

## The Ashwani System

The Ashwani System was a quiet system in the Iyeel Sector of the Outer Rim. Its star, also named Ashwani, was orbited by two planets: Carawan and Valencia. Carawan is a small, agrarian world, the first planet from the system's sun, orbited by a single moon, Serena (Sare-en-uh). Carawan is dotted with immense lakes and old-growth forests, surrounded by endless prairie and rocky outcroppings, cliffsides, swamps, and caves. The shores of the lakes are home to many species of birds and crustaceans, and dozens of species of fish and amphibians populate Carawan's numerous lakes. The planet's main continent hosts a single town and a number of smaller villages, serving as the only populated area on the planet. This town, named Akves, is the home of 3,000 individuals living in lakeside homes built of rock and metal, with colorfully dyed banners and awnings lining the streets. The settlements of Indoza Province are all ruled by local councils, who congregate at Akves for meetings and matters of state. The Indoza Province is policed by the Indozan Conglomerate Guard, a group of volunteers and mercenaries outfitted with BARC speeders and a collection of small arms and munitions that police the province and stand ready to help with disasters and emergencies across the region.

The cities' proudest monument is the Akves Institute of the Arts and Sciences, a program for those between the ages of 14 and 25, serving as a form of higher education. But this building does not just serve as a school of thought. It takes on the role of a production studio, a public library, and a debate and lecture hall. This was all able to be funded by one man: Efren Marendis of Bepin, an immigrant of a high social and economic status, who helped to kick off the gentrification of Akves. His successors now form the Akves Board of Education, where the Institute and all its facets are funded, organized, and executed.

Valencia , the second planet from its system's sun, is orbited by three moons: Gommonsk, Thyra, and Derewen. Valencia was racked by high winds and immense storms over its yellowed surface and was a common meeting place for smugglers and arms dealers, who would often cut deals at the derelict Centrepoint Station, a holdover from before the Clone Wars. The edge of the system was occupied by a second asteroid field known as the Outlaw Range, which stretched into the next system, a mass of ice and rock which some suspect was a detritus of an unknown fifth moon of Von Yosk.

The Galactic Empire only had a small presence in the Ashwani System, with a single *Raider*-class corvette, dubbed the *Interdiction*, defending the planet, as well as its two TIE Fighters, which would regularly run patrols throughout the system.

In 4 ABY, the Rebel Alliance sent a task force consisting of the Mon Calamari corvette *Perseverance* and the Gallofree Gunship *Queen Aptiani*, assisted by Vandal Squadron, were deployed to help loosen the Empire's grip on the system. Vandal Squadron, made up of five X-wing starfighters and two A-wings, launched a surprise attack on the *Interdiction*. Vandal Squadron met the Imperials head-on, backed up by the convoy's turbolasers. The pilots on both sides dive into a heated dogfight, and in the chaos of combat, the *Interdictions'* engines are taken offline, hit by an Ion missile strike. The *Perseverance* moves closer to the *Interdiction*, its cannons sending explosions across the ships' port bow. With the combined missile and turbolaser strikes by the Alliance forces, the *Interdictions'* magazine is hit, and the crew of the dying vessel make for the escape pods, descending to the planet below. At the request of the captain of the *Perseverance*, the *Queen Aptiani* is deployed to assist in the hunt for the Imperial survivors, who have landed in scattered positions around the Indoza Province. The embarked troops fan out, combing the region for escape pods and Imperial survivors, with the help of the Conglomerate Guard. They find the survivors in caves, sheltered in the forests, or even in small villages or homesteads. In total, the Alliance takes more than sixty

prisoners, to be taken to Hosnian Prime and tried or, if the Force sees fit, to have them pardoned.

### ***Appendix: The history of the Indoza Province***

The Indoza Province was originally ruled by House Indoza, consisting of the Indoza Family and its allies, who ruled in a strict oligarchy, regulating the freedoms and rights of the Indoza Province. But in 16 BBY, House Indoza and its oligarchy were replaced by a democratic republic, named the Unified Republic of Carawan.

### ***Appendix: The Peoples of the Ashwani System***

Besides the inhabitants of Carawan, who are fishermen, hunters, and craftsmen, the Ashwani system holds host to plenty of pilots, smugglers, scavengers, and other less-than-savory characters. One such group is the Akves Mutineers, a band of smugglers and gunrunners which operate throughout the Ashwani system, moving arms, illegal goods such as spice, black-market collectables, and occasionally people or slaves. This group numbers only a few dozen, operating four or five ships, and have kept themselves, not pushing against the local police forces, but not opposed to stuffing the pockets of those that get in their way.

### **Porax-46 *Valiant*-class Heavy Starfighter**

Produced by Buuper- Torschkil Abbey Devices in conjunction with Slayn and Korpil, The P-46 *Valiant* was a well-rounded starfighter, marketed to Outer Rim trade guilds and corporations looking for a sturdy defense craft. Equipped with a class 1.5 hyperdrive, capable of storing up to 8 sets of hyperspace coordinates for long-range missions. The vessel had a top speed of 1,200 K/ph., and 1,800 k/ph. In atmosphere. The ship was also held moderate deflector shields, and consumables for up to 2 weeks for use on extended missions. The P-46's armament includes 2 fire-linked medium laser cannons, as well as a two variable munitions launchers with enough space for up to 8 torpedoes or missiles. The interior of the P-46 is quite lavish for a ship of its size, with a cockpit for the single pilot, as well as jumper seats and a small bunk for relief pilots. There was also space for flight suits and other gear, and crewmembers entered and exited from a boarding ramp near the tapered end of the ship, or through the cockpit, with the hatch opening for permittance of the pilot.

### **YT-1820 Light Freighter**

The YT-1820 was a light freighter produced by Corellian Engineering Corporation and was designed as an improved version of the YT-1760 and YT-1250, with cylindrical engines, a centrally mounted cockpit, class 2 Hyperdrive, 85 metric tons of cargo space, and 12 weapons hardpoints. The vessel was relatively well-received, but after 8 short months, many were dumped on the secondary market, and became popular with pirates, smugglers, and bounty hunters, who found it quite easy to add extra weapons, boost the vessels' engine speed or hyperdrive, and add other illegal modifications. By the time of the Galactic Civil War, the vessel was still used by these shady groups, but was also in use by independent traders, smugglers, and couriers.

## Characters/Stories

Idea: Maybe a cool design for clothing a character: A long, waist-length cloak, with a stripe near the waist. It would be in either dark grey or green, and my underclothing would be in a dark yellow color. I would have a set of plastoid gauntlets. I would have a rebel commando-style helmet, with an integrated commlink, in a deep green. I would also have a utility belt with a small toolkit, rations, an imagecaster, and a small holdout blaster. (Either Scout Trooper or Blurgg- 1120.) (I might, instead of carrying a blaster, or in addition to one, carry a small tactical baton.)

Maybe an interesting idea for a Bounty Hunter's outfit and gear: They would have a helmet, almost in reverse to Fennec Shand's, with an elongated piece at the back, with a yellowish eyepiece for visibility and glare protection. They wouldn't wear all that much armor, as to stay mobile, but it would be padded, with an elbow guard and a set of gauntlets, with a repulsor on the right hand, and a grapple and whipcord on the left, along with a small imagecaster. The legs would have plastoid greaves stolen off of a dead stormtrooper, along with calf-high boots. The belt would carry a gunslinger's belt, with space for a Lahti-P9 blaster pistol, as well as a trio of flash charges and a pair of magnacuffs. The colors that you'd see this guy wear would be blues in his clothing, probably some tan, obviously whites and browns, and the occasional splash of red and or yellow.

This character is a human, a sort of Torro Calican kinda guy. He's rugged, new to the scene of bounty hunting. He feels remorse and sadness for everyone he kills, and those that plead for mercy when he takes them in. He's working within the Ashwani System, flying a modified Porax-46 escort starfighter dubbed the *Crimson Star*, mostly working freelance, taking just a few bounties at a time, which hasn't earned him much money, and is currently looking for some better employment. He's originally from around this area, but that's all he'll say at the moment. He's taken jobs on Carawan and Derewen, and tracked a few smugglers to Thyra, and

spent days tracking a quarry through the wilds of Teth before finally catching them. I think he'd operate the same time as Mando and Torro, taking jobs from local gangsters and government officials, from stuff not on guild records.

He at one point tracked a quarry to Centrepont Station, where he caught them at one of the stations' docks, with an ensuing shootout almost getting him killed. He took out his enemies' henchmen, and then stunned and cuffed his prize. His foes' Luxury Yacht 3000, which, after an investigation of the logs, was dubbed the *Patriarch*, and the owner was a business executive who had begun dabbling in money laundering, embezzlement, and blackmail in his shipping business out of Akves' Business Quartier.

He had also, months after this event, followed a target, a highly-trained mercenary, and a former client of a Carawanian businessman, who had gone rouge, killing two of his clients and stealing his employer's' ship and a cache of gear from his shop. He hunted his adversary for days through the jungles of Teth, contending with the local fauna, before he finally located his quarry within an abandoned B'Omar Monk monastery, where he participated in a harrowing blaster duel, resulting in him being grazed in the stomach by a blaster bolt in the dim light of the main entrance, but then challenging his foe in the tight confines of a Rancor pit, with his enemy using a jetpack and rockets to gain the high ground against him, but with the clever use of his grapple line to ground the flying Devaronian. He then confiscated his enemy's jetpack and brought his quarry back to his ship.

One of his first jobs was a trackdown through the grasslands of Carawan, where this contract killer doggedly hunted his foe on speederbike and caught him hiding in the house of a local farmer and used his IQA-11 blaster rifle to cleanly eliminate the wanted spice smuggler.

One of his most action-packed hunts was when he hunted a bail-jumper, a gunslinger charged with murder, to the desolate, rocky Thyra, one of the moons of Valencia, casting a yellowish hue over the field where they fought, the ruins of her crashed freighter, where he stealthily checked every room of the ship, and nearly triggered a poorly placed booby trap set to end him with a bang. His quarry was a

young Twi-lek who had been framed for murder, and after a daring standoff, he let her go, and would explain to his employer that she was lost in the rocks.

At BSO, I would be cool to ask around about Sidon Ithano, the legendary pirate. I've got hopes of joining his crew, and maybe the barkeep, (which is who I'd probably ask) to do some work for Hondo Ohnaka first, to at least improve my credibility.

Ship Concept: A YT-1300, dubbed the *Fortunerunner*, with an armored mandible section, which would be able to safely store Carbonite and refined tibanna gas. There would be ladders to get in on the sides instead of boarding ramps. The color scheme would be grey and turquoise, and the interior would be a mix of the YT-1300 F, P, and FP models. We would mostly operate in the Outer Rim, smuggling cargo, fuel, and occasionally spice and people. Some of the many aliases of the craft include the *Handmaiden*, the *Passageway*, the *Bayonet*, *Pufferpig's Prize*, and the *Catalan Atlas*. The ship participated in a number of skirmishes with Imperial patrols, ran risky cargo runs through harsh environments or local picket fleets, and had a few run-ins with pirates.

*Got a new job from a client today. They need us to transport a few passengers from Two Fools to Carawan via the Wayfarer's Corridor. Seems easy enough.*

*How was I supposed to know that those guys were fugitives, and rebel sympathizers, no less! The Imps scanned our ship, gave us some jargon about illegal fugitives or something. But then they launched TIE fighters, and Missan sprinted for the ventral cannon, while Frizzk took the time to "ask" our passengers their origins. We had already jumped to lightspeed before he got a confession out of em'. When we finally landed back on Carawan, I checked the Holonet and discovered, to my surprise, that we were on an Imperial wanted list! I heard from some patrons back in Akves that there was some decent money in the Corva Sector moving cargo. Hope it doesn't put a bounty on our heads, which I hear is even worse than being wanted by the Imperial authorities.*