
STAR WARS
SQUADRONS
EA

Star Wars: Squadrons

A Jumpchain CYOA by WoL_Anon

Ver. 1.4

We all choose our path. Light or dark. Freedom or destruction. The Empire chose to destroy Alderaan in order to spread fear, and douse the fires of rebellion. But the heroic pilots of the Rebel Alliance have chosen to keep fighting… to show the Empire that we are not afraid. It was their bravery that ended Palpatine's reign and brought about our New Republic. However, the Empire lives on, shattered though it may be. As I speak, Imperial forces are edging towards the Bormea Sector, hoping to end our New Republic before we find our footing. As their Empire collapses, they try to tighten their grip. But the galaxy is changing, and you can be a part of it. With the help of brave and daring pilots, this war can end. Make a choice. Fly with the New Republic. Change our galaxy for the better.

-Leia Organa

You arrive here four years after the Battle of Yavin (4 ABY), sometime after the Battle of Endor. You will be staying here until the end of the year.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

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

[Free] Human

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

[Free] Abednedo

A humanoid, mammalian species originating from the planet of the same name. Their face features a pair of dangling tendrils, and two fleshy nostrils.

Examples of Abednedo are Prauf and Ello Asty.

[Free] Duros

This humanoid species is commonly blue or green-skinned. They possess lipless mouths, large red eyes, and large hairless heads.

Examples of Duros are Cad Bane and Shriv Suurgav.

[Free] Mimbanese

A species native to the planet Mimban. They possess red skin, and lidless blue eyes.

Kierah Koovah is an example of this species.

[Free] Mon Calamari

An aquatic species native to Mon Cala. They have large, domed heads and goggle-like eyes. Mon Calamari are able to live underwater for long periods of time, and are naturally talented swimmers.

Ardo Barodai and Gial Ackbar are examples of Mon Calamari.

[Free] Pantoran

A near-human species, which originate from the moon Pantora. They possess blue-skin, and often choose to mark themselves with facial tattoos.

Riyo Chuchi is an example of a Pantoran.

[Free] Sullustan

A humanoid species originating from Sullust. They can be identified by the two flaps of jowls around their cheeks.

Nien Nunb is an example of a Sullustan.

[Free] Twi'lek

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

Examples of Twi'leks are Hera Syndulla and Bib Fortuna.

[100cp] Mirialan

A near human species. They commonly possess yellow-green coloured skin, though those with pink or purple skin also exist. As a species, they often choose to mark themselves with facial tattoos with geometric designs. Mirialans possess enhanced reflexes, and are also very flexible and agile.

Examples of Mirialans are Keo Venzee and Luminara Unduli.

[100cp] Trandoshan

A species of large reptilian humanoids. They have a strong natural healing ability that can allow them to even regrow limbs and their larger bodies afford them more physical strength than most.

Examples of Trandoshans are Feresk Tssat and Bossk'wassak'Cradossk.

[100cp] Zeltron

This near-human species has varying shades of red skin, which can become a deeper shade when they become angry. Zeltron produce pheromones that enhance their likeability, and may even have a calming effect on those around them.

[Free] Import

None of these options appeal to you? If you've already been to a Star Wars jump, you may elect to carry through the species choice in that jump to this one.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. You are free to determine whether you are aligned with the New Republic (or Rebellion if using the *Prologue* toggle), the Empire, or are at present unaffiliated.

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

-Location-

You can begin anywhere in the known galaxy, as long as it makes sense and does not provide you with advantages you have not paid for. For those looking for some additional direction, here are some ideas.

The Temperance

This MC75 Star Cruiser saw action as part of both the Rebellion and the New Republic. By 4 ABY, it serves as the flagship of Vanguard Squadron, and is put under the command of Lindon Javes.

The Overseer

This Imperial II-class Star Destroyer serves the Imperial Navy. By 4 ABY, it serves as the flagship of Titan Squadron, and is under the command of Terisa Kerrill.

If you are taking the *Prologue* toggle, you might also consider starting in the Vigilance, then Commodore Sloane's Star Destroyer.

Fostar Haven

A space station trading post. Shortly after the destruction of Alderaan, Imperial forces will attempt to destroy Alderaanian refugees here.

Hosnian Prime

This highly developed planet is considered New Republic territory. Thirty years from now, it will be destroyed by Starkiller Base, but that is a concern for another time.

Should events proceed as usual, Titan Squadron will extract an Imperial agent from an orbital space station above the planet.

Nadiri Dockyards

A starship manufacturing facility for the New Republic, hidden within the Bormea Sector. It is here that the prototype battleship Starhawk is being constructed.

Mon Cala

An oceanic planet, perhaps best known for its shipbuilding industry. If events proceed as expected, Titan Squadron will lead an attack, as part of a larger diversion coordinated by Admiral Sloane.

-Perks-

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

[Free] Basic Piloting Skills

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

[100cp] ***But it must build character.***

The prospects of hurtling around space whilst being shot at can be terrifying, especially for those TIE pilots who don't have the luxury of a shield or a life support system.

Nevertheless, you have managed to adapt to such conditions. You are able to keep a cool head under fire, and maintain your composure in other stressful situations as well. If your enemies are going to shoot you down, they'll have to earn it.

[100cp] Galactic Drift

Whether you were once a starship racer, or simply learned it from a friend, you are now able to perform a special trick when piloting starfighters and similar vehicles.

First, you must transfer all power to your engines, and fly as fast as you can. Then, turn as hard as you can whilst cutting your engines. This will enable you to perform a drift turn, a fast and sharp turn that will allow you to out-manoeuvre other ships during dogfights, and shave off seconds during races.

[100cp] Boarding Team

You've gone through standard infantry training, and can competently use the equipment carried by average rebel soldier or Stormtrooper, such as medium blaster rifles and grenades.

Your specialty lies in boarding other ships or space stations, and you are cut above the rank and file in this regard; though not at the level of special forces.

[100cp] ***Say, you play sabacc?***

Yes, you do in fact play sabacc. Not only do you know the rules, but you are quite good at the game. You could earn some good credits if you put this talent to work.

In other settings, this will slightly improve your skill at other card games.

[200cp] Bomber Specialist

Bombers are starfighters designed to take out capital ships and larger structures. As a result, they tend to be slower and suffer against other ships at their size.

If you didn't already, you now have the necessary knowledge and skill to pilot Y-wings, B-wings, and TIE bombers. Even if you did, your ability to pilot these starfighters, and those that perform a similar role, has been noticeably enhanced.

[200cp] Interceptor Specialist

Interceptors are starfighters designed to take out other starfighters before they can deal damage to capital ships and larger structures. They are lighter and faster to give them an edge, but will struggle to take out bigger targets as a result.

If you didn't already, you now have the necessary knowledge and skill to pilot A-wings and TIE interceptors. Even if you did, your ability to pilot these starfighters, and those that perform a similar role, has been noticeably enhanced.

[200cp] Support Specialist

Smaller support ships often play a role in squadrons. They perform various useful functions, such as carrying troops, providing extra shields to allied starfighters, and jamming radar of opposing forces.

If you didn't already, you now have the necessary knowledge and skill to pilot U-wings and TIE reapers. Even if you did, your ability to pilot these starfighters, and those that perform a similar role, has been noticeably enhanced.

[200cp] ***A commander's true weapon is a squadron, not a starfighter…***

You are driven by your own personal motivations, and there will be those that attempt to use these against you. Now though, they'll have a much harder time doing so.

You have gained a strong resistance against attempts to exploit your goals or passions in order to get you to act against your own interests. You'll also have an easier time recognising when someone is trying to take advantage of you in this way, which allows you to judge for yourself how to act, with a cooler head and clearer thoughts. They don't know you quite as well as they thought.

[400cp] Chief Mechanic

You have the necessary knowledge and skill required to maintain, repair, and refit all of the starships found in the starships section.

While maintaining a squadron of starfighters is a job that you will be able to manage by yourself, larger vessel like capital ships may require you to instead head a team of engineers, due to the practical issue of only being at a single location at once, and only having so much time in which to get things done.

Using the expertise granted by this perk as a base, it wouldn't be difficult for you to learn to take care of similar kinds of starships in the same manner.

[400cp] Dare to Defect

Sometimes things aren't quite what you signed up for, or worsen over time. Unfortunately, in many cases, leaving a group is far more challenging than joining one.

From now on, when you grow dissatisfied with your current group or faction, you will begin to notice opportunities for you to remove yourself from them. These opportunities vary, but often allow you to move straight into an opposing group or faction, helping them to win a battle or providing them with a valuable resource. Whether you make use of these opportunities is up to you, and this perk won't cause groups to forget if you have betrayed them in the past, which will make moving back and forth between opposing groups much harder.

[400cp] Force Sensitive

Like Keo, you are naturally attuned to the Force.

While not significant enough to make you a Jedi or Sith, this connection to the Force provides a number of benefits. It gives you enhanced reflexes, and a powerfully accurate intuition. It also allows you to get a feel for the 'energy' of the local area, recognising dangerous areas or areas that have been overrun by oppressive groups like the Empire.

In other settings, you will retain these advantages, somehow doing so even without the presence of the Force.

[400cp] ***Fight. Fall. Get up. Fight again. All for the Empire.***

Whether developed as a result of successive injuries, or simply an innate quality of yours, you possess a strong will and an immense resistance to physical pain.

While this will not prevent you from being injured, it does allow you to push your body to its extreme and keep fighting long after most would have given up or passed out.

Additionally, attempts to repair (but not enhance) your body with cybernetics or similar technologies are far more effective than they would ordinarily be.

[600cp] Galactic Ace

There's no denying it, you are one of the best pilots the galaxy has to offer. Whether it's an all-around starfighter, interceptor, bomber, or support craft, you can pilot it to an incredible standard.

Off course, the truly successful pilot has something more than raw skill on their side. While piloting a starfighter, you have what Wedge would refer to as "Skywalker luck". Allies show up to assist at opportune times, exploding debris or environmental dangers will miss when they normally wouldn't, you'll manage to escape exploding ships or stations you have blown up from the inside, and things in general just tend to go your way.

[600cp] Live Like Lindon

Sometimes things just don't go your way. Enemies you've made finally catch up to you and put you down. That kind of thing. Now, you've acquired an extra bit of protection for when the worst occurs.

Once per jump, when you would ordinarily die, events arrange themselves to prevent that death and to provide you with an opportunity to escape. Additionally, if that death would have been caused by an enemy or enemies, these events will also occur in such a way as to make it seem like you did *die* to these people, if at all possible. If you were being hunted by a foe with a grudge, this may provide some much-needed breathing room.

Post-chain, this can occur on a ten-year cooldown.

-Items-

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

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

[Free] Flight Suit

A flight suit and helmet, which comfortably fits you. If you have taken a background that aligns you with the Empire, New Republic, or Rebellion, then you receive a flight suit and helmet appropriate to that faction. If you are unaligned, or a Drop In, you instead receive a 'generic' flight suit and helmet.

Your flight suit and helmet are self-cleaning and self-repairing, allowing you to wear them as often as you like. If either is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Star Wars: Squadrons Console Game Bundle

Not a fan of Dejarik? This bundle contains:

- A 2020-era television.
- Either a PlayStation 4, Xbox One, Xbox Series X, or Xbox Series S.
- A controller for your chosen console.
- A 2020-era VR headset compatible with your chosen console (should one exist).
- A copy of Star Wars: Squadrons for your chosen console.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Your save data for Star Wars: Squadrons will be backed up on Jump-chan's special cloud server, ensuring it is never lost. You will also be able to play online in any world with an internet

connection, even ones where these consoles do not exist. Who exactly are you playing with, anyway?

[50cp] Star Wars: Squadrons PC Game Bundle

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

- A high-end gaming PC, by the standards of 2020, with Star Wars: Squadrons pre-installed.
- A 2020-era VR headset compatible with your PC.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Your save data for Star Wars: Squadrons will be backed up on Jump-chan's special cloud server, ensuring it is never lost. You will also be able to play online in any world with an internet connection, even ones where it wouldn't normally make sense. Who exactly are you playing with, anyway?

[50cp] Cockpit Decorations

A collection of hologram displays, figurines, hanging flairs, and other useless baubles that can be found in Star Wars: Squadrons. You can use these to personalise your starfighter's cockpit, but be careful not to go overboard, lest it becomes cramped or distracting.

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

[50cp] Paint Jobs

This strange console has appeared either in your Warehouse, or on a property you possess.

Using it, you can immediately apply paint jobs to any starfighter or similarly sized vehicle you own. The console is pre-loaded with every paint job obtained by the player for their starfighters in Star Wars: Squadrons. If using a vehicle not present in Squadrons, the console is able to adjust the pre-loaded paint jobs to fit correctly.

Paint jobs are applied already dry, meaning you will be able to use your starfighter right away after application. The console can be used to change or remove the paint jobs it has applied immediately, without damaging the vehicles it has applied them to.

Should the console be destroyed, it will reappear in the same location after 24 hours. If placed out in the world, and that location is no longer available, it will instead appear in your Warehouse.

[100cp] New Republic Outfit Collection

You have a wardrobe that is magically bigger on the inside. It contains a copy of all of Rebel/New Republic flight suits and helmets available to the player in Star Wars: Squadrons. It also contains a copy of all outfits worn by Rebel or New Republic characters appearing in Star Wars: Squadrons, including Leia Organa and Hera Syndulla, however, these outfits do not provide additional protection

or utility beyond that of a standard flight suit and helmet. This set includes Lindon Javes' attire during the main story of Star Wars: Squadrons.

When someone attempts to open the wardrobe, all items inside (that come with this purchase) are resized to fit the opener perfectly. Should an item go missing, or be destroyed beyond repair, a new copy of it will appear in the wardrobe in 24 hours.

[100cp] Imperial Outfit Collection

You have a wardrobe that is magically bigger on the inside. It contains a copy all of Imperial flight suits and helmets available to the player in Star Wars: Squadrons. It also contains a copy of all outfits worn by Imperial characters appearing in Star Wars: Squadrons, including Darth Vader and Emperor Palpatine, however, these outfits do not provide additional protection or utility beyond that of a standard flight suit and helmet. This set includes Lindon Javes' attire during the prologue of Star Wars: Squadrons.

When someone attempts to open the wardrobe, all items inside (that come with this purchase) are resized to fit the opener perfectly. Should an item go missing, or be destroyed beyond repair, a new copy of it will appear in the wardrobe in 24 hours.

[200cp] Astromech Droid

Astromech droids are a type of repair droid, though their wide variety of functions means they can serve many different roles.

Astromech droids are capable of calculating hyperspace jumps, repairing damage to ships, and acting as a co-pilot. Many starfighters are built with astromech sockets designed to take advantage of this. Astromech droids can also become effective slicers, breaking encryptions and gaining access to computer systems.

Your astromech droid may be of any variety commonly found in the galaxy during 4 ABY. It is loyal to you, and will develop a personality that meshes well with yours if you allow it to.

In addition to similar items, you may import an existing companion into this role, granting them an astromech droid alt-form. An intelligence that becomes an astromech droid by import will not have their personality changed or gain loyalty to you as part of the import. Someone imported into this option cannot also be imported as a companion in this jump.

[200cp] Glory Vendor

Located either within your Warehouse, or on a property you possess, is this strange store. Whenever you participate in genuine space battles, you will earn a special currency called Glory, which can be spent in the store.

The store sells cockpit decorations, outfits, and paint jobs. The paint jobs can either be automatically applied to a starfighter-sized vehicle, or, if you possess the *Paint Jobs* item, can be saved onto the console as a new option.

To start with, the store sells all of the cockpit decorations, outfits, and paint jobs available to the player in Star Wars: Squadrons. For each new jump you visit, new items of these types will be added to the store, reflecting the settings you have visited. It will also do this retroactively for the jumps you have already been to.

Should the store be destroyed, it will reappear in the same location after 24 hours. If placed out in the world, and that location is no longer available, it will instead appear in your Warehouse.

[400cp] Your Hangar

Need somewhere to store your impressive collection of starships?

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

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

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

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

[400cp] Starhawk Plans

This set of plans contains blueprints for, and complete research notes behind, the Starhawk-class battleship. This huge ship is armed with a massive tractor beam array, that allows it to throw around even Star Destroyers with ease.

Providing these plans to the New Republic will ensure that the Republic will have access to them even if Project Starhawk is completely dismantled by the Empire, and may allow them to devote the required research time elsewhere. Similarly, providing them to Empire will give them access to this amazing technology, and may allow them to develop countermeasures by the time of the Battle of Jakku. Of course, you could always use them to your own benefit, provided you had the manufacturing capabilities and materials.

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

[600cp] Simulation Room

This space is now connected to either your Warehouse or a property you own by a special gateway.

Here, you will be able to simulate various space battles. Three types of space battles are on offer. First, you can choose to take part in any of the story missions featured in Star Wars: Squadrons,

taking the place of the player. Second, you can re-experience any of the space battles you have fought in the past, taking on the role you took then. These recreations are mostly accurate, but are limited by your own understanding of what transpired. Finally, you can take part in 'random' battles between the Empire and the New Republic, occurring in various locations and with different fleet compositions. In this last type, many pilots may take part at the same time, each with their own starfighter.

In these simulations, you can choose to use any of the ten starfighters available to the player in Star Wars: Squadrons: X-wing, Y-wing, A-wing, U-wing, B-wing, TIE fighter, TIE bomber, TIE interceptor, TIE reaper, and TIE defender. These ships can come with any loadout present in Star Wars: Squadrons. If a participant owns their own starship, then they can alternatively choose to use that starship instead.

True death or chain failure does not occur during these simulations; being killed or having your starship destroyed will instead safely eject a person from the simulation. Likewise, owned starships used here are not permanently damaged. With 'random' simulations, you can choose at the start of the battle for defeated pilots to be 'respawned' into the battle after a short period instead of being ejected right away. If you also possess the *Glory Vendor* item, then the simulations will count as genuine space battles for the purpose of earning Glory.

At the start of each jump, you may choose whether the gateway to the Simulation Room will be relocated to your Warehouse (if it wasn't there already) or another property you own. Post-chain, you can make this decision once every ten years.

Should the Simulation Room be destroyed, a replacement will appear in the same location after 24 hours. If the gateway was placed out in the world, and that location is no longer viable, it will instead be connected to your Warehouse.

[600cp] Jumper Dockyards

Somewhere out in space is this large starship manufacturing facility. On par with the New Republic's Nadiri Dockyards, it is capable of producing anything from starfighters to capital ships as large as a Starhawk.

In order to produce these ships, you will need to provide the necessary materials. If you lack them, you can offer up currency to have the dockyards source them for you, even in non-Star Wars settings. The cost of materials sourced in this way is substantially marked up from their base value. Only materials used in the construction of the starships appearing in Star Wars: Squadrons can be sourced in this way.

Once you have the materials, the dockyards will need to know how to build the desired ship in question. To begin with, the dockyards are capable of building either all of the New Republic starships shown in Star Wars: Squadrons (minus Starhawk-class battleships), or all of the Imperial starships shown in Star Wars: Squadrons. If you can provide sufficient blueprints, or teach the dockyard crew in some other manner, then the construction of other kinds of ships will be possible as well.

Beyond these two conditions, there are also the practical concerns of production time and space within the dockyards, which limit how many ships the dockyards can churn out at a time.

The dockyards are outfitted with various defences, and possesses a number of hangars from which a small force of starfighters could be kept. They come with a sufficient crew to run and maintain them, which count as followers but cannot leave the dockyards.

At the start of each jump, the dockyards will be moved to somewhere out in space, within your current galaxy. Generally, it will be placed somewhere relatively close by, that is also fairly secure (so your enemies aren't likely to stumble across it by accident). Post-chain, you can move the location of your dockyards to somewhere in your current galaxy once every ten years. You will always be provided with their coordinates after they are moved. If destroyed, the dockyards will reappear at the start of the next jump. Post-chain, they will reappear after ten years. Your dockyards will retain any upgrades it has received.

-Starships-

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

All starships in this section never run out of fuel, and general upkeep of them is not necessary, allowing you to fly them whenever you like. Weapons like lasers can be used as you like, and munitions like proton torpedoes or rockets are restocked daily up to the starting amount. Should they be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. They retain any upgrades they have received.

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

[Free*/300cp] Gozanti-class Cruiser

**For every four purchases of TIE/LN Fighter, TIE/sa Bomber, or TIE/LN Interceptor (across all builds), Jumper receives one purchase of this starship for free.*

This light cruiser runs a length of 64 metres. A modified design employed by Imperial forces, it is able to carry up to four TIE fighters (or similar starships) via underside-mounted docking clamps. In this way, starships of these types are able to be transported through hyperspace, and more quickly deployed into combat.

[100cp/200cp] TIE/LN Fighter

The TIE/LN fighter is the unforgettable symbol of the Imperial fleet. It is designed for high-speed dogfights against starfighters, and is flexible enough to challenge enemy capital ships.

This TIE fighter comes pre-equipped with any single loadout possible within Star Wars: Squadrons. For an additional 100cp (200cp total), you also receive the necessary parts and munitions that would allow you to refit it into any of the loadouts present for the TIE/LN fighter within Star Wars: Squadrons, provided you have the appropriate expertise. Unlike other starships in this section, the

TIE/LN fighter lacks a Hyperdrive, meaning it will need to be transported across greater distances by a larger starship.

[100cp/200cp] TIE/sa Bomber

Slower than the standard TIE fighter, the TIE bomber boasts increased armor, an impressive explosives arsenal, and heavy blasters ideal for assaulting large targets.

This TIE bomber comes pre-equipped with any single loadout possible within Star Wars: Squadrons. For an additional 100cp (200cp total), you also receive the necessary parts and munitions that would allow you to refit it into any of the loadouts present for the TIE/sa bomber within Star Wars: Squadrons, provided you have the appropriate expertise. Unlike other starships in this section, the TIE/sa bomber lacks a Hyperdrive, meaning it will need to be transported across greater distances by a larger starship.

[100cp/200cp] TIE/IN Interceptor

Flown by the elite pilots of the Imperial Navy, the TIE interceptor combines high speed and four laser cannons ideal for hunting down Republic starfighters.

This TIE interceptor comes pre-equipped with any single loadout possible within Star Wars: Squadrons. For an additional 100cp (200cp total), you also receive the necessary parts and munitions that would allow you to refit it into any of the loadouts present for the TIE/IN interceptor within Star Wars: Squadrons, provided you have the appropriate expertise. Unlike other starships in this section, the TIE/IN interceptor lacks a Hyperdrive, meaning it will need to be transported across greater distances by a larger starship.

[200cp/300cp] T-65B X-Wing

As the backbone starfighter of the Rebel fleet, the T-65B X-wing is an all-purpose starfighter that can deftly strike down enemy TIEs as well as capital ships.

This X-wing comes pre-equipped with any single loadout possible within Star Wars: Squadrons. For an additional 100cp (300cp total), you also receive the necessary parts and munitions that would allow you to refit it into any of the loadouts present for the T-65B X-wing within Star Wars: Squadrons, provided you have the appropriate expertise. This does not include an astromech droid, which can be found in the items section.

[200cp/300cp] BTL-A4 Y-Wing

Repurposed by the Rebel Alliance, these older bombers utilize Ion Cannons and Missile payloads to immobilize and eliminate larger ships in the Imperial fleet.

This Y-wing comes pre-equipped with any single loadout possible within Star Wars: Squadrons. For an additional 100cp (300cp total), you also receive the necessary parts and munitions that would allow you to refit it into any of the loadouts present for the BTL-A4 Y-wing within Star Wars:

Squadrons, provided you have the appropriate expertise. This does not include an astromech droid, which can be found in the items section.

[200cp/300cp] RZ-1 A-Wing

Since the early days of the Rebellion, the RZ-1 A-wing's exceptional speed has made it an effective, agile counter to Imperial starfighters.

This A-wing comes pre-equipped with any single loadout possible within Star Wars: Squadrons. For an additional 100cp (300cp total), you also receive the necessary parts and munitions that would allow you to refit it into any of the loadouts present for the RZ-1 A-wing within Star Wars: Squadrons, provided you have the appropriate expertise.

[200cp/300cp] U-Wing Gunship

A sturdy gunship, the U-wing starfighter is a well-armed swing-wing vessel with support capabilities that makes it dangerous against the Empire, and vital for New Republic squadrons.

This U-wing comes pre-equipped with any single loadout possible within Star Wars: Squadrons. For an additional 100cp (300cp total), you also receive the necessary parts and munitions that would allow you to refit it into any of the loadouts present for the U-wing gunship within Star Wars: Squadrons, provided you have the appropriate expertise.

[200cp/300cp] A/SF-01 B-Wing

A blockade buster with built-in ion cannons, the B-wing needs support in dogfights but delivers unparalleled damage to enemy capital ships.

This B-wing comes pre-equipped with any single loadout possible within Star Wars: Squadrons. For an additional 100cp (300cp total), you also receive the necessary parts and munitions that would allow you to refit it into any of the loadouts present for the A/SF-01 B-wing within Star Wars: Squadrons, provided you have the appropriate expertise.

[200cp/300cp] TIE/rp Reaper

The TIE reaper is a support starfighter with advanced utility, meant to aid their squadron by empowering allies, disrupting enemy starfighters, and protecting the Empire.

This TIE reaper comes pre-equipped with any single loadout possible within Star Wars: Squadrons. For an additional 100cp (300cp total), you also receive the necessary parts and munitions that would allow you to refit it into any of the loadouts present for the TIE/rp reaper within Star Wars: Squadrons, provided you have the appropriate expertise.

[200cp/300cp] TIE/D Defender

Based on prototype blueprints, this experimental TIE defender's systems offer amazing performance to pilots skilled enough to manage them.

This TIE defender comes pre-equipped with any single loadout possible within Star Wars: Squadrons. For an additional 100cp (300cp total), you also receive the necessary parts and munitions that would allow you to refit it into any of the loadouts present for the TIE/D defender within Star Wars: Squadrons, provided you have the appropriate expertise.

[500cp] CR90 Corvette

This Corellian corvette runs at a length of 150 metres. In the past it was primarily used for consular duties, but it has since been adopted by the Rebellion's, and subsequent New Republic's, navies. Depending on the layout, it can carry a crew ranging between fifty and one hundred and fifty. It has a hangar that could comfortably house two or three starfighters, but is presently empty.

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

[500cp] Raider II-class Corvette

This corvette is runs at a length of 150 metres. It is used by the Empire, both as a complement to Star Destroyers, and to serve smaller, elite forces, such as Inferno Squad. The hangar, though presently empty, can comfortably fit two or three starfighters.

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

[700cp/1000cp] MC75 Star Cruiser

A capital ship of Mon Calamari design, employed by the Rebel Alliance, and later the New Republic. The Temperance is an example of such a vessel. It runs an impressive length of 1200 metres.

Optionally, your MC75 Star Cruiser can come with a crew, which can run the ship for you, and provide basic security. This crew count as followers. Your inactive companions can even stay here, provided they remain inside the vessel.

By default, its hangar is empty. However, for an additional 300cp (1000cp total), this hangar is filled with a total of 36 starfighters, divided between A-wings, B-wings, U-wings, X-wings, and Y-wings, in a manner of your preference (chosen on purchase of this starship). As with the ship proper, fuel, ammo, and general maintenance is covered, and they will be replaced if lost or destroyed – appearing in the hangar if possible or another location controlled by you if not. However, they all come with the "standard" loadout; use the options above if you want a custom job. If you are choosing to receive a crew, your crew will include pilots of average skill that can fly these starfighters for you.

[800cp/1200cp] Imperial II-class Star Destroyer

A capital ship utilised by the Empire; the Star Destroyer strikes fear into the hearts of many. This model sits at a whopping length of 1600 metres.

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

By default, its hangar is empty. However, for an additional 400cp (1200cp total), this hangar is filled with a total of 72 starfighters, divided between TIE fighters, bombers, interceptors, reapers, and defenders, in a manner of your preference (chosen on purchase of this starship). It also comes with eight Lambda-class shuttles, two Gozanti-class cruisers, and a good number of AT-ATs and AT-STs. As with the ship proper, fuel, ammo, and general maintenance is covered, and they will be replaced if lost or destroyed – appearing in the hangar if possible or another location controlled by you if not. However, they all come with the "standard" loadout; use the options above if you want a custom job for a TIE. If you a choosing to receive a crew, your crew will include pilots of average skill that can pilot these vehicles for you.

-Companions-

[50cp per.] Import

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

[50cp per.] Create

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

[50cp per.] Recruit

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

-Drawbacks-

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

[0cp] Jumper History

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

[0cp] Pilot Replacement

Using this toggle, you can replace either the New Republic pilot (Vanguard Five) or Imperial pilot (Titan Three), taking their place in the story and overriding your starting location to their position.

[0cp] Pilot Selection

A number of details concerning Vanguard Five and Titan Three are not set in stone. Using this toggle, you can determine their name, species, gender, and even general personality (though you cannot change it so much that they would stop serving their chosen side as a pilot.

If you have also taken *Pilot Replacement*, you can only determine these details for the pilot you are not replacing yourself.

[0cp] Prologue

By taking this toggle, you will arrive four years earlier than usual, shortly after the destruction of Alderaan and before the Battle of Fostar Haven. This does not change the end point of your visit to this galaxy, thereby extending the total length of your stay. Whether you are here to experience the full story, or take things wildly off-course is up to you.

[0cp] Extended Stay

Not satisfied with the degree of aid you can provide the New Republic? Want to do more in service to the Empire?

With this toggle, you can delay the end of the jump as much as you like, up to the end of 13 ABY. With a galaxy as chaotic as this one, you'll be sure to find plenty to do.

[+100cp] Pre-Set Voice Lines

Your speech is limited to a number of pre-set lines. While these lines will cover most aspects of space battle, you may find it difficult to explain very specific situations, and will have a hard time getting your point across during more mundane day-to-day activities.

[+100cp] Pre-Set Appearance

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

[+200cp] ***Before you ask: helmet stays on, cockpit or not.***

After too many crashes, you have had extensive cybernetics applied to your body. These function as life support, and do not provide additional advantages. You'll want to keep your flight suit and helmet on at all times. Fortunately, this won't hamper your abilities in a cockpit, though your day-to-day life will be much tougher than most. Extended conversation may trigger coughing fits, so try to be as efficient as you can when communicating with others.

[+200cp] ***But - But I won.***

Be it hotshot pilots, or foolish commanders, it seems that your chosen side has no shortage of incompetents. Whether a result of vainglory, bloodlust, or obsessions, these idiots will fall for the most basic of traps, and bungle plans that require a modicum of finesse or restraint.

Overcoming setbacks caused by these allies is far from impossible, but it will require adaptation of plans, and greater efforts from you, and from those allies that aren't so foolish.

[+300cp] Death Mark

Some action in your past has caused you to acquire death marks from many factions across the galaxy. In other words, you have a large bounty on your head, and Bounty Hunters will have no problems will killing you on the spot. While the bounty is not yet extremely high, repeatedly thwarting assassination attempts by these Bounty Hunters will cause it to quickly rise.

Should you align with either the Empire or the Rebellion/New Republic, that faction will be willing to keep your identity and location hidden from Bounty Hunters, but only so long as you continue to work for them. Depending on how much attention you draw, efforts by your faction to keep you hidden may fail from time to time.

[+300cp] Betrayed

At least once during your stay, you will be betrayed by a close ally. If you are working with the Empire or the Rebellion/New Republic, then they will defect to the opposing faction. If you are unaffiliated, then the betrayal will be of a more personal nature.

Not only will be this betrayal put you in some kind of immediate danger that you are likely unprepared for, but those working beside or above you will hold you accountable for it, as if you could have alerted them to the traitor's plan, or stopped it from happening.

-Ending-

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

Choose one of the following three options:

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

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

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

-Notes-

Thank you to everyone who assisted in making this jump.

Timeline of important events possibly occurring within the jump:

Note: This jump occurs within the new continuity established after the Disney acquisition of Star Wars.

0 BBY – 0 ABY

- The events of Star Wars Episode IV: A New Hope take place. Alderaan is destroyed. The Death Star is destroyed.
- After the destruction of Alderaan, Lindon Javes defects from the Empire. This is the prologue section of Star Wars: Squadrons.

3 ABY

- The events of Star Wars Episode V: The Empire Strikes Back take place.

4 ABY

- The events of Star Wars Episode VI: Return of the Jedi take place. The second Death Star is destroyed. Emperor Palpatine's original body is destroyed, and he is presumed dead. Darth Vader dies. The Empire is massively diminished.
- Shortly before the Battle of Endor during Episode VI, the campaign of Battlefront II (2017) begins.
- Sometime after the destruction of the second Death Star, the main story of Star Wars: Squadrons takes place. It finishes within the year.

5 ABY

- The Battle of Jakku occurs, serving as the final battle of the Galactic Civil War. The New Republic are victorious. The Galactic Concordance is signed between Mon Mothma and Mas Amedda, signalling the formal end of the Empire, though Imperial remnants continue to fight in various places.
- The main story of Battlefront II (2017), minus the epilogue, concludes during the Battle of Jakku.

9 ABY

- The events of The Mandalorian take place.
- The events of The Book of Boba Fett take place.
- The event of Ahsoka take place.

On Followers:

Followers granted by options within this jump can be of any gender makeup. They can be any species on offer within this jump, as well as other species that are within the same scope of power, and that appear within the Disney continuity during this approximate period in the timeline. Droids are also a valid choice, provided they are of a model that is appropriate to this time period, and that

does not offer significant advantages beyond what is needed for the follower in question. A Star Destroyer full of non-humans would be unusual, but is allowed. You cannot choose for them to be Force sensitives. These followers are loyal to you, rather than the cause, so don't worry about being shot in the back should you choose to defect.

So, what exactly happens here anyway?

The story of Star Wars: Squadrons is told through two perspectives: an Imperial pilot, and a rebel/New Republic pilot.

After the destruction of Alderaan, Captain Lindon Javes and his Helix Squadron are tasked with hunting down Alderaanian refugees at Fostar Haven. Lieutenant Terisa Kerrill and the Imperial pilot are a part of this squad. They locate the refugee convoy, but Javes defects to the rebellion, helping the refugees escape. Meanwhile, the rebel pilot and the rest of their Echo Squadron arrives, assisting in getting Javes and the convoy to safety.

Four years later, after the Battle of Endor, Vanguard Squadron returns to the Temperance (an MC75 Star Cruiser). Lindon Javes gives a speech where he assumes command of the Temperance and informs the fleet that they have been reassigned to an initiative codenamed Project Starhawk. Lindon recruits the New Republic pilot into Vanguard Squadron (from now on they'll be referred to as Vanguard Five). For the last four years, they were assigned to Chandrila. An honour, but also a safe assignment where they weren't being put to good use.

Vanguard Five is introduced to Zerelda Sage, the chief mechanic of the Temperance, and the rest of Vanguard Squadron. Kierah Koovah (Gunny), a Mimbanese female with a cybernetic arm is Vanguard Leader. Gracalia Vatara Siena (Grace) is a human female estranged from the Sienar family. Feresk Tssat (Frisk) is a Trandoshan male with a death mark forcing them to find sanctuary within the New Republic. Keo Venzee is a Force sensitive Mirialan and former professional starship racer.

For their first mission alongside Vanguard Five, Vanguard Squadron are dispatched to deal with communications jamming in the Bormea Sector, splitting up to do so. Vanguard Five, Grace, and Frisk deal with their side, but recognise that Imperial forces and moving towards Gunny and Keo's position, and rush to their rescue. The rest of Vanguard Squadron are saved, and the jamming ships are destroyed.

The Temperance is visited by Wedge Antilles of Rogue Squadron. He has something of a Star Destroyer problem. Talus Groups has cornered ISD Victorum above Yavin. Talus Group are in a tough situation, and require assistance. At the same time, an intact Star Destroyer is required for Project Starhawk. Vanguard Squadron and Wedge assault the Victroum, destroying its turrets and targeting system, and punching a breach point into its hull, allowing a boarding team to take the bridge. The Imperial forces aboard manages to sabotage it, requiring Vanguard Squadron to fight off Imperial forces attempting to reclaim or destroy it as it undergoes repairs. During a lull in the action, Keo teaches Vanguard Five how to drift. Vanguard Squadron escorts the Victorum to the Nadiri Dockyards. Here a massive prototype battleship, the Starhawk, is under construction, which is what the imperial ships are needed for. Vanguard Squadron is greeted by General Hera Syndulla.

Aboard the ISD Overseer, now captain Terisa Kerrill is contacted by Admiral Sloane. Imperial spies have linked attacks on Star Destroyers with Project Starhawk. The common factor is Lindon Javes. Due to her connection with Javes, Kerrill and Titan Squadron are assigned to hunting down and eliminating Starhawk. Kerrill asks to requisition the Imperial pilot for this task, adding them to Titan

Squadron (from now on they'll be referred to as Titan Three). After Fostar Haven, Titan Three was reassigned to the Outer Rim in disgrace, due to the actions of Lindon Javes.

Titan Three is introduced to their wingmates. Varko Grey, a human male and former ParSec police officer, is Titan Leader. Rella Sol, a human female, is a daughter of former Imperial senators. Havina Vonreg, another human female, is part of an aristocratic family. Shen is a human male who requires extensive cybernetics to survive, after crashing or being shot down numerous times. Titan Three also meets Willard Waylin, their chief mechanic.

An Imperial spy, Agent Thorn, has intel on Project Starhawk, and Titan Squadron are tasked with extracting her from an orbital space station above Hosnian Prime. They successfully disable the stations defences, and escort a shuttle to pick up the agent, and then to safety.

Intel from Agent Thorn suggests that the New Republic intends to send additional engineers from Hosnian Prime to the secret base of Project Starhawk. On the way, they will pass through the contested territory of Desevro, using a debris field as cover. The plan is to wait for the engineers to jump to hyperspace, then plot all possible location in order to detect the base. Unfortunately, despite being alerted in advanced, local Imperial leader Captain Amos and his Star Destroyer elects to attack the New Republic forces, and Titan Squadron are forced to intervene. The plan ruined, Titan Squadron are forced to disable the transports and escort shuttles to board them, physically retrieving their navigation data. Captain Amos destroys a New Republic frigate at too close a proximity, causing his Star Destroyed to be destroyed, and killing him. The nav data recovered sector coordinates for the Starhawk dockyards, but the engineers were able to scrub anything more specific. Titan Squadron destroys the engineer convoy as a message to Javes.

Having learned that Kerrill is behind these recent attacks, Javes comes up with a plan to deal with her. He creates a message that will serve as bait for her, and ensures that it is intercepted by an Imperial listening post in Esseles. He then has Vanguard Squadron destroy the post in order to sell the idea that he didn't want Kerrill coming upon the message.

The Starhawk is completed ahead of schedule, due to the acquisition of the Victorum, though the Empire still believes it is under construction. Using a droid piloted convoy as bait, Lindo plans to lure Kerrill and the Overseer into the Zavian Abyss – a highly volatile area of space. Vanguard Squadron is sent to accompany the convoy, both to clear its path of oncoming debris, a and to sell the deception. The Overseer is lured to a bottleneck, where the Starhawk fires a tractor beam upon it. With no other option, Kerrill chooses to jump to hyperspace, severely damaging the Overseer.

In the Remitik System, the Overseer sends a distress call to a nearby depot, controlled by Colonel Gralm. Gralm chooses to ignore Sloane's orders, and reassigns the Overseer to assist him in protecting the depot from rebel guerrillas. Kerrill chooses to play along, but steals the needed supplies for repair and re-supply during the attack, then abandons Gralm.

Admiral Sloane devises a plan to draw New Republic forces away from the Nadiri Dockyards. Simultaneous attacks are organised across the galaxy, with Titan Squadron striking at Mon Cala. Titan Three is put in charge of the assault.

With the diversion successful, Titan Squadron moves on Nadiri Dockyards, supported by additional reinforcements from Admiral Sloane. Significant damage is dealt to the dockyards and the Starhawk. Before the Starhawk can be destroyed, the Temperance arrives, intercepting the attack. Both the Starhawk and Temperance flee, but cannot jump to lightspeed due to the damage they have taken.

The Starhawk attempts to make its way to Chandrila. Knowing it must pass through a debris field made up of the Imperial ships scrapped to construct it, Kerrill sends Titan Squadron ahead. They use several reactor cores still active in the junkyard to create a minefield in the Starhawk's path. The Starhawk is forced to divert course to the dangerous Ringali Nebula.

The Starhawk is surrounded, but reinforced by Mon Cala's Anvil Squadron, with Lindon Javes personally flying with them. Titan Three breaches the Starhawk and destroys the gravity emitters within the tractor beam core. This turns the core into a time bomb. Titan Three faces Lindon Javes in a one-on-one dogfight. Lindon is shot down, his X-wing crashing into the Starhawk. Kerrill orders a retreat with their mission accomplished, but her reinforcements insist on staying to deal with the remaining rebels, so she leaves them behind. Titan Three is promoted to Flight Baron with full honours.

Vanguard Squadron is briefed by General Syndulla. In order to buy time to evacuate remaining New Republic forces, the plan is to move the Starhawk into the core of a nearby moon, annihilating the Imperial forces in range. The Starhawk is a necessary loss; the crew inside have already been evacuated, and the dockyards are in the process of being retaken (the Imperials were too busy chasing the Starhawk to establish themselves), so creating more Starhawks will be possible. Vanguard Squadron destroys the Star Destroyer and Imperial fleet blocking the path of the Starhawk as it is moved to the moon. Lindon turns out to be alive, and manages to blast his way out of the Starhawk with his X-wing. After bringing the Starhawk into position, Lindon and Vanguard Squadron manage to escape the blast wave.

-Changelog-

0.1
Created the jump.

1.0
(i) The **On Followers** note now specifies that droids are an acceptable follower choice. (ii) Minor typo fixes.

1.1
(i) The **Jumper Dockyards** item now specifies that it retains upgrades.

1.2
(i) Updated timeline in **Notes**. (ii) Minor typo fixes.

1.3
(i) Updated timeline in **Notes**. (ii) Minor typo fixes.

1.4
(i) Minor formatting fixes.