutt families. The world's population consists of nearly seven billion inhabitants, three billion of them Hutts. Many years ago, the planet was known as Evocar and was the homeworld of the primitive Evocii. When the Hutts arrived, they traded technology to the Evocii in exchange for land-- eventually buying up the planet and forcing the Evocii from their homeworld. The Old Republic relocated the displaced Evocii to the Nar Shaddaa moon, but they fared no better there. Once the Hutts controlled the entire planet, they replaced all Evocii structures with Hutt palaces and shrines and renamed the world Nal Hutta. The planet's nearness to busy hyperspace lanes made it a popular trade world at the time, though the trade lanes have long since shifted. In recent history, Nal Hutta and its moon have become a haven for smugglers, pirates, and criminals. A massive, radioactive gas cloud, containing the hidden planet Ganath, lies very close to Nal Hutta.

Corellian	Y'Toub	Nar Shaddaa		Terrestrial	Dark Empire , 86; DE, DE2,
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The ungoverned "smugglers' moon" orbiting Nal Hutta, Nar Shaddaa is completely covered by interlocking spaceport facilities and miles-high docking towers reaching to orbit. The moon's all-covering "vertical city" was built over thousands of years, and is protected by often-malfunctioning planetary shields. Though it was once a glorious world of bustling, legitimate trade, Nar Shaddaa quickly lost prestige as the hyperspace trade lanes shifted away. Now quite distant from most galactic commercial centers, Nar Shaddaa is typically allowed to run its own affairs with little imperial interference. Famous as the birthplace of Jabba the Hutt, Nar Shaddaa is controlled by Hutts and assorted "smuggling guilds" who control various sections of the moon. It is now widely regarded as the center of smuggling operations in the known galaxy, and the pollution, decay, and lawlessness associated with smuggling traffic run rampant on the moon. Sections of Nar Shaddaa's maze-like city include the Duros sector and the Corellian sector, which contains three bars popular with bounty hunters-- the Burning Deck, the Slag Pit, and the Melted Cafe, and another corner tavern called the Orange Lady. Most of the moon's 72 to 95 billion inhabitants live in the highest levels of the spaceport-cities. Nar Shaddaa was originally given to the displaced Evocii as a new homeworld, after the Hutts forced the species from Nal Hutta. The Hutts continued to exploit the Evocii in their new home, buying up their land and using them as a cheap labor source. Now their forgotten, inbred descendants can be found inhabiting the lowest levels of the vertical city. Han Solo and Lando Calrissian both used to frequent Nar Shaddaa during their early smuggling days, and still have associates living there. Before their service to Captain Antilles, C-3PO and R2-D2 traveled to Nar Shaddaa in an attempt to apprehend the criminal Olag Greck. The bounty hunter Greedo and his family lived in the moon's Corellian sector for several years, until an Imperial attack on a Rebel hideout resulted in massive destruction and the collapse of nearly twenty sector levels. Following the Battle of Yavin, Alliance agent Kyle Katarn avoided bounty hunters on Nar Shaddaa in order to find Imperial navigational charts related to the Dark Trooper project. Six years after the Battle of Endor, Leia and Han Solo, searching for Vima-Da-Boda in Nar Shaddaa's lowest levels, were attacked by man-eating vrblithers and the bounty hunter Boba Fett.

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Corporate	Akrit'tar	Akrit'tar		Terrestrial	HSR
One of Han Solo's former smuggling associates, Tregga, was imprisoned on Akrit'tar and sentenced to life at hard labor after being caught with a smuggled cargo of chak-root.						
	Corporate	Brochiib	Brochiib	Trianii colonies	Terrestrial	CSSB
One of the Trianii colony worlds within the disputed border of the Corporate Sector. The Trianii Rangers Atuarre and Keeheen stopped a group of thionarx dealers on Brochiib.						
	Corporate	Ekibo	Ekibo	Trianii colonies	Terrestrial	HSSE, HSR, DESB, CSSB, TS
One of the Trianii colony worlds within the disputed border of the Corporate Sector. The Trianii Rangers Atuarre and Keeheen stopped a herdbeast rustling ring on Ekibo.						
	Corporate	Fibuli	Fibuli	Trianii colonies	Terrestrial	HSSE, HSR, DESB, CSSB, TS
Fibuli, containing the city of Knanan, is one of the Trianii colony worlds that was annexed by the adjacent Corporate Sector. Open warfare erupted as the famous Trianii Rangers fought the CSA's encroachment on their territory. An armistice was finally announced between the Trianii and the CSA sometime after the Battle of Yavin, following three years of devastating battles. The Trianii Ranger Atuarre's mate, Keeheen, disappeared during the fighting and was eventually rescued, with Han Solo's help, from the Stars' End prison.						
	Corporate	Gaurick	Gaurick		Terrestrial	CSSB
A planet in the Corporate Sector, Gaurick is controlled by a religious cult led by a high priest, or mufti. Big Bunji hired Han Solo and Chewbacca to deliver several cargoes of chak-root to the workers of Gaurick, who had a religious objection to the substance. After a few uneventful runs, Solo and Chewbacca were met by a waiting picket ship, which they narrowly managed to escape.						
	Corporate	Kalla	Kalla VII		Terrestrial	FP
Prior to the Battle of Yavin, a group of Alliance X-wings eliminated a large Imperial base located near Kalla VII, in an attempt to strand arriving Imperial ships. This resulted in the capture of the frigate Priam.						
	Corporate	Knolstee	Knolstee		Terrestrial	HSSE, HSR, DESB, CSSB, TS
A planet in the Corporate Sector. Knolstee is one of the stops made by the luxury liner Lady of Mindor during its voyage from Roonadan to Ammuud.						
	Corporate	Mall'ordian	Mall'ordian		Terrestrial	CSSB
A planet in the Corporate Sector. Mall'ordian is one of the stops made by the luxury liner Lady of Mindor during its voyage from Roonadan to Ammuud.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Corporate	Mayro	Mayro		Terrestrial	CSSB
A resort world in the Corporate Sector. Torm Dadefferron, inheritor of the Kail Ranges, was first approached by undercover Corporate Sector police while visiting Mayro.						
	Corporate	Pypin	Pypin	Trianii colonies	Terrestrial	HSSE, HSR, DESB, CSSB, TS
One of the Trianii colony worlds within the disputed border of the Corporate Sector.						
	Corporate	Reltooine	Reltooine		Terrestrial	HSSE, HSR, DESB, CSSB, TS
	Corporate	Thokos	Thokos		Terrestrial	CSSB
Ten thousand years ago, seven colony ships left Thokos to colonize the planet Ammuud. The colony eventually lost contact with Thokos and was forgotten.						
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	Corporate	Trian	Trian		Terrestrial	CSSB
The homeworld of the feline Trianii species, located far from the disputed border between the Corporate Sector and the Trianii colony worlds. The Trianii Ranger Atuarre was born on this world.						
	Coruscant	Kaikielius				DESB
Lying very close to the Coruscant system. When the revived Empire began its conquest of the Kaikielius and Metellos systems six years after the Battle of Endor, New Republic leaders on Coruscant began to search for a new base of operations.						
	Coruscant	Metellos				DESB
Lying very close to the Coruscant system. When the revived Empire began its conquest of the Metellos and Kaikielius systems six years after the Battle of Endor, New Republic leaders on Coruscant began to search for a new base of operations.						
	Coruscant	Nyarikan	Nyarikan Nebula		Nebula	SWAJ
The Nyarikan Nebula is a navigation hazard lying near the Garos system. Its presence has made travel to the Garos system relatively uncommon.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Corva	Galaanus	Galaan		Gas Giant	SWAJ Vol.1 No.6
Galaan, a large gas giant located in the Galaanus system of the Corva sector, is covered with green, gray, and white clouds that restrict visibility to a few hundred meters. The New Republic operates a floating Intelligence outpost in Galaan's upper atmosphere, which acts as the communications center for the entire Corva sector.						
	Corva	H'ken	H'ken Asteroid Belt		Asteroid Belt	SWAJ
Located in the Corva sector of the Outer Rim, the H'ken system contains a 20-kilometer wide asteroid belt. After the Battle of Endor, a squadron of X-wings was training in the belt when they were wiped out by an Imperial warlord's ships.						
	Corva	Jaresh	Jaresh		Terrestrial Moon	SWAJ #6 , 114
Located in the Corva sector of the Outer Rim and far from major hyperlanes, the Jaresh system contains a habitable moon orbiting its third planet. This moon, Jaresh, is a wet, dark swamp world covered with hundred-meter black trees and shrouded in a thick haze. The moon, teeming with life, was purchased by the Twi'lek smuggler Ree Shala, who built her floating base there approximately three years after the Battle of Endor.						
	Dalchon		Balfron		Terrestrial	MTS
Lando Calrissian became infatuated with the twin con-artists the Tonnika sisters after an encounter in the High Stakes Casino on Balfron						
	Dalchon	Fedje	Fedje		Terrestrial	TLC
A forested planet on which Han Solo spent some time as part of his Alliance duties. During the New Republic's retreat from Generis, there was hope that Wing Commander Varth had escaped and was able to hook up with a unit at Fedje.						
	Dalchon	Markbee's Star	Zeffliff		Terrestrial	TCS
The fourth planet orbiting the star is Zeffliff, home to the seaweed-like aliens sharing its name. Zeffliff, the fourth planet orbiting Markbee's Star, is home to the seaweed-like aliens also known as Zeffliff. They inhabit the shallow seas surrounding the smaller southern continent of the planet, and must spray themselves with seawater when spending time on land. The Zeffliff exist in close groups of several individuals, and their bodies will automatically reject any outsider who attempts to join this group.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Dalchon	Varonat	Varonat	Varonat	Ison Corridor	Terrestrial	SWAJ Vol.1 No. 1, pg 38

The community on Varonat is about 250 years old. The first colonists from Salliche came to the world and set up a farming industry that was well on its way to being profitable. However, the planet's indigenous lifeforms, the sentient Morodins, proved to be quite a menace. Later on, a small hunting industry started up under the ownership of a Krish named Gamgalon. Located in the backwater Ison Corridor, Varonat is an isolated, sparsely-populated world of jungles, plains, and mountains. A few thousand colonists live in two main settlements: Tropis-on-Varonat among the pale yellow trees of the Great Jungle, and Edgefields-on-Varonat on the wide plains at the jungle's edge. About 50,000 Morodins-- intelligent, fifteen meter-long lizard-slugs-- inhabit the Great Jungle. The Morodins' bodies produce a nutrient slime that, when spread over crops, encourages growth and produces new strains of plant life. Morodins leave their slime trails in a complex, maze-like pattern. One thousand years before the formation of the Old Republic, a group of Morodins arrived on Varonat to start an agricultural colony. They transformed a vast section of plains into the Great Jungle, and used immense organic starships to transport food back to their home planet. When an ecological disaster befell their homeworld, the Morodins on Varonat were stranded and forgotten. 250 years ago, Adarian Tropis and a group of his idealistic followers left Salliche to colonize Varonat. They planted their crops in the Great Jungle, but when the Morodins began leaving slime trails over the crops the colonists drove the creatures off as pests. After the Battle of Endor, a Krish named Gamgalon arrived in Tropis-on-Varonat and began running private Morodin-hunting safaris. These safaris were actually a cover for the harvesting of Yagaran aleudrupe plants, whose berries (when fertilized by Morodin nutrient slime) act as a catalyst for boosting blaster firepower-- much like the spin-sealed tibanna gas of Bespin. The local Imperial governor allowed the illegal safaris to continue since Gamgalon provided him with a share of the profits. Mara Jade, under the name Celina Marniss, worked as hyperdrive mechanic in Gamgalon's organization before joining up with the smuggler Talon Karrde in an adventure on Varonat.

#### Darlonn

SWAJ

The Darlonn sector contains an orbiting casino. It was here that the Twi'lek female known as Seely met the space pirate Drek Drednar. Seely later became a lieutenant in his pirate crew.

#### Deep Core

Karnak

Karnak Alpha

Terrestrial

YJK

Karnak Alpha, located beyond the Hapes Consortium near the Deep Galactic Core, is home to the fur-covered alien species called Karnak Alphans. The shy, easygoing Alphans hold children in high esteem, always serving them first at meals. Having a large number of children means greater status in Alphan society, and their government has a children's council. They also love unusual zoological specimens, and keep elaborate zoos and beautiful holographic dioramas. Nineteen years after the Battle of Endor, Chief of State Leia Organa Solo met with the Karnak Alpha ambassador and her eight children, and presented the ambassador with a rare Coruscant hawk-bat egg.

#### Doldur

Dragonflower Nebula

Nebula

SWAJ

Located in the Doldur sector, the Dragonflower Nebula is a pink aurora containing five dark, pulsing vertices. A mining outpost was once established near the Nebula to exploit its valuable gasses, which grew to become Silver Station.

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Doldur		Silver Station		Terrestrial	SWAJ
<p>Located in the Doldur sector, the Dragonflower Nebula is a pink aurora containing five dark, pulsing vertices. A mining outpost was once established near the Nebula to exploit its valuable gasses, which grew to become Silver Station. Silver Station was a hidden resistance outpost drifting near the Dragonflower Nebula in the Doldur sector. Four hundred meters in length, it consisted of a central cube surrounded by many interconnected cylinders. Very few beings knew the station's secret location, where resistance leader Una Poot supplied seven Rebel cells in the surrounding sector. Aliens of every species could be found wandering its maze-like hallways. Silver Station was once named Machenry Station, an outpost built to mine gas from the nearby nebula. The station was eventually abandoned but was discovered by Una Poot, who added two dozen huge tanks and made the structure her base of operations. Just after the Battle of Yavin, the young heiress Tinian I'att and her companions came to Silver Station to meet with Poot. Though Tinian helped foil a Ranat plot to blow up the station, most of its inhabitants were forced to flee when Imperial forces arrived and took control of the outpost.</p>						
	Doldur	Doldur	Doldur		Terrestrial	SWAJ
<p>Doldur, located in the sector and system of the same name, is an Imperial-controlled world and site of the Doldur Spaceport. The planet is also the personal territory of Imperial Moff Eisen Kerioth. Kerioth, who had been sponsoring research into anti-blaster energy shields on Doldur, tried to steal the prototype shield developed by I'att Armament on Druckenwell so he could claim it as his own.</p>						
	Dolomar					TLC
<p>The Dolomar sector was one target in an offensive by Grand Admiral Thrawn. The New Republic put up stiff resistance in this and the Farrfin sectors, and Admiral Ackbar personally made a tour of the defenses in both these areas.</p>						
	Droma	Droma	Droma		Terrestrial	FP
<p>Following the Battle of Yavin, an Alliance A-wing was sent to the Droma sector to confirm delivery of a poisoned grain cargo to a waiting Imperial frigate.</p>						
	Dufilvan					TLC
<p>Grand Admiral Thrawn's forces launched a multiple attack on various targets in the Abrion and Dufilvan sectors. The planet Ukio was captured, and the New Republic base on Ord Pardron suffered heavy damage.</p>						
	Dufilvan	Pardron	Ord Pardron		Asteroid	TLC, AAC
<p>Ord Pardron, possibly in the Dufilvan sector, is the site of a major New Republic base and was used in a multi-pronged attack by Grand Admiral Thrawn. By attacking multiple targets Thrawn forced Ord Pardron to parcel out its ships to help, requiring all remaining ships to stay at Ord Pardron to fight the Death's Head and leaving the planet Ukio undefended. Ukio was captured, and the Ord Pardron base was severely damaged. Ord Pardron is also the homeworld of Dera Jynsol, one of Lando Calrissian's candidates for marriage.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Duluur					SWAJ
The location of the Duluur Sector Imperial Naval Academy.						
	Escandar		Stenos		Terrestrial	MC SW #70-72
Home of big winged uglies called Stenaxes. They don't care what the off-worlders do, so long as they don't mess with them or their culture. Stenos is a hive for bounty hunters and con men.						
	Escandar		Stronghold		Terrestrial Barren	Otherspace II , 20
A rocky, Alliance safe world						
	Escandar	Denab	Denab		Terrestrial	SWSB
The Imperial Fourth Attack Squadron was soundly defeated by the Alliance at the Battle of Denab. The Squadron was primarily composed of Victory-class Star Destroyers, and it is their relatively slow sublight speed that is regarded as the key reason for their defeat.						
	Fakir		Alabash		Terrestrial Volcanic	Calessic Campaigns, p25
	Fakir		Doneer'so		Terrestrial	Classic Campaigns , 21
	Fakir		Flankers		Terrestrial	
	Fakir		Iyuta		Terrestrial	Classic Campaigns p28
	Fakir		Masterhome		Terrestrial	Calessic Campaigns, p24

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Fakir		Mycroft		Terrestrial	Classic Campaigns , 28
	Fakir		Sarnikken Asteriod Belt		Asteroid Belt	Calssic Campaigns, p22
	Fakir		Sinkar		Terrestrial	Classic Campaigns , 21
	Fakir		Vakkar		Terrestrial	
	Fakir	Dartibek	Moltok		Terrestrial	GG #04 , 49
<p>The Dartibek system contains the planet Moltok, the homeworld of the alien species known as the Ho'Din. The oxygen-rich planet Moltok is one of the inner worlds of the Dartibek system and is the homeworld of the Ho'Din. Active volcanoes fill Moltok's skies with ash, which helps protect the planet's surface from the harmful effects of its sun. The Ho'Din live in the hot rainforests of the lower latitudes and have a deep religious reverence for the plant life found there. Moltok is a heavy exporter of high-priced medicinal plants, but technology is discouraged by the Ho'Din due to an early ecological catastrophe resulting from an attempt at mining. The government on Moltok is controlled by the clergy of the dominant [Dinante Fl'i'R] religion. The Jedi master Plett, who built a house and laboratory on Belsavis, was a native of Moltok.</p>						
	Farrfin					TLC
<p>The Farrfin sector was one target in an offensive by Grand Admiral Thrawn. The New Republic put up stiff resistance in this and the Dolomar sectors, and Admiral Ackbar personally made a tour of the defenses in both these areas.</p>						
	Galov	Romar	Romar		Terrestrial	SWAJ
<p>The entire sector is ruled by the ruthless Moff Antoll Jellrek, who accepts bribes from the local crimelords in return for allowing them to continue their criminal practices. Located in the Galov sector of the Outer Rim, Romar contains the estate of Imperial Moff Antoll Jellrek near the rocky spires of the Derrbi Wastelands. When the outlaw Jai Raventhorn tried to assassinate the Moff at his estate, she encountered the notorious bounty hunter Beylyssa.</p>						
	Gaulus	Polith	Vratix		Terrestrial	SWAJ
<p>The Polith system contains the planet Thyferra, the homeworld of the Vratix and the center of the galaxy's bacta industry.</p>						



Region	Sector	System	Planet Name	Trade Route	Type	Source
	Glythe		Kwenn Station		Artificial: Space Station	Tatooine Manhunt, MTS, S
A space station, containing the Royal K Casino, where Jabba the Hutt acquired his pet Kowakian Lizard-Monkey, Salacious Crumb. Meysen Kayson, wealthy owner of the Greel Wood Logging Corporation in the PII system, also owns a sizable percentage of Kwenn station.						
	Glythe	Epidimi	Disim		Terrestrial	GG#12 p.82-85
Two different planets, Iri & Disim, are home of the Tarongs, a species of quadruped avians with warty thick skin and long hooked beaks.						
	Glythe	Epidimi	Iri		Terrestrial	GG#12 p.82-85
Two different planets, Iri & Disim, are home of the Tarongs, a species of quadruped avians with warty thick skin and long hooked beaks.						
	Glythe	Qat	Qat Chrystac		Terrestrial Volcanic	Last Command p.77-78
A battleground for the Empire and Republic, with neither side gaining a sufficient advantage to crush the other side. General Garm Bel Iblis fought Grand Admiral Thrawn's forces at Qat Chrystac, where Thrawn used Interdictor Cruisers to bring his ships out of hyperspace at precise locations. More than one assault was staged, and Wedge Antilles helped battle two squadrons of cloned TIE pilots during the first. Imperial shock forces were working their way across Qat Chrystac during Thrawn's siege of Coruscant. Bel Iblis was at Qat Chrystac when he intercepted a distress call from Lando Calrissian's Nomad City mining complex on Niklon.						
	Glythe	Valrar	Valrar		Terrestrial	DFR, TLC
Located in the Glythe sector, Valrar is the location of an Imperial base. Khabarakh the Noghri was scheduled to be reassigned to this base following his return from the failed commando mission on Kashyyyk. Valrar was also the reported port of origin for Talon Karrde's ship when his group visited Bilbringi, and was the destination of the Star Galleon Draklor after unloading Joruus C'baoth on Wayland.						
	Gordin Reach		Ando		Terrestrial Oceanic	GG #4: Aliens,DFR, TLC, TF
A watery, terrestrial planet with very few solid land masses, Ando is the homeworld of the belligerent, walrus-faced Aqualish. The prestigious Aquala ("finned" Aqualish) prefer to live on floating raft cities and large sailing ships, while the low-status Quara ("fingered" Aqualish) inhabit the larger islands of Ando. Ando has a sister planet in the same system, but its blasted, uninhabitable surface implies it was the site of an Aqualish war soon after the species discovered space travel. The technological society of the Aqualish is helping to create viable galactic exports, primarily foodstuffs from Ando's seas. The planet has been closely watched by the Empire for any sign of insurrection. The Jedi Master Jorus C'baoth was a member of the Ando Demilitarization Observation Group from 8/82- 7/81, Pre-Empire date. Following his departure from Tatooine, the infamous criminal Dr. Evazan was sheltered on Ando in a well-guarded castle on a rocky isle. Ando was also targeted by the Bellicose in a multi-pronged attack by Grand Admiral Thrawn intended to draw New Republic forces away from Ukio.						
	Gordin Reach		Ban-Satir		Terrestrial	HS@SE
The planet's claim to fame is Norvanian Grog, an expensive and potent intoxicant. It is produced and marketed from the isle of N'van in the northern hemisphere.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Gordin Reach		Carraz		Terrestrial Tundra	GG#12 p.70-72
Ranth live in an arctic environment, because the planet is tide locked. Half the planet faces away from the sun constantly, leaving it constantly dark and cold. The day side is brutally hot, and devoid of water. Glacier movement occurs from the constantly heated planetary surface, which also keeps the planet from becoming uninhabitably cold.						
	Gordin Reach		Krylon		Terrestrial	Marvel SW #25
Homeworld of the Noehons.						
	Gordin Reach		Noe'ha'on		Terrestrial	GG#12 p.66-67
	Gordin Reach		Torque		Terrestrial	Marvel SW #25
	Gordin Reach		Vengler		Terrestrial Barren	GG#9
A quaint, rustic world. Discovered by the Empire only a few years ago, Vengler has only the most primitive of space ports, and dozens of open air markets. The Majority of the population of the planet work on small farms, barely existing at subsistence level. More cosmopolitan characters will sum the planet up in one word: Dirtball.						
	Gordin Reach		Kashyyyk		Terrestrial	HTTE, SWS, HSL, YJK
A jungle planet covered with kilometers-high wroshyr trees, Kashyyyk is the homeworld of the fierce but loyal Wookiees. Various ecosystems exist along each layer of the trees, with each level growing progressively more deadly the farther one travels to the planet's surface (dangerous webweavers, for instance, set traps in the lower levels). The Wookiees inhabit the highest levels in huge cities that are naturally supported by the thick tree branches, since wroshyr branches grow together when they meet. One such city, Rwookrorro, is over a kilometer wide and built on a flat platform of meter-thick spongy material. It features two- to three-story buildings and a landing platform made from the stump of a wide limb. The most prestigious homes are built on the trees themselves, and nursery rings for young Wookiees are built in the tops of the very highest wroshyrs. The kshyy vines that grow among the trees cannot be cut with blasters and are strong enough to support liftcars. Wookiees have easily incorporated modern technology into their society and can accommodate visiting starships, though they sometimes prefer to use archaic items like their traditional quarrel-firing bowcaster. Colored searchlights in the cities help attract native birds called kroyies, a prize food. Customs of the Wookiee people include the "life debt," where Wookiees feel they must repay the person who has saved their life, and the "honor family," or those people to whom a Wookiee feels a particular bond of friendship. Wookiee adolescents undergo a dangerous rite of passage into adulthood by harvesting silky strands from the heart of the carnivorous syren plant. The Wookiee species was treated as slave labor by the Empire and many were forced to toil on various Imperial construction projects. Many Wookiees still resent humans for the actions of the Empire. Leia Organa Solo hid on Kashyyyk until discovered by a team of Noghri commandos, who made an unsuccessful attempt to capture her.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Gordin Reach	Marca Nebula	Marca		Terrestrial	Planet of the Mist , 5
Located in the Marca Nebula, this planet doesn't exist, officially. Marca was a Imperial Hyperbaride Synthesis plant, well hidden and garrisoned. However that didn't stop the Chaos Crew from shutting the plant down and saving the natives there.						
	Gordin Reach	Yavin	Fiddanl		Terrestrial Toxic	GG #02 , 4
	Gordin Reach	Yavin	Stroikeycy		Terrestrial Oceanic	GG #02 , 5
Likely a captured comet, Stroikeycy is one of the three planets of the Yavin system. The planet is noted for its trailing "tail" of atmosphere and its solid rock core. Due to its wide elliptical orbit, Stroikeycy varies between the second- and third-planet position in the Yavin system during its year. The world's surface is almost entirely water, with only a handful of rock outcroppings breaking the surface amid constant rainfall and fog. At either pole are two permanent ice caps (called Vanyets and Tsoiria), and huge glaciers can be found drifting across the deep oceans. Stroikeycy's elliptical orbit causes an extended winter period when it is far from the system's sun, at which time all open water on the planet may freeze. Though it has never been confirmed, unicellular life might exist in Stroikeycy's oceans. The planet's name comes from the Corellian for "tailed one."						
	Gordin Reach	Yavin	Yavin		Gas giant	GG #02 , 9
	Gordin Reach	Yavin	Yavin 13		Terrestrial Moon	GG #02 , 26
	Gordin Reach	Yavin	Yavin 4		Terrestrial Moon	GG #02 , 12
	Gordin Reach	Yavin	Yavin 8		Terrestrial Moon	GG #02 , 21

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Greater Plooriod	Sullust	Sullust		Terrestrial Volcanic	SW Sourcebook
<p>Sullust is a volcanic world in the Sullust system, which is located between Yetoorn and Ithor. The planet, covered with thick clouds of hot, barely-breathable gasses, is habitable (for most species) only in its vast networks of underground caves. In these caves the native Sullustans have built beautiful underground cities, which serve as tourist draws for many other galactic citizens. Piringiisi is one popular resort spot on the planet, known for its hot springs and caustic green mud. The amiable Sullustans are highly valued as pilots and navigators, due to a Sullustan's instinctive ability to remember any path he or she has traveled. The massive SoroSuub (or SoroSub) Corporation is based on Sullust and employs nearly half the population in its mining, energy, packaging, and production divisions. Sullustan exports include injecto-kit shoes, prefabricated room units, and plastic corneal replacements, and SoroSuub once manufactured Dragon battle armor for the Sullustan military. The Sullustans have established a permanent system Home Guard navy to protect their shipping from pirates and criminals. Drutash grubs are considered a Sullustan delicacy. Despite the Rebel sympathies of many Sullustans, the SoroSuub Corporation dissolved the Sullustan government, seized control of the planet, and declared its allegiance to the Empire. After being forced out of the Sullust system by the Imperials, Councilor Sian Tew brought Nien Numb's private raiding squad into Alliance service. Prior to the Battle of Yavin, after the Alliance rescued a Sullustan leader kidnapped by the Empire, the Sullustans seemed to join the Alliance. However, it was not until late in the war when the leaders of Sullust finally held a vote and decided to officially secede from the Empire. The Alliance fleet assembled near Sullust just prior to the Battle of Endor. Nien Numb's sister Aril Numb later served as the Executive Officer for Rogue Squadron.</p>						
	Grohl		Pako Ramoon		Terrestrial	CRO, pg 9
<p>Little is known about this planet.</p>						
	Haldeen					SWAJ
<p>The terrorist Earnst Kamiel, leader of the radical Justice Action Network (JAN), was extradited to the Haldeen sector for Imperial trial after being captured on Eldrooden.</p>						
	Halthor					SWAJ
<p>The territory of Imperial Moff Gergis, located near the Noonian sector.</p>						
	Hollan D1					FP
<p>A vital Imperial storage area was destroyed in the Hollan D1 sector by the Alliance following the Battle of Yavin. Rebel pilots used captured ships from Overlord Ghorin in the attack, in an attempt to discredit Ghorin in the eyes of the Empire.</p>						
	Iczer		Annoo		Terrestrial	Droids Animated TV series
<p>Home of a reptilian race. The planet is an agricultural planet. A local gangster of the region, Sise Fromm, operates a stronghold there.</p>						
	Iczer		Biitu		Terrestrial Barren	Droids Animated TV series
<p>A peaceful and beautiful planet, covered with lush farmland and contented farmers- until the Empire deployed a enormous mining droid there, turning the planet into a barren wasteland</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
A planet noted for the double rings that surround it.						
Iczer	Iczer	Barab	Barab I		Terrestrial	Droids Animated TV series
Barabel homeworld						
Iczer	Iczer	Fornax	Fornax		Terrestrial	MC SW #15, SWN
A unique celestial phenomenon of the galaxy. Because of Fornax's close proximity to the sun, it attracts the solar prominences about itself. From a distance, the planet seems to be surrounded by five rings of fire. The location of the Fire Rings. Han Solo once remarked that a difficult task can be compared to "flying through the five Fire Rings of Fornax."						
Iczer	Iczer	Verdanth	Verdanth		Terrestrial Jungle	Classic Star Wars
Prior to the Battle of Hoth, the Alliance sent the droids R2-D2 and C-3PO to the jungle planet Verdanth to investigate a crashed Imperial messenger drone. The drone was actually a trap set by Darth Vader, who planned to use a cybernetic Force link to read the minds of any Rebels investigating the drone and possibly learn the location of their new Hoth base.						
Insta	Insta	Insta VII	Insta VII		Terrestrial	ROC
The notorious Gotal bounty hunter Glott is wanted on Insta-7 and several other systems.						
Iridium	Iridium	Iridium	Iridium		Terrestrial	CSW
The infamous space pirates of Iridium preyed on merchant shipping during the days of the Old Republic, until they were wiped out by the Jedi Knights. The pirates used unique "power gems" which generated a disrupting aura, to break through the shields of their victims' starships. One pirate, Raskar, managed to survive the Jedi attack and escaped with the only remaining power gem. He set up on a rimworld and invited those interested in the gem to fight for it in gladiatorial combat. Han Solo and Chewbacca managed to obtain Raskar's gem following the Battle of Yavin, though the object only had enough power remaining for one final shield disruption.						
Irith	Irith	Irith	Irith		Terrestrial	DESB
Romort Raort, head of one of the largest spice-jacking gangs in Hutt space, was originally from Irith.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Javin		Imperial space platform		Artificial: Space Station	TSC
An Imperial space platform, D-34, guards a major trade route in the Javin sector, which lies near the Bruanii and Tungra sectors and is relatively close to the planet Hoth. This platform was captured by the Alliance following the Battle of Hoth, but was soon reclaimed by the Imperials.						
	Jendar	Zalso	Zalso		Terrestrial	SWAJ # 4, pg 237-238
Ral Shawgrim, a former Alliance technician who tried to steal the X-wing starfighter plans, was a native of Zalso. When Shawgrim's parents, who worked on Zalso during the cor'tan season, were killed by the Empire, Shawgrim joined up with a small Rebel cell on the planet.						
	Jospro	Dar'Or	Dar'Or		Terrestrial	GG #04 , 75
Dar'Or, located in the Dar'Or system and the seldom-visited Jospro sector, is recorded in Imperial charts as OM973. The planet, a low-gravity, forested world, orbits an orange sun and is home to the intelligent flying mammals called Ri'Dar. The Ri'Dar inhabit the middle levels of the dense network of 200-meter tall waza trees that cover Dar'Or, along with the sloth-like sabertoothed indola. Predators of the Ri'Dar include the indola and the avian elix, which was recently introduced to the planet by planetary ecologists to save it from extinction on a supernova-threatened world. The elix came from a high-gravity world, however, and the relatively low gravity of Dar'Or has caused elix populations to thrive at the expense of other species. The Ri'Dar have organized their primitive society into warrens (all families on a single waza tree) and cities (all warrens in a particular section of forest). Due to the endangered elix Dar'Or has been declared an Imperial Species Preservation Zone, but some smugglers have bypassed the travel restrictions and taken elix meat (and the occasional Ri'Dar) from its surface.						
	Jurvex		Farfield		Terrestrial	XW-TOD5
Imperial patrol squadron base. Corvettes, gunboats and small patrol ships depart constantly. Most patrols eventually wind up at Feenex, the other patrol base in the sector.						
	Jurvex		Feenex		Terrestrial	
The second Imperial patrol base in the sector. Feenex is much smaller, but just as busy- more of a stopover than a repair and resupply base.						
	Jurvex		Hirom		Terrestrial	Marvel SW Comics #90-10
Nothing is known about the world, except that the natives seem themselves as great warriors with a destiny to conquer the galaxy. This couldn't be further from the truth. In reality, they turn out to be cowardly bugs with delusions of grandeur						
	Jurvex		Telos 4		Terrestrial	Marvel SW Comics #16
A medical research outpost. The management is neutral in the galactic fight, fixing people from either side.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Jurvex		Trenwyth		Terrestrial	Marvel SW Comics #103
A war ravaged world, long since dead. The system is occasionally used to travel through, as nobody ever goes there. Many ruins of a once great civilization there.						
	Jurvex	Bespin	Bespin	Ison Corridor/Corellian T	Gas Giant	GG #02, 50
Cloud City is located here.						
	Jurvex	Bespin	Drudonna	Ison Corridor/Corellian T	Terrestrial Moon	GG2
One of the two largest moons orbiting the planet Bespin. Drudonna and its larger sister moon H'gaard are known together as The Twins. The moon is only two and a half kilometers in diameter. Both are unremarkable ce satellites, and appear as large green spheres in Bespin's night sky. Shirmar Base, a staging area and processing center for Ugnaught expeditions into Velsler's Ring, is located on Drudonna.						
	Jurvex	Bespin	H'gaard	Ison Corridor/Corellian T	Terrestrial Moon	GG2
One of the two largest moons orbiting the planet Bespin. H'gaard and its smaller sister moon Drudonna are known together as The Twins. The moon is only five kilometers in diameter. Both are unremarkable ice satellites, and appear as large green spheres in Bespin's night sky.						
	Jurvex	Bespin	Miser	Ison Corridor/Corellian T	Terrestrial Barren	GG #02 , 47
The innermost planet of the Bespin system, Miser is a small world lacking atmosphere but rich in valuable metals. The planet's powerful magnetic field interferes with most electronic equipment. Miser was heavily mined for raw materials during the construction of Bespin's Cloud City, and deep craters from the operation can still be seen on its surface. The inhospitable temperature extremes made the mining hazardous, and hardy Ugnaughts were needed to staff the operation. The mines have since been abandoned, and are now infested with mynocks. The desolate planet has frequently been used over the centuries as a hideout for smugglers and pirates. Lord Ecclessis Figg, the founder of Cloud City, once proposed a rolling mining center that could stay permanently on the cooler, shadow side of Miser. It was never built, but it provided the inspiration for Lando Calrissian's Nomad City mining operation on Nklon						
	Jurvex	Bespin	Orin	Ison Corridor/Corellian T	Terrestrial	GG #02 , 50
A volcanic world, Orin occupies the second-planet position in the Bespin system. The planet has an elliptical orbit, passing through the asteroids of the nearby Velsler's Ring twice during its year. Its black surface is rocked by frequent earthquakes and covered with rivers of lava and erupting volcanos. Orin's surface temperature is unbearably high and its atmosphere is choked with thick soot.						
	Jurvex	Bespin	Velsler's Ring	Ison Corridor/Corellian T	Asteroid Belt	GG #02 , 50

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Jurvex	Bofa	Bofa II		Terrestrial Jungle	XW-TOD5

Imperial intelligence network HQ for the sector.

Jurvex	Derra	Derra 4		Terrestrial	ESBR, XWRS
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Site of a significant Rebel defeat just before the battle of Hoth. An Alliance convoy with much needed supplies were ambushed by several TIE fighter squads. The convoy was smashed, and all rebellion personnel were killed. An Alliance transport convoy tried to bring badly-needed supplies from Derra IV to the new Rebel base on Hoth. The convoy and its fighter escort, including Commander Narra, were completely destroyed by TIE fighters soon after they left the planet. General Evir Derricote, later the commander of the Imperial base on Borleias, was at Derra IV and helped destroy the Rebel convoy.

Jurvex	Habassa	Habassa II		Terrestrial	XW-TOD5
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Homeworld of the Habassins, a race that helped out the rebellion relocate the fleet to Hoth.

Jurvex	Hoth	Hoth	Ison Corridor/Corellian T	Terrestrial Tundra	ESB
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Hoth, the sixth planet in the system of the same name, is an icy, unpopulated world covered with glacier fields, circling a blue-white sun. The isolated world is not even recorded on some standard navigational charts. Hoth is orbited by three moons, and receives a great deal of meteor activity. The planet's daylight temperature averages -32 degrees centigrade even in the temperate equatorial zone, and can plunge another 20-30 degrees at night. Hoth's native lifeforms include the common tauntaun and its natural predator, the Wampa ice creature. The many species of tauntauns eat fungus growing in cave grottoes and beneath the snow layer, and cluster together in caves during Hoth's bitter night to keep from freezing. Sights on Hoth include spectacular frozen ice geysers, and a 1000-kilometer long chasm in the planet's southern hemisphere. The bottom of this chasm is filled with water, kept in its liquid state due to the immense pressure of the two opposing cliff faces. Several glaciers, slowly sliding into the chasm's depths, harbor algae and burrowing, algae-feeding ice worms. Following the Battle of Yavin, Luke Skywalker crashed on Hoth in an effort to escape pursuing TIE fighters. He encountered two lifelike androids, programmed to look and act like an Imperial governor and his daughter, who had been hiding on Hoth in order to escape from the Empire. Later, the pirate Raskar captured Skywalker and Han Solo above Hoth, and Solo flew the group to a deep chasm on the planet's equator. There they discovered a hidden cave filled with rare lumni-spice lichens guarded by a fire-breathing dragon-slug, and barely escaped with their lives. After the Alliance fully evacuated from Yavin 4, they established their main base on Hoth (in a series of ice caves at the northern edge of the temperate zone), christening it Echo Base. The Alliance encountered trouble adapting their equipment to Hoth's extreme temperatures, and were also attacked by the Wampa ice creatures. The base was later discovered by an Imperial probe droid, leading to the defeat of the Rebels by Darth Vader's forces in the engagement now known as the Battle of Hoth. Eight years after the Battle of Endor, a big-game hunting expedition traveled to Hoth, intending to hunt Wampas for their valuable pelts. When the Wampas destroyed the party's landing ship, the group took shelter in the abandoned Echo Base. Luke Skywalker and Callista attempted to rescue the hunters, but the entire expedition was killed by the ice creatures, and Skywalker and Callista barely escaped with their lives.

Jurvex	Retep	Retep III		Terrestrial	XW-TOD5
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a major supplier of grain to the Empire, and the whole sector. In the time following the Battle of Yavin, a group of Habassan freighters delivered a cargo of foodstuffs to the Alliance at a rendezvous near Retep III. The transfer operation was attacked by Imperial starfighters.



Region	Sector	System	Planet Name	Trade Route	Type	Source
	Jurvex	Retep	Retep V		Terrestrial	XW-TOD5
A Habassan convoy was ambushed by Imperial corvettes near Retep V following the Battle of Yavin. An Alliance strike force helped rescue the convoy.						
	Jurvex	Sunaj	Sunaj		Terrestrial	XW-TOD5
Following the Battle of Yavin, the Star Destroyer Relentless was to receive a cargo of new TIE interceptors at a rendezvous near Sunaj. The replacement cargo was destroyed by an Alliance strike team.						
	Jurvex	Yunkor	Yunkor IX		Terrestrial	XW-TOD5
An outlying Imperial equipment staging area. In an early test of the B-wing starfighter, a single B-wing was sent to destroy a TIE fighter staging area near Yunkor IX.						
	Juvex	Juvex				COTJ
Adjacent to the Senex sector and near the Ninth Quadrant, the Juvex sector contains the Juvex systems. Like the Senex sector, it is run by groups of Ancient Houses, which include the House Streethyn. Bran Kemple was a small-time gunrunner in the Juvex systems before taking over the smuggling business on Belsavis. Eight years after the Battle of Endor, some of the Juvex Lords met with Roganda Ismaren on Belsavis with the intent of forging a military alliance.						
	Kalamith		Alk'llellish III		Terrestrial	TAB
The homeworld of the Ketrann, a dangerous carnivore. Governor Wilek Nereus of Bakura owned a set of its four white fangs.						
	Kalamith	Allyuen	Allyuen		Terrestrial	ESBR
Based on instructions from Darth Vader, a group of Imperial probe droids were recalibrated to search for Rebels on Allyuen, Tokmia, and Hoth.						
	Kalamith	Belderone	Belderone		Terrestrial Desert	Annual 2
A major Imperial construction yards, primarily everything but spaceships (AT-AT's, speeders, etc). The Terrain is mostly desert and Mesas. Kulthis, the third planet in the system houses a rebel fighter base, with upwards of several squadrons on station.						
	Kalamith	Belderone	Kulthis		Terrestrial	Annual 2
Kulthis, the third planet in the system houses a Rebel fighter base, with upwards of several squadrons on station.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Home of the Kalidor, a flying creature of which the Kalidor Crescent is named						
	Kalamith	Toprawa	Toprawa		Terrestrial	SWR, DS, XWRS
The planet where the data files to the first Death Star were stolen. Rebel forces obtained the information by raiding the convoy en route to the secret Imperial storage facility there. After the Alliance stole the Death Star plans, they were delivered to the Toprawa Relay Station. The rebels on Toprawa then transmitted the plans to Princess Leia's ship, the Tantive IV, in the operation known as Skyhook. Later, as punishment for helping the Alliance, the people of Toprawa were forced into a pre-industrial state-- relying on campfires and bantha-drawn carts as their highest form of technology. Loyal Imperial forces began living in shining, illuminated citadels out of reach of the lowly Toprawans. Periodically, stormtroopers would ride a grain cart into village squares and watch as the peasants crawled forward on their stomachs, wailing lamentations over the Emperor's death at Endor. Grain was only given to those whose penance seemed the most sincere in the eyes of the observing Imperials. Some three years after the Battle of Endor, Imperial Intelligence agent Kirtan Loor spent a week on Toprawa after being ordered back from a stay on Borleias.						
	Kanchen	Xa Fel	Xa Fel		Terrestrial Urban	Last Command
Located in the heart of the Kanchen sector, Xa Fel surrendered to the Empire after New Republic forces were defeated in a thirty-hour battle. Captain Harbid of the Star Destroyer Death's Head accepted the surrender of the Xa Fel government and handled the surface troop deployments.						
	Kanz	Argazda	Argazda		Terrestrial	CSSB
Argazda is located in the Kanz sector. Four thousand years ago, Myrial, provisional governor of Argazda, revolted against the Old Republic and declared the Kanz sector independent. Myrial began to enslave the other worlds of the sector, including Lorr, and the preoccupied Republic did nothing to help. This period lasted three hundred years until ended by the Jedi Knights and is known as the Kanz Disorders.						
	Kanz	Lorr	Lorr		Terrestrial	
The Kanz sector contains the planets Argazda and Lorr. Four thousand years ago, the sector was an isolated region located on the frontier of the Old Republic. During the time known as the Kanz Disorders, the provisional governor of Argazda declared the sector independent from the Republic and tried to enslave the rest of its worlds, including Lorr. The Republic, preoccupied with other matters, did nothing for three hundred years, until the Jedi Knights finally intervened to free the Lorradians and end the Kanz Disorders.						
	Kathol		Charis	Triton Trade Route	Terrestrial	DarkStryder box , 6
	Kathol		Corjain	Triton Trade Route	Terrestrial	DarkStryder box , 7

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Kathol		Danoor	Trition Trade Route	Terrestrial	Kathol Outback , 83
	Kathol		Dayark	Trition Trade Route	Terrestrial	Kathol Outback , 42
	Kathol		Demonsgate	Trition Trade Route	Terrestrial	Kathol Rift , 88
	Kathol		Exocron	Trition Trade Route	Terrestrial	Kathol Outback , 68
	Kathol		Galtea	Trition Trade Route	Terrestrial Forest	DarkStryder box , 87
	Kathol		Gandle Ott	Trition Trade Route	Terrestrial	DarkStryder box , 43
	Kathol		Ivatch	Trition Trade Route	Terrestrial	DarkStryder box , 7
	Kathol		Jangelle	Trition Trade Route	Terrestrial	Kathol Outback , 7
	Kathol		Kal'Shebbol	Trition Trade Route	Terrestrial	DarkStryder box , 5
	Kathol		Kolatill	Trition Trade Route	Terrestrial	DarkStryder box , 27

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Kathol		Mairne	Triton Trade Route	Terrestrial	DarkStryder box , 7
	Kathol		Oon Tien	Triton Trade Route	Terrestrial	DarkStryder box , 6
	Kathol		Piers	Triton Trade Route	Terrestrial	DarkStryder box , 7
	Kathol		Pitann	Triton Trade Route	Terrestrial	Kathol Outback , 47
	Kathol		Q'Maere	Triton Trade Route	Terrestrial	Kathol Rift , 26
	Kathol		Sapella	Triton Trade Route	Terrestrial	Kathol Outback , 7
	Kathol		Sebiris	Triton Trade Route	Terrestrial Jungle	DarkStryder box , 92
	Kathol		Shintel	Triton Trade Route	Terrestrial	DarkStryder box , 56
	Kathol		Uukaablis	Triton Trade Route	Terrestrial	Kathol Outback , 58
	Kathol		Yvara	Triton Trade Route	Terrestrial	Kathol Rift , 73

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Kathol	Aaris	Aaris III	Triton Trade Route	Terrestrial	DarkStryder box , 29
	Kathol	Binaros	Binaros	Triton Trade Route	Terrestrial	Kathol Outback , 24
	Kathol	Brolsam	Brolsam	Triton Trade Route	Terrestrial	DarkStryder box , 5
	Kathol	Pembric	Pembric II	Triton Trade Route	Terrestrial	DarkStryder box , 73
	Kinzua		Beheboth		Terrestrial Desert	Marvel SW Comics #66
A dry, desert like planet in the orbit of a nebula with ten suns. The planet has moisture farmers, much like Tatooine, but they're much more organized. Now space rubble thanks to Desslok's wrath						
	Kinzua		Drogheda		Terrestrial Mountainous	Marvel SW Comics #83
Long established colony. The planet is mostly rugged cliffs and mountains. The ruling family has a profitable mining business on a planet in the same system.						
	Kinzua		Golrath		Terrestrial Volcanic	Marvel SW Comics #50 &
A young, volcanic planet with an abandoned ore smelting plant. The plant served as a one time Rebel base						
	Kinzua		Junction		Terrestrial Mountainous	Marvel SW Comics #27
One of many such planets, scattered against the backdrop of outworlds. Essentially a trading post, gathering place, and watering hole for those that roam beyond civilized systems. Anyone seeking supplies, particularly those who find imperial regulation distasteful, find their way here. The Rebellion got a large chunk of their supplies here. The Empire patrols the main space ways into the system, but is unable to blockade an asteroid corridor leading in, due to the size of the capital ships. Pirates and smugglers use the corridor to it's full potential.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Kinzua	Bestine	Bestine IV		Terrestrial	CRO, pg 76, SWN, MTS, FP
Like any other worlds, it was subject to an Imperial crack-down. A revolt ensued in which many were killed. Now the population is under strict control, though rebel feelings run deep. When the Empire decided to open a high-security base of operations in the Bestine system, the entire population of Bestine IV was evacuated to make room for the installation. Alliance pilot Jek Porkins was one of these dispossessed persons, and learned his piloting skills by hunting sink-crabs on Bestine IV's rocky islands in his T-16 Skyhopper. Kestic station, a free-trader outpost, was located near the Bestine system until eliminated by the Star Destroyer Merciless. Alliance pilot Biggs Darklighter defected to the Rebellion along with his ship, the Rand Ecliptic, during a mission to the Bestine system. The Alliance cruiser Defiance barely survived a surprise attack from the Star Destroyer Immortal near Bestine, which was the site of an important base. A later attack on the Rebel flagship Independence, just prior to the Battle of Yavin, also resulted in a narrow escape for the Alliance.						
	Kinzua	Deneba	Deneba		Terrestrial	DE #5
A long time ago, during the old republic, Mount Meru was a meeting place of 10,000 Jedi Knights, who gathered to put a stop to the Kranth and their evil ways. Now the planets main attraction is it's one of the main sites of the Drogheda Mining operation.						
	Kinzua	Trasi	Ord Trasi		Terrestrial	Last Command p.76
The location of a major group of Imperial shipyards, in addition to the facilities at Yaga Minor and Bilbringi. All three shipyards were extremely busy during Grand Admiral Thrawn's offensive against the New Republic. Information supplied to the New Republic from a bounty hunter on Ord Trasi stated that three Imperial Star Destroyers were within a month of completion at the shipyards.						
	Kira		Brevost	Kira & Enarc Trade Runs;	Terrestrial	TSK p.5
	Kira		Cerenia	Kira & Enarc Trade Runs;	Terrestrial	TSK p.69
Residence of the Imperial Governor Burstshed.						
	Kira		Krann	Kira & Enarc Trade Runs;	Terrestrial	Twin Stars of Kira , 39
Mining and crystal processing.						
	Kira		Lahopa	Kira & Enarc Trade Runs;	Terrestrial	TSK p.10
A transportation hub for travelers using nearby routes. Mining industry mainly						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Kira		Nigel	Kira & Enarc Trade Runs;	Terrestrial	TSK p.10
Human colony						
	Kira		Pax	Kira & Enarc Trade Runs;	Terrestrial	TSK p. 60
a world of natives, exploited for their precious gems						
	Kira		Roldalna	Kira & Enarc Trade Runs;	Terrestrial	tsk p.5
	Kira		Seltos	Kira & Enarc Trade Runs;	Terrestrial Plains	Twin Stars of Kira , 75
A low population planet that received only minor Imperial attention in the past. Primary industry is food production, with lumber and ore mining providing the rest of the planet's income. Small trading community makes regular profits on foodstuffs, lumber, precious ores and trade with the Iskalloni						
	Kira	Kalinda	Kirima	Kira & Enarc Trade Runs;	Terrestrial	TSK P.20,22
discovered long ago during the old Republic, the planet is the front line between the Republic, Imperial, and Corporate sector. Once a center for Imperial shipbuilding, it has now been taken over by independent shipbuilders. This former colony world is now on the rebound and has great potential						
	Kira	Kira	Kira Prime	Kira & Enarc Trade Runs;	Asteroid Belt	
Mysteriously, during the Old Republic this system was cataloged as "habitable" however further surveys during the Empire discovered that the planets in the system were destroyed and all that remained was a large asteroid field						
	Kira	Lazerian	Lazerian IV	Kira & Enarc Trade Runs;	Terrestrial Urban	TSK P.11-19
A Loyalist Imperial world. Heavy industrialization an urbanization cover the planet. Best mercenary market in the Galaxy. However the population at large is high tech, ultra pacifist. Major trade takes place on this system because it is in the middle of the Kira and Enarc Trade Runs						
	Kira	Ropagi	Ropagi II	Kira & Enarc Trade Runs;	Terrestrial	TSK p.50-59
Several decades ago, the Haik expedition discovered a reliable hyperlane through the Kira system, which they named the Kira Run. The Kira Run connects the Lazerian and Ropagi systems, and also links the Harrin Trade Corridor with the Enarc Run. It was originally seen as a risky, uncertain route, but recently small shipping companies have begun servicing the Run and bringing it into the company of established trade routes. A world of pacifistic philosophers and intellectuals. Best mercenary market in the Galaxy. However the population at large is high tech, ultra pacifist. Major trade takes place on this system because it is in the middle of the Kira and Enarc Trade Runs.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Kriz		Kostr		Terrestrial	CRO, pg 40
Little is known about this planet. However, the natives are very friendly.						
	Lambda	Byblos	Byblos		Terrestrial	PSG
Major military manufacturing center. It is covered with clusters of hundreds of city towers, immense round structures, some more than 500 levels tall. Blas Tech SoroSuub and Seinar Fleet Systems maintain corporate towers on Byblos. Byblos, in the Colonies region, is an urban world with an extremely massive population. Most of the planet's 164 billion inhabitants live in hundreds of huge city towers, architectural wonders which can run up to 5000 levels tall. The base of the towers are industrial levels, and most structures flare out as they rise, creating a hollow interior capped by a clear transparisteel dome which acts as a central lighting well. Each tower has a specific purpose-- there are corporate, residential, starport, and Imperial garrison towers. One tower is completely taken up by the prestigious University of Byblos, and tubeways connect the various towers to one another. Byblos is a major manufacturing center for high technology and military equipment, though the planet must import most foodstuffs. The world is ruled by an Imperial governor.						
	Lambda	Mandalore	Mandalore		Terrestrial	SWS, MTS, DE, DLOS, D, TF
Four thousand years ago, the Mandalore system was home to a group of fierce masked warrior clans led by a mysterious warlord called Mandalore. The clans, made up of deadly but honorable crusaders, rode semi-intelligent Basilisk war droids, boasted cutting-edge weaponry, and were considered to be the best fighters in the entire galaxy. The mask and title of "Mandalore" belonged to no single individual, but were traditionally passed down from one warrior to the next in the event of their leader's death. During the Sith War, the Mandalorians conquered the Kuar system and struck at the neighboring Teta system, forcing the Tetan leader Ulic Qel-Droma to battle Mandalore in single combat. Mandalore was defeated, and he swore his armies' allegiance to Qel-Droma and the Krath forces. The warlord was made Qel-Droma's war commander, and his clans won many victories for their new leader. At the close of the Sith War, however, Mandalore's armies were defeated in their attempt to capture the planet Onderon. Mandalore and his surviving warriors were forced to flee to the Dxun moon, where Mandalore was killed by a pair of the moon's deadly beasts and a new warrior donned his mask and assumed his title. Millennia later, the warlike Mandalore people exterminated the Ithullan race, several hundred years before the Battle of Yavin. During the Clone Wars, a group of warriors from the system were defeated by the Jedi Knights. The notorious bounty hunter Boba Fett wears an armored suit similar to those worn by these Mandalore warriors, and his alternate ship Slave II is based on a Mandalorian police ship design. Imperial dungeon ships were originally designed by the Mandalorians, and were introduced during the Jedi purge to contain dangerous force users. Mandalorian battle harnesses are designed to be operated by R2 units, and Freedon Nadd's tomb on Dxun was constructed from Mandalorian iron.						
	Lavazza		C'had		Terrestrial	GG#4 p.27-28
Chadra-fan homeworld						
	Lavazza		Esooma		Terrestrial	CMW
Esoom world						



Region	Sector	System	Planet Name	Trade Route	Type	Source
	Lavazza		Vorzyd		Terrestrial	ESW#1
Gaudy casino planet called Gambler's World. The planet is secretly controlled by the Empire, using peoples desire to gamble to finance the Emperor's tyranny. The Casino Royale is probably the biggest, most well known resort on the planet, and possibly just as infamous as Cloud City. The main method of transport around the city is by conveyor tube.						
	Lifh		Vilosoria		Terrestrial	CRO, pg 56
Little is known about this world. However, in a recent uprising, the natives, who become vicious carnivores in the warmer months, overran the local garrison, forcing the military off-planet. The situation there has been labeled as "unstable."						
	Mektrun Cluster	Gacerian	Gacerian		Terrestrial Desert	Planets Collection
This world is a model of what the Empire could be if it were more compassionate. While the governor has ultimate control, he is an enlightened individual and he lets the populace mostly alone. In return, the taxes are paid without hesitation and he is even revered.						
	Mektrun Cluster	Veron	Sileron		Terrestrial	PLANET, pg 90
This world is the first planet in the binary-star system of Veron. It has a radical axis tilt, and as a result, the lifeforms on the planet have evolved to accommodate the violent seasonal changes that occur. Many of the plants and animals are aggressive and carnivorous during the relatively quieter seasons, and then are dormant during the more violent ones. Tourists are warned by Imperial authorities not to visit this planet.						
	Mektrun Cluster	Veron	Trieron		Terrestrial Oceanic	PLANET, pg 91
This cool world is the third planet in the Veron system, and serves as the oceanographic research center for several universities; Sab Rufo Academy, UnitedChem/SoroSuub University and Metharg's University.						
	Melnak		Chrellis		Terrestrial	Rebel SB p.126
home of the first main rebel base						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Melnak	Bilbringi	Bilbringi		Asteroid Belt	Last Command p.68

The largest Imperial shipyards, next to Fondor. Heavily defended and patrolled, loss of these shipyards would devastate the Imperial war effort. Located in the Bilbringi system, the Imperial Shipyards of Bilbringi are a mass of dockyard platforms, partially-built ships, and construction vehicles, and are defended by at least four Golan II battle stations. Floating shield generators line the approved approach vectors, preventing any stray ships from wandering into restricted areas. The shipyards, run by Bilbringi Control under the command of General Drost, drastically stepped up warship production during Grand Admiral Thrawn's offensive against the New Republic. During this period of construction the yards ran short of strategic metals, prompting an Imperial raid of Nklon's Nomad City. Bilbringi was the site where twenty-two asteroids were fitted with cloaking devices for Thrawn's siege of Coruscant; later, an attack on the shipyards by the smugglers Mazzic and Ellor resulted in the demolition of a nearly-completed Star Destroyer. The New Republic attacked the Bilbringi shipyards after giving the false impression that Tangrene was their target, and ran into a carefully-prepared trap set by Thrawn. Help from a coalition of smugglers (who had planned to steal Bilbringi's CGT array to sell to the New Republic) allowed Ackbar's fleet to escape the trap and defeat Thrawn's forces.

Melnak      Bnach      Bnach      Terrestrial Desert      PDS, SWAJ

A scorched world, housing an imperial prison camp. Those imprisoned here toil in rock quarries. Bnach is an Imperial prison planet. According to the smuggler Toob Ancher, he and Kaine Paulsen once had a shoot-out with sector cops on Bnach, though the veracity of this story is doubtful.

Melnak      Byss-Abyss Binary Star      Byss      Terrestrial Plains      GG #4: Aliens

Figure eight orbit around the binary star

Melnak      Thrakia      Thrakia      Terrestrial      COPL

The homeworld of an intelligent insect species with genetically transmitted memories. Three hundred years ago these insects, who had previously communicated by scent, realized that they could also communicate by clacking their mandibles together. To this day, they view this ability as a sign that their species has been gifted by a higher power.

Mimos Cluster      Travnin      Terrestrial Desert      GG #6; Tramp Freighters

Moddell      Endor      Endor      Terrestrial      GG #5, DFR p.71-74

Moddell      Endor      Endor's Moon      Terrestrial Forest      Dark Force Rising, GG #54

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Morobe	Morobe				XWRS

The Morobe system contains a red/yellow binary pair of stars, and the planet Talasea is the fourth planet orbiting the yellow primary. The system is located in the Morobe sector, which borders the Rachuk sector.

Morobe  
Morobe

Talasea  
Terrestrial Moon

The fourth planet in the Morobe system, Talasea orbits the yellow primary star in a red/yellow binary group. A cool, moist, fog-shrouded world, Talasea has a higher gravity than standard and is lashed by severe thunderstorms during the rainy season. Island continents make up its land masses. Animal life includes native insects and reptiles, along with feral mammals descended from those brought for an early farming colony. Indigenous plant life includes green ivy and the kaha tree. Colonized long ago, most of the settlers' descendants left over the years, and the last group of them were wiped out by Darth Vader after the Clone Wars for harboring a fugitive Jedi. Some three years after the Battle of Endor, Rogue Squadron was moved from Folor to Talasea, closer to the Galactic Core, as a staging area for their eventual move on Coruscant. They made their base on the largest of the island continents, inhabiting the ruins of Talasea's Planetary Governor's Palace and the surrounding ivy-covered cottages. The Palace's primitive Grand Room was built of heavy native wood and thick plaster. After Imperial Intelligence agent Kirtan Loor deduced the location of Rogue Squadron's new headquarters, Admiral Devlia ordered a platoon of stormtroopers to secretly infiltrate the base and plant explosives. Though the squadron lost six sentries and pilot Lujayne Forge, all of the Imperial commandos were captured or killed. The Alliance immediately evacuated the base, leaving behind several booby traps for any Imperial follow-up teams to discover.

Mortex  
Rebel sector HQ

Fangel  
Black Ice

Mortex  
Imperial store and supply

Lotide  
Black Ice

Mortex  
Imperial intelligence outpost

Refax  
Black Ice

Mortex  
A Jungle planet, with the population under the surface in caves. The planet exports gemstones and other minerals. Grand Admiral Thrawn attacked a convoy from Sarka, which was defended by a New Republic Bulk Cruiser converted to a starfighter carrier. There was also a reception for a Sarkan delegation held in the Imperial Palace following the birth of Leia Organa Solo's twins.

Sarka  
DFR, TLC

Noonian  
Located near the Halthor sector.

SWAJ

Region	Sector	System	Planet Name	Trade Route	Type	Source
Located in the Noonian sector. Rebel privateers, presumably operating from Movris, were able to steal nearly a quarter of the foodstuffs being produced by Nebula Consumables in the Noonian system.						
	Noonian	Movris	Movris		Terrestrial	
Rebel privateers, presumably operating from Movris, were able to steal nearly a quarter of the foodstuffs being produced by Nebula Consumables in the Noonian system. Noonar, the ruling world of Imperial governor Trophan Thanis, is located in the Noonian system and sector.						
	Noonian	Noonian	Noonar		Terrestrial	
home of a poisonous butterfly made extinct some time ago.						
	Oplovis		Antaries		Terrestrial	MC SW #48
A system with multiple suns and the home of the alien Drackmarians. The Drackmarians are methane-breathers with blue scales, sharp talons, and snouts filled with vicious teeth.						
	Oplovis	Drakmar	Drakmar		Terrestrial Toxic	COPL
The home planet of the highly social, three-eyed aliens known as Gran. Ree-Yees, one of Jabba the Hutt's courtiers, was exiled from Kinyen after committing the highly unusual (for Gran) crime of murder.						
	Oplovis	Kinyen	Kinyen		Terrestrial	GG12 P. 39-41, MTS, TFJP
Munto Codru is home to the four-armed aliens known as Codru-ji, and is considered of only marginal interest to the rest of galactic society. The planet features several moons, beautiful mountains, and ancient castles in its temperate zone, which are famous for their elaborate carvings on translucent rock walls. The castles were constructed by a now-vanished civilization and are now used as provincial capitals by the Codru-Ji. Codru-Ji society is based on a complicated system of political families and identities (including the Sibiu, the Temebiu, and the province of Kir!) and is headed by Chamberlain Lyon. Coup abduction and ransom in this society is a common and expected political maneuver, during which no one of noble birth is to be injured. Animal life on Munto Codru includes a four-winged bat and the six-legged, fanged wyrwulfs, which are actually the Codru-ji themselves in the earliest, infant stage of their lives. Leia Organa Solo's three children were abducted while she was on a diplomatic mission to Munto Codru.						
	Oplovis	Munto	Munto Codru		Terrestrial	TCS

Region	Sector	System	Planet Name	Trade Route	Type	Source
A swampy satellite orbiting an unnamed planet. During the early days of the Empire, the planet was used as a headquarters of pirate captain Kybo Ren						
Orus	Orus	Bodgen			Terrestrial Moon	Droids TV animated series
Orus		Intuci			Terrestrial	JTH
Years ago, the planet Intuci was raided by the armies of the war criminal Sonopo Bomoor. Bomoor's forces sacked the city of Bonaka Nueno, and arranged a massacre of its citizens in Bonaka Square. Among the victims was the family of Kosh Kurp, who later became the Empire's leading specialist on offensive weaponry.						
Orus			Thandruss		Terrestrial	GG#12 p.53-55
Homeworld of the Krytollaks- strange folks who virtually worship Emperor Palpatine						
Orus		Chazwa	Chazwa		Terrestrial Plains	Last Command
Located in the Chazwa system and the Orus sector, Chazwa orbits a tiny white dwarf sun. Its central transshipment location means that heavy freight traffic is a common sight in the system. The smugglers Talon Karrde and Samuel Tomas Gillespee battled two Imperial Lancers at Chazwa, and later it was used as a rendezvous for Karrde, Par'tah, and Clyngunn the Ze'Hethbra to discuss actions against Grand Admiral Thrawn.						
Orus		Duro	Duros		Terrestrial	GG #04 , 39
Duros homeworld						
Orus		Joioi	Joioi		Terrestrial	Last Command
Joioi was investigated as a possible stopover point in Grand Admiral Thrawn's clone trafficking by Clyngunn the Ze'Hethbra, who found nothing significant. The smuggler Mazzic was picked up by Thrawn in the Joioi system and informed that the Empire was not behind an attack on the smugglers at Trogan.						
Palador			Commenor		Terrestrial	SWN
Han Solo once joked that he exchanged his sense of chivalry for a ten-carat crysopaz and three bottles of brandy on Commenor						
Palador		Lekua				LCMS, LCST
Osuno Whett is Associate Professor of Comparative Sapient Studies in the Lekua system. He goes by the title of "ottdefa," given in the system to distinguished scientific or academic teachers.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Palador	Norval	Norval II		Terrestrial	DE, XWRS
A detachment of fighters from Norval II joined the Alliance to aid in their struggle against the reborn Emperor. Norval (or Norvall) II is the homeworld of General Horton Salm, commander of the Alliance's starfighter training center on Folor.						
	Palador	Oetrago	Oetrago		Terrestrial	CS
Han Solo spent some time on Oetrago, and was unimpressed with the appearance of its plant life.						
	Palador	Proxima Dibal	Proxima Dibal		Terrestrial Desert	HSSE, CSSB
A star orbited by a single desert planet, which is home to feathered song serpents. The serpents are sold in Sabodor's pet shop on Etti IV						
	Palador	Rakrir	Rakrir		Terrestrial	HSSE, CSSB
The homeworld of a sentient insectoid alien species. Rakririans are wealthy, highly cultured, and known to be rather finicky-- few leave their homeworld because they are typically dissatisfied with the level of sophistication on other planets. Sabodor, owner of Sabodor's pet store on Etti IV, was a native of Rakrir.						
	Palador	Storthus	Storthus		Terrestrial	Droids
The homeworld of the giant Stone Eels, creatures composed of living rock.						
	Palador	Tandell	Tandell			MTS
Tiree, a Rebel agent, killed the Imperial Governor Lord Cuvir while on Wor Tandell. Cuvir had discovered Tiree encoding a report on Imperial fleet movements in the Tandell system						
	Palador	Tandell	Wor Tandell		Terrestrial	MTS
Tiree, a Rebel agent, killed the Imperial Governor Lord Cuvir while on Wor Tandell. Cuvir had discovered Tiree encoding a report on Imperial fleet movements in the Tandell system.						
	Parmel	Kattellyn	Kronas		Terrestrial Barren	PLANET, pg 194
This is the first planet in the Kattellyn system.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Parmel	Parmel				TSC

After the Battle of Hoth, the traitorous Imperial Admiral Harkov was captured in the Parmel system and brought before Darth Vader for questioning and execution. Later, the renegade Admiral Zaarin returned to his deep-space R&D facility in the Parmel system to seize its TIE Defender prototypes. Loyal Imperial forces captured the facility, but were forced to evacuate with the prototype TIEs when Zaarin tried to destroy the space platform.

Parmic		Parmic				TSC
The Parmic system contains a research facility operated by Imperial Admiral Zaarin. It was here that Zaarin equipped his TIE squadrons with a new beam weapon in the time following the Battle of Hoth.						
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Quelii		Dathomir	Dathomir		Terrestrial	COPL, COTJ, YJK, DS, ISWU
<p>Located in the Quelii sector, Dathomir is a low-gravity world with three continents, a wide ocean, and four small moons. The planet is covered with a wide variety of terrain including mountains, deserts, purple savannas, and forests with eighty-meter trees and vines bearing hwotha berries. Indigenous life on Dathomir includes flying reptiles, piglike rodents, long Whuffa worms, burra fish, and the feared rancors. Semi-intelligent, two-legged reptiles live in the desert and call themselves the Blue Desert People. Humans came to Dathomir hundreds of years ago when a group of illegal arms manufacturers were exiled to the planet by the Jedi Knights. Several generations later, a rogue Jedi named Allya was also exiled to Dathomir. Allya began to teach the Force to the planet's inhabitants and to her descendants, who also learned to tame the wild rancors. Some time later, nearly four hundred years ago, the two-kilometer Jedi spaceborne academy Chu'unthor crashed in a Dathomir tar pit. (The Jedi master Djinn Altis was known to travel in a ship also called the Chu'unthor, but based on available dating information it is unlikely that it was the same ship.) Yoda and the other Jedi sent to recover the crashed Chu'unthor were repulsed by the witches-- those female inhabitants who had learned to use the Force. Different clans of these witches (such as Singing Mountain, Frenzied River, and Misty Falls) were formed, including a group following the Dark Side calling itself the Nightsisters. Life among the clans followed a pattern of female dominance, where males were largely treated as property and not allowed to act in important decisions. Around one hundred years ago, the Nightsister Charal managed to escape from Dathomir and fell in with a group of alien marauders, who then crashed on the forest moon of Endor. Imperial forces later constructed orbital shipyards and a penal colony on the surface. Following the failure of the Emperor's attempt to destroy the Jedi enclave on Belsavis, several designers of the Eye of Palpatine were reassigned to punitive duty at Dathomir. After the Emperor learned the power of the Nightsister leader Gethzerion, he ordered all the prison's ships destroyed from orbit to prevent her from leaving the planet. The stranded Imperials at the prison were then enslaved by Gethzerion and the other Nightsisters. Four years after the Battle of Endor, Han Solo won the planet Dathomir in a high-stakes sabacc game from Warlord Omogg, who claimed it had been in her family for generations. Han's subsequent adventures on the planet resulted in the destruction of both the Nightsisters and of Warlord Zsinj's forces. Nineteen years after Endor, a new order of Nightsisters based in the Great Canyon emerged on Dathomir. This clan, allied with the Empire and founded by Luke Skywalker's former student Brakiss, treated their males as equals and sent their best Force students to be trained on the Empire's Shadow Academy.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Rachuk	Chorax	Chorax		Terrestrial	XWRS
<p>Located in the Rachuk sector with the Hensara and Rachuk systems, the Chorax system contains a medium-sized star and a single planet, Chorax. The system is a hotbed for smuggling and piracy. Some three years after the Battle of Endor, Rogue Squadron was skirting the Chorax system on a hyperspace jump to the Morobe system when they were accidentally yanked from hyperspace by the Interdictor cruiser Black Asp. The Rogues rescued the cruiser's true target, the smuggling ship Pulsar Skate, and forced the Black Asp to flee the system.</p>						
	Rachuk	Hensara				XWRS
	Rachuk	Hensara	Hensara III		Terrestrial	XWRS
<p>Located in the Rachuk sector, the Hensara system's third planet is a small jungle world called Hensara III. Some three years after the Battle of Endor, Alliance operative Dirk Harkness and his Black Curs were forced to crash their ship in one of Hensara III's lakes after running into the Strike cruiser Havoc. The Havoc landed AT-AT and AT-ST walkers, along with two platoons of stormtroopers, to find and eliminate them. Harkness and his group were rescued by Rogue Squadron, who easily wiped out Imperial resistance without suffering any casualties in the battle later called the Rout of Hensara.</p>						
	Rachuk	Rachuk	Vladet		Terrestrial	XWRS
<p>Lying close to the Galactic Core, the Rachuk sector borders the Morobe sector and contains the Chorax, Hensara, and Rachuk systems. The sector was controlled from an Imperial base, located on Vladet in the Rachuk system. The Rachuk system is located in the Rachuk sector and contains the planet Vladet, site of an Imperial sector headquarters. A great deal of trade and shipping traffic passes through the centrally-located system. The Rachuk roseola virus infects anyone visiting the system, and manifests itself as a red, itchy rash. Some three years after the Battle of Endor, the Alliance destroyed the Vladet base and forced the Empire to divert more of its forces to the Rachuk system, diluting its strength elsewhere. Located in the Rachuk sector and system, Vladet is a blue and green world dotted with islands and receives a great deal of rainfall. The Empire established a base in the lush jungle on Vladet's Grand Isle to discourage piracy in the local systems, and the garrison became the center of Imperial control for the Rachuk sector. Built in the crater of an extinct volcano, the base was ringed by two steep mountain ranges on the west and east. To the south the wall had mostly broken down and the base extended out of the crater to the edges of the bay. Geothermal generators powered the energy shield and twin ion cannons, while a comfortable mansion housed the command staff, including Admiral Devlia. Some three years after the Battle of Endor, an Alliance force including members of Rogue Squadron attacked the Vladet headquarters in reprisal for an Imperial raid on Talasea. The Alliance did not wish to capture Vladet, but intended to cripple the base so the Empire would be forced to allocate more forces to its defense. Several Y-wing squadrons blew out the northern wall of the crater, allowing starfighters to fly in under the base's defensive shield. The Alliance leveled the base in the successful raid, and Rogue Squadron pilot Corran Horn helped destroy a Lancer-class frigate on their way out.</p>						
	Rayter		Ansueroer		Terrestrial	



Region	Sector	System	Planet Name	Trade Route	Type	Source
	Rayter		Azna		Terrestrial	CRO, pg 72
	Rayter		Dahvil		Terrestrial	CRO, pg 72
Little is known about this world.	Rayter		Fait d'fait		Terrestrial	CRO, pg 72
Little is known about this world.	Rayter		Laim		Terrestrial	
	Rayter		Najarka		Terrestrial	Abduction , 6
	Rayter		Narg		Terrestrial	Abduction , 36
	Rayter		Neelgaimon		Terrestrial	
	Rayter		Ord Dorlass		Terrestrial	CRO, pg 72
Little is known about this world.	Rayter		Tintel		Terrestrial	CRO, pg 72
Little is known about this world.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Rayter	Rayter	Karra	Karra		Terrestrial	SWAJ Vol.1 No.1

A small, dense planet in the Rayter sector, Karra is covered with flat, grassy plateaus separated by jungle canyons and is home to the alien species called Karrans. The planet's temperature is uncomfortably hot and its lifeforms consist almost entirely of insects. Karra's vast variety of insect life includes beetles, leapers, legworms, clouds of tiny swarms, and a walker-sized mantis. The native Karrans are large, fur-covered insectivores whose primitive technology is centered around pottery and simple hand tools. The Karrans seem to have recently developed sentience based around a communal hive mind, and can apparently control the planet's insect population. Several hundred years ago, a colony was established on Karra to mine varmiglio, a material used in hyperdrive cores. When no varmiglio was found, the colonists were abandoned. Recently the Empire opened a varmiglio mine for the same purpose, but met with no greater success. The Imperial base was later destroyed by swarms of attacking insects, presumably operating under the control of the native Karrans.

**Rayter**      Obroa-Skai      Obroa-Skai      Terrestrial Tundra      HTTE, TLC

Extensive library network on the planet dates back to before the Clone Wars. Located in the system of the same name, Obroa-skai sits at a strategic location within the borderland regions. During the rise of Grand Admiral Thrawn, the New Republic was attempting to convince Obroa-skai to join their side. Thrawn's forces made a partial dump of the data in the Obroans' central library system which allowed them to learn the location of Wayland. When Mara Jade visited Wayland during her tenure as the Emperor's Hand, the last stop before reaching their destination was Obroa-skai.

**Rayter**      Yaga      Yaga Minor      Terrestrial Forest      Last Command , 84

The location of a major group of Imperial shipyards, in addition to the facilities at Ord Trasi and Bilbringi. All three shipyards were extremely busy during Grand Admiral Thrawn's offensive against the New Republic. The Outbound Flight program departed from Yaga Minor on 4/1/64 Pre-Empire date.

**Rondeau**      Borgo Prime      Asteroid      SA, YIK

A large, honeycombed asteroid home to a seedy spaceport and disreputable trade center. The asteroid was hollowed out over the years by various mining operations, which ended when the last valuable ores were extracted more than a century ago. The asteroid's tunnels and excavations are now filled with space docks, prefabricated buildings, and gaudily-lit. A large, honeycombed asteroid home to a seedy spaceport and disreputable trade center. The Borgo Prime asteroid was gradually hollowed out over the years by various mining operations, which ended when the last valuable ores were extracted more than a century ago. The asteroid's tunnels and excavations are now filled with space docks, prefabricated buildings, and gaudily-lit storefronts. The business district is located in the asteroid's core. Shanko's Hive, a tavern owned by an insectoid barkeep, is a cone-shaped structure rising a quarter-kilometer from the inner floor. It is protected by its own atmosphere field, and is decorated with burning candles, incense, and flaming bog-pits. Lando Calrissian's Corusca gem broker was located on Borgo Prime, and Luke Skywalker and Tenel Ka contacted the broker in an attempt to learn who had purchased his latest shipment.

The business district is located in the asteroid's core.

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Rondeau		Norvall II		Terrestrial	DE
this planet joined the New Republic after the citizens overthrew the government loyal to the empire. the best pilots around, it is said come for here (Although several planets lay claim to that statement).						
	Rondeau	Kalarba	Hosk		Terrestrial Moon	Droids
A moon orbiting Kalarba in the remote Kalarba system. One hemisphere of the moon is covered by the towers and outlying buildings of Hosk Station. Hosk Station's central city is domed, and all energy weapons are ostensibly surrendered upon arrival. Sites in the city include Trillka's Repair Shop and the Hosk Droid Arena, and the station is patrolled by automated security forces.						
	Rondeau	Kalarba	Indobok		Terrestrial Moon	Droids
An ash-covered moon orbiting the planet Kalarba in the remote Kalarba system. Indobok's canyons and mountains are frequently hit with powerful ash storms. The planet is home to the alien species called the B'rknaa-- creatures of ash and stone who are animated through the life force of Indobok's energy crystals. The B'rknaa share a group mind, and can join their bodies together to create larger B'rknaa. In fact, the entire Indobok moon is composed of a single adult B'rknaa						
	Rondeau	Kalarba	Kalarba		Terrestrial	Droids
A terrestrial planet in the remote Kalarba system, Kalarba is orbited by the moons Hosk and Indobok. Sites on the planet include Kalarba City, the Great Sea, and the Three Peaks of Tharen-- a revered symbol of the spirit. Animal life on the planet includes the flying Vynock.						
	Rondeau	Ku'Bakai	Kubindi		Terrestrial	GG #02, p63, SWAJ #10 , 1
The Ku'Bakai system is named for its blue giant star, whose unpredictable solar flares have left the first four planets of the system scorched and lifeless. The fifth planet, Kubindi, is the homeworld of the Kubaz. The sixth, eighth, and eleventh planets house insect farms for the Kubaz to use in preparing their unique cuisine.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Sarin	Wayland	Wayland		Terrestrial	Heir To The Empire

Wayland, a primitive green and blue world located about 350 light years from the planet Myrkr, is home to Emperor Palpatine's private storehouse. The planet does not have an official designation, and "Wayland" was believed to be the Emperor's personal code name for the world. Wayland's surface is covered with dense, double-canopied forests and grassy plains. Mount Tantiss, located in Wayland's northern hemisphere near the eastern edge of its main continent, is the hidden resting place for Palpatine's trophies, his military treasures, and an operational cloning facility. Generations ago, human colonists settled on Wayland and immediately came into conflict with the planet's two native species, the Psadans and the Myneyrshi. The four-armed, blue-crystalline Myneyrshi and the lumpy, plated Psadans were driven from their land until the colonists' weapons began to fail them. When the Empire arrived, the inhabitants were forced to construct the vast storehouse in Mount Tantiss, which is considered a forbidden place by the natives. Palpatine appointed a Guardian to defend his storehouse, though the Guardian was later defeated in battle by the mad Jedi clone Joruu C'baoth. C'baoth forced all three of Wayland's species to live together in a city built against the southwest side of the mountain, where they lived under his strict rule until C'baoth departed with Grand Admiral Thrawn. An Imperial garrison under the command of Colonel Selid was then placed within the mountain, to help safeguard the cloning operation that supplied Thrawn with a nearly-inexhaustible stock of trained soldiers. The Mount Tantiss complex had only one entrance, located on the southwest side. The peak of the complex consisted of an emergency shuttle hangar, the royal chambers, and the Emperor's throne room, containing a twenty-meter hologram of the galaxy. The fully-functioning Spaarti cylinder cloning chamber sat inside a vast natural cavern many stories high. A mammoth equipment column extended from the cavern's ceiling, and was covered with pipes to nourish the thousands of Spaarti cylinders arranged on the main floor and the surrounding balconies. A circular walkway, located ten stories up and accessible through twenty separate doors, was connected to a work platform on the central column by four retractable bridges. Thrawn had hundreds of ysalamiri transplanted to the cloning chamber to prevent the negative side effects of the rapid pace of his clone growth. The mountain also contained the Emperor's treasure vaults, air intakes on the mountain's surface, and power generators on the northeast side. A secondary maintenance area was located ten kilometers north of the mountain. The cloning complex and most of the mountain were destroyed when Lando Calrissian and Chewbacca sabotaged the central equipment column. Wayland's plant life includes thornbushes and acid vines, while its animal life includes clawbirds, vine snakes, and six-legged nesting creatures. The predators called garrals, attracted to repulsorlifts and used by the Empire as watchdogs, could either be native to Wayland or have been brought to the planet by the Imperials.

Senex	Gathus	Gathus			Terrestrial	COTJ
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The twenty-five man skating team from Gathus played the planet Lafra in several games of a puttie series. Han Solo watched the final match while on a mission to Belsavis.

Senex	Karfeddion	Karfeddion			Terrestrial	COTJ
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Located in the Senex sector, Karfeddion is the site of several slave farms run by the House Vandron. Breeding farms are designed to produce Ossan and Bilanaka slaves, tailored for agricultural work. During an economic depression on Karfeddion, Lady Theala Vandron was summoned to the High Court of Coruscant to defend the slave farms on her homeworld.

Senex	Mussubir	Mussubir	Mussubir III		Terrestrial	COTJ
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A planet in the Senex sector. The uncommitted ex-governor of Mussubir Three took a "vacation" to attend a meeting on Belsavis with Roganda Ismaren.

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Senex	Veron	Veron		Terrestrial Forest	Planets Collection, pg 86
This world's natural beauty has attracted millions of beings over the decades, and also brought about the Empire. But the willingness of the native Gazaran to develop a tourist industry has allowed them to avoid the harsher realities of Imperial rule. The Gazaran are intelligent gliding reptiles, and among the most friendly and eager-to-please hosts in the galaxy.						
	Senex	Yetoom	Yetoom		Terrestrial	COTJ
Located on the edge of the Senex sector, is the base of operations for Fargednim P'taan, a moderately big drug dealer						
	Sepan	Sepan	Dimok		Terrestrial	TSC
One of the two primary worlds of the Sepan system, with the planet Ripoblus. The long war between Dimok and Ripoblus was forcibly ended by the intervention of Imperial forces after the Battle of Hoth, though the two worlds briefly (and unsuccessfully) tried to unite against the Empire as their common foe.						
	Sepan	Sepan	Gerbaud II		Terrestrial	TSC
Located in the Sepan system, Gerbaud 2 was the site at which Admiral Harkov attempted to resupply his TIE Advanced squadrons during a rendezvous with the escort carrier Tropsobor following the Battle of Hoth. The transfer operation was attacked by a united force from the nearby planets of Ripoblus and Dimok.						
	Sepan	Sepan	Ripoblus		Terrestrial	TSC
One of the two primary worlds of the Sepan system, with the planet Dimok. The long war between Dimok and Ripoblus was forcibly ended by the intervention of Imperial forces after the Battle of Hoth, though the two worlds briefly (and unsuccessfully) tried to unite against the Empire as their common foe.						
	Sepan	Sepan	Sepan VIII		Terrestrial	TSC
Located in the sector of the same name, the Sepan system contains the planets Ripoblus, Dimok, Gerbaud 2, and Sepan 8. Following the Battle of Hoth, a long, destructive war between the peoples of Ripoblus and Dimok was forcibly ended by the intervention of Imperial forces under the command of Admiral Harkov. At one point, the leaders of the two sides attempted a rendezvous near Sepan 8 to organize a united attack against Imperial forces.						
	Sharadan		Charenthoth		Terrestrial	Rebel SB
Site of a major alliance/empire battle						
	Sharadan	Mattri	Mattri Asteroids		Asteroid Belt	DFR
Garm Bel Iblis' private army had a temporary base in the Mattri asteroids during their hit-and-fade attacks against the Empire						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Sharadan	Renatasia	Renatasia III		Terrestrial	LCFO/LCST

The system, containing eight planets orbiting a yellow star, is located far outside civilized space. It was apparently colonized in a long-forgotten mission many thousands of years ago in Pre-Republic days. No records exist of this early colonization, and the Renatasians gradually became unaware of their extrastellar origin. Renatasia III and IV are green, pleasant worlds, though the Renatasians had colonized every planet in their system by the time they were discovered by a damaged trader ship. The Empire decided to send representatives to probe the society's weaknesses, and the Ottdefa Osuno Whett and the droid Vuuffi Raa were sent as envoys to the nation-state of Mathilde on Renatasia IV's second-largest continent. After observing the locals for 700 days, a full report was transmitted and the Imperial fleet arrived, which began to collect slaves and taxes. The Renatasians resisted, and the fleet attempted to seize the system intact through the use of ground forces-- taking heavy losses in a costly but inevitable Imperial victory. Over two-thirds of the population in the Renatasia system was killed in the pacification effort.

Sharadan	Renatasia	Renatasia IV		Terrestrial	LCFO/LCST
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Sharadan	Spuma	Spuma		Terrestrial	COTJ
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New Republic intelligence agents on Spuma discovered increased trooper recruitment into the fleet of Admiral Harrsk, one of the few Imperial warlords remaining eight years after the Battle of Endor.

Sharadan	Tangrene	Tangrene		Terrestrial Mountainous	DFR, TLC P.78-79
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One of the most heavily defended planets in Imperial Space, due to a Ubiquorate base right on the Republic border. At least 2 Star Destroyers are on station at all times there. Tangrene was the site of a major Imperial Ubiquorate base, until General Garm Bel Iblis' private army bypassed three Star Destroyers and completely destroyed the installation. Later, while the Ubiquorate base was being rebuilt, the New Republic tried to give the impression that they were intending to attack Tangrene to acquire a CGT array. In reality, their true target was Bilbringi.

Sombure					SWAJ
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The Sombure sector is located near the Wornal sector. Imperial Moff Prentioch, ruler of the Sombure sector, began to expand his own territory following the Battle of Endor. His forces made advances into neighboring sectors including Wornal, where he ran against the competing forces of Moff Eyrgen.

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Tandon		Spirador		Terrestrial	CRO, pg 23
Little is known about this planet. However, it serves as the capital of the Tandon sector and is						
	Testarr		Annaj		Terrestrial	TAB
The site at which the Imperial fleet regrouped following their defeat at Endor.						
	Testarr		Belnar		Terrestrial	
	Testarr	Cardooine	Cardooine		Terrestrial Forest	TLC
Home of the fragrant Fijisi wood. Sections of the President's Guests floor in the Imperial Palace on Coruscant are done in Fijisi wood from Cardooine.						
	Testarr	Woostri	Woostri		Terrestrial Urban	Last Command
Woostri, in the system of the same name, was attacked and captured by Grand Admiral Thrawn. He determined that the natives of Woostri had both a strong fear of the unknown and a tendency to blow rumors out of proportion, and would therefore be vulnerable to his seeming ability to fire through planetary shields.						
	Tion Hegemony		Brigia		Terrestrial	HSL
A poor backwater planet. The university of Rudrig has been providing guidance and aid to Brigga's development and modernization initiative. Located in the remote Tion Hegemony, Brigia is a backwater planet inhabited by tall, purple-skinned humanoids. All ships landing on Brigia must undergo phase-one decontamination procedures. The Brigian government, the New Regime, has established a planet-wide monetary system and made it illegal for citizens to hold off-world currency. It also made a large purchase of secondhand military equipment, including an outdated Marauder-class pocket-cruiser. The University of Rudrig agreed to help establish a college on Brigia despite opposition from the New Regime and its Inner Council. University representatives hired Han Solo to deliver the necessary teaching supplies, and the Brigian government attempted to intervene.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Tion Hegemony		Dellalt		Terrestrial	HSLL
<p>The planet was important in the time of the old republic's expansionist period. Now the world is mostly forgotten, far from trade routes and major space lanes. Dellalt has two moons orbiting it's watery surface. While the majority of the planet is covered by water, the three main land masses extend far enough above the water line to provide living space for the planet's inhabitants. History and legends from the expansionist period claim that the planet is the site of Xim the Despot's colossal vaults, in which he stored treasure looted from a thousand worlds. Dellalt, located in the system of the same name in the Outer Rim, orbits a blue-white star in the remote Tion Hegemony. A watery world with two moons and a higher gravity and shorter day and year than standard, Dellalt held a strategic location in pre-Republic days, but it is now a poor, fringe planet isolated even from the rest of the Tion. Thousands of years ago, the ancient tyrant Xim the Despot built an opulent city and immense treasure vaults on Dellalt. These vaults and the planet's single city are located near a cold lake on the southernmost of Dellalt's three continents. This city was once an impressive metropolis designed by Xim's engineers but it has since fallen into poverty and ruin. The outermost of the apparently empty vaults house the Dellaltian Bank and Currency Exchange (the local currency unit is the dritt) and the Landmark Preservation Office, while the actual treasure vaults lie below these empty decoys. The vaults are studded with anti-weapon defenses and hold a now-worthless cache of kiirium and mytag crystals. The intelligent sauroteroids of Dellalt, the Swimming People, run a ferry business at the lakeside docks, towing passengers across on rafts. Deep within the mountains is a colony of a hundred people calling themselves the Survivors-- apparently stranded on Dellalt in pre-Republic times, their culture survived for tens of thousands of years in isolation. The Survivors still hope to be rescued, and their religion involves watching over Xim's remaining war robots and making human sacrifices to increase the strength of their rescue beacon. All Survivors are hypno- imprinted at childhood, and Survivor infiltrators can be found working in Dellalt's main city. Dellalt's flora includes dendroid vines and soft blue moss, while its fauna includes dog-like animals with prehensile tails, eight legged dray beasts, and lake crustaceans. During one of Han Solo's early adventures, Xim's robots were activated by the Survivors and wiped out a contract-labor mining camp before their destruction. Two years later, three of Xim's war droids were featured in a New Year Fete Week parade on Coruscant as part of the Tion Hegemony's display. Just prior to the Battle of Yavin, the Imperials were using Dellalt as a staging point for supplies and equipment.</p>						
	Tion Hegemony	Daluuj	Daluuj		Terrestrial	CSW #13
<p>A miserable, backwater Imperial training outpost. The weather is constantly a storm, making visibility minimal, and sensors almost useless. A fog-shrouded, watery world lashed by dangerous atmospheric storms and home to a remote Imperial training outpost. After Admiral Ackbar and several other Mon Calamari landed on Daluuj in escape pods, Han Solo and his companions attempted to rescue them. Huge lake worms dragged the Millennium Falcon under water, but it was retrieved when the worms turned their attention to a group of attacking Imperial speeders.</p>						
	Tion Hegemony	Kabal				CSW #4
<p>a neutral backwater world in the Empire/Rebellion conflict. Near a white dwarf star, surrounded by hundreds of derelict ships, held in place by the strong gravity</p>						
	Tion Hegemony	Vontor	Vontor		Terrestrial	HSLL
<p>The site of the Third Battle of Vontor, the final defeat of the historical tyrant Xim the Despot. During this battle, Xim's orbital fortress and nearly all of his war-robots were vaporized</p>						
	Tragan					SWAJ
<p>The territory of Imperial Moff Brinkan. Brinkan placed a bounty on Ral Shawgrim, a former Alliance technician, when Shawgrim did not deliver a set of stolen X-wing plans.</p>						



Region	Sector	System	Planet Name	Trade Route	Type	Source
Imperial sector HQ, toxic wasteland and domed cities Ugo'cor						
	Trax	Deysum	Deysum		Terrestrial Toxic	1st edition GM pack
Hidden imperial shipyards						
	Trexan		Barpine		Terrestrial	Wanted By Craken
Sector Imperial HQ						
	Trexan		Rintonne		Terrestrial	Wanted By Craken
A single Star Destroyer made a hit-and-fade attack on the Draukyze system several months before Grand Admiral Thrawn made a similar attack on Bpfassh. Later, New Republic support ships positioned themselves on the edge of the system to give the false impression they were planning to attack Tangrene.						
	Trexan	Draukyze	Draukyze		Terrestrial	HTTE, LC
Kothlis is a colony world of the alien species called Bothans. New Republic Councilor Borsk Fey'lya grew up on this colony world, instead of on the Bothan homeworld of Bothawui. Prior to the Battle of Endor, Bothan spies captured an Imperial freighter carrying highly-classified data about the second Death Star. The Bothan space station Kothlis II, orbiting near Kothlis, allowed the stolen freighter to dock and take on supplies. The Empire soon seized this station, searching for any evidence of the classified information.						
	Trexan	Kothlis	Kothlis		Terrestrial	Shadow,DFR, TSC, HTTE, L
The aquatic planet Issor, home to the alien Issori and Odenji species, is a prosperous technology and commerce center located in the Trulalis system. Centuries ago, the Issori's cousin species the Odenji were nearly wiped out by the "melanncho" -- a sadness so powerful it can make the sufferer go insane. The respected scholar Arner Figgis and the smuggler Fahs Oxsor are both natives of Issor.						
	Trulalis		Issor		Terrestrial	SWAJ
Tungra						
	Tungra					TSC
Bruanii sector lies near the Javin and Tungra sectors and is relatively close to the planet Hoth.						
Varvenna						
						TFJP
The famous chef Porcellus once worked for the Imperial official Yndis Mylore, governor of Bryexx and Moff of the Varvenna sector. During his tenure Porcellus served meals for the Emperor himself, but he was made a slave to Jabba the Hutt approximately one year prior to the Battle of Yavin.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Venator		Alpheridies		Terrestrial	FNU, DLOTS
The homeworld of the Miraluku, who are born without eyes yet can see through the use of the Force. Many of the Miraluku become Jedi. Shoaneb Culu, a Jedi knight who lived four thousand years ago, was a native of Alpheridies.						
	Venator		Bryx		Terrestrial	SWAJ#2 p.260
A planet that managed to defend itself against the might of the Empire for 3 years, lead by governor Carigan, before finally being subjugated. The planet Bryx, led by Governor Carigan, was conquered by the Empire in the days before the rise of the Rebel Alliance. Carigan defended his world with hundreds of ground-based guns and submersible fighter carriers, and Imperial forces triumphed only after a long and bloody battle in which thousands of troops were killed. Carigan's effective planetary defensive tactics have since been termed the "Carigan Defense."						
	Venator		Koda		Terrestrial Forest	GG#9
Koda resembles Endor in several ways: vast forests, tall trees and sparse foliage on the ground. Koda was the site of a Kryd slave camp, housing hundreds of Residian Workers.						
	Venator		Nkallon		Terrestrial	Heir To The Empire, p.77
Home of a weird mining operation						
	Venator	Dalron	Dalron V		Terrestrial Barren	MTS
A planet devastated by the Empire during the infamous Siege of Dalron Five. Siege warfare techniques developed by Alliance General Jan Dodonna were used by the Empire in this assault. Refugees from the planet were later encountered by Shistavanen Wolfman scout Lak Svivrak living on a rocky moon.						
	Venator	Froz	Froz		Terrestrial	AAC
The home planet of the Frozians-- tall, furred, extra- jointed aliens known for their melancholy outlook on life. Micamberlecto, the New Republic's governor-general of the Corellian sector, is a Frozian.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
	Venator	Gand	Gand		Terrestrial Toxic	MTS

Gand is a primarily gaseous planet and home to the alien species also called Gand. Gand society is composed of pocket colonies separated by enshrouding mists, and the Gand government is a totalitarian monarchy established centuries ago. Locating fugitives in the thick gasses is the responsibility of Gand "findsmen," who worship the mists and use religious rituals to lead them to their targets. Names are a reflection of status on Gand-- those Gand who have achieved little are simply called "Gand." As an individual accomplishes more, he or she earns a surname, then a first name. Only those Gand whose fame is so great that they are known by all are allowed to refer to themselves with pronouns. All other Gand always refer to themselves in the third person, using their "lesser" names when they feel contrite or ashamed. Due to the world's unique atmosphere, most Gand must wear some type of breathing apparatus when off-planet. After Gand and its slave trade were taken over by the Empire, the Imperials' advanced technology made the arcane techniques of the findsmen largely obsolete. Some Gand findsmen have since found work as bounty hunters, including the notorious Zuckuss, though others such as Rogue Squadron pilot Ooryl Qrygg have chosen nobler professions.

Venator Jomark Jomark Terrestrial HTTE, DFR

Jomark is an isolated, watery planet with three small moons located in the Jomark system. Its 300,000 square kilometers of surface area are taken up in strings of tiny islands and one modest continent. Although no one has taken official notice of the planet for years, the last census reported its population as a sparse three million. The High Castle of Jomark sits on the main continent 400 meters above Ring Lake, on a volcanic cone between rocky crags. Jomark's colonists are reverent towards the ancient castle, which was constructed by a long-vanished alien race. Several villages lie clustered near the southern shore of Ring Lake including Chynoo, where Joruu C'baoth meted out justice to the villagers from a High Castle throne placed in the town square. Cracian Thumpers are used as riding mounts by Jomark's colonists.

Wornal SWAJ

The Sombure sector is located near the Wornal sector. The Wornal sector is located near the Sombure sector. Following the Battle of Endor, Imperial Moff Prentioch and Moff Eyrgen began expanding their individual territories and fighting each other for control of the Wornal sector. Two years after Endor, Prentioch traveled to the water world of Kaal in the hopes of gaining control of its aquaculture industry to help fuel his war effort.

Xappyh DFR

Jedi Master Jorus C'baoth was named ambassador at large to the Xappyh sector by the Senate on 8/21/62, Pre-Empire date.

Anarid Cluster SWAJJ

The Anarid Cluster contains the planet Kelada. The smuggler Platt Okeefe was a member of a tramp freighter crew in the Anarid Cluster during her early career.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Anarid Cluster		Kelada	Kelada		Terrestrial	SWAJ

Located in the Anarid Cluster, Kelada is an industrial planet (home to a major Arakyd factory) that supplies the Empire with repulsorlift components and parts for Imperial walkers. Recent increases in Alliance activity have resulted in the Empire struggling to maintain control of Kelada, and they have diverted ten Star Destroyers to the system to cement their hold after the disastrous Battle of Endor. Once, Kelada kept an ecological balance between industry and the environment, but the balance is now threatened as forests and savannas are cleared to support greater production. An industrial wasteland is growing just outside the Kelada starport. The starport contains the popular tavern Lorana's Labyrinth, which features mirrored walls and a maze-like bar. The smuggler Dirk Harkness' companion Chessa was tragically killed by Imperial stormtroopers in the Kelada starport.

Border CSA    Aparo

CSSB

The Aparo sector, together with the Wyl sector, forms the inner border of the Corporate Sector. It is ruled by Moff Wyrnhem.

Border CSA    Wyl

CSSB

The Wyl sector, together with the Aparo sector, forms the inner border of the Corporate Sector. It is ruled by Moff Gozric.

Botor Enclave

Kerensik

Kerensik

Terrestrial

DESB

A group of worlds, including the frozen planet Kerensik, that formed their own protective federation during the turmoil and constant warfare in the six years following the Battle of Endor.

Cauldron Neb    Andimo

Eol

Eol Sha

Terrestrial Volcanic

Jedi Academy, 112

A volcanic world, is circled by a large double moon which is in decaying orbit and will likely collide with the planet in another hundred years. The surface of the planet is covered with scalding geysers and bubbling lava fissures, which were known to hold a dangerous lava fireworm. A mining operation was established on Eol Sha 100 years ago to extract valuable gasses from the nearby Cauldron Nebula, but when the operation failed the colonists were forgotten. The colonists lived on the planet for generations, surviving on crustacean bugdillos and edible lichens, until relocated to Dantooine by the New Republic. Eol Sha, a volcanic world, is circled by a large double moon which is in decaying orbit and will likely collide with the planet in another hundred years. The surface of the planet is covered with scalding geysers and bubbling lava fissures, which were known to hold a dangerous lava fireworm. A mining operation was established on Eol Sha 100 years ago to extract valuable gasses from the nearby Cauldron Nebula, but when the operation failed the colonists were forgotten. The colonists lived on the planet for generations, surviving on crustacean bugdillos and edible lichens, until relocated to Dantooine by the New Republic. Gantoris, one of Luke Skywalker's Jedi Academy students, was from Eol Sha. The planet was possibly destroyed when all the suns in the adjacent Cauldron Nebula went nova.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Colonies		Bethal	Bethal		Terrestrial Urban	SWAJ #4, pg 63
<p>One of Bethal's primary exports is apocia hardwood, which takes two centuries to mature and is used in the making of luxury furniture. Cities on Bethal include the Altoona and Dora Prefectures, and the major planetary cooperative is Bethal AgriCorp. Soon after the Battle of Yavin, Bethal was infested by swarms of giant termites called greddleback bugs. Several attempts were made to contain the nearly two hundred greddleback swarms, which were moving across Bethal's southern continent and threatening to wipe out the planet's apocia industry for generations.</p>						
Colonies		Dakshee	Dakshee		Terrestrial	SWAJ #5, pg 253
<p>This planet lies in the same sector as the ravaged Dentaal and serves as a hotbed for rebel activity. An Imperially-held planet in the Colonies region, marked by constant unrest towards Imperial rule. Gerald Weizel, Imperial governor of Chandrila, was once the governor of Dakshee, where he resolved the Brella Temior crisis. Weizel discovered that several union heads were ringleaders of the terrorist group Justice Action Network, and ended the situation without bloodshed.</p>						
Colonies	Arkanis		Arkania		Terrestrial Tundra	TOTJ #1, DLOS, DESB
<p>A tundra world where adventurers and profiteers could at one time pull diamonds the size of iridescent melons from the planet's core. Deep in the inhospitable wilderness, there was established a Jedi training center, run by Arca, a powerful master. Now however, the planet has been mined out, and now is widely forgotten aside from the scum and villainy that live there. Arkania, in the Colonies region, is covered with tundra and diamond mines where miners extract melon-sized gems from the planet's crust. Four thousand years ago, the Jedi master Arca established a Jedi training outpost in the wilderness of Arkania. Centuries ago, the scientifically-minded Arkanians began cyber-enhancing the brains of their primitive neighbors, the Yaka. Soon the stocky Yaka were one of the most intelligent and quick minded species in the galaxy, with a bizarre sense of humor to match. Animal life on the planet includes the Arkanian dragon and jellyfish.</p>						
Colonies	Findris	Findris	Findris		Terrestrial	CRO, pg 42; SWAJ
<p>Little is known about this world. However, it is the capital of the Findris sector, and it is the site of the Colonial News Net headquarters.</p>						
Colonies	Wyloff		Nieuth IV		Terrestrial	CRO, pg 27
<p>Little is known about this world.</p>						
Colonies	Wyloff		Wynth		Terrestrial	CRO, pg 5
<p>Little is known about this world.</p>						
Core			Albecus		Terrestrial	CRO, pg 79

Region	Sector	System	Planet Name	Trade Route	Type	Source
Core			Belshar Othacuu		Terrestrial	CRO, pg 37
Little is known about this planet. However, it is the location of a small, secret COMPNOR installation that the Alliance has just been made aware of.						
Core			Boden		Terrestrial Urban	CRO, pg 69:
Core			Claer		Terrestrial	CRO, pg 34
Little is known about this world. However, it is the site of a very exclusive prep school for rich aristocrats' children that is run by COMPNOR. Also, within the school, there is a strong rebel movement among the students.						
Core			Melinz		Terrestrial Urban	CRO, pg 77
Core			Ord Sabaak		Terrestrial	CRO, pg 36
Little is known about this world.						
Core			Rove		Terrestrial Barren	CRO, pg 83
This small, rouge moon was captured by the gravity of the Bromior satr many thousands of years ago, and it is the only sizeable body in the system aside from asteroids. Nearby, a small converted *Cal* class warship from Old Republic days orbits. Inside is a renowned resort with little Imperial representation.						
Core		Corellian	Gus Treta		Artificial: Space Station	MTS
A large spaceport located in the Corellian system. Alliance hero Wedge Antilles' parents were managers of a fueling depot in outer Gus Treta until they were killed in a fueling mishap caused by a fleeing pirate ship.						
Core		Grizmallt	Grizmallt		Terrestrial	DESB
A heavily-populated world in the Galactic Core. Grizmallt was one of many planets that surrendered to Admiral Ackbar and the Alliance fleet in the years following the Battle of Endor.						
Core		Lamuir	Lamuir IV		Terrestrial	SWAJ #4, pg 59

Region	Sector	System	Planet Name	Trade Route	Type	Source
Core	Leisure Corridor	Ebiwaan			Terrestrial	GG #9:Fragments of the Ri
Core	Mirit	Ord Mirit			Terrestrial	XWRS
<p>Located at the edge of the Galactic core in the Mirit system, Ord Mirit was once home to an Imperial base. After the Battle of Endor, however, the crumbling Empire abandoned the Ord Mirit garrison and moved its personnel to defend the more valuable world of Corellia. Some three years after Endor, the Alliance wanted to capture Borleias in the nearby Pyria system. They began their attack with a raid on the Venjagga system, which caused the Imperial Star Destroyer-II Eviscerator to pursue decoy Alliance ships into the neighboring Mirit system, believing Ord Mirit was the Rebels' true target. Bothan slicers had previously made Ord Mirit appear as a likely target by planting information that the world held the key to finding the lost Katana fleet.</p>						
Core	Rakaa	Rakaa IV			Terrestrial Jungle	PLANET, pg 114
<p>This world is beautiful and lies at the edge of the Core Worlds. It is never visited, however, because the inhabitants, an insectoid race, have been known to be quite violent at times, and will not hesitate to eat a human when it needs to.</p>						
Core	Sanjin	Sanjin			Terrestrial	SWAJ # 4, pg 231
<p>A planet near the Core Worlds. While at Sanjin, the Nikto agent Ma'w'shiye betrayed the Alliance, deserted his Rebel squadron, and stole the group's spacecraft.</p>						
Core	Stassia	Stassia			Terrestrial Plains	SWAJ Vol. 1 No.6, pg 138
<p>An agricultural planet, Stassia is a placid and unremarkable member of the Core Worlds. Its 1.3 billion human inhabitants are known for their indifferent and accepting natures, and are all steady supporters of the Empire. Stassia has been settled for ages, and was originally ruled by the members of the 15 Head Clans, who were descendants of the original colonists. The world is now ruled by Imperial governor Tren Pergallis. Stassia City is home to swoop races and ringer tournaments, and is the base of operations for the local crime madame Aalia Duu-lang. Sergeant Zeck Tambell is a special investigator for the Imperial Governor's office on Stassia</p>						
Core	Tallaan	Tallaan			Terrestrial	CRO, pg 49
<p>A planet in the Core Worlds near the Colonies region, Tallaan is the site of the Tallaan Imperial Shipyards. When Grand Moff Tarkin was killed aboard the first Death Star, the Empire released an official statement claiming that Tarkin had actually died in a shuttle crash at the Tallaan shipyards.</p>						
Core	Venjagga	Jagga II			Terrestrial	XWRS
<p>Located in the Venjagga system at the edge of the Galactic Core, Jagga-Two is the site of an Imperial base. The base manufactures a supply of concussion missiles and supports the Imperial Star Destroyer-II Eviscerator, which is stationed in the system to protect the missile output. Some three years after the Battle of Endor, the Alliance staged a feint in on Jagga-Two to cover their simultaneous assault on Borleias in the nearby Pyria system.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Core		Wukkar	Wukkar		Terrestrial	DESB
A heavily-populated world in the Galactic Core. Wukkar was one of many planets that surrendered to Admiral Ackbar and the Alliance fleet in the years following the Battle of Endor.						
Core	Anthos		Balmorra		Terrestrial	DE2
A factory world located at the fringes of the Galactic Core. Wide plains surround the planet's capitol, where Governor Beltane runs the planet and oversees production. During the reign of the Empire, the Balmorrans manufactured weapons for the Imperial army, and were the primary builders of the AT-ST walker. The planet was liberated by the New Republic following the Battle of Endor, and it remained independent for five years. Balmorra was brought back into Imperial service during the Emperor's reappearance, but following Palpatine's supposed death near Da Soocha the rebellious Balmorrans began arming the New Republic. In retaliation, the planet was attacked by a force under the command of Military Executor Sedriss, including Shadow Droids and SD-9 battle droids. After suffering surprising losses at the hands of the new Viper Automadons, Sedriss called off his attack in exchange for a shipment of the molecularly- shielded droids.						
Core	Anthos		Shadow Academy		Artificial: Space Station	SA
A torus-shaped space station located near the Galactic Core, covered with weaponry and protected by a functional cloaking device. Shadow Academy, capable of hyperspace travel, can move to a new location at a moment's notice. Built for the express purpose of training Jedi in the dark side of the Force, the station is stark and austere, with harsh, spartan accommodations for its students, locks on every door, and chrono chimes marking every quarter-hour. Brakiss, a former student of Luke Skywalker's, leads the Academy with the assistance of the Nightsister Tamith Kai.						
Core	Anthos	Berchest	Berchest		Terrestrial	Last Command p.65-67
A planet of extraordinary beauty, and one of the larger major trade world in the Anthos sector. A former tourist destination in the Berchest system, Berchest is home to the Calius saj Leeloo-- the City of Glowing Crystal. The city is carved entirely from one massive crystal, created over the years from the red- orange salt deposits of the adjacent Leefari Sea. An icy river flows through Calius to the sea's edge, where the upper-class regions of the city are located. Only a few streets in the city (such as Mavrille Street) were constructed wide enough for vehicular traffic, so traffic on them tends to be heavy. Planetary Governor Staffa and his aide Fingal govern Berchest from Staffa's office in Central Government Tower Number One.						
Core	Anthos	Trogan	Trogan		Terrestrial Desert	DFR, TLC p.79
The planet tried to be a tourist attraction that could rival Berchest. It didn't work out. Now it's just a planet struggling to get by. Trogan, in the system of the same name, features the Whistler's Whirlpool tapcafe on the coast of its most densely-populated continent. At the center of the Whirlpool is the Drinking Cup, a natural rock bowl which violently fills with seawater six times a day due to Trogan's strong tides. The Whirlpool was a disappointing failure as a tourist attraction and has since been abandoned. Talon Karrde arranged a smugglers' meeting at the Whirlpool, which was attacked by bribed soldiers from the nearby Imperial garrison.						
Core	Coruscant		Coruscant		Terrestrial	Heir To The Empire



Region	Sector	System	Planet Name	Trade Route	Type	Source
Core	Coruscant		Merson Asteroid Field		Asteroid Belt	MC SW #24
The Merson Pirates used this asteroid belt located in the middle of a major space lane to pounce upon ships that stray too far off the main route.						
Core	Coruscant		Ruan		Terrestrial	AJ#2 p.231
Planets also under control of Salliche Ag Corp. Workers have already revolted against their Imperial masters, burning crops, scuttling facilities, and bombing warehouses. A pair of garrisons and 2 Star Destroyers maintain control now.						
Core	Coruscant		Yulant		Terrestrial	AJ#2 p.231
Planets also under control of Salliche Ag Corp. Workers have already revolted against their Imperial masters, burning crops, scuttling facilities, and bombing warehouses. A pair of garrisons and 2 Star Destroyers maintain control now.						
Core	Coruscant		Z'trop		Terrestrial	MMY
A scenic and romantic tropical world noted for it's pleasant volcanic islands, wide beaches and clear waters.						
Core	Coruscant	Alderaan	Alderaan		Asteroid Belt	New Hope
A large asteroid belt now						
Core	Coruscant	Alderaan	Delaya		Terrestrial	SWAJ #4, pg 61
Little is known about this world. However, it was the site of a rebel relay sattelite that caught the entire Alderaan incident, as well as a conversation between local moffs on the Emperor's plans to rule by more intense fear, on tape. A sister world of the planet Alderaan, Delaya is located in the Alderaan system. The low-grade, blue qualla gem was found only on Alderaan and Delaya; since Alderaan's destruction, Delaya is the only source. Alliance general Carlist Rieekan was inspecting a satellite transmission station in orbit around Delaya when the Death Star appeared in the system and subsequently destroyed Alderaan.						
Core	Coruscant	Alsakan	Alsakan		Terrestrial	DESB, CSSB
Alsakan was founded millennia ago, before the foundation of the Old Republic, by colonists on the Kuat Explorer. Three thousand years ago the kilometers-long Invincible-class dreadnaughts were first built, which drew their inspiration from the colossal battle cruisers of the ancient Alsakan Conflicts. Now a heavily-populated world in the Galactic Core, Alsakan was one of many planets that surrendered to Admiral Ackbar and the Alliance fleet in the years following the Battle of Endor. Imperial commander Titus Klev was born on Alsakan; his father was a Clone Wars veteran and his mother a member of a wealthy merchant family. Corporate Sector viceprex Mirkovig Hirken was also born on Alsakan, into one of the oldest families on the planet.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Core	Coruscant	Broest	Broest		Terrestrial	AI#2 p.231

Planets also under control of Salliche Ag Corp. Workers have already revolted against their Imperial masters, burning crops, scuttling facilities, and bombing warehouses. A pair of garrisons and 2 Star Destroyers maintain control now.

Core	Coruscant	Phosphor Belt Nebula	Zirtran's Anchor		Artificial: Space Station	SWAJ #5 p.222
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A trading station drifting near the Phosphura Belt Nebula, Zirtran's Anchor is a hodgepodge of vessels and freighters welded together and connected by interlocking pressure tunnels. Owned and operated by tribal nests of Geelan-- short furry aliens who love bartering and hoarding valuables—the station continues to grow over time as more ships are added to its bulk. The Anchor is a haven for smugglers and other free- traders, and the Empire only maintains a token customs presence. A Golan battle station was recently purchased by the Geelan to protect the Anchor from outside threats, while the private security firm Defensus Solar keeps internal order. The station is divided into four primary regions: Alpha, Beta, Delta, and Epsilon. The Hub in Sector Alpha is the heart of the Anchor, and it is where most arriving ships must dock. Chabak's is a popular tavern along the Hub's main Spine Passage. Sector Delta contains the Death Mark frigate, a haven for bounty hunters, and the Rusted Cutlass II, the headquarters of the Phosphura Belt Pirates. Most of the Anchor's expansion happens in Sector Epsilon, where the mysterious Kalai aliens have recently attached a ship. The Kalai never appear outside their ship, though some visitors occasionally see "lethagoes"-- the tall, thin offspring of Kalai and humans. Zirtran's Anchor is named for the Zirtran brothers, the original owners of the huge barge that forms the heart of the station. The Geelan purchased the barge and began its expansion, positioning their new station in the Besberra system. One day the Anchor suddenly and inexplicably vanished, later reappearing near the Phosphura Belt Nebula. Investigators found that all lifeforms had completely disappeared, and the station's droids had no memory of the strange event. Though many theories have been proposed, to date no one has solved this eerie mystery.

Core	Coruscant	Salliche	Salliche		Terrestrial	CRO, pg 35, AI#2 p.231
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Agricultural world, home of Salliche Ag Corp, administers many agricultural worlds throughout the core. Since it is so important to the Imperial well being, the military presence is understandably strong. An agricultural planet in the Core Worlds region. Salliche is home to the Salliche Ag Corporation, which administers eighteen farming planets throughout the Core Worlds including the Yulant, Ruan, and Broest systems. The Empire has placed Moff Gegren Throsen in charge of Salliche, who disbanded the legislature and appointed his own men to oversee the massive corporate bureaucracy. The citizens of Salliche are loyal to the House Harbright, whose members have served the Republic for three centuries. After the rise of the Empire, Lady Selnia Harbright made the decision to aid the Rebel Alliance. Many years ago, a band of armored raiders killed many on Salliche and robbed the Vaults of Narmer, until they were stopped by the Jedi Knight Soonis. About 250 years ago, a group of idealists left Salliche to colonize the planet Varonat. They were fed up with Salliche's corrupt bureaucracy and intended to establish a true participatory democracy. Independent operative Dirk Harkness was originally from Salliche, where he graduated from technical school before signing onto a starship as an apprentice mechanic.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Core	Dalchon	Khomm	Khomm		Terrestrial	DA, DS
<p>Khomm is a pale green world lying very close to the Deep Galactic Core. It has moonless, has no unusual geologic features, no axial tilt, and a regular orbit. A thousand years ago, the planet's alien inhabitants decided that their society had reached perfection. They froze their bureaucratic culture at this "perfect" level, and began producing clones of previous generations. The genderless clones of Khomm like to keep to their own affairs, rarely leaving their planet and keeping the same roles and schedules from generation to generation. The planet remained neutral during the Galactic Civil War. Khomm's cities are laid out in perfect gridworks, with almost all buildings and residences looking identical and made from the same green-veined rock. Large cloning facilities in each city hold a record of all the major family lines. Dorsk 81 (the eighty-first clone of Dorsk) surprisingly showed unexpected Force aptitude and became one of Luke Skywalker's Jedi Academy students seven years after the Battle of Endor. The following year, Dorsk 81 returned to Khomm, and the planet was devastated by Colonel Cronus and his fleet of Victory-class Star Destroyers.</p>						
Core	Deep Core		Byss		Terrestrial	DESB p.76
<p>Secret hideaway of the Emperor's, known about by only a handful of people and accessible by even fewer.</p>						
Core	Gaulus	Devaron	Devaron		Terrestrial	GG #04 , 35
<p>Devaron, homeworld of the horned Devaronians (or Devish), is a temperate, sparsely-populated world covered by low mountain ranges, deep valleys, shallow lakes, and thousands of navigable rivers. The planet has little political importance but is located near the influential Core Worlds. Devaronian females live in the mountains and raise their families in Devaron's villages and industrial centers. The females control the planet's democratic government and all aspects of production and manufacturing. Devaronian males, however, prefer to aimlessly wander, and either spend their lives exploring Devaron's rivers or leave the planet altogether. Male Devish have much sharper teeth than females, and about 2% of males are born with two sets of teeth--one for shredding flesh and one for grinding other foods. Devaron produces enough goods to support its inhabitants but does not have any useful exports. During an outbreak of Rebellion on Devaron, the Devaronian Army was placed under Imperial command. Captain Kardue'sai'Malloc (later known as Labria) oversaw the shelling of the ancient city of Montellian Serat and the massacre of 700 Rebel prisoners that followed.</p>						
Core	Gaulus	Ka'Dedus	Af'El		Terrestrial Mountainous	GG #4: Aliens; CRO, pg 46
<p>This world -though its location is secret- is home to Kuat Drive Yard's richest mineral deposits, and the source of many of its raw materials. Its exact location is a closely-guarded Imperial secret. Defel (Wraith) homeworld</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Core	Gaulus	Polith	Thyferra		Terrestrial Jungle	SWAJ #3 , 90
<p>A tropical jungle world, home of the Vratix and THE producer for Bacta. Located in the Polith system, Thyferra is the homeworld of the mantis-like Vratix and is the center of the galaxy's bacta industry. Thyferra was first contacted during the middle years of the Old Republic. Though the Vratix had already colonized Thyferra's single moon and other bodies in the Polith system, the contact with the Republic ushered in a new technological revolution. The Vratix soon invented the healing fluid called bacta by growing alazhi and mixing it with the chemical kavam. The remarkable fluid was extremely profitable, and wealthy, powerful Vratix operations spread across many worlds. When the Empire arose, two large bacta-harvesting corporations (Xucphra and Zaltin) negotiated a special deal with the Imperials, allowing the companies to gain a virtual monopoly on the bacta industry. These two massive conglomerates control ninety-five percent of the galaxy's bacta and are collectively known as the "Bacta Cartel." Xucphra and Zaltin, run by a small group of ten thousand wealthy humans (often family related), now run Thyferra's government and dominate the lives of the average Vratix worker. The planetwide government is led by two Vratix canirs (chief officers) who are appointed by an elected council, each canir representing one of the two corporations. Since Xucphra and Zaltin are in fierce competition with each other, governmental gridlock frequently ensues and little is accomplished to benefit the 2.8 million Vratix citizens. This has given rise to the Ashern (Black Claw) terrorist group, which views the corporations as a threat and tries to bring them down by any means necessary. Several years ago a group of Ashern terrorists contaminated Bacta Lot ZX1449F from Thyferra, which was shipped to Coruscant and caused two million Imperial citizens to develop an allergy to the healing fluid. In the political confusion following the Battle of Endor, Thyferra remained neutral and profited enormously by selling bacta to both sides. Two and a half years after Endor, the New Republic, anxious to please the Thyferran leaders, recruited the human pilots Bror Jace (from Zaltin) and Erisi Dlarit (from Xucphra) into the famous Rogue Squadron.</p>						
Core	Gaulus	Rellnas Minor	Rellnas VI		Terrestrial	GG#12 p.72-73
<p>Rellarins live on the sixth planet of the system, with climates ranging from frigid polar regions, to island chains and peninsulas.</p>						
Core	Gaulus	Viridia				COPL
<p>Han Solo used to make smuggling runs to the Viridia system. He learned some of their port access codes, but these codes were later changed by the Imperials.</p>						
Core	Kalamith	Caprioril	Caprioril		Terrestrial	DFR, SWS, DESB, SWAJ
<p>A tranquil world in the galactic core, Caprioril was the site of the infamous assassin droid tragedy in which a droid slaughtered 20,000 people (including famous racer Ignar Ominaz) at a swoop arena in order to assassinate Governor Amel Bakli. Mara Jade briefly worked under the name Marellis as a come-up flector for a Caprioril swoop gang following the death of the Emperor. Caprioril was named a sector capital by the New Republic, and was besieged by Imperial forces during the Emperor's reappearance six years after the Battle of Endor. Around this time, Alliance historian Arhul Hextrophon survived an assassination attempt while visiting the planet and traveled to Chandrila to recuperate</p>						
Core	Quanta	Tinnel	Tinnel IV		Terrestrial	SWAJ #6, pg 233
<p>Located in the Quanta sector, Tinnel IV contains the city of Val Denn, where the private estate of Moff Jerjerrod was located. Sometime after the Battle of Yavin, Jerjerrod's personal vault was looted by the infamous thief called the Tombat, who burgled several of the Moff's priceless artworks.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Core	Sern	Ghorman	Ghorman		Terrestrial Mountainous	JS, DA, FP
<p>Ghorman is located in the system of the same name in the Sern sector near the Core Worlds, and was the site of the infamous Ghorman Massacre, an early atrocity committed by the Empire. During a peaceful anti-tax demonstration, a warship sent to collect the taxes landed on top of the protesters—killing and injuring hundreds. Tarkin, the warship's captain, was promoted to Moff for this action. The Ghorman Massacre was commemorated every year on its anniversary by those opposed to Palpatine's New Order, and it convinced Bail Organa of Alderaan to join the cause of the Rebellion. Years later, when an Imperial base on Ghorman was being enlarged, an Alliance attack on a vital supply convoy delayed the base expansion for over a year.</p>						
Core - Nyarika	Coruscant	Garos	Berusa		Terrestrial	SWAJ
<p>The first planet in the Garos system.</p>						
Core - Nyarika	Coruscant	Garos	Chaila		Terrestrial	SWAJ
<p>The second planet in the Garos system.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Core - Nyarika	Coruscant	Garos	Garos IV		Terrestrial	SWAJ Vol.1 No.1
<p>A terrestrial planet of thick forests and mountains, Garos IV and its twin moons are located in the Garos system with its sister planet Sundari. Due to the navigational hazard of the nearby Nyarika Nebula, the people of Garos IV have necessarily been independent, relying on little contact or assistance from the larger galaxy. 4000 years ago, Garos IV and Sundari were first settled by human colonists. The two worlds immediately began inter-system trade, since the Sundars were dependent on agricultural harvests from Garosian farms. About 200 years ago, large numbers of Sundars began emigrating to Garos IV, settling in Northlan in the Upper Morcur Valley. This area was the heart of Garos' agricultural and manufacturing districts, and the Sundar immigrants began establishing new businesses and factories-- earning the resentment of Garosians who were hurt by the new competition. A civil war between the two planets erupted when a Garosian grain processing facility in the city of Geran was destroyed-- intentionally, some claimed, by the Sundars. The devastating war raged on for 82 years until a truce was hammered out by Tork Winger, Assistant Minister of Defense for Garos IV, and Tionthes Turi, a respected Sundar engineer. Violations of the truce, such as the Whahalla Massacre, continued, but the Empire's intervention into the conflict approximately five years before the Battle of Yavin brought a sudden, violent end to most resistance. Since then, the Imperial presence on Garos IV has been relatively small and unobtrusive, until the recent discovery of the planet's hybridium ore deposits. Hybridium is only found on the western coastline of Garos' main continent, and can produce a natural cloaking effect key to the production of military cloaking devices. Garos IV has a relatively small population of 20 million Garosians and four million Sundars. Animal life on the planet includes flying, nocturnal crupas and wild boetays, while plant life includes the baraka tree. Ariana, Garos' capital city, is located on the western shore of the larger of the planet's two main continents and is home to the distinguished University of Garos. The Imperial Headquarters building is located across the street from the popular tavern Chado's Pub, while beneath the city lies a vast maze of subterranean tunnels. Nearby, the forbidding Tahika Cliffs run for a hundred kilometers along the continent's western coastline, facing the vast expanse of the Locura Ocean. The new Imperial hybridium mines are located in a mountain range south of Ariana, situated between Mount Usca and Hargon's Hill. Forty kilometers southeast of Ariana is the agricultural and manufacturing city of Garan, built on the edge of the Lower Morcur Valley, a major foodstuffs-producing region, and is connected to Ariana by the Old Currahen Highway. Over nine hundred kilometers east of Ariana on the south-central coast lies the ancient resort city of Zila. Zila is known for its architectural diversity, and a range of stone turrets line the waterfront facing the Cabalia Sea for nearly a kilometer. Mount Berin is located on the outskirts of Zila. Garos' Imperial military is commanded by General Zakar, and the world is ruled by Tork Winger, who was appointed as the Imperial governor. Winger's residence, the Governor's Mansion, is located south of Ariana near the edge of the Tahika Cliffs. Unbeknownst to Winger, his adopted daughter Alex is secretly a member of the Garosian resistance, and has been fighting the Imperial presence on Garos IV for years. Garos' underground movement, whose members also include Magir Paca and the undercover Imperial Dair Haslip, meet in Ariana's subterranean tunnels and plan for the day the New Republic will arrive to liberate their world.</p>						
Core - Nyarika	Coruscant	Garos	Regar I		Terrestrial	AJ #1 p.89
<p>Left alone by the Empire since quietly establishing a presence 12 years ago. It was only until recently that the presence has begun to grow-- mainly concerned with the Hiberium mining operation located there.</p>						
Core - Nyarika	Coruscant	Garos	Regar II		Terrestrial	SWAJ

Region	Sector	System	Planet Name	Trade Route	Type	Source
Core - Nyarika	Coruscant	Garos	Sundari		Terrestrial	SWAJ #1 p.89

Left alone by the Empire since quietly establishing a presence 12 years ago. It was only until recently that the presence has begun to grow- mainly concerned with the Hiberium mining operation located there. The third planet in the Garos system, Sundari is a hot, arid mining colony which was settled nearly 4000 years ago. Sundari immediately began inter-system trade with its sister planet Garos IV, since the Sundars were dependent on an outside supply of foodstuffs. About 200 years ago, large numbers of Sundars began emigrating to Garos IV and establishing new businesses and factories, earning the resentment of Garosians who were hurt by the new competition. A civil war between the two planets erupted when a Garosian grain processing facility was destroyed-- intentionally, some claimed, by the Sundars. The devastating war raged on for 82 years until a truce was hammered out by Tork Winger, Assistant Minister of Defense for Garos IV, and Tionthes Turi, a respected Sundar engineer. Violations of the truce, such as the Wahalla Massacre, continued. but the Empire's intervention into the conflict approximately five years before the Battle of Yavin brought a sudden, violent end to most resistance.

Core - Nyarika Gaulus Gaulus Chandrila Terrestrial Rebel SB p.124-125

A one time rebel base that was uncovered by a espionage droid

Core - Ringali Bornea Chandrila Chandrila Perlemian Trade Route Terrestrial Plains SWAJ Vol.1 No.7; TAB, SW

Chandrila is located in the Bornea sector of the Core Worlds, along the Perlemian Trade Route. The agricultural planet's two main continents are covered with rolling, grassy plains. The inhabitants of Chandrila have a remarkably low birth rate, keeping the world's population of 1.2 billion in check, and tend to live in scattered, small communities instead of large metropolises. All citizens have a direct voice in government, and are known for vociferously arguing politics among each other. The planet is ruled by the democratic Chandrilan House, which is overseen by Imperial Governor Gerald Weizel. Weizel, a rather aloof leader appointed as a replacement for Grandon Holleck, rules from the Imperial base on the outskirts of Hanna, Chandrila's capital. Sights on the planet include the attractive Gladean State Parks, a wild game reserve near Hanna, Brionelle Memorial Military Academy, and a dacha owned by Alliance founder Mon Mothma on the shores of Lake Sah'Ot. The Chandrilans also keep elaborate gardens and many other symbols of natural beauty. Chandrila is famous as the homeworld of Mon Mothma, whose father was an arbiter-general of the Old Republic and mother a governor of Chandrila. Canna Omonda was named Chandrila's representative to the Imperial Senate after Mon Mothma's resignation from that office. When Senator Omonda criticized the Emperor for disbanding the Senate, Palpatine charged Omonda with treason and sent three Star Destroyers to Chandrila to seize her; her public execution was scheduled during Coruscant's Fete Week. Later, the Empire placed stiff agricultural tariffs on the Bornea sector which were clearly designed to hurt Chandrila, one of the largest agricultural exporters in the Core Worlds. Six months after the Battle of Endor, the Empire deployed seven Star Destroyers to Chandrila where they enforced a strict blockade of the planet. The reasons for this are unknown, but it is believed that Grand Vizier Sate Pestage may have implemented a plan to hold Chandrila hostage in case New Republic forces were able to threaten Coruscant. During the Emperor's reappearance six years after the Battle of Endor, Alliance historian Arhul Hextrophon traveled to Chandrila to recuperate from injuries received on Caprioril. Dev Sibwarra (the Ssi-ruuk's human liaison) was originally from Chandrila, though his family fled to G'rho during the Jedi purge. The Imperial stormtrooper Triv Pothman also lived on the planet, until his reassignment to Pzob to await the Eye of Palpatine.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Core - Ringali	Bormea	Corulag	Corulag	Perlemian Trade Route	Terrestrial	SWAJ #4, pg 258; SWAJ #6
<p>Corulag and its several moons are located in the Bormea sector of the Core Worlds, along the Perlemian Trade Route. A rather unremarkable planet, Corulag is totally devoted to Emperor Palpatine and the principles of his New Order, and is viewed as a "model" world of proper Imperial behavior. Its fifteen billion citizens enjoy the many benefits of a productive and prosperous economy, and the planet is home to several large corporations. Corulag's capital city is Curamelle and its government is run by an elected House of Citizens, which is presided over by Imperial Governor Zafiel Snopps. Curamelle boasts the Corulag Academy, a branch of the Empire-wide military school that is only slightly less prestigious than the famous Raithal Academy. An Imperial Navy base and training facility are located on Corulag's largest moon. Meysen Kayson, wealthy owner of the Greel Wood Logging Corporation in the Pii system, was born on Corulag.</p>						
Core - Ringali	Darpa	Esseles	Esseles	Perlemian Trade Route	Terrestrial Urban	CRO, pg 52; SWAJ # 5, pg 2
<p>Little is known about this planet, save for its unique political situation. At the time of the destruction of Alderaan, this planet had still managed to retain its native government. For some reason, unknown to anybody but the Emperor and his closest advisors, there has never been a military takeover of the government and the appointment of a governor. Instead, the government has been allowed to carry on, so long as the Empire maintains the local police and space patrols; but the local government still makes policies and directs day to day things. Recently, the local political party run by COMPNOR has been making strides in the elections, and is threatening to make a serious bid for power. It seems like the "freedom" that the planet enjoys will come to an end soon. Located in the Core on the edge of the Colonies region, the Darpa sector makes up one half of the Ringali Shell. Its worlds include Esseles, Rhinnal, and Ralltiir, all of which are linked by the Perlemian Trade Route. The sector is ruled by the heavy-handed Moff Jander Graffe. For years, Esseles dominated all the other planets within the Darpa sector, but the planet lost territory during the pre-Clone Wars era, and still more with the rise of the Empire. Esseles is a warm world covered with young mountain ranges, and its 24 billion inhabitants live in the few scattered valleys and plains. The Esselians are loyal to their homeworld, and prefer to meet their own needs before those of the Empire; an active New Order party has been trying to force Esseles more fully into the Imperial mold. Calamar, the planet's capital city, is viewed as a center of high culture with its many parks and museums. New Calamar is located on the planet's southern continent (which is often called Calamar) and is home to Terril Naval Base. Other cities include Alabar. Esseles' government is composed of the elected representatives of the Hall and President Cambira Ralle, who are all overseen by Imperial Governor Griff Takel. President Ralle, a hero who led Esseles through the Clone Wars, is a member of the Forad political party. After the Battle of Yavin, Ralle was challenged by both the rival Cardean party and the pro-Empire Esselian New Order (ENO) party, the leader of which asked Ralle to step down voluntarily in favor of the ENO candidate. The planet is a center for high-tech research and development, including hypernavitics and advanced hyperdrive engines. Prior to the Battle of Yavin, Esseles' economy was hurt by Lord Tion's blockade of the nearby world Ralltiir. This severely harmed Esseles' alien population, who largely work in the transportation industry. The controversial jatz musician Fitz Roi created a stir when he appeared on stage dressed as a Jedi Knight during a concert in Calamar, and Roi later declared his intentions to live on Esseles full-time. Doctor Pippa Rosheed taught at Sperinad University on Esseles between her stints with Fernandin Scouting Expedition.</p>						
Core - Ringali	Darpa	Lenniera	Lenniera		Terrestrial	SWAJ #6, pg 229
<p>Located in the Core on the edge of the Colonies region, the Darpa sector makes up one half of the Ringali Shell. Its worlds include Esseles, Rhinnal, and Ralltiir, all of which are linked by the Perlemian Trade Route. The sector is ruled by the heavy-handed Moff Jander Graffe.</p>						



Region	Sector	System	Planet Name	Trade Route	Type	Source
Core - Ringali	Darpa	Ralltiir	Ralltiir	Perlemian Trade Route	Terrestrial	SWAJ Vol.1 No.7,SWR2
A planet sympathetic to the rebellion. Ralltiir was subsequently subjugated by Imperial forces when it's true allegiance was discovered by the Emperor. Located in the Core on the edge of the Colonies region, the Darpa sector makes up one half of the Ringali Shell. Its worlds include Esseles, Rhinnal, and Ralltiir, all of which are linked by the Perlemian Trade Route. The sector is ruled by the heavy-handed Moff Jander Graffe.						
Core - Ringali	Darpa	Rhinnal	Rhinnal	Perlemian Trade Route	Terrestrial	SWAJ Vol.1 No.7, SWAJ #5
Located in the Core on the edge of the Colonies region, the Darpa sector makes up one half of the Ringali Shell. Its worlds include Esseles, Rhinnal, and Ralltiir, all of which are linked by the Perlemian Trade Route. The sector is ruled by the heavy-handed Moff Jander Graffe. Rhinnal is located in the Darpa sector of the Core Worlds, along the Perlemian Trade Route. The planet has recently emerged from an ice age, and has a surface covered with fjords, mountains, and frigid rivers. Rhinnal was a colony world of nearby Esseles until the rise of the Empire, when the Imperials took over direct control from the planet's Esselian governor. Though it is now ruled by the unobtrusive Imperial Governor Phadreas Kole, many of the planet's major decisions are still made by the heads of various ethnic clans, traditional groups linked by kinship. The planet's 55 million inhabitants place great value on ceremonies and commemorations, and often wear elaborate, colorful clothing. Rhinnal has been famous for generations or its expertise in medicine, and produces the most respected doctors in the galaxy from its training programs. The last remaining Jedi chapter house in the Core Worlds is located on Rhinnal and still accepts patients, though none of its staff are Jedi. The planet's capital city is Rhire, which boasts the prestigious state Medical Academy. After the Battle of Yavin, medical experts from Rhinnal were sent to an orbiting hospital frigate to study the outbreak of Candorian plague on Dentaal.						
Expansion		Gruvia	Gruvia		Terrestrial	SWAJ
Located in the Expansion Region. The smuggler Platt Okeefe smuggled goods past the customs inspectors on Gruvia by covering her cargo with rotting vohis mold.						
Expansion		Kelavine	Taloraan	None	Gas giant	SWAJ #5 , 184
The largest planet in the isolated Kelavine system of the Expansion Region, Taloraan is an unexplored gas giant nearly 100,000 kilometers in diameter. The planet has a strong magnetic field, and is orbited by seven uninhabitable moons and a spectacular ring system. Taloraan's hot atmosphere, rich in tibanna gas, is breathable at high altitudes, and several forms of life have evolved among its clouds. Sleft-chuffni are huge, 200-meter long gasbags which gather drifting algae with their hanging tentacles, while the carnivorous flying rays called fleft-wauf hunt the sleft-chuffni and attack with their barbed tails. Years ago, several groups of humans were somehow stranded on Taloraan and separated into two groups-- the peaceful Denfrandi and the belligerent Wind Raiders. The Denfrandi keep a herd of one hundred sleft-chuffni, and live in gondolas slung underneath the beasts. The Wind Raiders attack on fleft-wauf mounts, and live within the body cavity of a colossal, kilometer-long floater known as an island-beast.						
Expansion		K'taktaxka	K'taktaxka		Gas giant	SWAJ #5, pg 183
After the Battle of Hoth, Alliance operatives were sent to the Inner Rim and Expansion Region, to search for tibanna gas deposits on gas giant planets in the Lequabis, K'taktaxka, Poviduze, and Kelavine systems and the Shasfath Cluster.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Expansion		Lequabis	Lequabis		Gas giant	SWAJ #5, pg 183
Expansion		Poviduze	Ragnar		Gas giant	SWAJ #5, pg 183
Nothing is known about this planet.						
Gelviddis Clus						
An atypical type of sand is located on a world in the Gelviddis Cluster. The unique composition of this sand allows Jedi to easily form it into familiar shapes and images through the use of the Force.						
Greater Floori	Greater Floorioid		Berrol's Donn		Terrestrial	
Greater Floori	Greater Floorioid		Hollan DI		Terrestrial	
Greater Floori	Greater Floorioid		Imperial Deep Dock L-51		Artificial: Space Station	
The sector also contains Imperial Deep Dock L-51, from which several Interdictor cruisers departed to join the Outer Rim Imperial fleet.						
Greater Floori	Greater Floorioid		Lefar		Terrestrial	
Greater Floori	Greater Floorioid		Lotra		Terrestrial	
Greater Floori	Greater Floorioid	Corsin	Corsin		Terrestrial	MTS
Located in the Greater Floorioid Cluster, Corsin was a beautiful world known for its love of life until it was forcibly subjugated by Imperial troops. Alliance historian Voren Na'al witnessed the start of the military occupation while covering the prestigious swoop races on Corsin						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Greater Ploori	Greater Plooriod	Geedon	Geedon V		Terrestrial	HSLI, FP

Located in the system of the same name, Geedon V is the site of a former pirate base. Gallandro, the famed gunman, single-handedly took over this pirate's nest during one of his early exploits. Years later, a food-supply convoy of Imperial corvettes was destroyed in the Geedon system by the Alliance. Rebel pilots used captured ships from Overlord Ghorin during the attack, to be used in a later attempt to discredit Ghorin in the eyes of the Empire.

Greater Ploori	Greater Plooriod	Ottega	Ithor		Terrestrial	SWS, MTS, SWR, DA, COTJ,
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Ithor is a bright green and blue planet with many moons in the Ottega system (sometimes referred to as the Ithorian system) located in the Lesser Plooriod Cluster. The fourth planet in the system and home to the nature-loving Ithorians, Ithor is a beautiful world of unspoiled rainforests, rivers, and waterfalls. Three continents have been developed on the humid planet, though they still appear to be overgrown jungles to most visitors. Two large land masses and many islands are maintained in their original, unexplored state. The Ithorians, commonly called "hammerheads" or "Meerian hammerheads," consider their jungle sacred and only set foot in it during emergencies. Instead, they have constructed vast floating cities (including the Tree of Tarintha, the Cloud-Mother, and the Grand Herd Ship Tafanda Bay) which float above the Bafforr treetops in no particular pattern. Ithorian starships, essentially herd cities with hyperdrives, travel the spacelanes selling unusual and rare merchandise. Brathflen Corporation, which operates on Belsavis, is a major Ithorian trading company. At times the Mother Jungle has been known to "call" certain Ithorians to live on the surface as ecological priests, who then never return to their herd cities. All Ithorians are bound by the Ithorian Law of Life, which states that for every plant harvested, two must be planted in its place. A large grove of semi-intelligent Bafforr trees, located in the Cathor Hills, was half-destroyed by the Empire. This grove acts as an intelligent hive mind and is worshipped by the Ithorian people. In addition to the Bafforr, Ithor's flora includes blueleaf, tremmin, fiddleheaded bull-ferns, donar flowers, and indyup trees; animal life includes the manollium bird, the arrak snake, and the flitter-- a small flying rodent that can mimic speech. One of the most beautiful attractions on the planet is the Falls of Dessiar. Every five years Ithorians gather at their planet for "The Meet," where the most important decisions regarding Ithorian society are made. During this Time of Meeting the herd cities link up through an intricate and graceful network of bridges and antigrav platforms. Years ago, the Imperial captain Alima, commanding the Star Destroyer Conquest, forced the Ithorian Momaw Nadon to reveal secret agricultural and cloning information. Nadon, High Priest of the Tafanda Bay, gave up the information to save the rainforests and his herd city from destruction. For this transgression Nadon was exiled from Ithor, and lived on Tatooine for many years until exacting his revenge on Alima. Ithor's herd cities are a common destination for tourists, especially young couples. Wedge Antilles and Imperial scientist Qwi Xux once visited Ithor as a safe haven, though they were attacked by Kyp Durron who partially erased Xux's mind.

Greater Ploori	Greater Plooriod	Plooriod	Ploorad		Terrestrial	
Greater Ploori	Greater Plooriod	Plooriod	Plooriod III		Terrestrial	FP

The entire Cluster was formerly ruled by the ruthless Overlord Ghorin. Following the Battle of Yavin, Ghorin agreed to supply the Alliance with badly-needed grain, but double-crossed the Rebels by providing them with tainted food cargoes. The Alliance responded by making it appear as if Ghorin was cheating the Empire, and Darth Vader personally executed the Overlord for his supposed treason on the planet Plooriod III.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Greater Ploori	Greater Plooriod	Plooriod	Plooriod IV		Terrestrial	FP
The Alliance captured a group of Overlord Ghorin's Y-wing fighters near Plooriod IV, for use in a elaborate plan to discredit the Overlord in the eyes of the Empire. Later, the Imperial frigate Red Wind was discovered near the planet and was destroyed by Alliance corvettes.						
Greeb-Streebl	Senex					COTJ
A cluster located in the Ninth Quadrant, near the Senex and Juvex sectors						
Hapes Consor	Arabanth	Arabanth	Arabanth		Terrestrial	COPL
A planet in the Hapes cluster. Arabanth sent an old woman who offered a "thought puzzle" on accepting life and death as part of a series of gifts from Hapes to the New Republic.						
Hapes Consor	Charubah	Charubah	Charubah		Terrestrial	COPL
A technological world in the Hapes cluster, Charubah manufactures the Hapan Gun of Command. Those shot with the gun's electromagnetic wave field lose the ability to make rational decisions, and tend to follow any orders given them.						
Hapes Consor	Dreena	Dreena	Dreena		Terrestrial	COPL
An uninhabited world in the Hapes cluster. Prince Isolder spent time on Dreena as a child, playing in the pure oceans of the planet.						
Hapes Consor	Gallinore	Gallinore	Gallinore		Terrestrial	COPL
A planet in the Hapes cluster and home to the extremely valuable rainbow gems. The gems, actually silicon-based lifeforms, mature after thousands of years and glow with an inner light.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Hapes Consor		Hapes	Hapes		Terrestrial	COPL, COTJ, YJK
<p>A cluster of sixty-three stars with sixty-three inhabited planets, the Hapes Consortium is an old and very wealthy society that had almost no contact with the rest of the galaxy for three thousand years. Encompassing hundreds of different governments and thousands of cultures, the cluster was first settled thousands of years ago by a pirate group called the Lorell Raiders, who seized beautiful women from their victims to serve as their mates. The male descendants continued to serve as pirates for generations, until their forces were eliminated by the Jedi Knights. The women then took control of the cluster, and the inherited leadership title of Queen Mother began. The first queen mother began construction on the Star Home, an enormous castle-like spaceship, four thousand years ago. The worlds of the Hapes cluster include Arabanth, Charubah, Dreena, Gallinore, Reboam, Selab, Terephon, Ut, Maires, Vergill, and Hapes itself, which is orbited by seven moons. The Fountain Palace on the planet Hapes is home to the Hapan royal family, who stay in Reef Fortress in emergencies. Located on an isolated island accessible only by boat, Reef Fortress is a secure stronghold of stone parapets entered through a cave grotto and protected by night perimeter shields. The Dragon's Teeth, jagged rocks jutting from Hapes' blue-green ocean, are a nearby landmark. Frequent encounters with star pirates occur on the Hapes Consortium's borders, partially because many young Hapan males turn to piracy as a means of rebellion. The Hapan naval space forces include the feared Battle Dragon and the newer Hapes Nova-class battle cruisers; for use on oceans, Hapes manufactures the Hapan Water Dragon. Four years after the Battle of Endor, Queen Mother Ta'a Chume, matriarch of the Royal House of Hapes, broke the cluster's long isolation when she offered her son Prince Isolder to Leia Organa in marriage. Isolder later married Teneniel Djo of Dathomir, who bore a daughter, Tenel Ka. Nineteen years after the Battle of Endor, Tenel Ka returned to Hapes after losing her arm in a training accident at Luke Skywalker's Jedi Academy. Jacen and Jaina Solo and their friend Lowbacca visited Tenel Ka, and the group got caught up in Ambassador Yfra's plot to overthrow the Hapan monarchy. After a bomb went off in the Fountain Palace, the group retreated to Reef Fortress, where Yfra tried to have them eliminated by steering their wavespeeder into a patch of carnivorous seaweed and ordering an attack on the Fortress by deadly Bartokk assassins.</p>						
Hapes Consor		Maires	Maires		Terrestrial Oceanic	COPL, COTJ, YJK
<p>An ocean planet in the Hapes Cluster, Maires is the homeworld of a water-breathing alien species known as the Mairans. The large, tentacled Mairans can leave the sea for brief periods, but must spray seawater on their black, rubbery skin to keep it moist. They speak a strange musical language by blowing into drilled shells. The Mairans have long been rivals with the inhabitants of the planet Vergill. Nineteen years after the Battle of Endor, the Vergills began an undersea titanium mining operation on the planet Hapes, next to the newly-opened Mairan consulate. The Mairans filed an official protest against the noise and mining debris stirred up by the Vergills' actions, but in reality they had deliberately placed their consulate near the richest vein of titanium in order to spark a confrontation.</p>						
Hapes Consor		Orelon				
Hapes Consor		Reboam	Reboam		Terrestrial	COPL, COTJ, YJK
<p>A harsh, sparsely-populated world in the Hapes cluster, Reboam once served as a hiding place and as the supposed location of a training center for a group of fifty Jedi Knights. After one year the knights were discovered by Darth Vader and a group of Dark Jedi, who killed them and had them sealed in Reboam's ancient ruins.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Hapes Consor		Selab	Selab		Terrestrial	COPL, COTJ, YJK
A planet in the Hapes cluster and home to the trees of wisdom. Believed by many to be only a myth, the trees bear fruit that can greatly increase the intelligence of those who have reached old age.						
Hapes Consor		Terephon	Terephon		Terrestrial	COPL, COTJ, YJK
A planet with dark blue skies in the Hapes cluster. Prince Isolder's personal bodyguard, Captain Astarta, was from Terephon.						
Hapes Consor		Ut	Ut		Terrestrial	COPL, COTJ, YJK
A planet in the Hapes cluster. Ut sent a woman to sing a beautiful song as part of a series of gifts from Hapes to the New Republic.						
Hapes Consor		Vergill	Vergill		Terrestrial	COPL, COTJ, YJK
A planet in the Hapes Cluster. The inhabitants of Vergill have long been rivals with the water-breathers of the planet Maires. Nineteen years after the Battle of Endor, the Vergills began an undersea ditanium mining operation on the planet Hapes, next to the newly-opened Mairan consulate. The Mairans filed an official protest against the noise and mining debris stirred up by the Vergills' actions, but in reality they had deliberately placed their consulate near the richest vein of ditanium in order to spark a confrontation.						
Ison Corridor	Jurvex	Anoat	Anoat	Ison Corridor/Corellian T	Terrestrial	ESB, JS, DA, MTS, GG2, DF
The system contains the planets Anoat, Gentes (the homeworld of the pig-like Uгнаughts), and the colony world of Deyer. Deyer is a colony world composed of floating raft cities, terraformed lakes, and abundant fish and crustacean life. The colonists on Deyer had created a peaceful, democratic political system until they spoke out against the destruction of Alderaan, paving the way for a brutal military takeover of Deyer by Imperial troops. Animal life on Anoat includes the Anoat lizard-ant, who can be found in great numbers during the creatures' mating season. Moff Rebus, a weapons specialist working for the Empire, had a hidden stronghold located under the sewage system of Anoat City. Rebus was captured by Alliance agent Kyle Katarn following the Battle of Yavin. After their escape from the Battle of Hoth, Han Solo and Princess Leia found themselves in the Anoat system and made the decision to visit Bospin's Cloud City.						
Ison Corridor	Jurvex	Anoat	Deyer	Ison Corridor/Corellian T	Terrestrial	ESB, JS, DA, MTS, GG2, DF
The system contains the planets Anoat, Gentes (the homeworld of the pig-like Uгнаughts), and the colony world of Deyer. Deyer is a colony world composed of floating raft cities, terraformed lakes, and abundant fish and crustacean life. The colonists on Deyer had created a peaceful, democratic political system until they spoke out against the destruction of Alderaan, paving the way for a brutal military takeover of Deyer by Imperial troops. Located in the Anoat system, Deyer is a colony world composed of floating raft cities, terraformed lakes, and abundant fish and crustacean life. The colonists on Deyer had created a peaceful, democratic political system until they spoke out against the destruction of Alderaan, paving the way for a brutal military takeover of Deyer by Imperial troops. Kyp Durrton and his family were originally from Deyer.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Ison Corridor	Jurvex	Anoat	Gentes	Ison Corridor/Corellian T	Terrestrial	ESB, JS, DA, MTS, GG2, DF

The system contains the planets Anoat, Gentes (the homeworld of the pig-like Ugnoughts), and the colony world of Deyer. Deyer is a colony world composed of floating raft cities, terraformed lakes, and abundant fish and crustacean life. The colonists on Deyer had created a peaceful, democratic political system until they spoke out against the destruction of Alderaan, paving the way for a brutal military takeover of Deyer by Imperial troops.

Keller's Void		Calus	Calus		Terrestrial	SWAJ
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A planet located in the system of the same name. The region of space known as Keller's Void acts as a shortcut between the Calus and Wroona systems. Named for the trader who first discovered it, Keller's Void is an empty region of space that serves as a hyperspace shortcut between the Calus and Wroona systems. Occasionally pirates have been known to bring asteroids from the nearby Udine system and place them in the Void, to create mass shadows and force unsuspecting ships from hyperspace.

Keller's Void		Droecil	Droecil		Terrestrial	SWAJ
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The location of a small Rebel Alliance cell. The region of space called Keller's Void serves as a shortcut between Droecil and the Calus system. Named for the trader who first discovered it, Keller's Void is an empty region of space that serves as a hyperspace shortcut between the Calus and Wroona systems. Occasionally pirates have been known to bring asteroids from the nearby Udine system and place them in the Void, to create mass shadows and force unsuspecting ships from hyperspace.

Keller's Void		Udine				SWAJ
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The asteroid-packed Udine system is located next to the region of space called Keller's Void. Occasionally pirates have been known to bring asteroids from the Udine system and place them in the Void, to create mass shadows and force unsuspecting ships from hyperspace.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Keller's Void	Mektrun Cluster	Wroona	Wroona		Terrestrial	SWAJ Vol.1 No.5 ,SWAJ # 4
<p>Wroonians are blue skinned humanoids. They generally dislike being drawn into conflicts and are very supportive of the NR. Named for the trader who first discovered it, Keller's Void is an empty region of space that serves as a hyperspace shortcut between the Calus and Wroona systems. Occasionally pirates have been known to bring asteroids from the nearby Udine system and place them in the Void, to create mass shadows and force unsuspecting ships from hyperspace. A small blue world in Wroona system, located on the far edge of the Inner Rim. The planet's continents are separated by vast oceans, and their blue-sand beaches stretch for thousands of kilometers. The near-human inhabitants of Wroona, numbering over seven billion, are a blue-skinned species with a lighthearted and optimistic outlook on life. Their society emphasizes materialism and personal gain, and Wroonian merchants, smugglers, and pirates can be found throughout the galaxy pursuing their personal wealth. Their impulsive nature can be summed up by the ancient Wroonian folktale of Master Fate, a being who capriciously blows the winds wherever he pleases. Wroona is run by the Wroonian Guilds, groups that represent all the various trade organizations and businesses, and the planet's primary starport is located on the coast of its largest ocean. Animal life on the world includes Wroonian flycatchers, which hang from coastal cave ceilings by their tongues and swing down to catch their avian prey. The region of space known as Keller's Void acts as a shortcut between the Wroona and Calus systems. Thousands of years ago, Wroona's civilization was centered around the seafaring trade. The inherent dangers of the sea helped contribute to Wroonians' fearless nature, and the unstable governments of the many coastal kingdoms also contributed to their distrust of authority. Wroona has long been a member of the Old Republic. Many years ago, a band of armored raiders utterly destroyed Wroona's spaceport and killed many, until stopped by the Jedi Knight Soonis. Later, during the rise of the Empire, the Imperials decided to take advantage of Wroona's tactical location. The Empire built a garrison on the surface, appointed an Imperial governor to run the trade guilds, and erected the Wroonian Stardock-- a massive resupply and repair facility in close orbit, used only by capital ships too large to land on the planet. After the Battle of Endor the Wroonians successfully revolted, deposing the Imperials in favor of the leadership of the Wroonian Guilds. Wroona remained independent from the New Republic, becoming a haven for smugglers and mercenaries. Several years after Endor, independent operatives Dirk Harkness and Jai Raventhorn infiltrated the Wroonian Stardock and demolished the Star Destroyer Vengeance, in a revenge strike against Imperial Advisor Bregius Golthan. The Tondra clan, a family of humans from Wroona, operates an algae-processing business in Bepsin's Cloud City.</p>						
Matharian Ne Elrood		Kidron	Alvor	Elrood-Derilyn Trade Ro	Gas giant	Planets Collection , pg.146
This is the fourth world in the Kidron system.						
Metharian Ne Elrood			Halbara	Elrood-Derilyn Trade Ro	Terrestrial Jungle	Planets Collection , 108
A tropical planet, primary source of Radell mining's mineral wealth, with a dozen mines in operation there.						
Metharian Ne Elrood			Kuras	Elrood-Derilyn Trade Ro	Terrestrial	PLANET
An unexplored, unsettled, and probably unvisited world.						



Region	Sector	System	Planet Name	Trade Route	Type	Source
Metharian Ne	Elrood		Osirrag	Elrood-Derilyn Trade Ro	Terrestrial	PLANET, pg 110
<p>The people who live on this backwater planet that is almost never visited by anyone are peaceful people who have established small colonies. The world is a paradise of sorts. The summers are warm and calm, the winters cool with little snow, and a landscape that can take any being's breath away. The planet is not only beautiful, but it is also the home of the Elrood Sector's most elusive creature. In folktales passed through the generations, there has been talk of a sentient creature that lives within the air currents of Osirrag. It is said that hundreds of years ago a young boy went out in search for them. He found them and learned to communicate with them through their native language, whistles, and he was welcomed by them. He stayed with them and they extended his lifespan. To this day, he remains with them as their guardian. The creatures are not visible to the unaided eye.</p>						
Metharian Ne	Elrood	Almaran	Almar	Elrood-Derilyn Trade Ro	Terrestrial Jungle	Planets Collection, pg 106
<p>This world is a minor one. It lies on the outskirts of the Elrood sector and serves as a vacation world, though it plays host to few tourists. When the Empire first entered the sector, the ownership files were erased from the orbiting space station's central computer, and the Rebel Alliance quickly moved in a set up a dummy corporation to retain control of the planet. It hides within it several</p>						
Metharian Ne	Elrood	Berea	Berea	Elrood-Derilyn Trade Ro	Terrestrial Mountainous	Planets Collection, pg 106
<p>This world is owned and operated by the Derilyn-based company, Imperial Mining Limited; and IML, in turn, is under the direct control of the Empire. Conscripts make up three-fourths of this company's workforce, and they labor under barely-legal operating conditions; though the few actual employees live and work under slightly better conditions. The planet itself is dry and rocky, with daily nighttime temperatures that dip below the freezing mark. Hail storms and violent winds are the norm, and punishment is usually a night spent out in the elements without shelter.</p>						
Metharian Ne	Elrood	Bodrin	Bodrin	Elrood-Derilyn Trade Ro	Terrestrial Barren	Planets Collection, pg 107
<p>This small world plays host to a mining operation that barely allows the inhabitants to stay self-sufficient. The government is run directly by the Elrood Quarry Corporation, but is controlled by the Empire. Crime is not tolerated here, and it is a rare occurrence. During the warm summer months, the mining operation is in full swing, but during the five-month winter, the whole planet shuts down.</p>						
Metharian Ne	Elrood	Coyne	Ba'Har	Elrood-Derilyn , Coyne Ru	Gas giant	Planets Collection, pg 135
<p>This is the fourth world in the Coyne system. Its name means "battle blade" in Coyne, and it has a small, thin ring system.</p>						
Metharian Ne	Elrood	Coyne	D'Skar	Elrood-Derilyn Trade Ro	Terrestrial Volcanic	PLANET, pg 135
<p>This barren world is the first planet in the Coyne system. Its name means "Dagger" in Coyne.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Metharian Ne	Elrood	Coyyn	Sat'Skar	Elrood-Derilyyn Trade Ro	Terrestrial Barren	PLANET, pg 135
This is the third planet in the Coyyn system. It is the sister-world to the systems only habitable planet, Coyyn. Its atmosphere is thick and causes a greenhouse effect which makes the temperatures rise. the only life here is in the form of microbes and primitive bacteria.						
Metharian Ne	Elrood	Coyyn	Tro'Har	Elrood-Derilyyn Trade Ro	Terrestrial Tundra	PLANET, pg 135
This is the fifth plaent in the Coyyn system. Its name means farthest blade' in coyynese. The people of Coyyn have placed an automated navigational beacon there to direct incoming traffic.						
Metharian Ne	Elrood	Coyyn	Coyyn	Elrood-Derilyyn Trade Ro	Terrestrial Forest	Planets Collection
This world is the gateway to the Elrood sector. It is situated at the crossroads of the sector's main hyperspace lane, the Elrood-Derilyyn Run, and the Coyyn Route which connects the sector with the rest of the galaxy via major trade routes.The inhabitants of this world are known as a fierce, warrior race. In fact, while on-planet, it is imperative that you be familiar with the code of conduct. It is riddled with honor codes and rites of combat., if you arrive on Coyyn not knowing this code, then you could find yourself in a death match and not even know why. Located in the Elrood sector near the planet Tro'Har, Coyyn is the homeworld of the imposing Coynite alien species. Coynite warriors, standing as tall as 2.8 meters, wear their hair in long braids and carry ceremonial longaxes called coyyn'skars. Under the Coynite Cradle Law, males cannot own their own land, marry, or disobey their fathers' wishes until they have become adults. In an extreme display of the Cradle Law, a warrior named Tra 'Parr'Sratt fulfilled his insane father's demands by killing his seven brothers, his mother, and finally his father-- an act praised by other Coynites as the highest example of familial honor. Tra 'Parr'Sratt now works for the gangster Abdj-Badawzi on Socorro.						
Metharian Ne	Elrood	Dega	Dega	Elrood-Derilyyn Trade Ro	Terrestrial Barren	PLANET, pg 107
This desolate used to be a almost-booming mining world, but the veins of materials dried up decades ago.Now all that is left is fields of abandoned, rusted mining equipment; festering pools of contaminated water; many shaky, unstable caverns; and a few small smuggling bases.						
Metharian Ne	Elrood	Derilyyn	Alorthas	Elrood-Derilyyn Trade Ro	Terrestrial Barren	PLANET
This is the second world in the Derilyyn system. This system is in Imperial interdicted space, and requires a special permit to enter.						
Metharian Ne	Elrood	Derilyyn	Belorphyn	Elrood-Derilyyn Trade Ro	Terrestrial Tundra	Planets Collection, pg 164
This is the ninth world in the Derilyyn system. This system is in Imperial interdicted space, and requires a special permit to enter.						
Metharian Ne	Elrood	Derilyyn	Dar	Elrood-Derilyyn Trade Ro	Terrestrial Barren	PLANET, pg 164
This is the first world in the Derilyyn system. The system is in Imperial interdicted space, and requires a special permit to enter.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Metharian Ne	Elrood	Derilyn	Derilyn	Elrood-Derilyn Trade Ro	Terrestrial Urban	Planets Collection
This is a world totally subjugated by the Empire. It was invaded and taken over in three days by an entire sector army; and to this day, an entire sector army still resides there. The populace are subjugated, but by no means broken. They are cautious, quiet, reserved and suspicious, but they all still remember freedom, and long to see it once again. This system lies in Imperial interdicted space, and entrance requires a special permit.						
Metharian Ne	Elrood	Derilyn	Fahul	Elrood-Derilyn Trade Ro	Terrestrial Barren	PLANET, pg 164
This is the sixth world in the Derilyn system. It has considerable ore deposits deep within its crust, and the Empire is considering building a penal colony to facilitate its extraction. This system is in Imperial interdicted space, and requires a permit to enter.						
Metharian Ne	Elrood	Derilyn	Kalis	Elrood-Derilyn Trade Ro	Terrestrial	PLANET, pg 164
This is the third world in the Derilyn system. The system is located in Imperial interdicted space, and requires a special permit to enter.						
Metharian Ne	Elrood	Derilyn	Serrata	Elrood-Derilyn Trade Ro	Gas Giant	PLANET, pg 164
This is the eighth world in the Derilyn system. Being so massive, it is a near-star; requiring only a relatively small amount of mass to start fusion. This system is in Imperial interdicted space, and requires a special permit to enter.						
Metharian Ne	Elrood	Derilyn	Sotipe	Elrood-Derilyn Trade Ro	Gas giant	PLANET, pg 164
This is the seventh world in the Derilyn system. The system is in Imperial interdicted space and requires a special permit to enter.						
Metharian Ne	Elrood	Derilyn	Takornan	Elrood-Derilyn Trade Ro	Terrestrial Jungle	PLANET, pg 164
This is the fourth world in the Derilyn system. It has exotic fauna and mineral deposits which make						
Metharian Ne	Elrood	Elrood	Acatal	Elrood-Derilyn Trade Ro	Terrestrial Barren	Planets Collection, pg 121
This world is the second planet in the Elrood system. It is barren save for a small miming facility run by Radell Mining Inc. A second class planet off the E-D run whos main attraction is the space station with dock and repair facilities.						
Metharian Ne	Elrood	Elrood	Akana	Elrood-Derilyn Trade Ro	Terrestrial Barren	Planets Collection, pg 121
This world is the fourth planet in the Elrood system. It is almost totally devoid of life except for an artist colony and a few microbes embedded in the rocks.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Metharian Ne	Elrood	Elrood	Elrood	Elrood-Derilyn Trade Ro	Terrestrial Plains	PLANET, pg 121
This planet serves as the capital of the Elrood sector. Although technically it is under the control of the Empire, the government is still controlled by the planet's own representative democracy. The populace pays its taxes without much complaint, and the local moff has not yet been inclined to request an occupation of the world.						
Metharian Ne	Elrood	Elrood	Thrang	Elrood-Derilyn Trade Ro	Gas giant	PLANET, pg 122
This is the fifth planet in the Elrood system, and it also the largest.						
Metharian Ne	Elrood	Elrood	Trinka	Elrood-Derilyn Trade Ro	Terrestrial Barren	PLANET, pg 121
This world is the first planet in the Elrood system. It is a barren, rocky oven of a world. Its only inhabitants are a small team of researchers from Elrood. They maintain a small station there, but it is only approachable when it is on the planet's night side.						
Metharian Ne	Elrood	Elrood	Tufar	Elrood-Derilyn Trade Ro	Terrestrial Tundra	PLANET, pg 122
This is the sixth planet in the Elrood system. It is little more than a ball of frozen methane and ice.						
Metharian Ne	Elrood	Kidron	Kidron	Elrood-Derilyn Trade R	Terrestrial Jungle	Planets Collection, p 146
This world serves as a kind of criminal relocation center. The people here all have had trouble with either the law or with various crime bosses. They come here to start their lives over again. There are few laws here, and the native Orffites are friendly enough when those simple laws are obeyed. They have generously decided to share their world with those that the rest of the galaxy have deemed as beneath them.						
Metharian Ne	Elrood	Kidron	Kuantar	Elrood-Derilyn Trade Ro	gas giant	PLANET, pg 146
This is the third world in the Kidron system. It has a spectacular system of rings that are visible from throughout the system.						
Metharian Ne	Elrood	Kidron	Spoi	Elrood-Derilyn Trade Ro	Terrestrial Tundra	PLANET, pg 146
This is the fifth world in the Kidron system.						
Metharian Ne	Elrood	Kidron	Tue	Elrood-Derilyn Trade Ro	Terrestrial Volcanic	PLANET, pg 146
This is the first world in the Kidron system. It is mostly molten, but has no value.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Metharian Ne	Elrood	Korad	Korad	Elrood-Derilyn Trade Ro	Terrestrial	PLANET, pg 108
Thus plaent is the dump for the Elrood sector. A huge ring-like fleet of scrapped ships orbit aimlessly around the planet's equator, and its surface is absolutely covered with the scrapped remains of anything else that you could imagine.Scavenging is not an easy task. It is Very Difficult to find a working component that might be of some value. There are several roaming "tribes" of scavengers and smugglers. They have scrapped almost everything has wasn't junk before it hit the surface. They are reserved about visitors, but most can be bargained with easily enough.						
Metharian Ne	Elrood	Kuras	Kuras I	Elrood-Derilyn Trade Ro	Terrestrial Barren	PLANET, pg 176
This is the first world in the Kuras system. The whole system is almost surrounded by a cloud of dust known as "The Drift" and it cannot be navigated through at even fast sunblight speeds. It would take many days to circumnavigate the Drift in hyperspace.						
Metharian Ne	Elrood	Kuras	Kuras II	Elrood-Derilyn Trade Ro	Terrestrial Desert	PLANET, pg 176
This is the second world in the Kuras system. The whole system is almost surrounded by a cloud of dust known as "The Drift" and it cannot be navigated through at even fast sunblight speeds. It would take many days to circumnavigate the Drift in hyperspace.						
Metharian Ne	Elrood	Kuras	Kuras III	Elrood-Derilyn Trade Ro	Terrestrial Mountainous	Planets Collection, pg 176
This world lies at the edge of the Elrood sector, and is, as of yet, unexplored. Its very ecosystem is hazerdous to human life. The air, soil and water are filled with poisonous elements taht are Difficult to filter out.Even the air, breathed unasssted, is lethal after about six months. The whole system is almost surrounded by a cloud of dust known as "The Drift" and it cannot be navigated through at even fast sunblight speeds. It would take many days to circumnavigate the Drift in hyperspace.						
Metharian Ne	Elrood	Kuras	Kuras IV	Elrood-Derilyn Trade Ro	Terrestrial Barren	PLANET
This is the fourth world in the Kuras system. The whole system is almost surrounded by a cloud of dust known as "The Drift" and it cannot be navigated through at even fast sunblight speeds.It would take many days to circumnavigate the Drift in hyperspace.						
Metharian Ne	Elrood	Lanthrym	Lanthrym	Elrood-Derilyn Trade Ro	Terrestrial Tundra	PLANET, pg 109
This world is one that is barely holding onto a delicate economic equilibrium. Due to its poor location, the planet does not have a large amount of traffic passing through its starports. Therefore, the governor has allowed criminal organizations to set up shop in an effort to make the most of the situation. As a result of this and the fact that this is the only plaent where Gamorreans are in the majority, plush casinos, gladiator arenas and other seedy establishments. The prominent underworld figure that has made his home on Lanthrym is Dorok the pirate and his organization.						
Metharian Ne	Elrood	Meris	Meris I	Elrood-Derilyn Trade Ro	Terrestrial Barren	PLANET, pg 156

Region	Sector	System	Planet Name	Trade Route	Type	Source
Metharian Ne	Elrood	Meris	Meris II	Elrood-Derilyn Trade Ro	Terrestrial Jungle	PLANET, pg 156
This is the second world in the Meris system. It is generally inhospitable to all life, except for its indigenous plant life and a strange, heat resilient bacteria. this bacteria has been experimented on by corporations and it is hoped that it will enable						
Metharian Ne	Elrood	Meris	Meris III	Elrood-Derilyn Trade Ro	Terrestrial Jungle	PLANET, pg 156
This is the third world in the Meris system. It has many indigenous plants that have proven to be very useful creating drugs which are used to defeat illnesses such as the Taren Plague and other related diseases.						
Metharian Ne	Elrood	Meris	Meris V	Elrood-Derilyn Trade Ro	Terrestrial Barren	PLANET, pg 156
This is the fifth world in the Meris system. It is mostly unexplored; but it has ore deposits taht have yet to be discovered.						
Metharian Ne	Elrood	Meris	Meris VI	Elrood-Derilyn Trade Ro	Terrestrial Tundra	PLANET, pg 156
This is the sixth world in the Meris system. It is generally inhospitable, but its atmosphere is breathable. Its surface is often swept by sometimes violent, but always strong ice storms.						
Metharian Ne	Elrood	Meris	Merisee	Elrood-Derilyn Trade Ro	Terrestrial Agricultural P	Planets Collection, p156
This world is known as the breadbasket of the Elrood sector. It is one of the few in the galaxy that enjoys true freedom and prosperity. Here, an enlightened government, high standard of living and vast landscapes make for a wonderful place. However, even though it seems like a virtual paradise, there is a dark side to Merisee. It is home to a shadowy band of mercenaries called the Loag. The surfaced thousands of years ago, and were defeated by a band of 6 Jedi Knights. However, the sect has remained, bt it is now very secretive. many people are not even sure that the Loag even exists. But the do. They are cool, calculating and lethal.						
Metharian Ne	Elrood	Tifnyl	Tifnyl	Elrood-Derilyn Trade Ro	Gas Giant	PLANET, pg 110
This fourth planet of the Tifny system is not habitable, and the system is generally devoid of life. However, this planet's largest moon has a thin atmosphere and a primitive ecosystem. Here, the Empire has set up a listening post with 10 technicians and 10 troopers. Once a month, one of the sector's two Star Destroyers stops here to rotate the personell.						
Metharian Ne	Elrood	Torina	Torina	Elrood-Derilyn Trade Ro	Terrestrial	PLANET, pg 110
This planet, situated in the middle of the Elrood-Derilyn Trade Route, has become a trading mecca of sorts. Cheap goods can be purchased here (in some cases, at half of the normal cost), but they have a tendency to break down. It is a Moderate task to fix anything that breaks after being bought on Tormia. The people of this world are very fearful of an increased Imperial presence. Right now, the only presence is an occasional shuttle that drops of officers who decide to take their leave there. However, the oplanet has become the sector's center for espionage. Though the Empire controls the world, the rebellion has made numerous inroads with the populace. They are frightened and reserved, but they are also mindful of the need to get rid of the Empire.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Mid Rim		Bseto	Bseto I		Terrestrial Barren	SWAJ #6, pg 72
This is the first planet in the Bseto system.						
Mid Rim		Bseto	Lweilot		Terrestrial	SWAJ Vol.1 No.6, pg 73
This world is not even shown on most star charts. It was discovered by the newborn Empire, and Palpatine thought that it would be useful to put an isolated research facility there. After the battle of Endor, a few high-ranked fleet captains kept the place going, making stops with their star destroyers to maintain the station and to deliver supplies. But after the defeat at Bilbringi, the supply runs have been contracted out. On one of those runs, a small Republic force led by Luke Skywalker infiltrated the base and freed a captive scientist. The Empire has since evacuated.						
Mid Rim		Bseto	Lweilot Asteroid Belt		Terrestrial	SWAJ
This world is not even shown on most star charts. It was discovered by the newborn Empire, and Palpatine thought that it would be useful to put an isolated research facility there. After the battle of Endor, a few high-ranked fleet captains kept the place going, making stops with their star destroyers to maintain the station and to deliver supplies. But after the defeat at Bilbringi, the supply runs have been contracted out. On one of those runs, a small Republic force led by Luke Skywalker infiltrated the base and freed a captive scientist. The Empire has since evacuated.						
Mid Rim		Bseto	Sarahwiee		Terrestrial Tundra	SWAJ Vol.1 No.6, pg 73
A frozen world of glaciers, mountains, and ice-covered oceans in the Bseto system, Sarahwiee is home to a top-secret Imperial research facility. The outpost, situated in a mountain range in the southern hemisphere, holds 1000 personnel and is only accessible by air. When Emperor Palpatine first established the facility on the previously-uninhabited world, he had all references to it wiped from the Imperial archives for security. After the Battle of Endor, certain Imperial fleet captains equipped and supplied the base until the defeat of Grand Admiral Thrawn, at which point free-traders were needed to handle the cargo shipments. After Thrawn's defeat but before the rise of the resurrected Emperor, a New Republic commando team, led by Lieutenant Page and including Luke Skywalker, was sent to Sarahwiee to destroy the facility and erase its computer records. It was here that Skywalker met the young Garos IV freedom fighter named Alex Winger.						
Mid Rim		Chamble	Chamble		Terrestrial	SWAJ #6, pg 231
Located in the Mid-Rim, Chamble is home to the corporate offices for Bansche Tech, a major manufacturer of black-market assassin droid components. Sometime after the Battle of Yavin, Imperial officials nationalized Bansche Tech along with several other droid corporations, and set up garrisons around Chamble's manufacturing plants.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Mid Rim		Dentaal	Dentaal		Terrestrial	Barren
<p>A planet in the Mid-Rim. Dentaal was formerly ruled by Imperial Governor Taliff, who disbanded the Dentaalian House when he came to power. The House members, meeting in secret, declared nine months later that their planet would no longer recognize Imperial rule. Members of the Dentaal Independence Party (DIP) forcibly ousted Taliff and disarmed the planet's Imperial garrisons, while DIP leader Hance Rellow announced Dentaal's status as a free world. In retaliation, Imperial storm commandos under the command of Crix Madine came to Dentaal and planted the seeds of the Candorian plague-- a deadly virus for which there is no cure. Madine was torn with guilt over his role and, during wilderness training exercises with his commandos, disappeared into a series of caves. Believed killed, he made his way back to a temporary Imperial base, stole a shuttle, and eventually defected to the Alliance. The Candorian plague finally broke out in Calif City and spread over the entire Kindelian continent, killing over 10 billion people and eventually wiping out every single inhabitant of the planet. The Empire erected a blockade of the entire system, and blamed the outbreak on the accidental release of a biowar virus designed by the Rebels.</p>						
Mid Rim		Fondor	Fondor		Terrestrial	HSSE, CSSB, CSW, SWAJ
<p>Fondor lies on the edge of the Mid-Rim and serves as a major military base. Its location makes it a prime location as it is situated within short distance of the crossroads of several major trade routes. An industrial planet in the system of the same name, Fondor is famous for the huge starship construction facilities (among the largest in the galaxy) in its orbit. It was at these starship yards that the droid Bollux was first activated. Later, the Empire took over the Fondor yards, and built the Super Star Destroyer Executor there immediately following the Battle of Yavin. During the Executor's construction, Imperial forces erected a military blockade and closed the system to all civilian traffic. In order to meet supply needs for the massive project, the Empire opened up a new hyperlane between Fondor and Gandeal for cargo traffic. When several Imperial admirals saw the Executor as a blatant bid for power on Darth Vader's part, they tried to sabotage its construction by bringing in a Rebel spy-- Luke Skywalker. Vader trapped the traitorous admirals when their group met with Skywalker in the vast steam tunnels beneath Fondor's surface, but Skywalker managed to escape the planet by stowing away on an automated drone barge.</p>						
Mid Rim		Jerrilek	Jerrilek		Terrestrial	SWAJ Vol.1 No.4
<p>A blue, tropical world with a rapid rotation, Jerrilek has no moons but boasts an impressive set of rings. The planet's land makes up only 15% of the surface area, is concentrated around Jerrilek's equator, and consists of two main continents (covered with mountainous forests) and many smaller island chains. The planet is used as a vacation and retirement spot by many of the galaxy's wealthy and powerful. One of Jerrilek's largest cities is Galeca, which is located on a small island and is an important part of the local aquaculture industry. Jerrilek's population consists of twelve million humans and five million Ithorians, and many inhabitants travel across the waters in vehicles called seasimmers. Though Jerrilek has no native intelligent life, an aquatic species seems to have existed on the planet over one million years ago-- several of their ancient ruins can be still seen beneath the water's surface. Retired Imperial Admiral Chel Dorat lives on Jerrilek, in an estate located on the coast of Galeca.</p>						
Mid Rim		Jerrilek	Jeyell		Terrestrial	SWAJ #6, pg 231
<p>Located in the Mid-Rim, Jeyell is home to the corporate offices for Reiber Manufacturing, a major producer of black-market assassin droid components. Sometime after the Battle of Yavin, Imperial officials nationalized Reiber Manufacturing along with several other droid corporations, giving them control of the Mid-Rim droid market.</p>						
Mid Rim		Ksiczzic	Ksiczzic III		Terrestrial	SWAJ #6, pg 17
<p>The young heiress Tinian I'att and her traveling companions were picked up by the ship Quandary on Ksiczzic III, after their departure from Druckenwell.</p>						



Region	Sector	System	Planet Name	Trade Route	Type	Source
Mid Rim		Sedesia	Sedesia		Terrestrial Tundra	SWAJ Vol.1 No.6, pg195
<p>This world has been inhabited for several centuries. Its axial tilt ans heavy gravity, along with its fast spin makes it a clod, stormy place to live. In fact, repulsoircrafts are not used here; only groundcraft can be used. The high gravity and cold weather have made a tough breed of humans on Sedesia. They tend to keep to themselves, and they hate authority. Up until the time of an Imperial-engineered plag was let loose on the planet, it was a hotbed for Rebel activity. Now the people arealmost fanatically opposed to the New Order. A high-gravity planet located in the Mid-Rim, Sedesia is an arid, cold world of tundra, forests, and mountains. The planet's severe axial tilt causes extreme seasonal changes and unpredictable weather, and all planetary travel is restricted to ground vehicles due to the violent windstorms. Sedesians cross the planet's surface on six-legged reptilian mounts called striders, and sometimes on unique, single-wheeled machines called wheelbikes. Sedesia has been colonized for several hundred years, and its 1.5 million settlers are primarily stubborn breedtash ranchers known for their independence and sympathy towards the Rebellion. The Planet's capital and largest city is Besia Osurne, home to 250,000 people and containing the popular Trail's End tavern near the stockyards. The Empire, testing a pathogen-based loyalty enhancement project, infected the entire population of Sedesia with a deadly plague called the Gray Death through aerial spraying. Imperial forces set up medical facilities, ostensibly to protect the citizens from the plague, but in reality forcing them to become dependent on the Empire for their continued survival.</p>						
Mid Rim		Vellakiya	Venaari		Terrestrial	SWAJ Vol.1 No.5 ,pg 35
<p>This planet has been under nominal Imperial control for many years, but the Imperial presence has been intensified significantly since the battle of Endor. Because of the intensified presence, there is a seething hatred for the Empire, and a strong rebellious movement has taken hold over the populace. This makes the planet ripe for infiltration by Republic agents, as The third planet in the Vellakiya system, the Mid-Rim world of Venaari is covered with forests, plains, and mountains. The Imperial presence on Venaari has increased since the Battle of Endor, in order to provide greater security for the mysterious Project Orrad, being researched in an underground laboratory. The planet is run by Imperial Governor Vaerganth, who rules from the capital city of Ven-Kav. The local Imperial military is headed by Major Gaevril Daraada. Points of interest in Ven-Kav include the Binary Bar, Herak Square, and the Ven-Kavi Starport, the largest spaceport on the planet. The Venaari Enterprises corporation produces the Venaari Strike Speeder for Imperial use. Around two billion humans inhabit the planet. Since the Empire's recent buildup on Venaari, the New Republic has established a fledgling resistance cell. A New Republic operative, Shandria L'hnnar, managed to steal the plans to Project Orrad and elude the pursuing Imperials with the help of the thief Sienn Sconn. Since the Star Destroyer Retaliator was busy engaging terrorist forces in the Southern Reach, Daraada ordered the bounty hunter Pentix Graphyt to stop the pair. He failed, and L'hnnar escaped off-planet with her information.</p>						
Mid Rim	Druess		Ank Kit'aar		Terrestrial	CRO, pg 28
<p>Little is known about this world.</p>						
Mid Rim	Irnaj	Keltos	Keltos IV		Terrestrial	CRO, pg 58
<p>Little is known about this world. However, a major Imperial intelligence base is located in high orbit.</p>						
Mid Rim	Mayagil	Colu	Clak'Dor VII		Terrestrial Barren	GG #4: Aliens
<p>Bith homeworld</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Mid Rim	Yushan	Kaal	Kaal		Terrestrial Oceanic	SWAJ Vol.1 No.7

Kaal, a blue world covered with vast oceans, is located in the Yushan sector in the Mid-Rim. Now a major exporter of agricultural goods, Kaal also boasts many luxurious resorts and casinos, including the Grand Imperial. The planet's only starport is located on a string of islands forming a resort city. When the Emperor died at Endor, a Dark Jedi was so overwhelmed by his master's agony that he crashed his ship (rumored to be carrying a functional cloaking device) into Kaal's ocean. The crash created a tidal wave, which wiped out the Unis Islands resorts in the northwest and damaged several other areas. Kaal was an Imperial resort world until the Empire abandoned it soon after the Battle of Endor, at which point the world was taken over by the local crimelord Tirgeer Benyalle. Realizing that the Empire had never exploited the rich agricultural potential of Kaal, Benyalle purchased ten huge repulsorlift harvesters (including the Sea Sprite), which travel over the planet's oceans extracting and processing massive quantities of foodstuffs. Two years after Endor, the New Republic sent representatives to Kaal to negotiate for control of its valuable aquaculture industry. Among the other negotiators were the heads of two Imperial factions and the smuggler Talon Karrde, who was interested in retrieving the crashed Jedi ship and its supposed cloaking device. Kaal's population numbers around 4.5 million.

Ninth Quadra	Senex	Belsavis	Belsavis		Terrestrial Volcanic	COTJ, TFJP
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Belsavis is a world of volcanic rift valleys separated by miles of icy glaciers. The inhabited, steam-filled rifts are heated by the planet's core, which feeds mud pots and hot springs on the surface. The cities within the rifts, some of them covered by light-amplification domes, include Wutz, Bot-Un, Mithipsin, and Plawal (formerly called Pletwell). The enormous rift-covering domes, buoyed by antigravity units in their apices, support a vast network of hanging gardens and moveable growing beds. The domes also protect against the periodic cold storms that formerly swept into the rifts from the surrounding glaciers. Located in the Ninth Quadrant near the Senex sector, Belsavis (an independent ally of the New Republic) is a world of volcanic rift valleys separated by miles of icy glaciers. The inhabited, steam-filled rifts are heated by the planet's core, which feeds mud pots and hot springs on the surface. The cities within the rifts, some of them covered by light-amplification domes, include Wutz, Bot-Un, Mithipsin, and Plawal (formerly called Pletwell). The enormous rift-covering domes, buoyed by antigrav units in their apices, support a vast network of hanging gardens and moveable growing beds. The vine-coffee and vine-silk grown in these beds account for thirty percent of Belsavis' total economy and require a temperature shift of thirty degrees or more. The domes also protect against the periodic cold storms that formerly swept into the rifts from the surrounding glaciers. The gangly, short-lived Mluki species are representatives of Belsavis' original population. The rift valleys were largely jungle until the Brathflen Corporation, Galactic Exotics, and Imperial Exports arrived and began cultivating cash crops such as vine-coffee and vine-silk in the hanging beds, shalaman and podon orchards, brandifert, lipana, bowvine fruit, and slochan.

Ninth Quadra			Noopiths		Terrestrial	COTJ
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The Noopiths are located in the Ninth Quadrant, near the Senex and Juvex sectors.

Outer Rim			Ansarra		Terrestrial	GG #9: Fragments of the R
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Rebel starfighter base.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim			Bakura		Terrestrial	Truce-Bakura , 6Z; TAB, AA
<p>Bakura is a rich, green and blue planet with several moons located on the isolated edge of the Rim Worlds. The eight planets in the Bakura system include one gas giant and Planet Six, an ammonia ice-covered ball. Bakura receives a great deal of rainfall. The capital city of Salis D'aar sits at the base of a mountain range, on a white quartz delta between two parallel rivers. Bakura's exports include strategic metals, repulsorlift components, and an addictive fruit called namana, which is made into candies and nectar. Bakura was settled by the Bakur mining corporation during the end of the Clone Wars, though at least one building on the planet is over 100 years old. The planet's inhabitants tend to be prejudiced against non-human species, though some pale, hairless Kurtzen inhabit the Kishh district. The Bakurans especially dislike droids, since the first wave of Bakuran colonists were nearly wiped out by malfunctioning droids. The Bakur complex in Salis D'aar is a large city-center containing residential, medical, and Imperial office areas, and the old Bakur Memorial Building overlooking Statuary Park. Animal life on Bakura includes the butter newt and the predatory Bakuran Cratsch, and its plants include pokkta leaves, namana trees, and passion-bud vines. Bakura was once run by a prime minister and a senate-- the descendants of the Bakur Corporation's original ship's captain served as prime minister, and senators were appointed by their colleagues instead of elected by the public. The constant governmental bickering allowed the planet to fall easily to the Empire three years prior to the Battle of Endor. Two Star Destroyers neutralized Bakuran resistance, and Captain Alecs Brellar served as the temporary Imperial governor until Wilek Nereus could arrive. Nereus allowed the Bakuran senate to remain in place under his control, and built a planetary garrison (featuring older, outdated defenses) which was placed under the command of Pter Thanas. Immediately following the Battle of Endor, Alliance and Imperial forces briefly joined together at Bakura to thwart an invasion by the Ssi-ruuk Imperium. After the subsequent overthrow of Imperial forces, Prime Minister Yeorg Captison took over the leadership of Bakura. Several years later, Yeorg's niece Gaeriel Captison was elected Prime Minister, but was defeated in a succeeding election. The planet retained a powerful defensive fleet to guard against any further Ssi-ruuk attacks, and Bakuran techs designed the ships to escape from interdiction fields. Luke Skywalker returned to Bakura, fourteen years after the truce, to borrow this fleet for a mission in the Corellian system. Half of the Bakuran cruisers were destroyed in the successful mission, and Gaeriel Captison was killed.</p>						
Outer Rim			Cathis		Terrestrial	GG #9: Fragments of the Ri
Site of a Rebel Starfighter base						
Outer Rim			Dalastine		Terrestrial	GG #9: Fragments of the Ri
Site of a Rebel Starfighter base						
Outer Rim			Dalron IV		Terrestrial	GG #9: Fragments of the Ri
Site of a major Imperial assault						
Outer Rim			Epsi Nadir		Terrestrial	GG #9: Fragments of the Ri
Home of the Armorer's Guild Auction House						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim			Harloen		Terrestrial	GG #9:Fragments of the Ri
Swoop capitol of the outer rim						
Outer Rim			Minavar		Terrestrial	SWAJ#4, pg 119
Little is known about this world. However, it was colonized in the twilight years of the Old Republic.And, as a result of the political turmoil surrounding the Emperor's rise to power, its calls for help went almost unanswered when a terrible virus struck the world, killing off almost all of its inhabitants.						
Outer Rim			Perithal VI		Terrestrial	GG #9:Fragments of the Ri
Outer Rim						
Outer Rim			Raskane IV		Terrestrial	GG #9:Fragments of the Ri
Outer Rim						
Outer Rim			Siluria III		Terrestrial	GG #9:Fragments of the Ri
Location of a Rebel Revolt against the Imperials.						
Outer Rim			Thorgeld I		Terrestrial	GG #9:Fragments of the Ri
Outer Rim						
Outer Rim		Algaran	Algara II		Terrestrial Plains	Planets Collection
This world is best described as a "beurocratic nightmare." Though it is allied with, and is a staunch supporter of, the New Republic it is run almost like an Imperial world. There are fees for everything, and there are permits, applications and depositioThe most interesting thing about Algara II is the Imperial Resistance. These citizens stir up trouble (nothing serious or harmful yet) in an effort to dispose to government and institute Imperial laws.						
Outer Rim		Algaran	Algara V		Gas giant	Planets Collection, pg 186
Outer Rim						
Outer Rim		Algaran	Algara VI		Terrestrial Frozen Rock	Planets Collection, pg 186

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim		Alzoc	Alzoc III		Terrestrial Tundra	GG #04 , 85,TAB, COTJ
<p>Alzoc III, located in the Alzoc system in the Outer Rim, is the home planet of the alien species known as the Talz, and is the source of Alzoc pearl. The moonless planet is covered with desolate, frozen plains and its powerful sunlight glares harshly off the reflective snow. The Empire garrisoned Alzoc III in a secret operation and forced the Talz to work as slaves in underground mines. The planet was never entered into the galactic registry, and the New Republic only learned of its existence through examining restricted corporate files. Imperial Commander Pter Thanas was assigned to the rim world of Bakura after refusing to destroy a village of Talz miners on Alzoc III. The Imperial battlemoon Eye of Palpatine stopped at the frozen planet to pick up a contingent of stormtroopers, but brought in a group of Talz instead.</p>						
Outer Rim		Andron	Aralia		Terrestrial	GG #04, p72, SWAJ #6, pg
<p>Little is known about this world. Its native species, however is a race of semi-intelligent rodents. They are smart enough to mount surprisingly complex and strong offensive attacks, but they lack the intelligence to understand retreat. It is only legal to kill a Ranat in self-defence, and it illegal to arm them.</p>						
Outer Rim		Bosph	Bosph		Terrestrial Barren	
<p>Surface was decimated by Imperial Star Destroyer bombardment. It has been theorized that the attack came in retaliation to a Rebel uprising. Though many feel that either cared little for the world, or just felt that its peoples vast philosophical ideas and ways of thinking would be a danger if let loose on the galaxy. So now only a few natives from this planet exist, and none of them even recognize that the Empire exists. To them, ignoring something is the greatest insult that can be given. The planet Bosph, home to the four-armed aliens also known as Bosphs, was nearly destroyed by the Empire in a devastating orbital bombardment. Numerous reasons for the attack have been proposed, but it is possible the Empire was implementing a religious purge. The philosophical Bosphs owned outdated technology, and most were allowed no personal possessions. Only the greatest Bosphs, called "farseers", were given glyphs-- when these Bosphs placed their glyph on an object, it became theirs. The aliens kept a record of their galactic travels by tattooing elaborate star maps on their skin, and were skilled at playing the complex Bosphon Geddy musical instrument. The Outer Rim smuggler Bora Boru is one of the few surviving Bosphs in the galaxy, and carries a staff topped with Bosph StarCrystals.</p>						
Outer Rim		Camden	Camden		Terrestrial	CRO, pg 85
<p>Little is known about this world. However, it is not directly controlled by the Empire, and is home to many fringe groups.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim		Cyax	Da Soocha		Terrestrial	DESB

The Cyax system contains the yellow star Cyax, the planet Da Soocha, and Da Soocha's uncharted fifth moon, where the Alliance established Pinnacle Base during the Emperor's reappearance. Cyax is the brightest star that can be seen from the Hutts' ancestral world of Vari, and it featured prominently in Hutt legends and myths. When the Hutts left Vari for other parts of the galaxy, they respectfully left the Cyax system unexplored and removed it from their astrogation charts. The watery world of Da Soocha (sometimes called Gla Soocha) is located in the Cyax system. The name means "Walking Planet" in Huttese, which is part of an old Hutt myth about an intelligent, planet-covering ocean near the revered star Cyax. Though the Cyax system was never visited by the Hutts (who considered it a sacred place of myth), Jabba the Hutt had location of Da Soocha secreted away in his computer files. R2-D2 managed to retrieve the information and the system was investigated by Alliance scouts, who coincidentally found a large planet covered by ocean. They named it Da Soocha in honor of the Hutt legend, and established a new Alliance base on the planet's fifth moon during the Emperor's reappearance. Da Soocha has no native intelligent species. During the World Devastator attack on Calamari, the Alliance had plans to evacuate the besieged planet's population to Da Soocha.

Outer Rim	Cyax		Da Soocha V		Terrestrial	DE, DE2, DESB
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The uncharted fifth moon of Da Soocha, also known as the Pinnacle Moon, was the location of the Alliance's main base following their evacuation of Coruscant six years after the Battle of Endor. A light-gravity world, the Pinnacle Moon was named for the kilometers-high rocky spires that dotted its surface. The pinnacles supported many plant and animal species in their hollow interiors, and the moon's terrain also included mountains and oceans. The intelligent, playful avians called Ixils made their homes in communal warrens on the flattened tops of the stone pinnacles, and were hunted by winged predators called turnmors. Uninhabited caverns within the huge stone columns were cleared and enlarged by Alliance engineers to hold hangars and operations decks for the New Republic fleet. The reborn Emperor and his flagship were destroyed above this moon, though Palpatine managed to survive by taking another clone body. Later, the Emperor utterly destroyed the Pinnacle Moon with a nucleonic reaction-setting projectile fired from the Galaxy Gun.

Outer Rim		Garqi	Garqi		Terrestrial	SWAJ Vol.1 No.7
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An important agricultural world of fertile plains and oceans located in a remote corner of the Outer Rim. The mottled red and purple planet exports agricultural products, harvested by immense automated combines, to its immediate neighbors. The planet is officially ruled by Imperial Governor Tadrin, but Tadrin is frequently absent and entrusts Garqi to the military prefect, Mosh Barris. The world's population is concentrated in the capital city is Pesktda, which is covered with a leafy canopy and is home to Garqi Agricultural University. The human population of Garqi is a sparse 800,000. The planet's plant life includes purple djorra vine, while its animal life includes the rdava-bird. When an X-wing fighter was sighted making night flights near Pesktda several years after the Battle of Endor, several students from Garqi University began believing that the New Republic had arrived to liberate the planet. Corran Horn, the pilot of the X-wing, used his secret position as Mosh Barris' aide to rescue several prisoners from Garqi's prisons, escape with them offworld, and implicate Barris as a traitor to the Empire.

Outer Rim		Melanstorr	Kaelin III		Terrestrial	GG #9: Fragments of the Ri
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Small backwater world. Human inhabitants are primitive.

Outer Rim		Mepha'as	Mepha'as Prime		Terrestrial	SWAJ #5, pg 103
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The Outer Rim smuggler Jin-Jin won half a million credits in the Arenas of Mepha'as Prime, but lost it all when his real-estate investment on Alderaan was destroyed along with the planet.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim		Mindabaaal	Mindabaaal		Terrestrial Barren	SWAJ
A politically influential world in the system of the same name, Mindabaaal was the birthplace of the notorious Outer Rim smuggling sisters Josephine and Jericho. The rebellious Jericho attended the Mindabaaal Royal Academy boarding school and later escaped, while Josephine began a distinguished career in the Mindabaaal Diplomatic Corps. While on a mission to formalize Mindabaaal's official entry into the Empire, Ambassador Josephine was kidnapped by her sister. The two later returned to their homeworld only to find it devastated by an Imperial orbital bombardment, at which point the sisters began working the smuggling trade together.						
Outer Rim		Pakuuni	Pakuuni		Terrestrial	TSC
Equipment for a new space station, to be built in the Pakuuni system, was awaiting pickup at an abandoned cargo area near Argoon. The Victory-class Star Destroyer Stalwart, under the command of Vice Admiral Thrawn, arrived to load the material and was attacked by Rebel starfighters sometime after the Battle of Hoth. The Pakuuni system, a hotbed of piracy and smuggling in the Outer Rim, contains the planet Pakuuni. The Pakuuni pirates joined with Rebel Alliance forces to drive out the Empire, but they were defeated.						
Outer Rim		Redcap	Redcap		Terrestrial Mountainous	SWAJ Vol.1 No.5, pg 131
Redcap is a rainy, barren world of shifting mud plains, crossed with jagged canyons and mountain ranges. Since ships can easily sink in the thick mud, landings are restricted to the stable Tyma Canyon, which runs for several hundred kilometers across the planet's surface. Redcap's human inhabitants-- the poverty-stricken descendants of early mining colonists-- live in settlements built on the bases of the mountain chains. Repulsorlifts are inoperable on Redcap, since the omnipresent mud clogs their systems. Instead, residents travel on olai, horned beasts of burden originally brought from a nearby moon to Redcap for use in the mining industry. Points of interest on the planet include Juteau Settlement, which was built near the Garish Ridge and contains the Laughing Bantha tavern. Ruck's Rut is a multileveled network of rifts and fissures located in Tyma Canyon. Redcap is shrouded in gray skies, though low patches of lavender-pink clouds sometimes hug the world's surface. Redcap is nominally under the Empire's control and has a minimal Imperial presence, though the planet's 140,000 inhabitants possess no form of organized government. The old smuggler Toob Ancher, suffering from the Bitter Winter disease, came with Drake Paulsen to Redcap, where the old man's checkered life came to an end.						
Outer Rim		Saarn	Saarn		Terrestrial	SWAJ #6, pg 280
Thsi backwater world was once the site of a major Rebel outpost. It served as a base of operations for its sector's military and intelligence forces, as well as a communications relay between surrounding sectors. With the Battle of Endor, however, the base became almost deserted. Today it is used as a checkpoint and stopover for outbound missions, a listening post for surrounding sectors that still have Imperial activity, and a communications relay. An Imperial star destroyer, identified as the Stormhawk, entered the system and quickly overran the base. A New Republic ground force was dispatched to liberate the base, but it is unclear at this time who is in control there. An isolated world hidden in a corner of the galaxy, Saarn was used by the Rebel Alliance for military training purposes, and was later used as a remote surveillance outpost after the New Republic moved to Coruscant. Five years after the Battle of Endor, one of Grand Admiral Thrawn's Star Destroyers, the Stormhawk, executed a hit-and-fade attack on Saarn, wiping out the New Republic personnel and setting up a listening post to protect the movements of Thrawn's fleet.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim		Taroon	Bordal		Terrestrial	TSC
A planet located in the Taroon system on the outer edges of the Rim. For nearly twenty years, Bordal was involved in a devastating war with its sister planet Kuan, until the conflict was suddenly ended by the intervention of the Empire. The natives of Bordal are referred to as Bordali. [						
Outer Rim		Taroon	Kuan		Terrestrial	TSC
Kuan, orbited by several moons, is located in the Taroon system on the outer edges of the Rim. For nearly twenty years, Kuan was involved in a devastating war with its sister planet Bordal, until the conflict was suddenly ended by the intervention of the Empire. The long interplanetary struggle destroyed much of Kuan's main city, home to illegal swoop races and a popular hangout called The Maze. Animal life on Kuan includes the rondat, and plant life includes the pleasant-smelling shimsha flower. A planetary crop is tarine tea. The highly-decorated Imperial pilot Maarek Stele was a native of Kuan.						
Outer Rim		Teilcam	Kabaira		Terrestrial	SWAJ Vol.1 No.7
Kabaira, located in the Teilcam system of the Outer Rim, has a surface nine-tenths covered with water and dotted by over two million volcanic islands. The few active volcanoes are located in the southern hemisphere, while the eight million Kabairans live in the north, primarily on the two island continents of Madiéri and Belshain. Eponte Spaceport, the center of Kabaira's corporate government, is located on the north coast of Madiéri and is bordered by mountains. Eponte's high altitude means its climate is typically cool, damp, and foggy. Along Eponte's ancient brick-lined streets one can find the disreputable Drayhar's Cantina, and corporate offices for Delgas Medical and Hydrospeare Corp. Kabaira's main industry is the mining of islands in the southern hemisphere, and indigenous animal life includes the white snow-wolves that inhabit the mountains. Though the planet is controlled by the Empire, underground Rebel activities have been making their hold on the planet more precarious. A number of years before the Battle of Yavin, the smugglers Tere Metallo and Matt Turhaya were involved in a dangerous adventure on Kabaira.						
Outer Rim		Thalassian				GG #9: Fragments of the Ri
A Slave Capitol of the Outer Rim						



Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim		Tinn	Echnos (Tinn VI-D)		Terrestrial Moon	SWAJ Vol.1 No.4
<p>One of six moons that orbit Tinn VI, a gas giant, this moon was colonized by mistake. A group of Old Republic explorers made an emergency landing there hundreds of years ago, while that part of the Outer Rim was still being explored. And, because of Tinn VI's strong magnetic fields, other ships that passed by on new hyperspace trade routes were often pulled out of hyperspace and found that the small starport that had been established could effectively repair their ships. With so many ships stopping, it was natural that a small, sprawling city developed to accommodate all of the passing spacers. Over the years, new hyperspace routes were established and ships were no longer passing so close to the planet that they were being pulled out of hyperspace. However, the planet had established itself as a center for trade in that part of the Rim, and people continued to stop there. Echnos (also called Tinn VI-D) is one of six moons orbiting the gas giant Tinn VI, located in the Tinn system at the border to the Outer Rim. The barren, rocky moon's atmosphere is not breathable for any length of time, and during half of its year Echnos passes through Tinn VI's dangerous magnetic field—most lifeforms cannot survive the field unprotected for more than twenty minutes. The field can also violently force ships from hyperspace, leaving them stranded in the Tinn system unless they can make repairs on Echnos. Echnos' inhabitants live in an enormous city-dome, forty kilometers in diameter and nearly 2000 stories high. The city's giant dome, made of blue transparisteel, shields the inhabitants from the gas giant's magnetic field and seals in a breathable atmosphere. Ships enter through eight airlock entry ports on top of the dome, and land on pads built on the peaks of the tallest buildings. The overpopulated city was built level upon level, and Level 75 is the last one open to the dome's blue "sky." The crowded, high-technology metropolis is a haven for smugglers and mercenaries, and has no form of organized government. People often come to Echnos to obtain high technology from the city's thriving black market. Attractions within the domed city include its many casinos and the weekly Blast Boat 2000 demolition derby, held in the Echnos Exhibition Dome. Echnos was first settled during the Old Republic. When scouts had their ships burned out by Tinn VI's magnetic field, the stranded crews had no choice but to colonize the nearby moon. More ships were trapped over the years from hyperspace routes near the system, but Echnos' original colonists could now make the necessary repairs. Echnos recorded almost 10,000 visits during the colony's first fifteen years, and eventually became a standard refueling and repair stop for those heading to the Outer Rim. While the moon has lost some of its importance over the years, it is still the only place in the system where any ships damaged by Tinn VI's magnetic field can make repairs. The compound called Polydex-9, sold in Echnos markets at a high price, is the only substance that repair the stripped magnetic bottle on these ships.</p>						
Outer Rim		Tinn	Tinn VI		Gas Giant	SWAJ
<p>An enormous gas giant in the Tinn system composed of hydrogen, nitrogen, and ammonium. Tinn VI generates a powerful negative magnetic field, which extends its shadow into hyperspace and can strip all passing ships of their magnetic bottle shielding--forcing them into realspace and leaving them stranded in the Tinn system until they can effect repairs. The planet is orbited by six moons, labeled A through F, and the domed city of Echnos is located on Tinn VI-D. Consequently, the moon itself is often called Echnos.</p>						
Outer Rim		Y'Trella				GG #9: Fragments of the Ri
Outer Rim		Zygeria				GG #9: Fragments of the Ri
<p>A Slave Capitol of the Outer Rim</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Abrien	Rishi	Rishi		Terrestrial Swamp	Dark Force Rising
<p>Only habitable regions lie at the interior of a handful of valleys between the extensive mountains. In addition, due to the H'kig Religion, the use of repulsoflight craft and high tech machinery is banned. The only places on Rishi habitable by its colonists are the humid, congested valleys, though the native avian Rishii inhabit the high mountains surrounding the city-vales. The conservative colonists live in white stone buildings and forbid the use of repulsoflight vehicles on the streets in the morning. Animal life on Rishi includes the dangerous Maungurs in the planet's warm polar regions, who have flexible "limb-tails" as forelimbs and feature prominently in Rishii legends and stories. The primary food of the Maungurs are the leaf-eating khi'rs. Talon Karrde's smuggling group briefly used a Rishi city-vale as a hideout following their evacuation of Myrkr. This city-vale measures approximately 150 kilometers east to west and only a few kilometers north-south, and has sparsely-populated industrial areas to the north. While on her way to the Number Three dump on 412 Wozwashi Street, Mara Jade was ambushed by a bounty hunter.</p>						
Outer Rim	Abrien	Ukio	Ukio		Terrestrial Plains	Last Command
<p>Very extensive agricultural facilities. The Abrion sector contains the planet Ukio, which is one of the top five producers of foodstuffs in the New Republic. When Ukio was captured by Grand Admiral Thrawn it had serious repercussions on the sector. Ukio, in the Abrion sector and the Ukio system, is one of the top five food-producing planets in the New Republic and was the target of an attack by Grand Admiral Thrawn. A spokesman for the Ukian Overliege surrendered the planet to the Empire after Thrawn seemingly demonstrated the ability to fire directly through planetary shields. The smuggler Samuel Tomas Gillespee bought a plot of land on Ukio, which he lost when the Empire took control of the planet.</p>						
Outer Rim	Abrien	Vaathkree	Vaathkree		Terrestrial	Last Command
<p>The Vaathkree are one of the Galaxy's well known trading species. They created large domed cities to house off-world guests.</p>						
Outer Rim	Allied Tion		Cadinth		Terrestrial	Mission to Lianna
Outer Rim	Allied Tion		Jaminere		Terrestrial	Mission to Lianna
<p>Ruling world for the Allied Tion</p>						
Outer Rim	Allied Tion		Lianna		Terrestrial	SWAJ #6, pg 247
<p>The urban industrial planet of Lianna is located in the heart of the Allied Tion sector. Sinar Fleet systems, headquartered here supplied a major portion of the fighter craft to the Empire.</p>						
Outer Rim	Allied Tion		Lorrad		Terrestrial	Mission to Lianna

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Allied Tion	Saheelindeel	Saheelindeel		Terrestrial	TOD4, HSLL
<p>Imperial communication center and listening post. Located in the remote Tion Hegemony, Saheelindeel is a backwater world inhabited by intelligent, green-furred primates. The high festival on Saheelindeel is a time for tribal hunting rituals and harvest ceremonies, and has recently begun to incorporate farm machinery exhibits, shock-ball matches, and airshows in an attempt to become more technologically sophisticated. The Saheelindeeli, led by a matriarch, have an affinity for grandiose actions. Han Solo and Chewbacca briefly worked on Saheelindeel after leaving the Corporate Sector.</p>						
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Outer Rim	Arkanis		Aridus	Perlemian Trade Route	Terrestrial Desert	Classic Star Wars #10
<p>A desert world bristling with insurrection. The local population, the Chubbitts, are one meter tall frog like creatures. The Empire has scattered outposts and minor garrisons across the planet. Also several mining regions have sprung up, under Imperial control.</p>						
Outer Rim	Arkanis		Centaris	Perlemian Trade Route	Terrestrial	
<p>Outermost of the mid systems trading worlds. Last civilized stopover for those doing business in the galactic backwater, or taking a fling at the unknown or hoping to escape the long arm of the Empire.</p>						
Outer Rim	Arkanis		Dom-Bradden	Perlemian Trade Route	Terrestrial	COTJ
<p>Located in the Outer Rim, Dom-Bradden (sometimes called Bradden) is the homeworld of the alien species known as Affytechans. Affytechans, a sentient form of plant life, have high, musical voices and bodies composed of thousands of colorful petals, tendrils, and stalks. While they appear quite beautiful, the Affytechans stink of ammonia and musk.</p>						
Outer Rim	Arkanis		Isis	Perlemian Trade Route	Terrestrial	Isis Coordinates , 5
<p>Rebel safeworld</p>						
Outer Rim	Arkanis		Ventooine	Perlemian Trade Route	Terrestrial	Annual 3
<p>Ventooine is a primitive, feudal run society</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Arkanis		Wen'he'dinae	Perlemian Trade Route	Terrestrial	GG#12 p.22-24
Cha'wen'he homeworld						
Outer Rim	Arkanis	K-749	Moonflower Nebula	Perlemian Trade Route	Terrestrial	COTJ
A large nebula of dust and gasses, located in the Outer Rim past the K Seven Forty-nine system. The nebula contains two or three stars and a vast asteroid field, where the Imperial battlemoon "Eye of Palpatine" lay undiscovered for thirty years. The third planet in the K Seven Forty-nine system, Pzob is a world of thick, ancient forests which was colonized by a group of Gamorreans many years ago. Official reports on Pzob have not been updated in almost fifty years. Some eighteen years before the Battle of Yavin, the Empire established a base on Pzob where forty-five stormtroopers were to await the Eye of Palpatine. The battlemoon never arrived, and over the years every stormtrooper except Triv Pothman was killed by internal fighting and constant skirmishes with the Gamorreans. Pothman served as a slave in the Gamorrean Gakfedd clan village for two years, followed by a year with the Klagg clan. Eight years after the Battle of Endor, Luke Skywalker and his companions landed on Pzob. A ship from the Eye of Palpatine captured them, Pothman, and the Klagg and Gakfedd clans.						
Outer Rim	Arkanis	K-749	Pzob	Perlemian Trade Route	Terrestrial	COTJ
A world of thick, forests which was colonized by a group of Gamorreans many years ago. Some eighteen years before the Battle of Yavin, the Empire established a base on Pzob where forty-five stormtroopers were to await the "Eye of Palpatine." The battlemoon never arrived, and over the years every stormtrooper except Triv Pothman was killed by internal						
Outer Rim	Arkanis	Najiba	Najiba		Terrestrial	SWAJ Vol.1 No.4, p73
A remote planet covered with wetlands, and lashed with atmospheric electrical discharges and constant rainstorms. Najiba, a low-technology world with a high degree of smuggling activity, is located a mere one-hour's hyperspace travel from the Trulalis system. During one half of its elliptical orbit, Najiba passes near a hazardous asteroid belt known as the "Children of Najiba," at which time all travel to and from the planet is restricted. The inhabitants of Najiba tend to be superstitious and wary of strangers, but are also extremely loyal and hardworking. Around three million humans and Najib inhabit the planet. Reuther's Wetdock is a popular tavern located near the planet's spaceport. Sometime before the Battle of Endor, the Dark Jedi Adalric Brandl hired the smuggler Thaddeus Ross to take him from Najiba to Trulalis, Brandl's former home.						
Outer Rim	Arkanis	Pii	Austan Asteroid Cluster	Perlemian Trade Route	Asteroid Belt	SWAJ
Meysen Kayson, wealthy owner of the Gree Wood Logging Corporation in the Pii system, also owns several properties in the Austan Asteroid Cluster.						
Outer Rim	Arkanis	Pii	Pii	Perlemian Trade Route	Terrestrial	TOD5
A general convoy stopover and truckstop from the north part of the sector to the south.						
Outer Rim	Arkanis	Pii	Pii III	Perlemian Trade Route	Terrestrial Plains	SWAJ #6, pg 57
Owned by Meysen Kayson and his Gree Wood Logging Corporation, this world produces some of the galaxy's sturdiest and most valuable wood products. Kayson, through his good standing with the Empire, has established an isolated world where he can do business with no Imperial interruption. Therefore, he has made his world available to training for rebel						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Arkanis	Pii	Pii IV	Perlemian Trade Route	Terrestrial Mountainous	SWAJ #6, pg 57

Owned by Meysen Kayson and his Greele Wood Logging Corporation, this world produces some of the galaxy's sturdiest and most valuable wood products. Kayson, through his good standing with the Empire, has established an isolated world where he can do business with no Imperial interruption. Therefore, he has made his world available to training for rebel squads, and also as a safe world for those first beginning their time with the Rebellion.

Outer Rim	Arkanis	Socorran	Socorro	Perlemian Trade Route	Terrestrial Desert	SWAJ Vol.1 No.2
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The dry desert world Socorro orbits a red giant star in the isolated Socorran system, approximately three days travel from the Nodgra system. The planet's black volcanic-ash surface gives it its name, which means "scorched earth" in Old Corellian. The vast Doaba Badlands cover three-quarters of the planet's surface, and are home to several nomadic tribes including the Bharhulai and Ibhaan'. A range of dormant volcanoes known as the Rym mountains runs through the badlands, and the world possesses few valuable natural resources. Sandstorms are common at the world's polar regions, where temperatures still remain a burning 110 degrees. Animal life in the deserts includes the water beetle and sandfly. Vakeyya, the capital and only large city on Socorro, lies adjacent to the Soco-Jarei space station of landing pads and hangar bays. Though the planet has not seen rain in nearly 1000 years, there are enough underground water reserves to sustain the 300 million smugglers and nomads, who live under no form of organized government. Socorro is a haven for free-traders and outlaws, and the planet has a long, proud tradition of piracy. Illegal ship modifications remain a major source of planetary revenue. Socorrans have a deep sense of honor and integrity, and their strong loyalty to others is one reason why bounty hunters traditionally avoid the planet. According to custom, Socorrans travel offworld to die, but those who cannot often wander into the desert when their time is at hand. It is considered taboo among Socorrans to discuss those who have passed away. Socorro was one of the first worlds colonized by early Corellian settlers, and most inhabitants speak a distinctive dialect of the ancient Old Corellian language. This language is called Socorran, but is sometimes inappropriately termed "Middle Corellian." The leader of the planet's underworld is the Twi'lek gangster Abdi-Badawzi, who rules from his subterranean fortress at the base of the Rym mountains. The famous smuggler Karl Ancher, now retired, runs the Black Dust Tavern in Vakeyya. The young smuggler Drake Paulsen was born on Socorro.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Arkanis	Tatooine/II	Tatooine	Perlemian Trade Route	Terrestrial Desert	GG #7; Mos Eisley, SW, S

A harsh, desert planet orbiting a double star in the Outer Rim, near the worlds of Ryloth and Piroket, Tatooine is located in the system of the same name. Far from the galactic mainstream, Tatooine happens to occupy a strategic location at the nexus of several hyperspace routes. Unfortunately, there is very little of interest on Tatooine, and it is ignored by almost everyone, with the exception of smugglers and criminals. The G1 and G2 stars of the system are referred to as Tatoo I and II, and the planet is orbited by two moons. Over the centuries Tatooine has been the site of many orbital battles between rival gangsters and smugglers, and its surface is littered with ancient starship wrecks-- most of which have long since been buried by the fierce sandstorms that rage across its surface every year. Tatooine has only been officially colonized for a few hundred years, but it boasts two native alien species: the meddlesome Jawas and the fierce Tusken Raiders, commonly called Sandpeople. The nomadic Sandpeople spend their lives swathed in thick wrappings, looking out at the world from behind fearsome masks. They are intoxicated by sugar water and are most dangerous during their adolescent years, when they must survive rigorous rites of passage (such as hunting krayt dragons) to become adults. The Storyteller is the most respected member of Tusken communities, and it is considered blasphemy (and grounds for instant death) to speak a single word of the sacred stories incorrectly. Many Tusken Raider clans return annually to their traditional encampments in the Needles, a section of the Jundland Wastes, to wait out the dangerous sandstorm season. The Sandpeople have an almost symbiotic relationship with their bantha mounts-- a member who has lost his bantha is considered incomplete, and an outcast among his people. The junk-dealing Jawas travel the desert in former ore hauling/mining vehicles called Sandcrawlers and live in protected fortresses in the badlands; their numerous clans annually assemble for a large swap meet. Animal life on the planet includes the bantha, dewback, womp rat, sandfly, bone-gnawer, gravel-maggot, dune lizard, sandsnake, rockmite, feathered lizard, sand-jigger, meewit, cliffborer worm, strange (but harmless) protoplasmic creatures, and the feared Sarlacc, which is said to take a thousand years to digest its prey. Tatooine is also home to the terrifying krayt dragon, possibly feared more than any other animal in the sector. Though it is considered a suicidal venture, some hunt the krayt dragon to obtain its legendary, priceless gizzard stones, known as "dragon pearls." Many colonists on the planet run moisture farms (which condense water from the dry air with vaporators) and pika and deb-deb fruits have been known to grow in certain oases. Some water prospectors roam the desert searching for untapped sources of subterranean moisture. The native hubba gourd is a primary part of the diet of both the Sandpeople and Jawas, and other plant life includes razor moss and the funnel flower. Strange mists sometimes form where the sodium-rich dunes meet the rocky cliffs, though the origin of these mists is a mystery. Points of interest on Tatooine include the Dune Sea and the neighboring Jundland Wastes, Anchorhead, Motesta, Toshi Station, Bestine township, Beggar's Canyon and its Stone Needle, Bildor's Canyon, and the Mos Eisley spaceport. Mos Eisley, the primary city of Tatooine, has been described as a "wretched hive of scum and villainy." It is bordered by mountains on the north, and on the opposite side by the decaying buildings of the southern sector. The wreckage of the Dowager Queen, the planet's first colony ship, can be found in the center of town. Other sites in Mos Eisley include the Lucky Despot hotel and casino (owned by the Whipid gangster Lady Valarian), Lup's General Store, the Spaceport Traffic Control Tower, dewback stables, the Mos Eisley Inn, Ruillia's Insulated Rooms, the underground Mos Eisley Towers hotel, Gap's Grill, Pylokam's Health Food booth, the Court of the Fountain restaurant, outdoor cafes, Spaceport Speeders, Kayson's Weapons Shop, Heff's Souvenir Shop, Turhaya's Landspeeder Repair shop, the Red Moon Saloon, a Dim-U monastery where ships can have their transponders illegally altered, a treasure-filled town house owned by the crimelord Jabba the Hutt, and the infamous Mos Eisley Cantina owned by Chalmun the Wookiee. After the Battle of Endor, the master chef Porcellus opened the Crystal Moon restaurant in Mos Eisley, and its fame has spread throughout the Outer Rim. A grove of Cydorrian driller trees, planted by the Ithorian Momaw Nadon, grows in the mountains north of Mos Eisley, and somewhere in the desert there is rumored to be a colony of alien Kitanaks. Jabba the Hutt also owned a well-guarded palace in the Dune Sea, which served as the center of his widespread criminal empire. The world is ruled by Governor Aryon from the city of Bestine, and Prefect Eugene Talmont is in charge of the local Imperial garrison. The Jedi Knight Dace Diath, who lived four thousand years ago, was a native of Tatooine. Several centuries ago, exiled monks of the B'omarr Order built a huge monastery in the on the edge of the Dune Sea, nearly 2500 kilometers from Mos Eisley. The bandit Alkhara took up residence in part of the monastery and remained there for 34 years, raiding nearby moisture farms while expanding and improving the citadel. The B'omarr monastery was the home of many other gangsters and bandits until eventually becoming the palace of Jabba the Hutt, who expanded the citadel to encompass a hangar and garage. Throughout the changes, the B'omarr monks kept to their own affairs in the palace's lowest levels, trying to reach a level of enlightenment at which their brains could be surgically removed by the other monks and placed in glass jars, freed from the distractions of the flesh. Decades ago, the Jedi knight Obi-Wan Kenobi came to the desert planet to place the infant Luke Skywalker in the care of Kenobi's brother Owen Lars and his wife Beru. Several years after that, a message from Princess Leia Organa of Alderaan, whose ship had been captured above Tatooine, helped bring Kenobi out of his life as a hermit near the

Region	Sector	System	Planet Name	Trade Route	Type	Source
Dune Sea and into the service of the Alliance. Immediately before the Battle of Endor, Luke Skywalker and his friends returned to Tatooine to free Han Solo from Jabba's palace, which resulted in the death of the crimelord and the collapse of his organization. The B'omarr monks reclaimed the palace, persuading several of Jabba's lieutenants to join them as disembodied brains. Eight years after Endor, the Imperial battlemoon Eye of Palpatine stopped at Tatooine to pick up a contingent of stormtroopers but brought aboard Sandpeople and Jawas instead. Later that year, Luke Skywalker and Han Solo returned to Jabba's palace to investigate rumors of the Hutts' Darksaber project.						
Outer Rim	Astal					GG #9: Fragments of the Ri
Outer Rim	Atrivis	Fest	Fest		Terrestrial	DF, FP
Fest, located in the system of the same name, is in the Atrivis sector of the Outer Rim and borders the Mantooine system. An Imperial Weapons Research Facility, hidden in a steep mountain range, was located on Fest and performed metallurgical research on new alloys. Following the Battle of Yavin, Alliance agent Kyle Katarn infiltrated the facility and stole a sample of the metal Phrik, used in arming the Dark Troopers. The Fest system was also home to a resistance group opposing the Empire.						
Outer Rim	Atrivis	Generis	Generis		Terrestrial	Last Command
Located in the Outer Rim in the Atrivis sector, Generis was the site of the New Republic's Outer Rim comm center. After a fierce battle Grand Admiral Thrawn's clone forces captured the planet, including the comm center and most of the fleet supply depots. General Kryll and pilot Pash Cracken were able to evacuate Travia Chan and her people during the New Republic's retreat.						
Outer Rim	Atrivis	Mantooine	Mantooine		Terrestrial	FP, SWAJ
Mantooine, in the system of the same name, is located in the Atrivis sector in the Outer Rim. The government of Mantooine considers spice smuggling to be a capital offense. Years ago, a group of Mantooine freedom fighters called the Liberators were massacred by the Empire when they took refuge in a captured Imperial base. If the group had been allied with another resistance group in the nearby Fest system, however, the Liberators could have been warned of the coming strike fleet and taken cover in Mantooine's impenetrable forests. This example of the benefits of communication helped build a strong case for a single, unified Rebel Alliance. In a separate incident, the probe droid D-127X's self-sacrifice may have saved Mantooine from an Imperial surprise attack.						
Outer Rim	Capilano		Garnib		Terrestrial Tundra	Planets Collection
an Ice world, the only source of the famous and highly coveted Garnib crystals.						
Outer Rim	Capilano		Isen		Terrestrial	Planets Collection
A newly forming system with no habitable worlds. Moderate mineral deposits have been found there, but the system is too remote to effectively mine. Home of the Void Demons- a pirate group						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Capilano		Jorella		Terrestrial	Planets Collection
A dangerous, primitive world with many predators and a hostile bird race. There is talk of quarantining the planet.						
Outer Rim	Capilano		Verlon		Terrestrial Forest	Planets Collection
A tropical rain forest, the planet is a popular tourist site, with friendly natives and a economy driven by the rich visitors.						
Outer Rim	Capilano	Celanon	Celanon	Celanon Spur Trade Rou	Terrestrial Agricultural P	PLANET, pg 35
With its economy run by native Nalroni, Celanon has become an important trade post, and the prime planet along the Celanon Spur Trade Route. With the rise of the Emperor's New Order, the majority of the trading industry has gone underground and is closely controlled by the natives, who turn a huge profit with tariffs and service fees. It is said that if it exists, then you can find it in Celanon City.						
Outer Rim	Capilano	Gorsh	Gorsh		Terrestrial Swamp	Planets Collection
This world is run by Genetech with full permission from the Empire. And orbiting lab facility works on studying the unique chemical compounds within the ecosystem. In fact, many successful pharmaceutical products have been discovered and manufactured there. The native Orgons are a race of intelligent, mobile plants. Currently, Genetech has placed a high priority on capturing and studying them.						
Outer Rim	Capilano	Killaniri	Justa		Terrestrial Moon	PLANET, pg 74
This is the barren moon of the planet Mutanda. Here, the mining companies that extract prothium blaster gas from the system have located their base of operations. The starport on its surface is the only starport in the system, and is also home to the local Imperial garrison.						
Outer Rim	Capilano	Killaniri	Killaniri		Gas giant	PLANET, pg 74
It is from here that the biggest weapons companies and the Imperial military get an ample supply of prothium blaster gas.						
Outer Rim	Capilano	Rordak	Rordak		Terrestrial Desert	PLANET, pg 80
This planet is home to several large Imperial penal colonies, and is known as one of the worst places to be sent should a life sentence be passed down. The workers here live and work under the effects of an Imperial Nightcloak siege device. This provides for a cold nighttime effect for about 100 KM around each of the prisons; making escape much more difficult. The cloak has no ill effects on the native Viska. The Viska are a ruthless, feared race that live off of the blood of other beings. Their existence, along with the planet's harsh atmosphere, arid conditions and Imperial presence make it a very dangerous place to visit, and an even worse place to be sentenced.						



Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Churba	Churba	Churba		Terrestrial Urban	SWAJ #6, pg 231; XWRS

High tech, metropolitan world. The planet Churba, located in the Mid-Rim in the sector of the same name, is home to the corporate offices for Sencil Corp, a major manufacturer of black-market assassin droid components. Sometime after the Battle of Yavin, Imperial officials nationalized Sencil Corp along with several other droid corporations, giving them control of the Mid-Rim droid market. Churba is also the homeworld of Imperial Intelligence agent Kirtan Loo.

Outer Rim	Corellian	Corellian	Corellia		Terrestrial	COP, AAC, AAS, SAC, TFJP
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Corellia, located in the Corellian sector and system, orbits the star Corell with four other habitable planets. The inhabited worlds are called the Five Brothers, and Corellia is often referred to as the Elder Brother. Corellia is an attractive world, with farms and small towns located between rolling hills, fields, and pockets of razor grass. Animal life includes the Corellian sea ray and the Corellian sand panther, a dangerous predator with poisoned claws. Points of interest include the Gold Beaches, the mid-size town of Bela Vistal, and the capital city of Coronet, located on the coast. Unlike many cities, Coronet has many wide open spaces-- small buildings and trading stalls separated by parks and plazas. The center of government in Coronet is the twenty-story Corona House, formerly inhabited by sector Governor-General Micamberfecto. Treasure Ship Row in Coronet, adjacent to Meteor Way and Starline Avenue, was formerly an eclectic bazaar catering to species from every corner of the galaxy. The galactic civil war and the Corellians' increasing isolation, however, caused a sharp decline in the trading industry, and Treasure Ship Row and other areas like it are now deserted. Although all three Corellian species (human, Selonian, and Drall) mingle freely in Coronet, the collapse of the Empire's central authority has led to separatist sentiment and anti-alien factions like the Human League. Beneath the surface of Corellia lies a vast network of tunnels built over thousands of years and home to many Selonians. Archeological excavation has recently begun on a series of underground chambers dating from pre-Republic days. Within this ancient complex is a vast planetary repulsor, once used to move the planet to its current orbit from an unknown location. Corellia was formerly ruled by a royal family, but became a republic three centuries ago after Berethon e Solo introduced democracy to the system. Three years after the Battle of Endor, the main Imperial battle fleets garrisoned key worlds, including Corellia and Kuat, due to their valuable shipyards. Fourteen years after Endor, a riot in the Selonian enclave of Bela Vistal touched off widespread chaos and triggered the takeover of Corellia's government by Thrackan Sal-Solo and the Human League. The Human League was defeated, and Sal-Solo captured, by the intervention of the New Republic and a Bakuran task force. The system is inhabited primarily by humans, Selonians, and Drall (though the latter two species are rarely seen outside the system), and is policed by both the Corellian Defense Force and the Corellian Security Force, or CorSec. Pilots from the Corellian system are known throughout the galaxy for their superb skills, and the system is also notorious for its smugglers and pirates. The human-run Corellian Engineering Corporation's shipyards are famous throughout the galaxy for their long, distinguished manufacture of a vast variety of starships. Due to the strategic importance of these starlocks, the Empire kept the system heavily defended after the Battle of Endor. Some disreputable Corellian spaceports are known to construct unreliable, patched-together ships commonly called "Uglies." The system also contains a large space station called Gus Treta. It was in the Corellian system that Mon Mothma convinced three major resistance groups to join forces, which marked the beginning of the Rebel Alliance. A famous Corellian work of literature is The Fall of the Sun by Erwithat, and a respected honor is the red trouser piping known as the Corellian Bloodstripe. Corellians are known to hold the importance of family in high esteem. Other Corellian traditions include ryshcate, a dark brown sweetcake made with vweliu nuts, which is traditionally baked and served at important celebrations, and Jedi Credits or JedCredits, was were commemorative medallions made when a Corellian Jedi became a Master. The language known as Old Corellian, though it has been essentially extinct for 4000 years, still survives among smugglers and pirates. Notable Corellians include Han Solo, General Crix Madine, General Garm Bel Iblis, and Wedge Antilles.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Corporate		Ammuud		Terrestrial Tundra	HSR, CSSB, EE
<p>The planet is governed by a feudal coalition of 7 clans, under a contract from the CSA. It's rigid code of honour is known through Authority space. A cold planet with a short rotation located in the Corporate Sector, Ammuud is ruled by seven major clans operating under Corporate Sector Authority subcontract. The seven clans (the Glayyd, Reesbon, Tikeris, Owphrin, Melchett, Almowri, and the Odoon) are ruled by patriarchs called "Mors" and governed by a set of formal rules known as the Code of Ammuud. Ammuud's main spaceport is a well-defended structure built adjacent to a snow-capped mountain range. People of all types inhabit the surrounding city, which is composed of wood and stone buildings, slums, and open gutters. Animal life on Ammuud includes herds of grazers, flying pterosaurs, and crustaceans in the mountains' icy lakes. Ammuud was first colonized over 10,000 years ago by settlers from Thokos, and each of the seven original colony ships formed the basis of Ammuud's seven clans. The colonists were eventually forgotten by their homeworld, and the clans evolved into quarrelling nation-states, continually testing each other in an endless series of savage battles. One hundred years ago the clans called a truce, and formed the Code of Ammuud to govern their future conduct. During one of his early adventures, Han Solo visited the mountain stronghold of the Mor Glayyd to collect money due him, and encountered the infamous gunman Gallandro. Six years after the Battle of Endor, reeling from the destruction of their command base on Nespis VIII, the New Republic scattered its command ships and fighter units across the galaxy. One of them, the fleet transport Vindicator carrying Luke Skywalker and his Jedi trainees, was stationed out beyond Ammuud.</p>						
Outer Rim	Corporate		Erysthes		Terrestrial Plains	CRO, pg 69
<p>Like all Corporate Sector worlds, this planet is inhabited by indentured servants. The people here signed on to work the fields, in hopes of making a profit. However, like all who are lured into the Corporate Sector, they soon find out that it is almost impossible to get ahead of the system.</p>						
Outer Rim	Corporate		Kir		Terrestrial	HS@SE
<p>A planet deep in the heart of the Corporate Sector, where crystals are mined and refined for use as crystalline vertex, the Corporate Sector currency.</p>						
Outer Rim	Corporate		Lafra		Terrestrial	HS@SE
<p>A planet located near the CSA space. Home of an intelligent grey skinned humanoids. These beings were once winged flyers, but evolved past the ability.</p>						
Outer Rim	Corporate		R'alla		Terrestrial	HSR
<p>Home of the R'alla mineral water, famed for its purity and medicinal benefits. It is also a main ingredient in certain bootleg intoxicants.</p>						
Outer Rim	Corporate		Aargau		Terrestrial	DESB, CSSB
<p>A banking world famous for its beautiful Dragonbird Gardens. It was on Aargau, during a week-long conference, that Baron Tagge and the heads of the Corporate Sector companies first formed the Corporate Sector Authority. During the Imperial Mutiny six years after the Battle of Endor, Aargau protected itself by becoming a "Fortress World," guarded by planetary shields and hundreds of defensive ships.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Corporate	Bonadan	Bonadan		Terrestrial Barren	HSR, CSSB, FP
One of the major factory worlds of the CSA. The highly industrialized and overpopulated planet is home to many different species from all over the galaxy. From space, Bonadan is a yellow sphere with rust red stripes. The planet is barren and parched, for whatever plant life was not deliberately destroyed has died due to mining operations, pollutants and neglect.						
Outer Rim	Corporate	Bonadan	Roonadan		Terrestrial	HSR, CSSB, FP
The fifth planet in the Bonadan system, Roonadan is located within the Corporate Sector. It is the site of a starship departure terminal, and it was here that Han Solo and Fiolla of Lorr stopped over en route to the planet Ammuud.						
Outer Rim	Corporate	Bretta	Bretta		Terrestrial	SWAJ #5, pg 259
Outer Rim	Corporate	Dostra	Brosi		Terrestrial Forest	Alliance Intell , 11
Location of the Brosin Underground.						
Outer Rim	Corporate	Dostra	Colsa		Terrestrial Barren	Alliance Intell , 12
Outer Rim	Corporate	Dostra	Mos		Terrestrial Searing Rock	Alliance Intell , 12
Outer Rim	Corporate	Dostra	Thosa		Terrestrial Barren	Alliance Intell , 12
Outer Rim	Corporate	Dostra	Tol		Terrestrial Barren	Alliance Intell , 12
Outer Rim	Corporate	Duroon	Duroon		Terrestrial	HS@SE
A planet, capable of supporting life, with three moons. An active, volcano-like fissure cuts across the planet's east/west axis. Hot springs, thermal vents, metal magma seepages, and radiation anomalies can be found across the planet surface. The CSA maintains several migrant work						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Corporate	Etti	Etti 4		Terrestrial	HS@SE
<p>Located on a major trade route within the CSA, Etti is home to many of the more affluent and influential Authority Executives. The planet has no exportable resources, so it relies on its natural beauty and prime location to attract visitors and traders. Located in the Etti system, Etti IV is one of the Corporate Sector's large urban worlds. A civilized planet, Etti IV is a trade world marked by moss-covered plains, shallow saline seas and a favorable location near many hyperspace routes. Etti IV is very wealthy, inhabited by both prosperous Corporate Sector Authority executives and a thriving criminal underbelly. The planet has many diversions for its moneyed citizens, including an Authority Currency Exchange, Sabodor's pet shop, and the Free-Flight Dance Dome.</p>						
Outer Rim	Corporate	Kail	Kail		Terrestrial	HS@SE
<p>A planet in the Corporate Sector. Torm, an associate of Han Solo, had family on Kail who controlled several large tracts of land known as the Kail Ranges. Torm's father and brother disappeared after a dispute with the Corporate Sector Authority over land-use rights and stock prices.</p>						
Outer Rim	Corporate	Kalla	Kalla		Terrestrial	HSSE, CSSB, XWRS
<p>Kalla, in the Corporate Sector, is the site of a Corporate Sector Authority university intended for the education of Authority members' children. Consequently, major fields of study include technical education, commerce, and administration with very little emphasis on the humanities. Rekkon was an instructor at the university prior to his adventures with Han Solo, and Fiolla of Lorr'd attended the University of Kalla prior to taking a position in the Corporate Sector Authority. General Evir Derricote, commander of the Imperial base on Borleias, was a native of Kalla.</p>						
Outer Rim	Corporate	Mytus	MytusVII/Star's End		Terrestrial Barren	HSCSA p.52-60
<p>Home of the Corporate Sector Authority's prison facility. Mytus is a rocky airless planet at the edge of its solar system.</p>						
Outer Rim	Corporate	Orron	Orron III		Terrestrial	HS@SE
<p>Orron III is a fertile agricultural planet at a strategic location within the Corporate Sector. The green and blue world has almost no axial tilt, resulting in a year-round growing season. The Corporate Sector Authority tends the endless fields with robot agricultural machines, and has constructed a city-sized Authority Data Center on the planet. The only space traffic allowed on the world are Authority ships and massive agricultural drone barges, and the region is defended by the Shannador's Revenge-- a two kilometer-long Invincible Class dreadnaught. The spaceport is extremely large, built to accommodate the arriving and departing robo-barges. Han Solo and others tried to infiltrate the Authority Data Center on Orron III to learn the location of several missing persons. Prior to the Battle of Yavin, an Imperial convoy bound for the Death Star construction site stopped at a comm sat near Orron III, and was destroyed by Alliance starfighters. The Imperials also had a base in the system.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Corporate	Rampa	Rampa		Terrestrial	HSR
A heavy industrial world in the Corporate Sector with an extremely high degree of pollution and contamination. The Rampa Skywatch keeps an eye out for water smugglers hidden among the regular cargo traffic, for Rampa's citizens are willing to pay a very high price for pure R'alla mineral water. Han Solo and Chewbacca made some smuggling runs "down the Rampa Rapids" during their early adventures.						
Outer Rim	Corporate	Rudrig	Rudrig		Terrestrial	HSLL, FP
The quiet planet Rudrig, in the system of the same name, is home to the vast University of Rudrig, the only respected higher school in the Tion Hegemony. The planet-wide university has campuses and classrooms scattered everywhere among the gray soil and purple grasses, and various alien species from throughout the Tion travel here to obtain an adequate education. Weapons are officially prohibited on the planet's surface. Han Solo and Chewbacca were involved in a high-speed chase on a Rudrig freeway during one of their early adventures. After the Imperials destroyed an Alliance base on Briggia prior to the Battle of Yavin, the next scheduled target of the Emperor's Operation Strike Fear was Rudrig.						
Outer Rim	Corporate	Ruuria	Ruuria		Terrestrial	HSLL, CSSB
The home planet of the caterpillar-like Ruurians. Ruurian society is separated into three life-stages: larva, pupa, and chroma-wing. The larval Ruurians are concerned with all aspects of day-to-day life on Ruuria from the moment of their births; eventually each will form a chrysalis (the pupa stage) and emerge as a chroma-wing, concerned only with mating. The historian Skynx, holder of the history chair in the pre- Republic subdivision, Human History subdepartment, was a Ruurian-- a member of the K'zagg Colony on the banks of the Z'gag. Skynx is now a Professor Emeritus at the University of Ruuria.						
Outer Rim	Corporate	Tynna	Tynna		Terrestrial	HSR, CSSB
The homeworld of the otter-like Tynnans. Most Tynnans have a layer of fat beneath their skin to protect them from the cold waters of their planet. Odumin, the Corporate Sector Authority territorial manager (also known as Spray the skip-tracer), was a native of Tynna.						
Outer Rim	Corporate	Urdur	Urdur		Terrestrial	HSSE
A hideout world for Doc's band of outlaw-techs. Urdur, with its biting-cold winds, was the planet where Han Solo and his companions rested following their escape from Mytus VII.						
Outer Rim	Cor'ric		Captivity		Terrestrial	Rules Companion
Outer Rim	Cor'ric		Dressel		Terrestrial	GG#12 p.32-34
The Dresselian (or prune-face) homeworld.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Cor'ric		Sesid		Terrestrial	GG#12 p.30-31
Though the Draedans who evolved there live in the water, there is a considerable dry land mass on the planet also.						
Outer Rim	Cor'ric	Ithull	Ithull		Terrestrial	TOTJ, TFTC
Ithull was the homeworld of both the incredibly huge Colossus Wasps and the now-extinct Ithullan race. Four thousand years ago in the Stenness node, the tough exoskeletons of the Colossus Wasps were hollowed out, fitted with hyperdrive engines and other necessary hardware, and used as cargo ships. Several hundred years ago, the warlike Ithulls were attacked by the even more fierce Mandalore. The Mandalorians succeeded in completely exterminating the entire Ithull race. The bounty hunter Dyyz Nataz was known to wear a suit of Ithullan battle armor.						
Outer Rim	Cor'ric	Janodral	Janodral Miznar		Terrestrial	HTTE
Han Solo once fought a group of Zygerrian slavers off Janodral Miznar and gave the ship and cargo to the freed slaves. Janodral Miznar has a local law that pirate or slaver victims get to split the proceeds if the pirates are captured or killed.						
Outer Rim	Cor'ric	Quintar Nebula	Taraloon	Intersection	Terrestrial	SWAJ Vol.1 No.5, pg 93
This is an uncharted planet in the Quintar Nebula. It was discovered by a gang of pirates led by Drek Drednar, and now serves as his gang's base of operations. It is riddled with caves which house not only the base and various small settlements, but also water and vegetation. The surface, however, is almost completely barren and rocky, covered with plateaus. A small, uncharted world of plateaus and subterranean canyons, Taraloon is hidden deep within the Quintar Nebula. The pirate Drek Drednar has established a secret base on the planet, deep within an underground world of rivers and trees. The planet was discovered by Drednar's navigator Tron Nixx, who gave it its name-- "Taraloon" means "buried treasure" on Nixx's homeworld of Corlass. Animal life on Taraloon includes the predatory, reptilian gornalak.						
Outer Rim	Cor'ric	Teka Ro	Cona		Terrestrial Jungle	GG #4: Aliens
Arcona Homeworld						
Outer Rim	Corva	Delari	Delari Prime		Terrestrial Desert	SWAJ Vol.1 No.6
Hit by a large asteroid several millennia ago, this world, which once was teeming with life, has become an inhospitable desert. It was the site of a secret Imperial communications base, but after the battle of Endor, the installation was sold to an elderly... Located in the Delari system of the Corva sector of the Outer Rim, Delari Prime is the first planet orbiting its binary star. Millennia ago, the world was teeming with life, until a wayward asteroid knocked its orbit closer to the heat of the twin suns. Catastrophic climate changes caused the planet's seas to burn up, and massive erosion formed kilometer-deep chasms that now crisscross the orange-rust surface. The world has a mere 10-hour rotation cycle, is buffeted by intense windstorms, and can only support vegetation at its poles. The Empire set up a hidden communications base on Delari Prime, but abandoned it after the Battle of Endor.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Corva	Jandoon	Jandoon		Terrestrial Moon	SWAJ Vol. 1 No.6
Located in the system of the same name in the Corva sector of the Outer Rim, Jandoon is an abandoned world of plains and hills, dotted with the moss-covered ruins of an ancient alien species. The builders of the ruins mysteriously died out centuries ago, and the world is rumored to be a haunted realm of ghosts. After the Battle of Endor, the Gotal crimelord Mahk'khar planned to sell an ancient relic to the Dark Jedi Durrei, at a rendezvous on Jandoon.						
Outer Rim	Corva	Tritius	Tuulab		Terrestrial	SWAJ Vol.1 No.6 , pg 101
The second planet in the Tritius system of the Corva sector, Tuulab is a peaceful world of gentle plains, blessed with abundant natural resources. It is home to a colony of 6000 people, who fled to Tuulab over the years to escape persecution under the Empire's New Order. The rural Tuulabi colonists have no form of organized government. The Gotal crimelord Mahk'khar recently built a 3-story palace on Tuulab, in an uninhabited area on the west coast of the planet's northern continent.						
Outer Rim	Cronese Mandate		Chandarr		Terrestrial	Mission to Lianna
Ruling world of the Mandate by the current house of Cron, Robeir XXIII. Robeir preserves a fairly large defence fleet, and a certain level of independence for the Mandate.						
Outer Rim	Cronese Mandate		Cron Drift		Terrestrial	Han Solo and the Lost Le
The rift is the charted remnants of a trinary system supernova that exploded sometime in the distant past.						
Outer Rim	Cronese Mandate		Kyryll's World		Terrestrial	Han Solo and the Lost Le
Small sentient beings called Pui-ui inhabit this world. They look like two spherical bodies linked by a short neck.						
Outer Rim	Cronese Mandate	Kamar	Kamar		Terrestrial	Han Solo Revenge
A dry, hot planet orbiting a white star, Kamar is the homeworld of the insect-like Kamarians. Kamar's native flora includes miser-plants, barrel-scrub, and sting-brush, while its fauna includes digworms, stingworms, bloodsniffers, nightswifts, and howlrunners. The Badlands are the most arid and harsh areas of the planet, while the sophisticated nations of Kamar have developed nuclear explosives and fluidic control systems.						
Outer Rim	Cronese Mandate	Vinsoth	Vinsoth		Terrestrial	GG#12 p.24-26, MTS, TFJP
The planet Vinsoth is covered by vast plains and is home to the unusual-looking aliens called the Chevin. The Chevin are hunter-gatherers who follow the herds of backshin as they travel the plains, and have enslaved a native humanoid race also called Chevins. Ephant Mon, a gunman who spent time in Jabba the Hutt's court, was a native of Vinsoth. After a life-changing encounter with Luke Skywalker in Jabba's dungeon, Ephant Mon returned to his home planet and founded a new religious sect that worshipped nature and the Force, though he still ran some scams on the side to finance his sect's temple						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Dail					GG #9:Fragments of the Ri
Outer Rim	Dalchon	Kirdo	Kirdo III		Terrestrial	GG4, ROTJ, COTJ, TFJP
<p>A hot, arid world in the Outer Rim marked by red, cracked plains of dried mud and the white sands of the Kurdan desert. Kirdo III is also the homeworld of the patient, resilient Kitonaks, who live among the dunes where windstorms can reach speeds of 400 km/hr. To withstand the milder storms Kitonaks stand still, angling their bodies into the onrushing wind. This is similar to their method of feeding on the small, burrowing chooba by mimicking the sulfaro plant, the choobas' main feeding site. The vanilla-smelling Kitonaks stand still for hours until a chooba climbs close enough to be swallowed, which is enough food to feed a Kitonak for a month. The Kitonaks roam Kirdo III in nomadic tribes of around 100 individuals, following the migrating chooba. Kitonaks have no natural predators and fear only quicksand and caves, both of which hold mysterious and deadly dangers. Once each decade a great rainstorm covers Kirdo III, flooding the dry riverbeds and ushering in the Kitonak mating ritual known as the "Great Celebration of Life." Kitonaks are skilled at playing beautiful music on chidinkalus, the hollowed-out reeds of chidinka plants, which sometimes results in their capture by slavers and subsequent employment as professional jizz wallers. Droopy McCool, the stage name of one of the band members in Jabba the Hutt's palace, was a Kitonak. Eight years after the Battle of Endor the Imperial battlemoon Eye of Palpatine apparently stopped at Kirdo III to pick up a contingent of stormtroopers, but brought in a group of Kitonaks instead.</p>						
Outer Rim	Doldur	Druckenwell	Druckenwell		Terrestrial Urban	SWAJ Vol.1 No.4
<p>This is a class-separated world. Many of the 9.3 billion live in the overcrowded cities. Most, then, are workers who toil in the factories and major industrial plants. The others are the corporate elite that own the companies and run the planet's government under close supervision of the sector's Moff. Located in the Mid-Rim, Druckenwell is an industrialized, overpopulated urban world run by corporate guilds. Druckenwell's crowded cities are divided by wide oceans, and almost all of the planet's available land has been developed. Therefore, great care has recently been taken to reduce the risk of pollution and to protect the planet's few remaining resources. Druckenwell's 9.3 billion people are mostly workers for the planet's massive corporations who live in its congested metropolises. The strictly planned cities have specific zones for different worker classes-- blue-collar districts, business offices, industrial areas, and a few pleasant parks and gardens for the corporate elite. Druckenwell's strict population laws specify that no couples may marry until they can prove their fiscal independence. The city of Il Avali includes Happy's Landing tavern and the l'att Armament complex, where a personal shielding device to protect stormtrooper armor from blaster fire was developed. When Imperial Moff Eisen Keriioth tried to claim the energy shield as his own invention just prior to the Battle of Yavin, Tinian l'att (young heiress of the l'att Corporation) escaped with the shielding device components and fled Druckenwell with the help of Twilit Hearth's musical band. Tinian's lover Daye Azur-Jamin managed to destroy the l'att Armament complex and its Imperial invaders, but was almost killed in the effort. Druckenwell is also home to the corporate offices for SGI Systems Inc., a major producer of black-market assassin droid components. Sometime after the Battle of Yavin, Imperial officials nationalized SGI Systems along with several other droid corporations, giving them control of the Mid-Rim droid market.</p>						
Outer Rim	Doldur	Monor	Monor		Terrestrial	SWAJ #6, pg 23
<p>Located in the system of the same name in the Doldur sector. Just after the Battle of Yavin, resistance leader Una Poot was planning to deliver a cargo of blaster carbines to the Rebels on Monor from her base on Silver Station</p>						



Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Doldur	Segra	Ord Segra		Terrestrial	SWAJ #6, pg 23
Years ago, resistance leader Una Poot and her husband delivered a culsion gas cargo to the Ord Segra spaceport. When they refused to pay the standard seven percent bribe, the customs ships opened fire and forced them to take a blind hyperspace jump. They ended up near the Dragonflower Nebula, eventually founding Silver Station.						
Outer Rim	Hadar	Turkana	Turkana		Terrestrial	XW TODO
The first major space battle between the Empire and the Rebellion featuring the X-Wing starfighter. The Hadar sector contains the planet Turkana. Alliance pilot Keyan Farlander's first mission was in a quadrant of the Hadar sector. The planet Turkana is located in the Hadar sector, and has several moons. Prior to the Battle of Yavin, at least five Star Destroyers on patrol near Turkana discovered the Alliance fleet in orbit around the world. The Imperials engaged the Rebel fleet but suffered severe losses. Shocked by this development, Emperor Palpatine ordered the implementation of Operation Strike Fear to crush the Rebellion. Later, Alliance pilot Keyan Farlander flew his first mission near Turkana.						
Outer Rim	Hook Nebula	Santarin	Santarin		Terrestrial	GG #9: Fragments of the Ri
Home to the Mantis Syndicate						
Outer Rim	Indu San		Indu San		Terrestrial	SWAJ Vol.1 No.6
Indu San is the only habitable planet in the system of the same name of the Outer Rim. Its forests, plains, and mountains are separated by oceans, and the planet is a major exporter of luxurious items carved from marbled stone. The low, widely-spaced layout of the smooth stone buildings gives Indu San cities an uncluttered appearance, and the world's 1.4 billion human citizens were traditionally ruled by a Congressional Council. They received an Imperial governor under the Empire, but Governor Stant Rosswell cut favors for many Indu San business leaders and remained popular. Just prior to the Battle of Endor, Rosswell was replaced by the hard-line Governor Ekam Ouwray, who, when faced with a local revolt and a small New Republic battle fleet, evacuated all Imperial forces and fled the system. Some time after Endor, while the Indu San Council was debating whether to join the New Republic, Chief Councilor Shek Barayel was assassinated at Council Hall by Imperial supporters hoping to pin the blame on the New Republic.						
Outer Rim	Kuat	Kuat	Kuat		Terrestrial	SWS, ISWU, XWRS, SWAJ
Kuat, located in the Kuat sector in the most densely-populated section of the galaxy, is the location of the massive Kuat Drive Yards starship construction facility. Kuat Drive Yards, or KDY, is one of the Empire's primary producers of warships and manufactures the feared Imperial-class Star Destroyer. Due to the strategic importance of the Kuat Drive Yards, the Empire defended the Kuat system with fifteen Star Destroyers after the Battle of Endor, and rigged the star docks with explosives in case it was necessary to scuttle them. Kubindi, the fifth planet in the Ku'Bakai system, is the homeworld of the insect-loving Kubaz. Due to the unpredictable solar flares of Ku'Bakai, Kubindi suffers baths of intense radiation and constantly-changing weather patterns. The adaptability of insects have made them particularly successful lifeforms on Kubindi, and be found in many varieties including the bantha-sized sun-beetle. Insects are considered a true delicacy on Kubindi, and the civilized, cultured Kubaz have organized their society around insect trading circles. Kubaz families farm designer insect hives and trade with others; the largest trading families make most planetary governmental decisions. Kubindi is isolated and seldom sees galactic traffic. As a result, many Kubaz are attempting to develop their own starship technology. Garindan, the Mos Eislely spy known as "Long Shoot," was a Kubaz. Several years after the Battle of Endor, the Kubaz negotiated with the Barabel to purchase Verpine body parts to use in their cuisine.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Lahara	Agamar	Agamar		Terrestrial	FP
<p>Agamar is located in the Lahara sector in the Outer Rim. Its cities include the large municipality of Calna Muun and the backwater town of Tondatha, which was wiped out by the Empire for harboring Rebel collaborators. Binka trees grow on the planet, and are so competitive that the trees in binka forests grow widely-spaced apart. A traditional Agamarian dish is mugruebe stew, which is made from bark, roots, and meat. The famous Alliance pilot Keyan Farlander was a native of Agamar.</p>						
Outer Rim	Lol					GG #9: Fragments of the Ri
<p>Outer Rim</p>						
Outer Rim	Mektrun Cluster	Killaniri	Mutanda		Terrestrial Plains	Planets Collection pg 74
<p>This world is the site for an orbital prothium gas mining facility/spaceport that supplies much of the Imperial need for the gas. All of the mining rights are overseen by the Imperial military, which has a strong presence in the system. The mining rights are owned and carried out by BlasTech Corporation, Czerka Weapons and Blethern Gas Industries, all giant weapons industries. The planet's sentient species, the cat-like Horansi, prefer to live in a primitive, tribal lifestyle not causing any kind of trouble for the Imperial or Corporate forces on their world.</p>						
Outer Rim	Merel	Ragnar				GG #9: Fragments of the Ri
<p>Sector Ruled by Moff Tregar</p>						
Outer Rim	Minos Cluster		Adarlon		Terrestrial Mountainous	GG #6; Tramp Freighters, S
<p>Adarlon contains the city of Belrand. The famous actress Neile Janna returned to Adarlon to resume her career after a twenty-year retirement, planning to play the role of legendary Hydian Way trailblazer Freia Kallea.</p>						
Outer Rim	Minos Cluster		Eliad		Terrestrial	GG #6: Tramp Freighters
<p>Immensely rich political exiles reside here, left over from when the Emperor was in power. Not having anything better to do, they remained, even though the Empire has withdrawn from the sector.</p>						
Outer Rim	Minos Cluster		Gesaril		Terrestrial Swamp	GG #6; Tramp Freighters
<p>Outer Rim</p>						
Outer Rim	Minos Cluster		Mestra		Asteroid Belt	GG #6; Tramp Freighters
<p>A giant asteroid field, home to one big mining corp and dozens of small ones.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Minos Cluster		Pergitor		Terrestrial Desert	GG #6; Tramp Freighters
Run by The Church, a very uptight planet.						
Outer Rim	Minos Cluster		Quockra		Terrestrial Desert	GG#6 p.56-58
A desert world, where the native population seems to be droids.						
Outer Rim	Minos Cluster		Travin		Terrestrial Barren	GG#6 p.57-58
The Sector capital, the planet only has one city with the rest of the surface barren.						
Outer Rim	Minos Cluster		Yelsain		Terrestrial	GG #6; Tramp Freighters
A forest frontier planet.						
Outer Rim	Minos Cluster	Karideph	Karideph		Terrestrial	GG #6; Tramp Freighters, S
One giant city, probably one of the most overpopulated planets in the galaxy. The Nikto assassin Ma'w'shiye, during his time as an Alliance agent, served with Lieutenant Akul Witig during the Karideph operations. During this time, Witig gave Ma'w'shiye a heavy overcoat.						
Outer Rim	Minos Cluster	Shesharile	Shesharile		Gas giant	SWAJ #6, pg 172
Little is known about this world. Two of its moons, Sheharile 5 and 6 are inhabited and known as "The Twin Planets."						
Outer Rim	Minos Cluster	Shesharile	Shesharile		Terrestrial Urban	SWAJ Vol.1 No.6
Crime, crime, crime. Technel Shnick used to be the head boss here, until he was ousted by the dibolical Silas Greenback.						
Outer Rim	Minos Cluster	Shesharile	Shesharile 5 & 6		Terrestrial Urban	GG #6; Tramp Freighters, S
(5) This is the first "Twin Planet" which orbits the Gas giant Sheharile. The one main starport and immediate surrounding residential "zone" is the safest area on either planet. So corrupt is teh government here, and so widespread is the pollution and ecological disaster, that this world, as well as its sister planet, have degenerated into virtual war zones where swoop gangs fight for control of worthless territory. (6) This is the second "Twin Planet" which orbits the Gas giant Sheharile. So corrupt is the government here, and so widespread is the pollution and ecological disaster, that this world, as well as its sister planet, have degenerated into virtual war zones where swoop gangs fight for control of worthless territory.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Natalis		Ebra		Terrestrial	
Outer Rim	Natalis		Elomn		Terrestrial	
Outer Rim	Natalis		Kheedar		Terrestrial	GG #9: Fragments of the Ri
Outer Rim	Natalis	Amorris	Amorris		Terrestrial	DFR
Amorris, in the system of the same name, was the planet to which Lando Calrissian sent ship thief Niles Ferrier after persuading him not to steal any ships from Sluis Van. Calrissian told Ferrier that the Cavrilhu pirate gang was using Amorris as a base.						
Outer Rim	Natalis	Boordii	Boordii		Terrestrial	HTTE
Han Solo and Lando Calrissian made a botched dolfrimia run on Boordii. Han is still angry with Lando about Lando's seeming overconfidence during the run.						
Outer Rim	Natalis	Mindar	Mindar		Terrestrial	COPL
Han Solo and Princess Leia Organa once shared rations on a Mindar battlefield, amid the dead bodies of Imperial stormtroopers.						
Outer Rim	Natalis	Zi'Dek	Zi'Dek		Terrestrial	COPL
Han Solo used to make smuggling runs to the Zi'Dek system. He learned some of their port access codes, but these codes were later changed by the Imperials.						
Outer Rim	Orus	Baskarn	Baskarn		Terrestrial Jungle	AJ#2 p. 151
Located in the Outer Rim, the inhospitable jungle planet Baskarn is home to an Alliance starfighter outpost that makes guerrilla strikes into Imperial territory. Advanced Base Baskarn is built into a mountainside, surrounded by a thick jungle of razor-sharp plants and deadly predators. The planet is the homeworld of the Yrashu, a force-sensitive species of green primates who exist in peaceful harmony with their environment. The primitive Yrashu carry ceremonial maces made from the roots of the Hmumfumf tree. Animal life on Baskarn includes floating jellyfish, which drift above the tree canopy and snare birds and rodents in their tentacles. Other creatures include water snakes, edible Mmhm butterfly, and the fierce horned Hrosma tiger which hunts through the use of the Force.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Orus	Poderis	Poderis		Terrestrial Desert	Last Command, p.76
<p>Poderis, in the Orus sector, is a harsh world with a ten-hour rotational cycle and a severe axial tilt which can create windstorms of up to 200 km/hr. In addition, the unusual geology of Poderis has forced its colonists to build their cities on the tops of a vast network of mesas. An angled wall one hundred meters wide (called a shield-barrier) runs along the outer edge of these cities, which helps deflect Poderis' damaging seasonal winds. Poderis' stubborn colonists are fiercely independent and the unimportant planet seldom receives visitors. Luke Skywalker visited Poderis in an attempt to uncover the Empire's clone trafficking network, and narrowly escaped a trap set for him by Grand Admiral Thrawn.</p>						
Outer Rim	Parmel		Algara		Terrestrial	
Outer Rim	Parmel		Aris V		Terrestrial	GG #9: Fragments of the Ri
Outer Rim	Parmel		Fydos		Terrestrial	
Outer Rim	Parmel		Gacecian		Terrestrial	
Outer Rim	Parmel		Turcan III		Terrestrial	GG #9: Fragments of the Ri
Outer Rim	Parmel		Zelos		Terrestrial	
Outer Rim	Parmel	Agash	Ergeshui		Terrestrial Oceanic	Planets Collection
<p>This world is quite hostile to human life. Its atmosphere, rich with nitrogen and carbon dioxide, and its surface, which is often overrun with water, is quite inhospitable. However, the natives have graciously opened their doors to the Republic and have even built a self-contained city to accommodate beings from around the galaxy.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Parmel	Atrig	Abatrarg		Gas giant	
Outer Rim	Parmel	Atrig	Altrax		Terrestrial Frozen Rock	Planets Collection, pg 237
This is the eighth planet in the Atrig system.						
Outer Rim	Parmel	Atrig	Amrap		Terrestrial Desert	Planets Collection, pg 237
This is the third planet in the Atrig system.						
Outer Rim	Parmel	Atrig	Beneris		Terrestrial Barren	Planets Collection, pg 237
This is the first planet in the Atrig system.						
Outer Rim	Parmel	Atrig	Korbin		Terrestrial Plains	Planets Collection
This is a totally lawless world. The only law here is how many credits you've got in your pocket; the only justice, how fast you draw your blaster. You can easily rent a berth in Pleasant City's starport, but there are no certified mechanics, and the owner of the berth is not responsible for break-ins. The Empire and the Republic agree on one thing: Anybody who goes to Korbin and get into trouble deserves exactly what he gets.						
Outer Rim	Parmel	Atrig	Lynaria		Terrestrial Tundra	PLANET, pg 237
This is the seventh planet in the Atrig system.						
Outer Rim	Parmel	Atrig	Tollero		Terrestrial Barren	PLANET, pg 237
This is the second planet in the Atrig system.						
Outer Rim	Parmel	Atrig	Torvik		Terrestrial Swamp	PLANET, pg 237
This is the fourth planet in the Atrig system.						
Outer Rim	Parmel	Carosus	Carosi		Terrestrial	

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Parmel	Carosus	Carosi IX		Gas giant	PLANET, pg 203
This is the fourth world in the Carosus system. Its number designation used to identify its position in the system, but when the star, Carosi, expanded into a Red Giant star, the five innermost planets were consumed.						
Outer Rim	Parmel	Carosus	Carosi VI		Terrestrial Barren	
This is the first planet in the Carosus system. Its number designation used to identify its position in the system, but when the star, Carosi, expanded into a Red Giant star, the five innermost planets were consumed.						
Outer Rim	Parmel	Carosus	Carosi VII		Terrestrial Jungle	PLANET, pg 203
This is the second planet in the Carosus system. Its number designation used to identify its position in the system, but when the star, Carosi, expanded into a Red Giant star, the five innermost planets were consumed. It is currently being considered for colonization at a later date, perhaps when the greenhouse effect there stabilizes.						
Outer Rim	Parmel	Carosus	Carosi VIII		Terrestrial Jungle	PLANET, pg 203
This is the third world in the Carosus system. Its number designation used to identify its position in the system, but when the star, Carosi, expanded into a Red Giant star, the five innermost planets were consumed. It is being considered for future colonization, perhaps when the greenhouse effect has stabilized.						
Outer Rim	Parmel	Carosus	Carosi X		Gas giant	Planets, pg 203
This is the fifth world in the Carosus system. Its number designation used to identify its position in the system, but when the star, Carosi, expanded into a Red Giant star, the five innermost planets were consumed.						
Outer Rim	Parmel	Carosus	Carosi XI		Gas giant	Planets, pg 203
This is the sixth world in the Carosus system. Its number designation used to identify its position in the system, but when the star, Carosi, expanded into a Red Giant star, the five innermost planets were consumed.						
Outer Rim	Parmel	Carosus	Carosi XII		Terrestrial Terraformed	Planets, pg 203
This world is a major New Republic outpost. There is a base near the capital city, and the world itself serves as a major contributor of medical technologies. The planet is not, however, the native home of its inhabitants. They were originally from Caros IV, but had to evacuate their homeworld quickly due to the star's unusually rapid growth from a normal orange star to a red giant.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Parmel	Kattellyn	Atraken		Terrestrial Barren	Planets Collection
This is a once-beautiful world that was ravaged by the Clone Wars. Its surface has been laid to waste, and the effects of the biological and chemical weapons on the land and atmosphere are still evident. There were few survivors of this holocaust, but they are starting over again. The remaining people live in pressurized settlements on the orbiting moon of Trilos above and below ground. They mine the moon to sustain themselves, and they live off of standi						
Outer Rim	Parmic		Boonta		Terrestrial Urban	Droids (TV Animated serie
A planet famous for it's elaborate speeder racing circuit. The planet also is home to a gigantic scrap yard that serves as a graveyard for damaged and abandoned ships.						
Outer Rim	Parmic		Shownar		Terrestrial	GG #9:Fragments of the Ri
Source of vertag crystals. An entertainment and tourist capital of the sector. The terrain consists of crystalline spires that tower several kilometers into the air. While most buildings are built on such spires, the natives live in the spires themselves.						
Outer Rim	Parmic		Sorotarr VI		Terrestrial	GG #9:Fragments of the Ri
Home to the Game. A real gamblers paradise, packed full of Moff's, Fleet Admirals, Imperial nobles, crooks and aristocrats. Much like Adarlon						
Outer Rim	Parmic		Spice Terminus	Llanic Spice Run	Terrestrial	GG #9:Fragments of the Ri
Final stop of the Llanic Spice Run						
Outer Rim	Parmic	Gunthar	Taul		Terrestrial Swamp	SWAJ#1 p.266
An small rebel outpost to train troops for severe battle conditions- until the Empire happened across the system. Since the battle of Endor, the base has been reactivated.						
Outer Rim	Parmic	Laramus	Laramus		Terrestrial	GG #9:Fragments of the Ri
A hotbed of trouble and resistance. Home of the Merc group Laramus Base Irregulars. An Imperial convoy was leaving Laramus when it was ambushed by a Rebel cruiser, several shuttles, and X-wing fighters. None of the Imperial transports were able to escape the Laramus system, and the Rebels captured all 14 without any losses.						
Outer Rim	Parmic	Pesmenben	Pesmenben IV		Terrestrial	ROTJ
A planet where Lando Calrissian ran a con-job on an Imperial governor. Calrissian laced the dunes of Pesmenben IV with valuable lithium carbonate, convincing the governor to lease the planet, and then tricked the governor into offering bribes to non-existent "union officials."						



Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Parmic	Shaum	Shaum Hii		Terrestrial Oceanic	GG#12 p.49-50
Kian'thar evolved from large reptiles, but have since developed a culture built around the planet's oceans.						
Outer Rim	Portmoak		Tantive V		Terrestrial	Wanted By Craken
Admiral Drommel's defeat						
Outer Rim	Portmoak	Reuss	Reuss VIII		Terrestrial	CRO, pg 73, GG #9:Fragme
Industrial giant of the Sector. Home to the Torel Vorne crime syndicate						
Outer Rim	Quence		Eishandruu Pica		Terrestrial	GG #9:Fragments of the Ri
Sector captiol. Home to the Margath Corp. The sector capital. Has an amazing bar called the 27th Hour Social Club. It boast over 14 million drinks in the library. "If we don't know it, your tab is on the house", the club claims.						
Outer Rim	Quence		Genassa		Terrestrial	GG#12 p.55-57
Homeworld of the plant-covered M'shinni						
Outer Rim	Quence		Sanctuary		Terrestrial Oceanic	Rebel Alliance Sourcebook
One of the oldest alliance safeworlds, established before the declaration of Rebellion.						
Outer Rim	Quence		Trinta		Terrestrial	GG#9, Domain of Evil , 16
A farm colony planet terrorized by a swoop gang called the Bloodsniffers.						
Outer Rim	Sarin		Xiunrus		Terrestrial	GG #9:Fragments of the Ri
GG #9:Fragments of the Ri						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Seswenna	Eriadu	Eriadu		Terrestrial	CRO, pg 33: COTJ, DESB, D

Little is known about this world. However, it was the home of Grand Moff Tarkin, and his family's estate is still there. Eriadu, a polluted factory planet in the Seswenna sector, is a trading and governmental hub in the Outer Rim. Eriadu was the capital world of Grand Moff Tarkin's territory, established as Tarkin's base of operations when he was placed in charge of the Outer Rim Territories. Tarkin ruled from the Governor's Palace on the planet's surface. During a trip from Eriadu to the newly-completed Death Star at Despayre, Tarkin's shuttle was attacked by a strike force of Alliance Y-wing starfighters. Although the Grand Moff was rescued by the timely arrival of a Star Destroyer, the Rebels managed to rescue Tarkin's Mon Calamari servant Ackbar. The Imperial tech Deppo, who served on the Emperor's World Devastators, was raised on Eriadu. When the head of House Elegin departed to attend a meeting with Roganda Ismaren on Belsavis, he left his family on Eriadu. One of the planet's exports is shellwork jewelry.

Outer Rim Skine GG #9: Fragments of the Ri

Outer Rim	Sluis	Bpfassh	Bpfassh		Terrestrial Desert	Heir To The Empire
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Battleground for a dark Jedi during the clone wars. They don't like Jedi much. A double planet with a complicated system of moons in the Bpfassh system, located near Praesitlyn and Sluis Van in the Sluis sector. During the Clone Wars some Bpfasshi Dark Jedi created trouble throughout the sector, and a Jedi task force (including Jorus C'baoth) was formed to oppose them. One Dark Jedi made it as far as Dagobah before his death. Because of the insurrection, most Bpfasshi today dislike all Jedi. Bpfassh was also the target of a hit-and-fade attack by Grand Admiral Thrawn and the site of an attempted abduction of Leia Organa Solo. During their search for Delta Source, Leia and Winter analyzed an intelligence report from the Bpfassh system suggesting the Star Destroyer Chimaera was at Anchoron.

Outer Rim	Sluis	Dagobah	Dagobah		Terrestrial Swamp	ESB, ESNB, ESBR, HTTE, DS
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A mysterious, mist-shrouded swamp planet in the Dagobah system and the Sluis sector, Dagobah contains no cities or advanced technology yet teems with a wide variety of life. Some of this world's exotic lifeforms include giant swamp slugs, dragonsnakes, nightbats, carnivorous fungi, bioluminescent spotlight sloths, and butcherbugs, who spin their slicing wirewebs between adjacent gnarltrees. Colorful Jubba birds whistle a highly soothing song, which may be caused by a slight manipulation of the Force. The petrified gnarltree forests can be found throughout the swamp, and the trees have a unique life cycle-- at the appropriate time a knobby white "spider" will break off from its parent tree, roam the swamp hunting and feeding on animals, and eventually take root in a clear spot to grow into a new gnarltree. Other Dagobah plants include flower- fruits, mushrooms that explode if exposed to light, and prismatic vine-flowers that grow above the dense tree canopy, where reptilian flying creatures can also be seen hunting small scurrying rodents. The thick cloud layer surrounding the planet cannot be penetrated by standard sensors. Dagobah was home to the legendary Jedi Master Yoda, who instructed both Obi-Wan Kenobi and Luke Skywalker before his death before the Battle of Endor at the age of 900. During the fall of the Old Republic, an eight-man research team led by Halka Four-Den scouted Dagobah but was lost, presumably killed off by some of the planet's lethal lifeforms. Around twenty-five years before the Battle of Yavin, a Dark Jedi from Bpfassh created trouble throughout his sector before being stopped on Dagobah, presumably by Yoda. A dark cave near Yoda's home could be a vestige of this Dark Jedi's power, and it may have served to hide Yoda's presence during the Emperor's Jedi purge. Luke Skywalker returned to Dagobah five years after Yoda's death and discovered a ship's beacon call, that could have belonged to the Bpfasshi Dark Jedi. Skywalker returned three years later with the Jedi knight Callista, to help Callista regain her lost Force ability. [

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Sluis	Delirian	Delirian		Terrestrial	MTS
A prison planet used for the incarceration of dangerous criminals. The infamous Dr. Evazan was held on Delirian until he escaped to the Hindasar system.						
Outer Rim	Sluis	Elom	Elom		Terrestrial Tundra	HTTE, SWAJ
A cold barren desert world rich in mineral resources. Galactic News Network reporter Kella Rand's first offworld assignment was covering a mining revolt on the cold world of Elom. Five years after the Battle of Endor, a New Republic task force crewed by Elomin were completely wiped out by Grand Admiral Thrawn near the Obroa-skai system, since Thrawn understood the Elomin's psychological inability to defend against a Marg Sabi closure maneuver.						
Outer Rim	Sluis	Firro	Firro		Terrestrial	MTS
Many deaths and atrocities were committed on Firro during its brutal subjugation by the Empire, and Lord Cuvir was installed as Imperial Governor of Firro. During a visit to a Firro relief station, Cuvir witnessed the skill of Imperial medical droid Too-Onebee and made the droid his personal physician. Too-Onebee has since joined the Alliance.						
Outer Rim	Sluis	Gandolo	Gandolo IV		Terrestrial Moon	MTS
A barren, rocky moon located in the Outer Rim. A group of Wookiee settlers, aided by Chewbacca, were attempting to establish a colony on the moon when they were discovered by the bounty hunter Bossk. Bossk and his men, who were in the employ of the Imperial sector governor, abandoned their attempt to capture the Wookiees after Han Solo disabled their ship by landing on it.						
Outer Rim	Sluis	Hindasar				MTS
The infamous criminal known as Dr. Evazan set up a "medical" practice in the Hindasar system after escaping from the prison world of Delirian						
Outer Rim	Sluis	Kerest	Kerest		Terrestrial	Marvel SW comics
Kerestians don't have much of a homeworld anymore. It was destroyed years ago, and the species were thought extinct- until a colony sleeper ship was found.						
Outer Rim	Sluis	Praesitlyn	Praesitlyn		Artificial: Space Station	HTTE
The location of a major communications station, located within sixty light-years of Bpfassh in the Sluis sector.						
Outer Rim	Sluis	Randon	Randon		Terrestrial	SA,YJK
Female ward-cousins on the planet Randon are traditionally honored (due to their potential inheritance) and are customarily served first. Randoni women wear their hair loose and flowing, and an alcoholic drink from Randon is the Randoni Yellow Plague. Luke Skywalker and Tenebrous posed as archaeological traders from Randon during their undercover mission to Borgo Prime.						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Sluis	Sluis	Sluis Van		Artificial: Space Station	HTTE, DFR, SWAJ
<p>Located in the Sluis sector, Sluis Van contains extensive shipyards and the huge Sluis Van Central orbit-dock station, and is defended by perimeter battle stations. The busy shipyards are managed by an outer system defense network and the overloaded Sluissi workers at Sluis Control. Six months after the Battle of Endor, the Sluis Van Congregate was still debating on whether to join the New Republic. Though the Sluis sector lay closer to New Republic sectors than to the Imperially-held Core Worlds, the Sluissi did not want to alienate the Empire, which was still one of their main shipyard clients. Five years after Endor, Grand Admiral Thrawn launched an attack on 112 warships docked at Sluis Van, attempting to capture several of them with a cloaked cargo of spacetrooper-manned mole miners. No warships were captured, but the destruction of their control systems rendered over 40 of them useless. Notable members of the snakelike Sluissi species include Secles Uslopos, henchman for the crimelord Abdi-Badawzi on the planet Socorro.</p>						
Outer Rim	Sumitra	Tierfon	Tierfon		Terrestrial	GG #9: Fragments of the Ri
<p>The Sumitra sector contains the planet Tierfon where a Rebel starfighter base was established to patrol the outer edges of the sector. The Empire was aware of Rebel activity, but since the sector contains 12,387 planets and moons, locating Tierfon base was a difficult task. Located in the outer Sumitra sector, Tierfon is the site of a Rebel starfighter outpost buried 250 meters into a rock cliff. Tierfon is a relatively small base, housing only eight X-wing fighters and 158 pilots, troops, and support staff.</p>						
Outer Rim	Testarr	Horuz	Despayre		Terrestrial	MTS, DSTC, DS
<p>Despayre, a prison planet located in the Horuz system in the distant Outer Rim, was the construction site for the first Death Star. The almost unknown status of the world helped guarantee the security of the orbital construction yards assembled to build the battle station. Despayre was green jungle planet broken by rivers and shallow seas, and home to countless predators including carnivorous crustaceans, poisonous flora, and deadly insects. The planet's penal colony was the only outpost in the system, and many prisoners were used to help construct the Death Star. When the battle station was completed, it tested its superlaser on Despayre and utterly destroyed the planet.</p>						
Outer Rim	Thuris		Crystal Nest		Terrestrial	The Abduction of Crying D
Sector Moff: Moff Sakai						
Outer Rim	Thuris		Plooma		Terrestrial	COTJ
During his smuggling years, Han Solo attended an Ithorian Herd Meeting located "halfway from the Pits of Plooma to the Galactic Rim."						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Thuris	Dra	Dra III		Terrestrial	HSR, HSL, CSSB
<p>A high-gravity planet known for its sport hunting. The inhabitants of Dra III tend to be heavier and stronger due to the higher gravity. One of the famous hunting beasts of Dra III is the vicious six-legged nashtah, and the powerful (though somewhat outdated) Kell Mark II blaster is one planetary export. Sector Moff: Moff Sakai. A high-gravity world known for its dangerous native lifeforms and its sport hunting. The inhabitants of Dra III tend to be heavier and stronger due to the planet's higher gravity. The famous hunting beasts of Dra III include the vicious six-legged nashtahs (also called Dravian Hounds) that inhabit the planet's mountains. Nashtahs, the only animals from the planet to have yet been domesticated, are also the planet's most thoroughly studied animal, since the first contact team to escape from Dra III alive managed to kill several of the beasts and return with their bodies. The powerful (though somewhat outdated) Kell Mark II blaster is one planetary export.</p>						
Outer Rim	Thuris	Olabria	Olabria		Terrestrial	TAB
<p>The Olabrian Trichoid (possibly originating on the planet of Olabria) was used by Governor Nereus of Bakura in an attempt to kill Luke Skywalker. Its larvae hatch in a host's stomach and burrow towards the heart, feeding on blood. Sector Moff: Moff Sakai</p>						
Outer Rim	Thuris	Srilluur	Srilluur		Terrestrial	SWAJ # 4, pg 229; SWAJ #
<p>Sights on Srilluur include the sandstorms of Varic and the port city of Dnalvec. Animal life on the planet includes dark wolves, fierce nocturnal beasts that some Weequays are skilled enough to tame. Alliance major Adazian Liebke, a Weequay, once served in the Dnalvec militia and fought in the Houk-Weequay conflicts. After the conflicts ended, the Empire built a permanent garrison along the Copper Coast and in the industrial capital of Meirm. The Nikto assassin Ma'w'shiye, while he was still an Alliance agent, helped defend the two remaining Dnalvec militia outposts on Srilluur against an Imperial attack.</p>						
Outer Rim	Torch Nebula		Virujansi		Terrestrial	Rules Companion

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Torch Nebula	Dantooine	Dantooine		Terrestrial	Jedi Academy , 110
<p>Sector Ruled by Moff Peiles, An olive, blue, and brown-colored planet with no industrial settlements or advanced technology, Dantooine is far removed from most galactic traffic. Its surface is covered with empty steppes, savannas of lavender grasses, and spiky bilba trees. The planet has two moons and abundant animal life, including herds of hairy beasts, simple balloonlike creatures, and mace flies. Primitive nomadic tribes move along the coasts, though their numbers are so few the planet is essentially uninhabited. Four thousand years ago, the Jedi Master Vodo-Siosk Baas established a training center among Dantooine's ruins, where he instructed Exar Kun and the Cathar warriors Crado and Sylvar. Millennia later, Dantooine served as the primary base for the Rebel Alliance. Rebel engineers originally built the base from temporary, self-erecting modules, and defended it with stolen weapons and an energy shield stolen from an Imperial correctional facility. As time passed, the Alliance grew more secure, fortifying their base and becoming increasingly careless with security. This ended, however, when Rebel soldiers discovered an Imperial tracking device hidden in a cargo shipment. Though the beacon had not betrayed their location, the Alliance had no way of knowing this. All personnel evacuated the Dantooine base in a single day, leaving behind only the permanent structures and some disabled vehicles. The Alliance fleet then hopped from system to system, until erecting their new headquarters base on Yavin 4. Later, when interrogated by Imperials aboard the Death Star, Leia Organa revealed the Dantooine base's location, knowing it had long since been deserted. Imperial scout ships were immediately dispatched to Dantooine; when they uncovered Leia's ruse, Grand Moff Tarkin ordered the Princess executed. Nine years later, during the New Republic's war against Grand Admiral Thrawn, Admiral Ackbar planned to visit Dantooine following his inspection of the Farrin and Dolomar defenses. Two years after that, fifty colonists from Eol Sha were relocated on the planet, until they were utterly wiped out by a group of Admiral Daala's AT-AT walkers. New Republic commando Gil Crosear, who participated in the infiltration of an Imperial base on Sarahwiee, is a native of Dantooine</p>						
Outer Rim	Trax		Bundim	Trax Tube	Terrestrial	Classic Campaigns , 49
<p>Rebels attempted to influence this planets, but the Imperials leveled the planet</p>						
Outer Rim	Trax		Entrus	Trax Tube	Terrestrial Oceanic	Classic Campaigns , 51
<p>Recreation center for the sector &amp; Rebel Sector Command</p>						
Outer Rim	Trax		Fehern	Trax Tube	Terrestrial	Classic Campaigns , 51
Outer Rim	Trax		Jhensrus	Trax Tube	Terrestrial Jungle	Classic Campaigns , 51
Outer Rim	Trax		Lexrul	Trax Tube	Terrestrial	Classic Campaigns , 51

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Trax		Longwind	Trax Tube	Terrestrial	Classic Campaigns , 51
Former Old Republic Prison & now alternative Rebel Sector Command. Highest population density in the sector.						
Outer Rim	Trax	Algunnis	Algunnis Asteroid Belt	Trax Tube	Asteroid Belt	Classic Campaigns , 49
Asteroid Belt that orbits a binary star system.						
Outer Rim	Trax	Bissillirus	Chule	Trax Tube	Terrestrial	Classic Campaigns , 53
Outer Rim						
Outer Rim	Trax	Bissillirus	Draenell's Point	Trax Tube	Terrestrial	Classic Campaigns , 49
Outer Rim						
Outer Rim	Trax	Bissillirus	Nurstin	Trax Tube	Terrestrial	Classic Campaigns , 53
Outer Rim						
Outer Rim	Trax	Bissillirus	Outpost	Trax Tube	Terrestrial	Classic Campaigns , 54
Outer Rim						
Outer Rim	Trax	Bissillirus	Vendred	Trax Tube	Terrestrial	Classic Campaigns , 53
Outer Rim						
Outer Rim	Trax	Deysum	Deysum III	Trax Tube	Terrestrial Barren	Classic Campaigns , 49
Abandoned Coporate City. Sector Capitol. Located within the Trax sector along the Trax Tube trade route. Deysum III is the headquarters for Vo Lantes, the owner of a used-droid chain and a secret Alliance operative.						
Outer Rim	Trax	Dresscol	Qetix IV	Trax Tube	Terrestrial	Classic Campaigns , 51
Location of a Rebel star fighter repair base						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Outer Rim	Trax	Saurton	Essowyn		Terrestrial Cratered Plai	PLANET, pg 43

The planet is bombarded constantly by debris coming from the system's twin asteroid belts. Mining companies have taken control of these belts, and have even set up shop in some locales on the planet. The locals are always disputing between tribes, and it is felt that any day now a full-scale war will break out, and the alliances that the mining companies have carefully forged to protect their interests will mean nothing.

Outer Rim	Trax	Uogo'cor	Uogo'Cor	Trax Tube	Terrestrial	Classic Campaigns , 51
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Outer Rim	Trax	Venil		Trax Tube		Classic Campaigns , 51
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Outer Rim - Cr	Auril	Adega	Adega		Terrestrial	
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Outer Rim - Cr	Auril	Nespis	Nespis VIII		Artificial: Space Station	DE 2
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A derelict space city near the Cron Drift, located at the node of the six remaining Auril systems. The city was constructed over thousands of years and was abandoned just before the Clone Wars. It has remained well-preserved in the vacuum of space, and centuries-old murals of the Great Sith War decorate its walls. Once located at the node of the six remaining Auril systems near the Cron Drift, the now-destroyed Nespis VIII was a huge derelict space city. One of the largest of the ancient spaceports, Nespis VIII began its life as a remote beacon-point during the early days of hyperspace travel. Over thousands of years the beacon became a sprawling city, with a vast diversity of architectural styles and historical relics from nearly every period of space travel, including centuries-old murals of the Great Sith War. The city remained well-preserved in the vacuum of space and was abandoned long before the start of the Clone Wars. Six years after the Battle of Endor, Luke Skywalker freed Kam Solusar from the Dark Side of the Force while at Nespis VIII. Later that year (after the destruction of the command base on the fifth moon of Da Soocha), New Republic leaders established their new base at the remote space city, and Leia Organa Solo's third child Anakin was born there. Soon after, the Emperor fired a Galaxy Gun projectile at Nespis VII as the New Republic scrambled to abandon their base. Though the first shot was unsuccessful, a second projectile utterly destroyed the ancient space city.



Region	Sector	System	Planet Name	Trade Route	Type	Source
Pentastar Alig	Velcar		Criton's Point	Velcar Free Commerce Z	Terrestrial Mountainous	SWAJ #3, pg 157; SWAJ #5

This is a restricted planet. All entry into the system and planetary landings are expressly forbidden by the Pentastar Alignment and the Commerce Master Commissioner of the Velcar Free Commerce Zone. A small scientific team is currently conducting excavations in and around the mysterious Library of Xer, and maintains a small settlement and starship landing field nearby. Characters who are Force-sensitive feel an almost uncontrollable desire to travel to Criton's Point, despite the warnings of the Pentastar Alignment: upon arrival, the characters are drawn to the Library of Xer... Inside a vault in the center of the site there is a tree which is nourished by an unknown source. The tree is very powerful in the Force. An isolated planet within the Pentastar Alignment, Criton's Point is located far from any major hyperlanes. Its arid, desolate surface is covered with ruins that could date from before the foundation of the Old Republic. Among the many ruins is the mysterious Library of Xer, an ancient storehouse of information that has thus far resisted all attempts at translation. The planet is zealously guarded by the Pentastar Alignment, which restricts all access to a small team of historians and scholars.

Pentastar Alig	Velcar	Bextar	Bextar I	Velcar Free Commerce Z	Gas Giant	SWAJ
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Located deep within the Velcar Free Commerce Zone in the Pentastar Alignment, the Bextar system consists of four gas giants orbiting a pale yellow sun. A thriving gas-mining operation, run by the Amber Sun Mining Corporate, lies scattered across the planets' many moons. The operation's labor force consists primarily of alien Entymals, who have green exoskeletons and gliding membranes and make excellent pilots. The Entymals were brought to the Bextar system from their homeworld, and many dream of leaving the oppressive labor conditions of Bextar and gaining their freedom. The Pentastar Alignment is a group of worlds in the Outer Rim, forged into a protective federation after the Battle of Endor by Grand Moff Arduus Kaine. Kaine, Moff of the Outer Rim Territories following the death of Grand Moff Tarkin, saw the Empire's defeat as an opportunity to form a new Empire under his own rule. He called a meeting, dubbed the Pentastar Talks, aboard his Super Star Destroyer Reaper with Imperial officials and representatives from two large private corporations. The resulting Alignment encompasses hundreds of planets, including the Velcar Free Commerce Zone (containing Capza, Entralla, and Bextar) and the worlds Jaemus and Criton's Point. While many aspects of the Alignment are very similar to those of the old Empire, some notable differences exist—the Alignment's legislative arm, for instance, has two primary factions: Order (including the Politorate, Insurrection, Judgment, and Protectorate branches), and Enforcement, represented by the Pentastar Patrol police force. The New Republic has done little to oppose the Pentastar Alignment since its formation, but mercenary groups such as the Red Moons have secretly worked to sabotage its operations. Pirates and freebooters have also become an increasing problem within the Alignment.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Pentastar Alig	Velcar	Bextar	Bextar II	Velcar Free Commerce Z	Gas Giant	SWAJ
<p>Located deep within the Velcar Free Commerce Zone in the Pentastar Alignment, the Bextar system consists of four gas giants orbiting a pale yellow sun. A thriving gas-mining operation, run by the Amber Sun Mining Corporate, lies scattered across the planets' many moons. The operation's labor force consists primarily of alien Entymals, who have green exoskeletons and gliding membranes and make excellent pilots. The Entymals were brought to the Bextar system from their homeworld, and many dream of leaving the oppressive labor conditions of Bextar and gaining their freedom. Located deep within the Velcar Free Commerce Zone in the Pentastar Alignment, the Bextar system consists of four gas giants orbiting a pale yellow sun. A thriving gas-mining operation, run by the Amber Sun Mining Corporate, lies scattered across the planets' many moons. The operation's labor force consists primarily of alien Entymals, who have green exoskeletons and gliding membranes and make excellent pilots. The Entymals were brought to the Bextar system from their homeworld, and many dream of leaving the oppressive labor conditions of Bextar and gaining their freedom. The Pentastar Alignment is a group of worlds in the Outer Rim, forged into a protective federation after the Battle of Endor by Grand Moff Arduus Kaine. Kaine, Moff of the Outer Rim Territories following the death of Grand Moff Tarkin, saw the Empire's defeat as an opportunity to form a new Empire under his own rule. He called a meeting, dubbed the Pentastar Talks, aboard his Super Star Destroyer Reaper with Imperial officials and representatives from two large private corporations. The resulting Alignment encompasses hundreds of planets, including the Velcar Free Commerce Zone (containing Capza, Entralla, and Bextar) and the worlds Jaemus and Criton's Point. While many aspects of the Alignment are very similar to those of the old Empire, some notable differences exist—the Alignment's legislative arm, for instance, has two primary factions: Order (including the Politorate, Insurrection, Judgment, and Protectorate branches), and Enforcement, represented by the Pentastar Patrol police force. The New Republic has done little to oppose the Pentastar Alignment since its formation, but mercenary groups such as the Red Moons have secretly worked to sabotage its operations. Pirates and freebooters have also become an increasing problem within the Alignment.</p>						
Pentastar Alig	Velcar	Bextar	Bextar III	Velcar Free Commerce Z	Gas Giant	SWAJ
<p>Located deep within the Velcar Free Commerce Zone in the Pentastar Alignment, the Bextar system consists of four gas giants orbiting a pale yellow sun. A thriving gas-mining operation, run by the Amber Sun Mining Corporate, lies scattered across the planets' many moons. The operation's labor force consists primarily of alien Entymals, who have green exoskeletons and gliding membranes and make excellent pilots. The Entymals were brought to the Bextar system from their homeworld, and many dream of leaving the oppressive labor conditions of Bextar and gaining their freedom. The Pentastar Alignment is a group of worlds in the Outer Rim, forged into a protective federation after the Battle of Endor by Grand Moff Arduus Kaine. Kaine, Moff of the Outer Rim Territories following the death of Grand Moff Tarkin, saw the Empire's defeat as an opportunity to form a new Empire under his own rule. He called a meeting, dubbed the Pentastar Talks, aboard his Super Star Destroyer Reaper with Imperial officials and representatives from two large private corporations. The resulting Alignment encompasses hundreds of planets, including the Velcar Free Commerce Zone (containing Capza, Entralla, and Bextar) and the worlds Jaemus and Criton's Point. While many aspects of the Alignment are very similar to those of the old Empire, some notable differences exist—the Alignment's legislative arm, for instance, has two primary factions: Order (including the Politorate, Insurrection, Judgment, and Protectorate branches), and Enforcement, represented by the Pentastar Patrol police force. The New Republic has done little to oppose the Pentastar Alignment since its formation, but mercenary groups such as the Red Moons have secretly worked to sabotage its operations. Pirates and freebooters have also become an increasing problem within the Alignment.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Pentastar Alig	Velcar	Bextar	Bextar IV	Velcar Free Commerce Z	Gas Giant	SWAJ

Located deep within the Velcar Free Commerce Zone in the Pentastar Alignment, the Bextar system consists of four gas giants orbiting a pale yellow sun. A thriving gas-mining operation, run by the Amber Sun Mining Corporate, lies scattered across the planets' many moons. The operation's labor force consists primarily of alien Entymals, who have green exoskeletons and gliding membranes and make excellent pilots. The Entymals were brought to the Bextar system from their homeworld, and many dream of leaving the oppressive labor conditions of Bextar and gaining their freedom. The Pentastar Alignment is a group of worlds in the Outer Rim, forged into a protective federation after the Battle of Endor by Grand Moff Ardus Kaine. Kaine, Moff of the Outer Rim Territories following the death of Grand Moff Tarkin, saw the Empire's defeat as an opportunity to form a new Empire under his own rule. He called a meeting, dubbed the Pentastar Talks, aboard his Super Star Destroyer Reaper with Imperial officials and representatives from two large private corporations. The resulting Alignment encompasses hundreds of planets, including the Velcar Free Commerce Zone (containing Capza, Entralla, and Bextar) and the worlds Jaemus and Criton's Point. While many aspects of the Alignment are very similar to those of the old Empire, some notable differences exist—the Alignment's legislative arm, for instance, has two primary factions: Order (including the Politorate, Insurrection, Judgment, and Protectorate branches), and Enforcement, represented by the Pentastar Patrol police force. The New Republic has done little to oppose the Pentastar Alignment since its formation, but mercenary groups such as the Red Moons have secretly worked to sabotage its operations. Pirates and freebooters have also become an increasing problem within the Alignment.

Pentastar Alig	Velcar	Capza	Capza	Velcar Free Commerce Z	Terrestrial	SWAJ
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Located within the Velcar Free Commerce Zone in the Pentastar Alignment, Capza is a lush tropical world ringed with high escarpments. It is also the luxurious home of Commerce Master Commissioner Gregor Raquoran, who uses the planet's natives as his personal servants. The Pentastar Alignment is a group of worlds in the Outer Rim, forged into a protective federation after the Battle of Endor by Grand Moff Ardus Kaine. Kaine, Moff of the Outer Rim Territories following the death of Grand Moff Tarkin, saw the Empire's defeat as an opportunity to form a new Empire under his own rule. He called a meeting, dubbed the Pentastar Talks, aboard his Super Star Destroyer Reaper with Imperial officials and representatives from two large private corporations. The resulting Alignment encompasses hundreds of planets, including the Velcar Free Commerce Zone (containing Capza, Entralla, and Bextar) and the worlds Jaemus and Criton's Point. While many aspects of the Alignment are very similar to those of the old Empire, some notable differences exist—the Alignment's legislative arm, for instance, has two primary factions: Order (including the Politorate, Insurrection, Judgment, and Protectorate branches), and Enforcement, represented by the Pentastar Patrol police force. The New Republic has done little to oppose the Pentastar Alignment since its formation, but mercenary groups such as the Red Moons have secretly worked to sabotage its operations. Pirates and freebooters have also become an increasing problem within the Alignment.

Region	Sector	System	Planet Name	Trade Route	Type	Source
Pentastar Alig	Velcar	Entralla	Entralla	Velcar Free Commerce Z	Terrestrial	SWAJ
<p>Entralla, located in the system of the same name, lies within the Velcar Free Commerce Zone in the Pentastar Alignment. The planet is a world of shining spaceports whose large, single moon can often be seen in its bright blue sky. Entralla has a proud and ancient history-- many prominent religious sects had their origin on Entralla, and the planet is home to several important monasteries. Within Entralla's Nexus City starport is the famous historic district and a seedy industrial zone known as the Overhang, where very little sunlight can penetrate the dense buildings. Entrallians have a deep respect for their long history of rich legends, and their pale moon features prominently in their mythology. During the traditional Lunar Night festival (on the night when Entralla's moon passes closest to the planet) the famous Parade of Ghosts is staged in Nexus City's historic district. Many tourists come to see the spectacle, which commemorates the deeds of mythical Entrallian warriors. Entralla is also home to the Guild of Interstellar Merchants, a large organization of commercial spacers who operate within the Pentastar Alignment. The Guild sets schedules and fees between its members and Guild-sponsored worlds. After the Emperor's death at Endor, the inhabitants of Entralla staged a civil uprising, intending to leave the Empire and join the Alliance. The newly-formed Pentastar Alignment, however, immediately placed the Entrallian Senate under house arrest and installed a puppet regime. New Republic Colonel Andrepahan Stormcaller tried to persuade the Republic navy liberate Entralla, his home planet. When the Republic declined to help, Stormcaller resigned his military position and formed the Red Moons, an elite mercenary group that often fights the Pentastar Alignment. The pirate Roark Slader was once a commander in the Entrallian militia. The Pentastar Alignment is a group of worlds in the Outer Rim, forged into a protective federation after the Battle of Endor by Grand Moff Kaine. Kaine, Moff of the Outer Rim Territories following the death of Grand Moff Tarkin, saw the Empire's defeat as an opportunity to form a new Empire under his own rule. He called a meeting, dubbed the Pentastar Talks, aboard his Super Star Destroyer Reaper with Imperial officials and representatives from two large private corporations. The resulting Alignment encompasses hundreds of planets, including the Velcar Free Commerce Zone (containing Capza, Entralla, and Bextar) and the worlds Jaemus and Criton's Point. While many aspects of the Alignment are very similar to those of the old Empire, some notable differences exist—the Alignment's legislative arm, for instance, has two primary factions: Order (including the Politorate, Insurrection, Judgment, and Protectorate branches), and Enforcement, represented by the Pentastar Patrol police force. The New Republic has done little to oppose the Pentastar Alignment since its formation, but mercenary groups such as the Red Moons have secretly worked to sabotage its operations. Pirates and freebooters have also become an increasing problem within the Alignment.</p>						
Pentastar Alig	Velcar	Jaemus	Jaemus	Velcar Free Commerce Z	Terrestrial	SWAJ
<p>Located in the system of the same name within the Pentastar Alignment, Jaemus is home to a major shipyard and repair facility. Almost as large as the massive shipyards at Sluis Van, the Jaemus yards are operated by Galentro Heavy Works and home to branches of the massive Imperial suppliers Kuat Drive Yards and Siemar Fleet Systems. Both corporations are jointly producing the Enforcer-class picket cruiser at Jaemus, for use by the Pentastar Alignment navy. The Pentastar Alignment is a group of worlds in the Outer Rim, forged into a protective federation after the Battle of Endor by Grand Moff Kaine. Kaine, Moff of the Outer Rim Territories following the death of Grand Moff Tarkin, saw the Empire's defeat as an opportunity to form a new Empire under his own rule. He called a meeting, dubbed the Pentastar Talks, aboard his Super Star Destroyer Reaper with Imperial officials and representatives from two large private corporations. The resulting Alignment encompasses hundreds of planets, including the Velcar Free Commerce Zone (containing Capza, Entralla, and Bextar) and the worlds Jaemus and Criton's Point. While many aspects of the Alignment are very similar to those of the old Empire, some notable differences exist—the Alignment's legislative arm, for instance, has two primary factions: Order (including the Politorate, Insurrection, Judgment, and Protectorate branches), and Enforcement, represented by the Pentastar Patrol police force. The New Republic has done little to oppose the Pentastar Alignment since its formation, but mercenary groups such as the Red Moons have secretly worked to sabotage its operations. Pirates and freebooters have also become an increasing problem within the Alignment.</p>						

Region	Sector	System	Planet Name	Trade Route	Type	Source
Ryloth	Arkanis	Ryloth	Ryloth	Outer Rim	Terrestrial Barren	SWS, COTF, COTJ, TOTJ, CS

Located in the Outer Rim near Tatooine, Ryloth is the principal planet in the Ryloth system and is home to the alien species known as Twi'leks. Twi'leks are humanoid aliens with two large, fleshy "head-tails" growing from their skulls. The Twi'leks call these prehensile appendages "lekku" and can communicate in secret through lekku gestures, though they also have a spoken language, Twi'leki. Their rocky, mountainous planet has no rotation, so one side of the planet always faces the sun and the only habitable areas are in the band of twilight separating the two sides. Heat storms in Ryloth's thin atmosphere help to distribute warmth throughout the twilight zone, which the Twi'leks inhabit within networks of mountain catacombs. Wind-driven turbines power their primitive industrial civilization, and raw fungi and cowlike rycrits are raised for food. Ryloth's primary exports are the addictive ryll spice and Twi'lek females, who are desired for their seductive dancing skills. The Twi'lek government is organized around a five-member "head clan," who are in charge of all community decisions. When one member of the clan dies, the remaining four are exiled into the dayside desert (the "Bright Lands") and a new head clan is selected. Points of interest on Ryloth include the city of Kala'uun. A major Twi'lek corporation is Galactic Exotics, which developed orchards on the planet Belsavis. Ryloth is also home to SchaumAssoc., a Twi'lek advertising agency that pioneered media and public relations for the Corporate Sector. Years ago, a small Imperial refueling center and training outpost was established on Ryloth, supported by the Empire yet often used by smugglers. Tarkin, then a Commander, had early plans to turn this refueling station into an important location in the Outer Rim. Jabba the Hutt's majordomo, Bib Fortuna, was one of the first to widely sell ryll spice off-planet, which attracted the Empire's attention and brought slavers to Ryloth. Fortuna was sentenced to death but escaped, and returned later with an army of Jabba's men to exact revenge. Seven Ryloth cities were burned and Jabba took slaves and riches, while Fortuna rescued Nat Secura, the last son of a great Twi'lek family. Fortuna made plans to someday return with Secura and rule Ryloth as he saw fit. Not long before the Battle of Endor, Fortuna enslaved a clan chief's daughter named Oola, and trained her to serve as a dancer in Jabba's palace. Maw scientist Tol Sivron, Rogue Squadron pilot Nawara Ven, and the ancient Jedi knight Tott Doneeta were also natives of Ryloth.

#### Shasfath Clust

Si'Klaata Clust	Corellian	Klatooine	Klatooine		Terrestrial Desert	GG#12 p.50-52,MTS, TFJP
Si'Klaata Clust	Corellian	Vodran	Vodran		Terrestrial Swamp	SWAJ #6, pg 51, MTS
Si'Klaata Clust	Yushan	Kintan	Kintan		Terrestrial	SWAJ # 4, pg 230

#### Homeworld to Nikto

Vodran, covered with swamps and thick jungles, is home to the Dianoga. This seven-tentacled creature has one eyestalk and has evolved a transparent camouflage to protect it from Vodran's huge predators. These animals can be now found feeding on garbage virtually everywhere in the galaxy.

