STAR WARS BATTLEFRONT™

CLASSIC COLLECTION



Star Wars: Battlefront (Classic)

Star Wars: Battlefront (2004) & Star Wars: Battlefront II (2005)

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

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



FALL OF THE OLD REPUBLIC

A shadow looms over the Republic. The Clone Wars have torn a rift across the Galaxy, its populace weak in allegiance and resolve.

SUPREME CHANCELLOR PALPATINE has commissioned an elite division of clone troopers, the 501st LEGION, to vanquish the Separatist threat once and for all. Their unwavering loyalty to the Chancellor, combined with the Republic's desperation to see an end to the war, has set the stage for the execution of Palpatine's ultimate plan.

Braving the frigid world of Mygeeto, the 501st joins Jedi Master K-Adi-Mundi for the first of many battles destined to shape the fate of the galaxy…

You have 1000 choice points (cp) to spend.

-Game Mode-

Before anything else, you must decide which of the following ways you will approach this jump.

Rise of the Empire Mode

You will approach the jump in a traditional manner. You can choose to arrive here either shortly before the Battle of Geonosis twenty-two years before the Battle of Yavin (22 BBY), or as the 501st arrive on Mygeeto, in 19 BBY. Regardless of your choice, you will be staying here for the next ten years.

Galactic Conquest Mode

Choose one of the following factions: Republic, CIS, Rebellion, or Empire.

You will be arriving in an alternate universe where the chosen faction is at war with its counterpart, and both factions are roughly equal in power. If you selected Republic or CIS, you will be arriving in an alternate version of the Clone Wars, where the Sith have been completely ousted from the Republic and now control the CIS, which engages in a more straightforward war with the Republic.

Even without your influence, battles conducted here may wildly diverge from what you might be expecting, both in outcome and location.

You will be staying here for ten years; however, if your chosen faction is able to dominate the galaxy, you may leave early. See the On Galactic Conquest note for more information.

Multiplayer Mode

Instead of arriving at any particular time or place in the Star Wars setting, you will instead appear in a strange lobby area. Every so often, you will be transported to a battle taking place in the Star Wars setting, across the Clone Wars and Galactic Civil War. You will be able to take any personal equipment you have with you, as well as use any powers you possess. Any companions you have may join the battle on either side.

While you are participating in these battles, death will not result in chain failure, and you will respawn after a short amount of time if the battle can still be won, or when the battle ends if it cannot. Injury or undesirable influence over your mind will not persist between battles either. However, in exchange for this safety, **you cannot gain cp from drawbacks**, and **you cannot keep any items you pick up in these battles**.

You will experience a total of ten years in this jump, split between participating in these battles and resting in the lobby area.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

There are many species to choose from here, hopefully you can find something to suit your tastes. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

Humans are a common sight across the galaxy. You probably know what a human is.

[Free] Human Clone

You are a fast-grown clone of Jango Fett, a common sight amongst Republic forces during the Clone Wars. This means that you are already at the physical prime in terms of age, and will continue to age at a higher rate than normal in the years to come.

This species does not provide any special abilities not possessed by an ordinary human on its own.

[Free] Bothan

A species of furry humanoids. Facial appearance and body structure varies by individual, with canine, equine, and feline features all possible.

Borsk Fey'lya is a Bothan.

[Free] Cerean

A humanoid species recognised by their tall heads, which contain large binary brains. These brains allow them to focus on many things at one time. Cereans have an extremely skewed birth ratio of one male to every twenty females.

Ki-Adi-Mundi is a Cerean.

[Free] Nautolan

An amphibian species that can breathe both air and water. Nautolans can be identified by the tendrils which come out from the back of their head, and assist in pheromone and emotion sensing. They are most effective underwater.

Kit Fitso is a Nautolan.

[Free] Twi'lek

One of the most common species in the galaxy, Twi'leks can be identified by their 'lekku', strange prehensile appendages that grow from their heads.

Examples of Twi'leks are Aayla Secura and Bib Fortuna.

[Free] Zabrak

A near human species native to the planets Iridonia and Dathomir. Whilst many Zabraks can be identified by their cranial horns, Dathomirian females lack these horns altogether.

Examples of Zabrak are Darth Maul and Asajj Ventress.

[Free] B1 Battle Droid

Cannot purchase the Strong in the Force perk in this jump.

The common soldier of the CIS army, these droids are not particularly dangerous on their own, and rely on their cheap production cost and large numbers to be an effective force.

[100cp] Geonosian

You are a Geonosian, an insectoid species native to Geonosis. You have wings, which allow you to fly. You are a 'regular' Geonosian, not a Queen or a zombie.

Examples of Geonosians are Poggle the Lesser and Gizor Dellso.

[100cp] Wookie

A species of tall, hairy humanoids, known for their great strength. Wookies possess retractable claws, with which they can climb trees, and their thick fur allows them to comfortably live in extreme cold climates without additional protection. In fact, it is rare for Wookies to wear clothes at any time.

Chewbacca is an example of a Wookie.

[100cp] Yoda's species

You are a member of Yoda's unnamed species. This means you have a lifespan of 900 years. You are a short brown or green creature, with long pointed ears.

All known members of this species have shown to possess great potential in the Force, but if you want this you will have to buy the relevant perk.

[100cp] Super Battle Droid

Cannot purchase the Strong in the Force perk in this jump.

Larger and bulkier than standard battle droids, which affords you greater strength. Your wrist has been outfitted with various weapons, which you can switch between as you need.

First, it has a Wrist Blaster, which effectively functions as a standard blaster rifle. It has a moderate supply of ammunition, which will be resupplied daily. It may not be enough for battles extending beyond a few firefights, so you'll probably want to be on the lookout for more ammo when participating in larger battles. If you've purchased the Elite Rifle item, you can choose to have an additional mode which effectively functions as an elite rifle, and draws from the same ammo source.

Next, it has a Tri-Shot. This is a slow, weak, mode of fire, comparable to a standard blaster pistol. It does not run out of ammunition, but overheats quickly, requiring you to wait until it cools before it can fire again.

Lastly, you have a total of three wrist rockets, which will resupply daily if used.

[100cp] IG-100 MagnaGuard

The MagnaGuard is designed to be more intelligent than the typical battle droid. It is also quite resilient, able to withstand massive amounts of damage before system failure – including decapitation, as their important systems are actually located in their chest.

[100cp] Droideka

Cannot purchase the Strong in the Force perk in this jump.

A type of battle droid. You are able to take on a wheel-like form, which allows you to move quickly around the battlefield. You have twin blaster cannons installed, which never run out of ammo. You can also maintain an energy shield around your body for periods of time, requiring cooldown between uses. You are able to shoot through your own shield without damaging or disrupting it, but your shield can be disrupted by various means, such as ion weaponry.

[Free] Other

None of these options appeal to you? With this option, you can choose to be any sapient species present in the Expanded Universe/Legends Star Wars continuity, so long as it doesn't provide advantages beyond those of free species explicitly offered here.

[Free] Import

Or, maybe you already have something you are comfortable with? If you've already been to a Star Wars jump, you may elect to carry through the species choice in that jump to this one.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made.

If you took the Jumper History toggle, you may use your actions in other jumps you are applying to this one to help determine your background.

-Location-

If you are using the Rise of the Empire or Galactic Conquest Mode, you can begin anywhere in the known galaxy, as long as it makes sense and does not provide you with advantages you have not paid for. For those looking for some additional direction, here are some ideas.

Geonosis

The droid foundries of Geonosis are among the Separatists' greatest assets.

Mygeeto

An industrial world torn by war and reduced to ash and debris.

Coruscant

A sprawling planetary metropolis, home to the Temple of the Jedi Order.

Felucia

A world covered in giant fungal growth and airborne spores.

Kashyyyk

The lush, thickly forested homeworld of the mighty Wookie race.

Utapau

An Outer Rim world marked by vast plummeting sinkholes with cities.

Naboo

A peaceful world covered in rolling plains and deep swampy lakes.

Mustafar

A small, unstable world of volcanic eruptions and rivers of molten lava.

Kamino

The Kaminoan Cloning Facilities are the Republic's primary military source.

Polis Massa

A remote medical outpost located on the surface of an asteroid.

Yavin 4

The fourth moon of the planet Yavin, covered in thick jungle canopy.

Hoth

The secret hideout of the Alliance known as Echo Base lies beneath sheets of snow.

-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off. For perks you may purchase multiple times, any discount applied only counts for the first purchase.

[Free] Basic Piloting Skills

This perk grants you the necessary knowledge and skill to pilot any of the starships you have purchased in the starship section, to a sufficient extent needed to participate in genuine space warfare. This perk does not make you an ace on its own, but will ensure you can at least do your part in battle.

[100cp] Soldier

You have been well-trained in the use of blaster rifles and blaster pistols. A standard area of expertise, but it is standard for a reason; you will have a use in most battlefield situations.

You also find it easy to keep your cool in the heat of battle. Very helpful for those on the front lines.

[100cp] Heavy

You have been well-trained in the use of rocket launchers. You have a good arm, which will come in handy when throwing thermal detonators.

You also have a general understanding of explosives. You'll be who your squad calls on when it comes to demolitions.

[100cp] Sharpshooter

You have been well-trained in the use of sniper rifles. You have excellent aim as well, allowing you to take advantage of this training.

Used effectively, your marksmanship can turn the tide of battle, as you take out vital targets from a distance.

[100cp] CTF

Sometimes a trooper is required to extract a high-value item from the battlefield. Thanks to a strange quirk of yours, you are now well-suited for this task.

From now on, whilst you are carrying an item that you could comfortably carry in one hand, you can choose for it to instead be carried on your body, even if that would not normally make sense. Additionally, whilst you are carrying an item in such a way, that item cannot be damaged so long as you remain alive. If you are killed in a manner that would immediately damage the item, such as from an explosion, the item will inexplicably remain undamaged. At least someone will be able to continue the mission in such a case.

You can only provide this protection to a single item at a time.

[200cp] Engineer

You have a good understanding of droids and various vital functions of capital ships. Whilst you won't be able to make these things from scratch, maintaining them and making field repairs is more than possible, even with minimal tools. You can even slice in various kinds of vehicles, allowing you to quickly dispatch their pilots and commandeer them for your own use.

You have also been well-trained in the use of shotguns, so you can take a more direct role in combat as well.

[200cp] Pilot Auto-Repair

You are talented and well-trained, able to pilot all starships present in Star Wars: Battlefront (2004) and Star Wars: Battlefront II (2005) at a high level. This training may translate to other kinds of starships as well.

Additionally, whilst you are piloting a starship no larger than a gunship, the starship will slowly automatically repair any damage it has sustained. This will allow you to sustain yourself through successive dogfights, provided you are able to pull away before you are killed or your ship is destroyed beyond repair.

[200cp] Marine

You are a talented and well-trained, able to pilot all starships present in Star Wars: Battlefront (2004) and Star Wars: Battlefront II (2005) at a high level. This training may translate to other kinds of starships as well.

Additionally, you are trained at boarding larger enemy ships, like capital ships. Not only are you accustomed to shooting in cramped quarters, but you are good at identifying vulnerable critical systems. This will help to disable larger ships from the inside – as well as not accidentally killing yourself along with the ship.

[200cp] The War Left its Scars on All of Us

War is hell. Even beings created in a lab to serve on the battlefield aren't immune to the psychological scars that come as a result of such conflict. Fortunately, you are, thanks to this perk.

You are now completely immune to psychological trauma and similar issues. This does not turn you into an unfeeling psychopath; rather, you will simply be able to deal with situations that would normally cause issues in a healthy way that will never result in any kind of lasting psychological harm.

[400cp] Leader

You are now able to take significantly more punishment without death or serious injury. Additionally, each time you kill someone, you will recover a portion of your health. Droids and other similar entities are considered people for the purposes of this perk.

In combination, you could be a serious force on the battlefield. A true hero for your cause.

[400cp] Stealth

You have picked up an unusual ability, which allows you to become invisible.

This invisibility is not perfect; the observant may notice a slight distortion as light bends around you. The effect extends to any outfit you are wearing or items you are carrying.

Should you attack, use a 'buff' ability, or take any damage, the invisibility will be immediately broken. Additionally, maintaining the ability draws on your stamina; should you become too exhausted, you will not be able to keep it up.

Even with its downsides, such a power would help you get behind enemy lines, or make you an effective spy.

[400cp] Sabotage

This strange power will help tilt battles in your favour.

You must choose whether you use this power at the start of a battle you are participating in. When used, all vehicles controlled by the enemy will be moderately damaged. This applies to starships as well, though ships equal to or larger than a CR90 corvette are unaffected.

The damage caused by this effect will not render a vehicle inoperable, though it will definitely make them much easier to take out. It will extend to vehicles that enter the battle late. A single vehicle will only be impacted by this power one time per battle, and can be repaired afterwards.

This power does not stack with itself, or with similar powers. If someone else on your side has already used this perk in a battle, your use of this perk would have no effect.

[400cp] Award System

As you perform above and beyond on the battlefield, you will experience various buffs. The first buff you receive will increase the rate at which you recover stamina. Continue to perform well, and the next buff will increase your durability. Go even further beyond that, and your weapons will somehow cause more damage than they ordinarily would, but only while you are using them.

Each of these buffs can only be only in genuine large-scale conflicts, not mere fights. What is required of you to earn them depends on the nature of the battle.

These buffs each have a moderate effect, and last until the end of the battle you earned them in. If you manage to earn a buff sixty-four different times, then the buff instead becomes a permanent enhancement. You won't receive an additional buff on top of the permanent enhancement if you earn it again, but will still have to go through the entire process if you want a later buff you have not yet made permanent.

Additionally, if you get a large number of kills in a single battle with a standard weapon commonly utilised in the current setting, there is a high chance that you will stumble upon an advanced or modified version of that same weapon that performs better on average. You cannot get advanced versions of unique weapons, or of advanced or modified weapons this perk has let you find.

[600cp] Strong in the Force

You are a powerful Force user, and have learned how to effectively wield a lightsaber.

In both of these regards, you are an equal to Anakin Skywalker as he is in Episode III: Revenge of the Sith. This does not include any additional potential Skywalker had not yet tapped into at that point in time.

You do have some freedom in exactly which areas of the Force you excel in, provided your particular mix of talent and training does not make you greater than Skywalker overall. If you wish to go down the dark path, training in dark Force abilities such as the Force Choke or Force Lightning is also possible.

[600cp] Galactic Conqueror

You are a military genius. On the small scale, you have a head for battlefield tactics, and can adapt to rapid changes in the situation.

On the larger scale, you are a master strategist that could organise and manage galactic-scale conflicts. You have a good sense for how to best invest your military resources, whether that means more fleets, more troops, or investing in better or more varied kinds of troops. You'll be able to determine where you should build and park fleets under your command.

In future settings, your genius will allow you to adapt to the way warfare is conducted in those settings.

If you are using this jump in Galactic Conquest Mode, your chosen faction will be more than willing to put you in charge of their military efforts.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[Free] Faction Attire

This is attire appropriate to your faction, ensuring you aren't accidentally fired upon. It may be a pilot suit if you like. If you are a droid, it instead takes the form of a paint job. It will not afford more protection than standard stormtrooper armour.

If you are using this jump in Multiplayer Mode, then this will change at the start of each battle, ensuring you always fit in with your side. At the end of the jump, it will align with a faction of your choice.

If the attire is an outfit and not a paint job, and it is lost or destroyed, a replacement set will appear in your Warehouse after 24 hours.

[50cp, First free with the Engineer Perk] Fusion Cutter

A tool used by engineers, allowing them to repair various machines, as well as slice into vehicles.

Should your fusion cutter be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Star Wars: Battlefront Console Game Bundle

Do these games hold a special place in your heart? This bundle contains:

- A 2004-era television.
- Either a PlayStation 2 or Xbox.
- Four controllers for your chosen console.
- A copy of Star Wars: Battlefront (2004) and Star Wars: Battlefront II (2005) for your chosen console. All downloadable content is included if you are receiving the Xbox version.
- A PlayStation Portable with charger cable.
- A copy of Star Wars: Battlefront II (2005) for the PlayStation Portable.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. You will also be able to play online in any world with an internet connection, even ones where Sony or Microsoft do not exist. Who exactly are you playing with, anyway?

[50cp] Star Wars: Battlefront PC Game Bundle

More of a PC gamer, Jumper? This bundle contains:

- A gaming computer, high-end by the standards of 2004.
- A copy of Star Wars: Battlefront (2004) and Star Wars: Battlefront II (2005) for the PC.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. You will also be able to play online in any world with an internet connection, even ones where it wouldn't normally make sense. Who exactly are you playing with, anyway?

[50cp] 501st Journal

A collection of detailed accounts from a retired clone trooper, who experienced many of the galaxy's important battles first-hand. Comes in both written and audio versions.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Blaster Rifle

Each purchase of this item grants you a type of standard blaster rifle present in Star Wars: Battlefront (2004) or Star Wars: Battlefront II (2005).

Your weapon comes with a moderate supply of ammunition, which will be resupplied daily. It may not be enough for battles extending beyond a few firefights, so you'll probably want to be on the lookout for more ammo when participating in larger battles.

Should your blaster rifle be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Elite Rifle

Requires at least one purchase of Blaster Rifle.

An advanced blaster rifle, typically reserved for those that prove themselves on the battlefield. It fires in three short bursts, and has notably higher damage potential than a standard blaster rifle.

Your weapon comes with a moderate supply of ammunition, which will be resupplied daily. It may not be enough for battles extending beyond a few firefights, so you'll probably want to be on the lookout for more ammo when participating in larger battles.

Should your elite rifle be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Blaster Pistol

Each purchase of this item grants you a type of standard blaster pistol present in Star Wars: Battlefront (2004) or Star Wars: Battlefront II (2005).

This weapon is not especially powerful, but it never runs out of ammo. Instead, it will overheat if used for continuous fire, requiring you to wait a few moments before you can fire it again.

Should your blaster pistol be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Precision Pistol

Requires at least one purchase of Blaster Pistol.

An advanced blaster pistol, typically reserved for those that prove themselves on the battlefield. It has a faster fire rate than the standard pistol, and each shot is more powerful as well.

Unlike the standard blaster pistol, your precision pistol does not have unlimited ammo. Instead, your weapon comes with a moderate supply of ammunition, which will be resupplied daily. It may not be enough for battles extending beyond a few firefights, so you'll probably want to be on the lookout for more ammo when participating in larger battles.

Should your precision pistol be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Rocket Launcher

Each purchase of this item grants you a type of standard rocket launcher present in Star Wars: Battlefront (2004) or Star Wars: Battlefront II (2005).

Your weapon comes with seven rockets, which will be resupplied daily. Put them to good use.

Should your rocket launcher be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Remote Rocket Launcher

Requires at least one purchase of Rocket Launcher.

An advanced rocket launcher, typically reserved for those that prove themselves on the battlefield. Once fired, these rockets can be remotely guided, allowing you to hit specific targets at a distance.

Your weapon comes with four rockets, which will be resupplied daily. Put them to good use.

Should your rocket launcher be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Sniper Rifle

Each purchase of this item grants you a type of standard sniper rifle present in Star Wars: Battlefront (2004) or Star Wars: Battlefront II (2005).

Your weapon comes with a moderate supply of ammunition, which will be resupplied daily. It may not be enough for battles extending beyond a few firefights, so you'll probably want to be on the lookout for more ammo when participating in larger battles.

Should your sniper rifle be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Beam Rifle

Requires at least one purchase of Sniper Rifle.

An advanced sniper rifle, typically reserved for those that prove themselves on the battlefield. Compared to the standard sniper rifle, it fires a more powerful beam. The beam remains for a few moments after firing, allowing you to use it in closer range by sweeping through crowds of enemies with the beam.

Your weapon comes with a relatively low supply of ammunition, which will be resupplied daily. You will have to be conservative with its use, or else source ammunition elsewhere.

Should your beam rifle be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Shotgun

Each purchase of this item grants you a type of standard shotgun present in Star Wars: Battlefront (2004) or Star Wars: Battlefront II (2005).

Your weapon comes with a moderate supply of ammunition, which will be resupplied daily. It may not be enough for battles extending beyond a few firefights, so you'll probably want to be on the lookout for more ammo when participating in larger battles.

Should your shotgun be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Flechette Shotgun

Requires at least one purchase of Shotgun.

An advanced shotgun, typically reserved for those that prove themselves on the battlefield. Compared to the standard shotgun, it fires more powerful and concentrated blasts, which not only increases its damage potential, but makes it more effective at longer distances than the standard shotgun. The downside is, compared to the standard shotgun, it has a slower fire rate.

Your weapon comes with a moderate supply of ammunition, which will be resupplied daily. It may not be enough for battles extending beyond a few firefights, so you'll probably want to be on the lookout for more ammo when participating in larger battles.

Should your shotgun be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Explosives

Each purchase grants you access to one type of explosive used by standard troopers in Star Wars: Battlefront (2004) or Star Wars: Battlefront II (2005), including thermal detonators, EMP grenades, detpacks, time bombs, and mines.

You start with four of your chosen explosives, which will be resupplied daily. If you chose detpacks, you also receive a remote detonator that will be replaced 24 hours after it is lost or destroyed.

[200cp] ARC Caster

This weapon is capable of firing bursts of electricity at your foes. By holding down the trigger before releasing, you can charge up your shots to deal more damage, and even cause the electricity to 'chain' between nearby targets.

Your weapon comes with a relatively small supply of ammunition, which will be resupplied daily. You may have to rely on a sidearm, or source more ammo in the field, if you are drawn into prolonged battles.

Should your ARC Caster be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Bowcaster

A Wookie weapon that fires explosive bolts. Yours is capable of firing a fanning shot of three bolts, and can be charged to fire a more powerful single shot.

Your weapon comes with a moderate supply of ammunition, which will be resupplied daily. It may not be enough for battles extending beyond a few firefights, so you'll probably want to be on the lookout for more ammo when participating in larger battles.

Should your bowcaster be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Chaingun

This shoulder-mounted heavy weapon is capable of dealing immense damage due to its extreme fire rate. It never runs out of ammo either. However, the weapon requires a few seconds to charge up before firing, and will also overheat with prolonged use, requiring a brief cooldown period before it can be used again.

Should your chaingun be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Auto Turret

Once deployed, this metal sphere hovers in place. If it detects a nearby enemy, it will begin to fire on them.

You only have one of these turrets, but if it is lost or destroyed, you will be supplied with a replacement the next day.

[200cp] Recon Droid

This remote-controlled droid allows you to scope out the area ahead safely. It is equipped with a blaster, allowing you to make long-distance kills. It also has a self-destruct function; however, it has a long start-up time, allowing your enemies to destroy it or simply get out of the way if they are alert to it.

You only have one of these droids, but if it is lost or destroyed, you will be supplied with a replacement the next day.

[200cp] Jetpack

This jetpack has enough fuel to sustain flight for short periods of time, and can help you quickly get across the battlefield or find useful vantage points. This fuel will quickly reappear when the jetpack is not in active use.

Should the jetpack be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Ammunition Droid

This strange Gonk Droid is Capable of quickly producing ammunition as well as explosives like thermal detonators and mines.

Initially, the Gonk Droid is limited to ammunition and explosives present in this setting; however, it may learn to produce other kinds of ammo with time and technical information. Producing ammo and explosives costs the Gonk Droid nothing, and it will do so very freely. Unfortunately, it won't bother to vet who it distributes its goods to; if your enemies approach it, it is likely to supply them as well.

Your Ammunition Droid counts as a follower. If destroyed, a replacement will appear at a location controlled by you after 24 hours.

[200cp] Medical Droid

This droid is capable of healing biological lifeforms, as well as repair droids.

The droid does so automatically to those that stand close to it. This doesn't require you to interact with the droid in any way, and you are free to act as you like as you recover. However, the droid does not discriminate and will heal enemies that manage to move close to it. The nature of the droid makes it difficult to move mid-combat, so it is best to set it up at a location you can maintain control of.

Your Medical Droid counts as a follower. If destroyed, a replacement will appear at a location controlled by you after 24 hours.

[200cp] Speeder

Each purchase of this item grants you your choice of a BARC Speeder or a 74-Z Speeder Bike.

Regardless of your choice, your vehicle will never run out of fuel or ammunition. Should it be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[400cp, First free with the Strong in the Force Perk] Your Lightsaber(s)

A Jedi weapon. They are sometimes called laser swords by those unfamiliar with them, which describes their function quite well.

On purchase, you must decide whether you receive a single single-bladed lightsaber (i.e. a typical lightsaber), a single double-bladed lightsaber, or two single-bladed lightsabers.

You are free to choose the hilt design for your lightsaber(s), so long as it does not provide an advantage beyond the norm. Likewise, you are free to choose the colour of the blade(s) they emit. You are familiar with the components of your lightsaber(s), and how they fit together; if you took a background in this setting, it is quite possible you constructed your lightsaber(s) yourself. Your lightsaber(s) retain upgrades.

Should your lightsaber(s) be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Acklay

The Acklay is a giant carnivorous creature that has six legs, each ending in a sharp claw. Its thick skin makes it resistant to blaster fire. Such creatures were a horror for the clone troopers on Felucia, and were also used as gladiatorial beasts on Geonosis.

This Acklay in particular is intensely loyal to you. Whether you keep it as a beast or use it in battle is up to you. It counts as a follower. Should it be killed, it will somehow show up the next day, good as new.

[400cp] Support Walker

Each purchase of this item grants you your choice of an AT-ST or AT-RT.

Regardless of your choice, your vehicle will never run out of fuel or ammunition. Should it be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[400cp] Tank

Each purchase of this item grants you your choice of an IFT-X (TX-130 Saber-class fighter tank), an IFT-T (TX-130T fighter tank), an AAT (Armored Assault Tank), or an AAC-1 speeder tank.

Regardless of your choice, your vehicle will never run out of fuel or ammunition. Should it be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[400cp] Your Hangar

Need somewhere to store your impressive collection of starships?

This space acts as an attachment to your Warehouse, but may alternatively be placed on any property you own. It will be able to store any and all vehicles you own, expanding internally in size to accommodate them. Even Star Destroyers could be stored here! Any vehicles you own may be sent to this at any time they are not engaged in combat. This space utilises the aesthetics of your choice of a Republic, Separatist, Rebel, or Imperial hangar, and you can change between these whenever you like.

Vehicles stored in this space can be retrieved by you, or those you would like to be able to do so, at any time, as long as sufficient space is nearby.

If this space is destroyed, a replacement will appear in the same location after 24 hours. If that location is no longer valid, it will instead be moved to your Warehouse.

At the start of each new jump, you will have an opportunity to change the placement of this space. Post-chain, you will receive the same opportunity once every ten years.

[600cp] Command Walker

Each purchase of this item grants you your choice of an AT-AT, AT-TE, or OG-9 homing spider droid.

The spider droid is capable of moving on its own, and can also be piloted manually. It counts as a follower. The other walkers are as standard.

Regardless of your choice, your vehicle will never run out of fuel or ammunition. Should it be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[600cp] Ground Force

This is a force of one hundred and fifty well-trained soldiers, divided in a manner of your preference between standard troops, demolitions experts, snipers, and engineers. They count as followers, and may come equipped with arms and armour appropriate to their role.

Should any of these soldiers be killed, replacements will show up the following day.

[600cp] Death Star Plans

A copy of the plans for the first Death Star. The Rebellion would very much appreciate having access to this.

Of course, you could also use them to construct your own superweapon. With the design already taken care of, all you need to do is source the massive amount of resources and manpower for such a venture. In future settings, the plans may even update to include alternate material options where they are feasible.

Should your plans be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

-Starships-

There are no discounts in the section. Instead, you receive a **200cp stipend**, for use in this section only.

All starships in this section never run out of fuel, and general upkeep of them is not necessary, allowing you to fly them whenever you like. Ammunition is not an issue either, barring momentary breaks to allow weapon systems to cooldown, and munitions like proton torpedoes to restock. Should a starship be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. They retain any upgrades they have received.

Should you already possess any similar vehicles to the ones you purchase here, you may import these vehicles, giving them any advantages the purchases they are imported into offer.

[100cp] V-Wing

While most alpha-3 Nimbus-class V-wing starfighters (or V-wings for short) are intended to be fast starfighters, yours has been heavily modified to instead function like a standard bomber. It is equipped with shock cannons and proton bombs.

It does not have a hyperdrive installed; you will have to rely on other vessels to travel the galaxy at large.

[100cp] LA-AT Gunship

This LAAT (Low Altitude Assault Transport) has been modified to accommodate space travel. It is equipped with a particle cannon turret, a beam cannon, proton torpedoes, and remote rockets.

However, it is very slow moving relative to other starfighters, making it best used to carry troops for a boarding attempt, rather than for true space combat.

It does not have a hyperdrive installed; you will have to rely on other vessels to travel the galaxy at large.

[100cp] Droid Starfighter

This vulture droid has been modified to allow it to be manually controlled by a pilot. On purchase, you can decide whether the droid is still capable of autonomous function, which is cause to count it as a follower.

In any case, it is equipped with laser cannons and proton torpedoes, but lacks a hyperdrive.

[100cp] Droid Tri-Fighter

Another type of droid starfighter, this one has also been modified to allow it to be manually controlled by a pilot. On purchase, you can decide whether the droid is still capable of autonomous function, which is cause to count it as a follower.

In any case, it is equipped a repeating blaster and homing rockets, but lacks a hyperdrive.

[100cp] Droid Gunship

This HMP (Heavy Missile Platform) droid gunship is equipped with a particle cannon turret, beam cannon, and homing rockets, instead of the usual missile heavy loadout. It is very slow moving relative to other starfighters, making it best used to carry troops for a boarding attempt, rather than for true space combat.

It does not have a hyperdrive installed; you will have to rely on other vessels to travel the galaxy at large.

[100cp] TIE Fighter

This TIE/LN starfighter is equipped with laser cannons and proton torpedoes. It is a general-purpose starfighter that is useful in many situations.

It does not have a hyperdrive installed; you will have to rely on other vessels to travel the galaxy at large.

[100cp] TIE Bomber

This TIE/sa Bomber is equipped with a particle cannon turret, repeating blaster, and proton bombs. It is a bomber, intended for taking out larger ships like frigates or capital ships. However, it is relatively slow moving, and suffers against other starfighters.

It does not have a hyperdrive installed; you will have to rely on other vessels to travel the galaxy at large.

[100cp] TIE Interceptor

This TIE/IN Interceptor is equipped with laser cannons and homing rocket. As an interceptor, it is highly effective against other starfighters, but struggles to hit hard against larger ships.

It does not have a hyperdrive installed; you will have to rely on other vessels to travel the galaxy at large.

[100cp/200cp] Republic Interceptor

The Eta-2 Actis-class interceptor is often referred to as the Jedi interceptor, due to its extensive use by the Jedi during the Clone Wars. As an interceptor, it is quite effective against other starfighters, but may struggle against larger ships. It is equipped with laser cannons and homing rockets.

For 100cp, it lacks any kind of hyperdrive. However, for an additional 100cp (200cp total), it comes with a compatible hyperdrive docking ring, allowing it to take you across the larger galaxy.

[200cp] ARC Fighter

Where the Aggressive ReConnaissance-170 starfighter (ARC-170) is traditionally a hybrid bomber/starfighter, yours has been modified to take on more of a standard starfighter role. It is equipped with laser cannons and proton torpedoes.

It has a hyperdrive installed, allowing it to take you across the larger galaxy.

[200cp] CIS Strike Bomber

This Belbullab-24 strike bomber is equipped with a particle cannon turret and proton bombs. As a bomber, it is effective against larger ships like frigates and capital ships, but may have difficulty with faster starfighters.

It has a hyperdrive installed, allowing it to take you across the larger galaxy.

[200cp] X-Wing

This T-65 X-wing is equipped with laser cannons and proton torpedoes. It is a general-purpose starfighter that is useful in many situations.

It has a hyperdrive installed, allowing it to take you across the larger galaxy.

[200cp] Y-Wing

This BTL-S3 Y-wing is equipped with a particle cannon turret, repeating blaster, and proton bombs. It is a bomber, intended for taking out larger ships like frigates or capital ships. However, it is relatively slow moving, and suffers against other starfighters.

It has a hyperdrive installed, allowing it to take you across the larger galaxy.

[200cp] A-Wing

This RZ-1 A-wing interceptor is equipped with laser cannons and homing rocket. As an interceptor, it is highly effective against other starfighters, but struggles to hit hard against larger ships.

It has a hyperdrive installed, allowing it to take you across the larger galaxy.

[200cp] Theta-class Shuttle

This Theta-class T-2c shuttle is equipped with a particle cannon turret, repeating blaster, homing rockets, and remote rockets. As you might expect from a shuttle, it is more effective at carrying troops than it is battling starfighters.

It has a hyperdrive installed, allowing it to take you across the larger galaxy.

[400cp] Corellian Corvette

The CR90 corvette, also known as the Rebel blockade runner, runs at a length of 150 metres. Perhaps the most well known of these corvettes is the Tantive IV.

Optionally, this corvette can come with a crew, which can run the ship for you, and provide basic security. This crew count as followers. Your inactive companions can even stay here, provided they remain inside the vessel.

[600cp] “Acclamator” Assault Ship

The Acclamator-class assault ship runs at a length of 750 metres. The Republic often uses it as a supporting ship for the Venator-class Star Destroyer, though it is certainly impressive in its own right.

Optionally, this heavy cruiser can come with a crew, which can run the ship for you, and provide basic security. This crew count as followers. Your inactive companions can even stay here, provided they remain inside the vessel.

[600cp] Banking Clan Comms Ship

The Munificent-class star frigate, also referred to as the Banking Clan Comms Ship, runs at a length of over 800 metres. It is often used by the Confederacy of Independent Systems as a support ship in their fleets.

Optionally, this frigate can come with a crew, which can run the ship for you, and provide basic security. This crew count as followers. Your inactive companions can even stay here, provided they remain inside the vessel.

[600cp] Rebel Transport

A strange vessel, which appears to be a drastically upscaled GR-75 Medium Transport. Its enlarged size allows it to serve as a frigate in Rebel fleets.

Optionally, this frigate can come with a crew, which can run the ship for you, and provide basic security. This crew count as followers. Your inactive companions can even stay here, provided they remain inside the vessel.

[600cp] Victory-2 Class Frigate

A vaguely sword-shaped Imperial warship, which is used in to support Star Destroyers in Imperial fleets.

Optionally, this frigate can come with a crew, which can run the ship for you, and provide basic security. This crew count as followers. Your inactive companions can even stay here, provided they remain inside the vessel.

[800cp/1200cp] Republic Attack Cruiser

The Venator-class Star Destroyer serves as the capital ship of Galactic Republic fleets. It runs at a length of over 1100 metres.

Optionally, your Venator-class Star Destroyer can come with a crew, which can run the ship for you, and provide basic security. This crew count as followers. Your inactive companions can even stay here, provided they remain inside the vessel.

By default, its hangar is empty. However, for an additional 400cp (1200cp total), this hangar is filled with 32 ships, divided in a manner of your preference between the ARC Fighter, the V-Wing, the Republic Interceptor, and the LA-AT Gunship, which operate as described in their individual options above. If you are choosing to receive a crew, your crew will include pilots and marines of average skill that can pilot these vehicles for you.

[800cp/1200cp] Trade Federation Cruiser

The Providence-class carrier/destroyer, also referred to as the Trade Federation cruiser, or Separatist dreadnought, serves as the capital ship of CIS fleets. It runs at a length of over 1000 metres.

Optionally, your Providence-class carrier/destroyer can come with a crew, which can run the ship for you, and provide basic security. This crew count as followers. Your inactive companions can even stay here, provided they remain inside the vessel.

By default, its hangar is empty. However, for an additional 400cp (1200cp total), this hangar is filled with 32 ships, divided in a manner of your preference between the Droid Starfighter, the CIS Strike

Bomber, the Droid Tri-Fighter, and the Droid Gunship, which operate as described in their individual options above. If you are choosing to receive a crew, your crew will include pilots and marines of average skill that can pilot these vehicles for you.

[800cp/1200cp] Mon Calamari Star Cruiser

The MC80a Star Cruiser is a combat-focused variant of the MC80 Mon Calamari Star Cruiser. It runs at a length of 1200 metres, and serves as a capital ship for Rebel Alliance fleets.

Optionally, your Mon Calamari Star Cruiser can come with a crew, which can run the ship for you, and provide basic security. This crew count as followers. Your inactive companions can even stay here, provided they remain inside the vessel.

By default, its hangar is empty. However, for an additional 400cp (1200cp total), this hangar is filled with 32 ships, divided in a manner of your preference between the X-Wing, the Y-Wing, the A-Wing, and the LA-AT Gunship, which operate as described in their individual options above. If you are choosing to receive a crew, your crew will include pilots and marines of average skill that can pilot these vehicles for you.

[800cp/1200cp] Imperial Star Destroyer

The Imperial I-class Star Destroyer is a symbol of the Empire, and is used as a capital ship for Imperial fleets. It runs at a length of 1600 metres.

Optionally, your Star Destroyer can come with a crew, which can run the ship for you, and provide basic security. This crew count as followers. Your inactive companions can even stay here, provided they remain inside the vessel.

By default, its hangar is empty. However, for an additional 400cp (1200cp total), this hangar is filled with 32 ships, divided in a manner of your preference between the TIE Fighter, the TIE Bomber, the TIE Interceptor, and the Theta-class Shuttle, which operate as described in their individual options above. If you are choosing to receive a crew, your crew will include pilots and marines of average skill that can pilot these vehicles for you.

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on a species, perks, and items, and are entitled to the same freebies and discounts as you, including the 200cp stipend. They may not purchase companions. Like you, they may Drop In, or have a background in this setting.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species, and are entitled to the same freebies and discounts as you, including the 200cp stipend. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Star Wars: Battlefront (2004) or Star Wars: Battlefront II (2005) along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Have you been to the Star Wars galaxy before? Well with this toggle, you can import the events of any previous Star Wars jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. This includes jumps set in the 'Disney' continuity, though incorporating them may have unexpected effects on the galaxy. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail.

If you are using the Galactic Conquest or Multiplayer Game Mode, this won't stop iconic characters from appearing, although it might change how they feel about you.

[0cp] Extended Stay

Requires Rise of the Empire Mode.

Taking this toggle will extend your stay until the end of 3 ABY, ensuring you are able to participate in the Battle of Hoth, assuming you keep things on course.

[0cp] Welcome to the 501st

Requires Rise of the Empire Mode, and the Human Clone species.

Welcome, soldier. Taking this toggle ensures that you arrive in this world as a member of the 501st, a legion of clone troopers with a vital role in things to come.

If you are incorporating a history that would put you at odds with the 501st, you have somehow infiltrated the group without anyone discerning your true identity. For now, at least.

[+100cp] Generic Trooper

Your appearance is fairly generic, making it hard to tell you apart from other members of your species. This also reduces you to an average appearance, and nullifies any appearance enhancing effects.

[+100cp] Stormtrooper Aim

Your ability to aim your shots is noticeably worse than usual, and you find it difficult to train or hone this ability. Maybe sniping isn't the right role for you?

[+100cp] Auto Turret Annoyance

In battles, you will find that your enemy always manages to set up auto turrets in key locations they can get control of. This doesn't cost them any time or resources that they could be putting elsewhere, and will make taking these locations more challenging than usual.

[+200cp] ***Watch your fire!***

As a result of taking this toggle, those you fight beside will put a lot less thought into the safety of their allies than they otherwise would.

Expect allies to shoot or throw grenades into crowds in order to get at the enemy, ignoring that such actions may endanger more of their own side. Not only will this make winning harder, but you might be killed by accident if you aren't alert.

This drawback only applies to those you are currently fighting alongside; it does not apply to battles you are not a part of, and ceases to apply to a side if you genuinely defect.

[+200cp] Bad AI Allies

It seems that the forces you fight beside are some combination of foolish.

As a result of this drawback, allies will occasionally get 'lost' on the battlefield; causing them to wait around and do nothing instead of pursuing their objective. Allies will also have issues with their priorities; while they might recognise the value in getting to a turret or a starfighter, they will often charge towards these without considering enemy placement or self-preservation.

This drawback only applies to those you are currently fighting alongside; it does not apply to battles you are not a part of, and ceases to apply to a side if you genuinely defect.

[+200cp] The Classic Complication

It appears that this jump wasn't quite ready for release.

Throughout your stay, you will often notice various 'visual bugs', such as strange patterns appearing on surfaces. Randomly during your battles, your shots will inexplicably miss, and you will experience periods of 'lag' where you move noticeably slower than usual.

This will not only make surviving harder, but also make your time here much more frustrating.

[+300cp] The Cost of War

Any perks or powers you possess that would make you immune to mental trauma, or help you deal with it easier, are disabled for the duration of the jump.

Additionally, circumstances will force you into being present for the worst the war has to offer. Biological warfare, brutal slaughter, and all kinds of war crimes are what you should be expecting to see quite often during your stay. Attempting to stay away from battles never works out for you. Not only will this mean you are in far more danger than you might otherwise be, but the psychological harm you might experience is not to be underestimated either.

[+300cp] BFI Heroic Protection

For the duration of the jump, it will be impossible for you or your allies to harm or kill force wielders, as well as certain notable individuals like Han Solo and Boba Fett.

The only way such people can be harmed by you or your allies, is to run them over with a speeder bike or similar vehicle, land on them with a starfighter or similar vehicle, or cause them to suffer a fatal drop in certain environments.

Fortunately, these characters will not be initially aware of this limitation, but are capable of becoming so. Dealing with them is going to be a serious problem for you.

[+300cp] Elite Difficulty

Your enemies benefit from an extreme surge in competence and skill when they are facing off against you. Enemies will play hard for their objectives, and employ difficult to deal with tactics like grenade spam in order to achieve their goals, and will co-ordinate effectively with each other at all times.

This is a temporary buff that only applies to enemies that you are currently fighting a battle against. This means that you cannot buff your allies by briefly facing them, but also means your side won't suddenly be crushed by hyper competent foes.

-Scenario: A Galaxy Conquered-

In order to take this scenario, you must be using this jump in Galactic Conquest mode. Only Jumper can take this scenario. Failing the scenario does not fail your chain, but you can still fail your chain if you choose to take the scenario.

Taking this scenario will mean that your chosen faction is on the backfoot, and their opposing faction dominates much of the Galaxy. It will be up to you to turn the tide. If you can bring your faction to victory, as described in the On Galactic Conquest note, you will earn a reward based on your chosen faction.

If you have helped the Galactic Republic reclaim the Galaxy, you will be awarded your own Venator-class Star Destroyer (as described in the full version of the Republic Attack Cruiser starship). Additionally, organisations you belong to are highly resilient to internal corruption. While individual incidents may still occur, you can rest assured that by and large these organisations continue to work for their intended purposes and are not subverted from within by bad faith actors. This effect will not stop you or your companions acting as you like.

If you have helped the CIS conquer the Galaxy, you will be awarded your own Separatist dreadnought (as described in the full version of the Trade Federation Cruiser starship). Additionally, banks, merchant guilds, and similar organisations will be initially positively disposed towards you, and will be willing to offer you better deals than they typically would. Your relationships with individual banks or merchant guilds can still be soured by your actions.

If you have helped the Rebellion liberate the Galaxy, you will be awarded your own MC80a Star Cruiser (as described in the full version of the Mon Calamari Star Cruiser starship). Additionally, you will have learned just how powerful hope is, and become a wellspring of it. You are immune to despair, and can help others to find hope within themselves with great ease.

If you have helped the Empire conquer the Galaxy, you will be awarded your own Imperial I-class Star Destroyer (as described in the full version of the Imperial Star Destroyer starship). Additionally, you will have earned great Imperial favour. This favour will carry over to settings where an Empire is an important part of the world. You will have also earned the approval of Palpatine, which will carry over to other jumps where he can be found, even if the events of this jump are not being imported. Your favour or approval can be lost in individual cases if your actions warrant it.

You are not obligated to accept scenario rewards you have earned; at your discretion you may choose to reject one or both of them. Starships awarded here are identical to the ones you can purchase in the starships section, including import and replacement rules.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

The Jump Strikes Back: You choose to remain in this world. Your chain ends here.

A New Jump: You choose to continue your chain. Proceed to the next jump.

Return of the Jumper: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

Timeline of important events possibly occurring within the jump:

Note: This jump occurs within the 'Legends' continuity (also referred to as the Expanded Universe) which existed prior to the Disney acquisition of Star Wars in 2012.

22 BBY

- The events of Star Wars: Episode II Attack of the Clones take place. The Clone Wars begin. Anakin Skywalker marries Padmé Amidala in secret.

19 BBY

- The majority of the Fall of the Old Republic section of Star War: Battlefront II (2005)'s campaign takes place. This includes battles on Mygeeto, Coruscant, Felucia, Kashyyyk, and Utapau, largely reflecting battles present in Episode III.
- The events of Star Wars: Episode III Revenge of the Sith take place. The Clone Wars come to an end and the Republic is reorganised into the Galactic Empire. Count Dooku and General Grievous are killed, as are most of the Jedi. Anakin Skywalker becomes Darth Vader. Luke Skywalker and Leia Organa are born.

18 BBY

- The prologue of Star Wars: The Force Unleashed occurs. Galen Marek is found by Darth Vader on Kashyyyk.
- The Empire retakes Naboo, assassinating Queen Apailana.

12 BBY

- Sometime between 17 BBY and 12 BBY, the 501st battle Separatist holdouts on Mustafar. Their leader, Gizor Dellso, is killed and the Separatists are defeated.
- The 501st put down a clone uprising on Kamino. This leads to a change in Imperial policy for cloning, as they diversify the genetic templates they use.

2 BBY

- The main story of Star Wars: The Force Unleashed occurs. Starkiller sacrifices himself to save various Rebel leaders from the Empire. The Rebel Alliance is formed.

1 BBY

- The events of Star Wars: The Force Unleashed II occurs. A clone of Starkiller defeats Darth Vader on Kamino, and Vader is briefly captured by the Rebel Alliance.

0 BBY/0 ABY

- Sometime prior to or during 0 BBY, a prison riot occurs on the Death Star. During this riot, a partial set of Death Star schematics was sent to a Rebel Base on Polis Massa.
- The 501st attack the Rebel Base at Polis Massa. The Death Star plans are gone, but information present allows Vader to deduce Leia Organa has them.

- The events of Star Wars: Episode IV A New Hope take place. Alderaan is destroyed. The Battle of Yavin occurs. The Death Star is destroyed.

3 ABY

- The events of Star Wars: Episode V The Empire Strikes Back take place. The Battle of Hoth occurs. Luke Skywalker learns that his father is Darth Vader. Han Solo is frozen in carbonite.

On Galactic Conquest:

For the purposes of the early leave condition, as well as the scenario, your faction must control at a minimum: Coruscant, Dagobah, Felucia, Kashyyyk, Mustafar, Mygeeto, Naboo, Polis Massa, Tatooine, Utapau, Yavin 4. Additionally, the Republic and the CIS must also control Kamino and Geonosis, whilst the Rebellion and the Empire must also control Hoth and the Forest Moon of Endor.

On the Strong in the Force perk:

This perk does not remove any potential for growth that you already have, or gain in the future from other sources. However, it does not provide any potential for growth; if you only have this perk and no other source of Force Sensitivity, you will never become greater than what the perk initially offers.

On Followers:

Followers granted by options within this jump can be of any gender makeup. Unless otherwise specified, they can be any species on offer within this jump, as well as other species that are within the same scope of power, and that appear within the Legends continuity during this approximate period in the timeline. Droids are also a valid choice, provided they are of a model that is appropriate to this time period, and that does not offer significant advantages beyond what is needed for the follower in question. A Star Destroyer full of non-humans would be unusual, but is allowed. You cannot choose for them to be Force sensitives. These followers are loyal to you, rather than the cause, so don't worry about being shot in the back should you choose to defect.

So, what exactly happens here anyway?

The 501st participate in the Battle of Geonosis at the start of the Clone Wars.

In the waning months of the Clone Wars, the 501st join with Ki-Adi-Mundi to battle the Separatists on Mygeeto. While Ki-Adi-Mundi believed that the mission was to destroy a Separatist power generator, in truth the 501st gathered a rare Mygeetan power cell for Palpatine's superlaser.

When Palpatine is kidnapped by the CIS, members of the 501st participate in the space battle above Coruscant, creating an opening for Anakin Skywalker and Obi-Wan Kenobi to rescue the chancellor.

The 501st participated in parts of the Battle of Felucia, alongside Aayla Secura. They left whilst Aayla Secura remained on planet with other forces.

When the Separatists launch a surprise attack on the Wookie planet of Kashyyyk, parts of the 501st are sent to the planet, making it past the blockade and holding the line until Yoda can arrive to support, and leaving the planet once he does so.

The 501st are part of the larger forces sent to accompany General Kenobi to Utapau, where Kenobi kills General Grievous. In the waning hours of the Clone Wars, the 501st are discreetly moved to Coruscant, and they assist Lord Vader as he assaults the Jedi Temple in Operation: Knightfall.

In recognition for their service, the 501st is placed under the direct command of Darth Vader, and become known as Vader's Fist. The current Queen of Naboo breaks off ties with the Empire, and the 501st are sent in to resolve the dispute, assassinating the Queen and suppressing her supporters.

Gizor Dellso, a Geonosian Separatist holdout, is tracked to the planet Mustafar. He has activated a hidden droid factory. The 501st are sent to deal with the situation; they kill Gizor and destroy the facility.

An uprising of clones occurs on Kamino. A small portion of the 501st are sent in response, along with hired bounty hunter Boba Fett. The situation is resolved, but results in the Empire moving away from a single genetic template for cloning.

Parts of the 501st were assigned to the Death Star when a prison break occurred. Although the prisoners were killed, including a Jedi padawan, they were able to transmit a partial set of schematics to the Rebel base on Polis Massa. The incident was a great embarrassment to the 501st, and to Darth Vader, who removed them from the Death Star as a punishment and sent them across the galaxy in search of the plans (though this did mean that they were not aboard the Death Star when it would later be destroyed). Information at Polis Massa allows Vader to deduce that Leia Organa is carrying the plans, and her Tantive IV is attacked by Vader and the 501st, leading to the events of Episode IV.

More than half the 501st is killed by the destruction of the Death Star. A retaliatory strike against the Rebels on Yavin 4 is haphazardly made, which leads to the death of Bothan High Command on Yavin 4.

The remaining members of the 501st join Vader as he assaults Hoth.

-Changelog-

0.1
Created the jump.

1.0
(i) Lowered price of **Yoda's species** to 100cp. (ii) Added a scenario: **A Galaxy Conquered**. (iii) Added a new note: **On Galactic Conquest**, and directed to this note in the Galactic Conquest Mode choice.

1.1
(i) Added **Other** to species choice, rewrote **Import** slightly to account for it.