

STAR WARS

EMPIRE AT WAR EXPANDED

REVAN'S REVENGE

V0.5

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The year is 3964 BBY, and the Republic's long peace is shattered! The Mandalorian Neo-Crusaders have launched a brutal invasion, forcing a fractured Jedi Order to choose between pacifism and war. From the trenches of the Mandalorian Wars to the betrayal of the Jedi Civil War, you have entered the Old Republic at its most volatile. Welcome to Revan's Revenge, jumper—prepare to lead the fleets that define the galaxy's fate.

You receive **[1,000 CP]** for your time here.

Backgrounds

Any of the following may be taken as a drop-in.
You may choose age or gender freely.

[Free] Mandalorian General: The Republic has grown soft and decadent behind its borders. It is time they learned the true meaning of honour! You are now a commander of the Mandalorian Neo-Crusaders, leading a warrior culture that thrives on conquest.

[Free] Republic General: You are now an officer in the Republic Navy, tasked with holding the line against the Mandalorian invasion. You may optionally be a Jedi General if you possess Force powers.

[Free] Sith General: The Jedi Council is stagnant, blinded by their own dogmas. It is time for a new Empire to rise! You are now a commander in the Sith Empire. Your forces are fueled by the infinite manufacturing of the Star Forge. You may optionally be a Sith Acolyte if you possess Force powers.

Location:

Choose a location from these, or roll 1D8 to decide and gain 100 CP.

1. **Coruscant:** The jewel of the Core and capital of the Republic. This ecumenopolis is the heart of the Jedi Order and the ultimate prize for any invader. It is the most heavily fortified world in the galaxy, serving as the primary staging ground for the Republic's desperate defense.
2. **Mandalore:** The harsh, desert home of the Mandalorian Clans. Unlike the pacifists of later eras, these Mandalorians are a unified warrior culture fueled by the "Canons of Honor." It serves as the staging point for the Great Shadow as they prepare to crush the "soft" Inner Rim.
3. **Taris:** A massive city-world in the Outer Rim that serves as the gateway to the Republic. It is currently a strategic powder keg, acting as the front line where the Mandalorian Neo-Crusaders and Republic fleets first clash in a brutal struggle for sector control.
4. **Malachor V:** A dark, jagged world steeped in the shadows of the Sith. This forbidden planet is the site of the final, catastrophic battle of the Mandalorian Wars. Its gravity is treacherous, and its surface holds secrets that could break the spirit of even the greatest Jedi.
5. **Telos IV:** Once a lush paradise, this world was devastated by the Sith fleet under Darth Malak. It now serves as a grim symbol of the Jedi Civil War's brutality and is a key location for the Republic's Reconstruction Authority as they attempt to heal the wounded galaxy.
6. **Rakata Prime (Lehon):** A tropical world hidden within the Unknown Regions, surrounded by a graveyard of starships. It is the secret location of the Star Forge, the ancient automated shipyard providing the Sith Empire with an infinite fleet to dismantle the Republic.
7. **Korriban:** The ancient graveyard of the Sith Lords. This red, dust-choked planet is home to the Sith Academy, where acolytes compete in deadly trials to earn a place in Revan's Empire. Its tombs are filled with dark side energy and lethal traps for the unwary.
8. **Free Choice:** Lucky you! Choose anywhere in the galaxy, including places not on this list—like the academic world of Onderon or the smuggler's moon of Nar Shaddaa—to be your starting location.

General Perks:

[Free/100 CP] Basic Competence: You possess the strategic foundation required to command in the Old Republic's meat-grinder. You have the tactical knowledge of an academy graduate or a veteran Mandalorian field officer. Choose either Ground or Space warfare; pay 100 CP to be competent in both.

[100 CP] Lead from the Front: While some generals hide in orbit, you lead from the mud and vacuum. You possess the combat prowess of an elite Neo-Crusader or Republic SpecOps trooper. You are highly proficient with blasters and one melee style (such as Echani or Mandalorian) of your choice.

[200 CP] Bloodlust: Inspired by a unique tactical mechanic being developed for the Mandalorians, this perk allows you to designate a specific enemy ship or unit as a "Prey" at the start of a battle. If your forces destroy this target within a certain timeframe, your entire army receives a significant morale and combat effectiveness buff for the remainder of the engagement. However, if the target escapes or survives too long, your troops suffer a temporary "dishonor" debuff.

[200 CP] Tactical Link: In the heat of the Jedi Civil War, hesitation is death. Any order you issue is instantly understood by your subordinates with perfect clarity, as if shared via a Force Meld or Battle Meditation. This eliminates the "fog of war" caused by misinterpreted commands or garbled transmissions.

[200 CP] Holomap Strategist: You can enter a state of mind that allows you to perceive any battlefield as a real-time tactical interface, complete with unit icons and a "Cinematic Mode." While active, you manage your forces with the precision of a top-down simulation. If you are in personal danger, the mode instantly snaps back to your physical senses.

[200 CP] Influence & Loyalty: In Revan's Revenge, planets aren't just territory; they have internal loyalty. With this perk, you gain an innate sense of a planet's political leanings. By performing specific "missions" or stationing popular heroes there, you can boost a world's loyalty, which in turn grants you bonus income and access to local militia units unique to that world. Conversely, if you ignore a world's needs, you'll be warned of potential uprisings before they happen.

[200 CP] Protector of the Rim: When occupying a world, the local population will not form insurgencies or resistance cells against you, provided you avoid unnecessary civilian casualties. As long as your conquest is professional rather than genocidal, the planetary remnants and civilians will accept your rule without the threat of a guerrilla war.

[400 CP] Political Favours: Whether it's the Jedi Council, the Galactic Senate, or the Mandalorian Marshals, a major governing body will occasionally task you with a doable mission. Completing it earns you a guaranteed favour. They will grant any request within their power that doesn't cause them direct ruin. This is toggleable.

[400 CP] Infinite Resolve: History remembers the legends who refuse to stay down. Should you fall in battle, you will miraculously resurface exactly one month later, fully healed and ready for command. This "respawn" occurs once per year, and you may choose whether your return is a public miracle or a tactical secret.

[400 CP] Automated Garrison: Your military installations possess an uncanny ability to defend themselves. Whenever one of your factories or shipyards is attacked, it instantly deploys a detachment of the specific units it produces (e.g., a cruiser from a shipyard or droids from a foundry) to repel the invaders. These units vanish shortly after the threat is neutralized.

[400 CP] Era-Based Progression: Mirroring the mod's progressive timeline, your "tech level" is tied to historical milestones rather than just research labs. As you achieve major victories or survive specific years in the jump, you will "advance an era," which automatically upgrades your existing units to their modern counterparts (e.g., transitioning from Mandalorian War-era Republic ships to Jedi Civil War-era variants)

[600 CP] The Prodigal Strategist: You possess a tactical mind that rivals the greatest icons of the era. Whether facing the Mandalorian "Great Shadow" or the Sith's "Infinite Empire," your genius allows you to pull victory from the jaws of certain defeat. In this age of legends, only a mind like Revan's could ever hope to match your brilliance.

[600 CP] Star Forge Logistics: Your army's supply chain functions with the terrifying efficiency of the Star Forge. Any military force under your direct command essentially runs on "magic"—units never run out of Tibanna gas, power cells, or fuel. Your soldiers and vehicles fight at peak efficiency without ever needing a resupply run.

Republic General Perks

[100 CP] Judicial Oversight: You have a mastery of Republic bureaucracy and naval protocol. This allows you to navigate the "Red Tape" of the Senate with ease. You can secure extra funding or emergency reinforcements that would normally be tied up in committee, ensuring your sector is always the first to receive new ship refits and supplies.

[100 CP] Judicial Bearing: You maintain the pristine, dignified appearance of a Republic officer even in the muddy trenches of Jabiim. You emit an aura of constitutional authority that makes civilians and soldiers alike instinctively defer to your rank. Even if captured, your "officer's poise" ensures you are treated with the respect due to a high-ranking diplomat.

[200 CP] Core World Influence: The Republic is a web of political favors. You have the uncanny ability to climb the naval hierarchy at record speeds. As long as your superiors (or the Senate Oversight Committee) find you useful, your promotions are viewed as "merit-based" rather than political maneuvering, even if you've jumped three ranks in a single campaign.

[200 CP] Core World Logistics: You are a master of the Republic's established supply lines. When fighting in friendly territory, your units repair and resupply twice as fast, allowing you to cycle damaged ships back into the fray almost immediately.

[400 CP] The Revanchist Spirit: Inspired by Revan's early days, you know how to bypass the Jedi Council's hesitation. Those under your command receive a morale boost and will follow aggressive, high-risk orders—such as boarding a Mandalorian Dreadnought or holding a suicide position—without hesitation. They trust your tactical vision so implicitly that the usual Republic "caution" is replaced by a fearless drive for victory.

[400 CP] Quality Over Quantity: Your units gain "Limited Plot Armor." Until a unit has defeated its equivalent value in enemy forces (e.g., one Commando vs. ten Droids), they are statistically far less likely to be hit by stray fire.

[600 CP] Bulwark of the Core: You are the master of the "Active Defense" doctrine. As long as you are fighting within Republic space or defending an allied world, any planetary shield, station, or capital ship gains a surplus of energy for redirection, granting +75% resistance to critical hits and +50% faster shield regeneration. This durability comes at a cost: your vessels suffer a -50% mobility penalty and increased Ion vulnerability (more in notes).

[600 CP] Bulwark of Diplomacy: You can turn neutral systems into Republic bastions overnight. Uniting your allies against a common enemy. Your presence significantly boosts the "Influence" of the Republic, granting you access to local planetary defense forces and militias when defending the planet, skipping the bureaucracy.

Mandalorian General Perks

[100 CP] Veteran's Scars: You possess an intimidating physical presence. Your subordinates respect strength above all; your command over Mandalorian units is absolute, and they will never challenge your authority as long as you lead from the front.

[100 CP] Canons of Honor: You embody the "Resol'nare." This perk ensures that even in the chaos of a crusade, your warrior's ego remains tempered by the code. You are immune to the reckless power-trips that plague lesser warlords. You won't waste resources on vanity projects; every action you take is calculated to bring glory to the Clans and victory to Mandalore.

[200 CP] Resol'nare Discipline: You live by the six tenets of the Mandalorian Creed. This radiates to your troops; your infantry and vehicle crews are completely immune to morale-based routing. They will fight to the last man, and their combat effectiveness actually increases as their health drops, reflecting their "Never Surrender" culture.

[200 CP] Warmaster's Eye: You can instantly identify the "Linchpin" of an enemy formation—be it a flagship, a shield generator, or a specific hero. Your forces deal increased damage to this specific target. Once the Linchpin is destroyed, the surrounding enemy units suffer a temporary "Disarray" debuff as their tactical coordination shatters.

[400 CP] Mandalorian Iron: Your warriors are too valuable to waste. This perk grants your forces a "survivalist's luck"; a ship that should have been vaporized somehow limps away on emergency power, and soldiers hit by heavy blaster fire are far more likely to be wounded than killed. It doesn't make them invincible, but it ensures your veteran "Crusaders" live to fight the next battle.

[400 CP] The Great Shadow: Your fleets excel at "Hyper-Aggressive" jumps. You can transition from hyperspace closer to a planet or enemy fleet than standard safety protocols allow. This grants your ships a "Surprise Attack" bonus, increasing their weapon fire-rate for the first few minutes of an engagement before the enemy can properly raise shields or return fire.

[600 CP] Mandalore the Ultimate: You have the charisma to unite the disparate clans into a singular, unstoppable crusade. Every victory you win grants you "Manpower Credits"—a unique currency that allows you to instantly summon veteran Mandalorian Neo-Crusaders or Basilisk War Droids to your location. The more you fight, the larger and more elite your personal army becomes.

[600 CP] Crusader's Momentum: As long as you are on the offensive, your war machine gains increased speed and efficiency. Each planet conquered or key capital ship destroyed grants a 10% reduction in hyperspace travel time and a 5% boost in combat speed (capping at 100% and 50% respectively). This buff refreshes with every victory but resets entirely if you fail to take a world within 30 days, briefly penalizing your fleet's speed by 15% as morale falters.

Sith General Perks

[100 CP] Acolyte's Ambition: You have a knack for navigating Sith politics. You can sense when a rival is plotting against you and gain a "luck" boost when seizing power without being caught.

[100 CP] Sith Hegemony: You possess a dark administrative genius that allows you to replace a planet's government with a Sith bureaucracy overnight. The transition is so "smooth" and terrifyingly efficient that the population is back to working in the mines and factories for your war machine within days, with minimal civil unrest.

[200 CP] Rule of the Strong: In the Sith Empire, the weak are discarded. You can easily facilitate "cooperation" between naturally hostile groups—be they Sith Acolytes, turncoat Republic officers, or alien mercenaries—by focusing them on a common enemy. The longer they fight under your shadow, the more their petty prejudices vanish, replaced by a singular, cold loyalty to the common goal.

[200 CP] Dark Attrition: You treat your frontline units as "shield-breakers." While your fodder engages the enemy, your capital ships gain a targeting bonus to tracking and precision when firing into the fray.

[400 CP] Disposable Might: You view your troops as resources to be spent. You can activate an "Overload" command on damaged ships or droids, causing them to fight with double damage output for a short duration before they inevitably explode. This ensures that even your losses inflict maximum casualties on the enemy.

[400 CP] Star Forge Tech: You have mastered the art of "Syncretism," blending the high-tech efficiency of the Star Forge with captured Republic or alien technology. You instinctively know how to combine disparate systems to amplify their strengths and minimize their flaws. Under your hand, a fleet of "stolen" ships refitted with Sith Alchemy will punch far above their original design specifications.

[600 CP] Architect of the Star Forge: Your shipyards and factories operate with terrifying, automated precision, producing units at triple the normal speed and for 50% of the traditional credit cost. Furthermore, you can refit captured enemy vessels with Sith technology so seamlessly that they become indistinguishable from your own fleet.

[600 CP] The Emperor's Shadow: Your movements are veiled in the Dark Side. Enemy commanders cannot predict your destination. Furthermore, enemy units below half health have a chance to defect or desert in terror, however they are immune to any loyalty perks or abilities.

Items:

Items for your chosen origin are considered 50% off. Additionally, you will be given a

[400 CP] stipend for items only.

[100 CP] Telos Reconstruction Hub: A specialized facility that generates 1,000,000 credits annually to fund your war effort. It serves as a civilian stability beacon, reducing the chance of local uprisings while your main fleet is away.

[200 CP] Sector Training Academy (Anaxes): A fully staffed facility that turns out 5,000 recruits every few months. In the Revan mod, these are vital for the "Ship Crews" resource needed to build and maintain capital ships.

[200 CP] Tactical Star Map Fragments: A legendary Rakatan device. While incomplete, it guides your fleet to hidden hyperlanes and provides a 100% complete holomap of the known galaxy. Owning this reduces the risk of "Fog of War" ambushes in the Outer Rim.

[600 CP Republic Discounted]: Heavy Engineering Bay: An automated shipyard specialized in durable hulls. Produces 1 Corvette daily, 2 Frigates weekly, or 1 Inexpugnable-class Tactical Command Ship monthly.

[600 CP Mandalorian Discounted]: Crusader Foundry: A warrior-focused industrial complex. It focuses on aggression, producing 250 Neo-Crusader kits or 10 Basilisk War Droids daily. It can also build one Kandosii-type Dreadnought every six months.

[600 CP Sith Discounted]: Star Forge Relay: A dark industrial hub connected to the Star Forge. It consumes raw matter to churn out mass-produced Sith assets. Daily production includes 300 Sith Troopers or 20 Sith Interceptors, allowing you to overwhelm the Republic with raw numbers.

Companions:

[100 CP] Classic Import: You may import a companion from a previous jump. They gain a background of your choice, a 50% discount on all perks & items aligned with that background, and a **[600 CP] stipend** alongside a **[600 SP/GP] stipend to split between ship or ground forces** as you see fit (no they do not gain 600 SP for ground and space).

[100-400 CP] Canon Character: You can recruit a famous figure from the Old Republic Era, if you can convince them to join you on your journey. No charisma perks can be used to "convince" them to follow you, you'll need to put in some leg work jumpers. They gain a background matching their role, a 50% discount on items aligned with that origin, and a [600 SP/GP] stipend to be spent on their specific specialty (ships or ground). The CP costs vary based on their power level and significance.

Custom Companions: Pick one for free or your choice. They can either remain as companions post jump or be changed into followers (key commanders in your fleet, fanwank responsibly).

[100 CP] Kaelen Vess: (Republic Origin) As a specialist in Republic Intelligence, Kaelen grants you a 50% discount on all Republic-aligned items and a [600 SP] stipend to be spent exclusively on Republic ships. A disgraced former operative, Kaelen excels at unconventional warfare and deep-cover operations; he routinely masks the energy signatures of his fleet to mimic civilian freighter traffic, allowing for perfect, devastating ambushes. Stoic and cynical, he argues that bureaucratic rules are merely suggestions when the galaxy is in flames. He is fiercely loyal to those who survive his harsh training programs and is constantly looking for ways to bypass red tape to secure your victory.

[100 CP] Jane of Clan Ordo: (Mandalorian Origin) As a Mandalorian warrior, Vexx grants you a 50% discount on all Mandalorian-aligned items and a [600 GP] stipend to be spent exclusively on Mandalorian ground forces. A veteran of the Outer Rim, Vexx is a brutal close-quarters specialist who replaced his lost arm with a cybernetic flamethrower. In battle, he personally oversees boarding actions, utilizing his expert knowledge of defensive layouts to land pods with pinpoint accuracy and shred enemy bulkheads, ensuring his troops tear through internal defenses before the enemy can react. Loud and perpetually hungry for a challenge, he treats warfare as a sport and is constantly hunting for a "worthy opponent".

[100 CP] Darth Kostyk: (Sith Origin) As a former Jedi researcher, Kostyk grants you a 50% discount on all Sith-aligned items and a [600 SP] stipend to be spent exclusively on Sith ships. Obsessed with forbidden technology, she is more technician than warrior. Her expertise allows her to "overclock" your shipyards and factories, pushing them to produce units at 25% faster speeds than standard parameters, albeit at the cost of higher maintenance for the resulting hardware. Terrified of the Dark Council, she remains obsessive and prone to talking to droids more than people, viewing your command as her only true protection against the inevitable political assassinations that plague the Empire.

[100 CP] Echo-5: (Drop-in/Tech Specialist) Being unaligned, Echo-7 does not provide a specific origin discount, but it offers a versatile [300 SP / 300 GP] stipend to split between ship or ground forces. A salvaged HK-series prototype, it was reprogrammed with hyper-advanced tactical algorithms that allow it to calculate the trajectory of incoming fire with nearly 100% accuracy, enabling real-time formation adjustments that mitigate damage before impact. Echo-7 is droll, deeply sarcastic, and constantly critiques your tactical decisions; it provides a running, monotone commentary on the statistical probability of your death, which it reminds you is "remarkably high" in almost every engagement.

Drawbacks:

Drawback Limit of +800 CP any drawbacks taken afterwards only add flavour.

Time Extender [Free]: You can extend your stay in this turbulent time a maximum of 100 years, however make you can survive that long first, that would be an embarrassing way to end your jump.

[+100 CP/+300] Force Suppression: This isn't that kind of story, you're a commander not a kriffing space wizard. You are completely severed from the Force. Any perks or powers from previous jumps that rely on supernatural, Force-based, or esoteric mechanics are rendered inert for the duration of this jump. For an additional +200 CP, all perks and powers from previous jumps are removed for the remainder of the jump.

[+300] No Hammerspace: Congratulations you have lost all access to your warehouse and items prior to this jump, all knowledge or memories of the items is also gone, no remaking an item you previously had with jump technology. You are effectively starting with only the equipment provided by your chosen background and what you can scrounge

[+200 CP] The Betrayal: At some point during the jump, your second-in-command (a Canon or custom companion) will attempt a coup. You will completely forget that you have taken this drawback, and all defensive or precognitive perks will be rendered useless against them and their allies. I hope you survive the encounter. Secondly, yes you will suffer from PTSD and persistent, mild paranoia post-betrayal, regardless of any perks that would normally prevent this. Since you will not recall having taken this drawback until the jump concludes, you will not see it coming.

[+300 CP] Star Forge Malfunction: Your automated factories occasionally produce "glitched" units that attack your own forces until they are destroyed.

[+300 CP] Mandalorian/Sith/Republic Target: You are the primary target of an entire faction. They will actively hunt you throughout the jump, this can be taken multiple times for each faction including your own if you want to fanwank.

Fleet Customisation:

Military Forces

Each of the following units are to be considered followers.
You are given **[1000 SP & 1,000 GP]** with which you may design your military.
After all, what is a commander without something to command?

CP may be exchanged for GP/SP at a 1:2 ratio.
You cannot exchange your SP for GP or vice versa.

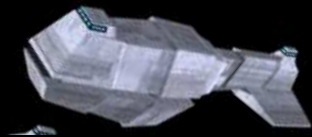
Republic Ships

[100 SP] Aurek-Class Tactical Strikefighter: The 9.2-meter Aurek is the backbone of the Republic Navy's fighter corps. This delta-winged interceptor is remarkably agile, capable of outturning almost anything in its class. Armed with 2 heavy laser cannons and 2 proton torpedo launchers, it is a versatile threat. You gain 24 Aureks and their pilots. Respawns daily.



[100 SP] S-250 Chela-Class Starfighter: A heavy-duty multi-role fighter designed for endurance. While slower than the Aurek, the Chela features superior shielding and a reinforced hull, allowing it to stay in the fight longer. It carries 1 twin laser cannon, 1x dual concussion missile launcher offering a more robust missile payload for tackling enemy gunships. You gain 24 Chelas and their pilots. Respawns daily.

[100 SP] PT-7 Starfighter: A nimble, short-range bomber that trades durability for a high-yield ordinance payload. Often utilized in surgical strikes against capital ship hardpoints, the PT-7 is favored by Republic pilots for its ability to deliver torpedoes with pinpoint accuracy before breaking off the attack run. Armed with 1 twin laser cannon and 2 proton torpedo launchers. You gain 12 PT-7s and their pilots. Respawns daily.



[200 SP] Heraklon-Class Minelayer Transport: A 150-meter military transport used for rapid deployment. While not a front-line combatant, the Heraklon is surprisingly tough, featuring decent shielding and modified to function as a minelayer and missile boat. Armed with 2 concussion missile launchers & 2 interdiction mine launchers. You gain 4 Heraklons and their crews. Respawns monthly.

[200 SP] Foray-Class Blockade Runner: A 155-meter vessel designed for high-speed maneuvers. The Foray is essentially a collection of engines with guns attached, featuring 2 light dual turbolaser turrets & 2 medium laser cannons. It excels at chasing down smaller Sith vessels and acting as a fast-response picket ship. You gain 4 Forays and their crews. Respawns monthly.



[200 SP] Thranta-Class Corvette: The precursor to the modern corvette, this 200m ship serves as the Republic's primary screen. Armed with a mix of 6 Twin light turbolasers, 2 light laser cannons, 1 Ion Cannon and a concussion missile launcher, it is the best defense your capital ships have against Mandalorian boarding pods. You gain 2 Thrantas and their crews. Respawns monthly.

[200 SP] Hammerhead-Class Cruiser: The 315-meter face of the Republic fleet. Known for its vertical head and massive engines, the Hammerhead is a durable brawler. An up-gunned variant it now sports 4 medium dual turbolasers, 2 light turbolasers and 4 light laser cannons. Capable of carrying 12x fighters and is designed to take a beating while maintaining a heavy forward fire arc. You gain 2 Hammerheads and their crews. Respawns monthly.



[2,000 SP] Inexpugnable-class tactical command ship: A massive 3,100-meter disc-shaped dreadnought. Its "Tactical Coordination Suite" is unmatched, providing both an accuracy and reload buff to every friendly ship in the system. Generally underarmed for their size this version has been up-armoured to include 10 heavy dual turbolasers, 30 dual light turbolasers, 30 light turbolasers & 4 light laser cannons. Capable of carrying 168x Starfighters, 24x Landing Crafts, 6x Shuttles. You gain 1 Inexpugnable and its crew. Respawns monthly.



Mandalorian Ships

[100 SP] Davaab-Type Starfighter: A rugged, 9-meter interceptor that embodies Mandalorian design: simple, fast, and deadly. Armed with 2 light laser cannons, 3 medium concussion missile launchers it is designed for dogfighting in the chaotic "melee" of space combat. You gain 24 Davaabs and their pilots. Respawns daily.



[100 SP] Basilisk War Droid: Technically a semi-sentient combat droid, these are used by the Mandalorians as orbital drop-pods and heavy bombers. They feature shockwave generators rods, laser cannons, pulse-wave cannons, space mine, a shatter-missile launcher tube and claws for tearing apart hull plating during boarding actions. You gain 12 Basilisks and their riders. Respawns daily.

[100 SP] Plug-6 Heavy Fighter: A clunky, boxy fighter that sacrifices grace for raw firepower. It carries 2 medium dual ion cannons & 2 light laser cannons, making it the perfect tool for disabling Republic shields before the main Mandalorian fleet moves in. You gain 24 Plug-6s and their pilots. Respawns daily.



[200 SP] Shaadlar-Type Troopship: The primary planetary assault vessel of the Neo-Crusaders. These 120-meter ships are heavily armored for their size with 1x medium turbolaser, 2x light dual turbolasers, 2 Light dual Ion Cannons & 1x concussion missile launcher. These ships are designed to push through orbital fire to land thousands of warriors directly onto a planet's surface. You gain 4 Shaadlars and their crews. Respawns monthly.

[200 SP] Lictor-Class Dungeon Ship: A 364-meter repurposed prison ship used by the Mandalorians as a heavy escort. It has an exceptionally thick hull and 10 medium turbolasers & 10 quad-laser batteries, making it an excellent sponge for enemy fire. You gain 2 Lictors and their crews. Respawns monthly.



[200 SP] Jehavey'ir-Type Assault Ship: A 320-meter vessel designed specifically to counter Republic capital ships. It carries a ventral heavy ion cannon that can strip a Hammerhead's shields in a few volleys, followed by 2 medium dual turbolasers & 1 super-heavy concussion missile battery to finish the job. You gain 2 Jehavey'irs and their crews. Respawns monthly.

[200 SP] Kyramud-Type Battleship: Meaning "Killer" in Mando'a, this 752-meter ship is a close-range specialist. It is bristling with 5 medium dual turbolasers, 16 medium ion cannons and 4 assault concussion missile launchers, intended to brawl in the middle of an enemy formation. Complement of 36 Starfighters. You gain 1 Kyramud and its crew. Respawns monthly.



[400 SP] Kandosii-Type Dreadnaught: The 1,360-meter flagship of the Mandalorian fleet. A mishmash of a ship made from various "requisitioned" technology. This ship has a double layered deflector shield, Primary Class 2.0 Hyperdrive with backup Class 9. While being heavily armed with 5 heavy dual turbolasers, 5 light dual turbolasers, 16 medium ion cannons, 4 light triple laser cannons & 2 super-heavy concussion missile batteries (120x Missiles per) Complement of 128 Starfighters, 8 Troop Transports & 800 Crusader Drop Troopers (with Durasteel Armour). You gain 1 Kandosii and its crew. Respawns monthly.



Sith Ships

[100 SP] CX-133 Chaos Starfighter: A mass-produced interceptor with an aggressive, jagged design. It is faster than the Aurek but has fragile shielding. Its 6 light laser cannons are designed to shred Republic interceptors quickly. You gain 24 Chaos fighters and their pilots. Respawns daily.



[100 SP] Sith Interceptor: The standard folding-wing fighter of the Sith Empire. While it lacks a hyperdrive or shields, its compact size allows Sith carriers to pack hundreds of them into their hangars, overwhelming enemies through pure numbers. Armed with 2 light laser cannons. You gain 48 Interceptors and their pilots. Respawns daily.

[100 SP] B-28 Extinction-Class Bomber: A flying wing design that carries a terrifying payload. The Extinction is used for both orbital bombardment and anti-capital ship strikes. Armed with 2 light laser cannons, 1 heavy proton torpedo launcher and 2 medium concussion missile launchers. You gain 24 Extinctions and their pilots. Respawns daily.



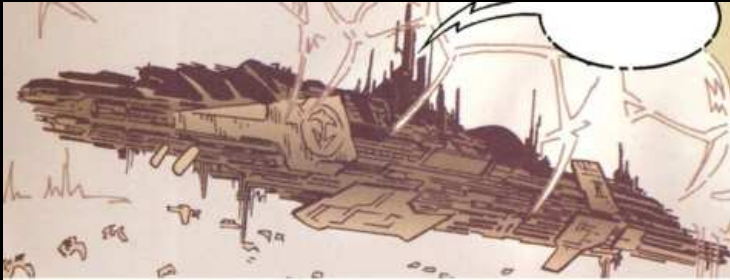
[200 SP] Gage-Class Transport: A 240-meter versatile frigate. In the Sith fleet, it serves as an empire equivalent to the Thranta-class and light escort, armed with a mix of 6 Twin light turbolasers, 2 light laser cannons, 1 Ion Cannon and a concussion missile launcher. You gain 4 Gages and their crews. Respawns monthly.

[200 SP] Sith Personnel-Carrier: At 215m and armed with 6x light repeating laser cannons. A specialized boarding vessel. It features magnetic clamps and plasma cutters, allowing Sith troopers (or Dark Jedi) to force their way into enemy ships to take them from the inside. You gain 4 Carriers and their crews. Respawns monthly.



[200 SP] Derriphan-class battleship: An ancient, 215-meter design from the original Sith Empire. Though small, its Sith-magic-enhanced reactors allow its turbolasers to fire with the power of a much larger ship, though it is physically fragile due to lacking shields. Armed with 6x autoblaster, 3 assault concussion missile launchers. You gain 2 Derriphans and their crews. Respawns monthly.

[200 SP] Supremacy-Class Assault Ship: The 550m ship built by the Krath. Armed with 3 medium dual turbolasers, 3 heavy ion cannons, 10 medium laser cannons along with a complement of 144 fighters. You gain 1 Interdictor and its crew. Respawns monthly.



[200 SP] Interdictor-Class Cruiser: The 600-meter terror of the spacelanes. It features 4 gravity well generators that pull ships out of hyperspace. Armed with 4 medium turbolasers, 2 medium ion cannons, 10 medium quad-laser cannons, 4 gravity well projectors and a complement of 48 starfighters it is a nightmare for fleeing Republic forces. You gain 1 Interdictor and its crew. Respawns monthly.



[400 SP] Centurion Battlecruiser: Modified from the Republic design, the Sith version of the Centurion focuses more on hangar capacity and aggressive forward fire. It is the heavy workhorse of the Jedi Civil War era. Armed with 12 medium turbolasers, 12 heavy ion cannons, 12 light laser cannons. Carrying a complement of 96 starfighters. You gain 1 Centurion and its crew. Respawns monthly.



Notes:

- **Era-Based Progression:** Your technology is no longer stagnant; it evolves with the galaxy. As you achieve major victories or survive key historical milestones, you "Advance an Era." This functions in one of two ways:
 - **Refit (Legacy Mode):** If you wish to keep your iconic older ships (like a Kandosii or an Inexpugnable), their base stats—Hull, Shields, and Armament—are automatically "overhauled" to match the current era's standards. This ensures your ancient fleet remains competitive and viable even against Clone Wars or Imperial-era Star Destroyers, mirroring the stat-scaling seen in Empire at War mods.
 - **Modernization (Update Mode):** Alternatively, you can choose to have your units "evolve" into their direct historical successors. A fleet of Mandalorian War-era ships might "upgrade" into their Jedi Civil War equivalents, or later, into the predecessors of the ships seen in the Prequel and Original trilogies. (E.g. Kandosii might upgrade into a Keldabe variant or equivalent, feel free to fan-wank how this works).
- **Bulwark Diplomacy:** You possess an unmatched ability to legitimize Republic rule. Your presence instantly maximizes a planet's Influence (Loyalty) level, bypassing the standard years of slow integration. This grants you immediate access to unique local militia units and the highest possible credit output from that world without the risk of unrest. While this doesn't grant you "free" ships, it ensures that every world you touch becomes an economic and defensive powerhouse for the Republic.
- **Bulwark of the Core:** Energy Redirection refers to the ability to shunt power from non-essential systems (like life support or secondary thrusters) directly into the Shield Emitters etc. .
 - **Hardpoint Protection:** Reduces the chance of critical hits (like losing engines or turrets) by 75% by absorbing surges that normally bypass shields.
 - **Active Shield Shunting:** Increases shield regeneration by 25–50% while actively taking fire, significantly raising the vessel's "effective health" during combat.
 - **Structural Bracing:** Prevents "punch-through" damage on stations and planetary shields by distributing impact energy across the entire surface lattice, stopping heavy weapons from collapsing sections of the defense.
 - **Mobility Penalty:** Shunting power from engines to shields reduces your sub-light speed and rotation by approximately 25%. Your ships become "tankier" but much easier to outmaneuver or flank.
 - **"System Shock" Vulnerability:** While you are resistant to physical critical hits, your overcharged power grid becomes twice as vulnerable to Ion weaponry. An Ion-heavy fleet can "short-circuit" your redirection, temporarily disabling your shields entirely if they hit the threshold.
 - **Engagement Commitment:** Because of the speed drop, once you activate this "Shield Mode," it is very difficult to disengage or retreat. You are essentially committing to a "slugging match" until one side is destroyed.
- **Warmaster's Eye:** Units targeting the designated "Linchpin" deal 20% more damage. Once destroyed, all enemy units within a large radius suffer a 30% penalty to fire rate and movement for 60 seconds.
- **Precision Strikes:** For the first 3 minutes after exiting hyperspace or dropping into a ground zone, your units gain a 50% fire rate bonus and 25% movement speed boost.
- **Crusader's Momentum:** Every planetary conquest grants a stacking 5% reduction in hyperspace travel time and a 2% increase in fleet speed, capped at a 50% total reduction for travel.
- **Dark Attrition:** For every "Small" or "Expendable" unit currently engaged with a target, your Capital Ships gain a 10% accuracy bonus against that specific target (stacking up to 50%).
- **Disposable Might:** Activating the "Overload" command increases weapon damage by 100% (double damage) but causes the unit to lose 10% of its max health per second until it self-destructs.
- **Architect of the Infinite:** Unit production time is reduced by 66% (triple speed), and the Credit/Resource cost for all mass-produced units (Troopers, Droids, Interceptors) is reduced by 50%.
- **Canon Companions:** Yes they can be genderbent if you have a relevant perk that could theoretically affect this.
- **Custom Companions:** Inspired by as seen below.
 - **Kaelen Vess** -> Kay Vess (Star Wars: Outlaws)
 - **Jane of Clan Ordo** -> (Johnny Silverhand/Rogue Amendiares - Cyberpunk 2077)

- **Darth Kostyk** -> (David Kostyk - Shadow & Bone / Grishaverse)
 - **Echo-5** -> (Echo & Fives - Star Wars Bad Batch & Clone Trooper)
- **Time Extender:** I'm not bitter! I just realized too late that a 60-year extension on top of my rolled age of 42 with a mortal lifespan equals a very short career and a very long funeral. If you lack immortality perks, or a long living race this is just a fancy way to commit slow-motion chain-end. Don't make my mistake, dying of natural causes mid-campaign is humiliating. My skeleton is still waiting for its letter from the King. Feel my pain. I'll throw in an additional +100CP if you read this far and my rant. A further +100CP if you made the same mistake on top of the 800CP Drawback limit discussed prior.