STAR WARS
EMPIRE AT WAR

By: RegretMotor256

Welcome to the Star Wars galaxy circa 3 BBY, jumper. At this point, I'm sure you're well aware of this universe and what goes down here, but this time, there's a bit of a twist as to what you'll be likely to be doing with your time here. You are now a military commander both in space and on the ground, responsible for the victory of whatever faction you will choose down below.

To aid you in your campaigns, take these **[1000 CP]**.

Backgrounds

Any of the following may be taken as a drop-in.
You may decide your age and gender as you please.

[Free] Imperial Officer: The Galactic Empire is the only force in the galaxy that can maintain order and stability! At this point in time, The Empire is a monolithic war machine led by Emperor Palpatine, and the single most powerful single cohesive entity in the galaxy. These are essentially The Galactic Empire's glory days, and you'll need to fight like hell if you want to maintain that.

[Free] Rebel Leader: The Alliance to Restore the Republic. The Rebel alliance at the time you start out is actually starting to gain some traction, at least enough to contend the Empire in some parts of space, though they are still relatively isolated groups instead of one cohesive force as seen later on in the war. These are your go to scrappy underdogs, and the group fighting for freedom from The Empire's tyranny.

[Free] Independent Commander: Contrary to common belief, the Galactic Civil War was not just a conflict fought between The Empire and the Rebel Alliance. There were many groups involved, such as the Zann Consortium, Black Sun criminals, and plain old mercenaries who fought for neither of the two big players in this conflict, but for themselves and their own ideals.

Location

Choose a location from these, or roll a D6 and gain 100 CP.

1. **Hoth:** Welcome to Hoth. This pale blue orb is an icy planet located far out in the Outer Rim, the planet is incredibly isolated, though it is also incredibly inhospitable and devoid of intelligent life. Temperatures around here regularly reach as low as -60 Degrees Celsius during its colder nights.

2. **Yavin IV:** The Rebel Alliance may have some questions for you on why you're here… Yavin IV is not actually a planet, per se, but rather it is actually the moon that orbits the red gas giant Yavin Prime. This moon is covered in jungles and ancient ruins, and is currently home to the main headquarters for the Rebel Alliance.

3. **Kuat:** The Kuat system's claim to fame is its massive shipyards, which churn out warships at an immense rate. This place may actually be more defended than Coruscant itself due to its strategic importance. The planet itself has a wealthy primarily human population, and boasts an Earth-like Climate.

4. **Shola:** Shola is a long-dead planet, which is speculated as having been home to a long lost civilization. Whether or not it was, they certainly are no longer here, as this planet is now a volcanic world constantly plagued by earthquakes. The Zann Consortium have found a home here, however, as they use this planet for their racketeering operations.

5. **Thyferra:** Thyferra is a hot and humid planet, with half of it covered in alahzi bacteria, and the other half being covered in forest. Home planet of the insectoid Vratix, this planet is a major political power, being the primary supplier of Bacta throughout the galaxy.

6. **Free Choice:** Lucky you! Choose anywhere in the galaxy, including places not on this list, to be your starting location.

Perks

Perks for your chosen origin are 50% off with 100 CP perks from your origin being free.

General

[Free/100 CP] Basic Competence: You now have a level of tactical and strategic knowledge in either ground or space warfare to be considered average, if not more or less competent among your peers, having enough knowhow to have graduated an officer's academy. Choose either ground or space warfare. To have both, you must pay 100 CP.

[100 CP] Self Defense: Even if you are a commander, you are still likely to find yourself in a myriad of dangerous situations, seeing as you are probably target number 1 for any enemy force you are engaging. To help remedy this, this perk makes you a competent warrior. You now know a close combat style of your choice, have the strength of a trained soldier, and a proficiency for the use of blaster weaponry.

[200 CP] Deployment: Now, when you enter a jump, any armies or navies you have will not actually exist until you call them into the setting, at which point they will instantaneously either land on the ground if they are ground forces, appear out of FTL if they are starships, or materialize on the sea if they are maritime vessels. Additionally, whenever they are destroyed and have met their respective respawn times, you can do the same thing all over again. This perk is togglable.

[200 CP] Third Person Strategist: You can, at will, enter or exit a state of mind that allows you to give orders and view a battle in a way similar to the hud and user interface seen in Empire at War, including the "Cinematic Mode". To those on the outside, it looks like you're just giving orders normally. Additionally, should something happen that requires you to exit this mode, such as being in immediate danger, you will automatically and instantaneously swap back to your normal view of the world.

[400 CP] Heroic Nature: It's a little strange how in Empire at War, no matter how many times you absolutely have killed a hero, they seem to always come back after a month or so in-game. This perk intends to replicate that nature. Once a year, should you die, you will find yourself resurrected exactly one month after your death, completely healthy. You may choose if allies know you have come back to life or not.

[600 CP] Grand Admiral Jumper: You have a mind for military strategy and tactics on the level of Grand Admiral Thrawn himself, being able to constantly outwit and then crush many of your adversaries. You could bring an empire nearing a total collapse back from the brink and into near victory through your sheer tactical prowess. In this era of the galaxy, there is only one person here who could possibly match up to you.

Imperial Officer Perks

[100 CP] Looking the Part: You may, at will, emit an aura of superiority which will make people instinctively acknowledge you as an officer and of higher class than those of a rank lower than the one that you currently hold. Additionally, you will always maintain a well groomed appearance fitting of an officer, even if you're stuck fighting on a mud planet or thrown in a prison cell as a POW.

[200 CP] Imperial Nepotism: You seem to be able to climb ranks at a quite frankly unreasonable speed. So long as your superior genuinely likes you, all you need to do is request to be promoted and it will be done. Additionally, jumping from a Captain to a Major, etc. in such short amounts of time will never actually be considered nepotism by those looking at your career. They will simply think your promotion was natural. This perk will only work when being used in the military.

[400 CP] Acceptable Casualties: Now, no matter how many soldiers end up dying under your command, they will always follow your orders, no matter how unreasonable or dangerous said order would be for them. Want that squadron of bombers to take out that well defended shield generator without an escort? Fine by them. Want to send a group of speeder bikes head on into a tank? They won't even bat an eye. Ordering a Star Destroyer to glass a lost battlefield while troopers are still fighting down below wouldn't even faze the crew.



Rebel Leader Perks

[100 CP] Accepting: Unlike the Empire, any species may join the Rebel Alliance, including you. You may now join any organization without any questions asked, so long as requirements outside of race or gender are met. Want to join the night's watch as a woman? Go ahead. The Imperium of Man as an alien? No problem.

[200 CP] Weak Points: When looking at a military structure or ship, so long as someone on your side knows the weakness for said base or ship, you will know it as well. You would know exactly where to send those proton torpedoes to maximize damage on an ISD, but probably not on the Death Star if you're a rebel, for example.

[400 CP] Hit and Run: Whenever you commit a force to battle, you can at any time order them to retreat. Once the order is given, a 10 seconds delay will occur, then any ship, soldier, etc. that is capable of evacuating will do so flawlessly, being able to instantly regroup once safe. No matter how hard your enemy may try to hunt where you fled to, you will be given a 1 day grace period in which they cannot find you. For Example, if you hit a shipyard with a group of fighters, then order them back, they will easily evade pursuers once the ten seconds have passed, and then those said fighters will be impossible for the enemy to find for the next 24 hours. Another example is if your ground force has completed their objective, those that have even a slim chance to make it to an evac transport are assured to escape after a 10 second delay.



Independent Commander Perks

[100 CP] Magnificent Bastard: You are now great at making friends, even with those that really, really, shouldn't like you. If you're a pirate, a Jedi would be willing to go out for drinks with you. If you are a Rebel, an Imperial officer may have an odd sort of respect for you and treat you better when captured. This won't make them outright betray their organization, but it will certainly make compromises a lot easier to achieve.

[200 CP] Job Hunting: You can always find work for you and your men, regardless of the state the setting finds itself in. Every faction within the setting would be willing to pay for your services at a fair price, assuming you are not actively hostile with them. The work can be anything from security details to hiring your full blown fleet in order to engage an enemy. Priced accordingly, of course.

[400 CP] True Neutrality: So long as you don't seriously piss off or outright attack a faction, government, or other organization, they will not really see you as an enemy or even be that wary of you, so long as you or your organization are not already hostile towards them. You could park a fleet right above Coruscant to get repairs, and not only would the Empire not fire at you, they would actually repair your ships if you have the credits to pay for it, so long as you weren't known to be in league with the Rebels.



Items

Items for your chosen origin are considered 50% off Additionally, you will be given a **[400 CP]** stipend for items only.

[Free] Uniform: A uniform belonging to the military that you are currently serving in. In future jumps, it will adopt the pattern of clothing of different militaries that you currently serve under, but may change to look like one you previously served at your discretion. Regardless of what uniform it is, it will repair and maintain itself to the professional standards required of your status.

[100 CP] Turrets: You gain 8 platforms which, so long as you or an ally are standing next to one, will spawn in an automated turret of your choice from the following: A rapid fire anti infantry turret, A slow firing anti armor turret, a healing installation that passively fixes the wounds of infantry that are near it, or a repair turret which passively fixes vehicles parked near it.

[100 CP] Mining Operation: This facility produces a single common raw resource of your choice, and never runs out of it. This could be anything from durasteel to bacta, but regardless, this place has followers as staff that will keep the operation running smoothly even without your intervention, and will earn you a fair bit of passive income, around 1,000,000 credits a year. Credits made through this facility will be accepted by every economy you encounter and will additionally never collapse one or cause any other related issues due to your excessive spending.

[200 CP] Recruitment Center: In case you are in the business of building an army yourself and can't find any recruits, this is the base of what you'll need. This massive center, when active, will inexplicably spawn in candidates ready for recruitment from thin air at a rate of 500 a day. These recruits will be untrained and lack equipment on their own. They are loyal, though if killed do not respawn.

[200 CP] Boot Camp: This gigantic training facility, which comes staffed by follower drill instructors and staff, comes with all the required tools to train fresh recruits, and can turn out soldiers trained up to the standards of the elite Stormtrooper Corps in a fraction of the time, only taking a quarter of the usual time needed to put out troopers of equal quality. You can additionally decide what you are training them for, and in what ratios, from being ground troopers to fighter pilots to naval personnel, though you must supply the recruits up for training. As an upside, they will, without fail, come out of this boot camp a successfully trained soldier. This facility is capable of training up to 50,000 recruits at any given time, though it does not come with the means to arm them.

[200 CP] Officer's Academy: This fully staffed academy is one of the finest places an aspiring officer can go in order to become a proud member of the military. You may decide the architecture, culture, and teaching methods that this school will apply, but regardless, this school will, in about a quarter of the time, and without fail, turn out competent and loyal military strategists for both land and space combat, with graduates at least being at the level seen in the perk **Basic Competency**, assuming they had no prior talent. Additionally, every now and then, though still rather rarely, you get a student with the perk **Grand Admiral Jumper**. The facility is capable of training 5,000 recruits at any given time.

[200 CP] Arms Factory: This automated arms and armor manufacturing plant is capable of mass producing full kits (Armor, Arms, Etc.) for soldiers based on any blueprints for mass produced infantry equipment you enter into a terminal provided with the facility. The number of kits being produced will vary depending on the quality of what is manufactured. Assuming you are an imperial, some examples would be: 1,000 Imperial Army kits daily, 250 Stormtrooper kits daily, or 10 Darktrooper kits daily. Regardless of what you are producing, the materials required will appear out of thin air, and any logistical needs, such as ammo and other supplies, can be produced alongside the kits to support any number of soldiers.

[200 CP] Vehicle Plant: The vehicle plant is a large automated manufacturing facility responsible for the making of anything from speeder bikes to heavy walkers, and it does so at an impressive rate, with the required materials coming from nowhere. The time required to make the vehicle is relative to its size and power. Assuming you are an Imperial, some examples would be: 50 speeder bikes a day, 10 Repulsor Tanks a day, or 2 AT-ATs a day. This facility is also capable of producing massive amounts of fuel and ammo in the same way in order to keep these machines operational, though it does not come with the required manpower needed to operate the vehicles. You can put any blueprints you have for ground-based vehicles into a terminal that comes with this facility, and it will be able to manufacture them at a simile rate as seen above.

[400 CP] Research Facility: This research facility is just past the bleeding edge of what could possibly be created in this era, turning out advancements that would not be seen for years in the span of months, though there is a caveat. Like all research institutions, this will require money, with the amount spent being proportional to the rate the advancements are made at, with a maximum rate being the previously described rapidity of advancement. For exact numbers, it requires about 1,000,000 credits yearly to operate at the rate that was initially described. If money doesn't exist for some reason, use resources equivalent in value. Additionally, you may tell them what you want researched or invented, if you are looking for specific advancements.

[400 CP] Planetary Defenses: You gain a surface based defense array that is a capable deterrent against most fleets that aren't led by fools or madmen. This defensive system consists of a planetary shield that can take a month long orbital bombardment from hundreds of turbolasers without breaking, and can retaliate with its ground based weapons array dotting the surface of the planet you choose to deploy this on, consisting of heavy ion cannons and massive, though very slow to fire, ground-to-orbit guns that can punch through the shields of most light ships in a single shot. The only weakness to this defense is that ground forces can slip past the shield and disable the weapon's and shield's sensitive power systems on the surface of the planet if not they are not defended, as while the shields can tank a bombardement, a ground invasion can pass right through them.

[200/400/600] Space Station: This space station is capable of both constructing spacecraft and defending planets in orbit as well as itself, and can do so more effectively depending on the tier that you purchase. Regardless of the tier you chose, the materials needed to manufacture these ships and their munitions/fuel will simply appear out of thin air to be used in construction. To have this station produce a ship, all you need to do is input the blueprints for it into its database, which is accessible via a terminal. Unfortunately, you must find and recruit the crews for these ships yourself. You may decide what this space station looks like.

Tier 1: Comes with 2 proton torpedo bays, 4 ion cannon batteries, 6 quad turbolaser batteries, 6 twin laser cannon batteries, and a hangar that comes with and can house 12 fighters. This tier is capable of producing 6 fighters a day, 1 corvette a week, or one frigate a month.

Tier 2: Comes with 4 proton torpedo bays, 8 ion cannon batteries, 12 quad turbolaser batteries, 12 twin laser cannon batteries, and a hangar that comes with and can house 24 fighters. This tier is capable of producing 12 fighters a day, 4 corvettes a week, 1 frigate a week, or 1 cruiser a month.

Tier 3: Comes with 8 proton torpedo bays, 16 ion cannon batteries, 24 quad turbolaser batteries, 24 twin laser cannon batteries, and a hangar that comes with and can house 48 fighters. This tier is capable of producing 24 fighters a day, 1 corvette a day, 2 frigates a week, 2 cruisers a month, 1 star destroyer a month, or 1 star dreadnought a year.

Military Forces

Now we're onto the good stuff, the items that you probably came to this jump looking to obtain. Each of the following units are to be considered followers, and to sweeten the deal, you are given **[1000 SP/GP]** each 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 1:1 ratio.

Space Forces

You gain **[1000 SP]** in order to design your space fleet. Ships for your chosen origin are considered 50% off. Each ship comes with its full complement, infinite ammo, fuel, and other consumables.

Imperial Ships

[100 SP] TIE Interceptor: The TIE Interceptor is a general upgrade over the standard TIE Fighter, while still being a relatively cheap fighter. Though some critical flaws, such as the absence of life support, shielding, and hyperdrives, are still present, the fighter's upgrades focus more on its performance. It comes armed with 6 laser cannons, and has engines powerful enough to nearly match the A-wing in speed. You gain 24 TIE Interceptors and their pilots. Respawns daily.

[100 SP] TIE Defender: A total upgrade of practically everything one could find on a regular TIE Fighter, the TIE Defender has life support, a hyperdrive, and shielding, as well as superb performance in combat, with a speed over 300 kph faster than even the A-wing, and comes armed with 4 laser cannons, 2 ion cannons, and two all purpose missile tubes. You get 12 TIE Defenders and their pilots. Respawns daily.

[200 SP] Tartan Patrol Cruiser: Coming in at 250 meters with 70 crewmembers, this patrol ship is your best screen against lighter threats due to its armament of 20 laser cannons and powerful targeting systems to aid in shooting down any fighters or even missiles trying to take out your more major fleet elements. Comes with a standard military hyperdrive and reasonable shielding for a ship of its size. You gain 4 Patrol Cruisers and their crews. Respawns monthly.

[200 SP] Broadside Cruiser: This 500 meter cruiser is the definition of a missile boat. It comes armed with an impressive 40 concussion missile tubes, capable of firing at extreme distances. Its secondary armaments as well as its defenses are a bit lacking, with only 2 dual turbolasers backing up its primary armaments, and its shields leaving much to be desired. You gain 2 Broadsides and their crews. Respawns monthly.

[200 SP] Interdictor: The final say in capture vessels, this 1,129 meter long warship is crewed by some 2,800 crewmembers, though it boasts a small armament for its size, being only 20 quad laser cannons and 24 TIE Fighters, its main draw is its 4 gravity well projectors, which are incredibly effective at keeping ships from escaping to hyperspace, which is a godsend when fighting against a foe adept in guerilla warfare, though due to its delicate instruments, and lackluster shielding for its size, it can make for an easy target. You gain 1 Interdictor and its crew. Respawns monthly.

[200 SP] Acclamator: The Acclamator is a 752 meter cruiser that is, though a rather old warship in this era, a fine transport and siege vessel. This is a carrier variant, and has a weapons array consisting of 12 quad turbolaser batteries, 24 laser cannons, and 4 proton torpedo tubes, and a shockingly fast class 0.6 hyperdrive. The Acclamator has a critical weakness in its durability, however, as these vessels can be easily destroyed when unsupported due to their weak hulls. Its use as a transport ship has been slightly lessened in exchange for hangar space, giving it the capacity needed for its expanded complement of 36 starfighters. You gain 1 Acclamators and its crew. Respawns monthly.

[200 SP] Victory II: The Victory II is more or less the garrison ship of the Imperial Navy, and does its job well, using its well rounded armament of 20 heavy dual turbolaser batteries, 20 turbolaser batteries, 10 heavy ion cannons, and its complement of 24 TIE Fighters. Additionally it has a hyperdrive rating of 1.0, meaning it is faster than most other military ships of the line, with decent shielding to boot. This ship is an all around excellent generalist cruiser, and more than capable of defending a planet from most threats smaller than it. You gain 1 Victory II and its crew. Respawns monthly.

[400 SP] Imperial Star Destroyer: The workhorse of the Imperial Navy, and probably what you think of first when you hear “Galactic Empire”. This 1,600 meter behemoth is crewed by a little over 37,000 naval personnel, and is able to slug it out with nearly any other ship in the galaxy and come out triumphant due to its formidable weapons complement consisting of 12 heavy turbolasers, 60 turbolaser batteries, 60 ion cannons, 2 heavy ion cannons, and its complement of 72 starfighters. You gain 1 Imperial Star Destroyer and its crew. Respawns monthly.

[2000 SP] Executor Star Dreadnought: The crown jewels of the Imperial Navy, one 19 kilometer Executor Class is enough to bankrupt a star system, but its military significance is practically unrivaled, with its 2,000 heavy turbolaser batteries, 2,000 turbolaser batteries, 500 laser cannons, 250 missile tubes, 250 heavy ion cannons, and a complement of 144 TIE Fighters, this ship is unrivaled in its firepower, with shields supported by three separate projectors. This is essentially a flying city, with its massive crew of 280,000 naval personnel. You gain 1 Executor and its crew. Respawns monthly.

Rebel Ships

[100 SP] X-wing: The primary and most iconic starfighter used by the Rebel Alliance, the X-wing is superior to its TIE Fighter Counterpart in every way, with actual shielding, life support, and a hyperdrive all being the standard for one of these fighters. Its armament is also considerable, coming equipped with 4 laser cannons and 2 proton torpedo launchers. You gain 24 X-wings and their pilots. Respawns daily

[100 SP] Y-Wing: The Y-wing is the bomber most used by the Rebel Alliance, and for good reason. This starfighter comes with all the life support, hyperdrive, and shielding capabilities as the X-wing, though due to its bomber role, is less maneuverable. Its armament is where it shines, coming equipped with two laser cannons, two ion cannons operated by a gunner, two proton torpedo launchers, and an explosives array that can carry anything from ion torpedos to proton bombs, making this fighter the bane of capital ships. You gain 24 Y-wings and their pilots. Respawns daily.

[100 SP] A-Wing: The A-wing is a speedy and maneuverable interceptor starfighter, with all the bells and whistles common on all rebel ships, such as shields, hyperdrives, life support, etc., but the true draw of this starfighter is its immense speed, essentially being an engine with a hull attached to it, and not the other way around. Though, with this speed, comes the issue of a lighter armament, consisting of 2 concussion missile launchers and 2 laser cannons. You gain 24 A-wings and their pilots. Respawns daily.

[200 SP] CR90 Corvette: The 150 meter CR90 Corvette is an excellent blockade runner and escort ship, which is surprising given its original purpose as a diplomatic vessel. Its massive engines allow this vessel to more or less outrun anything heavier than a starfighter, though if cornered, it can rely on its 2 dual turbolaser cannons and 4 twin laser cannons, alongside its decent shielding to fend off its attackers. You gain 4 CR90s and their crews. Respawns monthly.

[200 SP] Nebulon B Frigate: The Nebulon B frigate is a 300 meter escort, light carrier, and screening ship all in one, and a mainstay in the Rebel Fleet for good reason, having a good mix of firepower and supporting utility to fill those roles, with a weapons array consisting of 12 turbolasers, 12 laser cannons, and 1 warhead launcher, along with a fighter complement of 24 starfighters. A major issue can be found, however, in its very poorly designed hull though, which means that the second its shields fall, this ship is essentially done for. This is compensated for by the fact that its shields are incredibly powerful and may be temporarily overclocked in order to make the ship effectively invincible for a few seconds. You gain 2 Nebulon Bs and their crews. Respawns monthly.

[200 SP] Assault Frigate Mark II: The Assault Frigate is a multi-purpose warship most commonly used as command frigates in the Rebel Navy, though it is also effective as a frontline ship, with its 15 quad turbolaser batteries, 15 dual heavy turbolaser batteries, and 15 laser cannons making this frigate excellent at slugging it out with some of the heavier ships in the galaxy. As a bonus, it comes with the same shielding system present on the Nebulon B frigate. You gain 1 Assault Frigate and its crew. Respawns monthly.

[400 SP] MC80 Cruiser: The MC80 Cruiser is a massive 1,500 meter Mon Calamari cruiser that, while originally made to be large civilian ships, have been redesigned to hold their own as a capital ships, with strong shielding and a decent array of weaponry consisting of 48 heavy turbolaser batteries, 20 ion cannons, around 28 laser cannons, 12 missile tubes, and 3 broadside heavy ion cannons, alongside an impressive complement of 72 starfighters. You gain one MC80 and its crew. Respawns monthly.

[800 SP] MC80 Home One Type: This iconic variant of the MC80 is one of the most massive capital ships fielded by the Rebel alliance, at around 2,500 meters in length, and almost always serves as a command vessel, battleship, and even carrier for larger rebel fleets. The Home One type comes armed with a massive array made up of 36 quad turbolaser batteries, 36 twin ion cannon batteries, and 80 quad laser cannons, while its expansive hangar bays hold its complement of 120 starfighters. It is also incredibly difficult to bring down a ship of this class due to its heavy hull plating, supplemented by the use of triple redundant deflector shields. You gain 1 MC80 Home One Type and its crew. Respawns monthly.

[1200 SP] Ace Squadron: This Squadron of starfighters is the elite of the elite, capable of taking down fighter elements that outnumber them several times over and even some warships with little difficulty. You may choose what type of starfighter these pilots start off with, so long as it is in this jump. The real draw of these pilots, however, is that once a year, so long as it would be at least a tiny bit possible for them to perform a mission, that mission will have a 100% chance of success. Need them to blow up the Death Star? Consider it done. Need them to slip past a massive blockade to blow up Palpatine's imperial palace? No problem. This does not ensure that they will all make it back, but they will get the mission done every time. You gain 12 starfighters and their ace pilots. Respawns monthly.

Independent Ships

[100 SP] StarViper: The StarViper is a high quality (but expensive) fighter, with shields, life support, and a hyperdrive, along with a high top speed and very good maneuverability, with 2 twin laser cannons and 2 proton torpedo launchers being its primary armament. It additionally has a nasty trick in that it can deploy large groups of buzz droids with which it can tear apart enemy fighters or at the very least deny an area of space to a fighter group. You gain 24 StarVipers and their pilots. Respawns daily.

[100 SP] Skipray Blastboat: This heavy starfighter serves as the premier bomber of the Zann Consortium. The G-12 Skipray Blastboat is a 4 man bomber known for its powerful shielding systems and impressive weapons array, which consists of 3 ion cannons, 2 laser cannons, and a proton torpedo launcher. Additionally, it is capable of limited independent action thanks to its class 2 hyperdrive. One small downside to the design of this ship, however, is that while it is fairly maneuverable in atmosphere, the same cannot be said for its space maneuverability, which is rather lacking. You gain 24 Skipray Blastboats and their pilots. Respawns daily.

[100 SP] Kihraxz Fighter: The Kihraxz is a modular design cooked up by the Black Sun, and rather uniquely among starfighters, has no standard template, but rather come with customization kits that allow you to far more easily modify and upgrade them, though they usually share the same characteristic of being a very fast, though lightly armored fighter. The ones you'll receive come with class 1.0 hyperdrives, shielding, life support, and are armed with 2 blaster cannons, a concussion missile launcher, and a light ion cannon. You gain 24 Kihraxz Fighters and their pilots. Respawns daily.

[200 SP] Gozanti-Class Cruiser: Stolen from the Galactic empire, the repurposed Gozanti Cruiser is one of the most common ships operated by many of the organizations of the galaxy, and makes for a decent patrol and minor carrier vessel. This variant operated by your troops comes equipped with 4 laser cannons, 2 quad laser cannons, a proton torpedo launcher, and a complement of 4 starfighters. You gain 4 Gozanti Cruisers and their crew. Respawns monthly.

[200 SP] Crusader-Class Corvette: Initially designed for use by the Imperial Navy as a 130 meter anti fighter corvette, the Crusader was rejected in favor of the Tartan Patrol Cruiser. Luckily for its designers, however, the Zann Consortium saw the value in this design and adopted it for use in their navy. Its armaments consist of 12 laser cannons and 3 dual laser cannons with a point defense system capable of shooting down even missiles, making it a lethal vessel to any fighters who have to go up against it. You gain 4 Crusader Corvettes and their crews. Respawns monthly.

[200 CP] Interceptor V Frigate: Primarily seen in use as a picket or pirate raiding vessel, these 150 meter long Interceptor V Frigates are a direct upgrade of its predecessor. A new and vastly superior class 2.0 hyperdrive has been installed to better aid its purpose as a raiding vessel, while still keeping the signature high sublight speed of the Interceptor IV. Its weapons systems consist of a loadout featuring 2 turbolasers and 8 concussion missile launchers for when the need to stand their ground and fight arises. You gain 4 interceptor V frigates and their crews. Respawns monthly.

[200 SP] Vengeance-Class Frigate: This ship is an odd one when compared to others seen in this galaxy. It has no shields, but makes up for it with massive amounts of armor, though is very slow because of it. These downsides are mitigated by the addition of cloaking technology, and some monstrously effective armaments consisting of 2 turbolaser batteries and 4 heavy carbonite mass drivers. The main draw of the mass drivers is their ability to completely bypass energy shielding. These ships also have one last trick, in that if they are about to be destroyed or captured, they can self-destruct to destroy any ships near it. You gain 2 Vengeance Frigates and their crews. Respawns monthly.

[400 SP] Keldabe-Class Battleship: The Keldabe-Class Battleship was designed with the intentions of competing with the Imperial Star Destroyer, which is something it does astoundingly well, with its 25 heavy turbolasers, 15 heavy ion cannons, 10 concussion missile tubes, 5 heavy tractor beams, and perhaps most devastatingly, its 2 quad mass driver batteries of a similar make as those found on the Vengeance Class, giving it the bite it needs to slug it out with most capital ships, alongside a complement of 36 starfighters. Finally, a unique feature to this ship is the installation of a shield leecher array, which draws energy from a targeted ship's shields in order to bolster your own, while weakening the target's shielding in the process. You gain 1 Keldabe Class and its crew. Respawns monthly.

[400 SP] Aggressor Star Destroyer: The Aggressor Star Destroyer is a very impressive feat of engineering, with incredibly advanced shielding systems that provided far heavier protection than standard variants, and an armament consisting of 2 quad turbolaser batteries and, far more importantly, a massive and incredibly complex spinal weapons system, which operates by first firing a massive ion cannon pulse, which is then immediately followed up by a equally large plasma blast, disabling the shields, then hitting the hull. While it may have a lengthy recharge time once fired, one hit from a shot of this weapon’s main guns can instantly punch holes through a fully shielded Imperial Star Destroyer, though if this gun is rendered inoperable, its lack of meaningful secondary weaponry and slow sublight speed leave it highly vulnerable. You gain 1 Aggressor Class Star Destroyer and its crew. Respawns monthly.

Ground Forces

You gain **[1000 GP]** in order to design your ground forces. Troops for your chosen origin are considered 50% off. Each unit comes with any of its required support personnel and gear, infinite ammo, fuel, and other consumables. Troopers and vehicles come with sufficient transport ships. They additionally come equipped to handle any environment you are about to deploy to.

Imperial Troops

[200 GP] Imperial Infantry: The Imperial Army is less disciplined and less armored than the Stormtrooper Corps, but contrary to popular belief, actually make up the vast majority of soldiers in the Galactic Empire. They make up most planetary garrisons and generally have a basic level of competence, but nowhere near the quality expected of stormtroopers. They come with their E-11 blasters, their light armor, and anything else an imperial army trooper would be given as standard equipment. You gain a legion's worth of these troopers. Respawns monthly.

[200 GP] Stormtroopers: The finest of the Empire's main base of infantry, stormtroopers are trained for entire *years* to be far more disciplined and effective in combat than the average recruits of the Imperial Army, having received full specialized training before being deployed, and can actually hit their marks unlike what common misconceptions may say. Each trooper comes with full body armor and E-11 blasters, along with anything else an imperial stormtrooper is expected to have. You gain a regiment's worth of these troopers. Respawns monthly.

[400 GP] Phase III Darktroopers: Phase III Darktroopers have been described as the "Perfect battlefield infantry unit", and that isn't without merit. The dark trooper consists of two parts, a soldier trained to the standards of the stormtroopers, and more importantly, a suit of advanced power armor, which is made of an incredibly durable material resistant to most infantry weapons, and can vastly increase a user's strength. Not only that, but it comes with an integrated dual blaster cannon, shoulder mounted rocket launchers, and a jetpack. You gain a company's worth of these troopers. Respawns monthly.

[400 GP] AT-ST Walkers: This scout walker makes up a major portion of the Imperial Armored forces, with a decent land speed at 90 kph, and decent armaments, with its only issue being its lackluster armor. Each comes armed with chin mounted twin laser cannons, a side mounted missile launcher, a side mounted grenade launcher, and side mounted blaster cannon. You gain 600 AT-STs and their crews. Respawns monthly.

[400 GP] Repulsor Tank: The M-2 Repulsor Tank was another major armor element employed by the Imperial Army. This vehicle, as the name suggests, is a hover tank, with high survivability in part thanks to the fact it was outfitted with a deflector shield. While perhaps not being as capable on difficult terrain as an AT-ST might be, it is certainly faster, and comes armed with 2 heavy laser cannons, a twin laser cannon on a turret, and 2 missile launchers. You gain 300 Repulsor tanks and their crews. Respawns monthly.

[600 GP] SPMA Walker: The Self Propelled Medium Artillery Walker (SPMA) is exactly what it says on the tin. The walkers come equipped with a heavy turbolaser cannon and 12 antipersonnel blaster cannons to fend off infantry. These walkers are effective at crossing difficult terrain in order to get to advantageous firing positions, where they then lock down to stabilize as they fire. In this mode they are vulnerable, however, so escorting them is necessary to keep them alive. You gain 300 SPMAs and their crews. Respawns monthly.

[600 GP] AT-AT Walker: The AT-AT Walker is the pinnacle of imperial heavy armor, being practically impervious to anything less than capital ship weaponry. Be careful, however, as the design does have a few weak points in the armor that could be exploited by a smart enemy. Additionally, this walker acts as a transport, capable of safely getting up to 40 troopers at a time to their objectives. This lumbering behemoth comes equipped with 2 chin mounted heavy laser cannons, 2 temple mounted medium blasters, and 4 repeating medium blasters. You gain 150 AT-ATs and their crews. Respawns monthly.



Rebel Troops

[200 GP] Rebel Infantry: Freshly trained new recruits to the Rebel Alliance, these troopers have all just now finished whatever basic training the Rebellion could give them, and as such, though their morale and subsequently their discipline may be far higher than your average Imperial Army conscript, making them harder to break in combat, their training is about the same, and they are still outgunned and out armored, having only camouflage uniforms, a blaster, and maybe a helmet. You gain a legion's worth of these troopers. Respawns monthly.

[200 GP] Rebel Veterans: These are Rebel Infantry who have only been officially trained to the same level as the above Rebel Infantry, but have gone through a trial by fire, and have not been found wanting, though even now only are only slightly better equipped than imperial Army troopers, having "Acquired" additional equipment and even armor to go with their uniforms. These soldiers know all sorts of tricks to deal with the enemy and generally survive on a battlefield, to the point they even outclass stormtroopers in terms of wit, intuition, and combat knowledge. You gain a regiment's worth of these troopers. Respawns monthly.

[400 GP] Specforce Infiltrators: Usually hand-picked for their bravery, skill, and discipline, these special operations troopers are the best that a soldier could possibly be, knowing several martial arts, having a high proficiency with most blasters, blades, and common vehicles, and a mastery of stealth, subterfuge, and espionage. A Rebel Infiltrator is probably the most feared soldier and spy in the entire Rebel Alliance. They come equipped with whatever they need for the job, but default to black infiltration armor, advanced TACCOM helmets, blasters, and a vibroknife. You gain a company's worth of these troopers. Respawns monthly.

[400 GP] T2-B Repulsor Tank: A light attack hover tank used by the rebel alliance, and their most common ground based armor element. The T2-B boasts an impressive speed, being capable of outmaneuvering most other armored groups, but its light armor, even when supplemented by its shield generator, makes it a delicate target. Or as delicate as a main battle tank could be, at least. Comes armed with a quad light blaster cannon which can make short work of most infantry it comes across. You gain 600 T2-Bs and their crews. Respawns monthly.

[400 GP] T-47 Airspeeder: The two man T-47 Airspeeder is a mainstay of Rebel ground warfare doctrine, being used to great effect in their guerilla warfare tactics. Even if not used in that capacity, it is still an excellent rapid response attack speeder, armed with two forward facing medium laser cannons, and an aft facing medium blaster and tow cable operated by a rear gunner, though they are still speeders, and thus lightly armored, so deploy them carefully. If used creatively, these speeders can punch far above their weight, as seen in the Battle of Hoth. You gain 300 T-47 Airspeeders and their pilots. Respawns monthly.

[600 GP] MPTL-2a: Standing for Mobile Proton Torpedo Launcher, this mobile artillery platform is used by the Rebel Alliance as their primary artillery and fire support vehicle due to its long range explosive ordnance. It is a tracked vehicle that does well on most terrain, and once it has found a spot to rain down fire on the enemy from, it deploys into a stationary weapons platform in order to stabilize itself. Its weaponry consists of 9 proton torpedo launchers, which is more than some starships can tank. You gain 300 MPTL-2as and their crews. Respawns monthly.

[600 GP] T4-B Heavy Tank: The heaviest common ground vehicle that is available to the rebel alliance, the T4-B Heavy Tank is a massive quad tracked machine capable of almost outright destroying anything lighter than it, and is even able to contend with the mighty AT-AT when used in groups, using its 2 heavy laser cannons and 3 long range concussion rocket launchers. The tracks on this vehicle make it difficult to cross some terrain, but it can travel at greater speed than many other vehicles of its class, and its thick armor makes it a tough nut to crack. You gain 300 T4-B Heavy Tanks and their crews. Respawns monthly.



Independent Troops

[200 GP] Independent Regulars: This galaxy has no shortage of people that, though either untested or underequipped, want to fight for money, ideology, glory, or any other number of things. This option will help reflect that by allowing you to freely design what this force of troops will look or be like, but cannot be considered of higher quality to imperial army troopers or rebel infantry. Perhaps these are garrison troops with some middling training, but at least come with a blaster and some armor. Maybe these are some tested forces you picked up that lack a lot of equipment, but make up for it in their will or experience. These are just a few examples, as the choice is almost entirely up to you. You gain 1 legion's worth of these troopers. Respawns monthly.

[200 GP] Independent Elites: The galaxy is chock full of mercenaries, particularists and independent factions looking to carve out a place just for themselves in this tumultuous era. In fact, too many to list. This option essentially gives you some freedom to design what your force will look or be like, but cannot be considered superior to the Stormtrooper or Rebel Veteran units. Maybe you took some hardened infantry remnants with you from a past war. Maybe you recruited some shockingly well equipped soldiers for a planet's independence or they're a professional mercenary force looking for their next paycheck. It's up to you. Regardless, you gain a regiment's worth of these troopers. Respawns monthly.

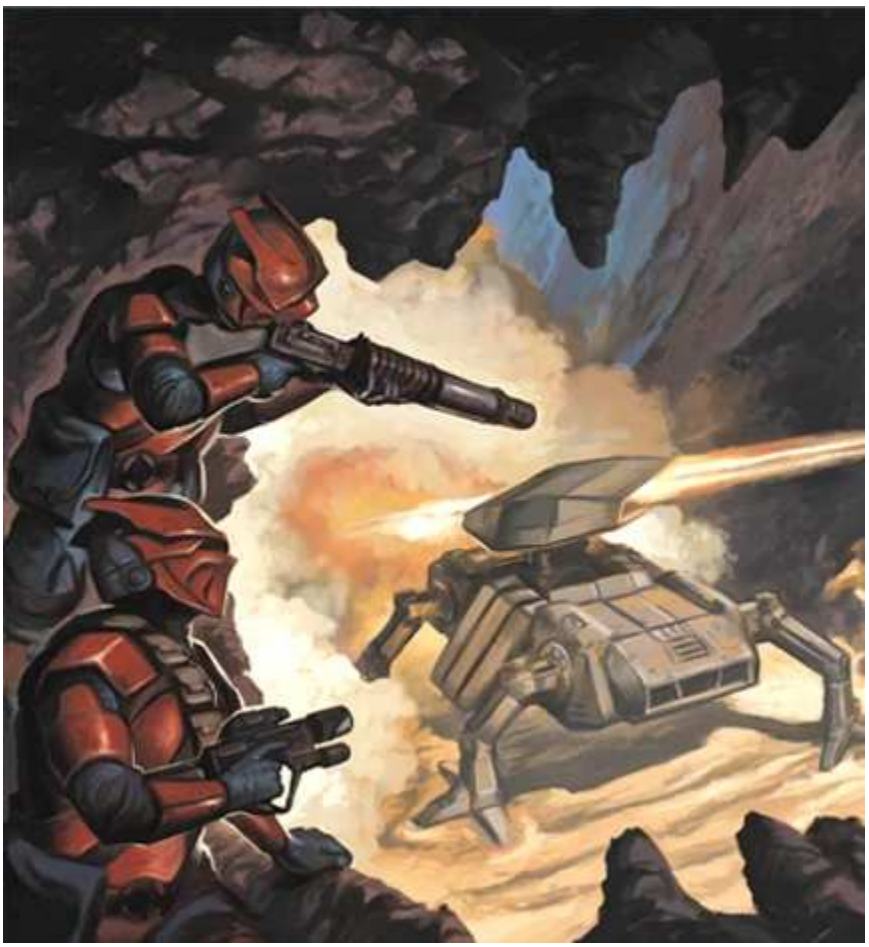
[400 GP] Droidekas: Also known as destroyer droids, these were the greatest single infantry unit of the clone wars, with each having a very powerful personal shield generator and 2 high powered rapid fire twin blaster cannons known for mowing down enemy infantry en-masse. The Droideka also has an additional feature, in that it can roll up into a ball and move at up to 75 kph in order to rapidly deploy to an area it needs to be. Unless the enemy has anti vehicle weapons, they'll need to employ specialized tactics to take out groups of these droids. You gain a battalion's worth of Droidekas. Respawns monthly.

[400 GP] Canderous Assault Tank: The Canderous Assault Tank is a hover vehicle with armor on par with most imperial designs, being capable of taking a serious beating then returning the favor with its 2 mass drivers mounted on either side of the hull, which are supplemented with a concussion missile launcher. Due to its nature as a hover tank, the Canderous Tank is a very fast vehicle, able to rapidly respond or reposition itself to help it get the edge on any enemy vehicles it encounters, but consequently doesn't have the same terrain crossing effectiveness that a walker would. You gain 600 Canderous Assault Tanks and their crews. Respawns monthly.

[400 GP] Pod Walker: The Pod Walker is a Clone Wars era tripedal walker capable of a speed of 60 kph, and has some reasonable armor. The pod walker is armed with a dorsal mounted medium laser cannon and a ventral rapid fire medium blaster cannon, but the real draw of this vehicle is its main gun, that being a powerful hull mounted heavy mass driver capable of sending a projectile through even heavy armor at immense distances. You gain 300 pod walkers and their crews. Respawns monthly.

[600 GP] MZ-8 Mobile Pulse Cannon: The MZ-8 is a self propelled gun armed with a devastatingly powerful plasma launcher that can fire over vast distances, and could theoretically one shot any medium sized ground vehicle such as AT-STs or T2-Bs from a great distance away, with even AT-ATs potentially being killed if the shot were to be placed right. The downsides to the MZ-8, however, is that the weapon is too heavy to mount on a turret, and therefore is hull mounted, requiring the entire tank to move in order to aim its main and only weapon, which is slow to fire, while the tank itself is additionally slow to move. You gain 300 MZ-8s and their crews. Respawns monthly.

[600 GP] HAVw A6 Juggernaut: This 10 wheeled vehicle is capable of rivaling even the AT-AT in size, and is far, far faster. The role this vehicle is supposed to fill is one of a mobile troop carrier and command center, capable of moving up to 300 troops into battle, and can then provide fire support for said soldiers with its rapid fire rotary heavy laser cannon, 6 anti personnel blasters, 2 retractable missile launchers, and heavy laser cannon. You gain 150 Juggernauts and their crews. Respawns monthly.



Companions

Companions may be given extra CP at a rate of 1:2

[Free/50/100 CP] Import/Create/Recruit Companions: You may either import or create up to 8 companions for 50 CP per companion, with each companion gaining 400 CP to spend on themselves. You may recruit companions for free, but must pay 100 CP for the more powerful characters. Companions imported this way do not gain the item stipend.

[400 CP] Arms Seller: This person may be designed as you wish, but their specialization isn't in the conducting of war, but rather the selling of its instruments. They come with the **Mining Operation** item, the **Vehicle Plant**, the **Arms Factory**, and the second tier of the **Space Station**, and is in this and future settings the head of a setting specific military supplier and seems to be a slightly different person with a new faction and setting specific company every jump, and claims that the sellers from previous jumps are their siblings.They work exclusively with your faction, or more accurately, they work with you, making sure that you in particular are given a steady flow of munitions, vehicles, etc. with which to conduct your operations. They will still sell arms, armor, and the like to the rest of your faction if you don't need anything, but you always get first pick and priority, and they will never work with the enemy if you don't want them to.

[400 CP Discounted Imperial] Idealist General: This ground officer is a woman with an unshakeable belief in the ideals of the Galactic Empire, those of order, justice, and security. To this end this idealist joined the Imperial Officer's corps and worked her way up to the level of a General, and was given command of a group of ground forces. Always seen on the battlefield leading and protecting her comrades when the need arises has earned her the respect of many, and made her an excellent propaganda piece for the Empire. Comes with **600 GP** and discounts on imperial ground forces, as well as the perk **Self Defense** and the ground version of the perk **Basic Competence**.

[400 CP Discounted Imperial] Old Guard: This old and witty admiral has been a naval officer since the time that the organization was known as the Republic Navy, having stayed on for his love of the institution, rather than any true political loyalties. With his age has come experience, and having seen most situations that could occur in space combat means he is rarely shocked and keeps a cool head through most battles, though he has a weakness in his tendency to stick to more traditional tactics instead of thinking outside the box. Comes with **600 SP** and discounts on Imperial ships, as well as the space version of the perk **Basic Competence**.

[400 CP Discounted Rebel] Cell Leader: This Rebel has been in this fight for several years before now, being one of the first members to join the early Alliance. Initially a young commander of a pdf unit in a long-since dissolved state of the Republic, he now solely fights in order to give people a better life than the oppression his planet has suffered under the heel of the Empire. He doesn't often go into battle, but with his lengthy track record, he has picked up some personal combat skills to keep himself alive and in the fight. While he's not nearly as old as some of his peers, you wouldn't be able to tell if you haven't seen him in person due to his wise and contemplative demeanor many years beyond his age. Comes with **600 GP** and discounts on Rebel units, the perk **Self Defense**, as well as the ground version of the perk **Basic Competence**.

[400 CP Discounted Rebel] Glory Hound: This Rebel commodore grew up hearing stories of the heroics of the Clone Wars, and decided to join the Imperial Navy to try and live up to those stories, but quickly found herself unable to tolerate their more brutal methods, and soon after decided to join the Rebellion. Her personality as a cocky and energetic person mixed with her desire for her and her forces to be known as heroes of the Rebellion has led her to recklessly put herself in some risky situations. Hopefully you can help her reign that in, at least for her troop's sakes. Comes with **600 SP** and discounts on Rebel ships, as well as the space version of the perk **Basic Competence**.

[400 CP Discounted Independant] Mercenary Boss: A giant of a man always looking for his next big paycheck, this boisterous and combat loving boss of a mercenary band seemed to pop up almost overnight, as he and his forces snowballed into the position they find themselves in today. He is quite popular amongst his men, which operate as a mobile strike force, and more interestingly his overly boisterous personality hides an incredibly sharp intellect and keen mind for ground warfare, which has allowed him to repeatedly lead his men to victory. Comes with **600 GP** and discounts on independent ground forces, as well as the perks **Self Defense** and the ground version of **Basic Competence**.

[400 CP Discounted Independant] Pirate Leader: If ever there were an appropriate usage of the term "magnificent bastard" to describe someone, this young pirate would be the perfect candidate. She is an eccentric trickster known for her unique out of the box thinking when it comes to space combat, her ability to charm almost anyone, and escape from pretty much any sticky situation she often gets herself into. Additionally, she treats her subordinates and those she considers friends particularly well, by pirate standards. Comes with **600 SP** and discounts on independent ships, as well as the space version of the perk **Basic Competence**.

Drawbacks

[0 CP] Canon Toggle: If you have been to this galaxy before, you may import any changes you have made up until this point. This may also be used to go to either Canon or EU continuities.

[200/400/500 CP] Powerless: You have had either your out of jump powers or items stripped from you. For an additional **200 CP**, it is both. For another **100 CP**, your warehouse is now inaccessible.

[100 CP] Imperial Demeanor: You are now a total pompous ass, and cant help but think that you're naturally better than your enlisted troops. This will absolutely not win you any favors amongst the common troops, but thankfully a good enough shock to the ego can help bring you back down to reality. Hope you like getting hazed.

[200 CP] Attrition: Any and all followers, armies, etc. from this jump or any others, now do not respawn after a given amount of time. Once that soldier or ship is gone, it's not coming back until your next jump. Maybe be a little more careful with your followers now, eh?

[200 CP] Helpless: Any personal combat prowess you may have had, through perks or otherwise, is now removed until the end of this jump. This includes superpowers or magical abilities that would give you personally an edge in a fight. You'll need to rely on either bodyguards or simply staying away from any combat if you want to survive. It should be fine, right? You're an officer! Why would you ever need to fight?

[400 CP] Tactically impaired: You are now totally incompetent in all manners regarding the tactics and strategy involved in war. Any perks you had that would give you any prowess as an officer are now deactivated. Prepare to lose a lot of battles when you are in command.

[400 CP] AI Tactics: Your subordinates are now about as capable as the Empire at War AI. Leaving them to handle a battle will either at best end with horrific casualties for your side, but a victory, or, more likely, an utter defeat for you.

[600 CP] Priority One: You are now on the top of the shitlist for both the Galactic Empire and the Rebel Alliance, and they have decided to put their conflict on hold for the time being and concentrate all their resources towards your destruction. What did you even do to cause this?

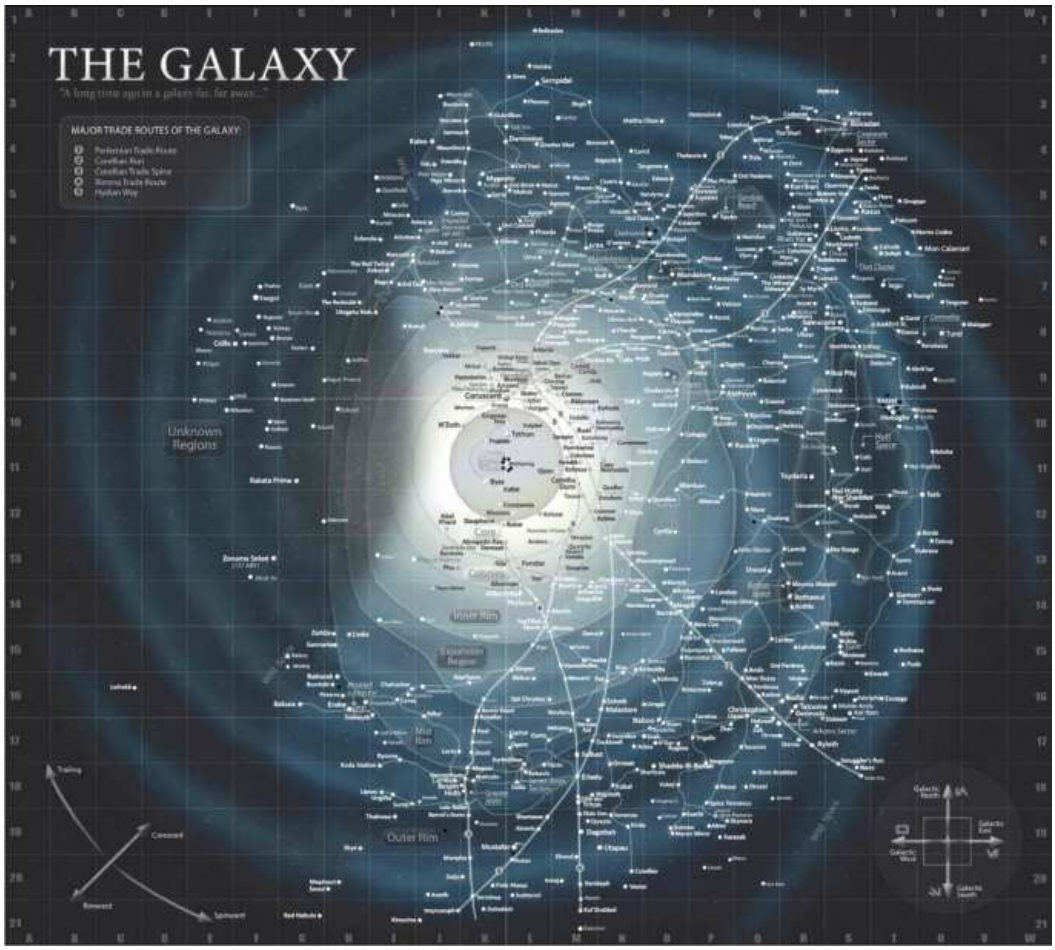
Scenarios

Failure in a scenario will not constitute chain failure, however you will not gain the rewards that you would have on a successful completion of a scenario.

Galactic Conquest

Your goal in this scenario is simple. You need to beat every single major faction currently present within the galaxy. Easy, right? You start off officially having control of one planet within the galaxy, and from there must declare war on and defeat every faction present. Dissent amongst the people doesn't matter, economics doesn't matter. The only thing you have to do is achieve total military victory and be left as the sole major military power left in the galaxy. You only have ten years to do this, however, and all perks and items with the exception of ones from the Star Wars universe are disabled. Assuming you have completed this scenario, your reward is as follows:

The Star Wars Galaxy: That's right, the whole thing. It will now follow you to future jumps as either a warehouse attachment leading to a pocket dimension, or it can be imported into the setting at the start of the jump. The inhabitants are considered to be loyal followers. This includes force users and the like. A simple reward, but a very impressive one, to be sure.



Battle of Yavin

The second you arrive in this jump, the Death Star will be completed and on its way to Alderaan. Your goal in this scenario changes depending on who's side you are on. If you're with the Empire, you must keep this station from being destroyed by the Rebel Alliance once it makes it to Yavin IV. This should be simple, but it would appear that the universe is dead set on this station being destroyed. Nearly anything that could go wrong for you will go wrong unless you prepare for it ahead of time. For Rebels or Independents, you must participate in the trench run and either personally destroy or at least significantly aid in the destruction of the Death Star, but you must do it in a starfighter that is not capable of a moon or higher level of destruction on its own. You can choose to either use a fighter from this jump or one from outside it, but you cannot aid in destroying the Death Star in any other way. In other words, you can fly a VF-25 from Macross or just an X-wing down the trench and launch a missile down the exhaust port, but you can't use your infinity gauntlet to snap the thing out of existence. Assuming you have completed this scenario, your reward is as follows:

The Death Star: You are now the owner of the Death Star. This fully armed and operational battle station is equipped with 12,000 heavy turbolaser batteries, 15,000 twin light turbolaser batteries, 10,000 laser cannons, 50,000 twin laser cannons, 50,000 quad laser cannons, 1,000 tractor beams, 10,000 ion cannons, and 20,000 concussion missile launchers. It comes with its full crew of 1,206,293 naval personnel, and its full complement of 7,000 starfighters and 3,600 shuttles. Still has that exhaust port weakness, though. Respawns every ten years or at the start of the next jump.



Ending:

You've made it to the end. Congratulations! Now it's time to make that same old choice.

Stay: You can choose to stay in this galaxy far, far, away if you like. Hopefully you changed it for the better.

Go Home: Tired of all these crazy adventures? Well, if that's the case, you can finally return home.

Move On: This galaxy has a lot to offer, but imagine what else is waiting for you out there! You can choose to move on to the next adventure, as always.

Notes

-All Drawbacks may only be taken once.

-Unless otherwise stated, any followers lost will respawn at the start of the next jump or once 10 years have passed.

-All items will be returned when lost, all items may be imported into similar items, weapons to weapons, vehicles to vehicles, etc.

-Unless otherwise stated, any personnel or staff given in the items section are to be considered followers.

-Any vehicles, items, or buildings purchased in this jump will retain upgrades and modifications between jumps.

-Buildings, land, and other property, unless stated to have a particular location by this document or in universe, will be placed near your starting location in-jump and can either be placed in a location of your choice post-jump, or not placed at all. This must be decided at the start of the Jump.

-All properties and vehicles come with renewing fuel, electricity, food, water, air and other things required to keep them running including titles, deeds, certifications, registrations and licenses.

-You can purchase everything multiple times unless otherwise stated.

-Though their training will make them far more inclined towards loyalty, troops trained by any facility in the items section are not inherently loyal like followers are. In other words, have loyalty perks or pay them well.

-Soldiers, vehicles, etc. produced via the facilities and space stations do not have the same respawning properties of followers and items. Once they are gone, they are gone.

-Special thanks to Wookiepedia for the technical specifications on some of these vehicles and ships. Some creative liberties were taken here and there, but the specifications I gave are by and large accurate to what they are in universe.

-If you'd like to use Wookieepedia for more technical specifications, I'd definitely recommend it. There's a lot I left out in order to keep this document "Short".

For organization numbers, I used GAR trooper organization which is as follows:
Legion: 10,581 troops total
Regiment:2,645 troops total
Battalion: 661 troops total
Company: 165 troops total

To further elaborate on the manufacturing abilities of the vehicle plant and what would take what amount of time:
Light Vehicles, Scouts, Etc.: 50 daily
Medium Vehicles, MBTs, Etc.: 10 daily
Heavy Vehicles, Super Vehicles, Etc.: 2 daily

To further elaborate on the manufacturing abilities of the space station and what qualifies as what for ships, a general rule of thumb is:
Starfighter: fighter craft
Corvette: around 100-200 meters
Frigate: around 200-400 meters
Cruiser: around 400-1000 meters
Star Destroyer: around 1,000-2,400 meters
Dreadnought: around 2,400-20,000 meters

-When in doubt, fan-wank it.