

# **A WIDEGAMER'S GUIDE TO THE GALAXY**



WWG XIV: The Sith Unleashed  
Patrol Guide

# INTRODUCTION

*When we (the Committee) plan a Weekend Widegame, we select a theme, decide on a storyline – and rewrite it if we have to – then we design bases and activities that fit within that theme.*

*Each base has a reason it fits within that theme, and the actions every role can undertake have also been carefully planned to tell more of the story.*

*Some years patrols get to the game, hit the ground running, and have no trouble understanding the story. Some years, many have no idea what's going on, and the game makes no sense.*

*This book is meant to help patrols understand the questions I get most often: 'what am I supposed to do', 'why are we doing this base' and maybe even 'how do I win'.*

*Read through what follows – it explains the bases you will try, the factions you can join, ships you can buy and lots more.*

*I hope that it helps.*

*Tristan  
Game Master*



# PREVIOUSLY (AT WWGS)

*As the ashes of the Separatist War – of the first Galactic Civil War – began to settle, it became clear that in the end, Palpatine – and not the Republic – had won. He had made a big speech in the Senate, declared himself Emperor, and the galaxy welcomed him with open arms.*

*So complete was his control over our hearts and our minds that when he declared the Jedi traitors, we turned our backs on the Order that had defended us for generations.*

*When the Jedi fled the capital, they found themselves with no safe haven to run to, and they were hunted without mercy to the edges of known space. The last of their kind made his stand on a planet called Dagobah – there was no reason to hunt him on the surface, even the Grand Master of the Jedi Order can't deflect an orbital bombardment.*

*Now, with every month that passes, Palpatine's grip on the galaxy becomes stronger. Even the whispers of defiance have been silenced, mostly, terrified by the new and brutal weapons that appear in our skies.*

*Most terrifying of all is the Death Star. A weapon so powerful that it can destroy whole planets. We thought the stories just rumours, until entire planets went silent. Alderaan was first, then Kashyyk and Kamino. All of them gone without a trace, and a debris field left where they once were.*





*What scares me more is the news that the plans for this battle station were returned to the Empire by some well-meaning citizens, not realizing the significance of what they were doing.*

*As I write this, the Stormtroopers of the 501<sup>st</sup> hunt for me. It will not be long before they find my hiding place. Citizens of the galaxy, we must fight for ourselves—those who once fought on our behalf were killed by our own inaction. The Sith have been unleashed, and we must stand against them on our own. Some already have made that choice, and to Palpatine – and all those who aid him we say this:*

*We, the Rebel Alliance, do in the name—and by the authority—of the free beings of the Galaxy, solemnly publish and declare our intentions:*

*To fight and oppose you and your forces, by any and all means at our disposal;*

*To refuse any Imperial law contrary to the rights of free beings;*

*To bring about your destruction and the destruction of the Galactic Empire;*

*To make forever free all beings in the galaxy.*

*To these ends, we pledge our property, our honor, and our lives.*

# PLANETS

*There are many planets in the new Empire, all of whom have their own way of contributing to our cause – metals and materials from which our ships are crafted, or in raw manpower to serve in our great Imperial Army – each planet has its place in the Imperium.*

*The following pages detail just some of those planets, each of which every citizen should visit to understand just how important each planet is.*





# PLANETS

## IMPERIAL CENTRE

Imperial Centre (once Coruscant) is the heart of the Empire, in both government and in trade. Citizens should visit in particular:

**Galactic Bank:** From this planet, citizens can access accounts in the Galactic banking system, and – unlike any other planet in the galaxy – make cash withdrawals.

**Imperial Army Recruitment:** Imperial Centre is home to the recruitment offices of the Imperial Army and Navy. Those wishing to join their ranks should enquire here.



## MANDALORE



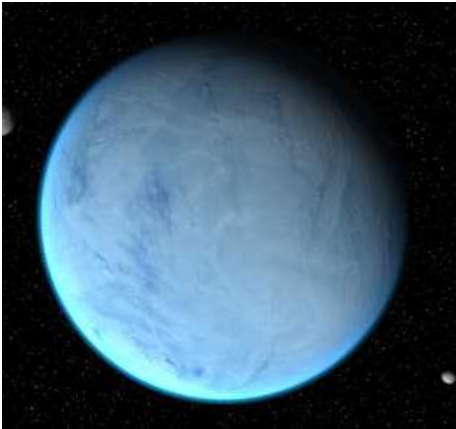
Mandalore is a planet on the Outer Rim of the galaxy, most famous for its multi-species mercenaries, the most famous of whom is the bounty hunter Boba Fett. On Mandalore, advanced combat training is available, in the following disciplines:

**Artillery Training:** Mandalore is famous for its warriors, and also its weaponry. Here, training is offered in the use of the Railgun.

**Bomb Disposal:** Learning the safe and secure methods of bomb disposal from the Mandalorians has saved the lives of many who face combat across the galaxy.

**Zero Gravity Wrestling:** Even the 'sport' of Mandalore has combat at its heart. In this game, opponents fight whilst suspended in zero gravity.

# HOTH



Hoth is the remote, mostly forgotten planet far on the outer rim of the galaxy. Patrols visiting can:

**Carcass:** Learn to remove the choice parts of an animal before they spoil.

**Bacta Rescue:** Repair a Bacta tank's faulty valves, to save the life of an injured soldier.

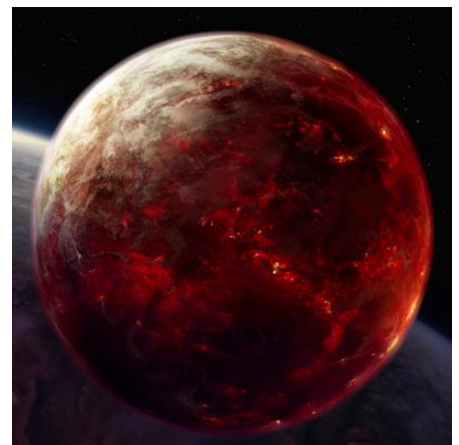
**Imperial Assault:** Hoth has been the site of a hidden Rebel base for some time. Help the Rebels fight off the invading Imperial AT-ATs, or pilot an AT-AT and assist the forces of the Empire destroy their enemy.

# ALABASH

Alabash is a mining world, its vast fields of lava containing the minerals we use to strengthen the metal of our starships. Assist Control as droids are used to :

**Droid Repair:** Some droids are – naturally – damaged in their service. Repair them so they can return to work.

**Thief vs. Customs:** The ores mined from Alabash have considerable value on the black market. Patrols can help with this problem.



**Crane Droids:** New droids must be programmed before they enter service. Patrols assist the programmers is teaching the A.I. of these new droids to fulfill their roles

## YAVIN IV

Yavin IV is a moon of the Yavin sector. Rumours have it that it was once home to a Sith Lord, and is currently the major base for the Rebellion:

**Galactic Bank:** From this planet, citizens can deposit money in their accounts.

**Bombing Run:** Practice your skills as bomber pilots by completing bombing runs on the planet surface...or strike the Rebel base nearby.

**The Dark Path:** Exar Kun – a Sith Lord once had a temple here. Perhaps great treasure lies within, for those who can complete the puzzle path needed to enter.



## NAR SHADDA

Nar Shadda is the largest moon of Nal Hutta – home of the Hutt race. It is known as the ‘Smugglers’ Moon’ as it seems to be the base of the Smugglers’ Alliance.

Visitors should be on their guard, but may enjoy:

**Sabbacc:** Played in bars and gambling dens, Sabbac is a game of skill, luck, and confusion. A new version played

in Nar Shadda is bringing the game to the masses.

**Galactic Bank:** From this planet, citizens can deposit money in their accounts.

**Force Powers:** A pilot has found a lightsaber, and started a game with his friends.

Use the saber to deflect blaster bolts – the blaster is set to ‘stun’, in theory...





## KESSEL



Kessel is a prison planet sitting at the edge of the Maw – a huge field of black holes, and is known best (or worst) for being the home to the spice mines:

**Spice Mines:** Deep underground, Energy Spiders weave webs made of a substance called ‘spice’. Patrols can mine this for profit – but must do so in darkness.

**Kessel Run:** Ace pilots across the galaxy brag about the distance they complete the Kessel run in – skirting as close as they dare to the edges of the black holes in order to avoid imperial patrols.

**Imperial Research:** The energy spiders that create the substance known as Spice are rare. Imperial researchers require assistance cloning them.

## BESPIN

Bespin is a gas giant home to the floating Cloud City – a mining town that produces the gas used in blasters, starship reactors, and much more. Patrols visiting here will be put to work in:

**Emergency Droid Repair:** Deep in the city’s garbage disposal system, droid parts are being destroyed. One Droid in particular must be rescued and reassembled.

**Holochess:** Holochess, (or Dejarik) is played across the galaxy. Join the intergalactic tournament and compete for great profit.

**Gambling Den:** Cloud City draws many to its business districts, but many more to its gambling dens. Visit them to learn their attraction.



# FACTIONS

*The Empire is vast, and many with common goals or beliefs band together to further their own interests. At any point, travellers may come into contact with these groups – and hopefully not have opposite intentions.*

*Some, like the Empire itself, provide governance – over a planet, a system, or the entire galaxy. Others like the Intergalactic Banking Clan are*



*in control of the galaxy's finances. Crossing either of these is often painful, sometimes fatal, so for the protection of any who would choose to travel the galaxy, the following information should be considered.*

*In this section, details of the galaxy's three most powerful organisations has been given to you. Learn it. Remember it. It may save your life.*

# THE EMPIRE

*The Empire was formed after the Old Republic failed in its responsibilities to the people of the galaxy and became a corrupt and bloated shadow of its former self. When a leader who was willing and able to stand against the crooked dealings in the Senate was elected, those who stood to lose against this great man set out to destroy him.*



*War broke out across the galaxy, and eventually those who had caused the war made themselves known. The Jedi – those who had once protected the Republic’s citizens – attempted to assassinate the Supreme Chancellor.*

*They failed, leaving the Chancellor scarred but stronger in his belief that change had to come. Palpatine*

*declared himself Emperor, and reformed the government into the first Galactic Empire.*

*Today the forces of the Empire work to bring peace and prosperity, calling to them those who seek the thrill of the hunt, the black and white of right and wrong, and wish to climb the ranks of the Imperial Army.*





# THE EMPIRE

*Joining the Empire brings many benefits to those who swear the oath of allegiance. Those include the following:*

**Imperial Army Ranking:** *Begin as a cadet, and climb the ranks through displays of ability, ruthlessness, and bribery.*

**Hunt the Rebellion:** *The Empire is not without its enemies, the Alliance to Restore the Republic being its biggest threat. Follow your orders to hunt down and destroy the rebels for the glory of the Empire.*

**Imperial Ship Upgrades:** *Soldiers of the Empire have the opportunity to prove themselves worthy of piloting ships reserved for the most loyal servants of the Empire. (See "SHIPS OF THE GALAXY").*



# THE REBELLION

*The Republic didn't die because the Jedi killed it. The Republic died because Palpatine is a power-hungry dictator who wanted anyone who could become a threat dead. That is why the Jedi are gone, That is why his Death Star destroyed Alderaan, and Kamino, and Kashyyk- planets whose only guilt was in wanting democracy to return to the galaxy.*

*We, the Alliance to Restore the Republic, believe that peace will only return to the galaxy when Palpatine is no longer its ruler. We fight for the lives and rights of those who cannot fight for themselves, and will do so until we have achieved our goal.*

*We call to those who wish to see this war ended, who wish to see the victory of Right over Might. Aid us in our quest to destroy this Death Star, and by doing so, the Empire itself.*

*We call also to those who fear they are sensitive to the Force. The Jedi are gone, but not their knowledge. Join us, let us give you the knowledge that you need to survive – the Emperor has many Hands, all of whom exists to hunt down those of you with the gift of the Force. Together we can reform the Jedi Order.*





# THE REBELLION

*We do not simply ask for your aid, Joining us means that we will offer you these things to help you on your way:*

**Destroy the Death Star:** *The Empire has failed in its biggest task. Their Death Star is not as indestructible as they think. Help us blow it up.*

**Rebel Ship Upgrades:** *We may be few, but our ships are among the best in the galaxy. We can't offer them for free, but they will be of great use.. (See "SHIPS OF THE GALAXY").*

**Midichlorian Testing:** *Once a forgotten part of testing for Jedi, we have secured a Midichlorian counter – the higher you count, the more likely to be Force-sensitive. We can also assist with training if you are – but the Hands of the Emperor will hunt you if they find out that you are a Jedi.*



# SMUGGLERS' ALLIANCE

*...Doesn't really matter why the Republic died, or who killed it, long as there's still profit to be had. And believe me, nothing's changed there. Our boss is a man named Talon Karrde. Smart man, brought us together on Nar Shadda, gave us two rules:*

- 1) Buy low, sell high,*
- 2) Nothing's illegal if you don't get caught.*

*We're the Smugglers' Alliance. We don't have meetings, we don't have Guild fees. We do business across the galaxy, buying and selling stuff that might be of value elsewhere. We aren't above a little bribery or corruption either, long as it suits us. Welcome anyone else who thinks the same. There are no goals for us in the long run, just the hunt for even bigger profits. Let the others fight each other for the control of planets, we'll sell weapons to both of them while they do it.*



# SMUGGLERS' ALLIANCE

*If you're going to be one of us, you have to walk the walk, and look like you belong. There are some things that might help with that:*

**Profiteering:** *Times are tough, and when times are tough, the profits are worth working for. Talon says we can use the galactic economy against itself, reckon it's worth a try.*

**Ship Upgrades:** *Those rust buckets you're flying aren't bad, but ours are better. (See "SHIPS OF THE GALAXY").*

**Information Broker:** *it's surprising what people will tell you if you offer enough money, there's not much in the universe our information brokers don't know – if you've got the coin to make sharing worth it.*





# SHIPS OF THE GALAXY

*Our civilization has lasted for thousands of years, and by necessity we have used starships to travel the vast distances between our worlds.*

*Sienar Fleet Systems, Kuat Drive Yards, and Tyrell Corp now design vessels for the Empire, and their designs are most obvious in our skies.*

*There are others though, civilian designers, whose ships are just as prevalent, and these too must be easily recognised by travellers – pirates and spies often make use of these ships, modifying them with more powerful blasters, stronger shields, or more powerful engines. Mistaking a pirate cruiser for a harmless civilian transport is usually a costly exercise. Starships are separated into three main types, each with their own strengths and weaknesses.*

**Fighters** *are fast, lightly armoured vessels that can carry little to no cargo. They strike hard, fast, and first.*

**Freighters** *are slow craft used for transporting cargo across the galaxy. They are often the targets of pirates because of their light armament*

**Cruisers** *are neither cargo ships, nor fighters, seeking a balance between the two. They are a compromise which offer many options to their owners.*



# SHIPS OF THE GALAXY

## FIGHTERS

**Ship:** Z-95 Headhunter

**Faction:** Civilian

**Details:** A simple fighter used across the galaxy.

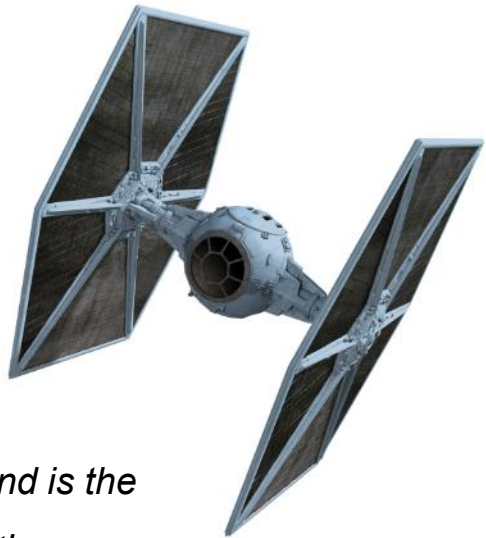
*Low in cost, it predates the clone wars, though that does limit its upgradability.*



**Ship:** TIE Fighter

**Faction:** Galactic Empire

**Details:** TIE stands for 'Twin Ion Engine', and is the Imperial philosophy made reality. Cheaper than an X-wing, it lacks the shielding of its foe – hoping sheer speed can compensate.





# SHIPS OF THE GALAXY

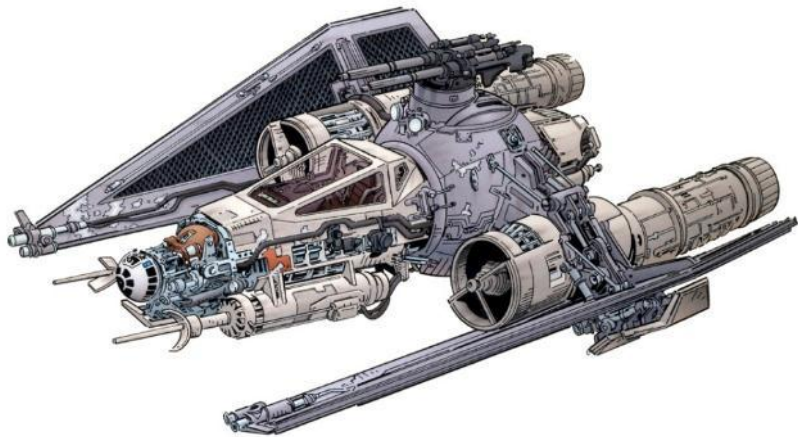
## FIGHTERS



**Ship:** X-Wing

**Faction:** Rebel Alliance

**Details:** A more sophisticated cousin to the Z-95, the X-wing offers better speed, shields and weapons than the original. These come at a cost, however, and only the best Rebel pilots are asked to fly them.



**Ship:** Ugly

**Faction:** Smugglers' Alliance

**Details:** Uglies are what happens when someone tries to save money by bolting salvaged sections of ships together. Sometimes this means combining the best of both, these find their way into the hands of the Smugglers' Alliance.

# SHIPS OF THE GALAXY

## CRUISERS

**Ship:** Carrack-Class Cruiser

**Faction:** Civilians

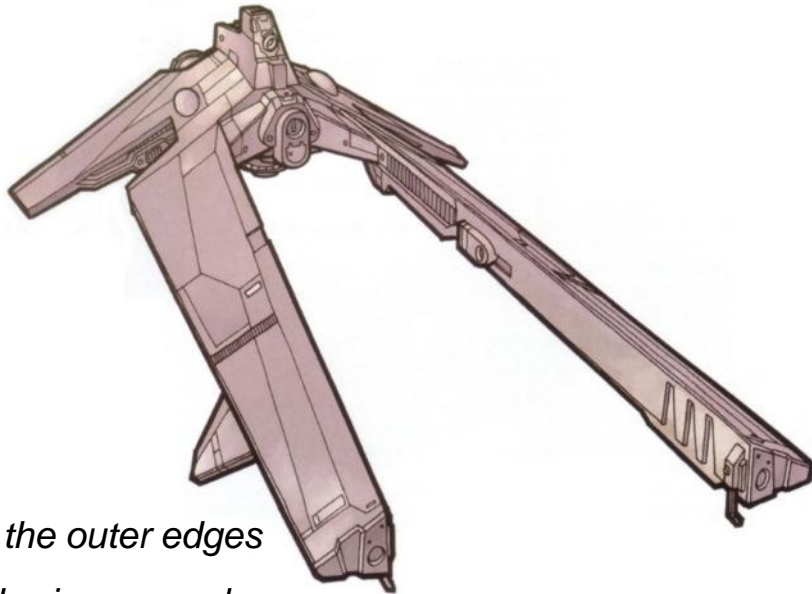
**Details:** Carrack cruisers were created to fill a gap in the Republic Navy. Small, well armed, and fast for their size, they fell out of Imperial service, and were swiftly claimed by others.



**Ship:** Customs Corvette

**Faction:** Galactic Empire

**Details:** Customs Corvettes patrol the outer edges of systems with reputations for harboring smugglers. Well armed, capable of carrying confiscated cargo, successful commanding officers are often promoted to captaining Star Destroyers.



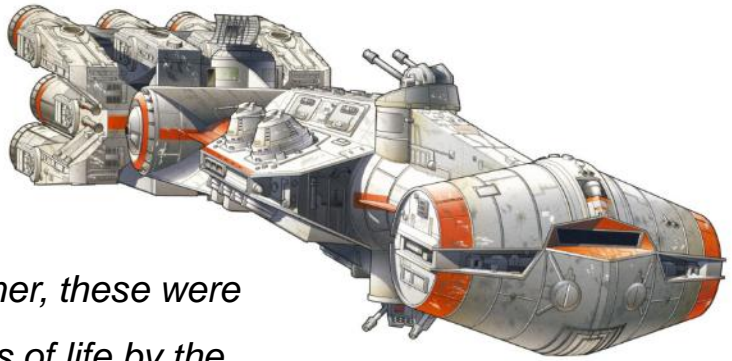
# SHIPS OF THE GALAXY

## CRUISERS

**Ship:** CR-90 Corvette

**Faction:** Rebel Alliance

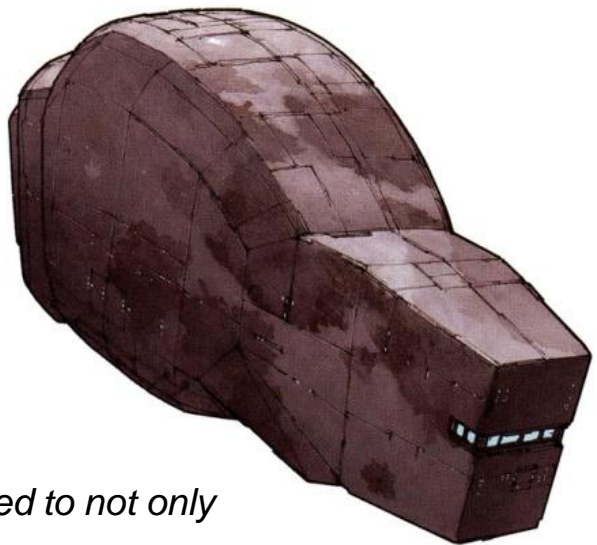
**Details:** Known as the Blockade Runner, these were diplomatic transports given new leases of life by the Rebellion. Armed and shielded, they are difficult targets for anything of their size or smaller.



**Ship:** StarGalleon

**Faction:** Smugglers' Alliance

**Details:** The StarGalleon was designed to not only be a difficult ship to capture, but also one which would not give up its cargo easily. This ships corridors and cargo bays are covered in traps and weapons.



# SHIPS OF THE GALAXY

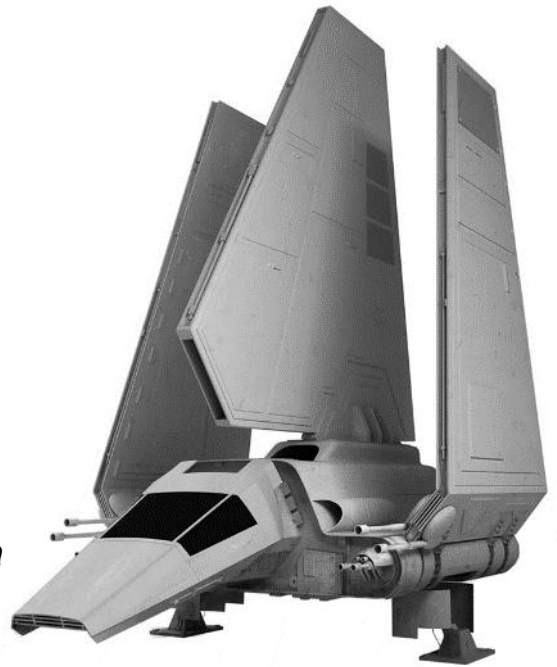
## FREIGHTERS



**Ship:** YT-1300

**Faction:** Civillians

**Details:** *The YT-1300 is the most common light freighter used across the galaxy. Easy customisation, multiple smuggling compartments and large cargo holds, make for an almost unbeatable design.*



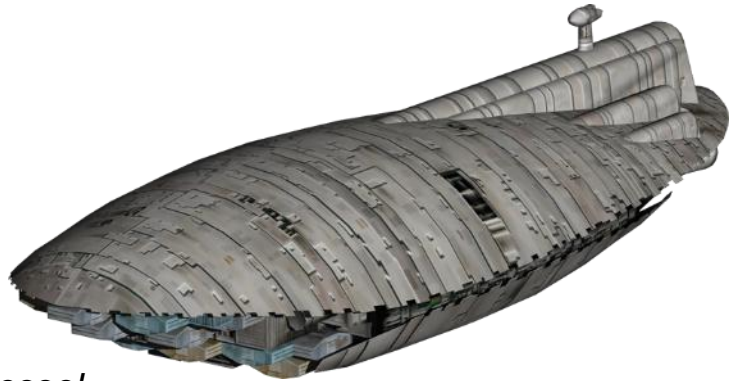
**Ship:** Lambda-Class Shuttle

**Faction:** Galactic Empire

**Details:** *The Lambda shuttle is somewhat of a Jack-of-all-trades. It can be used as a cargo transport, VIP shuttle, assault vessel, and much more – making it a constant presence in the Imperial fleet.*

# SHIPS OF THE GALAXY

## FREIGHTERS



**Ship:** GR-75 (Rebel Transport)

**Faction:** Rebel Alliance

**Details:** The Rebel Transport is the vessel responsible for hauling the materiel required to run the Rebellion itself. Easy to manufacture, easy to maintain, these vessels are the backbone of the Rebellion.



**Ship:** Firefly class Transport

**Faction:** Smugglers' Alliance

**Details:** :The Firefly is a ship used commonly by smugglers and traders with items worth hiding, as its peculiar shape allows for many hidden compartments.



