STAR WARS
EMPIRE AT WAR EXPANDED
FALL OF THE REPUBLIC

By: Regretmotor256

The year is 22 BBY, and war has yet again broken out in the galaxy after a millennia of unprecedented peace! The newly formed breakaway called the Confederacy of Independent systems and their droid forces fight an all out war against the Galactic Republic's clone army on all fronts. This is the era of the galaxy you have just entered, jumper, welcome to the Clone Wars.

Take these **[1000 CP]** for your time here.

Backgrounds

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

[Free] Republic General: The Galactic Republic has stood strong for thousands of years. You won't see it fall to these separatists! You are now a commander in the Grand Army of the Republic, an army consisting of daring clone troopers and in part commanded by Jedi generals. You may optionally be a Jedi general if you have force powers, but the default is to be an officer of the Republic.

[Free] Separatist Commander: The Republic has grown corrupt and complacent. We will no longer stand for their tyranny! You are now a commander in the CIS Droid Army. One made up of, well, droids. While biological soldiers do still exist in the CIS, most organic personnel tend to play the part of officers responsible for leading their numberless droids into battle. You may optionally take the form of a super tactical droid if you desire, though this doesn't affect your tactical prowess for good or ill.

Location

Choose a location from these, or roll 1D6 to decide and gain 100 CP

1. **Coruscant:** The Capital of the Galactic Republic and home to the Jedi Order. This planet's surface is one big megacity home to trillions of beings, and is probably the most well defended planet in the Galactic Core.

2. **Mandalore:** The Mandalorians were a warrior people feared amongst the stars and known for their crusade that nearly crushed the Republic millennia ago. In the here and now, however, Mandalore is a neutral party in this conflict, and a champion for peace, being led by their duchess. Recently, however, there have been some rumors of traditionalist sentiments being on the rise.

3. **Raxus:** Raxus is a lush earth-like world known for its natural beauty and belongs to the Tion Hegemony, a member state of the CIS located in the outer rim. Raxus is currently the Capital of the Confederacy of Independent Systems, and this alongside its strategic position in the galaxy has led it to additionally serve as a bastion for the CIS navy.

4. **Geonosis:** Where it all started. Geonosis is a heavily contested planet that has and will see several large scale battles across its surface and its orbit during this war, both from Republic invasion and Geonosian revolution. The planet itself is home to the industrious insectoid Geonisians, whose factories were vital to the Separatists at the dawn of the Clone Wars.

5. **Naboo:** Naboo is a peaceful planet located in the Mid Rim. Its most iconic natural features are its rolling hills and grand oceans, and rather uniquely, its nature as a planet without a molten core. Its cities are well renowned throughout the galaxy for their beautiful architecture, and their people, though part of the Republic, push for a peaceful end to the war whenever possible.

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 considered 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] Combat Training: Though many commanders of the Clone Wars may choose to stay behind the front lines and order their forces around from the safety that the position holds, some others have trained in combat in order to boldly fight alongside their troops in the thick of the action. You can now easily fall in the latter category, as you now have the equivalent amount of skill an elite unit would be expected to have, being proficient in blaster weaponry and one close range combat style of your choice.

[200 CP] Coordinator: Sometimes in a battle, the thing to make or break it is the interpretation of orders, and the effectiveness of the communication amongst the commanders. We see it time and time again, so this perk is here to help with that. Now, whenever you give an order to a subordinate, they will understand it as if they were reading your mind, and now know exactly what you are telling them to do, so no more misinterpretations and no more lost battles due to confusion.

[400 CP] Senate Approval: Every now and then, a major government official will give you a task to complete. Any task they have given you is guaranteed to be both a doable, and not overly lengthy task, and not doing the task will not damage your relations with them. Once it is completed, the official will now owe you a favor. When you decide to cash in this favor, it will 100 percent be guaranteed to be fulfilled, so long as it is within their power, and would not cause harm to the official. This perk is togglable, in case you don't want to be bothered by senators, MPs, etc.

[600 CP] Logistics Wizard: When I say "Wizard", It's actually quite literal, as your army's logistics now essentially run on magic. Now, any military forces that you have active command of, whether or not they are follower armies, or the equipment are items or not, each of them now shares the same properties as those in the military forces section, minus the fiat-backed loyalty and respawning bit. In other words, each and every soldier and vehicle under your command now essentially has infinite ammo, consumables, and fuel.

Republic General Perks

[100 CP] Opening: You can, at the start of a mission or campaign, have a personal narration and cinematic of the same style as those seen at the start of every Clone Wars episode that will describe the mission, its objectives, and what is currently going on. You may choose if only you see it. This is togglable.

[200 CP] Rules of Engagement: The Republic likes to think of its war against the Separatists as a glamorous and heroic endeavor, but the truth is that a war is almost always a very destructive and brutal affair for all involved. Though what if you could make it at least a bit less so? With this perk, so long as the enemy you are fighting against is capable of understanding the concept of morality, their armies will avoid any overly cruel or excessively destructive acts against yours. This goes both ways though, as the second you start committing those same acts, the ones you commit will then be free game for the enemy as well.

[400 CP] Quality Over Quantity: During this conflict, the Grand Army of the Republic is vastly outnumbered in terms of sheer numbers, but regardless of this, is still able to gain victory after victory. This perk intends to aid you in replicating that success. So long as a unit you have should be worth a certain number of other units on a battlefield, yours will have a form of mild plot armor until they have taken down their equivalent in worth as a battlefield asset. For example, if a shiny new clone is worth a number of droids, he will have a form of plot armor that makes him far less likely to be shot, blown up, or otherwise killed until he has destroyed that number of droids, after which point that luck will disappear.



Separatist Commander Perks:

[100 CP] Terror Tactics: Just like a certain cyborg general, you seem to exude a terrifying aura, enough to shake even the normally rather stoic Jedi Knights. This effect can be felt over vast distances, assuming the enemy knows you are present. Even a fleet you are known to command jumping out of hyperspace is enough for this effect to be felt by some enemies. This effect is toggleable.

[200 CP] Tell Me The Odds: By simply focusing on a tactical objective, while thinking of a way of achieving it, you can find the exact percentage of the probability that that tactic will successfully give you a victory, though it won't tell you if the plan is practical, so use some common sense. The odds for defeat are still there, but this will give you an idea on what the most likely successful course of action for any given strategic situation might be. For example, you come up with the idea to move your fleet through an asteroid field to avoid an enemy fleet. The probability of success after focusing on the issue tells you that your forces will successfully avoid the enemy fleet at around a 88% chance, but it wont tell you that getting through an asteroid field will probably take out a chunk of your forces in the process.

[400 CP] Quantity Over Quality: You know, quantity is a quality all on its own, and this perk will allow you to demonstrate the truth of that statement. With this, whenever you have a superior number of soldiers to an enemy force on the field of battle, the enemy's quality begins to break down depending on how much of a numbers advantage you have over them, with the enemy's quality being on par with the majority of your committed troops being as low as it will go. They begin to forget their training, or their armor is suddenly less tough, or they aren't as strong as before. The point is, the enemy's quality will begin to degrade as you commit more and more forces to a battle. Have you ever wanted to see a supersoldier get beaten by a B-1 Battle Droid? This could let you see that.



Items

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

[100 CP] Resource Plant: Even in war, civilian products are a highly important part of daily life. Choose either food or a mechanical product. You now have a massive automated facility that can produce your chosen product at a level high enough to support a planet home to millions. The materials required to produce this product will appear out of thin air, and then will be processed accordingly.

[200 CP] Trade Station: This trade station is a bustling center of commerce for any system it is stationed in, and while that is all fine and dandy, it may seem like it wouldn't be all that useful as a military asset. Normally you'd be right, but this station has a trick up its sleeve, as every military force under your command within 1,000 lightyears of this station now receives the same benefits as if you had the perk Logistics Wizard. The only issues are that the station has no means of defending itself and can be easily destroyed, and it is not mobile once placed in a location, meaning that it cannot move to support any armies outside of its range.

[200 CP] Golan II Space Colony: Considered to be a "Home away from home" by many naval personnel throughout the galaxy, a Golan II Space Colony is a massive, though immobile, medical and repair facility responsible for the fixing and maintenance of up to 6 capital ships at any given time, repairing them supernaturally fast, with each ship only taking quarter of the time to fix, regardless of the damage inflicted upon it. As for its role as a medical facility, it is staffed by medical personnel with excellent medical technology capable of healing a wounded soldier in a quarter of the normal time needed for the injury. This facility may instead optionally come with mechanics equally as capable of fixing machines as the medical personnel are at fixing organics, if you'd rather have it repair droids.

[400 CP] Home Base: You get an entire planet, along with a sun for it to orbit. As it is right now, it is completely uninhabited, though the air is breathable. You may decide where in the galaxy this is set up, but regardless, it is not simply a planet, but a uniquely defensible world, perfect to set up base on. While your forces are stationed on this planet, they will find defending it incredibly easy. Enemies usually entirely overlook the system, but even if they do find it, they will find themselves constantly making severe tactical mistakes, and a serious run of bad luck will constantly hound them, leading to catastrophic losses for anyone attacking you here. Outside of the parameters already set, you may design what the planet is like.

[1200 CP Discounted Republic] Cloning Facility: This cloning facility comes staffed by followers, and can produce about 100 fully grown and loyal clones a year. While this may not seem like much, the benefits of this facility are potentially immense, as it is able to clone your perks that are of a genetic nature for up to 400 CP per clone when provided with your DNA. Additionally, it need not be you being cloned, as you can have the facility splice in your perks to a different base donor's DNA and the clones will still gain those perks. As a little bonus, the base DNA may be slightly altered in order to make unique offshoots of the person being cloned. An unfortunate limitation of this facility, however, is that each clone may only rival the power of a Jedi Master.

[1200 CP Discounted Separatist] Droid Factory: This droid factory is a massive automated facility designed to produce fully equipped droids of any make or model you have blueprints for, which when uploaded into a terminal that comes with the facility, will produce them in varying numbers depending on the quality of what you are producing. Assuming you are a Separatist, the following are some examples of what the production rate may be. 250 B-1 Battle Droids daily, 50 B-2 Battle Droids daily, or 10 Droidekas daily. Additionally, you may enter into the same terminal a description of a personality. That personality will then be programmed into the personality matrix of any droids being manufactured. Want a personality like C-3PO's in a Super Battle Droid? Weird, but definitely possible.

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.

Republic Ships

[100 SP] V-19 Torrent: The V-19 Torrent Interceptor is one of the most common starfighters you could find in service to the GAR during the Clone Wars. The first models did not have any of the bells and whistles nicer fighters have with the exception of life support, so it's lucky that you are getting the Mark IIs. These ones still lack shielding, but keep the life support systems of the original while adding a class 1.0 hyperdrive. Its weaponry consists of 2 laser cannons and 2 concussion missile launchers. You gain 48 V-19s and their pilots. Respawns daily.

[100 SP] ARC-170: The ARC-170 is a three-man heavy fighter without giving up any speed or maneuverability, being similar to that of an X-wing. For its weaponry, it boasts two wing mounted and incredibly powerful laser cannons, a proton torpedo launcher, hardpoints for missiles, and two aft mounted blaster cannons operated by a gunner. Initially intended as a long range strike and scout fighter, this starfighter has a fairly fast class 1.5 hyperdrive, some solid shielding, and life support. You gain 24 ARC-170s and their pilots. Respawns daily.

[100 SP] NTB-630 Bomber: This fighter-bomber is closely related to the ARC-170, though obviously fills a different role, that being its job as an anti-capital ship fighter platform. In order to carry out its purpose, it is armed with 2 twin heavy laser cannons, a heavy proton bomb bay, and a rear facing twin autoblaster which is operated by a gunner. It is surprisingly maneuverable for a bomber, being designed to dodge turbolaser fire until it can get up close to deliver its devastating payload. You gain 24 NTB-630s and their pilots. Respawns daily.

[200 SP] Consular-Class Cruiser: A retrofitted 140 meter Consular class warship which sees a lot of use as a transport, picket ship, or even a light hospital ship at times. The Consular has a fairly impressive weapons array for its size, consisting of 4 heavy twin laser cannons, 1 twin light laser cannon, 1 quad laser cannon, and 2 concussion missile launchers, making this ship excellent for fending off starfighters and other light threats to your heavier fleet elements. These factors, along with its high sublight speed, make it a solid ship in this era of the galaxy. You gain 4 Consular Cruisers and their crews. Respawns monthly.

[200 CP] Pelta-Class Frigate: The Pelta-Class is a 282 meter military transport and medical frigate that has been modified in order to act as a long-distance patrol vessel or escort ship, and comes with an expanded armament of 2 dual turbolaser batteries and 4 twin laser cannons. This may not be much considering its size, but it makes up for it due to the fact that it has immense hull durability when compared to ships of a similar size, and their sub-light speed and maneuverability are both very high for a frigate, allowing it to outmaneuver most enemy ships it encounters. You gain 4 Pelta Frigates and their crews. Respawns monthly.

[200 SP] Arquitens-Class Cruiser: The 325 meter light generalist of the Republic Fleet. The Arquitens has a place as a patrol, escort, support, and reconnaissance starship due to its general effectiveness in most situations you could think to put it in, with few fleets in the Republic being complete without at least a few of these in their formations. It has a well rounded armament that consists of 4 light twin turbolaser batteries, 4 heavy quad laser cannons, 4 concussion missile launchers, and even 3 starfighters, allowing it to fulfill its all purpose role. You gain 2 Arquitens and their crews. Respawns monthly.

[200 SP] Dreadnaught Heavy Carrier: The Dreadnaught Heavy Cruiser this design was based on was a medium-sized warship that has long served the Galactic Republic. Though the originals may have had some design flaws, this one has been refitted and updated for the war, becoming a Dreadnaught Heavy Carrier. It's been upgraded to house a class 2.0 hyperdrive, and perhaps more importantly, a streamlining of its design means that it now only requires 2,400 naval personnel instead of its original 16,000 personnel requirement. The Dreadnaught Heavy Carrier comes armed with 10 turbolaser batteries, 20 heavy quad laser cannons, 10 heavy laser cannons, and a complement of 36 starfighters. You gain 1 Dreadnaught Heavy Carriers and its crew. Respawns monthly.

[200 SP] Acclamator-Class Assault Ship: The Acclamator is a 752 meter cruiser, and the first modern Republic ship of the line to see service in the war. This is an assault variant, and as such comes armed with an additional array of 6 assault concussion missile launchers, at the expense of hangar space. This comes alongside its 12 quad turbolaser batteries, 24 laser cannons, 4 proton torpedo tubes, a complement of 24 starfighters, a massive transport bay that it can use to securely ferry troops to distant battlefields, and a shockingly fast class 0.6 hyperdrive. The Acclamator has a weakness, however, in that it can be very easily damaged or destroyed if unsupported due to its hull's low durability. You gain 1 Acclamator and its crew. Respawns monthly.

[400 SP] Venator Star Destroyer: The Venator-Class Star Destroyer is the primary workhorse of the Republic Navy. Being a little small for a star destroyer, at a little under 1,200 meters. It is relatively lightly armed, with 8 twin heavy turbolaser batteries, 2 twin turbolasers, 4 proton torpedo launchers, and 64 laser cannons, but its main strength is in its role as a carrier, and a very good one at that, with massive hangar bays and a very impressive complement of 228 starfighters, giving this warship incredible combat effectiveness when applied properly. The less talked about, but perhaps greatest advantage of the Venator is its advanced class 1.0 hyperdrive, being capable of outrunning practically anything in the galaxy. You gain 1 Venator-Class Star Destroyer and its crew. Respawns monthly.

[2000 SP] Mandator II Star Dreadnought: The Mandator II is one of the first attempts that the Galactic Republic ever made at producing a star dreadnought, and it makes for a very good start to the line. Coming in at around 8,000 meters in length, the Mandator has the most amount of firepower of any ship in this era, having 200 super heavy turbolaser batteries, 240 heavy turbolasers, 140 turbolaser batteries, 50 heavy quad ion cannons, 140 ion cannons, and 50 assault concussion missile tubes, as well as a complement of 336 starfighters. This vessel's firepower is so immense, entire Separatist fleets would generally be better off simply avoiding this ship entirely, as the Mandator II is most likely outgunning most standard formations they have. You gain 1 Mandator II and its crew. Respawns monthly.



Separatist Ships

[100 SP] Vulture Droids: The Vulture Droid is an incredibly cheap (for what it is) droid in the form of a starfighter, which is decently fast and incredibly well armed, having 6 blaster cannons and 2 concussion missile launchers, though to mass produce these droids on the scale the CIS has, it is lacking in a few systems, particularly shields and hyperdrives. A function unique to this fighter, however, is that it can land on the ground and operate as a walker to support ground forces if needed. You gain 48 Vulture Droids. Respawns daily.

[100 SP] Trifighters: The Trifighter Droid was one of the smaller starfighters seen during this era, but surprisingly is one of the most well armed, coming with 4 laser cannons, 1 proton torpedo launcher, 1 concussion missile launcher, and the ability to deploy buzzsaw droids via missile as a nasty surprise for enemy craft, though this larger weapons array comes at the cost of being fairly slower than a vulture droid, and they still lack hyperdrives and shields. Their true upgrade over other separatist fighters, however, is its advanced droid brain, which allows it to contend with organic pilots on equal footing in terms of skill. You gain 36 Trifighters. Respawns daily.

[100 SP] Hyena Bombers: The Hyena Bomber is a larger, though no less maneuverable, cousin of the Vulture Droid, with the size being necessary for its larger weapons array which it uses in its role as a heavy strike fighter, with said weaponry consisting of 4 laser cannons, 2 multi purpose missile launchers, and a proton bomb bay. The size and expanded weaponry of the Hyena Bomber meant that less were produced throughout the Clone Wars, however. You gain 24 Hyena Bombers. Respawns daily.

[200 SP] Hardcell-Class Missile Ship: The Hardcell-Class was initially a transport craft that was rapidly put into a corvette and picket role to fill that desperately needed place in the Separatist Navy, and was found to actually be very effective in that job. The ones you receive have been slightly modified to more effectively act as a warship, coming armed with 2 twin laser cannons, 3 front-mounted turbolaser cannons, and 2 assault concussion missile launchers. They can also act as excellent independent patrol ships, as their class 1.0 hyperdrive affords them greater strategic speed and response times than most other ships in the galaxy can perform. You gain 4 Hardcell-Class Transports and their crews. Respawns monthly.

[200 SP] Diamond-Class Cruiser: The 200 meter diamond cruiser is a fast, and very oddly shaped corvette, with a very thin and tall hull. Initially serving as a troop carrier, it was eventually adopted by the Separatist Navy as a potent anti-starfighter screening vessel responsible for protecting larger ships from smaller threats. The ones you will receive, however, are upgraded custom space combat versions. It comes armed with 1 quad laser cannon and 4 twin rapid fire laser cannons, and, astoundingly, is equipped with an incredibly fast class 0.75 hyperdrive. You gain 4 Diamond cruisers and their crews. Respawns monthly.

[200 SP] Recusant-Class Destroyer: The Recusant Class is a 1,187 meter long starship, and a rather common sight one tends to see in the space battles of this era, being one of the most produced ships of the line in service to the Separatist Navy. It comes armed with 1 prow mounted heavy turbolaser cannon, 15 heavy turbolaser cannons, 42 dual laser cannons, and 60 light laser cannons, making this one of the most powerful anti fighter capital ships in the galaxy. You gain 1 Recusant class and its crew. Respawns monthly.

[200 SP] Munificent-Class Frigate: The 825 meter Munificent-Class Frigate is another one of the most common ships used by the Separatist Navy, and tends to be its workhorse thanks to its design's focus on being effective in as many roles as possible, being an escort, patrol vessel, battleship, and more depending on what is needed of it. It is armed with a wide variety of different weapons, those being 2 heavy turbolaser cannons, 2 heavy ion cannons, 26 twin turbolaser cannons, 20 light turbolaser turrets, 8 flak guns, and 38 twin laser cannons, and additionally comes with a complement of 12 fighters. You gain 1 Munificent-Class Frigate and its crew. Respawns monthly.

[400 SP] Providence-Class Destroyer: The 1,088 meter Providence-Class Destroyer is one of the most potent ships available to the CIS Fleet, being the flagship of choice for many fleet commanders. Its sheer firepower is enough to slug it out in a fight of raw firepower with practically any capital ship and win, being impressively well armed with a weapons array consisting of 14 quad heavy turbolaser batteries, 34 dual laser cannons, 12 point defense ion cannons, 2 heavy ion cannons, 12 flak guns, an astounding 102 proton torpedo launchers, 8 tractor beam projectors, as well as a somewhat light (for its size) complement of 48 starfighters. You gain 1 Providence-Class and its crew. Respawns monthly.

[1600 SP] Lucrehulk-Class Battle Carrier: The Lucrehulk-Class Battle Carrier is the single largest capital ship currently in common use on either side of this conflict, coming in at 3,170 meters. The Lucrehulk's main purpose in combat is to be a carrier, which is something it largely dedicates itself towards, carrying 1,500 starfighters in its gargantuan hangar bays, with room to spare for transportation of a large number of troops. Despite a focus on its role as a carrier, it is armed superbly well, with 22 turbolaser batteries, 212 laser cannons, 84 quad laser cannons, and 26 assault laser cannons. The raw power of even a single Lucrehulk on its own is usually enough to warrant the attention of an entire Republic flotilla or even successfully occupy some planets on its own. You gain 1 lucrehulk and its crew. Respawns monthly.

[2000 SP] Subjugator Heavy Cruiser: The Subjugator Heavy Cruiser is an absolute beast employed by the CIS Navy, being a 4,845 meter behemoth armed with 500 dual turbolasers, 200 twin laser cannons, 36 flak guns, 10 proton torpedo launchers, a complement of 192 starfighters, and perhaps most terrifyingly, 2 mega-ion cannons, which are capable of disabling entire fleets of enemy ships in a single shot. It may not be the strongest super ship in the galaxy, but what good is size and firepower when the enemy's shields are down, they can't fire back, and they can't run? You gain 1 Subjugator 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.

Republic Troops

[200 GP] Clone Troopers: The standard clone trooper makes up the vast majority of infantry forces present in the GAR, and are exceptionally good in their role, being trained from birth to be soldiers, and coming equipped with the finest standard armor that the Galactic Republic can produce. You may decide if you receive phase I troopers or phase II troopers, with the pros and cons of each respective version. Each is armed with the DC-15 and a DC-17 sidearm, as well as anything else a clone trooper is expected to have. As a safety measure, their biochips have been removed. You gain a regiment's worth of these troopers. Respawns monthly.

[400 GP] ARC Troopers: An ARC Trooper is always born through battle. Each one starts out a standard clone trooper, but through distinction on the battlefield and exceptional performance via trial by fire, a superior can choose to elevate a soldier to become an ARC trooper, who then serves as a veteran soldier in their units. With the new position, these skilled soldiers receive more advanced gear, such as superior ARC Trooper armor and more varied weaponry, as well as anything else an ARC trooper is expected to have. As a safety measure, their biochips have been removed. You gain a regiment's worth of these troopers. Respawns monthly.

[400 GP] Clone Commandos: The elites of the clone army, the Clone Commandos are given specialized advanced training to be superior to the standard clone trooper in every way, being smarter, faster, and stronger than most other soldiers in the galaxy. To make these commandos even more deadly, each is given your choice of any mark of Katarn-Class armor, which is highly advanced and far more protective than the standard gear given to the rest of the GAR, as well as an armor-mounted backpack containing a myriad of explosives and other equipment. Each is armed with a DC-17m, DC-17 pistol, wrist-mounted vibroblades, and anything else they are expected to have. As a safety measure, their biochips have been removed. You gain a company's worth of these troopers. Respawns monthly.

[400 GP] AT-XT: The AT-XT (All Terrain Experimental Transport) serves as an early test of bipedal walkers, and if future combat vehicles in this setting is any indicator, I'd say the design must have been pretty successful. The AT-XT is slower than its future successor, the AT-ST, by about 15 kph. This slower speed is heavily compensated for, however, in that the AT-XT comes equipped with a plasma shield generator, making it far more durable than most other light walkers like it. It comes armed with a twin laser cannon and a twin proton grenade launcher, giving it a fair bit of anti-vehicular combat effectiveness. You gain 600 AT-XTs and their crews, Respsawns monthly.

[400 GP] Infantry Support Platform: The Infantry Support Platform, or ISP, is a decently fast and extremely maneuverable military landspeeder built off of, interestingly, a speeder bike. Its turbofan acts as its propulsion, and unlike other engines of this era, it is a very quiet system. Most uniquely, however, is its highly modular weapons systems, being able to field and swap between either 2 twin blaster cannons, 2 beam cannons, or 2 missile pods on its chassis, with each weapons system being able to be either independently controlled by the vehicles two operators, or linked together to focus on heavy targets. You gain 600 ISPs and their crews. Respawns monthly.

[400 GP] Saber Tank: The Saber-Class Tank is one of the most common armor elements employed by the GAR. This vehicle is a high speed hover tank with solid survivability in part thanks to the fact it is outfitted with a deflector shield. While perhaps not being as capable on difficult terrain as a walker might be, it is certainly faster, and comes armed with 2 heavy laser cannons, a twin laser cannon turret, and 2 missile launchers. You gain 300 Repulsor tanks and their crews. Respawns monthly.

[600 GP] LAAT Gunship: The LAAT Gunship serves as an aerial transport and fire support vehicle, capable of rapidly deploying soldiers to anywhere that they need to be, whether that be in space or on the ground. They come armed with 2 missile launchers, 4 composite beam turrets, 2 anti personnel laser turrets, 8 air to air rockets, as well as the capacity to carry up to 30 soldiers at any given time, or 1 vehicle, depending on the variant you choose. You decide if the ones you gain are the infantry or vehicle carriers. You gain 300 LAATS and their pilots. Respawns monthly.

[600 GP] AT-TE Walkers: The All Terrain Tactical Enforcer truly lives up to its name, operating effectively in practically every environment, from asteroids in space to climbing sheer cliffs, the AT-TE can get pretty much anywhere the fight is. It comes with a mass driver cannon on the top and 6 anti-personnel laser cannons mounted all across the hull of the vehicle. It can additionally act as a troop transport, capable of carrying 20 clone troopers, and each of these walkers comes with 2 AT-RTs and a medical droid for support. You gain 150 AT-TEs and their crews. Respawns monthly.

Separatist Troops

[200 GP] B-1 Battle Droids: A large number of good old B-1 Battle Droids fresh off the manufacturing line for your use. They are typically not incredibly smart nor all that combat effective individually, with the exception of their shockingly high resilience due to their nature as non-organics. These droids usually rely on numbers in order to win against a foe. Put one up against a decent clone trooper and the clone will probably win. Send a wall of a hundred of them, and even a jedi would fall. The B-1 comes armed with an e-5 blaster rifle and everything else it's expected to have. You gain 1 legion's worth of B-1 Battle Droids. Respawns monthly.

[200 GP] B-2 Super Battle Droids: The B-2 Battle Droid is the direct advancement of the B-1. These Battle Droids are something to really fear, even if encountered on their own. The B-2 is far more durable due to its thicker armor plating, meaning it can take quite a few hits and keep on fighting. For its weapons, it carries considerable firepower in the form of twin linked blasters mounted in each arm, and a few even come armed with arm mounted rocket launchers. The only issue is that, while the intelligence is a little higher on a B-2 when compared to the B-1, it's not by much. You gain 1 regiment's worth of B-2 Super Battle Droids. Respawns monthly.

[400 GP] Commando Droids: Commando Droids represent some of the most high quality battle droids in the CIS, and make for one of their finest infiltration units. Their advanced programming allows them to rapidly adapt to changing situations on a battlefield and each makes for a lethal fighter even individually. When they enter a battlefield, a couple groups of them tend to be enough to break a stalemate. They also have a unique feature, that being their ability to mimic people's voices in order to aid in their infiltration efforts. Each one is armed with an E-5, a Vibroblade Sword, a personal shield, explosives, and an electrostaff. You gain a battalion's worth of these droids. Respawns monthly.

[400 GP] Homing Spider Droid: Initially designed for anti-vehicular work, the OG-9 Homing Spider Droid actually ended up finding a far more fitting role as a deadly anti-infantry platform, thanks to its use of very effective anti-personnel weapons consisting of a homing laser capable of outputting a constant beam until its power runs out, an anti-personnel laser cannon, and a retractable light ion cannon. The unique design of its four legs make this large droid very good at traversing a wide variety of difficult terrain, though this comes at the cost of speed as well as durability, as even one of its rather unarmored legs going down will make the entire droid practically combat ineffective. You gain 600 Homing Spider Droids. Respawns monthly.

[400 GP] Hailfire Droid: The Hailfire droid is a two wheeled long range missile platform capable of speeds that only scout vehicles should be able to reach, let alone a frontline machine like this. This superb speed comes with the disadvantage that it can only reach it on more even terrain, with some environments being practically unreachable. On the upside, this is slightly offset by the weaponry it carries, consisting of 2 long range missile pods that fire 15 projectiles at a time each. The missiles are especially potent due to their nature as all-purpose long-range lock-on projectiles. To supplement this weapon, it has a forward mounted twin auto-blaster for close range defense. You gain 600 Hailfire Droids. Respawns monthly.

[400 GP] AAT: The main battle tank of the Separatists, the Armored Assault Tank is a potent hover armored unit that certainly earns its spot as the primary war fighting vehicle of the CIS. Each one is equipped with 1 heavy laser cannon, 2 repeating blaster cannons, 2 light blaster cannons, and 6 energized shell projectile launchers, making its weaponry effective in most situations it could find itself in. Its nature as a hover vehicle means that it can get to most places far faster than a walker ever could, but there is a drawback in that it is not effective in some environments. You gain 300 AATs and their crews. Respawns monthly.

[600 GP] HMP Droid Gunship: The Droid Gunship is a highly effective missile platform that has a secondary role as a droid carrier platform. It carries 1 medium laser cannon, 2 twin laser cannon turrets, 2 wingtip laser cannons, and most importantly, it has 2 rocket pods that can fire 14 missiles each, as well as a sensors suite that allows them to lock those missiles onto targets in the same way a Hailfire droid can. It also has a built-in shield generator which greatly improves its survivability. As a bonus, it can carry up to 12 battle droids into battle, then use its heavy weaponry for direct fire support. You gain 300 HMP Droid Gunships. Respawns monthly.

[600 GP] Octuptarra Tri-Droid: The surprisingly well-armored Tri-Droid is a massive 14.5 meter tall, three legged, battle-droid walker, with large computational and sensors equipment placed inside a bulbous head that aid its three photoreceptors to give it a full 360 degree field of vision. This visual range is taken advantage of with 3 ordnance launchers placed all around the body of the droid to fire in every direction simultaneously. While that may not sound like much, these launchers were so powerful, that one well aimed projectile fired by it can be enough to destroy a walker. Its three legs are particularly adept at allowing the Tri-Droid to move on most terrain with ease, being capable of climbing steep angles, though its immense size and weight makes it very slow. You gain 150 Tri-Droids. 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 do not get the item stipend.

[400 CP Discounted Republic] Clone Commander: This clone commander already had an impressive track record before being assigned to you, having fought with bravery and distinction at the Battle of Geonosis. A wise-cracking trooper with a penchant for witty remarks, he has immense skill in leadership and personal combat, and he and his troopers are renowned for their daring escapades and heroism. This clone tends to treat you more like a friend than a military superior, though tends to reign that in when necessary. **600 GP** and discounts on Republic units, as well as the perks **Combat Training** and the ground version of the perk **Basic Competence.**

[400 CP Discounted Republic] Generational Admiral: This Admiral comes from a long line of naval commanders, and is proud of that heritage. She has climbed the ranks at a rapid pace all the way to her current position thanks to a mix of her family's reputation, natural aptitude for space combat, and tactical knowledge instilled in her from a young age. Though initially having taken part in this war in order to add to her family's reputation, after her first few battles and seeing the cost of this war on the galaxy, she now leads her ships into battle in the hopes of ending this war as soon as she can in order to minimize its harm to the galaxy. Comes with **600 SP** and discounts on Republic units, as well as the space version of the perk **Basic Competence**.

[400 CP Discounted Separatist] Separatist Hero: This Commander is unusually honorable and compassionate for an officer of the CIS, having constantly prioritized the safety of civilians over tactical objectives much to the chagrin of the more mission-focused officers she works with. She is seen as one of the more odd commanders in the CIS by her peers due to her showing genuine respect and even care for her battle droids, unlike most other Separatist officers, and constantly leads from the front in a strange effort to, in her words, "inspire heroism" in her droids. Oddly enough, it seems to be working… Comes with **600 GP** and discounts on Separatist units, the perk **Combat Training**, as well as the ground version of the perk **Basic Competence**.

[400 CP Discounted Separatist] Aware Droid Commander: This super tactical droid, while calculating scenarios during a break between battles, came to a worrying conclusion, having discovered the truth behind the Clone Wars by noting a high probability that the Separatist war effort may be a lost cause, and that someone has orchestrated the war. Knowing this information, the droid has decided to keep it to himself, and few others, while secretly trying to find a way for this plan to be halted so that he can survive and his forces may fight and live on their own terms. Comes with **600 SP** and discounts on Separatist units, 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.

[200 CP] Clone/Droid Commander: You are now either a droid or clone commander, and have to play second fiddle to a superior that has full control over the forces you select in this jump. The commander isn't really terrible at their job, but also isn't great, but more frustratingly, they hardly ever listen to your strategic or tactical advice, and will never admit that you may have been right on any military matters. You'll get your forces back at the end of the jump.

[400 CP] Hunt For The _____: It would appear you have some very bad luck all of a sudden. Either the Republic or the CIS, depending on who you are fighting, is now churning out either Mandator IIs or Subjugators at a rate of once every 4 months, and for some reason, they only target you and your forces. Luckily, any weaknesses they have are still present, and their commanders aren't overly good, but dealing with these dreadnaughts is still a major problem for any fleet that encounters them.

[400 CP] Bio/Cyber Weapons: You know what the greatest issue of having massive amounts of practically identical combat units is? No? Well you're about to learn. If you are aligned with the Republic, the Separatists have developed a gene virus that affects clone troopers, killing around 1/4th of them if exposed. If you are a Separatist, the Republic has developed a computer virus which is capable of shutting down around 1/4th of droids when exposed to it. Either way, though it is relatively easy to contain after its first deployment, it is now a common sight throughout the galaxy, and your forces in particular will inevitably and frequently encounter it.

[600 CP] Uprising: It would seem one of these side's armies no longer want to fight this war they had no say in being a part of. If you're aligned with the Republic, 50% of all clone troopers are now in open revolt against both the Republic and their Jedi commanders. If you are a Separatist, 50% of the Droid Army has finally had enough of being pushed around by organics, and now fight against their once masters. Additionally, any failsafes Palapatine might have had are not working. Your armies are unaffected, fortunately.

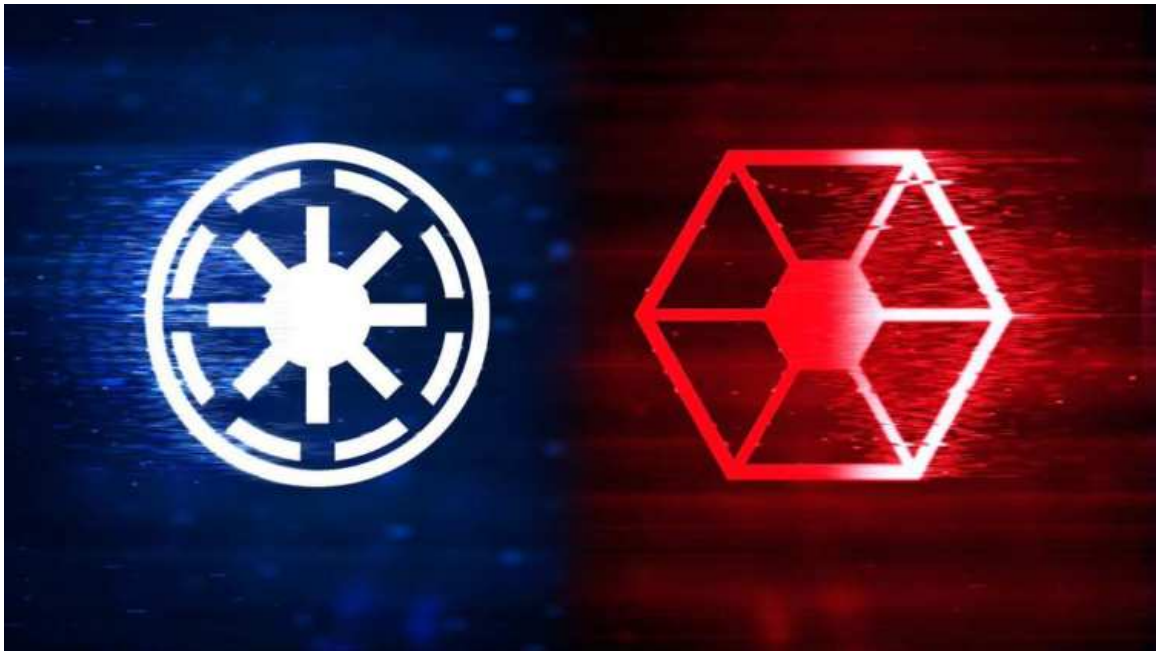
Scenarios

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.

The Clone Wars

We all know how this war ends. The Clone Wars were all orchestrated by the Sith for their own gain, with the Confederacy of Independent Systems having fallen along with the Galactic Republic, as Palpatine establishes his Empire practically overnight. But, what if the Clone Wars were actually as those behind it portrayed it to be? What if this were a true war for both sides of the conflict? In this scenario, Palpatine is genuinely just a chancellor, Dooku is the only true Sith lord remaining in the galaxy (for now), and the Republic and the CIS are now genuinely fighting, no strings attached, to gain what they desire out of this conflict. Your goals are different depending on the side you're on. If you fight for the Republic, you must achieve victory over the Separatists and ensure their reintegration as systems within the Republic. This doesn't mean you must completely root out all the guerillas and holdouts, so long as the Separatists can no longer pose a direct threat to the Republic's rule. If you're a Separatist, you must achieve victory over the Galactic Republic, and ensure that they recognize the independence of the CIS, though you can also achieve victory by destroying the Republic, if you really want to go that far. Assuming you have completed the scenario, your reward is as follows.

Promotion: In recognition of your key role in the winning of the Clone Wars, the Republic/CIS have decided to give you a promotion based on your merits. What this translates to is that you now have 400 extra CP that may only be spent on military forces. Congratulations, commander!



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.

-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.

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

-When in doubt, fan-wank it.