STAR WARS®

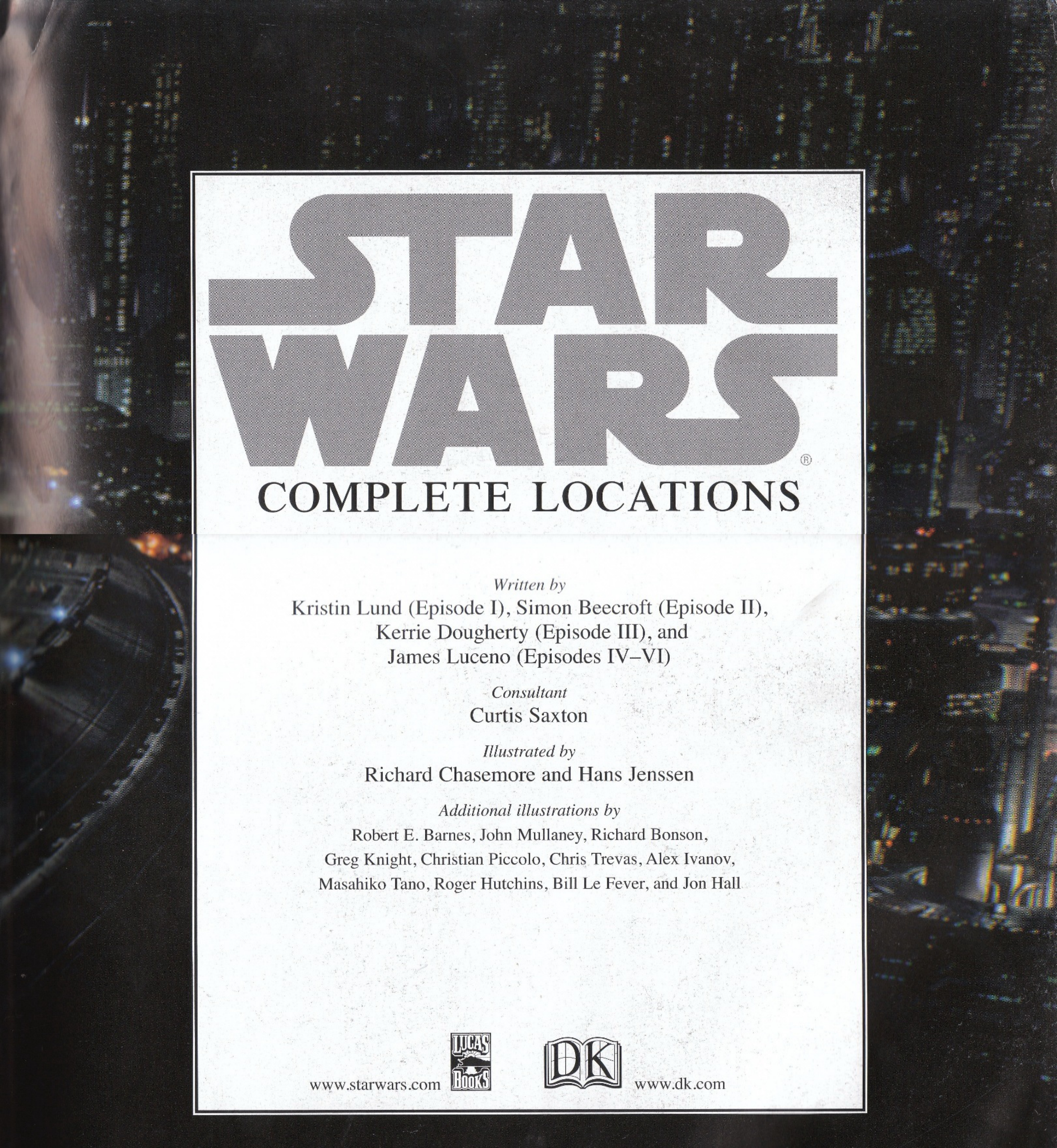
COMPLETE LOCATIONS

Illustrated by
Hans Jenssen and
Richard Chasemore

INSIDE THE WORLDS OF THE ENTIRE *STAR WARS* SAGA

STAR WARS®

COMPLETE LOCATIONS



STAR WARS®

COMPLETE LOCATIONS

Written by

Kristin Lund (Episode I), Simon Beecroft (Episode II),
Kerrie Dougherty (Episode III), and
James Luceno (Episodes IV–VI)

Consultant

Curtis Saxton

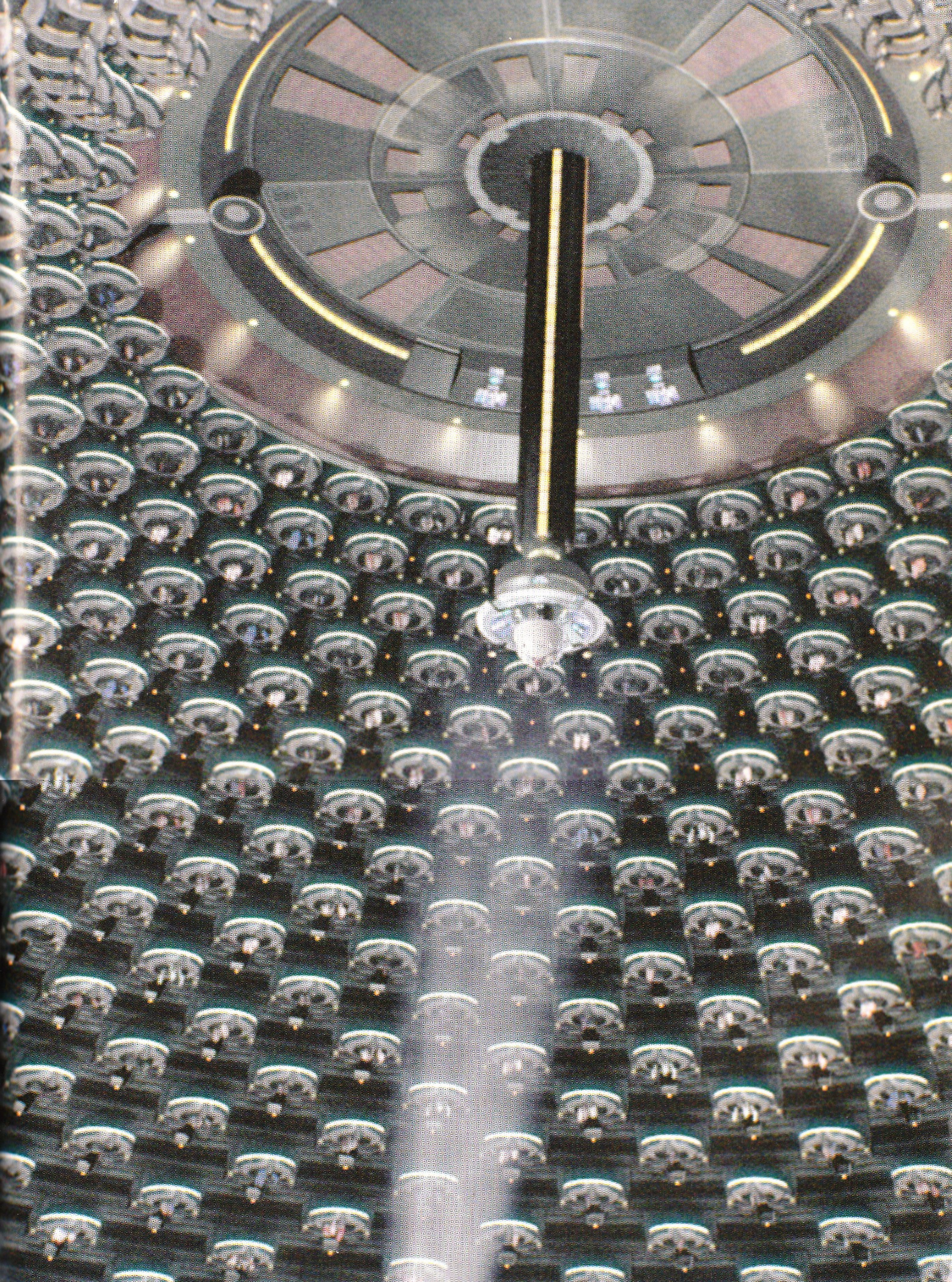
Illustrated by

Richard Chasemore and Hans Jenssen

Additional illustrations by

Robert E. Barnes, John Mullaney, Richard Bonson,
Greg Knight, Christian Piccolo, Chris Trevas, Alex Ivanov,
Masahiko Tano, Roger Hutchins, Bill Le Fever, and Jon Hall

www.starwars.com LUCAS BOOKS DK www.dk.com



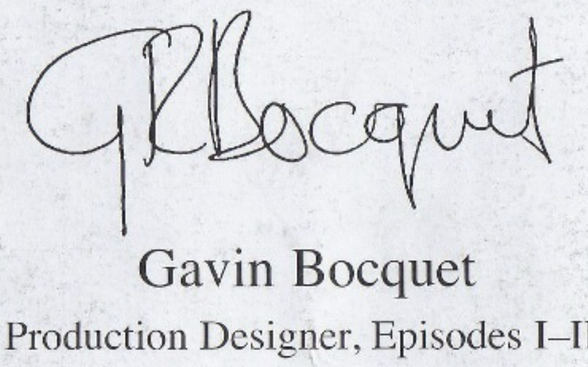
FOREWORD

Filmmaking is the art of illusion. But many of these illusions are firmly grounded in reality. As the production designer on the *Star Wars* prequel trilogy, my challenge was to design and construct the studio sets, and to find the real-life locations for many of George Lucas's fantastic environments. This was achieved by using the resources of the very talented and creative production art department, by collaborating with the gifted group of artists working at Skywalker Ranch, and through the superb efforts of the visual effects team at Industrial Light & Magic.

The majority of *Star Wars* worlds began in preproduction as paintings. George would work closely with the artists at the Ranch, and I would often travel from London to see how things were going and offer input. Once production began, as concepts transitioned from a flat 2-D surface to 3-D sets (in which actors and technicians would have to work), many conceptual design decisions would come down to the production art department (while a few sets were designed and built from scratch). I would work with George and producer Rick McCallum, as we went over design issues, cost, and the sizes of the 60+ sets we'd build, on average, for each film. A few of the sets were primarily bluescreen, but many of the sets required several weeks to design and build, and involved the skills of hundreds of artists and craftspeople.

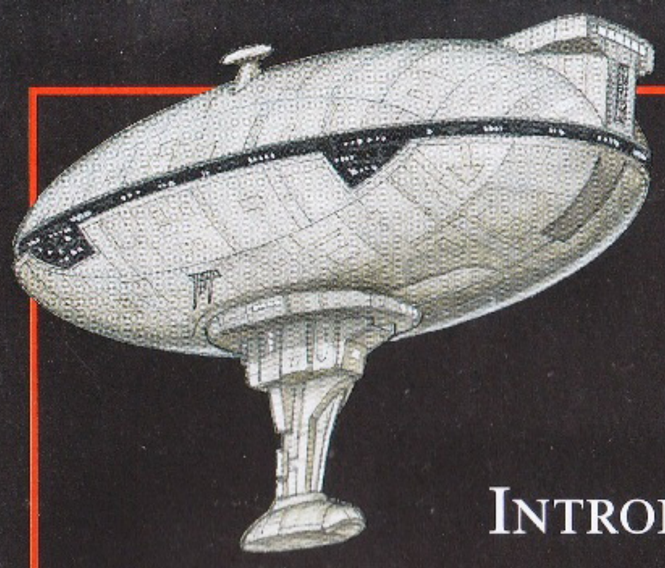
It was up to ILM, of course, to add its stunning enhancements wherever bluescreen had been used, through the use of computer-generated imagery and intricately built miniatures. It was only months after shooting that I saw the fantastic, fully realized environments of *The Phantom Menace*, *Attack of the Clones*, and *Revenge of the Sith*. While some of these were based on maps and complicated choreography, many were made to relate to each other only in the editing room. George's cinematic sleight of hand melded them together, but it is often the artists working at Dorling Kindersley, through their study of blueprints and archival materials, who complete the picture.

It's been a great adventure overseeing the creation of Anakin's slave quarters, the gambling club interior, the Trade Federation cruiser bridge, and so on—and it's an additional pleasure to see them enhanced and brought together in this book.



Gavin Bocquet

Production Designer, Episodes I–III

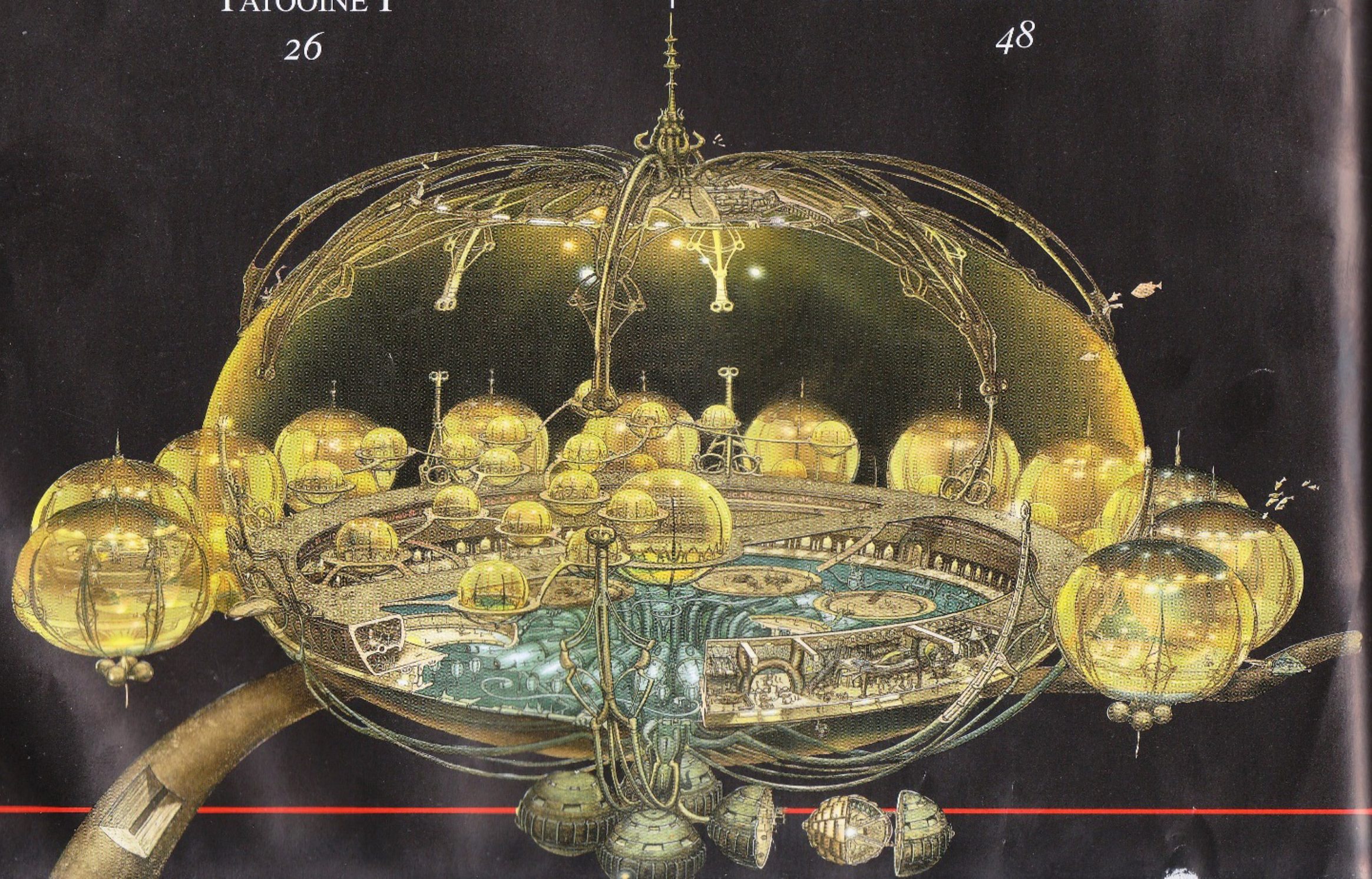


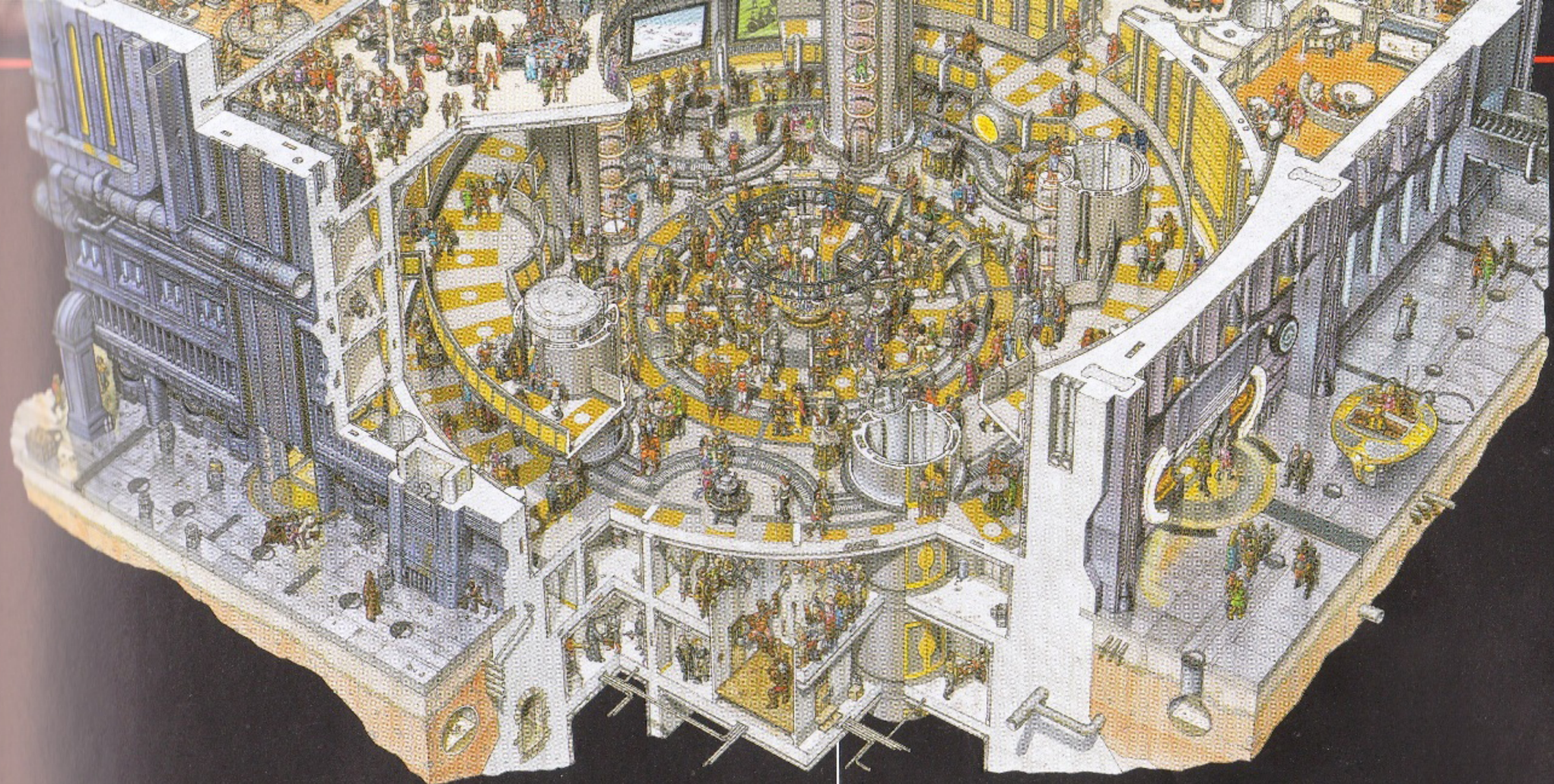
Contents

Introduction
10
The Galaxy
11
Planet Profiles
12

EPISODE I

14
Naboo
16
Naboo Locations
18
Otoh Gunga
20
Droid Control Ship
22
Theed Hangar
24
Tatooine I
26
Mos Espa
28
Watto's Junkshop
30
Anakin's Hovel
32
Mos Espa Circuit
34
Mos Espa Arena
36
Coruscant I
40
Galactic City
42
Galactic Senate
44
Jedi Temple I
46
The Invasion of Naboo
48





The Defense of Naboo
50
Grass Plains Battle
52
Generator Battle
54
The City of Theed
56

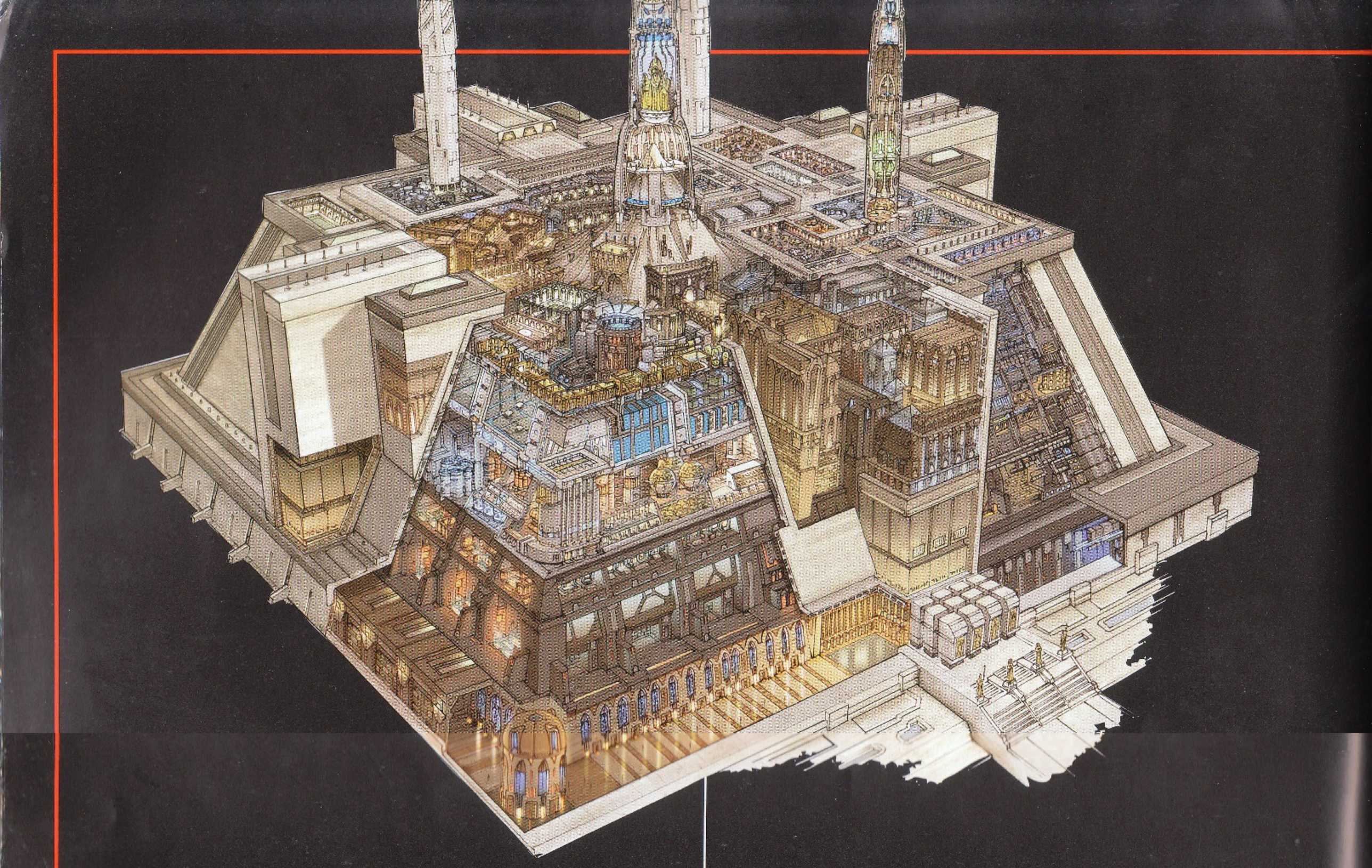
EPISODE II

58
Coruscant II
60
Speeder Chase I
62
Speeder Chase II
64
Outlander Club
66
Jedi Temple II
68
Naboo Retreats
70
Kamino
72
Tipoca City
74

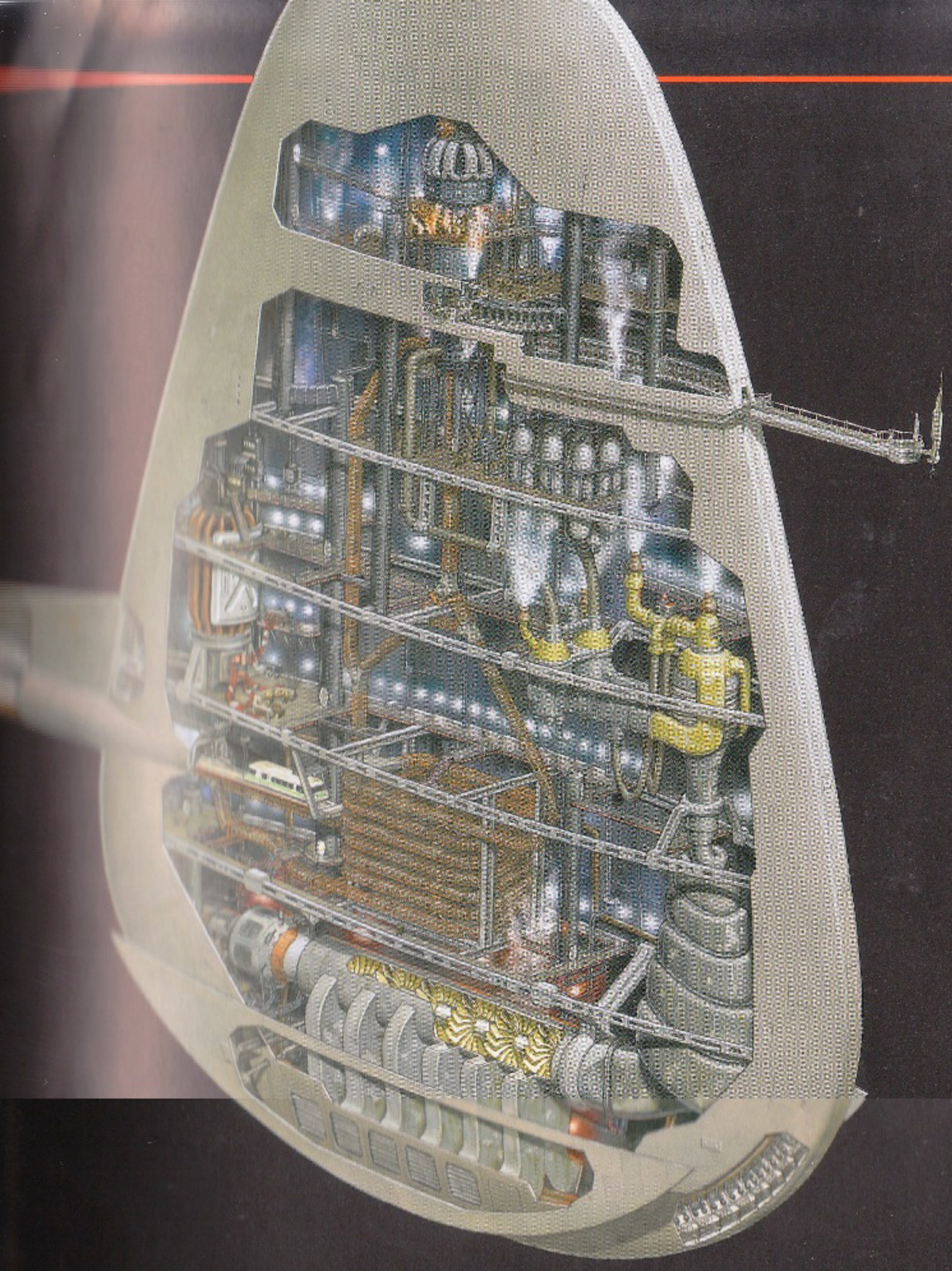
Military Complex
76
Tatooine II
78
Spaceports
80
Geonosis
82
Droid Factory
84
Execution Arena
86
Republic Army
88
Separatist Forces
90
Battle of Geonosis
92
Hangar Duels
94

EPISODE III

96
Coruscant Battle
98
Jedi Temple Complex
100



Palpatine's Office
102
Utapau
104
Pau City
106
Kashyyyk
108
Wookiee Tree
110
Battlefronts
112
Mustafar
114
Mustafar Mines
116
Mustafar Duel
118
Polis Massa
120
Sith Medcenter
122
EPISODE IV
124
Tatooine III
126
Lars Homestead
128
Tosche Station
130
Ben's House
131
Mos Eisley
132
The Cantina
134



EPISODE VI

156
Jabba's Palace

158
Jabba's Throne room

160
Battle of Endor

162
Ewok Village

164
Death Star II

166
Emperor's Lair

168
Executor Command Tower

170
Index

172
Acknowledgments

176

The Death Star
136
The Great Temple
138

EPISODE V

140
Battle of Hoth

142
Echo Base

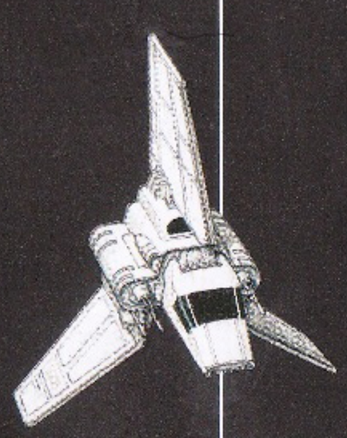
144
Dagobah

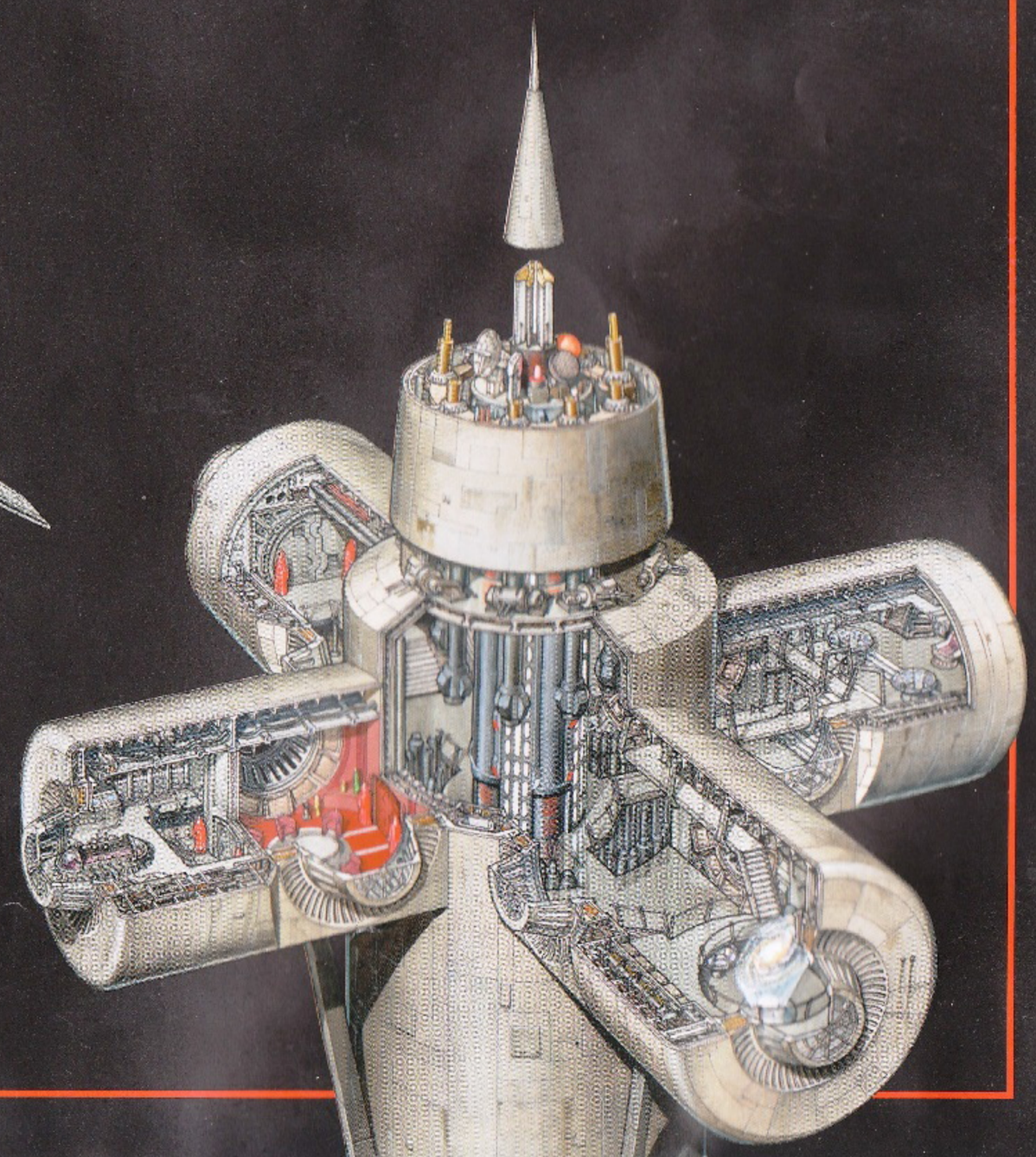
148
Yoda's House

150
Cloud City

152
Processing Vane

154





Introduction

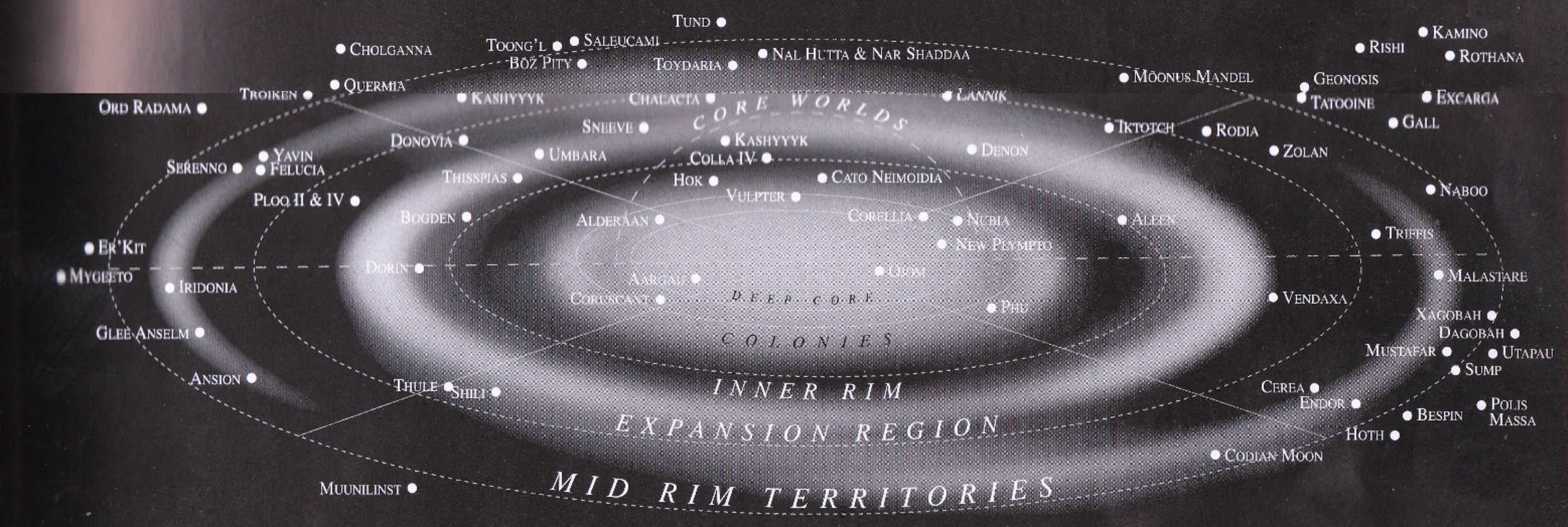
THE *STAR WARS* SAGA IS THE STORY of the Skywalkers—a family whose members hold the fate of the galaxy in their hands and whose destiny is played out against a background of political upheaval, revolt, and rebellion. Old institutions crumble and harsh new tyrannies arise as Anakin Skywalker, slave and Force-sensitive, seeks his destiny as the Chosen One of the Jedi Order, only to succumb to the dark side of the Force and become an instrument of evil. His children, Luke and Leia, born of his overpowering love for Padmé Amidala, must save their father and the galaxy from the darkness of the Empire, in order to restore true balance to the Force and democracy to the star systems.

Capital of the Galactic Republic and the Empire, Coruscant has been so long settled that the planet is now one megalopolis—a world-city too civilized and decadent for its own good or that of the citizens of the galaxy.

The Galaxy

With more than a million inhabited worlds, the Galaxy is divided into varying alliances and power blocs, the most important of which is the Galactic Republic. The Republic continues for 25,000 years but eventually collapses from internal corruption and Separatist movements. Adroitly manipulating this disorder, Supreme Chancellor Palpatine seizes emergency powers and converts the Republic into the Empire to achieve his Sith revenge. The Empire absorbs and controls many star systems but does not bother with small fringe worlds and alliances that represent no danger to it.

The Core Worlds represent the oldest inhabited part of the Galaxy, where space-faring civilizations first arose. Colonization spread out from the Core Worlds, although life arose independently on large numbers of Mid and Outer Rim planets as well.

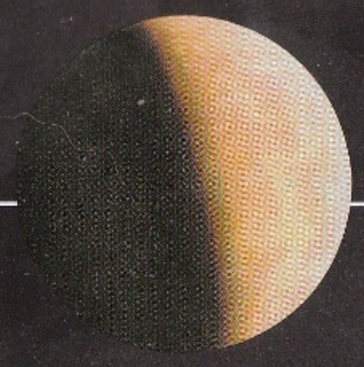


Planet Profiles

The Galaxy in which the Republic and its successor Empire exert their sway teems with life, both human and alien. There are more than a million worlds harboring intelligent life and countless millions more where intelligent life is now extinct or never arose. An almost bewildering assortment of planetary environments—from frozen wastes to blistering deserts, from swamp-and-forest worlds to volcanic hells and verdant paradises, from world-oceans to world-cities—form the backdrop to the Skywalker saga and the battle for control of the Galaxy. This struggle for peace and justice thrusts some worlds into prominence because of the events that take place there or the heroes and villains they produce.

Tatooine

Distance from Core: *43,000 light-years*
Number of Suns: *2*
Number of Moons: *3*
Population: *200,000 (humans, Jawas, Sand People, Hutts, and other species)*
Surface Water: *1%*
Composition: *Molten core with rocky mantle and silicate rock crust*

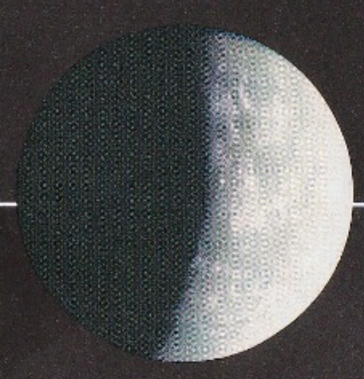


A desert world located in the Arkanis sector of the Outer Rim, TATOOINE is thought to be one of oldest planets in known space. Fossils bear testament to an ocean-covered formative period, although today Tatooine is all but waterless.

The largest of 13 moons orbiting the giant gas-planet Yavin, YAVIN 4 is distinguished by interconnected continents and inland seas. Turbulent rivers plunge from volcanic heights to meander through endless tracts of pristine jungle. Here, the purple-barked Massassi tree thrives, named for the ancient civilization that once inhabited the moon and that left behind towering stone monuments. Yavin 4 has extreme wet and dry seasons, the former of which often gives rise to violent storms.

Yavin 4

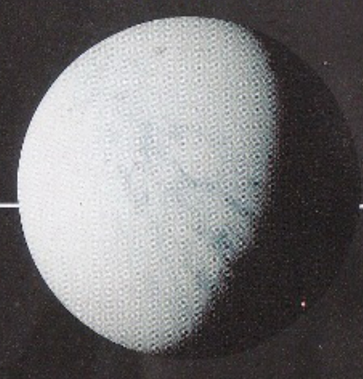
Distance from Core: *40,500 light-years*
Number of Suns: *1*
Number of Moons: *0*
Population: *Fewer than 10 (after evacuation of Rebel Alliance base)*
Surface Water: *8%*
Composition: *Molten metallic core with thick, immobile, low-relief silicate crust*



The sixth planet in a system of the same name, HOTH is an isolated, desolate, ice-bound globe that circles a blue-white sun. It is also a perpetual target for meteors spun off from a nearby asteroid field. Daylight temperatures rarely exceed freezing point even in Hoth's relatively temperate equatorial zone, and much lower readings are not uncommon at night. One third of Hoth consists of open ocean, and the remainder is either ice-covered continents or sea areas under ice shelves. The planet's massive glaciers are riddled with caverns, and crystalline geysers punctuate the frigid surface.

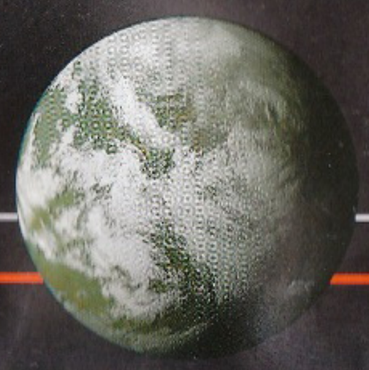
Hoth

Distance from Core: *50, 250 light-years*
Number of Suns: *1*
Number of Moons: *3*
Population: *Fewer than 10 (after evacuation of Rebel Alliance base)*
Surface Water: *100% (mostly frozen)*
Composition: *Molten metallic core with dichotomous crust and nearly global ice caps*



Dagobah

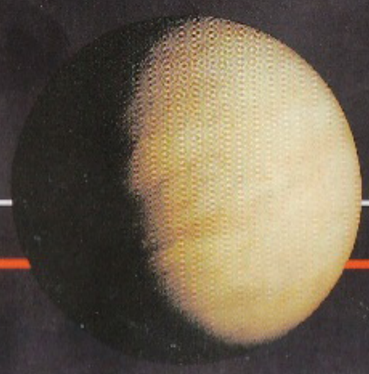
Distance from Core: *50,250 light-years*
Number of Suns: *1*
Number of Moons: *0*
Population: *1 known sentient*
Surface Water: *Approx. 8% in lakes and inland seas (muddy areas much more extensive)*
Composition: *Molten metallic core with thick, immobile, low-relief silicate crust*



Mysterious, mist-shrouded DAGOBAH in the remote Sluis sector has neither cities nor an indigenous population of sentients. Rather, the near fabled swamp planet is a veritable cauldron of life, brimming with exotic fauna and flora, such as the gnarltree, which begins its life as a species of spider, and then grows to such size that its buttressed roots fashion themselves into enchanted living caves. Dagobah's continental and oceanic crusts are only vaguely defined, and there is little in the way of volcanic activity or earthquakes. The surface is relatively flat, with water distributed in countless shallow lakes and lagoons.

Bespin

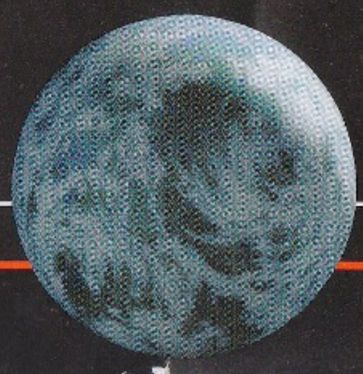
Distance from Core: *49,100 light-years*
Number of Suns: *1*
Number of Moons: *2 principal (numerous unremarkable others)*
Population: *6 million (humanoids and Ugnaughts)*
Surface Water: *None*
Composition: *Solid metal and silicate core; thick layers of liquid-metallic rethen; gaseous atmosphere*



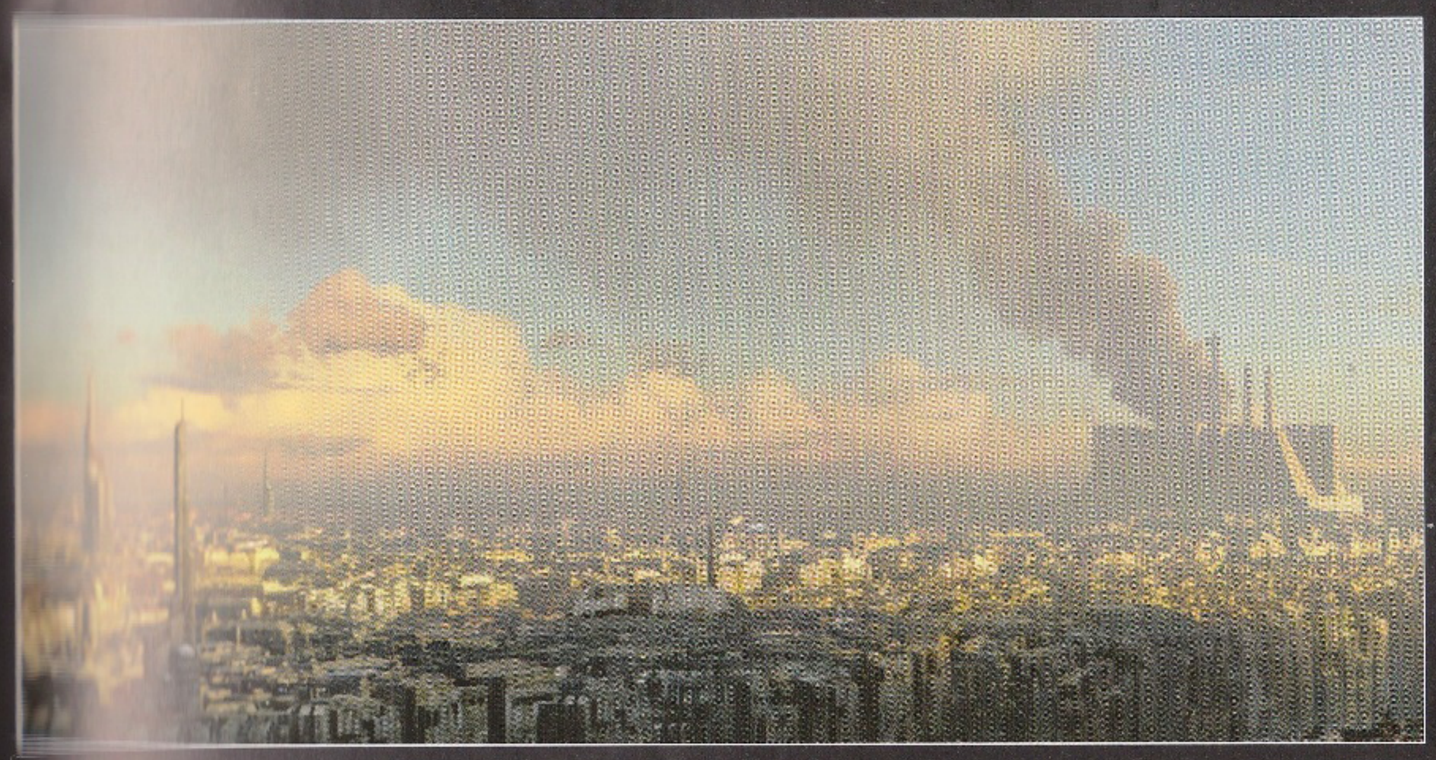
BESPIN is one of the few gas giants in the galaxy that is capable of harboring a wide variety of life. Separated from its two sister worlds by an asteroid belt known as Velser's Ring, the planet rotates every 12 standard-hours, orbits its sun every 14 standard-years, and is a primary source of naturally occurring tibanna gas. Bespin has no landmasses, but its upper atmosphere of billowing clouds hosts an envelope of breathable air, within which float exquisite orbital cities and sleek gas-mining facilities.

Endor

Distance from Core: *43,300 light-years*
Number of Suns: *2*
Number of Moons: *0*
Population: *30 million (principally ewoks, yuzzum, and goraxes)*
Surface Water: *8%*
Composition: *Molten metallic core with thick, immobile, low-relief silicate crust*



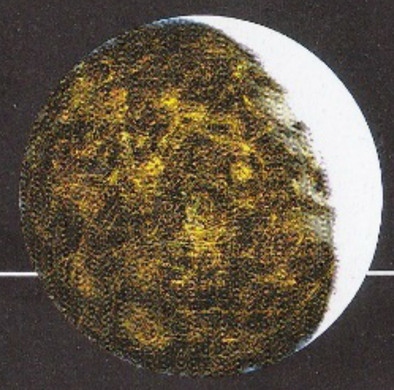
Largest of the nine moons of a gas giant in the inaccessible Moddell sector, ENDOR—known variously as the Sanctuary or Forest Moon—is a temperate world of woodlands, savannas, and mountain ranges. Many native life-forms thrive in Endor's relatively light gravity and hospitable climate.



Center of the Republic and the Empire, Coruscant is also the home of the Jedi Order, until Palpatine engineers the Order's annihilation. The destruction of the Jedi Temple, led by Anakin Skywalker, is a test of his commitment to the Sith doctrine and his first act as Darth Vader.

Coruscant

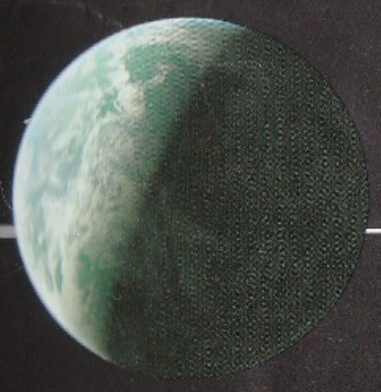
Distance from Core:	*10,000 light-years*
Number of Suns:	*1*
Number of Moons:	*4*
Population:	*1 trillion*
Surface Water:	*29% (in ice caps)*
Composition:	*Molten core with rocky mantle and silicate rock crust*



CORUSCANT orbits relatively far from its tiny sun, varying from 207 million to 251 million km (128 million to 155 million miles) and thus does not have a climate particularly suited to humans. This problem is overcome by an array of orbital mirrors that augment the sun's warmth and light. The first foundations of the planet-encompassing Galactic City were built on a historic battlefield where three ancient civilizations fought for control over the planet. Once largely covered by oceans, millions of years of overpopulation on Coruscant have drained all natural bodies of water. Polar cap stations melt ice and distribute water throughout Galactic City via a sophisticated network of pipelines.

Naboo

Distance from Core:	*34,000 light-years*
Number of Suns:	*1*
Number of Moons:	*1*
Population:	*600 million*
Surface Water:	*85%*
Composition:	*Honeycomb rock and plasma*

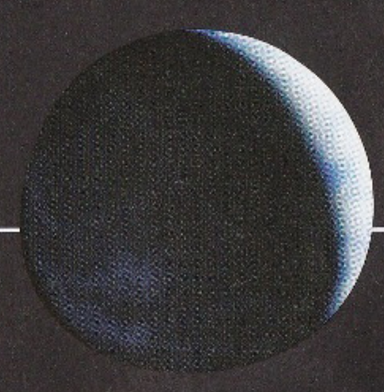


NABOO has long been an enigma to astrophysicists. Its porous, plasma-rich interior and lack of a molten core is a phenomenon not found on any other known planet in the galaxy. It is generally thought, however, that the plasma (a naturally occurring form of intense energy unique to Naboo) is the key to many of the planet's secrets.

KAMINO is a stormy world in a system of 13 planets circling an aging star that straggles south of the Rishi Maze, an irregular dwarf galaxy in a close and decaying orbit about the Galactic Republic. Climatic changes have long since submerged the planet's continents beneath a global ocean. Immense storms lash the surface, with powerful lightning bursts visible from orbit.

Kamino

Distance from Core:	*70,000 light-years*
Number of Suns:	*1*
Number of Moons:	*3*
Population:	*1 billion*
Surface Water:	*100%*
Composition:	*Molten core with rocky mantle and silicate rock crust*



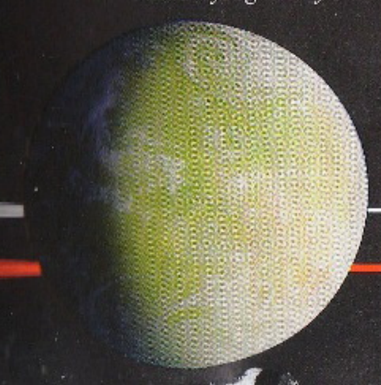
The nearest inhabited neighbor of Tatooine, GEONOSIS is the second of five rocky worlds orbiting a yellow sun in a lawless niche of the Outer Rim. Geonosis's four surviving outer moons and an array of inner moonlets act as tidal shepherds to a spectacular and recently formed ring system, and, therefore, the planet suffers from frequent asteroid showers. Geonosis has a large diameter, light gravity, and a dense atmosphere. Flash floods and groundwater eruptions carve a precipitous terrain of highland canyons. Geonosis's weak magnetic field admits harsh solar radiation storms, ensuring that the most persistent surface organisms are humble red rock-algae.

Geonosis

Distance from Core:	*43,000 light-years*
Number of Suns:	*1*
Number of Moons:	*4 major; 11 minor*
Population:	*100 billion*
Surface Water:	*5%*
Composition:	*Diminutive molten core with rocky mantle*

Utapau

Distance from Core:	*51,000 light-years*
Number of Suns:	*1*
Number of Moons:	*9*
Population:	*95 million*
Surface Water:	*less than 0.9% (subterranean ocean encircles planet)*
Composition:	*small molten metallic core, with rocky mantle, extensive world-ocean underlying rocky crust*

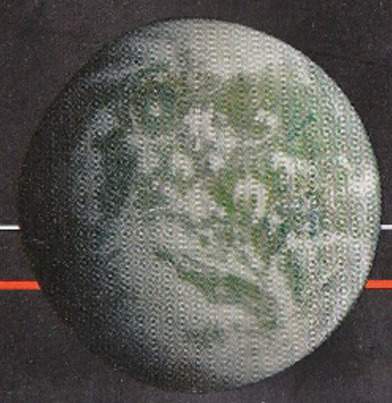


UTAPAU is a windswept world, whose bleak and riven surface conceals its habitable areas and the mineral wealth of its underground ocean. Extensive oceans once covered the surface but leaked away through the easily eroded calcareous rocks of the crust into vast caverns that were originally massive magma chambers. This water now forms the sub-crustal world-ocean.

Covered in vast forests dominated by mighty wroshyr trees, KASHYYYK is a benign world of wide continents with a tropical ocean belt dotted with strings of islands and long coral reefs. Lacking an axial tilt, and with a perfectly circular orbit, Kashyyyk has no seasons.

Kashyyyk

Distance from Core:	*32,000 light-years*
Number of Suns:	*1*
Number of Moons:	*3 principal (and Gryyyl asteroid belt)*
Population:	*56 million*
Surface Water:	*60%*
Composition:	*Molten metallic core, rocky mantle, and silicate rock crust*



Tiny MUSTAFAR is suspended in a tug-of-gravity between its neighboring planets, gas giants Jestefad and Lefrani. Jestefad is the nearer planet and is constantly trying to capture Mustafar as a moon. Lefrani's gravitational field stops this happening by pulling Mustafar the other way. Mustafar's hellish volcanic world is the product of this gravity battle, which causes tidal forces that heat the planet's interior. Its environment is one of the harshest known in which native intelligent life has evolved.

MUSTAFAR

Distance from Core:	*53,000 light-years*
Number of Suns:	*1*
Number of Moons:	*0*
Population:	*20,000*
Surface Water:	*None (surface lava 35%)*
Composition:	*molten metallic core, molten rocky mantle with high metallic content, igneous rock crust*

EPISODE I

THE PHANTOM MENACE

Turmoil has engulfed the Galactic Republic. The taxation of trade routes to outlying star systems is in dispute.

Hoping to resolve the matter with a blockade of deadly battleships, the greedy Trade Federation has stopped all shipping to the small planet of Naboo.

While the Congress of the Republic endlessly debates this alarming chain of events, the Supreme Chancellor has secretly dispatched two Jedi Knights, the guardians of peace and justice in the galaxy, to settle the conflict....

Naboo

Naboo is a bizarre, geographically unique world located along a major galactic trade route near the Outer Rim. The planet's serene surface of sweeping hills and rolling seas is deceptive: beneath it lies a shadowy underwater world of winding caverns and tunnels inhabited by gigantic, ferocious sea creatures. This immense labyrinth runs through the entire planet, becoming increasingly rocky and dense in the lower strata. The planet's center seethes and bubbles with eruptions of exotic plasmic energy. Over millennia these eruptions form new caverns and tunnels, and influence surface features such as mountains. The planet's two primary civilizations, the Naboo and the Gungans, rely on this plasma power, although they collect and use it in different ways.

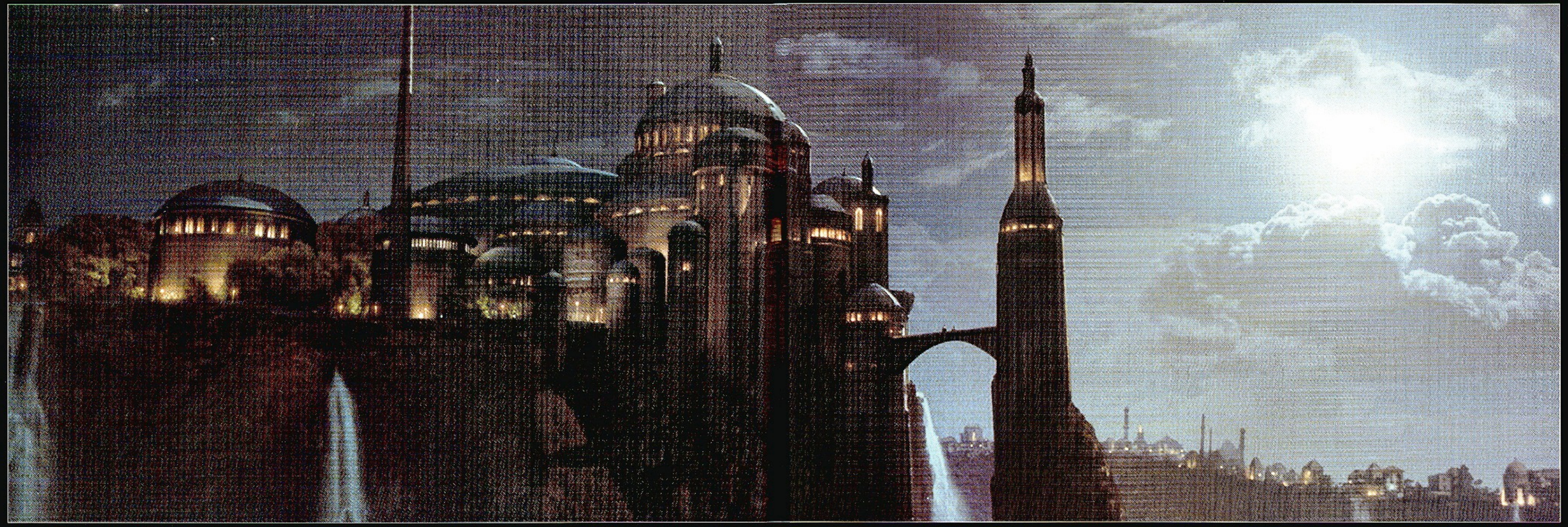
Secrets of Otoh Gunga

When the amphibious Gungans were forced to retreat underwater in a fierce struggle for territory thousands of years ago, they stumbled upon a secret that enabled them to live there permanently. In deep waters, they came across a strange lifeform known as locap that burrows into porous rock and siphons out plasma. The Gungans found that they were able to extract plasma from the plant using special harvesting bongos (Gungan submarines) equipped with a front-mounted siphon. This natural source of energy has many uses in Gungan life, including the creation of their unique bubble cities. Plasma-based technology allows powerful hydrostatic fields to be generated around basic frameworks, keeping water out but allowing individuals to pass through.

Cultured City

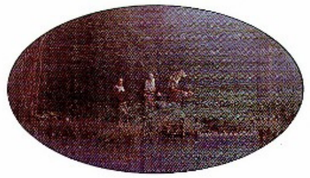
Chancellor Palpatine's shuttle hovers over the elegantly domed buildings of Theed, his home city and the capital of Naboo. From this vantage point Palpatine can admire the city's unified, harmonious style, the result of extensive rebuilding after the upheavals of the ancient past. Theed's sophisticated culture has produced many able and admired galactic politicians, not least of whom is Palpatine himself, who learned much about the mechanics of government and the subtleties of power during his early years here. Naboo's reputation for peace and tolerance in the moral wilderness of the galaxy's Outer Rim lent Palpatine credibility as a young politician. The Naboo now feel secure in a galaxy ruled by this willful individual, however remote and inscrutable he has become.

The Naboo royal residence, Theed Palace, perches on top of a tremendous cliff with panoramic views of the surrounding countryside.

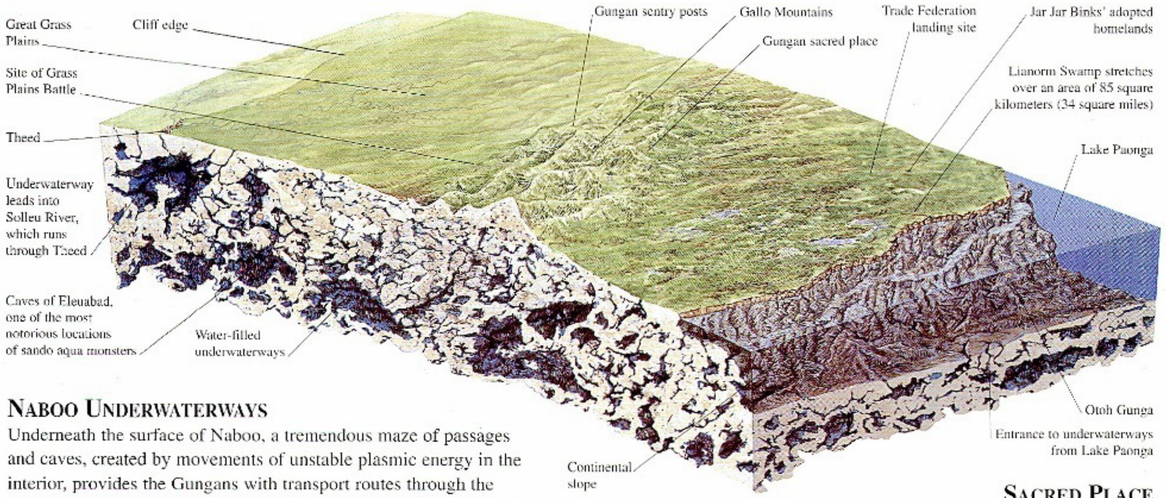


Naboo Locations

The diverse terrain of Naboo teems with luscious plant and animal life. Whether it's the rich, green plains and insect-ridden swamps of the surface, or the dark, fish-rich depths of the oceans, Naboo offers fruitful existences to those inhabitants who live in harmony with the planet. Several Gungan and Naboo chroniclers have advanced the theory that the mysterious and now long-dead civilization whose ruins dot the countryside failed to respect this balance and were destroyed by their greed.



Lake Paonga, hidden deep in the Naboo swamps, is a secret entrance to the underwater caverns where the Gungan capital city of Otoh Gunga is found.



Naboo Underwaterways

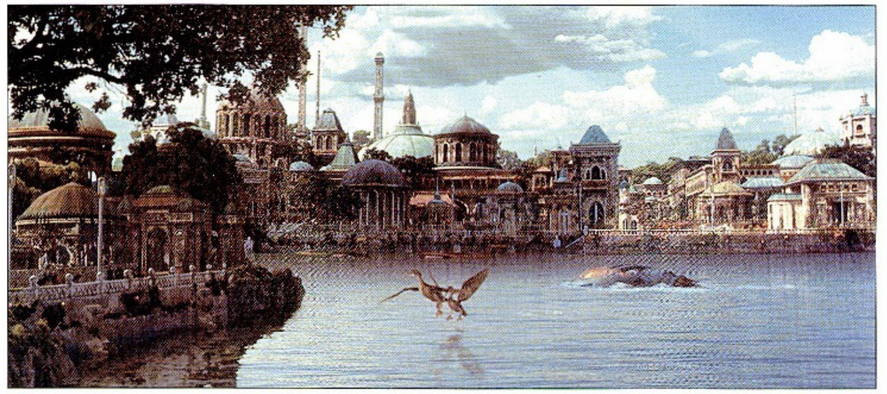
Underneath the surface of Naboo, a tremendous maze of passages and caves, created by movements of unstable plasmic energy in the interior, provides the Gungans with transport routes through the planet. Navigating these underwaterways requires immense skill since they are home to ferocious creatures. A single wrong turn can spell certain death. In spite of the risks, fleets of Gungan trading subs constantly voyage through these routes; overland travel on fambaas or kaadu is slower and more arduous for this amphibious species.

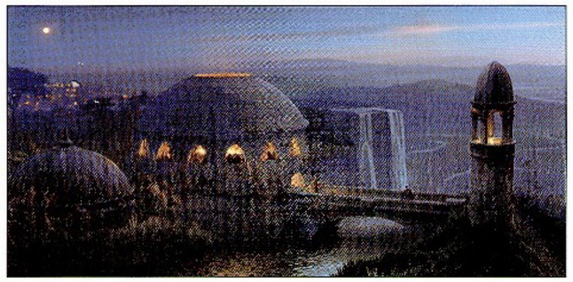
Sacred Place

Hidden in the swampy foothills of the Gallo Mountains, the sacred place is a haven of worship for the Gungans and a sanctuary in times of trouble. Scattered around are giant statues and a vast, crumbling temple, relics of a long-extinct race of Naboo inhabitants. The Gungans acknowledge this race as their planet's elders. Yet archeologists are mystified as to the relevance of these crumbling remnants: are they giant representations of the race themselves or are they massive icons devoted to their gods?

Solleu River

Although the cultures of the Naboo and the Gungans are different in many ways, both share a close relationship with water. The Naboo capital, Theed, is virtually a floating city, nestling on the banks of the mighty Solleu, a river fed by underground tributaries flowing through the planet interior. However, unlike the amphibious Gungans, the Naboo believe the meditative and restorative qualities of flowing water are best appreciated from dry land.





Funeral Temple

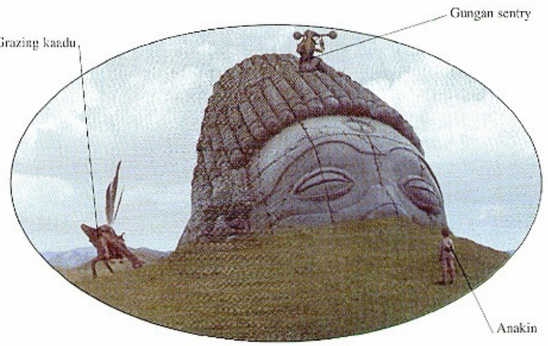
The Theed Funeral Temple is located in a tranquil spot on the edge of the city. Its open-air design and numerous windows frame a magnificently carved stone platform. Nearby stands the Livet Tower containing an eternal flame, whose never-ending light reminds the Naboo of their own mortality and their duty to lead harmonious lives. Naboo funeral custom dictates that the body of the deceased be cremated within two days of death. In this way, it is believed, the life force of the dead is returned to the planet. Once the ashes are collected, they are carried onto the bridge between the temple and Livet Tower and cast into the Solleu River before it plunges over the cliff.

Turret Room

As active members of the Galactic Republic, the Naboo regularly entertain dignitaries from other worlds in lavish, hand-crafted suites of rooms within Theed Palace. When the Jedi High Council arrive for the funeral of Qui-Gon Jinn they make use of a turret room in which to mourn privately and celebrate the life of their fellow Jedi. This serene chamber is attached to a small temple where Naboo monarchs pay homage to the great rulers of the past. The temple and chamber were built by the first ruler of the Great Time of Peace, King Jafan, who helped reestablish peace on Naboo. It is here that Yoda warns Obi-Wan of the grave dangers he forsees in training Anakin as a Jedi.

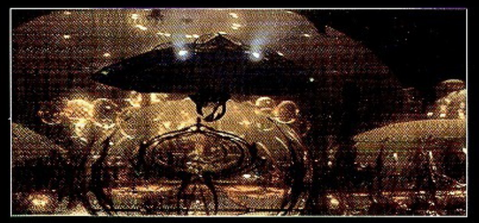
Gungan Sentry Post

The huge statue heads that dot the edges of the Lianorm Swamp at the foothills of the Gallo Mountains provide lookouts for Gungan sentries. These soldiers scan the Great Grass Plains using *farseein* (Gungan electrobinoculars). Before the Battle of Naboo, a sentry spies the Naboo Head of Security, Captain Panaka, and a group of volunteers crossing the Great Grass Plains from Theed.



Otoh Gunga

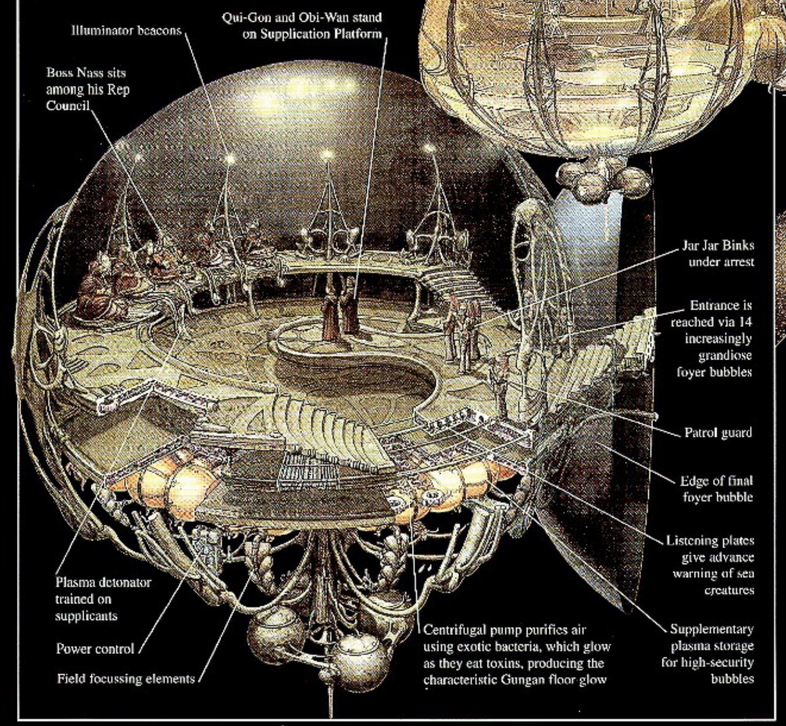
Anchored to an underwater cliff deep in Lake Paonga, Otoh Gunga is home to nearly one million inhabitants. Like all Gungan underwater cities, Otoh Gunga's central district is a dense cluster of bubbles made up of elegant city squares, noisy cantinas, oval-shaped sacred bubbles, and an Ancient Quarter, with fragile bubbles that now glow only faintly. Radiating outwards are the Otoh Villages, where most Gungans live and work. At the furthest edges are satellite clusters, some of which have been cast out from other cities and are trying to attach themselves to Otoh Gunga.

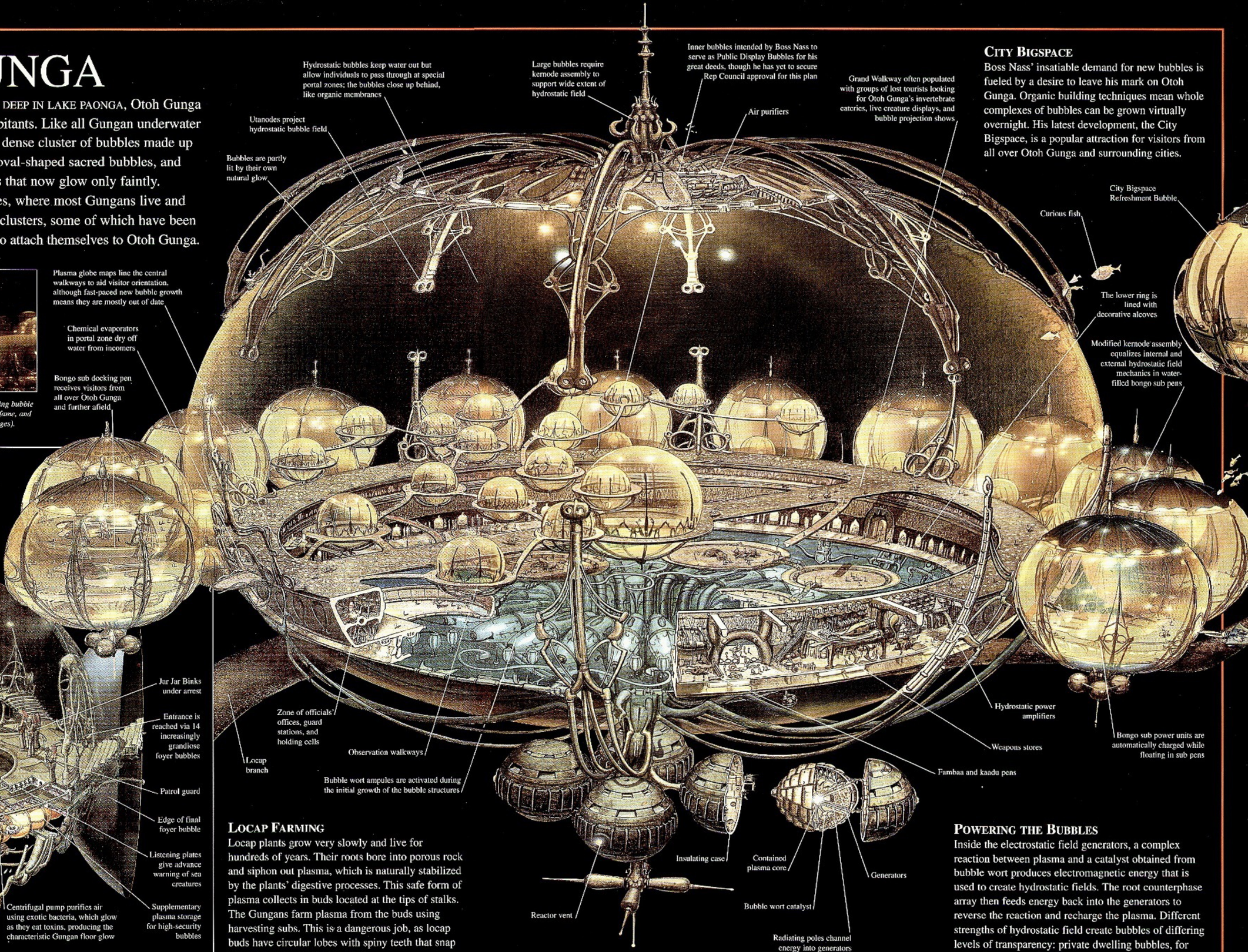


Bongos are grown organically by artist-scientists working in an outlying bubble complex. The development of new growth formulas can herald great fame, and bongo organics is a popular course at Gungan braineries (colleges).

Rep Council Board Room

One of Boss Nass' first acts as Governor was to order the construction of a prestigious new boardroom and suites of offices, many of which have yet to be assigned any purpose.





City Bigspace

Boss Nass' insatiable demand for new bubbles is fueled by a desire to leave his mark on Otoh Gunga. Organic building techniques mean whole complexes of bubbles can be grown virtually overnight. His latest development, the City Bigspace, is a popular attraction for visitors from all over Otoh Gunga and surrounding cities.

Locap Farming

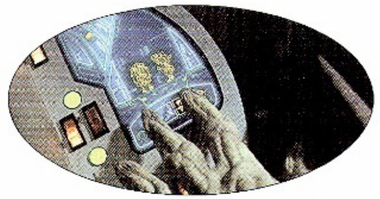
Locap plants grow very slowly and live for hundreds of years. Their roots bore into porous rock and siphon out plasma, which is naturally stabilized by the plants' digestive processes. This safe form of plasma collects in buds located at the tips of stalks. The Gungans farm plasma from the buds using harvesting subs. This is a dangerous job, as locap buds have circular lobes with spiny teeth that snap shut when any pressure is felt.

Powering the Bubbles

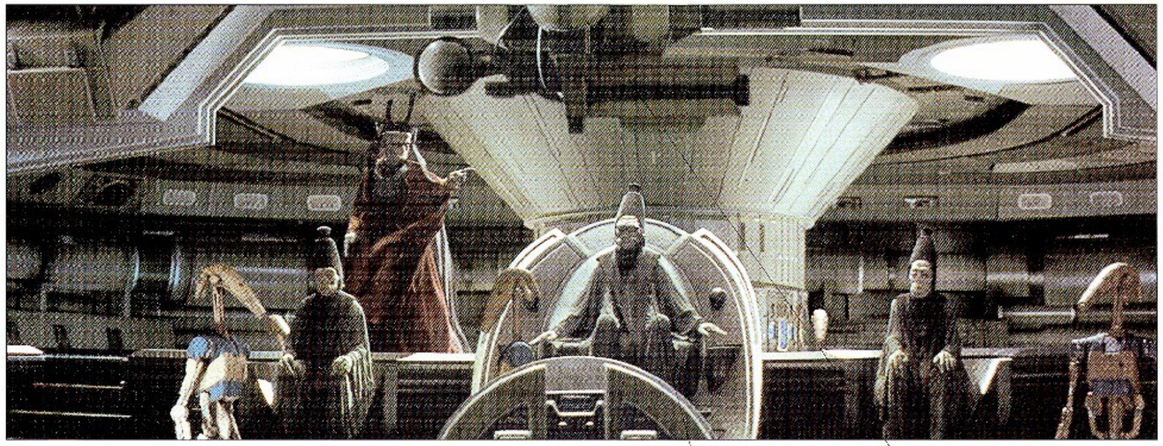
Inside the electrostatic field generators, a complex reaction between plasma and a catalyst obtained from bubble wort produces electromagnetic energy that is used to create hydrostatic fields. The root counterphase array then feeds energy back into the generators to reverse the reaction and recharge the plasma. Different strengths of hydrostatic field create bubbles of differing levels of transparency: private dwelling bubbles, for example, are completely opaque.

Droid Control Ship

For the Trade Federation officials who live in it for months on end, the huge Droid Control Ship is an entire world in space. Confinement aboard the converted cargo ship causes frayed nerves and petty backbiting among these merchants of greed. Neimoidians rarely stray far from the command bridge for fear that a colleague will gain some advantage in their absence or form an alliance against them. Equipped with a computer powerful enough to remotely control an entire droid invasion force, this ship is set to launch a determined act of aggression against the virtually defenseless planet of Naboo.



The signal to begin activation of the droid army is given via the pilot's manual controls.



Pilot in navigation station controls ship systems via datagoggles and hand-operated instrument panels

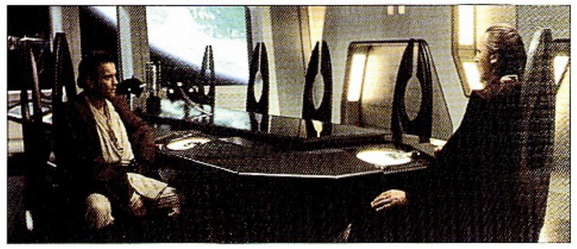
Control signal computer relays commands to droid army

Control Ship Bridge

Dominated by the throne-like pilot navigation station, the control ship bridge is a well-guarded location on a tower at the heart of the spacecraft. Droid pilot operatives are stationed at navigation computers on an underfloor. In this small, confined environment, Trade Federation officials frequently seek the relative privacy of the shadowy corners to scheme against each other, nominally out of earshot (though actually inviting and welcoming attention and suspicion). They communicate with trade partners via a viewscreen situated in a port at one side of the bridge.

Secret Army

Usually piled high with cargo, the cavernous hangars in the control ship have been cleared to allow for the transport and mobilization of a droid invasion army in complete secrecy. The most recent customs officials from the Galactic Republic to venture on board the ship were persuaded that the suspicious-looking components they saw had no military function, but were a shipment of the latest, expensive binary load-lifters. However, the Jedi who emerge from a circulation vent are under no illusions about what they are witnessing.

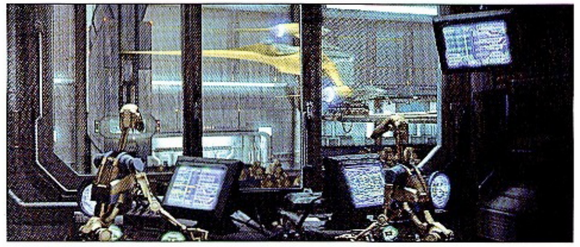


Air-Traffic Control

The flow of traffic in and out of the ship is monitored from droid stations that overlook the hangars. Despite their slow reaction times, droids now oversee many ship functions. Replacing paid employees and expensive protocol droids with low-maintenance droid "slaves" partially offsets the massive costs of assembling the droid army.

Conference Room

The control ship's centersphere contains 50 conference rooms. As these rooms are used for trade negotiations, they are specially adapted to place clients at a disadvantage. The adaptations include variable gas emitters and remote-operated "concentration deficit" chairs, which make it difficult for customers to think clearly.



Blast Doors

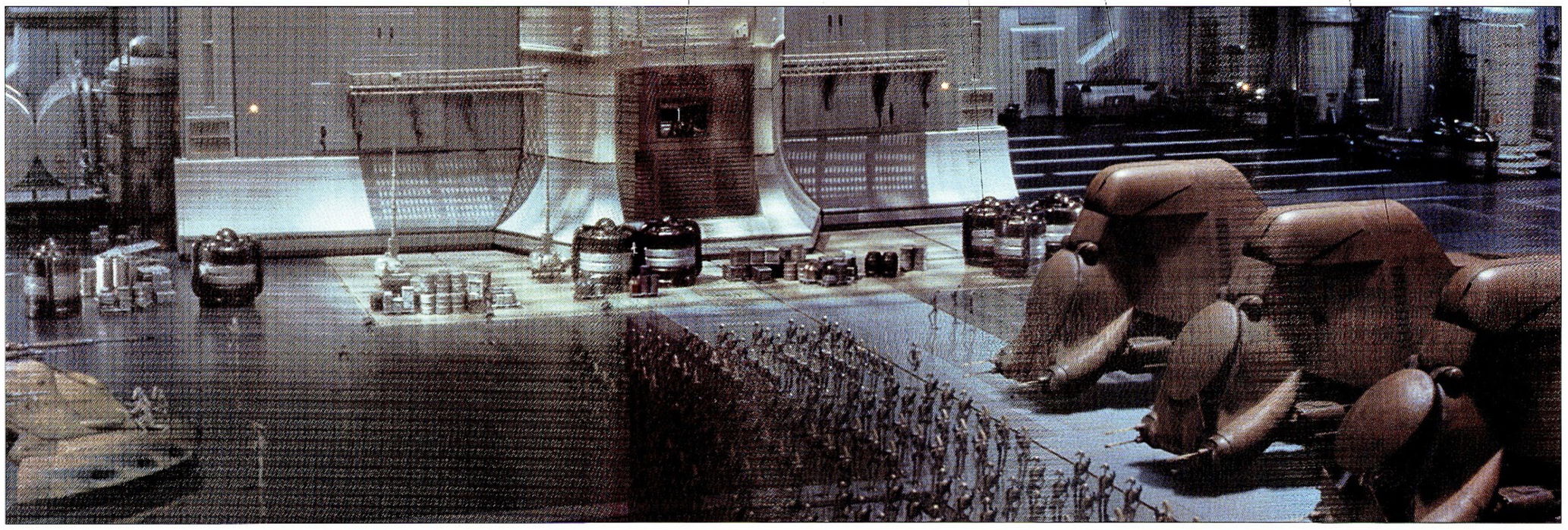
While the Jedi face fearsome droidekas, the Neimoidian Viceroy and his aides cower in the bridge behind triple blast doors. In status-obsessed Neimoidian society, even doors assert social standing, and these bridge doors are particularly elaborate—reminding ship employees of the superiority of its high-level occupants. However, the doors are not as impenetrable as they look, as Qui-Gon proves when he burns through them with his lightsaber.

Jedi emerge from circulation vent

Cargo containers moved aside to make space for droid army

Cargo bay

Row of MTTs (Multi-Troop Transports)



THEED HANGAR

SITTING ATOP THE CLIFF EDGE in the city's central district, the elegant Theed Hangar is a well-guarded military airbase for the N-1 starfighter fleet and Queen Amidala's Royal Starship. The neighboring power generator supplies the spacecraft in the hangar with plasma energy through underground conduits. Equipped with air-traffic control, tactical computer stations, and a secret subterranean tunnel link to the palace, the hangar will play a pivotal role in the Battle of Naboo and become a rallying point for the eventual uprising.

Anticipating no resistance from the peace-loving Naboo—let alone two experienced Jedi—battle droids leave the Royal Starship operational and ready to fly.

Blastproof roof plates

Power transmitters degrade and burn out enemy radar systems

Air-traffic controllers captured by Trade Federation droids

Air-traffic control computer stations

Hangar main entrance with blast-proof durasteel double doors

Electrostatic floor grates reduce pollution levels in hangar

Pilot training center

N-1 starfighter locked into landing position

Computer terminals receive coded battle strategies from the palace battle computer and download them into starfighters' computer banks

The Great Hall, where Queen Amidala inspects her troops at ceremonial parades

Guidance beacon

Energy ports deliver high-voltage charges from palace generators

Trade Federation battle tank (AAT)

Central guidance system uses traction mechanics to guide spacecraft into the hangar automatically by locking onto their flight coordinates

Naboo goddess of security and safekeeping

Astromech droid holding area, where utility droids are prepared for onboard flight support assignments

Flight guidance beacon

Spacecraft are built and refitted in the underground maintenance deck

Electromag rails generate a grav field to reduce speed of incoming spaceships inside hangar

Overhead crane

Sections of flight deck retract to allow spacecraft to be lowered via repulsorlift to maintenance deck

Starfighter in repair bay

Maintenance and refueling vehicle

Malfunctioning sublight engine from starfighter

Brick sections of the hangar are imbedded with high-tensile durasteel support webbing to protect the building from blast damage

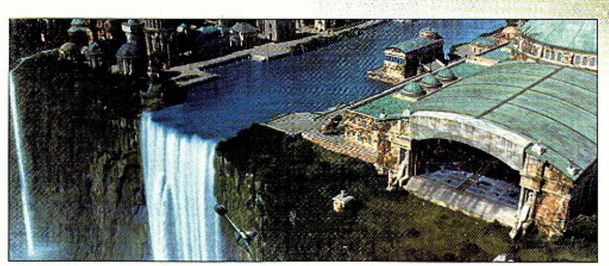
Entrance to power generator

Qui-Gon and Obi-Wan defend the Royal Starship boarding ramp before emergency take-off

Captured mechanics

Diagnostic station allows maintenance teams to check operating systems on any spacecraft in the fleet

Continuous emissions monitoring array



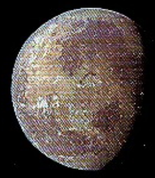
GUIDANCE SYSTEMS

The volunteer pilots of the Royal Naboo Security Forces are trained to use both on-board flight computers and air-traffic control to navigate their fighters into the hangar. However, some veteran pilots are fond of boasting to their juniors that they can gauge the entrance by observing how the wind is affecting the nearby waterfalls.

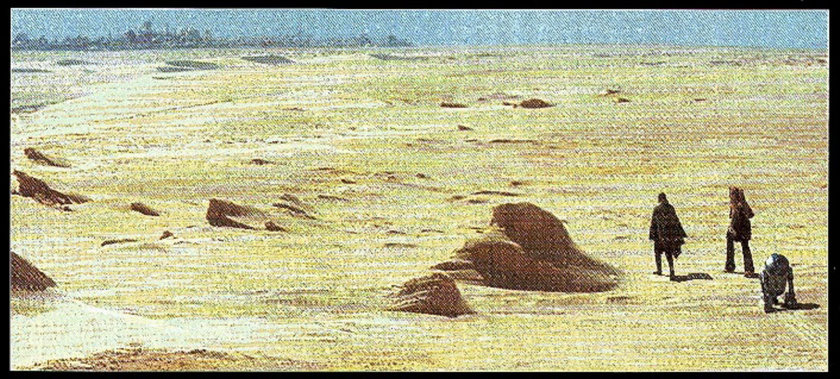
DETECTING THE INVASION FORCE

Naboo's sensitive radar arrays immediately detected the arrival of the Trade Federation's landing ships, which did not even bother to use their stealth systems. Having only experienced simulated attacks before, the Space Fighter Corps radar operators were shocked by the scale of the Trade Federation forces and the speed with which they advanced on the Naboo cities. Yet the pilots remained steadfast, waiting for the order from their monarch to attack. However, even as tanks rolled along the main avenue of Theed, Queen Amidala remained convinced that peaceful negotiation was possible. When battle droids were dispatched to capture the pilots, Amidala ordered her people not to resist—for the time being.

TATOOINE



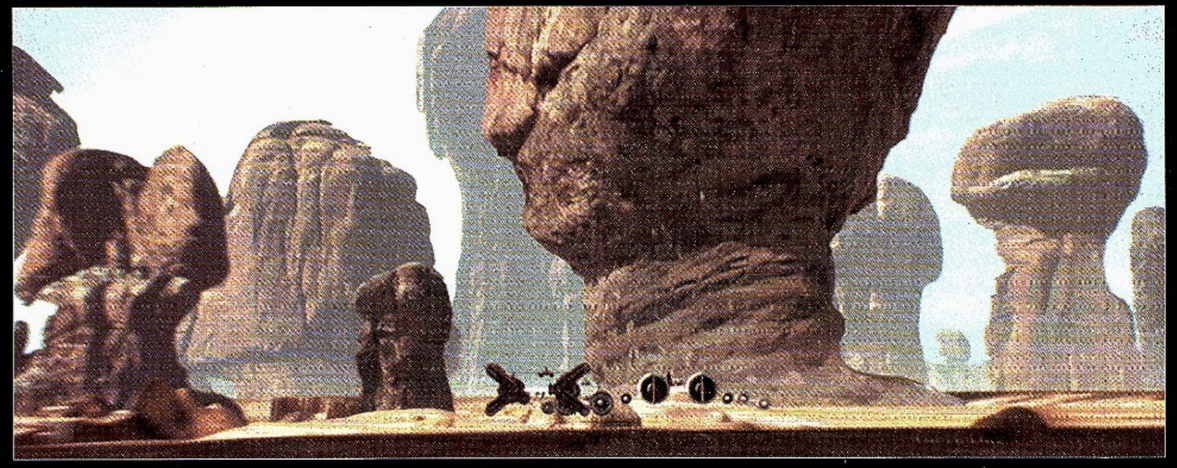
IN GALACTIC TERMS, Tatooine is a close neighbor of Naboo. The planets are found on either sides of the boundary between the galaxy's Mid and Outer Rims, yet they could hardly be more different. Naboo is as mild and fertile as Tatooine is stifling and barren, its blazing atmosphere heated by two nearby suns. The planets are far apart in terms of civilization, too. Tatooine's first settlers were poor laborers transported there by mining corporations who believed the planet to be rich in minerals and ores. When the venture failed, the mining companies closed operations and abandoned their workers. Today, a sense of resentment and angry dissatisfaction lingers on in their descendents. With the establishment of hyperspace routes—Tatooine is situated at the nexus of several—the planet also became a refuge for smugglers and outlaws on the run, sealing its reputation for lawlessness and corruption.



TOWN AND COUNTRY

Tatooine's few settlements are separated from each other by vast expanses of desert. The poor standards of living and harsh conditions on Tatooine mean that little distinguishes one town from another. Yet Mos Espa's location near Tatooine's famous Podrace arena gives it a distinctive feel. Along with the usual spacers, its cafés and cantinas buzz with Podrace crews, visiting fans, and professional gamblers. By contrast, rural Tatooine is a lonely world of small moisture farms. These use simple vaporators to collect the tiny amounts of water in the air, which is sold as a commodity and used to irrigate underground plantations.

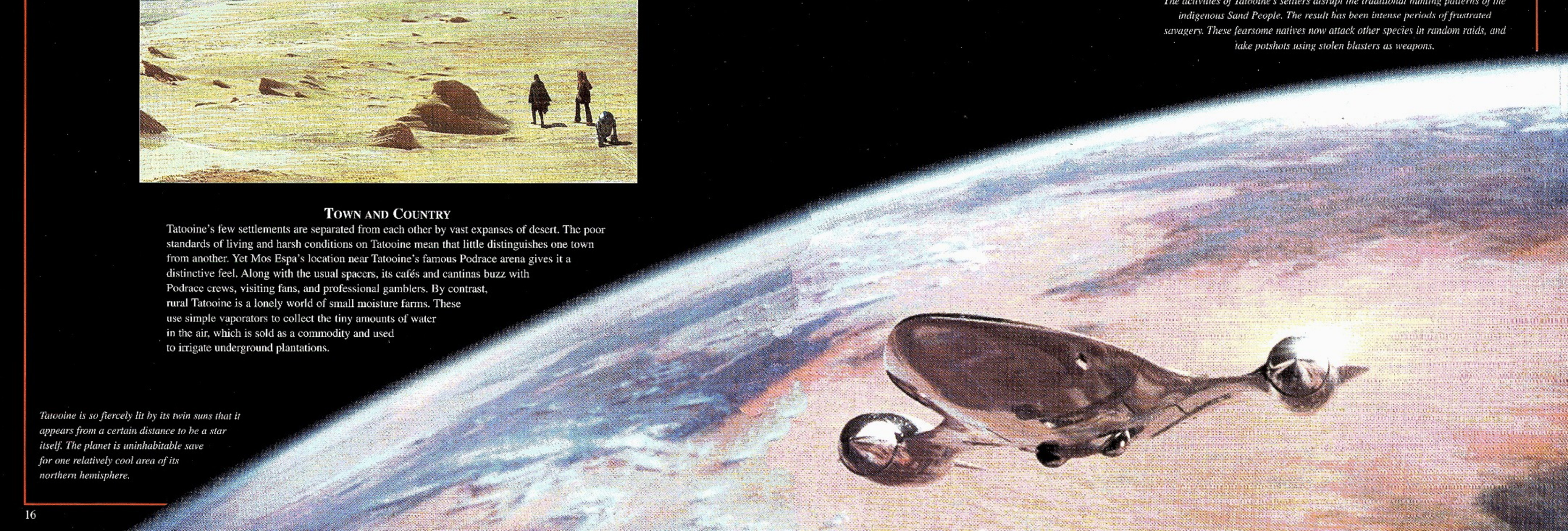
Tatooine is so fiercely lit by its twin suns that it appears from a certain distance to be a star itself. The planet is uninhabitable save for one relatively cool area of its northern hemisphere.



THE SECRETS OF THE STONES

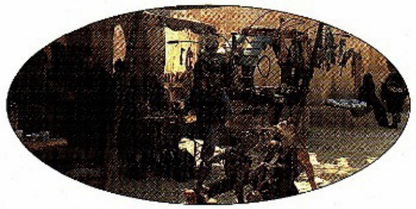
Characterized by gigantic, top-heavy rocks that rise eerily from the sand, Mushroom Mesa is one of the most astonishing features of Tatooine's desert wasteland. Many observers have noted the humanoid faces that appear in some of the stones: a freak accident of wind erosion or ritual objects carved by alien hands, no one knows. Some observers believe the secret lies with the Sand People, who, they note, avoid the Mesa as if it were cursed. Tatooine's more recent settlers are less superstitious: Mos Espa's famous Podrace circuit now runs directly through the stones.

The activities of Tatooine's settlers disrupt the traditional hunting patterns of the indigenous Sand People. The result has been intense periods of frustrated savagery. These fearsome natives now attack other species in random raids, and take potshots using stolen blasters as weapons.

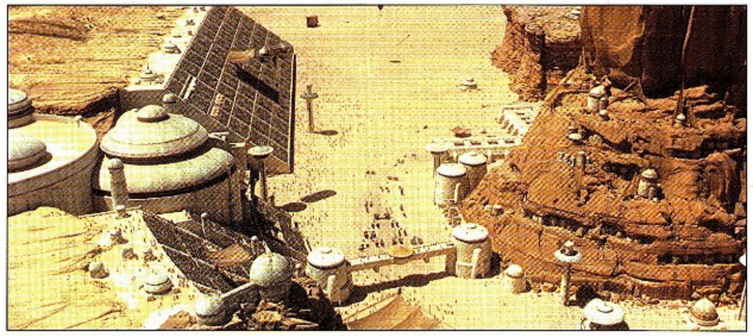


Mos Espa

Inhabited mostly by poor settlers and controlled by powerful gangsters, Mos Espa is a rough, lawless town and one of Tatooine's largest spaceports. Its inhabitants eke out a living by scavenging, trading, stealing, or gambling. The wealthiest citizens openly disregard the Republic's laws by owning slaves, an illegal practice. Slaves are housed on the outskirts of Mos Espa in cheap lodgings originally put up by mining corporations for their workers. Since local authorities stay away from the slave quarters, enterprising slaves regularly provide safe houses for outlaws on the run—for a price.



Although the food is guaranteed to be undercooked and stringy, Sebulba often hangs out at Aklm's Munch, a street café where his fans can see him and pay their respects. The hot-tempered Dug, however, is just as keen to meet opponents and enemies.

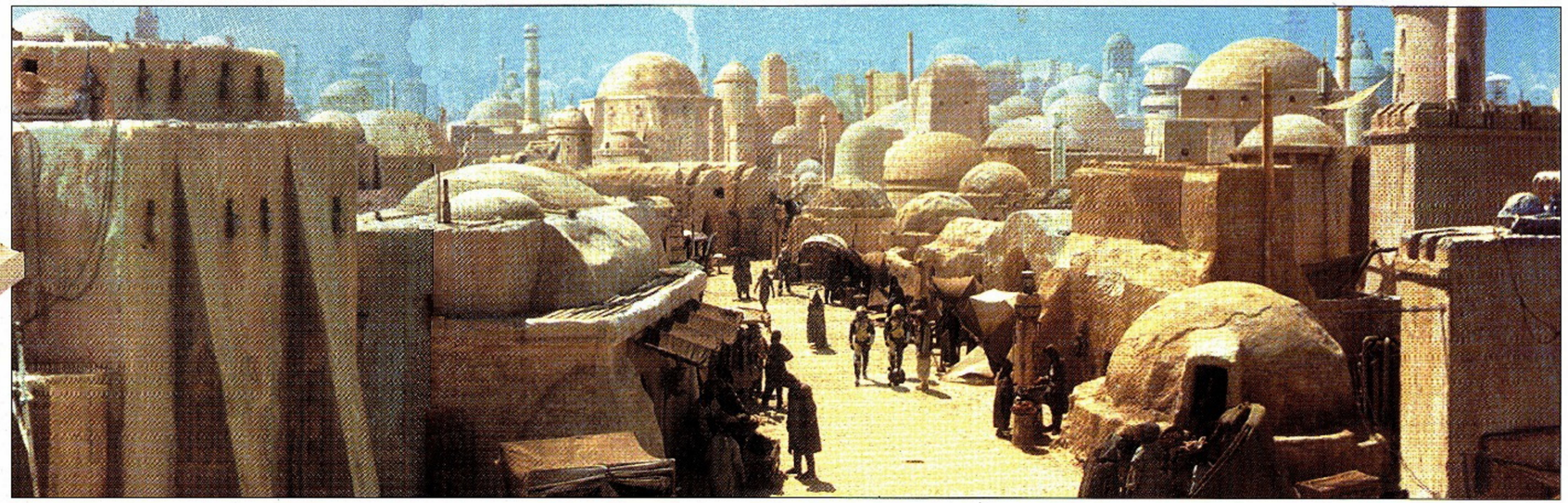


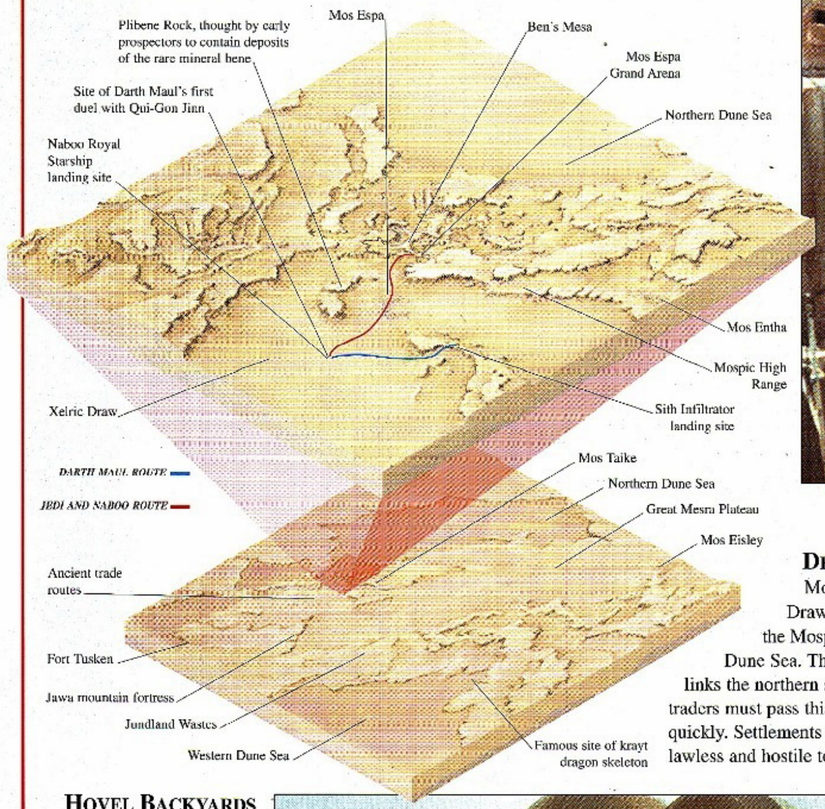
Mos Espa Arena

Many off-worlders from the Outer Rim associate Mos Espa with its famous Podraces, held at the enormous arena in the desert outside the city. The thrill of the races can be addictive, and fans new to the sport soon find Tatooine-style gambling to be an expensive pursuit.

Desperate Selling

Mos Espa's market stalls are busy with salvage dealers selling ill-gotten used parts for all manner of vehicles and vessels. An off-worlder who neglects to leave his ship under guard will almost certainly find parts missing on return!





Desert Settlement

Mos Espa is strategically situated in the Xelric Draw, a shallow, wide-mouthed canyon that splits the Mospic High Range on the edge of the Northern Dune Sea. The Xelric Draw is an ancient trading route that links the northern settlements to those further south. Since all traders must pass this way, Mos Espa's marketplace developed quickly. Settlements off the main trade route tend to be even more lawless and hostile toward traders of any species.

Urban Muddle

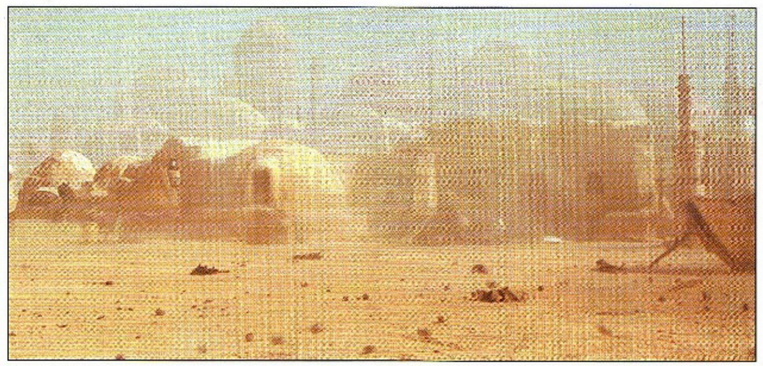
Mos Espa's domed, mostly windowless architecture is intended to protect settlers from the burning heat of Tatooine's suns—and from each other. With the absence of any discernible building codes, new streets and buildings are tacked on whenever needed. Shacks stand shoulder to shoulder with cupolas; vendors with over-head awnings do business next to climate-controlled trading houses. Only long-time residents are able to make their way through the labyrinth of dusty streets without a map—visitors are at a distinct disadvantage, and risk losing their way and their valuables at every turn.

Hovel Backyards

Anakin works on his Podracer behind the slave quarters safe in the knowledge that Watto never ventures here. As a slave owner, Watto is expected to maintain slave hovels. However, repairs are usually left undone until structures actually begin to collapse—then they are hastily patched up by one of Watto's most expendible droids.

Changing Landscapes

Tatooine's cities are frequently blasted by severe sandstorms. The market vendors of Mos Espa seem to know instinctively when one is approaching. At the first sign, outdoor traders cover their wares with faded tarps while shopkeepers close their doors and plug vents. In a sandstorm, even seasoned inhabitants lose their way within city limits, mistaking one sandswept building for another. Adding to Tatooine's ever-changing landscapes are mirages and heat hazes: the dark cantinas are full of haunting stories of lost travelers and the desert apparitions they have seen.



WATTO'S JUNKSHOP

EVEN AMONG MOS ESPA'S ODD ASSORTMENT OF BUILDINGS, Watto's junkshop stands out. Originally a simple squat dome, the money-minded shopkeeper added the unusual bell-shaped top himself after his first highly successful deal (with a wealthy Hutt clan leader). Recalling the muck nests of Watto's native Toydaria, the distinctive top attracts customers and provides Watto with a safe perch.

SUCCESS STORY

Watto's shop is one of the most successful parts dealerships in Mos Espa. His secret is simple: inflated prices, stolen stock, slaves, and no questions asked. Watto spends little time behind the counter these days, letting droids do much of the work.

Toydarian clan bell signifying noble family (purchased)
Air vent
Polyfiber netting helps contain Toydarian muck lake atmosphere
Circular perch
Security viewscreen connects to anti-theft weapons in shop
Egg-seed dispenser
Nest
Heat reflector for use at night
Built-in shisha pipe
Power generator
Durasteel habitat main support ring
Jawa R1-type shopkeeping drone
R2 unit relaxing in a droid lubrication bath
Moobian torsion valve
Coolth grid within wall
Passing Rodian
Entrance portal
Spare parts rack
Anakin and Padme meet for the first time
Vaporators extract precious moisture from the air
Pipes convey coolth and shisha oil from private underground tanks
Whenever the shop is running smoothly, Watto flies up to his nest to rest, think, or just count his money
Gonk power droid storage bay
Dome-stabilizer re-inforcer ring
Surplus coolth conduit
Repair and maintenance pod of unknown origin
Arched portal into junkyard
Main brace from a Corellian drop-ship
Rock in-fill wall
Unopened gift from anonymous admirer
Durasteel double wall
Jar Jar meddles with a pit droid
Illegal alta-wave calibration device
Useless parts left out for Jawas to scavenge
Burned-out Podracer engine plating
Exclusive private casino that fronts as an arms dealership to keep out uninvited guests

Grand Trophy from race at Ando Prime Centrum course
Twi'lek siren whistle
Glove recovered from crash site of famous Podracer Bekk Tunit
One of Sebulba's victory chains (stolen)
Antigrav bracket supports shelf
Durasteel box with unidentified contents
Disintegrator staff
Toydarian N'Omis flower

TROPHY SHELF

One wall of Watto's nest is given over to his treasured collection of Podrace memorabilia. Some trophies are gifts from famous Podracers and pit crews. Other items were purloined from Podracing museums or purchased by Watto's agents on the illegal markets traditionally held immediately after races involving spectacular crashes.

STAYING COOL

The junkshop's plain adobe outer shell covers durasteel double walls with a layer of coolant flowing between them. Micro-elements embedded in the dome's power grid force by-product warm air out through slots in the skirt and the top.

Welding droid
Qui-Gon and Watto haggle over the price of a T-14 hyperdrive
Corellian freighter cargo containers
Landspeeder turbine engine
Bendine XR12 *Satellite Liberator*
Nacelle from Huulian starfighter

JUNKYARD

Watto stores the bulk of his merchandise in the yard behind his shop. Many of his (so-called) bargains are the result of insider trading information received from Jawas who owe him large gambling debts. Security is provided by two customized agricultural droids wielding motion detectors and blasters.

Anakin's Workbench

When Anakin isn't repairing droids for Watto, he spends his precious spare time tinkering and inventing. He works on his Podracer engines outdoors due to their size. When it gets dark, Shmi calls Anakin inside and he works at his workbench on the protocol droid he is building for his mother.

Anakin's Room

Filled with the clutter of an active nine-year-old's life, Anakin's bedroom houses his mechanical projects, spare parts, and tools, as well as his home-made toys and games.

Power from Waste

Slave hovels on Tatooine are cooled and heated by archaic bio-converter power generators. These machines receive liquid sludge composed of animal and municipal waste via underground pipelines. The liquid is then converted into natchgas. The Skywalkers' over-sized generator also serves four adjacent hovels.

Slave Quarters

The hovels were built by the mining companies that originally settled Tatooine. Desiring cheap, temporary housing for their workers, they piled arched, windowless, adobe chambers on top of one another. The only way to enter the top levels is to climb up the outside on uneven stone stairways.

Anakin's Hovel

Anakin and Shmi Skywalker share a hovel in Slave Quarters Row on the edge of Mos Espa. They have been fortunate to have a home to themselves ever since Watto won them in a gambling debt from the fearsome Gardulla the Hutt. When the Skywalkers belonged to Gardulla, they were forced to share quarters with six other slaves. Their good fortune is not due to Watto's generosity, of course. He reluctantly lets them live alone until he can afford more slaves—a threat he uses against the Skywalkers whenever he is displeased with them.

The hovels are stacked on top of each other to save space.

Mos Espa Arena

The immense grandstands of Mos Espa Arena are cradled within a natural canyon amphitheater on the edge of the Western Dune Sea. Constructed of sandrock and ditanium over durasteel supports, the arena seats more than 100,000 fans—though many more squeeze in for major events like the Boonta Eve Classic. While high-priced tickets for Podraces are widely sold to gullible off-worlders, Tatooine's regulars simply turn up on speeders and push their way into the barely regulated stands.

From Local Cult to Grand Spectacle

For a long time before the arena was built, Tatooine's thrill-seekers have held free-for-all, no-holds-barred races here, first on animal-drawn carts, then on hanno speeders (a precursor to the landspeeder), and, finally, on Podracers. The era of modern Podracing was instigated on Malastare by a fearless alien racer called Gustab Wenbus, who entered himself on a virtually untested, super-fast prototype Podracer that had been designed for him by a rogue mechanic called Phoebus. As use of these death-defying Podracers became standard, Podracing on Tatooine quickly began to draw fans from far across the space lanes.

Concessions Concourses

Once fans are safely inside the arena, armed Hutt-controlled managers "urge" them to visit the various concessions concourses. Here, they can place bets, purchase souvenirs, visit exhibits, and test-drive scaled-down Podracers. Many would-be Podrace pilots get their first taste for the sport here—often smashing up stalls and exhibits in the process.

History of Podracing exhibit
Race viewing gallery
Bo Charmian Racing School
Trophy Room
Holding cells for debtors
Gambling Hall
Private deal-making rooms
The Grand Stairway, a popular spot for spotting famous Podrace pilots
Arena employees watch race from roof
Coolth cells in domes ventilate buildings
Arena crawls with betting flows
Refreshment booths employ vendors to work the crowds
After a number of spectators died from overheating, floating canopies were put up in a bid to prevent further adverse publicity; in fact, the canopies give very little protection
Spectators constantly jostle each other for extra room on the overcrowded seats
Shaded seats reserved for children are routinely appropriated by gangsters and bounty hunters
Security watches over

Royal Box

With an entourage of aides, body guards, sycophants, and hangers-on, the wealthy gangster Jabba the Hutt presides over the Boonta Eve Classic from the best box seats in the arena. Podracing has proved a lucrative racket for Jabba; he financed the construction of the grandstands and makes an immense profit from controlling the betting. However, aside from his passion for gambling and crime, the races bore Jabba; his depraved senses are not stimulated by screaming, high-speed vehicles.

Expensive, slave-cleaned seats for Jabba's followers
Beams support Hutt clan banners
Starter gong
Jabba the Hutt
Awnings shade Jabba's personal staff and spice supply
Darkened windows conceal secret deal-making rooms
Artificially cooled private banquet room
Floor panels with hidden trapdoors
Dungeon
Slave entrance
Gardulla the Hutt
Sebulba is first place

Cam droid
Podrace balloons carry spectators or illegal omnicams
Entryways connect stands to underground parking
Watto's box
Hutt residence, with guest hospitality halls for post-race celebrations
Commentary box
Monument to legendary racers
Rogue romo in VIP parking, a suspiciously common valet error
Race cantina
Turbolift portals to underground parking
VIP parking
Access corridors
Shuttle terminal
Med center deals with crowd injuries; serious cases are taken to a med center in Mos Espa
Animal stalls
Viewing platform used by Anakin's supporters
Toughest fans sit in rows most likely to be hit by Podracers turning into arena at top speed
Pit droid work and storage areas
Viewing platform
Box for visiting Hutt clan leaders
The Pinnacle
Jabba's royal box
Expensive tourist accommodations
Race officials' building
Starters' box and finish line
Anakin
Press building makes good use of location near the officials' building to gain inside information, scandalous gossip, and malicious leniency
Hospitality platform

Speedway

Numerous crashes and accidents occur at the start of a race because swirling sand blinds the drivers or clogs engines. This hazard, though avoided in more civilized Podraces through grit-free race arenas, is integral to Outer Rim racing and makes front-row seats more desirable.

Traction mechanics housed in dome
Repulsorlift platform with entry door
Tower constructed of high-tensile material
Ascension track

Viewing Towers

The family and friends of some privileged racers watch the race from viewing towers. Low-energy traction systems are now in force around the perimeter following incidents of hysterical family members throwing themselves off the top—either from the excitement of the race or from distress at losing a loved one.

Sacred Pinnacle

Centuries ago, the rock pinnacle in the middle of Mos Espa Arena was a sacred site for tribes of Sand People, or Tusken Raiders. In rock-hewn caves, this indigenous species performed sacrifices and rituals intended to promote successful hunting seasons. Tusken spiritual leaders retold sacred stories to the next generation in saga rooms. Long since chased away from their hallowed rock by screaming Podracer engines and tourists, modern-day Tusken Raiders regularly shoot at Podracers during competitions to avenge their ancestors.

Some ancient caves are now tourist attractions
Makeshift awning put up by Podracer team who cannot afford pit hangar rates
Crushed Podracers collected by maintenance droids
Pit hangar
Salvage Engineering building

Fode and Beed
Data array

Commentary Box

The two-headed Troig, Fode and Beed, commentates on the race in Huttese and Basic. This celebrity announcer appears only at the most prestigious Podraces, and commands an excessive fee.

No Safety In Numbers

The pit hangar was originally constructed as a series of bays in which a single Podracer was serviced. As the sport's popularity grew, bay divisions were removed to accommodate the increasing number of Podracers in each contest. Today, the crowded scenes inside the pit hangar allow plenty of opportunities for sabotage and theft. In the days immediately prior to a race, mechanics sleep in the upper level of the hangar to stay close to their engines, while some racers even employ spies, disguised as mechanics, to watch over their machinery.

Racers who stop for servicing or refueling at the pits, located next to the starters' grid, run the risk of overexcitive pit droids causing further problems.

Pit Hangar

On race day, the pit hangar is crammed with Podracers and their teams, as well as determined fans who have managed to talk their way in to meet their heroes. "A" circuit racers gather in the left arm of the L-shaped building, closest to the starting grid, while "B" circuit racers, in the other arm, wait for a chance to replace a crashed racer—and win glory for themselves.

Clegg Holdfast's Podracer is tended by mechanics while Holdfast, a journalist, digs up dirt in the hangar cantina
Mechanics' hammocks for sleeping
Corridor ideal for deal-making and finding out which racers Jabba has bet against
Fans discuss racing form
Power substation (hangar has independent power supply to prevent arena overloads)
Former storage rooms act as a cantina; legend has it that if you don't know where the Podracers' cantina is, you shouldn't go there
Anakin's Podracer engines
R2-D2 pulls Anakin's cockpit
Trapped eopie
Corridors where Podracers whisper last minute "business arrangements" and swallow a cup of engine fuel for good luck before a race
Qui-Gon and Watto do business, while Jar Jar looks on
"B circuit" hangar arm
Magnetic suppressor field collection ducts
Sebulba's central, attention-grabbing position in the hangar is reserved for his use alone
Teams of pit droids assist Podracer mechanics
Power cell chargers
Overhead crane track
Under the guise of a massage, Sebulba guards his Podracer from race officials and other Podracer pilots
Central generator siphons and purifies air contaminants
Cloth baffles diffuse harsh desert sunlight
Electrostatic repellers in walls to prevent build-up of sand inside
Access corridor, ideal for making quick getaways with stolen parts
Entrance for Podrace pilots, mechanics, and some lucky race fans
Ventilation portals
The distinctive engine bay struts are typical of the famous Podrace hangars on Malastare; in an ostentatious, fan-pleasing gesture, Jabba actually shipped this hangar from Malastare in blocks
Magnetic suppressor fields dampen engine noise, dust, and sand
Central section of hangar is usually reserved for Podrace pilots who compete in warm-up races that take place earlier in the day
Fire dampener
Offices for pit bosses and temporary accommodation for mechanics
Popular spot for press interviews, and fights

Mos Espa Circuit

Host to the eagerly awaited Boonta Eve Classic and countless other races, Mos Espa Podrace circuit weaves around a broad, flat-topped mountain called Ben's Mesa. Its cliff-like sides help ensure that scheming racers stick to the official course. Nevertheless, pilots continue to experiment with new fast-cuts through the desert wilderness—no pilot or fan has ever agreed which route guarantees a spectacular win.

Beggar's Canyon

On non-race days, Tatooine youngsters sneak into the section of the course known as Beggar's Canyon. Here, in the winding channels of this dry river bed, they push their souped-up landspeeders and super-fast skyhoppers to the limit, dreaming that one day they might be hometown heroes.

2 Ben Quadinaros is one of many pilots who stall on the starting grid. Usually, they are moved quickly to avoid collision with pilots returning at the end of lap one. In Ben's case, however, his Podracer explodes before pit droids can get to him.

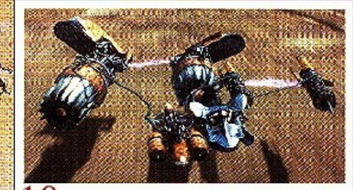
1 When the Podrace pilots line up on the starting grid, the crowd erupts with a deafening roar. This is the last chance for thousands of gamblers to size up the pilots and their Podracers before placing their final bets.

Race circuit
Underground section
0 500 ft
0 150 m

Boonta Eve Classic—Results

1		ANAKIN SKYWALKER (Tatooine)	Time 15.42:655 (average speed 536 mph/858 kph)
2		GASGANO (Troiken)	Time 15.48:557 (average speed 531 mph/850 kph)
3		ALDAR BEEDO (Ploo II)	Time 15.52:108 (average speed 528 mph/845 kph)
4		EBE ENDOCOTT (Criffis)	Time 16.04:994 (average speed 517 mph/827 kph)
5		ELAN MAK (Ploo IV)	Time 16.10:737 (average speed 512 mph/819 kph)
6		BOLES ROOR (Sneeve)	Time 16.42:473 (average speed 488 mph/781 kph)
7		CLEGG HOLDFAST (Now Plympto)	Time 28.55:581 (average speed 270 mph/432 kph)
X		BEN QUADINAROS (Toong System)	No laps: Engine stalled at start
X		MAWHONIC (Hok)	Lap 1 Crashed in Mushroom Mesa
X		RATTS TYERELL (Aleen)	Lap 1 Accelerator jammed in Laguna Caves
X		ODY MANDRELL (Tatooine)	Lap 2 Engine burped out on circuit after pit stop
X		NEVA KEE (Aargonar)	Lap 2 Leaves circuit at Hutt Flats (still missing)
X		MARS GUO (Phu)	Lap 2 Crashed in Desert Plain (suspected sabotage)
X		TEEMTO PAGALIES (Moonn Moo'd)	Lap 2 Vaporized in Canyon Dune Turn
X		WAN SANDAGE (Ord Radama)	Lap 3 Collided with Jawa sandcrawler off-course
X		DUD BOLT (Vulpin)	Lap 3 Collided with Ark Roose in The Coil
X		ARK "BUMPY" ROOSE (Sump)	Lap 3 Collided with Dud Bolt in The Coil
X		SEBULBA (Malastare)	Lap 3 Crashed in Hutt Flats

11 The final section of the circuit, Hutt Flats, brings out the worst behavior in pilots. Accelerating to top speed, it is their last chance before the finish line to fight for position. This time, however, it is Sebulba who is blown out of the race.

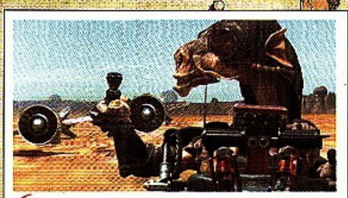


10 In the final lap, the dastardly Sebulba attempts to force Anakin out of the race using the sheer weight and size of his massive Podracer. It is a tactic he has used in the past to crowd-pleasing effect.

3 Total concentration is needed in Mushroom Mesa, where shadows and harsh sunlight play tricks on pilots' depth perception. Mawhonic's dreams of winning are dashed when he focuses on his competitors rather than the course in lap one.

4 No pilot has managed to race up the steep gradient of a service ramp, keep control of the machine as it flips beyond its maximum repulsorlift altitude, and descend safely further along the circuit. Yet Anakin makes Podrace history by doing just this.

5 For Jawas, Podraces are fabulous scavenging opportunities. These cloaked Tatooine natives work in teams to cover as much of the circuit as possible, competing with P-100 Salvage Droids to pick up scrap engine parts from crash sites.



6 Sebulba treats the long, flat Desert Plain as light relief from the more demanding and difficult sections of the circuit. Inevitably, it is here that his vile mind turns to dirty tricks—and here that he brings down Mars Guo in the second lap.

7 In lap one, Ratts Tyerell crashes into a stalactite in Laguna Caves. Even if he had survived, he could have expected no help from rescue teams, who avoid the caves from fear of the krayt dragon that inhabits them.

8 In lap two, Teemto Pagalies is hit by Sand People taking pot shots from the cliffs above Canyon Dune Turn. Anonymous complaints by pilots to race officials have come to nothing as the Sand People's troublemaking has become a popular attraction!

9 In lap three, Anakin's engines overheat in Jett's Chute. A seriously hazardous section of the circuit, spectators come to blows over which strategy is faster—weaving in and out of the arches or "threading the needle" (slipping right through them).

Service ramps provide race personnel with access to valley floors when they need to scavenge for parts or make occasional repairs to cam droids

The small houses in Beggar's Canyon are inhabited by hermits who were chased out of Mos Espa ... and bounty hunters on the run

The sudden drop into Ebe Crater Valley causes many crashes; in the third lap, Sebulba bumps the ground but quickly regains control

Ben's Mesa, named after Ben Neluemí, the first great Tatooine-born racer, who lost his life in a spectacular attempt to scale the central mesa

Lesser races than the Boonta Eve avoid the perilous Arch Canyon, routing pilots over the Dune Sea instead

Seasoned racers have come to believe that the faces that can be discerned in the stones of Mushroom Mesa change expressions when viewed from different angles

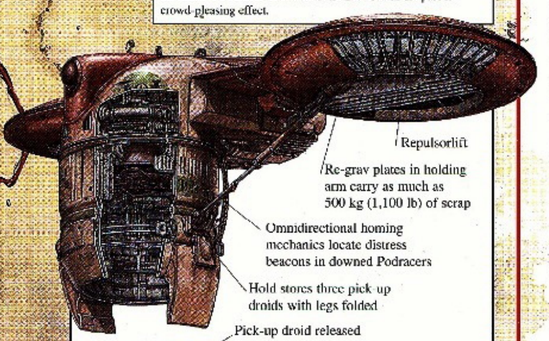
Pilots must flip their vehicles on their sides to pass through Devil's Dewlaps

Pilots are forced to keep to the outside of the large stone spindle as they make the turn around Bindy Bend; the jagged rocks on the nearside are not worth risking

Hutt Flats is the bed of prehistoric Lake Anre, which once ran to the Northern Dune Sea via underground tributaries

Dead Man's Turn
Diablo Cut
Stone Needle
The Notch
Beggar's Canyon
Ebe Crater Valley
Mushroom Mesa
Waldo Plains
Waldo Canyon
Ben's Mesa
Bindy Bend
Mos Espa Arena
Devil's Dewlaps
The Gorge
The Coil
Jett's Chute
Canyon Dune Turn
The Whip
Gorge Cave
Desert Plain
Dune Sea
Hutt Flats

1 Mos Espa Arena
2
3
4
5
6
7
8
9
10
11



Crash Clean-Up

Before the dust even settles around a crashed Podracer, P-100 Salvage Droids arrive to remove the valuable parts. Pilots have just two hours to claim their junked vehicles before they are auctioned off or sold, usually to Jawas.

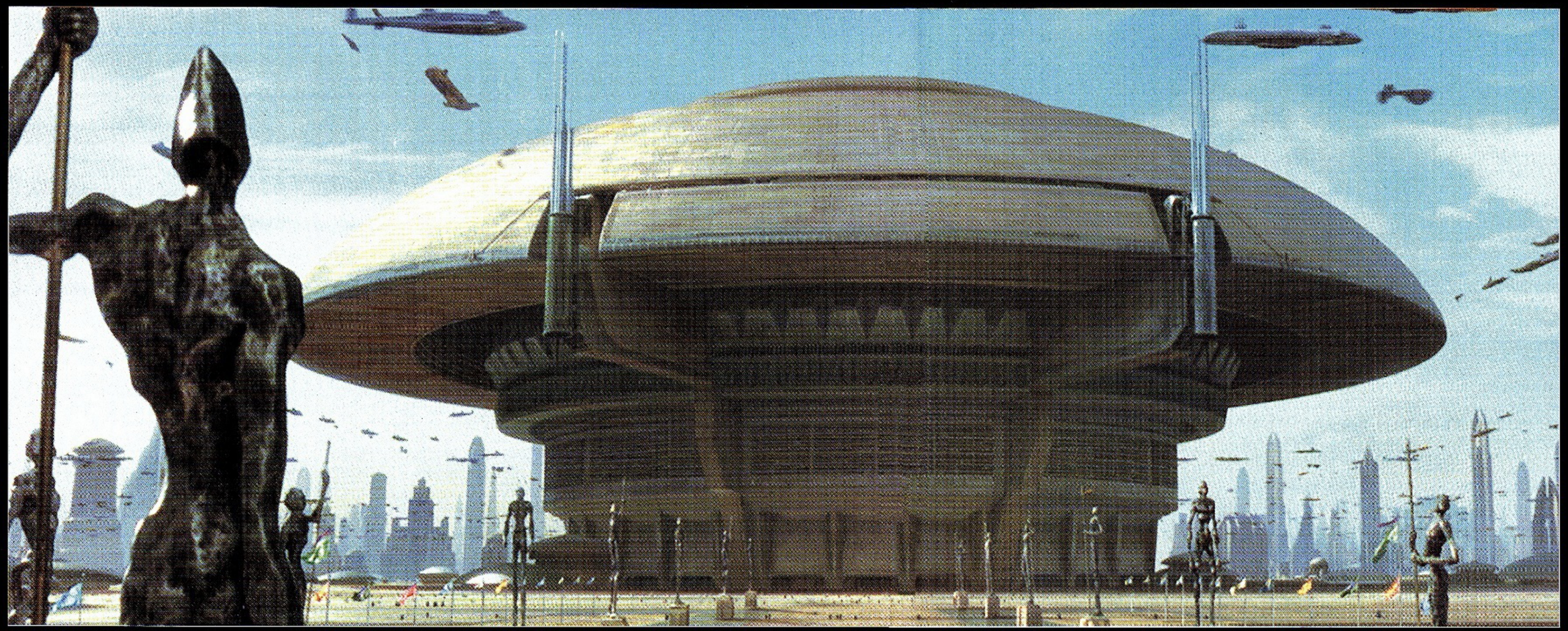
The mechanic who worked on this Podracer before the race removes his own "unique modifications"

Coruscant

Capital of the Republic, seat of government, and home of the powerful Jedi Knights, Coruscant is the most important planet in the galaxy. One of the original Core Worlds that grouped together at the birth of the Republic, Coruscant distinguished itself with the development and production of hyperdrive mechanics. This is the single most important invention in the galaxy's history because it allowed ships to travel from one end of space to the other in a matter of days rather than years. As galactic scouts explored increasingly farflung planets, large numbers of alien species made the return trip to Coruscant, swelling its population and causing the most rapid expansion a planet had ever seen. Coruscant reaped the glory and was awarded the coordinates zero-zero-zero on standard navigation charts, making it the effective center of the Republic: whoever rules Coruscant is truly master of the galaxy.

City Skyline

Coruscant's dazzling skyline is a potent symbol of the power and authority concentrated in the city. Many of its buildings reach 6,000 meters (20,000 feet) into the atmosphere, with sleek, transparisteel edifices standing next to older duracrete structures. Negotiating a landing path through these towering skyscrapers is not a task for the faint-hearted. Tour operator pilots demand high fees for taking wide-eyed offworlders on breathtaking cruises over the planet surface. Coruscant's air traffic is constant and busy, with large passenger ships traveling along autonavigated skylanes and smaller air taxis crisscrossing these routes to take high-paying passengers directly to their destinations.



Jedi Temple

Below the towers of the Jedi Temple, Galactic City is a dense sprawl sliced through with deep, canyon-like thoroughfares. The Temple itself is reached via a long, broad promenade, which provides a symbolic and physical transition from urban tumult to Jedi tranquility. The Temple's serene exterior hides a more pragmatic interior, with many hundreds of rooms where the Jedi train, practice, meditate, and debate the problems of the Republic. The most sacred part of the building is the central tower, or Temple Spire, in which the original manuscripts of the founding Jedi are housed.

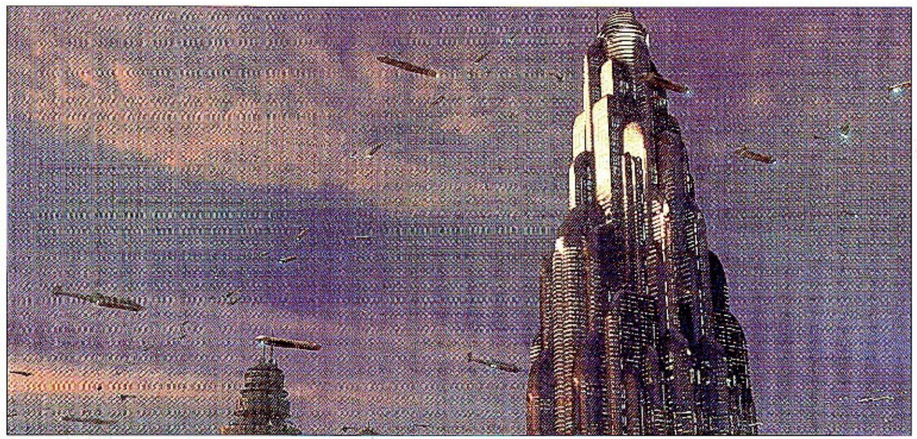
Galactic Senate

The Galactic Senate stands out at the heart of Coruscant's densely packed government district. Here, thousands of elected senators represent their worlds in a vast, arena-like chamber. Statues adorning the entrance concourse depict the Republic's Core World founders. As the Senate swelled over time with representatives of a bewildering variety of intelligent life, the point is occasionally raised that the Core Worlds' humanoid statues are no longer characteristic of the present-day, multi-species Republic.

Galactic City

More than 12 billion individuals of diverse species live in Galactic City, the most overpopulated, multifarious megatropolis in the galaxy. Most of them aspire to work for the institutions of galactic government. Yet for many, life on Coruscant is a room in a low-level sector with artificial light and air, anonymous neighbors of unknown species, and a data-input job in a government sub-office. In this fast-paced, artificial world, few focus on anything outside their own ambitions. Now the institutions of government are in decline, with corruption, nepotism, and negligence decaying the Republic's ideals.

Seen from space, Galactic City's brilliance is only slightly dimmed by the planet's hazy cloud cover. Weather patterns are affected by the troposphere-piercing buildings that cover the planet surface. Inside the tallest buildings, enormous differences of temperature and air pressure from bottom to top produce wowsuol and unpredictable micro-climates.



Senate Apartments

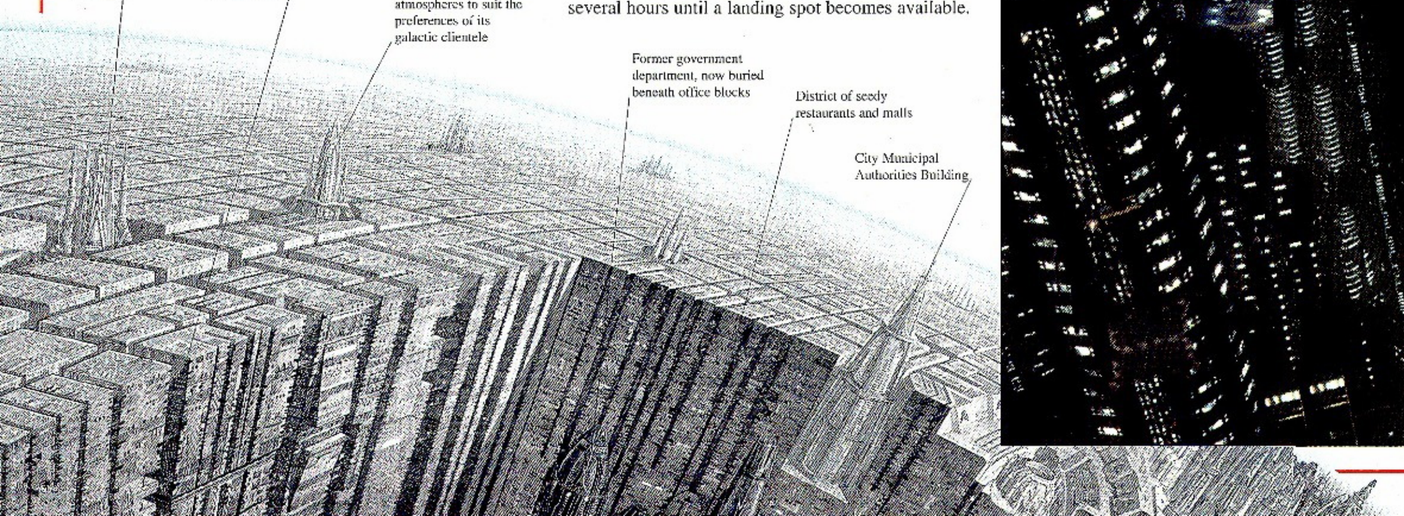
Senator Palpatine resides in one of Coruscant's prestigious older districts. Inhabited by citizens of incredible wealth (and some fame) who demand and receive complete privacy, *500 Republica* offers private turbolifts and clandestine security armaments. The building's stepped design incorporates 53 skydocks and can accomodate even the largest air taxis as well as private vessels.

Multileveled City

The skyscrapers of Galactic City cover the entire planet surface, dwarfing all the original natural features, including mountains and (now dry) seas, which lie somewhere in the depths. Lower floors have been abandoned to mutant species and fearsome scavengers.

Senate Landing Platforms

Private repulsorlift landing platforms can be reserved for the thousands of sectorial representatives, aides, and visiting dignitaries who arrive and depart daily on Coruscant. Other visitors must make do with municipal landing platforms, which are many kilometers wide and usually severely overcrowded. Vehicles are routinely forced to maintain a holding pattern for several hours until a landing spot becomes available.

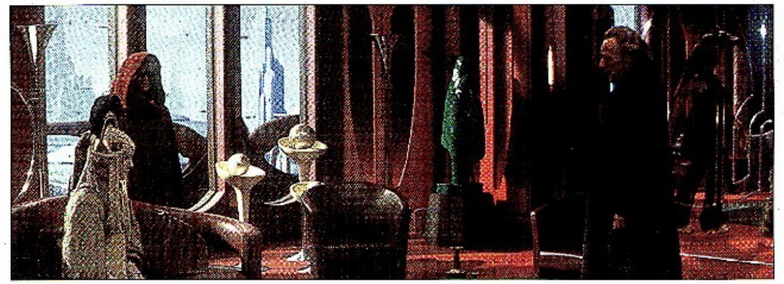


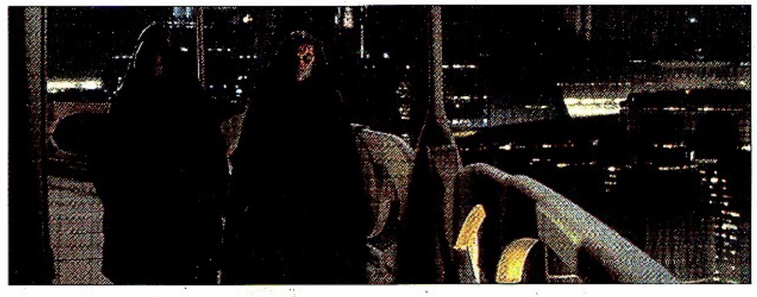
Atmospheres

In the top levels of Galactic City, the richest citizens breathe their preferred choice of gas in high-grade, purified form. Their buildings are routinely scanned for impurities, and problems are dealt with by teams of quality-control droids. In the dirty underworld of tunnels and corridors at the base of the massive buildings, inhabitants struggle to exist on barely breathable combinations of waste gases. Many regular visitors to Coruscant choose to bring their own air supply to last the length of their stay.

Palpatine's Guest Apartments

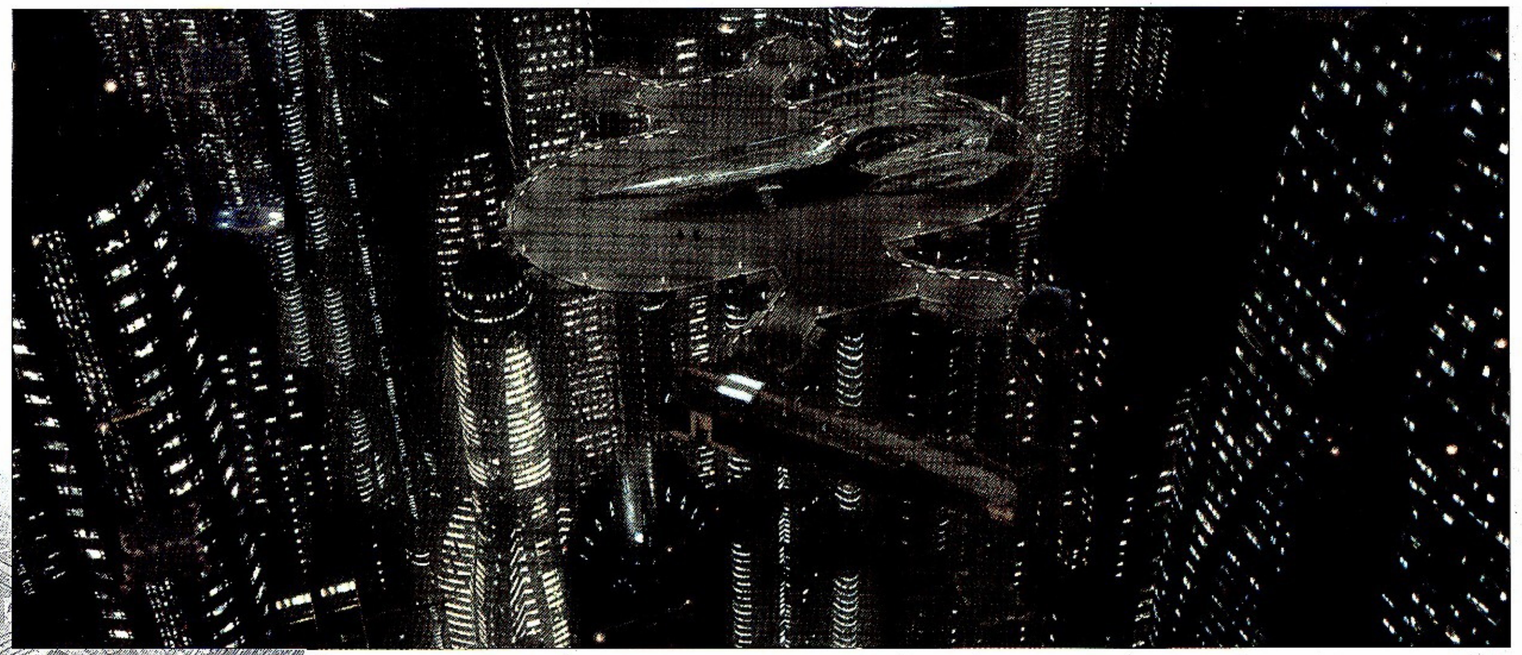
When Queen Amidala travels to Galactic City, Senator Palpatine insists that she and her retinue stay in apartments in his own building. The expansive suite of rooms is thoughtfully decorated in Palpatine's preferred colors and fitted with remote bugging,devices to ensure the complete safety of its regal guest during her stay. Armed guards at the door have been instructed to keep Palpatine fully informed of the Queen's every move.





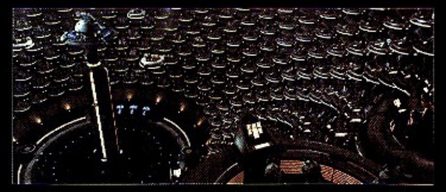
Clandestine Meetings

The architecture of Galactic City is ideally suited to the duplicitous machinations of the political classes that inhabit it. Hidden in the shadows and winding corridors of the megastructures are innumerable balconies, secret rooms, and abandoned buildings, many of which are used by clandestine organizations. In the anonymity afforded by this immense labyrinth, Darth Maul meets with his shadowy mentor, Darth Sidious, on a balcony, unnoticed by the teeming metropolis around them.



GALACTIC SENATE

THE GALACTIC SENATE BUILDING replaces a smaller, more intimate debating chamber instituted in the earliest days of the Republic. Reflecting the success of the expanding Republic, the enormous domed exterior of the modern structure is two kilometers (1.25 miles) in diameter. Inside, the debating rotunda accommodates platforms for more than 1,000 senators who represent the member worlds. The building's internal dynamics are designed to aid efficiency and the speed of decision-making. In fact, the convoluted network of private turbolifts and secret inner sanctums invites misuse, serving to facilitate underhanded dealmaking and avoidance of public accountability.



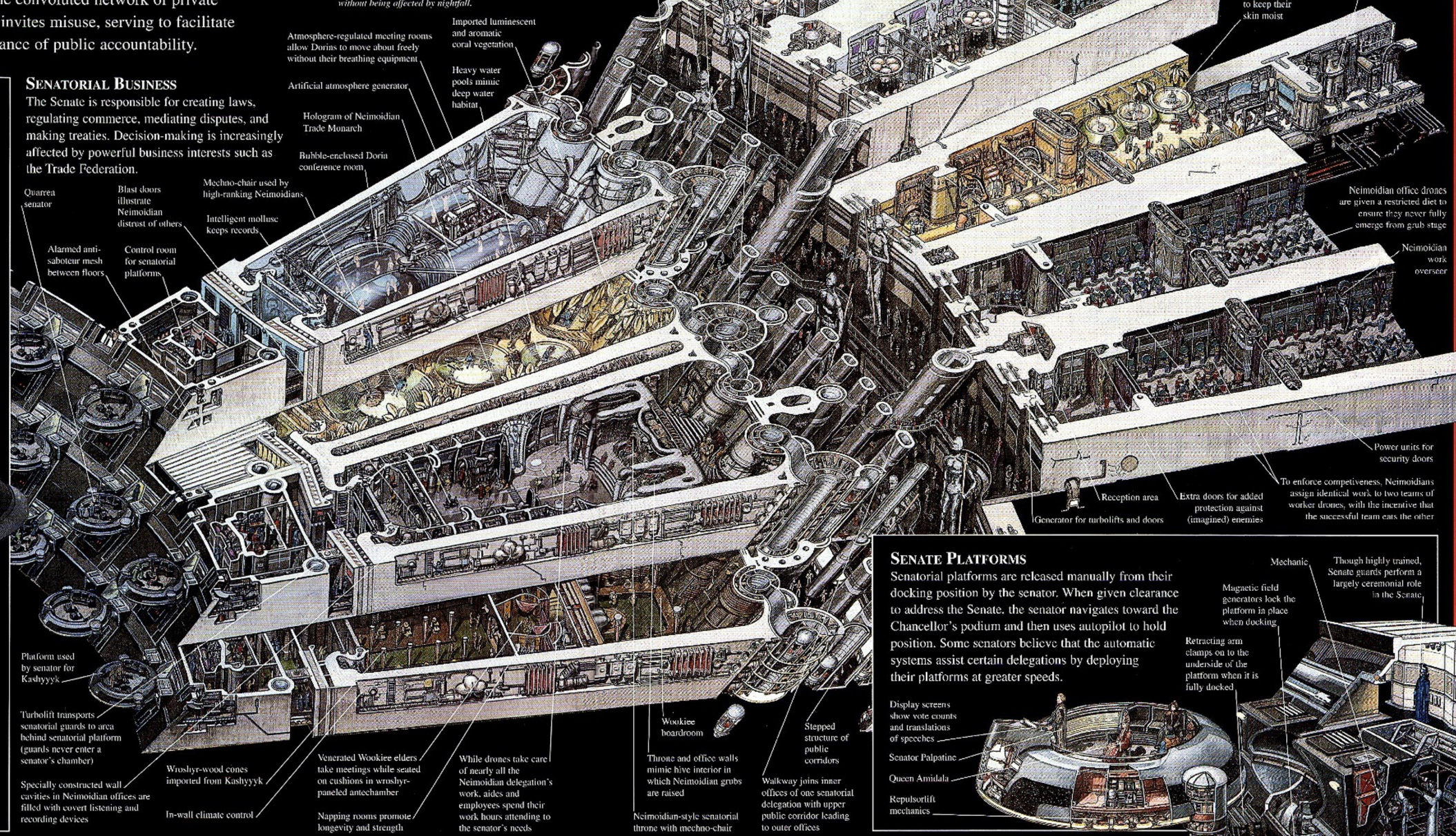
Receiving no natural light or air, the artificial atmosphere and illumination of the Senate's Great Rotunda is regulated to diminish senators' sense of time. This is intended to allow important debates to continue without being affected by nightfall.

CHANCELLOR'S PODIUM

The focus of the entire senate rotunda, the Supreme Chancellor's 30-meter (100-foot) tall podium is symbolic of both authority and, increasingly, vulnerability. Valorum and his staff are transported to the top by dedicated repulsorlift platforms that dock at the base of the podium. The Chancellor's extensive offices lie beneath the rotunda.

SENATORIAL BUSINESS

The Senate is responsible for creating laws, regulating commerce, mediating disputes, and making treaties. Decision-making is increasingly affected by powerful business interests such as the Trade Federation.



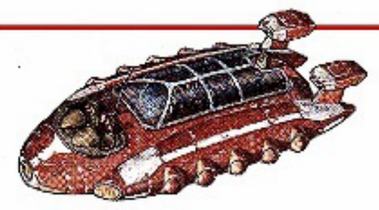
SPECIES-FRIENDLY OFFICES

Behind each senatorial platform, almost a kilometer (0.6 mile) of offices houses the hundreds of workers needed to support each senator. Most offices are customized to reflect the senator's native culture and physical needs. The offices closest to the platform are reserved exclusively for the senator and high-level aides; they incorporate conference rooms and areas where the senator can relax. Beyond the inner offices is a public hallway where political lobbyists mingle and a second set of offices where much of the laborious work is done.

SENATE PLATFORMS

Senatorial platforms are released manually from their docking position by the senator. When given clearance to address the Senate, the senator navigates toward the Chancellor's podium and then uses autopilot to hold position. Some senators believe that the automatic systems assist certain delegations by deploying their platforms at greater speeds.

JEDI TEMPLE



RISING ABOVE A LOW-RISE SECTOR of Galactic City to a height of a kilometer (0.6 mile), the Jedi Temple is the focus of Jedi life, the place where Jedi Knights are trained and housed. Its unobstructed position is not mere show, but a necessary aspect of its function. The five towers are each topped by powerful reception/transmission antennas, which use a wide range of broadcast-systems, the most sophisticated of which tap into the cosmic energy fields of the galaxy itself. Isolated by its height from the teeming city's electromagnetic fields, the towers' powerful communications array maintains contact with Jedi on far-flung missions.

Crowded lanes of air traffic carry Coruscant's ever-moving population around the planet

Each antenna transmits and receives data at different frequencies and with varying coverage

Door security panel

Turbolift utilizes Force-inspired internal dynamics to transport Jedi of vastly different sizes and shapes

Anakin is tested by the Jedi High Council

Depa Billaba

Natural and circular motifs in floor mosaic symbolize harmony and balance

Eeth Koth

Yarael Poof

Adi Gallia

Internal corridor

Qui-Gon and Obi-Wan wait on one of the tower's three Contemplation Stations

Topmast is a powerful transmitter incorporating a multi-frequency eradicator/scrambler

Plo Koon

Mace Windu

Yoda

Masonry construction supported by high-tensile magnite

Ki-Adi-Mundi

Saesee Tiin

Permem in windows helps balance gravity effects and maintain artificial air supply

Yaddle

Even Piell

Multi-field receiver assembly feeds multiple signals into holomap array

Oppo Rancisis

Receiver converts signals from antennas into holodata

Holomap indicates galaxy-wide hotspots, including disturbances in the Force and areas of unusual Force concentration

Communication bundles line wall cavities

Receiver vanes configured to convert signals from hyperspace locations into real-space coordinates

Eradictors scramble attempts to pinpoint location of Jedi in the field by locking on to their communications with the Temple

Galaxy holomap

Coruscant's largest air buses can carry up to 1,000 passengers

Air taxis dart in and out of bus lanes carrying passengers to specific destinations

Projection array constantly updates map from antenna signals

Collimating dish mechanics automatically focuses signal beam to compensate for power variations

Power signal stabilizers

Wave modulator

Power conduit

Main power generator

Static discharge vanes

CONTEMPLATION STATIONS

Around the circumference of the High Council holomap room, a spacious, graceful balcony with three stations provides a space for calm contemplation and reflection. High-ranking Jedi are briefed in the holomap room before being sent on missions, and are encouraged to walk the balcony to focus their Force energies before leaving. It is also used by Jedi awaiting a sitting with the High Council.

HOLOMAP ROOMS

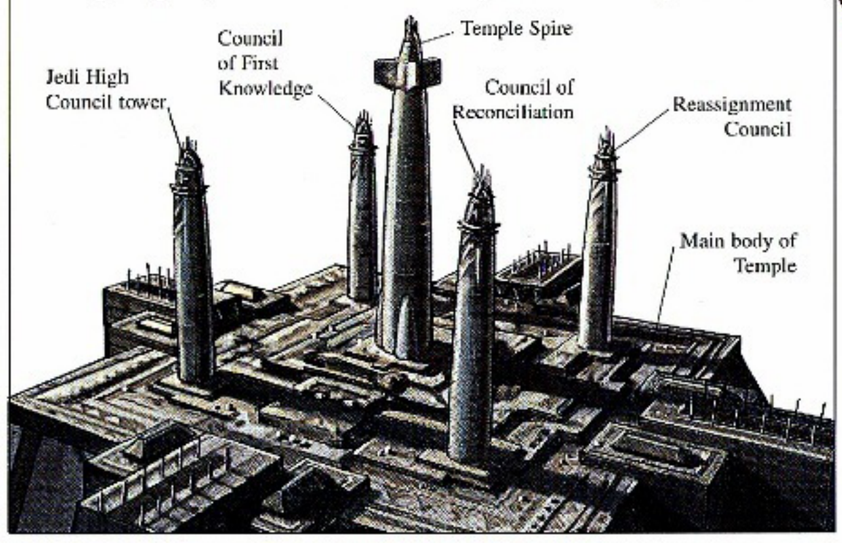
Central to the organization of Jedi activities throughout the galaxy is a pyramid system of holomaps. At the lowest level, 12 teams monitor in detail specific galactic areas. Potential problems are transferred to larger-scale holomaps for the attention of more senior Jedi. In this way, only the most serious issues reach the Jedi High Council, and are plotted on their galaxy holomap.

ANCIENT ECHOES

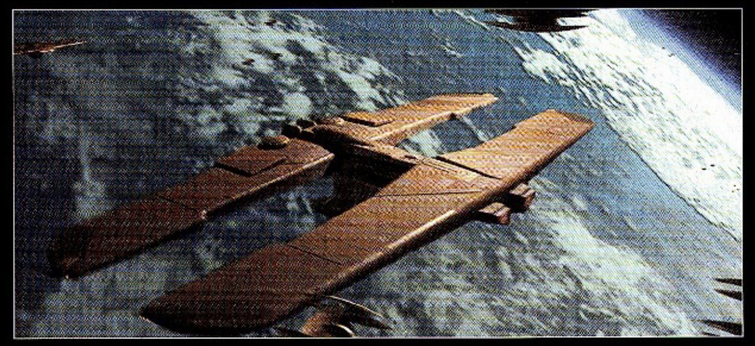
Unlike the surrounding modern buildings, the ziggurat base and slender spires of the Jedi Temple are of an ancient design. Its distinctive stepped appearance derives from very early Jedi architectural styles, and is intended to symbolize the Padawan's path to enlightenment in the Force.

JEDI COUNCILS

Each Temple tower houses a council with specific responsibilities. In addition to the High Council, which has overall decision-making powers, the Council of First Knowledge advises on matters requiring the ancient wisdom of past Jedi, the Council of Reconciliation seeks peaceful resolutions to interworld disputes, and the Reassignment Council organizes work for apprentices who are not chosen by a Jedi Knight or Master to be a Padawan. The highest, central tower is the Temple Spire, the Jedi's most sacred place of contemplation.



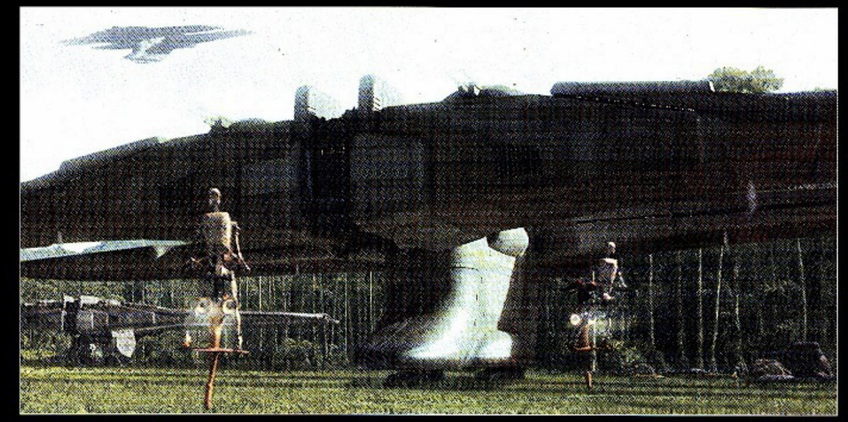
The Invasion of Naboo

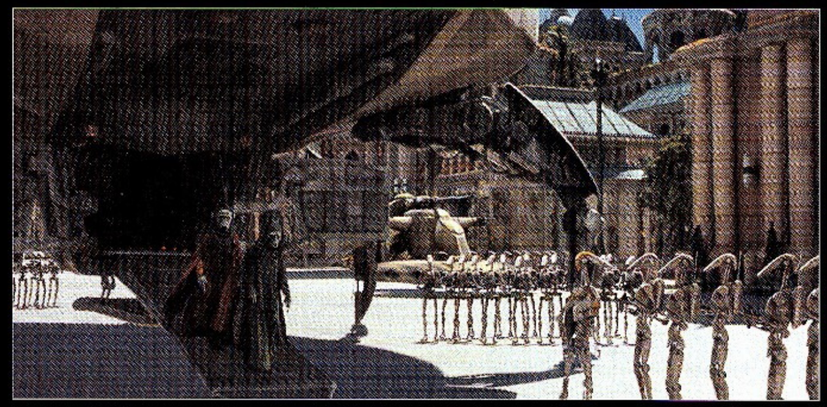


Even while the Trade Federation blockades Naboo with a fleet of war freighters, its leaders finalize invasion plans with their shadowy Sith mentor. The Neimoidians do not share Sidious' sinister interest in this small, relatively insignificant planet. However, they are persuaded that their victory will be easy—and ultimately profitable. On Sidious' orders, the invasion army has two primary objectives. The first is to sever Naboo's communication with the Senate. The second is to capture Queen Amidala and force her to sign a capitulation treaty. Sleek landing ships descend upon on the planet, avoiding public commotion by sticking to remote areas. Under cover of darkness, the army mobilizes and takes up strategic positions. The next morning, the citizens of Theed are caught unaware by a devastating surprise attack.

Landing Ships

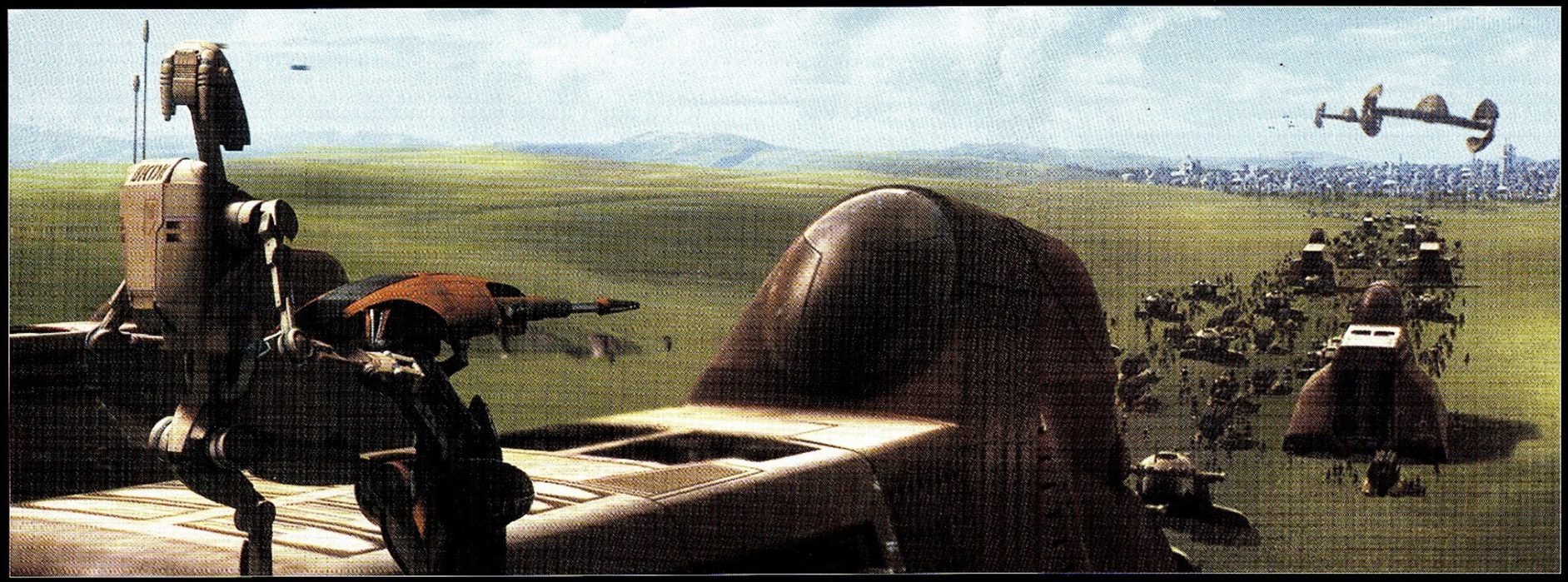
Formations of massive C-9979 landing ships descend like vultures through Naboo's atmosphere. An elite group lands in the north of the planet, where Theed and the largest cities are found, while other groups target cities in the south and east. Each landing ship carries 11 MTTs (Multi-Troop Transports), 114 AATs (Armored Assault Tanks), and legions of droid troops. First to be deployed are droids on armed STAPs, who act as scouts for the main army, seeking out any signs of resistance—including two Jedi who have evaded capture.





Enter the Neimoidians

Only once Theed is under battle droid control do the invasion's perpetrators show their faces. Nute Gunray and his attaché, Rune Haako, affect the air of conquerors as they make the short walk from their shuttle to Theed Palace to personally oversee the arrest of Queen Amidala and her government. Being naturally cautious and lazy, the Neimoidians rarely leave their ships, relying on droids to meet customers. But in this instance, they are keen to visit the palace for themselves, having been advised that its staterooms are full of priceless treasures.



The Fall of Theed

With its citizens rounded up into detention camps and its streets sealed, Theed becomes a ghost town, echoing only with the sounds of tanks rumbling and troops marching. The city's long era of peace and serenity has ended in a matter of hours. Queen Amidala and her staff are escorted from the palace by droid captors taking them to a camp. But even in her darkest hour, the Queen refuses to abandon hope. She knows she will need some extraordinary help from somewhere if her beloved home is to be saved.

Advance of Evil

The invasion force that advances upon Theed in the sharp light of a Naboo early morning comprised 33 large transports, each carrying 112 battle droids and 342 battle tanks, as well as droid starfighters and infantry. Each vehicle and battle droid is pre-programmed with a ground map of the city, with specific instructions for key objectives.

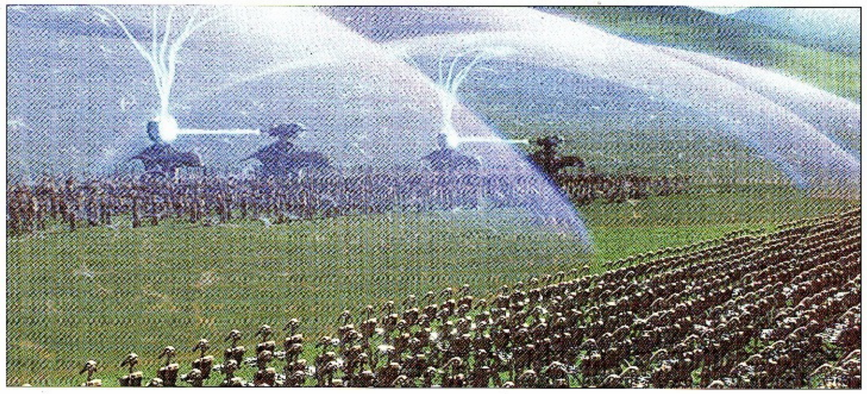
Defense of Naboo

When the Trade Federation invades Naboo, it expects little resistance from the planet's peace-loving inhabitants. But the invaders underestimate the courage and determination of its principal species, the Naboo and the Gungans, who overcome their traditional antipathy to form an unlikely alliance in the face of the emergency. The chief advantage the natives have is knowledge of the terrain. The Gungans amass a huge army in the swamps to lure the droid forces away from Theed, while the Naboo utilize hidden passages to infiltrate the palace and hangar, enabling them to mount attacks on multiple fronts.

While the inhabitants of Naboo struggle to rescue their planet from Trade Federation control, Qui-Gon Jinn and Obi-Wan Kenobi battle for their lives against a Sith warrior who appears to have an agenda all his own.

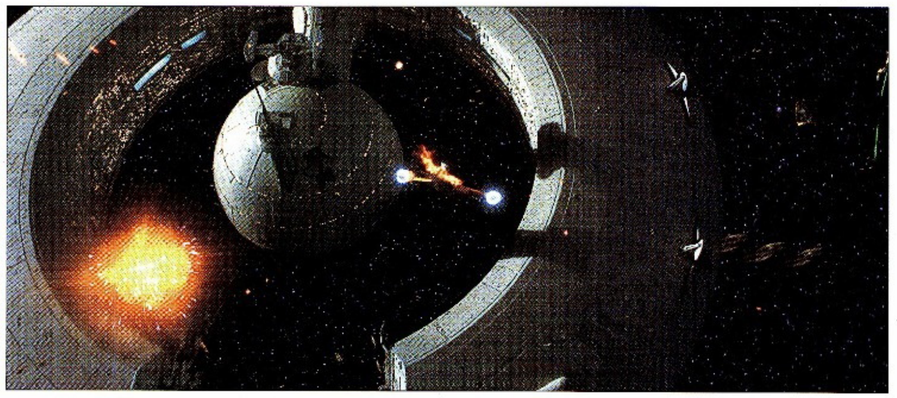
Ground War

Although the Naboo people are rounded up into camps en masse, the Gungans prove more difficult to reach. By the time the invading battle droids reach Otoh Gunga and the other underwater cities, they find them nearly empty and most of the Gungan populace evacuated. Convening in the swamps, the Gungans raise an army large enough to challenge Trade Federation troops on the Great Grass Plains, buying Panaka's soldiers some much-needed time.



Symbolic Meeting Place

Naboo and Gungan leaders plan their battle strategy on the dividing line between Naboo and Gungan lands. Long considered a no-man's-land, a refuge for outcasts like Jar Jar Binks, the swamp edges will play host to regular Freedom of Naboo celebrations in years to come.



Space Battle

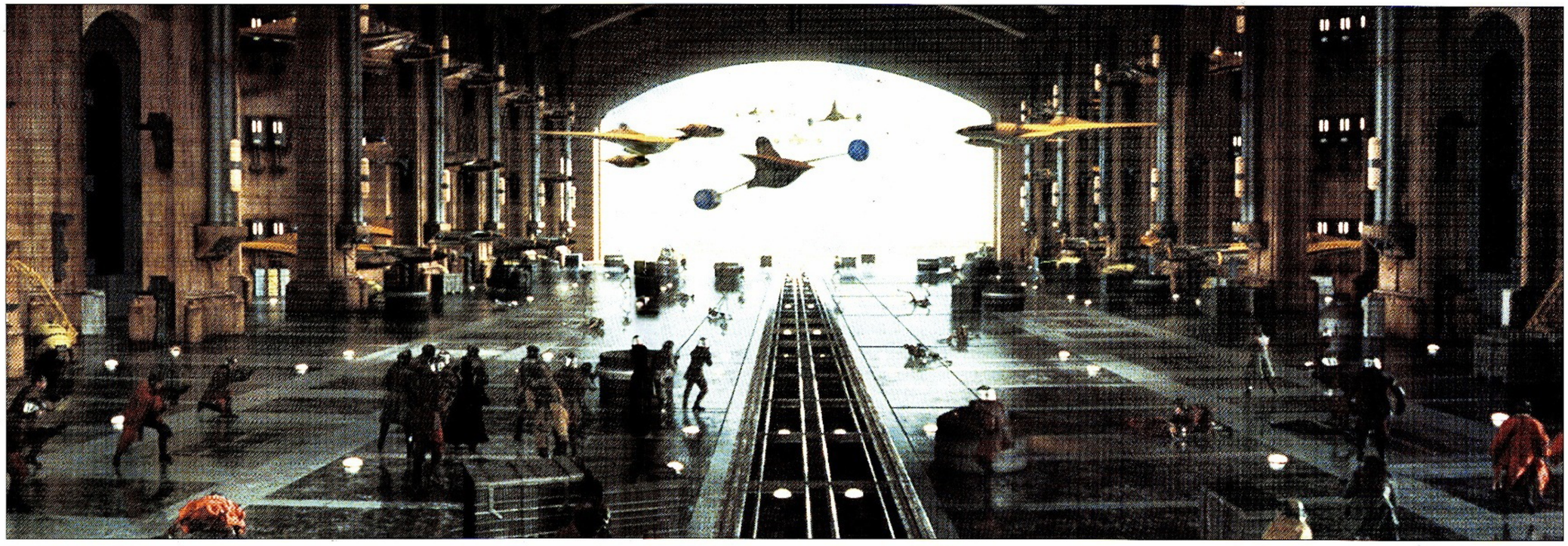
Naboo's pilot squadron, Bravo Flight, led by Ric Olié, is assigned the daunting task of knocking out the transmitter aboard the Droid Control Ship orbiting Naboo. Its combined fire power barely gets through the Control Ship's deflector shields. However, a reckless spin causes a split-second breach and Anakin's craft shoots into the righthand hangar arm toward the heart of the enemy.

Search for the Gungans

Traversing through dense swampland along nearly impenetrable paths known only to Gungans, Jar Jar Binks guides the Naboo and Jedi to the Gungan sacred place. When they near the hidden entrance, Jar Jar is unsure of the protocol for allowing outsiders into such a restricted zone and uses a Gungan call to alert scouts to his presence. The path threads its way beneath a thick canopy of ancient trees until the party emerges in a dry clearing filled with Gungan refugees. The Gungans gather at their sacred place in times of anxiety and apparent danger. These evacuations prove to be valuable practice when the time comes for a genuine emergency.

Secret Operations

On Captain Panaka's instructions, Theed's underground resistance movement infiltrates the hangar in advance of its liberation. Secretly, officers and guards have checked that their fighters have not been disabled by battle droids. They have also restored access to the hangar computer system in order to program battle flight-path coordinates.

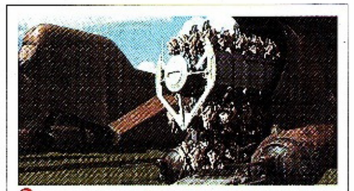


GRASS PLAINS BATTLE

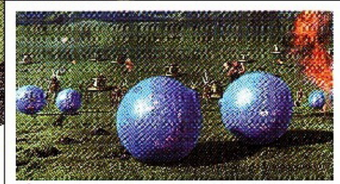
THE CONFRONTATION BETWEEN Gungan troops and Trade Federation droids takes place 40 kilometers (25 miles) from Theed. On the morning of the battle, Gungan troops assemble under cover of the swamps. Soon after, the Neimoidians are alerted to the military buildup by rumors spread deliberately by Captain Panaka. The Gungan strategy is to wait until the droid army emerges from Theed to meet them on their own ground—in a spot near enough to the swamps to allow a hasty retreat if necessary. The plan works: by midday, two immense armies face each other across a shallow valley between ridges of low hills...

1 In the first stages of the battle, the energy shield is vital to the protection of the Gungan army. A string of well-placed shield generators, carried by swamp lizards called fambaas, generate protection for troops stretching as wide as a kilometer (0.6 mile).

2 Encased within the energy shield, Gungan soldiers can do nothing but wait and hope that the barrier holds out against the relentless assault. When the laser battering halts, the Gungans are relieved, believing the battle is won.

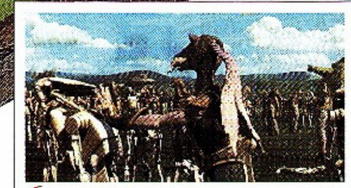


3 Deprived of an easy victory over the Gungans, Trade Federation battle tanks fall back. Agonizing moments of silence follow as MTTs (large transports) advance and begin unloading rack after rack of deadly battle droids.



4 Gungan energy balls, filled with high voltage plasma, burst open on impact, short-circuiting battle droids and droidekas. These weapons are fired from catapults or flung from cestas and atlatls—and are sometimes released accidentally.

5 Amid the chaos of battle, no one is more confused than Jar Jar Binks. Attempting to flee, he is thrown off his kaadu onto the laser cannon barrel of an AAT. Captain Tarpals draws up alongside to save him, wasting valuable time in the process.



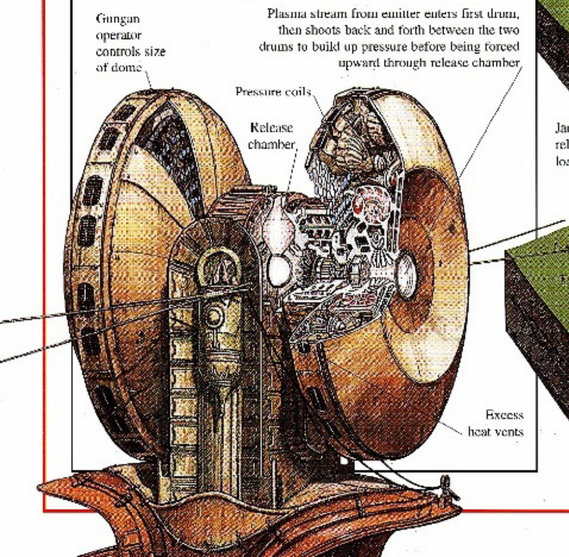
6 Just when it seems that the battle is lost, every battle droid suddenly falls inert as their control signals are severed. Initial Gungan disbelief soon gives way to jubilation and gentle retaliation, as Gungans discover the joys of "droid tipping"!

GUNGAN BATTLE STRATEGY

Realizing that the Trade Federation's military might is far superior to their own, the Gungans plan to protect their army within a huge energy shield. The liquid energy surface repels laser bolts and large, slow-moving objects like tanks. Denied the option to wipe out the Gungans with their heavy artillery, the enemy is forced to send in individual battle droids. This gives the Gungans a fighting chance of engaging the droids long enough for the Naboo to capture the Viceroy.

SHIELD GENERATOR

In the distant past, Gungan shield generator technology was used in defense against giant swamp creatures and sea monsters. It is maintained today as a symbol of Gungan military pride. The energy field is produced when an emitter, carried by one fambaa, fires a stream of plasma into a projector, carried by another fambaa.



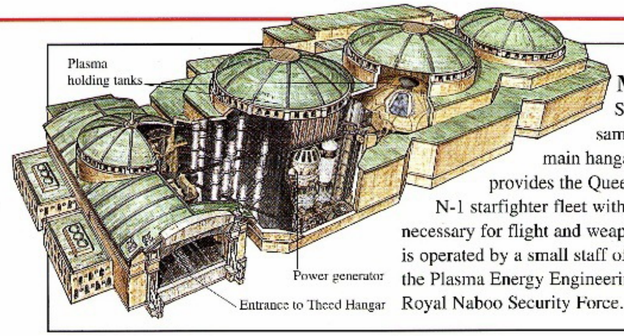
GENERATOR BATTLE

WITH ITS SLEEK, MECHANISTIC INTERIOR LINES, Theed's immense power generator stands in stark contrast to the city's elegant, handcrafted aesthetic. Indeed, this ingenious feat of engineering is now a popular attraction in Theed. The gigantic machinery works day and night to mine and stabilize naturally occurring plasma from deep within the planet. The Naboo people rely on this plasmic energy, using it for trade and to power their own cities, spacecraft, and even the glowing bulbs on Queen Amidala's Throne-Room gown. During the Battle of Naboo, the power generator becomes the scene of a climactic battle between Darth Maul and the Jedi Qui-Gon Jinn and Obi-Wan Kenobi.

As Obi-Wan hangs on to a security beacon within the power generator's core tunnel, Darth Maul lashes out with his lightsaber.

BREAK WITH THE PAST

For centuries, Theed's energy supply was provided by small outlying mines. However, evidence of a vast plasma source below the city's cliff face led to the construction of the new generator. Its efficient machinery mines much more than the city itself needs.



MILITARY POWER

Strategically located in the same complex as Theed's main hangar, the power generator provides the Queen's Royal Starship and N-1 starfighter fleet with the plasma power necessary for flight and weapons usage. The generator is operated by a small staff of trained personnel from the Plasma Energy Engineering unit of the Royal Naboo Security Force.

PLASMA TRADE

While reserves of plasma are maintained for emergencies and increased spacecraft use, some of the excess is now sold in off-planet trade deals. The Naboo choose not to send their own trading agents to other worlds, but sell directly through the Trade Federation.

SENATORIAL PATRONAGE

The power generator's opening ceremonies were presided over by Senator Palpatine, whose interest in the deep-pit design was much noted. Soon afterward, regular tours were established to allow Theed's citizens a view of the breathtaking, plasma-filled tubes.

Theed Hangar is liberated and fighter pilots take off for space battle
Freed from battle droid control, Naboo flight controllers return to their stations
Blast door opening/closing mechanics
Inspection platform
Remote engineering console
Panels constantly monitor and compensate for pressure changes and power fluctuations
Plasma from extracting shaft is forced through each of the acceleration shafts in turn to intensify the energy output
Thermal carbon membranes contain plasma
Service catwalks
Plasma extracting shaft uses vacuum suction to mine underground plasma
Containment field projection
Attesting to the Naboo respect for tradition, the number of laser doors is a deliberate reference to an ancient Naboo legend, in which Chaos is held back by six impenetrable gates
Laser doors lock into position in response to potentially lethal power outputs that occur intermittently during plasma activation process
Core uses high-energy particle coils to disintegrate plasma slough
Refined plasma reserve tank
Multilayer radiation dampers
Refined and unrefined plasma conductors
Recirculation lid periodically sweeps oxygen out of the reserve tank, preserving the fragile vacuum equilibrium
Purification chamber
Main activator
Cooling vents
Transformer drum
Unrefined plasma is injected back into compressors
Main plasma compressor
Twin plasma compressors lead to Theed's power distribution grid
Plasma equilibrium checkpoints

1 *Darth Maul's patient wait for his Jedi adversaries ends in Theed Hangar. Launching into battle, he lures them into the power generator.*

2 *Summoning his Force energies, Maul backflips from an inspection platform to the central catwalk, followed by Qui-Gon and Obi-Wan.*

3 *Maul leaps to a higher catwalk in an attempt to split up the Jedi. They follow, but Obi-Wan is forced back over the ledge.*

4 *Battling his Sith adversary alone now, Qui-Gon Jinn forces Darth Maul down a level to the central catwalk and leaps after him.*

5 *Obi-Wan recovers from his fall and refocuses his Force energies before leaping back up to the battle raging above him.*

6 *As Maul and Qui-Gon exchange lightsaber blows along a security hallway, activated by the generator power cycles, Obi-Wan gives chase.*

7 *When the laser doors unlock, Obi-Wan runs through but does not count on another power surge causing the doors to close again.*

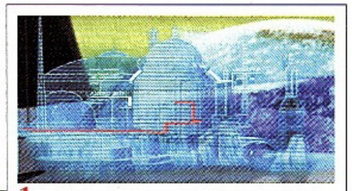
8 *The final stages of the battle are played out around—and over—the hazardous edge of the generator's virtually fathomless core.*

MINING PLASMA

Deep within Naboo, plasma is constantly generated by natural ionization reactions. Theed Generator's extracting shafts draw unrefined plasma and deliver it to the processing plant. Here, a massive activator stabilizes and purifies the plasma. The refined plasma is compressed and sent to Theed's power distribution grid, while the excess is shunted to the reserve tank.

THE CITY OF THEED

WITH SQUADRONS OF BATTLE DROIDS patrolling the streets, battle tanks guarding access routes, and Trade Federation rulers holding the palace, Theed is a city under occupation. Yet, as a result of the quick capitulation of its populace, its buildings and monuments have remained relatively unscathed—most structural damage was caused by battle tanks steering through narrow streets. With all entrances and exits blocked, the small band of Naboo defenders has no choice but to use a hazardous network of underground passages to infiltrate their own city.



1 The defenders of Naboo use droid holoprojections to locate the secret routes into the city and the palace. These highly classified maps are stored in the Royal Starship's computers. The defenders emerge from the underground tunnels near the hangar.

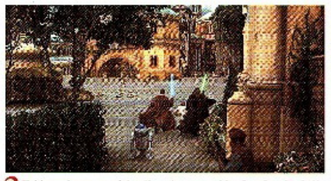
10 Having captured the Viceroy and his attaché, the Naboo have no thoughts of revenge, trusting only in the powers of the Senate to force them to explain their actions ... despite their own monarch's experience of senatorial feebleness.

FIRST SETTLEMENT

Theed was founded 800 years before the Battle of Naboo by settlers fleeing revolution on their home planet. Situating their city on a cliff edge for protection from attack, the settlers became highly successful commercial farmers. Their prosperity led to generations of a leisure class who turned their energies to education and the fine arts.

9 Making use of her bodyguard training, Sabé responds to Amidala's distress signal. Dressed as the Queen, she risks her life by fooling the Trade Federation Viceroy into thinking she is the real Queen Amidala, drawing the battle droids away.

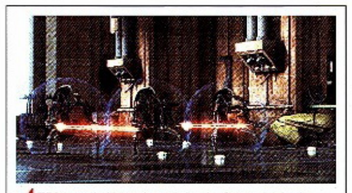
2 Under Captain Panaka's command, Naboo soldiers in a Gian speeder blast at a Trade Federation tank regiment that is guarding the entrance to Theed Hangar. This courageous action diverts the droids away from the entrance.



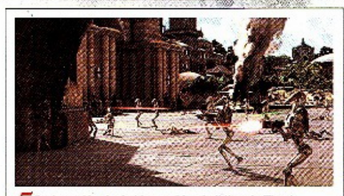
3 Taking advantage of the diversion caused by Panaka, the Jedi, Anakin, Amidala, and R2-D2 emerge from the corner of the hangar where they have been hiding and slip into the entrance. Panaka and his soldiers expertly dispatch the droids and join them.

UNDERGROUND TUNNELS

Like their Gungan counterparts, the Naboo have long made use of the porous qualities of their planet. The naturally forming subterranean tunnels that run underneath Theed were once made safe, extended, and carefully mapped, but have since fallen into disrepair. As head of security, Captain Panaka recently inspected these secret routes in and out of the city, but had no idea how useful they would become when their city was occupied.



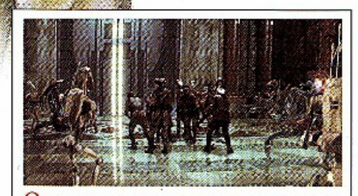
4 With most droid squads needed at the Gungan battle, the hangar interior is not left well guarded. Yet warning signals from the droids that are hit alert the Command Officer of the breech and droidekas are swiftly dispatched.



5 Pockets of battle droids guard key buildings in Theed. Nevertheless, when the Naboo defenders cross the city to reach the palace, they find they can take advantage of the city's maze of hidden passageways and connecting skywalks.

6 Using a little known route into the palace, the Naboo troops make their way through ceremonial halls. In quieter times, these grand, sweeping passages are used by Amidala for contemplative walks with her handmaidens or political advisers.

7 While the handmaidens and the rest of the soldiers remain in the hall to hold off battle droids, Captain Panaka, Amidala, and a handful of soldiers escape through a window. They use the ascension feature on their guns to reach the next level.



8 Just steps away from the Throne Room, Amidala and Panaka are ambushed by battle droids and droidekas, against whom they dare not risk an exchange of laser fire. Amidala just has time to signal her location to the handmaidens.

CAMPS

The battle droid army rounds up the citizens of Theed and takes them to POW camps set up on the plains outside the city. For Theed's genteel citizens, suffering the indignity of dirty, makeshift camps, with little food, is hard to endure.

Secret access to subterranean tunnels
One of the tributaries of the Solleu River
Boathouse
Royal Naboo Security Forces headquarters
Virdugo Plunge is the largest waterfall in Theed
Hangar entrance
Theed Generator
Cliff edge is stabilized by hidden tension field generators
Captain's Panaka's private residence
Ellié Arcadium
The Hall of Perri-Teeka, a monument to a legendary statesman
Pergola's Bridge has become the main crossing point over the Solleu, taking some of the strain off the more fragile Bassa Bridge, further downstream
Broadberry Meadow, a secluded garden reached only by boat
Guido's Tower is one of the oldest buildings in Theed
Banqueting rotunda built by the Earl of Vis, a cousin of the old king
Palace Plaza is usually busy with Theed citizens
Palace Guard offices and quarters
Watchtower
Meeting hall where Amidala meets the Royal Advisory Council
It is traditional for newly elected monarchs to add a tower or turret to the palace, and seek public acclaim for its enhancement of existing structures
Watchtower
Turret Room where Yoda and Obi-Wan discuss Anakin's future
Skywalk
The previous ruler, King Veruna, established a vast royal library collection in this tower during his 13-year reign
University building
Gungan sub carrying Qui-Gon, Obi-Wan, and Jar Jar surfaces just above a fork of the Solleu
Triumphal arch
Pamelli Museum of Art
Concert Hall
Queen Yram's Needle
Royal Academy where Amidala was groomed to become a leader by government tutors
Covered walkway
Courtyard where the Jedi liberate Queen Amidala

EPISODE II

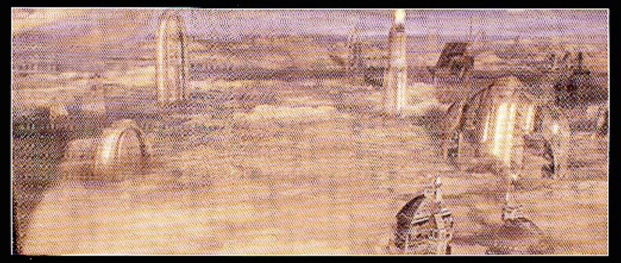
ATTACK OF THE CLONES

There is unrest in the Galactic Senate.
Several thousand solar systems
have declared their intentions
to leave the Republic.

This separatist movement, under
the leadership of the mysterious
Count Dooku, has made it difficult
for the limited number of Jedi
Knights to maintain peace and
order in the galaxy.

Senator Amidala, the former Queen
of Naboo, is returning to the
Galactic Senate to vote on the
critical issue of creating an
ARMY OF THE REPUBLIC
to assist the overwhelmed Jedi....

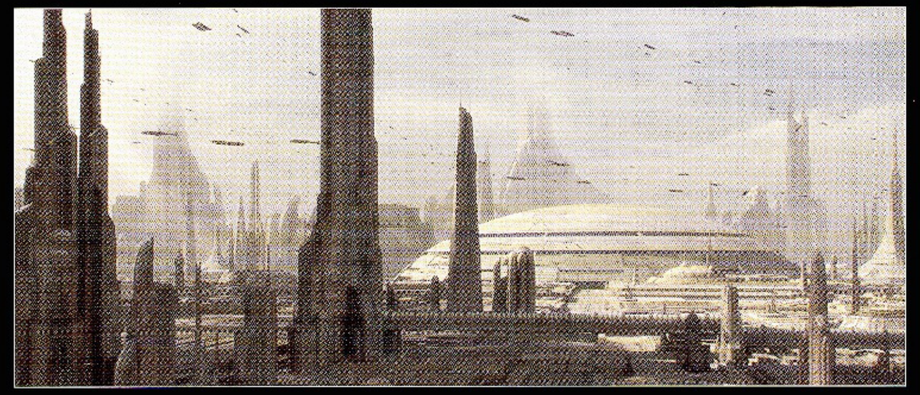
Coruscant



Seen from above the cloudline, Coruscant appears still and serene, with just the tops of the tallest buildings visible. Beneath the clouds, the galactic capital planet is a heavily populated, multilayered metropolis. Its skylanes are constantly busy with traffic, from small personal speeders to air buses and larger freighters. Most skylanes on Coruscant are autonavigated, with each vehicle traveling along a preprogrammed route to minimize the risk of collisions. The fastest traffic makes use of the highest skylanes as it travels long distances across Galactic City. Below the elevated skylanes, traffic moves in a more disorderly way, vying for space with garbage scows, unmarked speedervans, and small private conveyances. Vehicles may change skylanes at giant spiral interchanges, where they move up or down, or switch directions.

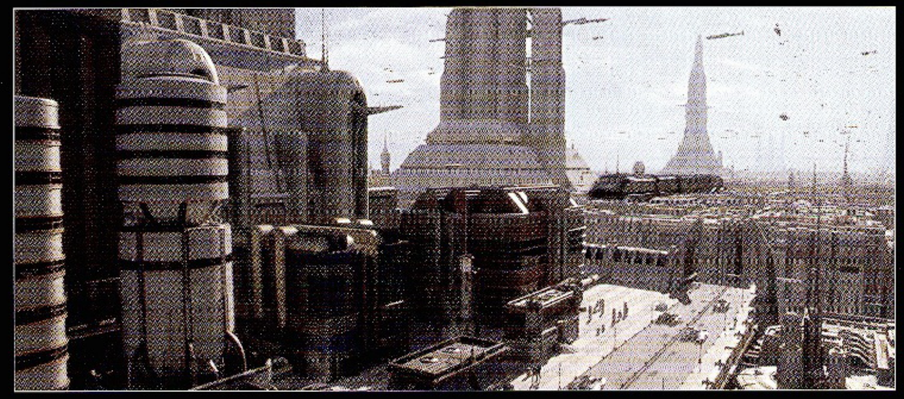
Urban Growth

The Galactic Senate stands at the heart of the governmental district. In the 10 years since the crisis on Naboo, this area has altered almost beyond recognition. New buildings and floors house the thousands of extra departments and commissions that have been formed in the name of bolstering the stability of the Republic. In addition, corpulent Senators, keen to minimize their journey to the Senate, have used every form of persuasion to ensure that their offices and suites are built as close to the chamber as possible.



Entertainment District

Galactic City's enormous entertainment districts are equally alluring and unsettling for the hordes of revellers drawn to its nightclubs, gaming houses, bars, and palaces of hedonism. These districts can be alternately awash with bright lights and gaudy partygoers, or, all of a sudden still, dark, and empty, reeking of danger. In these streets of dubious pleasures, menace lurks around every corner, and innocent pleasure-seekers mix with thieves, assassins, and sellers of illegal spices.



The Works

Coruscant's single planetwide metropolis, Galactic City, is divided into several thousand quadrants, which are further subdivided into numbered sectors. Whereas official maps use this classification, most people refer to districts by colloquial names. One large sector is known as The Works. It is a manufacturing district, where, for hundreds of standard years, spacecraft parts, construction droids, and building materials of every kind were churned out at an astonishing rate. Now, much of this manufacturing is done more cheaply off-planet, and the area has fallen into disrepair. Coruscanti stay well clear of The Works, as it has gained a reputation for the most sinister kind of criminal activity—making it ideal for a clandestine meeting between two shadowy Sith leaders.

Upper Level Diners

Exclusive stores and restaurants cater to the wealthy citizens who inhabit the highest levels of Galactic City. Small canteens serve maintenance crews and support staff working in these lofty heights. Many of the more fly-by-night canteens operate without trading licenses and are repulsor-fitted for easy getaway if officials come snooping. Located in Coco Town, Dex's Diner is one such mobile installation. In Coco Town (short for "collective commerce"), immigrants of diverse species have established mutually supportive manufacturing businesses.

Speeder Chase I

After a near-fatal assassination as she arrived on Coruscant, Padmé Amidala is assigned two Jedi bodyguards, who keep watch on the Senator as she sleeps in her apartment. Yet a modified ASN-121 assassin/sentry droid bypasses the window shields in a further attempt on Padmé's life—only, this time, the Jedi give chase. Knowing that the droid will be programmed to return to its source, Kenobi smashes through the window and grabs onto it as it turns to flee. Meanwhile, Anakin "hotwires" an airspeeder from a nearby parking bay. In the ensuing chase, both Jedi hurtle through the skylanes in pursuit of bounty hunter Zam Wesell, who avoids the heavy circulation, high-lane interchanges, choosing instead to dip down into the lower lanes, where traffic is lighter but less orderly.

1 Anakin quickly spots the only open-top airspeeder in a parking bay—which happens to be the fastest, too. The speeder is later recovered and returned to its designated parkslot, effectively cutting short the official enquiry into the "theft" and leaving its owner, Senator Simon Greyshade, unable to press charges.

2 At the mercy of the droid's defensive stratagems, Kenobi is repeatedly scraped against the walls of buildings or dangled in the path of oncoming speeders. He narrowly escapes collision with holodrama star Seboca from Malastare, who is entertaining a female Senator from Aleen, Bogg Tyrell.

3 Kenobi struggles to hold onto the speeding assassin droid as it repeatedly sends defensive electrical shocks into his unprotected hands. Several skylanes below him, Anakin pilots his airspeeder, using the Force to seek his Master and hoping that the droid will lead him to the unknown assassin.

ROUTE KEY

- Assassin droid
- Anakin's speeder
- Zam's rifle slug
- Obi-Wan's fall
- Zam's speeder
- Anakin's leap

Assassin droid supporting Obi-Wan is hit by a bolt from Zam's sniper rifle

Zam throws her speeder into a daring nose dive

Obi-Wan freefalls for 285 m (950 ft) before landing in Anakin's speeder

Zam waits on an upper balcony of a Trade Federation office tower

Trade Federation advertising screens

Padmé's rooms are in a high-security Senate apartment complex

Anakin takes an airspeeder from a parking balcony several floors beneath Padmé's apartment

Office occupied by regulatory body for mobile communication droids

Nicandra Counterrevolutionary Signalmens' Memorial Building

Bonadan Embassy

Only the wealthiest Senators dine in the 1,000-m (3,280-ft) high revolving Skysitter Restaurant

Padmé's apartment building stands in the Senate District, an up-scale region located near the Senate Rotunda

Kenobi is thrown against the side of the Champalan Embassy

Many of these buildings are occupied by diplomatic staff from the millions of star systems enfranchised in the Senate

Anakin in the speeder trails Obi-Wan, who hangs from the assassin droid

Top floors of building occupied by Senatorial News Agency

Skylane interchange

Kenobi nearly collides with Magaloof, who is joyriding in a stolen speeder

Commuter airtrain

Novaplex—a galactic chain of luxury hotels

Coruscant Lodge of Solokin Sakellar, Grand Warden and absolute ruler of the planet-wide University of Yabol Opa

Temporary support structures hold up damaged building until repair droids arrive

Anakin swerves to avoid hitting a massive transport ship touring the ancient city

Traffic skylane

Massive landing platform used by large tourist ships

Anakin follows Zam on a dive of 2,610 m (8,900 ft)

Older parts of the city, more densely packed than the buildings above

In the ancient city, all streets lead to Corusca Circus, the heart of the district

Brightly lit older city is hundreds of meters deep

Window Shields

Many structures on Coruscant have defensive shields to protect windows from stray or out-of-control vehicles. Zam's assassin droid uses a short-range disruptor to "burn" through the window shield of Padmé's suite.

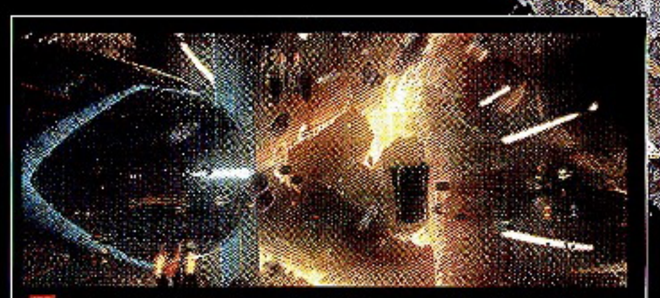
4 When bounty hunter Zam Wesell spots an intruder hanging from her droid, she reaches for her projectile rifle. With Obi-Wan in her scopes, she fires at the droid rather than the Jedi—knowing that a Jedi who plunges to his death leaves fewer clues than one who dies with a traceable slug in him.

Supply Network

Skyscrapers in Galactic City receive food shipments and other vital solid goods from enormous, slow-moving vehicles that continuously travel along a network of freight transit tubes in the underlevels of the city. Waste is also shipped out via this system, and anything that can't be recycled is shot into space.

5 After his ride is blown to bits, Kenobi plummets for hundreds of meters before Anakin's timely appearance in his yellow speeder narrowly averts his imminent death. With Anakin in the driver's seat, Kenobi has no choice but to control his frustration at this reversal in their roles of Master and Padawan.

6 In an attempt to lose her pursuers, Zam performs a sudden nose-dive, which stretches the capacities of her repulsorlift balance elements to the max. She plummets from the lofty spires of the upper city to an older neighborhood in the lower levels, a journey that takes her from one class to another in seconds.



7 As the Jedi follow Zam toward a giant blue transport, the lights of the lower metropolitan canyons shine brightly. Three main canyons intersect here, passing around an accumulation of public buildings known as Corusca Circus that has been expanding haphazardly for centuries.

Speeder Chase II

The pursuit continues through the lower levels of Galactic City. These are the areas the upper classes rarely see: the industrial plants that supply Coruscant with power and fuel, and the warehouse zones where essential supplies from offworld are readied for distribution around the planet. In all, the Jedi chase Zam through the skies for more than 100 kilometers (62 miles), until Anakin forces Zam to crash-land in a busy entertainment district.

9 Bounty hunter Wesell fires a blaster bolt at the couplings of an onsurface power refinery, activating massive electrical bolts between the prongs. As the Jedi have no time to avoid them, they are enveloped in nerve-jarring lightning. The powerful shock would induce a heart attack in those not trained in the Force.

10 Zam flies past a HoloNet News display beacon, which provides clearly illuminated, up-to-the-minute news flashes on galactic events in a variety of common languages. On Coruscant and on many other urbanized planets, these displays can be seen wherever there are busy skylines.

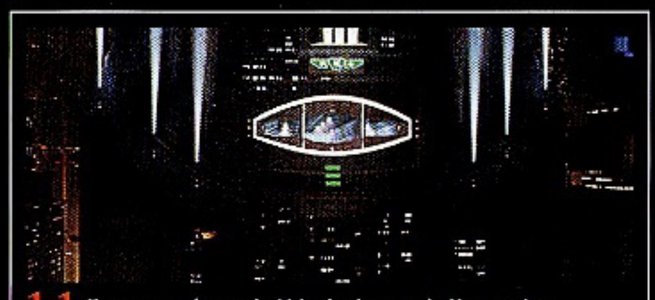
8 Zam in her sealed vehicle deliberately leads her pursuers through the flaming exhaust vents of a recycling plant, knowing their open-top speeder will leave them dangerously exposed. These vents burn toxic waste gas into less harmful forms (atmospheric carbon dioxide and water vapor).

Mapping Coruscant

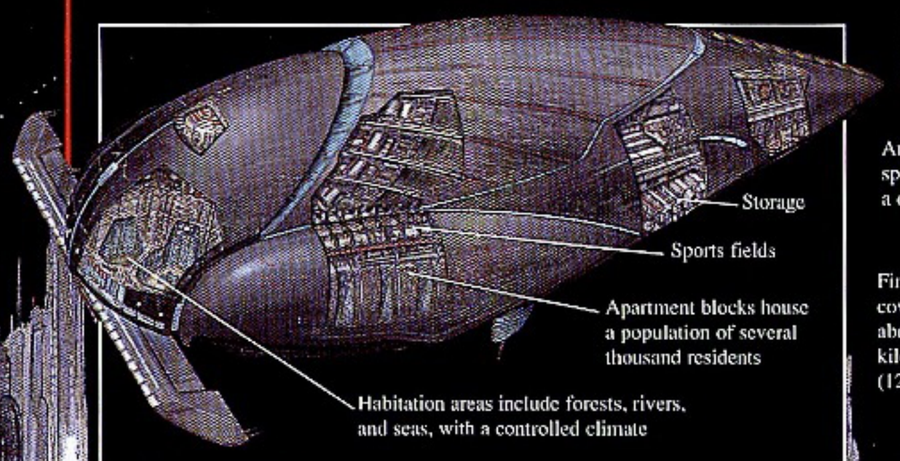
Coruscant is divided into quadrants with official coordinates, which often receive unofficial names. For example, quadrant H-46 is more colloquially known as Sah'c Town (named after a wealthy family who owns much of it). Quadrants are further subdivided into zones: for instance, the Senatorial, financial, and industrial zones through which Skywalker and Kenobi pursue Padmé's would-be assassin.

Skytunnels

Certain neighborhoods of Galactic City are accessible only via skytunnels, such as the one Zam soars into. Some skytunnels serve as short-cuts through structures built by powerful but uncaring official bodies that end up blocking established skyways. Other tunnels allow civilian traffic to pass through private airspace, such as high-security banking or governmental zones.



11 Zam enters a skytunnel which takes her over the Huosnoughow Foundation—a powerful financial think-tank with close links to myriad Senate budgeting offices. Zam hits 400 kph (248 mph) in a strict 200 kph (124 mph) flyzone, trusting in her superb piloting skills to win out over her pursuers.



Ghost Ship

The giga-class transport ship *Ultimo Vista* that Anakin and Obi-Wan narrowly avoid hitting is one of Coruscant's most bizarre sights. Established decades ago as a leisure cruise ship, it is now a separate, contained world in which its elderly passengers are full-time residents. Almost entirely self-sufficient, the slow-moving craft endlessly circles Coruscant on its original route to nowhere.

Warehouses receive imported goods and foods from all around the galaxy

Steam from drying silos and heating generators

Warehouse zone entrance portal employs massive electrostatic dampers to keep dust clouds from spreading

Giant conveyors continuously move goods to unloading bays in the lower levels for distribution around the planet

Half-finished buildings, supported by cranes and girders

Obi-Wan catches Anakin's lightsaber

Anakin spots Zam's speeder passing through a droid research institute

Financial zone covers an area of about 30 square kilometers (12 square miles)

The largest, tallest buildings accommodate populations in the millions

High-rise pedestrian skywalk

Bank of Aargau

Bank of the Core (one of the galaxy's largest financial institutions)

Skytunnels incorporate bombproof shields and high-level tracking systems

Entrance to the skytunnel taken by Zam Wesell

Central strategy planning offices of intergalactic food giant TaggeCo

Loading docks are hundreds of meters deep; goods are transported downward to and from distribution hubs in the lower levels

Loading docks use framework of girders to support varying sizes of container

Senatorial Accounts Presidium

Skywalk used by cleaning and repair droids

Branch office of Farbreini MicroElectronics

Because he is familiar with the sector through which the skytunnel goes, Anakin takes a short-cut

Subdivision of Coruscant Ministry of Ingress, which handles the flow of immigrants to the capital planet

Greth Lan-Dwu Corp., electrical power-generating plant

Kerdos Company recycling plant

Revwien Comedy Academy Playhouse

The grand Vos Gesal Hotel is popular with visiting entertainers from around the galaxy

Obi-Wan circles in the speeder before landing in Vos Gesal Street

12 As Anakin freefalls toward Zam's speeder—a drop of nearly 600 meters (2,000 feet)—he passes a droid research institute funded by Cybot Galactica. Many of the latest computer programs are developed here, including supporting software for the controversial Advanced Appendage Bus.

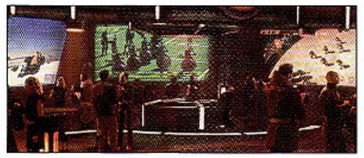
13 Using his lightsaber, Anakin slices through Zam's windscreen, aiming to knock out her guidance systems. Zam uses her blaster to shoot the lightsaber from the Jedi's hand and they battle for possession of her weapon. As they struggle, another blaster bolt tears through the airspeeder's control pipes.

14 With the pipes gone and fire burning in its propulsion systems, Zam's *Koro-2* quickly loses altitude and the huntress is forced to bring it down in one of the lower-level entertainment districts. Thanks to his training, Anakin is able to jump off the speeder before Zam collides with the corner of a building.

15 Obi-Wan looks for Anakin on Vos Gesal Street, one of the main thoroughfares in Useru District. Named for the legendary singing family who made their name in the area's earliest clubs and bars, the street is still popular with singers, musicians, and entertainers today.

Outlander Club

The Outlander Club is located in Galactic City's Uscru entertainment district. The locale is a labyrinth of bars and gaming rooms, where Coruscanti revellers, underworld characters, and wide-eyed offworlders jostle one another while staking what wealth they have on sporting events and onsite games of chance. The club stays open day and night, with some hardened gamblers spending days at a time here. When Zam slips inside, she aims to lose the pursuing Jedi in the crowded, dimly lit interior—or finish them off for good.



Some sports events shown at the Outlander are officially illegal in the Republic, such as Podracing (live here from the ice-covered planet of Ando Prime). Other popular games are only barely tolerated– including nuna-ball (a violent ballgame for souped-up droids) and odupiendo-racing.

Popular form of Outlander played on simplified tables

Two Ithorians, both new to Coruscant, meet up in the only bar they knew the name of

Sports events are relayed live from around the galaxy, and projected onto wall viewscreens

Party of offworlders getting acclimatized to Coruscant nightlife

Sleep pods for serious gamblers whose games last for several days

Local one or two-person turbolift connects main storey to high-security offices where winnings are paid

Agira Nyrat identifies a weak-minded individual to convert to fast-growing cult known as the Zealots of Psusan

Showers for long-stay customers

Achk Med-Beq and Dannl Faytonni plotting together

Favored guests play a high-stakes form of Sabacc known as Jhabacc

Private bar and gaming tables reserved for high-prestige guests

Hat Lo avails himself of Baath brothers' private bar

Unfortunate gambler gets in over his head

Desperate gamblers occasionally thrown themselves off balcony

Four-armed kiughfid dealers on main gambling floor are fast and efficient at taking people's money

Betting kiosk

Highly exclusive suite in which visiting crime lords, gang bosses, and top-ranking politicians are entertained

An exotic dancer will later be eaten by visiting crime lords out of misplaced politeness

Visiting princess from Soun IV

The Outlander offers its own version of Sabacc with house rules

Holographic gamescreens offer inexpensive but highly addictive gambling

The rodian Tyyx makes his living selling tips on Podraces

Anj Rujj is one of the infamous Thugs of Thule, a gang of highly educated mercenaries

Bufon Taire's assistant bartender has been fired from most respectable bars on Coruscant

Blind molemen are escorted by a tour guide to Digisee Gaming Floor

Chadra-Fan looking for a strong juri juice

Ayy Vida entertains clients of her owner, crime boss Hat Lo

Side entrance to alleyway

Anakin and Obi-Wan escort out wounded Zam Wesell

Automixer enables users to select their species to ensure non-toxic drink

Gamblers in underlevel bet on illegal fights

Elevated transporter carriage connects entertainment complex with public airspeeder bus station

Slythmonger Elan goes home to rethink his life

Repulsor taxi awaiting customers

Group of street entertainers

Familiar "welcoming arms" logo of Outlander Club

Former reigning champion being carried out

Wirutid species is a hyper-intelligent ambulatory fungus that has evolved into outwardly human form to secure shelter and ultimately trap prey

Elite Origins

The Outlander was once a small, stylish establishment that catered to high-class connoisseurs of the complex, fashionable game known as "Outlander," played on a rotating holoboard. Under the management of the dangerous Baath brothers, the club has rapidly expanded to accommodate the latest gaming trends, and has become a notorious meeting place for Coruscant's criminal networks.

Illegal Gaming

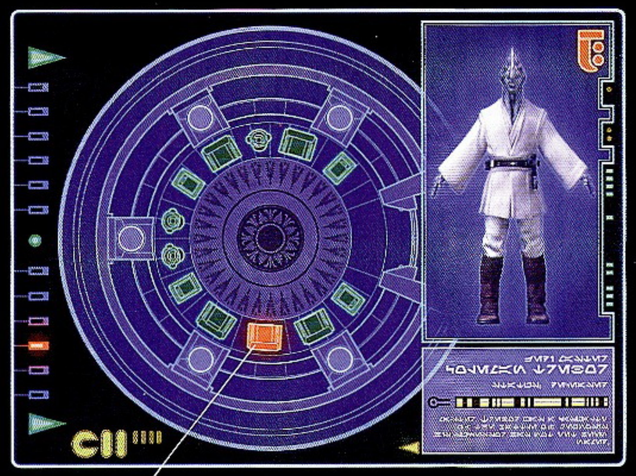
Because it is tucked away in one of the less developed areas of the entertainment district, which is rarely patrolled by law enforcement crews, the club makes little secret of its policy to accept bids on just about any game in the galaxy—even the ever-popular Galactic Games, on which betting is highly illegal.

Jedi Temple

For at least 4,000 years, Jedi activity in the galaxy has been centered at the Jedi Temple on Coruscant, with lesser Jedi sanctuaries, libraries, and chapter houses dotted throughout the Republic. In more ancient times, Jedi temples dominated other planets, such as Ossus, with its now-destroyed Great Library. The Temple is the home of Jedi in training for at least their first eight years, until they are accepted as Padawans to Jedi Knights. Until this time, they do not leave the Temple precinct, and have little communication with the outside world.

Temple Hangar

Jedi have to depart for any sector of the galaxy at a moment's notice in response to some imminent trouble or crisis. After the Naboo blockade, the Jedi Council introduced single-person Delta-7 starfighters and assigned them to all leading Jedi, with specially adapted versions for non-humanoid Knights. These ships are stored within recently constructed Temple hangars and launched from an extendible platform.



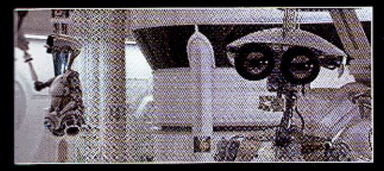
Coleman Trebor's seat

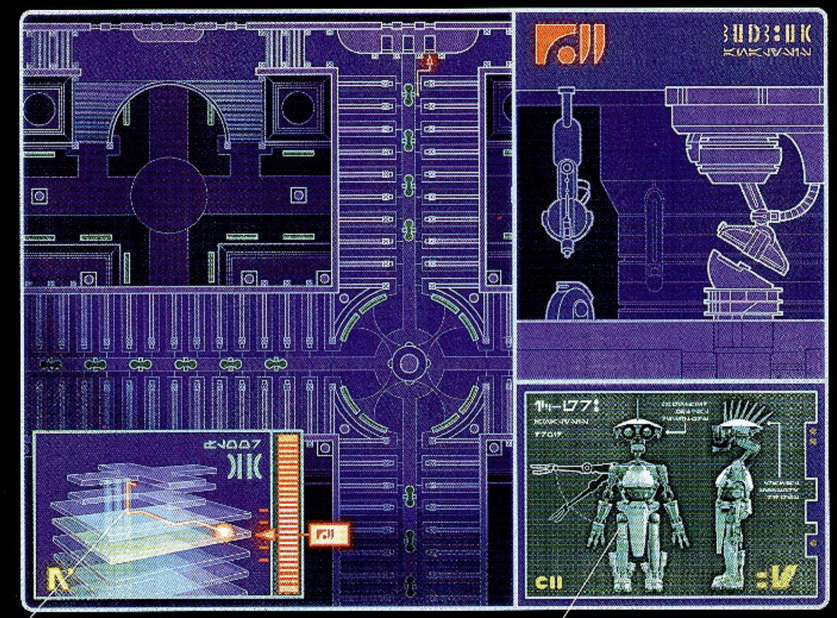
Council Chamber Databank

Temple databanks show the latest seating plan of the Jedi High Council, with information on the current location and status of its 12 members. Only Jedi with appropriate access privileges are able to view such information. Coleman Trebor, one of the latest appointees to the Council, perishes in the Battle of Geonosis, the first combat of the Clone Wars.

Analysis Rooms

Analysis spaces fall under the overall jurisdiction of the Temple Archives and archivist Jocasta Nu. They are used by Jedi for many tasks, including locating the provenance of alien objects, either organic or inorganic. SP-4 and JN-66 analysis droids that staff the facility can access the computer systems of the Jedi Archives to match identification indices. Their multispectral readers and polysensitive graspers detect even the slightest odor traces. The room is therefore hermetically sealed to humans or aliens, so no contamination can occur that would cause false readings from the highly sensitive equipment.

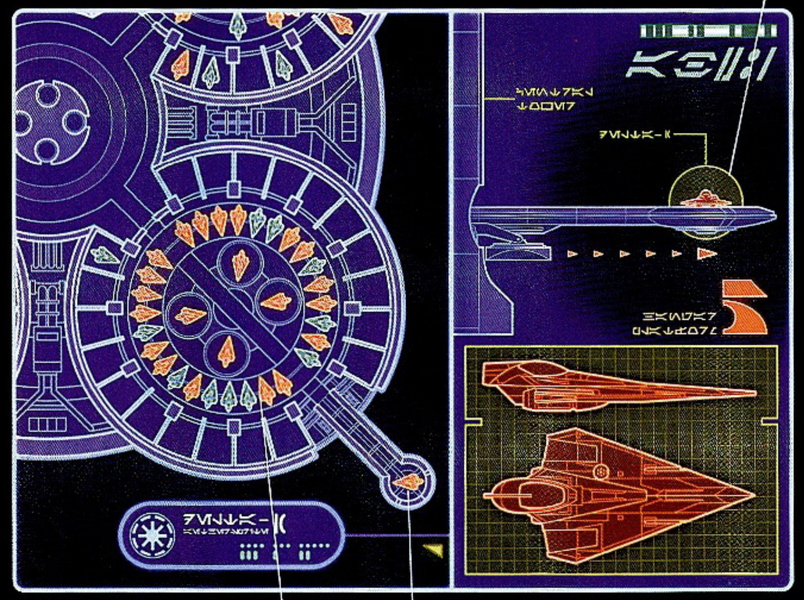




Temple data screen shows route from Archives to Analysis Rooms

Specifications of SP-4 analysis droid

Temple tracking system operational



Starfighters coded red are for use by particular Jedi; green-coded ships are for general use

Launch platform in use

Meditation and Education

The Jedi Temple dominates the landscape for kilometers around, its noble spires seeming almost to pierce the sky. The Temple is the heart of the ancient Jedi Order, its many serene, spacious chambers and walkways—its room of a thousand fountains—facilitating deep contemplation of the Force. High-ranking Jedi Masters, such as lightsaber virtuoso Soara Antana, hold prestige classes for Padawans in specialized halls and instruction rooms, although much of their training takes place in the standard accommodations of the Temple Precinct.

Spaceport tower allows larger spaceships to dock in the Jedi Temple complex

Buildings added after initial construction are contained in the extensive Temple Precinct

Central spire of Jedi Temple

Naboo Retreats

Since the trade federation invasion, Naboo has undergone a period of adjustment. New building works in the capital, Theed, have repaired the damage done by the invasion force, and Queen Jamillia has accepted the necessity of increased security for her people. A well-equipped new spaceport is a bold symbol of the people's expanded outlook. When Anakin accompanies Padmé to Naboo as her bodyguard, he visits the planet's most remote region, the Lake Country.

Like many of the rooms in the grand house, the rotunda in which Padmé and Anakin dine has associations with its former celebrated resident Berenko. In this Room of Morning Mists, Berenko wrote some of his most famous works, including the disturbing and visionary epic poem, Defense of Naboo.

Tranquil Oasis

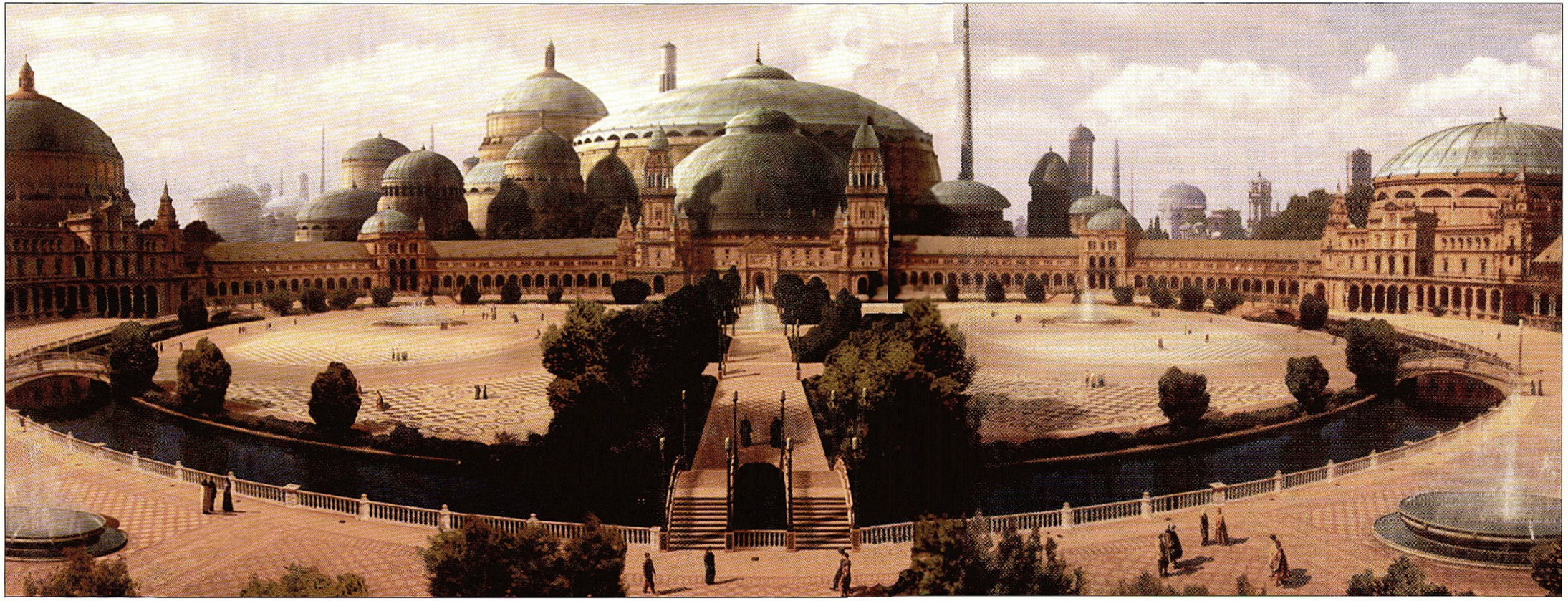
The Lake Country boasts some of the most idyllic water meadows on Naboo, with dramatic waterfalls and flocks of peacefully grazing shaak. The fertile land is regularly flooded by its rivers, but is pleasantly dry in summer. The communally owned meadows are maintained by the Pastoral Collective. In springtime, the festival of Glad Arrival is held here, when, for several days, the meadows are transformed by colorful pageants and music-making.

Varykino

The Lake Country is sealed off from Naboo's underground waterways and caverns, making the lakes safe from sea monsters. The sparse population is made up mostly of farmers and hermit-craftsworkers famed for their almost mystically bewitching glassworks. Padmé and Anakin stay at Varykino, a large villa that stands on the lake's most distant island. The house was occupied centuries earlier by the tragic Naboo poet Omar Berenko, who lived in an unconventional community of Naboo—and even Gungan—outsiders.

Clandestine Ceremony

Following the Battle of Geonosis, Anakin Skywalker escorts Senator Amidala back to Naboo, where they marry in secret—an act forbidden to Jedi. The simple ritual takes place on a shaded balcony at Varykino. The marriage rites are pronounced by a holy man from the region. Unknown to either bride or groom, it was on this very spot that the controversial poet Berenko was kidnapped by unknown assailants, never to be seen again.

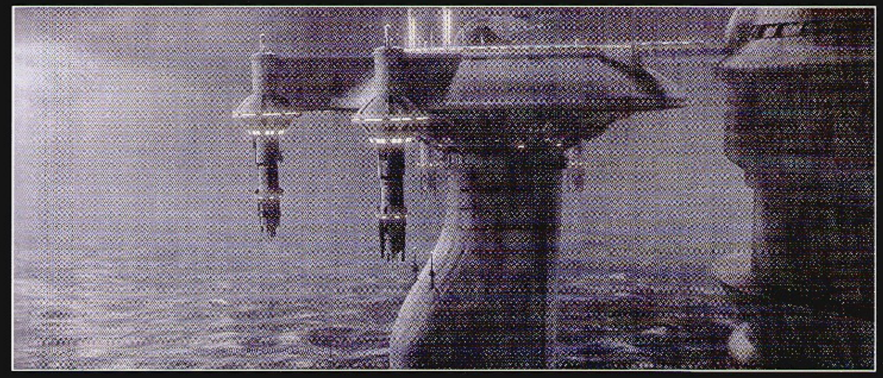


Public Splendor

Travelling by public airbus, Anakin and Padmé arrive in Theed's new Palace Courtyard. Built over a part of the city that was severely bombed by Trade Federation tanks 10 years earlier, the new enclosure is designed to foster and encourage principles of enlightened thought and practice. Theed's inhabitants wander through the courtyard's graceful walkways and sit in the shade of the circular colonnade, within which a holographic frieze depicts great philosophers and artists from the planet's history. Naboo is not entirely free from trouble, however: In recent months, migrant workers have staged protests about their work conditions, only to be forcibly removed by Theed police. Naboo's leaders are largely sheltered from these events by their security advisors in order to preserve—for the time being at least—the utopian outlook of which the planet is so proud.

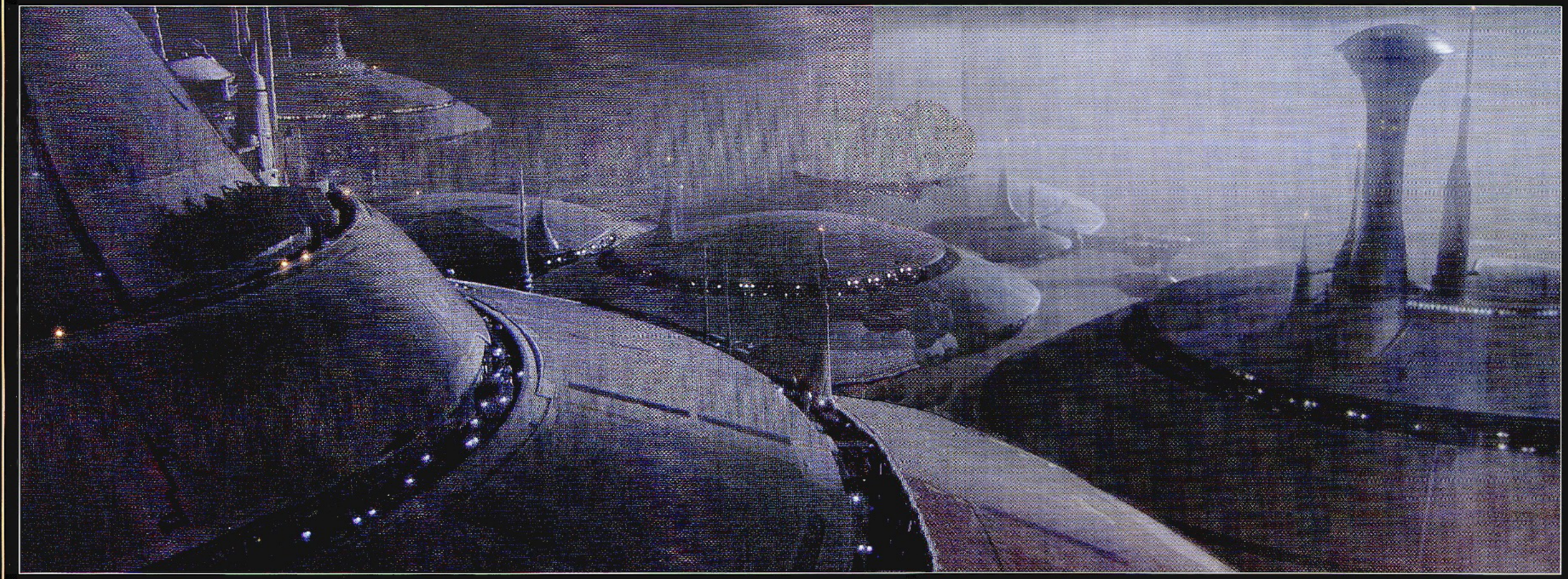
KAMINO

KAMINO IS A REMOTE AND INHOSPITABLE WORLD covered in one unending ocean. Located in a dwarf satellite galaxy beyond the Outer Rim, the planet receives very little traffic and only as much trade as is necessary to supply the basic needs of its inhabitants, the amphibious Kaminoans. This highly intelligent race has specialized in the high-skill, value-added industry of human, alien, and creature cloning, supplying a select client base with workers, private security forces, and a range of unusual, one-off requests. The Kaminoans live in stilt-cities scattered across the planet's watery surface, the majority of which are devoted to cloning projects. The Kaminoans only rarely receive visitors: The remoteness of the planet and its extensive rainy season deters all but the occasional representative of a clone purchasing authority.



LANDING PLATFORMS
The bounty hunter Jango Fett makes use of one of Tipoca City's landing platforms for his spaceship, *Slave I*. Despite the severity of weather conditions on Kamino, landing platforms on the planet are generally uncovered. A shield generator array on the underside, however, can be activated to protect the ship from power overloads during electrical storms. Sensor masts provide electronic surveillance and warn of any accidental intrusions.

AIR-TO-SEA TRANSPORT
The amphibious Kaminoans often travel between their stilt-cities on cloned aiwhas, animals that can both fly and swim. For much of the year, severe electrical storms rage across the planet. At these times, Kaminoan aiwha-riders tend to travel underwater to escape the lashing tempests, surfacing as they near their destination. Another, more unusual imperative drives the Kaminoans under the waves—pilgrimages to the sunken cities on the seabed, relics of the ancient land-based Kaminoan civilization that existed before the entire planet was flooded. These sacred journeys are made purely to honor their ancestors, rather than for scientific or archaeological research, and seem highly inconsistent with the Kaminoans' more characteristic scientific rationalism.

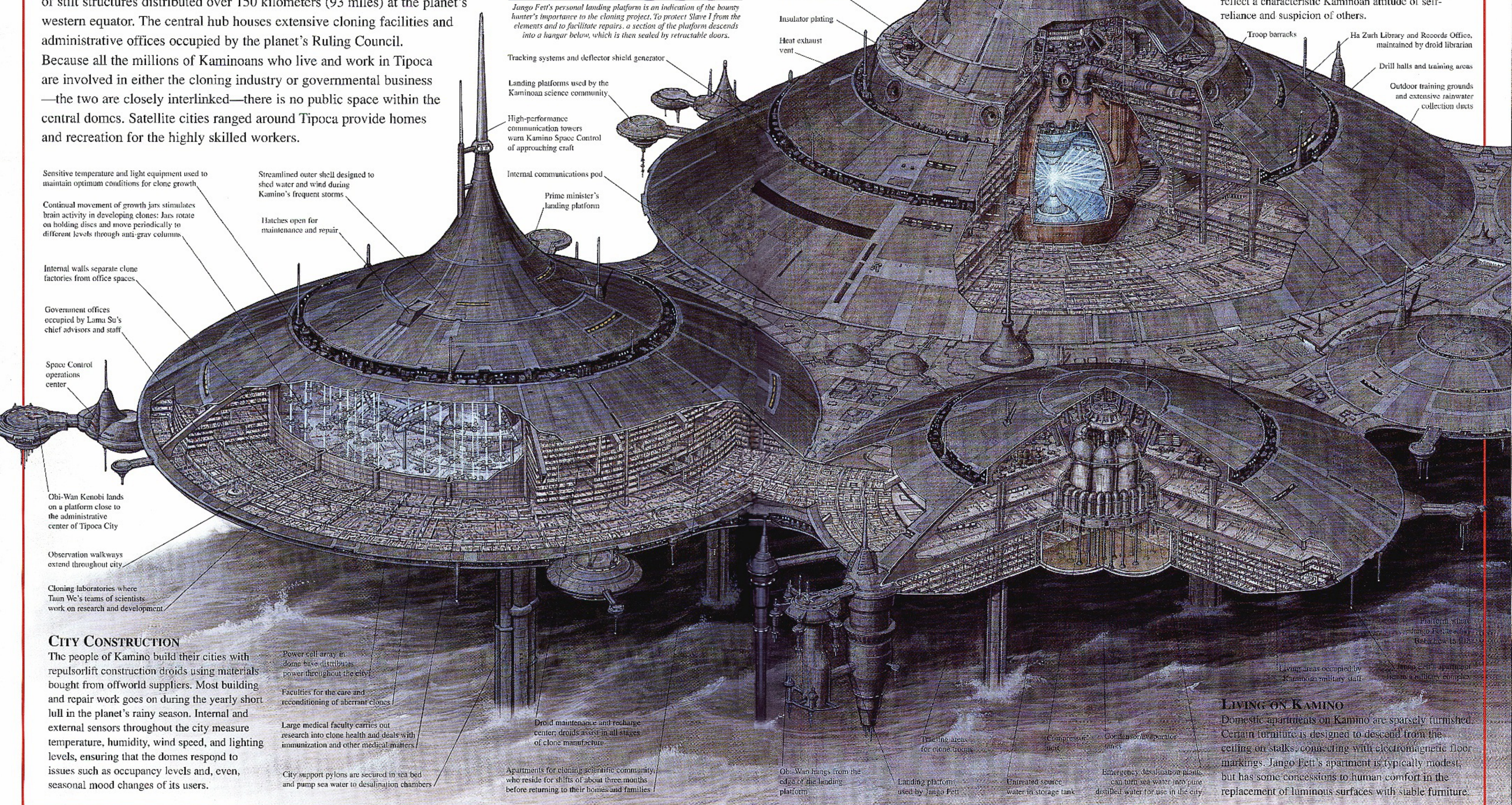


CAPITAL CITY
When Obi-Wan Kenobi enters Kaminoan airspace, he is cleared to land at the planet's capital, Tipoca City, where the first shipments of the Republic's clone army are being readied. The giant domes house Kamino's largest and most prestigious military complex, although many other cloning facilities exist at other sites across the planet. The center at Tipoca extends throughout the domes, and includes hatcheries, growth pods, learning and training facilities, as well as dormitories and dining halls. In addition to creating clones, the Kaminoans produce a range of specialized, high-tech weapons and missiles for a number of clients: for example, interrogation devices and an array of saberdarts, mainly for use by professional bounty hunters and security specialists. The cloners subcontract the manufacturing of larger weapons and vehicles to off-world suppliers such as Rothana Heavy Engineering.

Tipoca City

The Kaminoan capital stands above the ferocious waves on massive legs anchored in the seabed, its gently sloping roof-domes shedding the driving rains that fall almost continuously. The city is actually a network of stilt structures distributed over 150 kilometers (93 miles) at the planet's western equator. The central hub houses extensive cloning facilities and administrative offices occupied by the planet's Ruling Council. Because all the millions of Kaminoans who live and work in Tipoca are involved in either the cloning industry or governmental business—the two are closely interlinked—there is no public space within the central domes. Satellite cities ranged around Tipoca provide homes and recreation for the highly skilled workers.

Jango Fett's personal landing platform is an indication of the bounty hunter's importance to the cloning project. To protect Slave I from the elements and to facilitate repairs, a section of the platform descends into a hangar below, which is then sealed by retractable doors.



Self-Reliant Culture

Architecture on Kamino has long been characterized by domed buildings. Before the planet flooded, the Kaminoans lived in dome-shaped wattle-and-daub houses on land. As the floodwaters rose, they migrated to increasingly higher land until forced to raise their houses on stilts. Modern high-tech cities feature heavy military capabilities and high-security systems, which reflect a characteristic Kaminoan attitude of self-reliance and suspicion of others.

City Construction

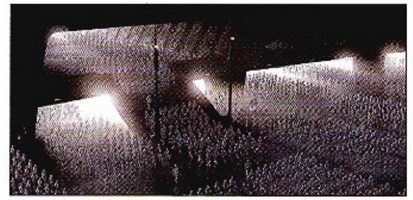
The people of Kamino build their cities with repulsorlift construction droids using materials bought from offworld suppliers. Most building and repair work goes on during the yearly short lull in the planet's rainy season. Internal and external sensors throughout the city measure temperature, humidity, wind speed, and lighting levels, ensuring that the domes respond to issues such as occupancy levels and, even, seasonal mood changes of its users.

Living on Kamino

Domestic apartments on Kamino are sparsely furnished. Certain furniture is designed to descend from the ceiling on stalks, connecting with electromagnetic floor markings. Jango Fett's apartment is typically modest, but has some concessions to human comfort in the replacement of luminous surfaces with stable furniture.

Military Complex

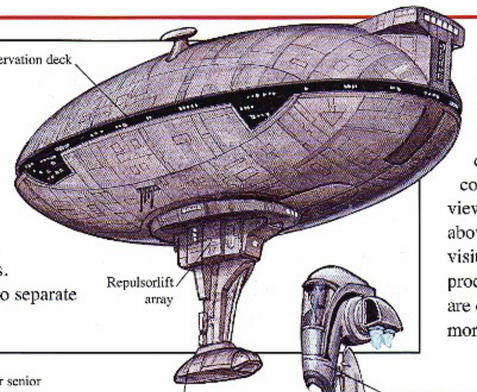
The clone military education complex, which dominates Tipoca City, is the biggest training center on Kamino. Its current production is dedicated to fulfilling the Republic contract, the largest cloning project the Kaminoan government has ever undertaken. When Obi-Wan arrives, Tipoca is already primed to deliver 200,000 clone troops, while facilities across the planet are equipped to produce millions more. As prime minister Lama Su walks Kenobi through Tipoca's public display floor, he has no doubt that the Jedi will be impressed with his superbly organized operation.



The first batch of clone divisions are ready for deployment; millions more are undergoing intensive performance evaluations. Troops are drilled in formation on outdoor training grounds, which are occasionally unusable at the height of the rainy season due to increased electrical disturbances.

Patrol Vehicles

Operating as quality-control mobile inspection labs, Observation Ships are staffed by Kaminoan scientists, who react quickly to problems and constantly look for ways to improve the cloning and training processes. Single-occupant KE-8 Enforcer Ships, equipped with powerful manipulator arms and electroshock devices, patrol the complex to identify and isolate aberrant clones. Clones who display exceptional abilities are sent to separate areas to receive specialized military education.



Visitor Access

The Kaminoans are careful to keep their sterile, ultraclean cloning environments free from contamination, so visitors to the complex must stay within sealed viewing walkways. Constructed high above the main floor, walkways allow visitors an overview of the cloning process. The bulk of the clones, however, are educated beneath the main floor, in more tightly crammed facilities.

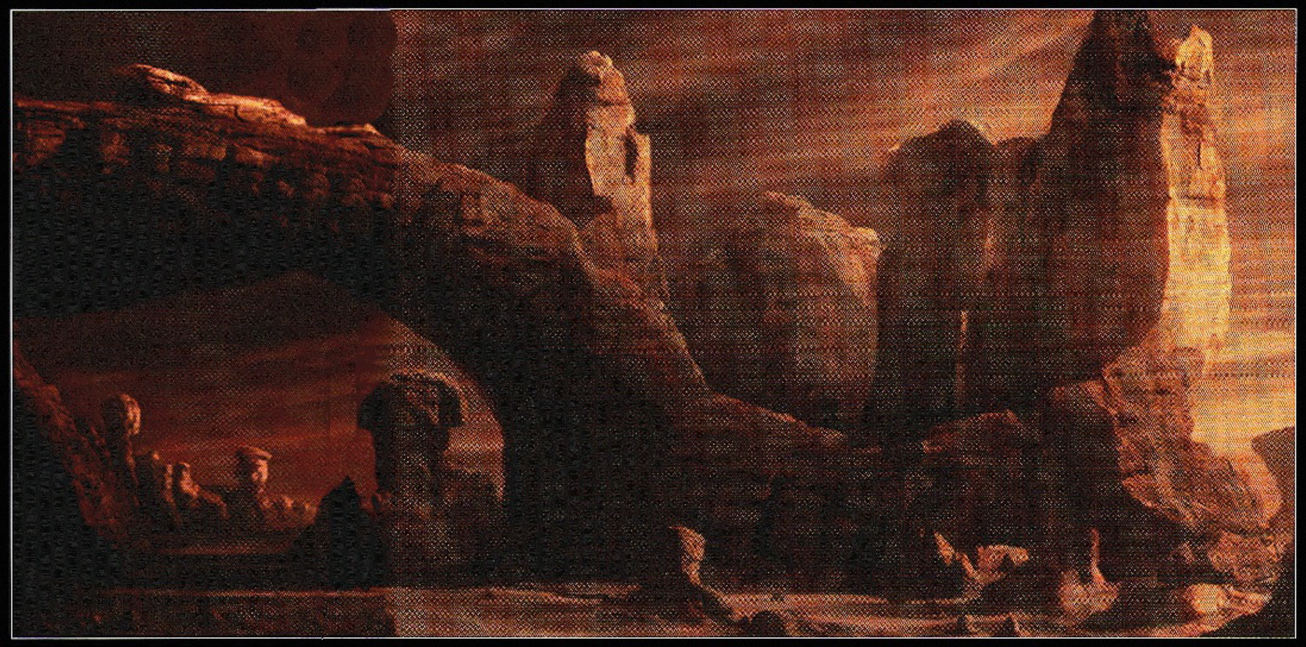
Command bridge for senior Kaminoan security officials
Emergency siren
Enforcer ship deployment and recharge stations
Computer terminals and monitoring stations track activity of Enforcer Ships and communicate with Observation Ships
Enforcer Ship ingress/egress hatch
Main processor hub for central computer system
Turbolift between main and upper floors
Kaminoan training commanders are required to update their records regularly
Doorway to other floors and hangars for Republic assault ships
Viewing towers used by clone instructors to watch maneuvers
Combat rooms where armies practice unarmed combat
Computer terminals deliver training diagnostics
Mass troop elevator shaft
Clone army assembly floor
Seats stored in ceiling can be lowered onto banked areas to create a stadium for displays of clone combat skills
Training floor lighting
Unarmored clones are divided into two armies, dressed in red or blue, for conditioning exercises
Floor sections can be lowered and raised to allow a variety of combat spaces
Secret ARC trooper training center
Advanced academy for clone commanders
Reinforced structure made of permacrete
In-ceiling atmosphere generators produce rain, snow, sleet, hail, radiation, or extreme heat
High-powered wind generator
Wind outlet
Service corridor
Retractable ramp to service corridor
Atmospheric generator
Air inlet duct
Power cell storage
AT-TE loading bay
Weather vane processor unit
Weather vane monitors outside conditions to provide storm warnings and allow adjustments to building atmosphere systems
Clone learning rooms
Clone sleeping quarters
Atmosphere outlet duct
Control center (trainers direct and observe battle from here)
Dining halls
Clone diagnostics reprogramming laboratory
Energy barrier
Automated kitchens produce nutritionally balanced diet
Elite clone commando unit
Knowing that the Jedi will be leading the troops, the Kaminoans order the clones to march in double file so they can take shelter behind the commanding Jedi's lightsaber
Anti-infantry battery
AT-TEs used in maneuvers on simulated snowscape
Maintenance floor
Repair and maintenance droid
Repulsor terrain plates can move up or down to create different landscape configurations for maneuvers
Ice planet environment with trench system defenses

Battle Simulation

Clones receive extensive military experience, from hand-to-hand combat on upper training floors to battle training in a variety of simulated landscapes on kilometer-wide rooms located in the base of the domes. These environments can consist of anything from desert terrain to snow-blasted mountains, thanks to atmospheric systems that create climate and weather conditions, and repulsor-lifted floor plates which can shift to produce a variety of geological features.

TATOOINE

WHEN ANAKIN SKYWALKER RETURNS to Tatooine, he finds a world unchanged from 10 years earlier. Slavery still exists in the lawless Outer Rim, and the threat of danger hangs in the air. Yet Tatooine functions with a kind of rough order: Droid taxis navigate the spaceports, where merchants sell their wares; Podraces and cantinas provide entertainment; and harsh justice is administered by Hutt ganglords. Out in the wastelands, moisture farmers eke out a living, raising their families to have a sense of community and morality. The slow turning of the galaxy's political fortunes has yet to impinge on this inward-looking world.

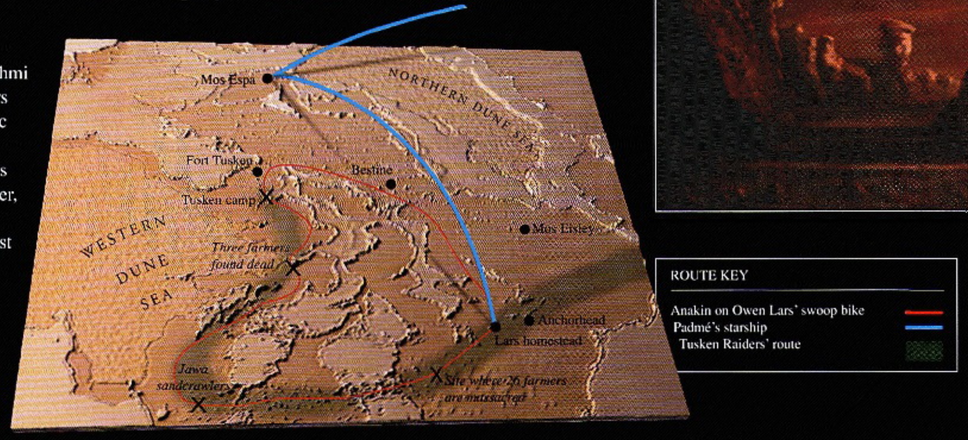


B'THAZOSHE BRIDGE

The Jundland Wastes are dotted with unusual rock forms, many of which have significance to the Tusken tribes who have inhabited this area for thousands of years. Anakin passes under the 90-meter (300-foot) high B'Thazoshe Bridge (which translates into basic as "bantha horn turned to stone"). Formed by ancient drainage channels, it is the largest natural bridge on Tatooine, and is considered a sacred site by the Sand People. The bridge also marks the boundary of the Tuskens' ancient hunting territory. Sand People have a tradition of letting off rounds of blaster fire before passing through—failure to do so is said to bring bad luck on the tribe.

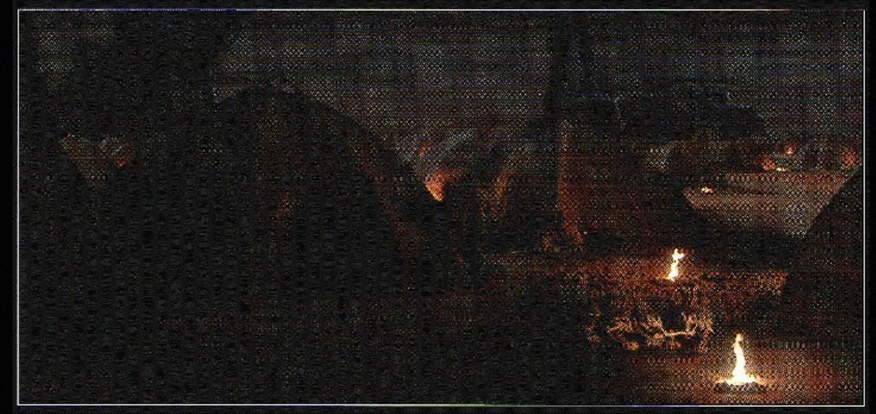
ANAKIN'S JOURNEY

Tusken Raiders abducted Shmi Lars as they skirted the Lars homestead on their nomadic wanderings that had lately included numerous conflicts with settlers. In search of her, Anakin sets off in the direction of the Tuskens' last sighting—the massacre of Cliegg Lars' posse of farmers. He picks up the trail from Jawas and other isolated settlers. Finally, he comes upon a camp, deep in the barren wastes.



TUSKEN RAIDER CAMP

Tusken settlements are scattered across Tatooine's deserts. Because the Tuskens are a nomadic species, they keep few possessions beyond weapons and food stores, although they set great store on the spoils of raids on Jawas or human settlers. These raids are not entirely mercenary, but are intrinsic to Tusken culture, which demands that males prove their prowess or skill to maintain their standing in the tribe. Prisoners taken in a raid are subjected to harsh rituals; sometimes they are used to improve the breeding of the tribe.

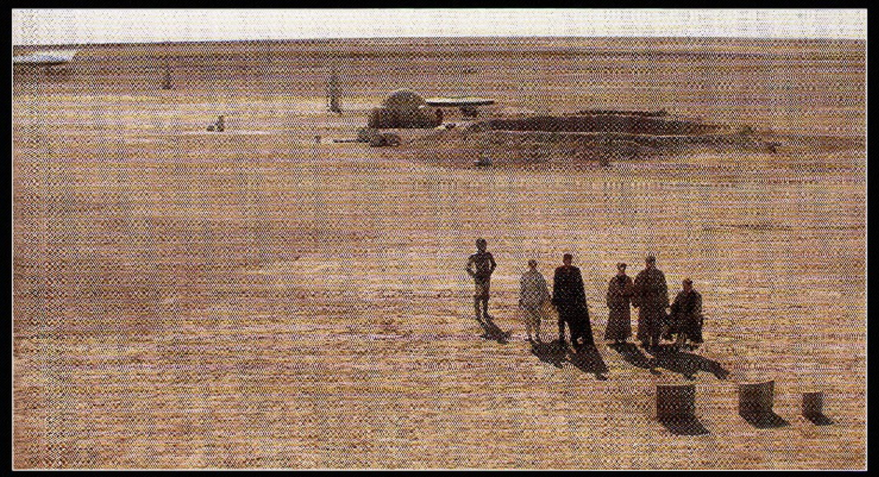


WATTO'S JUNKSHOP

In the 10 years since Anakin said farewell to his former owner, Watto has remained wedded to his used-parts dealership in a Mos Espa backstreet. Despite purchasing parts of the adjoining buildings in order to enlarge his premises, Watto's business future is uncertain thanks to numerous gambling losses. His locales are also severely understaffed, with Watto doing most of the work himself. Spoiled by his former slave's surprising skills, the Toydarian can no longer find slaves with enough technical knowledge. The hovering junk dealer now lives in constant fear of thieves and customers who default on payment.

JAWA SANDCRAWLERS

About 150 kilometrers (90 miles) from the Lars homestead, on the edge of the Western Dune Sea, just beyond the giant rock canyons of the Jundland Wastes, Anakin encounters a fleet of sandcrawlers that belong to Jawas, who are working with their portable smelter beneath a tent. He questions these tiny, cloaked scrap-dealers about the nomadic Tuskens. For only a few small items from his bike pannier—a multitool and a portable scanner—they point Anakin toward the east, advising him to stick to the high ground in order to gain a vantage point from which to descend on the Tusken Raiders, who travel and set up camps in the valleys.

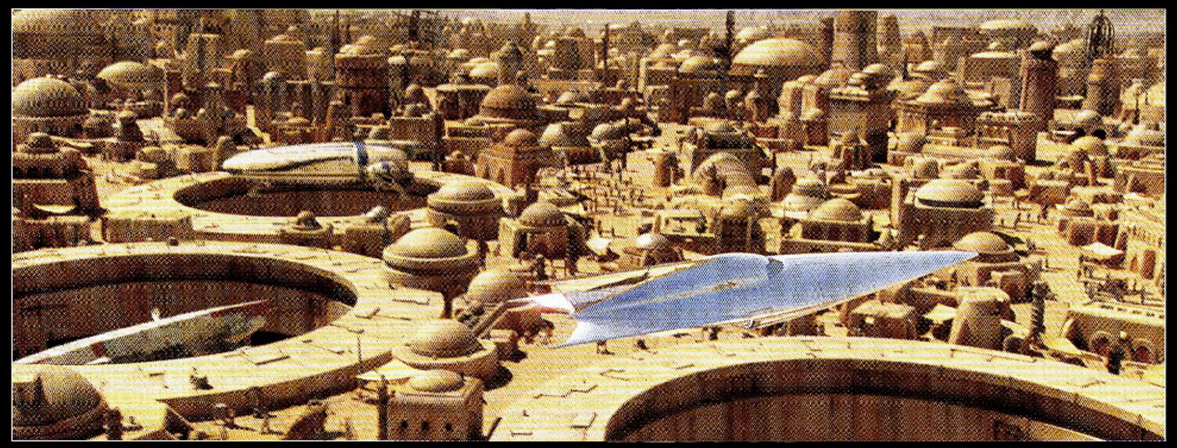


BURIAL SITE

Cliegg buries his beloved wife, Shmi, alongside the grave of his parents, Gredda and Lef, and his brother Edern, who died aged 14 when he lost control of the family V-35 speeder. For most Tatooine farmers, the untimely deaths of family members and friends is a common experience that is borne stoically. Burial is a private matter for these isolated communities. Utility droids dig plots, which are marked by plain headstones. During a simple ceremony, surviving family members usually speak a few poignant last words while the body is placed beneath the hot sand.

SPACEPORTS

THE FLOW OF INTERGALACTIC trade makes spaceports common on most inhabited worlds. They range from the cosmopolitan, bustling megaports on Coruscant, to tiny docking bays on outworld planets such as Tatooine. Most spaceports are noisy, polluted places populated by an entire community of pilots, mechanics, inspectors, parts dealers, and smugglers. These professionals talk the complex language of galactic spacecraft, while spacers discuss little-known, high-risk space routes and tell tales of encounters with pirates. Working alongside the spaceports is space-traffic control, which receives landing requests from incoming craft and assigns docking coordinates, allowing them to land safely.



TATOOINE DOCKING BAYS

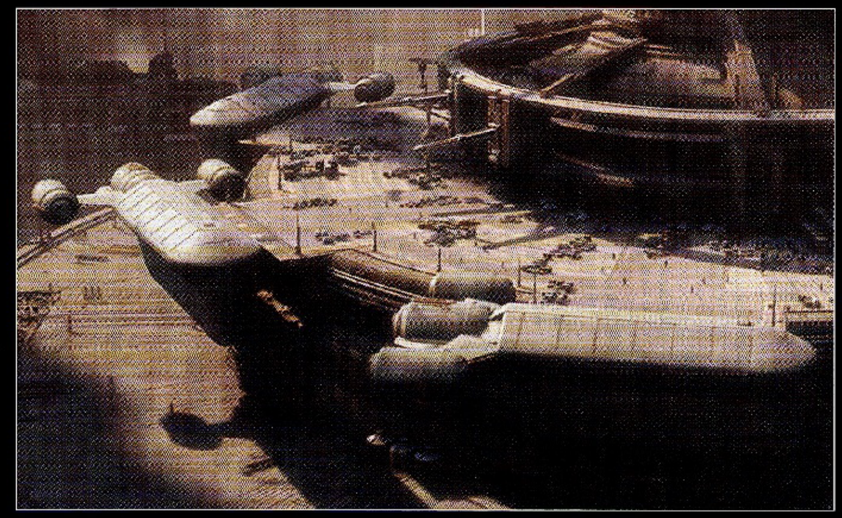
Mos Espa is dotted with dozens of small to mid-size docking bays, equipped for refueling and general repairs. Many bays are rented by spacers running missions ranging from simple cargo and passenger delivery to smuggling of contraband. Arrivals are usually greeted with a flood of mechanics-for-hire, droid taxis, con-artists, beggars, and courtesans.

THEED SPACEPORT

Dominating the land below the great cliffs, Theed Spaceport is an unprecedented development in the Naboo's tradition-bound culture. Its unadorned, functional construction is testament to the speed and urgency with which it was built. The only nod to the Naboo design aesthetic is its elegantly curved docking platform, which mimicks the natural sweep of the cliffs. Built with reparation money from the Republic after the Trade Federation invasion, the spaceport accommodates the increased space traffic resulting from Senator Amidala's high-profile tenure. The spaceport also receives immigrants seeking mining work on Naboo's spice-rich moons.

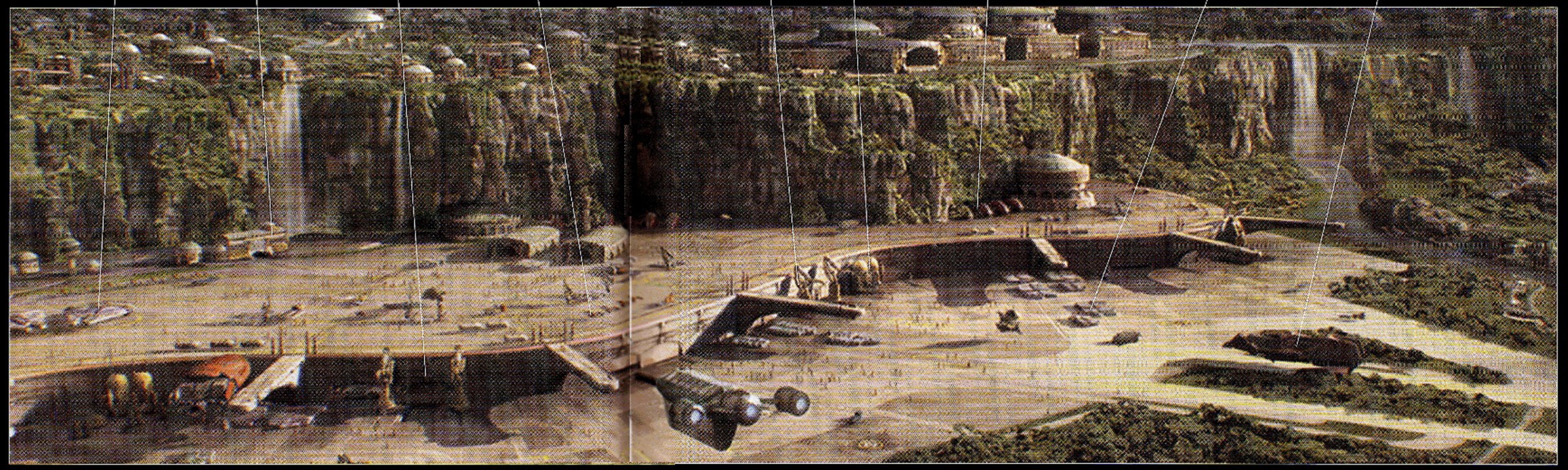
CORUSCANT SPACEPORT

When Anakin Skywalker accompanies Padmé Amidala into hiding off-planet, he is advised that the least noticeable way to leave is via a freighter spaceport. The huge craft that dock here are cargo carriers, transporting luxury goods from Coruscant to every corner of the galaxy, and returning with raw materials not available on the urbanized capital planet. These craft are not passenger ships, although many impoverished emigrants obtain steerage on them. Passengers areas are made and furnished with makeshift components, with unreliable air and life-support. As well as migrants, the spaceport is busy with loading droids and overseers ensuring that each ship receives its correct load of cargo.



SPACEPORT AIRBUS

The spaceport is connected to other parts of Coruscant by civilian airbuses, which provide staff with a low-cost form of transport to and from work. The port is located some distance away from housing areas in a zone of the city dedicated to the shipping industry, so this public transport link is essential. Crowded at certain times of day or night when work shifts begin or end, it is virtually empty when Anakin and Padmé ride it on their undercover getaway.

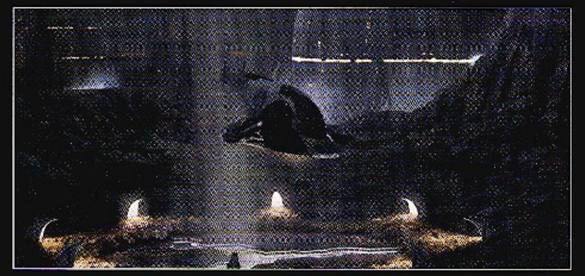


GEONOSIS

THE RED, OUTER RIM PLANET of Geonosis is ringed by asteroids which were created by the decimation of a local moonlet by a two-kilometer wide comet. The planet surface is scarred from falling meteors and episodic radiation storms, which have caused several mass extinctions. The semi-insectoid Geonosians—the planet's higher life-forms—were consequently driven underground, where they inhabit hives and manufacture battle droids. The planet's barren exterior is dominated by huge insectoids called merdeths, and various other animals, including savage massiffs.

SECRET HANGAR

In his Delta-7 Jedi starfighter, Obi-Wan follows Jango and Boba Fett in their spaceship *Slave I* from Kamino to Geonosis. The bounty hunter descends toward small shutter doors located beside the docked Trade Federation core ships. Jango uses a clearance code signal to enter a hangar inside the underground droid-loading bays. These small hangars dot the perimeter of the droid loading fields, and are equipped with Geonosian fighters ready to make lightning strikes against the occasional marauding merdeth or any other uninvited visitors. The Geonosians are particularly vigilant when clients are taking receipt of their droid units.



CORE SHIPS

The Geonosians have begun to fulfill their battle droid order for the Trade Federation, and the first fleet of battleships have arrived to take delivery of the units. Core ships detach from the orbiting Trade Federation battleships and land in docking bays that connect to the droid factory loading hangars wherever fissures in the ground make excavation possible. The ships lower in stages into the docking bays to facilitate transferral of the droids into storage holds on various levels. The core ships also undergo maintenance and are upgraded with hardware for the semi-autonomous droids.

HIVE GALLERIES

The Archduke of the ruling Stalgasin hive colony, Poggle the Lesser, takes his business clients, the Neimoidians, around one of the galleries inside the hive entrance tower, toward the suite of meeting rooms provided for esteemed guests. Geonosian hives are connected to each other by kilometers of populated tunnels that extend underneath much of the planet; each hive guards its own tunnels with vigilance. Periodically, great wars are fought for control of the major hives, with battles taking place throughout the tunnel networks. At these times, sabotage is common, with sonic mines laid in rivals' tunnels.

ENTRANCE TOWER

The factory entrance tower that Obi-Wan encounters after he lands on Geonosis is an impressive piece of Geonosian hive architecture. Every major factory has a grand entrance like this, through which Geonosians receive visiting clients. Meeting rooms and board rooms are located along nearby corridors, which means that customers are afforded only the briefest of glimpses into the turmoil of the factory before signing the all-important contract. The Geonosis landscape is dotted with similar rock towers, constructed from solidified rock paste strengthened with a laminasteel framework. Most towers act as cooling chimneys for the heavily populated hives below, letting out hot air through side vents. The factories typically lie just beneath the surface, with living areas for the drones alongside; beneath this are the more opulent nests and public spaces occupied by the ruling caste. Deeper still are enormous caverns fed by underground streams in which an edible fungus is cultivated to feed the general population. The queens' quarters are located at the deepest level, where eggs are laid and hatched.

Droid Factory

Geonosis' gigantic factories mass-produce droids, vehicles, weapons, and military parts for a select range of shadowy clients. The underground factories are grimy, noisy, foul-smelling places cut from the rock of the planet and maintained by a slavish workforce of flightless Geonosian drones. Although the machinery is antiquated and slow by galactic standards, the Trade Federation chooses to place droid orders at the factories because galactic industrial officials no longer inspect them. Safety regulations at the factories are minimal and drone workers are often crushed or maimed by its exposed machinery. It is in this inhospitable environment that Anakin and Padmé find themselves battling for their lives against the machines' inhuman might.

Droid manufacturing is virtually automated, utilizing a network of conveyor belts to turn molten metal into an army of fighting machines.

Manufacturing Process

The Geonosian factories were excavated by huge teams of Geonosian worker drones and are more than a kilometer deep. To supply the vast amounts of metal ore required, the Geonosians mine iron-rich rock from the asteroid ring surrounding their planet. The rock is then crushed, melted by super lasers, and distributed around the factory to be poured into molds to form droid parts.

Secret Reopening

The Geonosian factories were established many centuries ago. In the early days of the expansion of the Republic, the Core Worlds encouraged the growth of local industry to promote galactic cohesion and to ensure that technology reached the furthest corners of the galaxy. With the eventual erosion of such idealism, many Geonosian factories were abandoned, but have recently been reopened to supply droids to the Trade Federation.

ROUTE KEY
- Anakin
- Padmé
- C-3PO
- R2-D2
- Obi-Wan

Entrance tower acts as vent shaft for factory
Tower arches constructed in typical Geonosian manner
Burrow holes inhabited by factory overseers
Secure chamber, where Kenobi is questioned by Count Dooku
Conveyor for special processes and finishes
Factory bosses' floor off-limits to workers
Floodlights
Droid carrier transports finished troops to warehouses
Loading platforms for finished droid units
Anakin captured by Jango Fett and surrounded by droidekas
Droideka manufacturing zone
Central hub delivers molten metal to the stamps for each part being built
Anakin's hand is trapped inside section of super battle droid shoulder
Vent shaft
White mineral deposits from vaporizing gases
Retractable ledge used by winged Geonosian overseers
Geonosian drones attack Anakin and Padmé
Surplus workers in storage alcoves
Padmé's starship lands on an inspection platform
SRT (Short-Range Transport) droid picks up C-3PO
Airlock doors to small maintenance antechamber with security consoles, used by Geonosian drones to raise the alarm at Anakin and Padmé's arrival
Power-generator hub
Cooling plates extract water and usable gases from exhaust fumes for use in the factory
Obi-Wan enters factory via entrance tower
Kenobi observes Separatist meeting from maintenance corridor in ceiling
Factory boardroom, where Separatists conspire secretly
Droids receive additional power wiring
C-3PO's body with droid head is transported to droid assembly area
Signal tower alerts drones to the start and end of shifts
C-3PO loses head and stumbles onto droid-welding conveyor
Pumping station cools the superheated metal so it can be poured into vats
Molten metal pouring arm
R2-D2 connects to a computer terminal to override the factory program
Padmé finally surrounded by Geonosian guards
Ore crusher
Superlaser liquifies metal ore
Molten metal is poured from vats into a secondary heating chamber, where impurities are burned off in order to strengthen and upgrade the metal
Empty vats emerge from heating chamber and are transported back to main conveyor, giving them time to cool
Conveyor belt of welding machines
C-3PO dropped onto conveyor of droideka thorax shells
Covered walkway for visiting VIPs
Padmé wrestles with Geonosian factory worker and falls into empty vat
Factory defense tanks
Maintenance and recharge area for SRT droids
Worker drones build factory extensions whenever large droid orders require extra space
Anakin jumps onto lower conveyor
Mold-stamping equipment
Fusion reactor unit delivers power to entire factory and regulates temperature of molten metal
Air vent
Nests of spider-sponges survive on the toxic waste gases produced by the factory

Sleeping Drones

In between shifts, workers rest in storage alcoves located in warm corridors off the factory floor. They do not actually sleep, but slow their breathing and reduce the circulation to their limbs and extremities. They remain alert despite their stillness and it takes little to rouse them. The Geonosian rulers realize the usefulness of having such a vast number of watchful (but dispensable) eyes.

Execution Arena

For the Geonosian masses, who live most of their lives underground, a visit to the execution arena is a dramatic and festive occasion. As the surface of the planet is dominated by fierce predatory insects, the risk of the arena being attacked is an added thrill. As the ruling archduke watches imperiously, drones and aristocrats crack their forelimbs together in appreciation of staged events: public executions, unarmed prisoner combat, and choreographed battles that demonstrate the military skills of new droid prototypes or Geonosian soldier hatchlings.

The Geonosian crowds at the execution arena are at a fever pitch of excitement in anticipation of ferocious action in the ring and fear of attack by predators. Not surprisingly, they scatter en masse at the unexpected arrival of 200 lightsaber-wielding Jedi at the coliseum.

Savage Offerings

Visiting clients often bring wild animals as gifts for the Geonosians. Guards and picadors fear the arrival of non-native creatures, as their diet, moods, and strengths can be unpredictable. It is often impossible to contain the most aggressive beasts.

Bloody Origins

The arena is a natural geological formation that has been adapted by the Geonosians with the addition of towers and excavated tunnels inside and beneath. Its blood-drenched history goes back to the first overlords of Geonosis. These legendary giants were expected to prove their fitness to rule by battling their rivals in brutal death matches for the benefit of the public.

Upper ledges with bird's-eye view generally taken only by latecomers

Upper seats reserved for labor caste drones

Guard post

Klatooinian Master Sta-Den Eekin's power to cloud the minds of vast crowds does not affect battle droids' programming

Dead nexu

Construction of rock paste (a mixture of stone powders and excretions from domesticated parasites)

Soldier droids in sentry houses watch out for surface predators

Towers provide ambient light for internal chambers below and act as chimneys, aiding air circulation

Execution pillars

Nute Gunray, Poggle the Lesser, Count Dooku, Jango Fett, Lott Dodd, and Boba Fett in archducal box

Female Jedi Khaat Qiyn uses Form V lightsaber combat to vanquish many opponents

High-ranking officials sit under membrane awnings, mainly to draw attention to their exalted position

Vertical windows in towers also serve as entrances for upper-caste, winged Geonosians

The richer Geonosian classes occupy the better-kept, lowest seats

Anakin, Padmé, and Obi Wan on reek, surrounded by droidekas

Arena base has ancient low-relief carvings depicting famous battles and events

Soldier drones bringing out sonic cannon

Weequay Jedi Sora Bulq and apprentice Galdos Stouff defeat a dozen encircling guards

Columns of smoke given off by arch gruhs being lightly grilled

Arena floor made of layers of dried silt and sand

Reek pen, with food stores to the side

Flightless Geonosians attempting to flee

Private hangar for visiting hive rulers

Techno Union shuttle for visiting delegates

Display chamber where Geonosian aristocracy preen before the arena event

Platforms where winged Geonosians can have private conferences

Galleried entrance chamber for use by Geonosian aristocracy

Droid carriers transporting troops to arena from factory warehouse

Battle droid regiments in assembly area

Podium for Geonosian archduke elevates above arena floor to allow ritual adulation

Excavated sump holes hold water when flooding the arena

Battle droids emerge to attack Jedi

Mace Windu

Acklay

Drainage basin

Pit of carnivorous worms being starved for future spectacle

Growth pit for speciality fungus that interacts with chemicals in Geonosian stomachs to give off a body smell which produces euphoria

Acklay pen, with acklay's mate still housed inside

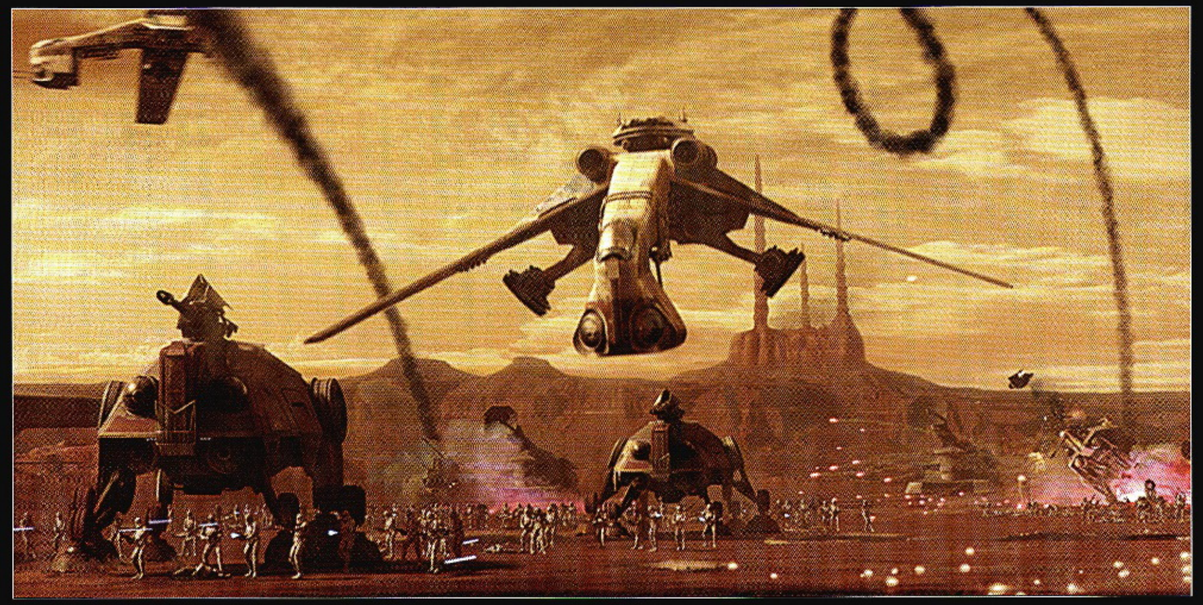
Secure holding pen for tiny, mutant mongworsts

Geonosian fighter hangars

Republic Army

Facing the ominous reality of a Separatist war machine poised for an all-out attack on the great Galactic Republic, the Senate has no choice but to respond quickly and decisively. The risks are great: The Republic must deploy an army it has neither amassed nor trained, and whose battle effectiveness is as yet unproven. The Jedi Council's skillful command, however, ensures that the Republic's bold, pre-emptive strike on the Separatist forces is effective by utilizing a full compliment of battle vehicles to achieve air and ground supremacy against formidable odds in the unfamiliar landscape of Geonosis.

With high-ranking Jedi acting as de facto generals, more than 80 regiments of clone troopers are deployed on Geonosis. The clones use imaging systems in their helmet visors to see through dense smoke on the battlefield, allowing an unbroken advance on the Trade Federation battle droids.



Republic Troopers

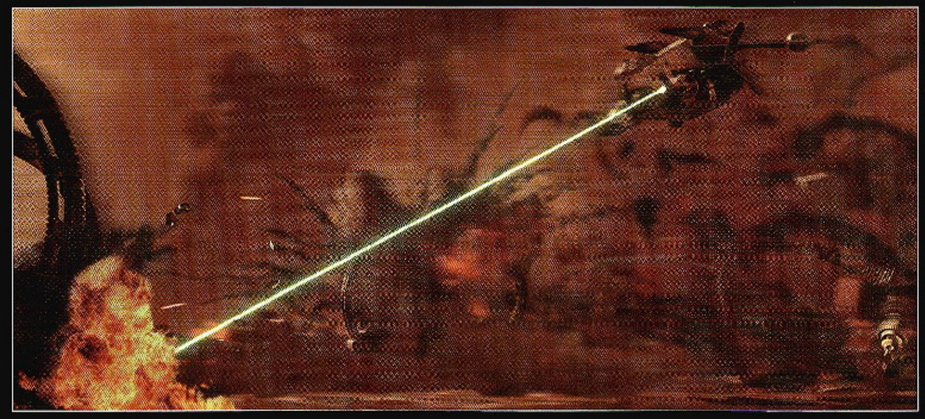
On Geonosis, the Republic deploys two full battle armies, with Yoda and Mace Windu commanding one each and other veteran Jedi Knights in charge of eight corps of 36,864 troops each. All other divisions are led by specially trained clones: Commanders head regiments of 2,304 men; clone captains lead companies of 144 men; lieutenants head platoons of 36 men, and sergeants command squads, each made up of nine clone troopers. Separate ranks of specialized clones operate gunships, drop ships, AT-TEs, and SPHA-Ts. (All figures shown below are supplied by HoloNet News Sources.)

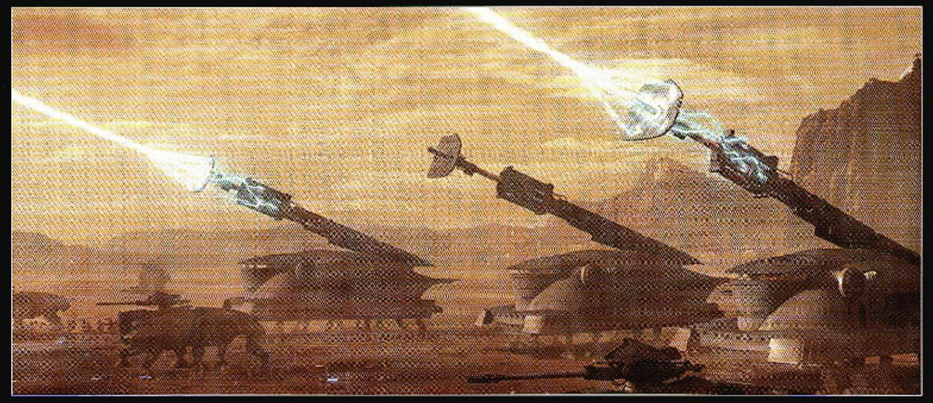
LAAT/c

LAAT/c (Low-Altitude Assault Transport/carrier) are used to airlift military hardware right into the thick of battle, such as AT-TEs, portable power generators and shield projectors, observation posts, field medical centers, supplies, and fixed artillery. They also ensure the heavy-strike SPHA-T s are well defended by AT-TEs and infantry on foot to a distance of several kilometers. Magnetic clamps hold payloads in place and can be disengaged instantly, allowing payloads to be dropped speedily. A wide wingspan allows maximum distribution of repulsorlift vanes when carrying heavy weights.

Gunships

Fast and maneuverable LAAT/i gunships make repeated passes over the entire battlefield, responding to situations and opportunities wherever needed. They rain fire on enemy vehicles, clearing a path for the advancing clone infantry, and drop squads of clone trooper commandos at the battle front. Commandos are specially trained for high-risk covert work and wear a higher grade armor with additional weapons capacity. Despite their strengths, gunships prove vulnerable to Separatist antiair batteries positioned in rough terrain below.



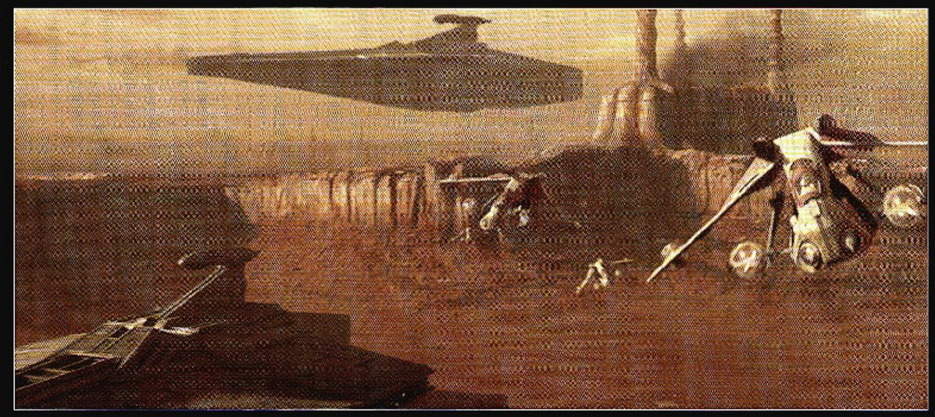


Deadly Juggernaut

Deployed in squads of four at the rear of advancing AT-TEs, SPHA-Ts combine the devastating firepower of a permanent laser-cannon emplacement with the ability to literally walk into battle on powerful articulated legs. SPHA-Ts are deployed in key positions on several battlefronts, proving particularly effective on the battlefield commanded by Yoda. They also provide an impregnable line of defence for the fleet of assault ships that land immediately outside the arena.

Assault Ships

Acclamator-class assault ships land outside the smoking arena, unloading military vehicles and troops, and providing an assembly point for SPHA-T s. Disembarked troops initially prevail on the flat ground of the canyon floor, where their beam weapons are most effective, while Separatist artillery persists in the rougher lands. Earlier, assault ships made preemptive strikes against Geonosian beak-wing facilities, leaving the fighters that remained unable to make headway against the Republic's orbital blockade.

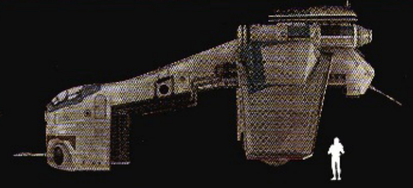


Trooper Sergeant Lieutenant Captain Commander

192,000 deployed in battle

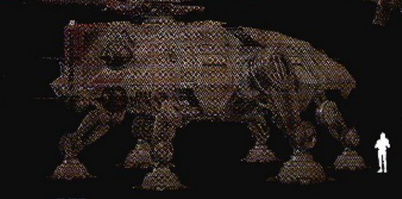
LAAT/i Gunship

1600 deployed



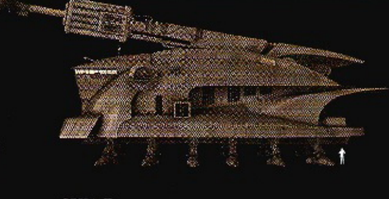
LAAT/c (AT-TE Carrier)

400 deployed



AT-TE

2160 deployed



SPHA-T

100 deployed

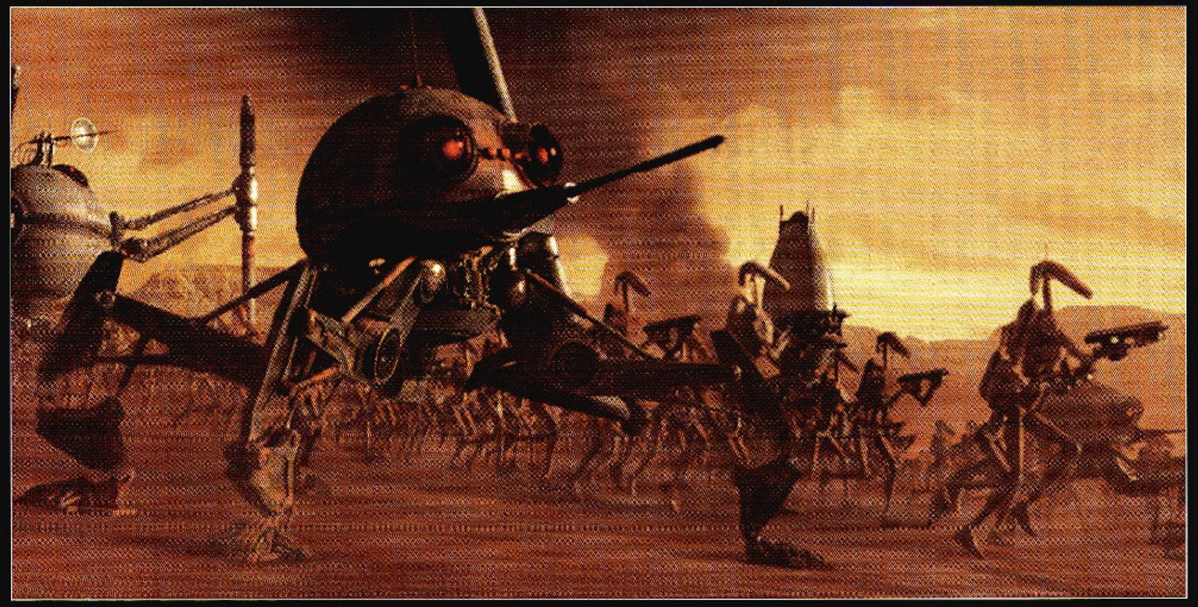
Assault Ship

12 deployed

Separatist Forces

Although the Republic forbids the existence of mass armies, many private interests maintain small armies in local territories. The most powerful armies are those owned by the wealthy commerce organizations, who use a number of attack droids for purposes of debt collection and revenue enforcement. However, these trade bodies have now illegally pooled their armies to create a single, truly sinister force that threatens the hegemony of the Republic. Geonosis' barren rock landscapes are backdrop to its clone army's first encounter with the combined ranks of the commerce organizations' droid armies.

In the Command Room behind Separatist lines, Geonosian rulers observe and direct the battle on a live-feed holomap provided by at-site camdroids. The Separatists are able to reassign battle objectives and targets to their droid forces via radio signals to their processors. In the past, the Geonosians staged large-scale training and exhibition battles from the Command Room.



Separatist Hardware

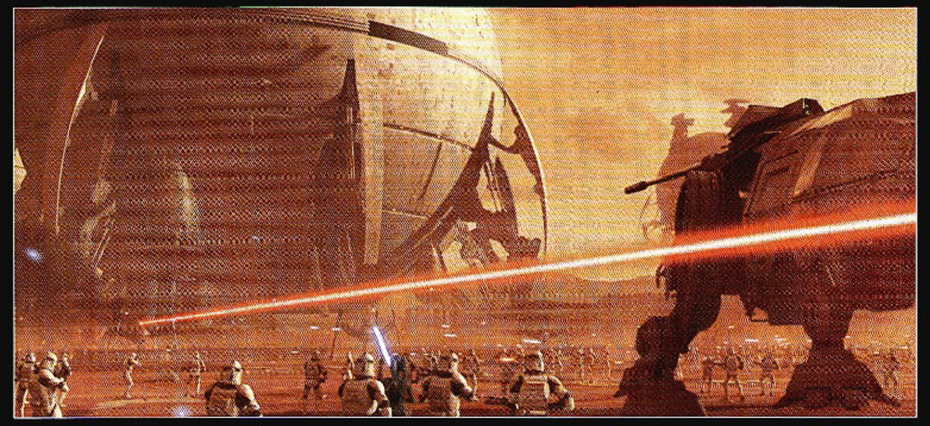
Surprised by the Republic's assault, the Separatists mobilize all forces not already loaded onto their starships, supplimenting droid contingents with battle droids direct from the factories. They have no airborne vehicles, although spider droids and hailfire droids carry ground-to-air weapons, which prove effective against Republic gunships. Techno Union starships and Trade Federation core ships carry no weapons, and rely on the defence of the droids. Droidekas were preferentially loaded into the escaping starships, and are mostly absent from the battle. (All figures shown below are supplied by HoloNet News sources).

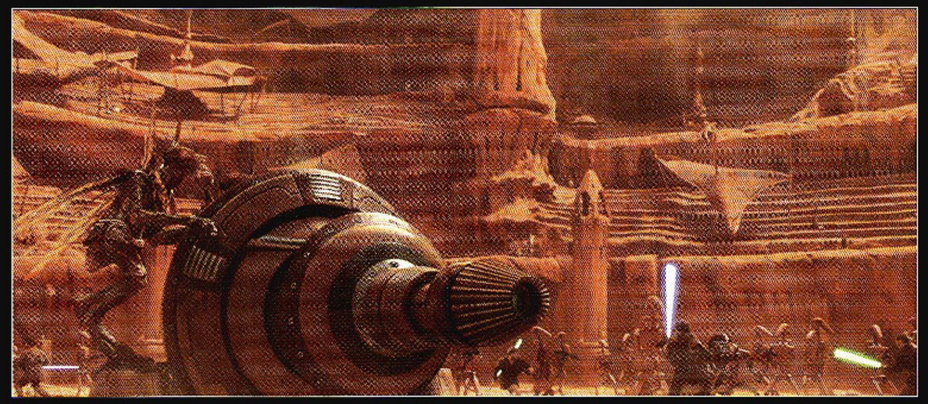
Dwarf Spider Droids

Dwarf spider droids advance in front of a platoon of battle droids, closely followed by spider droids, and after that another infantry formation. Their low height allows larger spider droids to fire over them, providing a formidable advance attack. Much of the dwarf spider droid's head space is devoted to power cells for two blasters, one mounted on the head and one underneath. Designed for use in narrow mine shafts, these droids are slow to react to fast-moving targets above or to the side because they cannot swivel their blasters independently of their heads.

Homing Spider Droids

Commerce Guild homing spider droids are effective against ground-based and airborne targets, covering wide expanses of battlefield at great speed on their all-terrain legs. Sensor equipment locks onto and keeps track of enemy targets, while their dish-shaped laser cannons supply sustained fire. Providing effective ground cover for the Trade Federation core ships, as well as their own smaller spaceships, spider droids manage to decimate whole contingents of Republic AT-TEs although they are eventually subdued by daring gunship assaults.



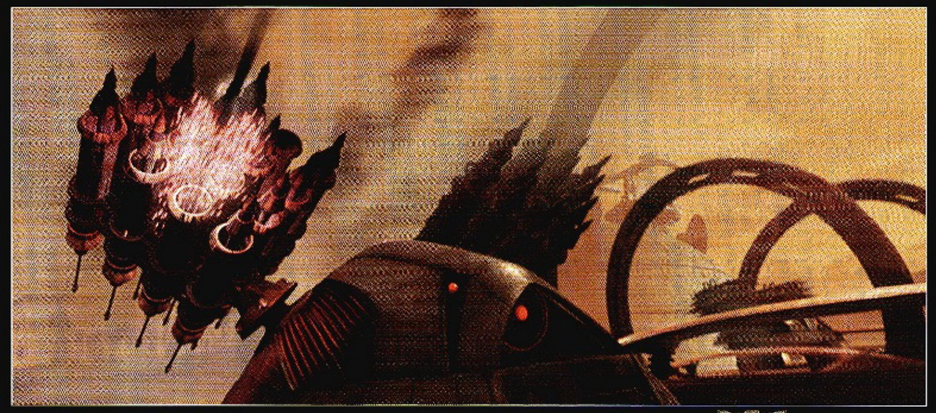


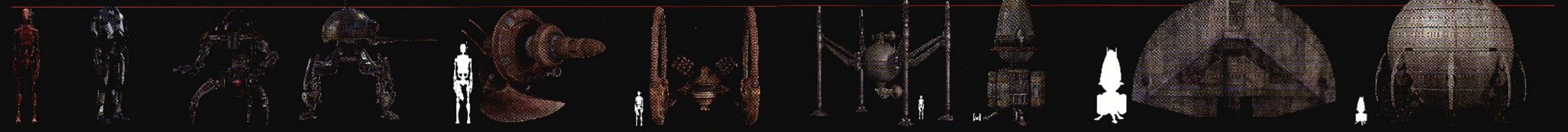
Sonic Cannon

A Geonosian soldier drone operates a sonic cannon, which fires balls of high-impact concussion energy. The Geonosians house an arsenal of these weapons at the execution arena for use in the event of outbreaks by particularly violent creatures or disturbances in the audience. Geonosians atso use sonic weapons in inter-hive conflicts. Sonic cannons and blasters have the advantage in that they can be set to varying degrees of force so they smash bones but leave rock tunnels unharmed.

Hailfire Droids

The InterGalactic Banking Clan's hailfire droids are a powerful presence on the battlefield, although their use is short-lived because they carry a limited number of missiles. They make fast, concerted charges on Republic AT-TEs, using twin chin-mounted blasters once their missiles are depleted. Missiles are effective against stationary or slow-moving targets on terrain where blaster weapons are inoperable due to a lack of clear lines of sight.





Battle Droid — 1,000,000 deployed

Super Battle Droid — 100,000 deployed

Droideka — 3,000 deployed

Dwarf Spider Droid — 15,000 deployed

Sonic Cannon — 4 deployed (in arena)

Hailfire Droid — 4,100 deployed

Homing Spider Droid — 7,500 deployed

Techno Union Starship — 286 on battlefield (169 escape)

Commerce Guild Starship — 41 in battle (36 escape)

Trade Federation Core Ship — 60 on battlefield (46 escape)

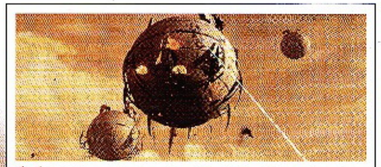
6 On the battlefield that Mace Windu commands, the Separatists deploy a large number of spider droids and dwarf spider droids, followed by battle droid infantry formations. With clear lines of sight across the flat canyon floor, these large droids are able to make terrifyingly effective use of their blaster weapons.

7 Jedi Master Kit Fisto leads a charge of clone troopers, using his Force senses to deflect blaster bolts and protect his men. The Republic army in this part of the battle heads off an attempt by the droid forces to break through a canyon and into the clone ranks.

8 Yoda lands at the Forward Command Center beside a concentration of mighty SPHA-T guns—the Republic's heaviest artillery. Airlifted in by LAAT/e, the mobile Command Center is a fully equipped tactical communications station, receiving signal feeds from clone commanders across the battlefield.

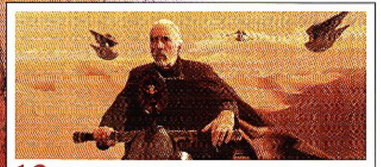
9 In the battle outside the execution arena, hailfire droids roll through the ranks of spider droids, battle droids, and super battle droids toward enemy clone troopers and AT-TEs. Their missiles are more effective at ranges of less than a kilometer, and follow deliberately swerving, evasive trajectories.

10 Fearing that the battle is turning against them, Trade Federation leaders send final orders for their Core Ships to take off immediately. They leave the war room for a nearby hangar, beating a hasty retreat in their landing ship toward their command ship in orbit around the planet.



11 SPHA-T guns bring down a Core Ship with focused fire, causing antigrav repulsorlift malfunctions that produce a tractor-beam effect and greatly accelerates its fall. The SPHA-Ts can only be charged up to a certain level; after those shots, they must be replaced with charged guns from the rear lines.

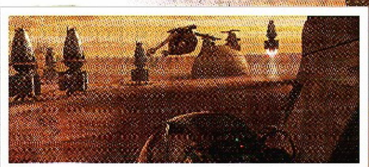
5 Mace and Yoda's gunship lands in a large assembly area protected from rear attack by hills behind. While clone commanders oversee the unloading of clone troops and AT-TEs from assault ships, Windu takes control of clone commando units and Yoda departs for the forward command post.



12 Kenobi sees Dooku and his escort of beak-wings. The Geonosians are unable to deploy more of these fighters due to an aerial bombardment of launch tubes by assault ships commanded by Yoda that took place simultaneously with the arena rescue; still others were neutralized by clone commando raids.

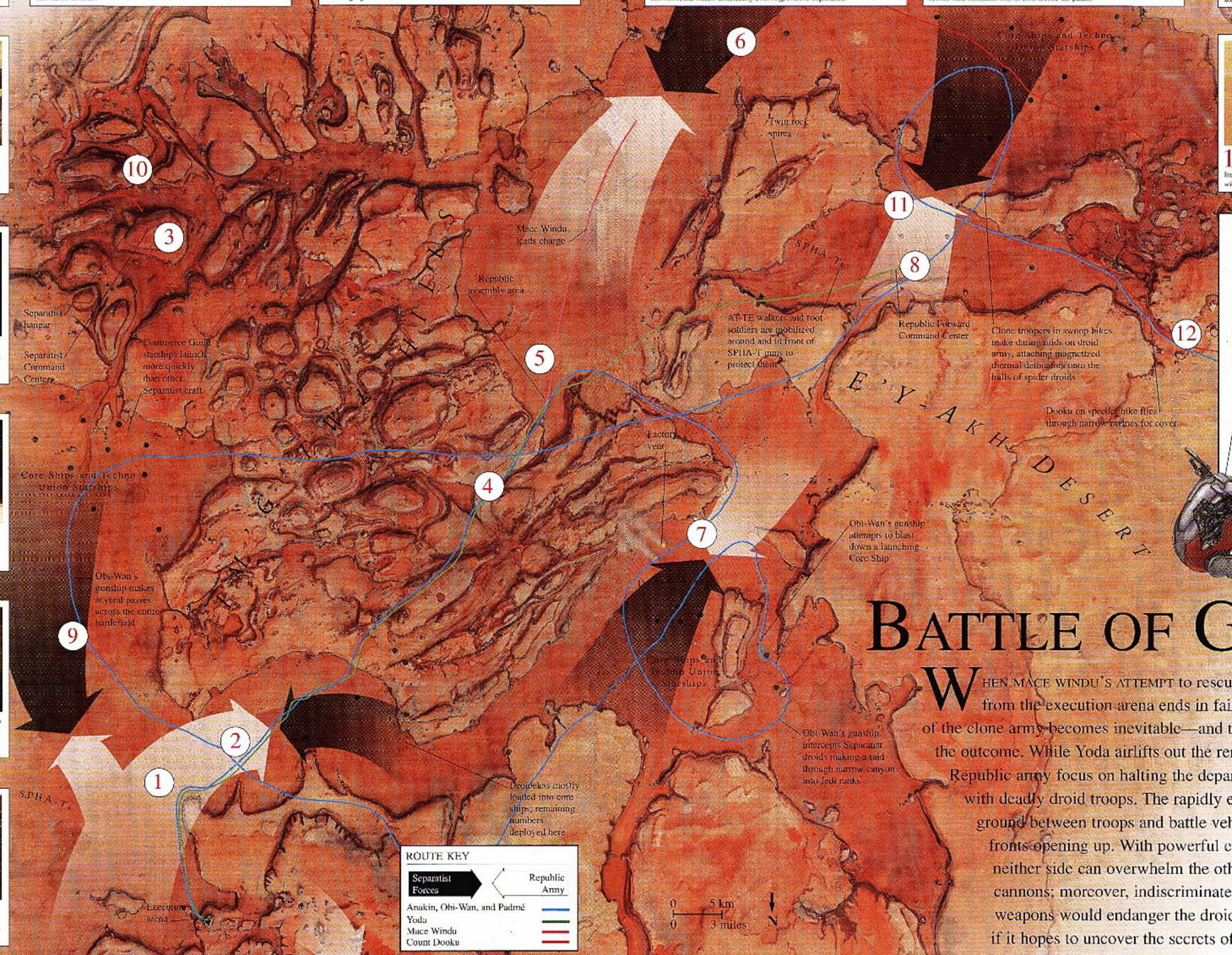
4 Mace, Yoda, Ki-Adi-Mundi, and Kit Fisto witness a direct hit on one of the six gunships used to evacuate Jedi from the arena; fatalities include Jedi Sora Bulq and Tarades Gon, as well as High Council member Eeth Koth. Evacuation gunships carried few clone troopers in order to allow room for Jedi passengers.

3 Separatist leaders travel by underground route from the arena to the Command Center. Already unsettled by the sudden appearance of a Republic army, they are now experiencing jammed communication signals and are unable to send in their entire droid armies, many of which are already loaded onto ships.



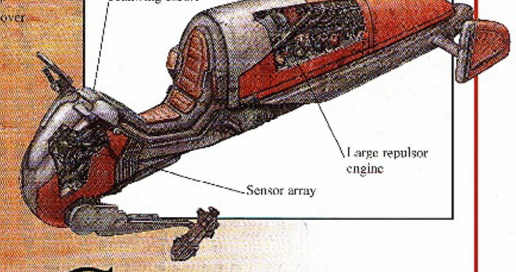
2 Well-armored and self-shielded Trade Federation Core Ships stay put to finish loading their huge cargoes rather than launching half-empty at the first sight of danger. Smaller, more vulnerable Techno Union ships attempt to escape with their payloads of droid artillery, but gunship fire prevents many from doing so.

1 Republic gunships make the first assault on Techno Union starships docked outside the arena. The Geonosians build their docking facilities and warehouses primarily in the valleys of their planet, where permanent habitation is undesirable; Geonosian cities are situated mostly on cliff faces and highlands.



Dooku's Speeder Bike

Dooku's open-cockpit repulsorlift speeder bike is highly maneuverable over a variety of terrain to a top speed of 634 kph (393 mph). Manufactured in Geonosis factories, this model is commonly used by soldier drones on patrol missions around the hive-cities.



Battle of Geonosis

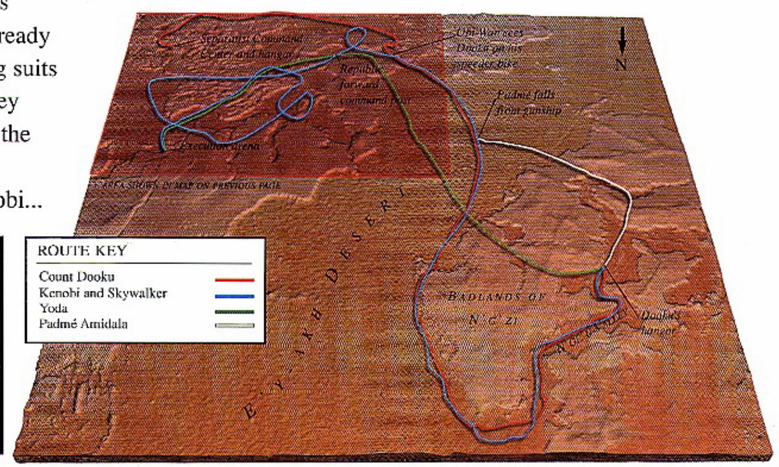
When Mace Windu's attempt to rescue Obi-Wan, Anakin, and Padmé from the execution arena ends in failure, Master Yoda's deployment of the clone army becomes inevitable—and the launching of the Clone War is the outcome. While Yoda airlifts out the remaining Jedi, other sections of the Republic army focus on halting the departure of the Separatist craft filled with deadly droid troops. The rapidly escalating battle is fought on the ground between troops and battle vehicles, with a number of different fronts opening up. With powerful energy shields on their starships, neither side can overwhelm the other using their ship-mounted cannons; moreover, indiscriminate fire by Republic anti-starship weapons would endanger the droid facilities that it must capture if it hopes to uncover the secrets of the Separatist conspiracy.

HANGAR DUELS

IN HIS DEALINGS WITH THE GEONOSIANS, Count Dooku avails himself of a dedicated hangar removed from the war room and those hangars used by financial and industrial cartel officials. Dooku's hangar lies northward of the main battlefield, in an abandoned factory outpost, where his getaway vessel is manned by an FA-4 pilot droid and stands ready for take-off. The remoteness of the building suits Dooku's hidden agenda, but the long journey to his ship is almost his undoing: Carrying the Geonosians' secret plans for their ultimate weapon, he is soon sighted by Master Kenobi...

DOOKU'S FLIGHT

Leaving the Separatist Command Center, Dooku flies to his hangar by speeder bike, located 40 kilometers (25 miles) away across the E'Y-Akh Desert. He skirts around the edge of the battlefield behind Separatist lines, passing close by the gunship in which Obi-Wan travels with Anakin and Padmé.

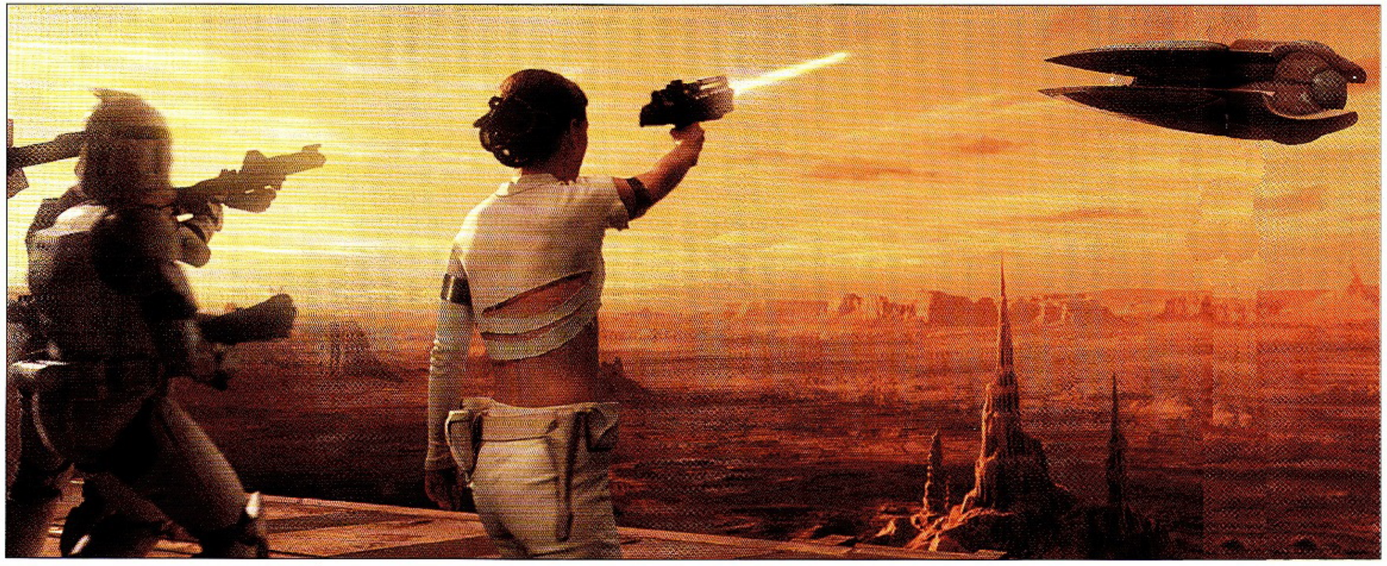


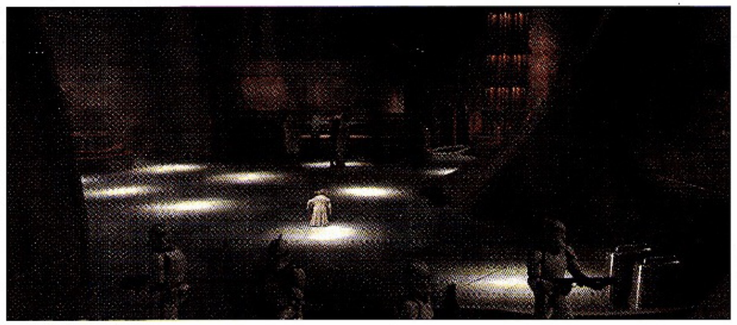
BATTLE OF WILLS

Alerted by his Force sensitivity, Yoda comes to the aid of Kenobi and Skywalker. Dooku projects ceiling chunks toward Yoda, which risks bringing the entire structure down on both of them. Yoda intercepts and redirects each piece with ease.

LIGHTSABER COMBAT

Yoda knows only too well that if Count Dooku is not stopped from leaving Geonosis, he will rally more planets to his cause. In the half-light of the renegade leader's secret hangar, Yoda wields the lightsaber he so reluctantly uses in combat, attempting to block Dooku's path to his ship.



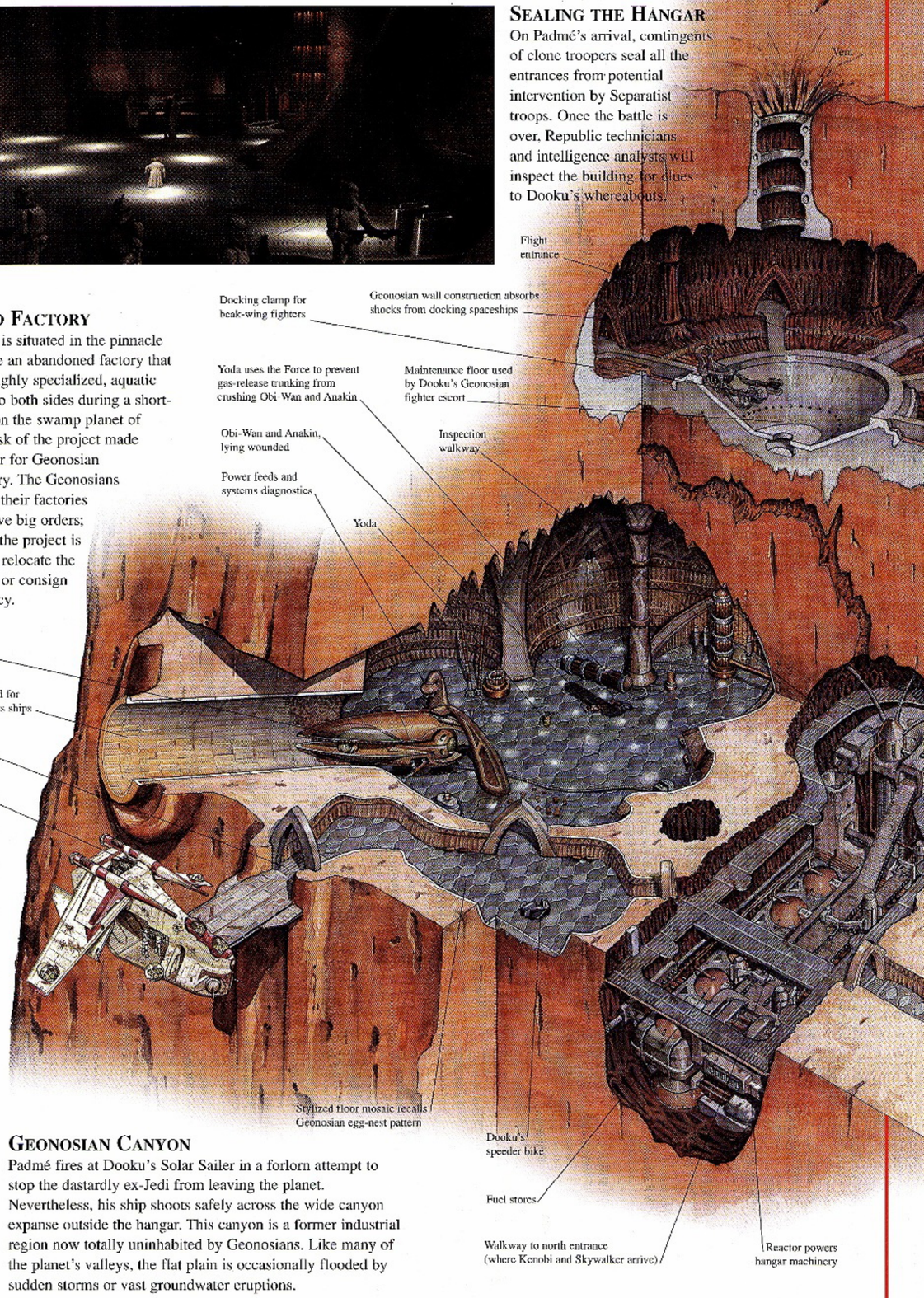


SEALING THE HANGAR

On Padmé's arrival, contingents of clone troopers seal all the entrances from potential intervention by Separatist troops. Once the battle is over, Republic technicians and intelligence analysts will inspect the building for clues to Dooku's whereabouts.

ABANDONED FACTORY

Dooku's hangar is situated in the pinnacle of a tower above an abandoned factory that once supplied highly specialized, aquatic sonic weapons to both sides during a short-lived civil war on the swamp planet of Derenzil. The risk of the project made a security hangar for Geonosian fighters necessary. The Geonosians build or expand their factories when they receive big orders; afterward, once the project is completed, they relocate the surplus workers or consign them to dormancy.



GEONOSIAN CANYON

Padmé fires at Dooku's Solar Sailer in a forlorn attempt to stop the dastardly ex-Jedi from leaving the planet. Nevertheless, his ship shoots safely across the wide canyon expanse outside the hangar. This canyon is a former industrial region now totally uninhabited by Geonosians. Like many of the planet's valleys, the flat plain is occasionally flooded by sudden storms or vast groundwater eruptions.

EPISODE III

REVENGE OF THE SITH

War! The Republic is crumbling under attacks by the ruthless Sith Lord, Count Dooku. There are heroes on both sides. Evil is everywhere.

In a stunning move, the fiendish droid leader, General Grievous, has swept into the Republic capital and kidnapped Chancellor Palpatine, leader of the Galactic Senate.

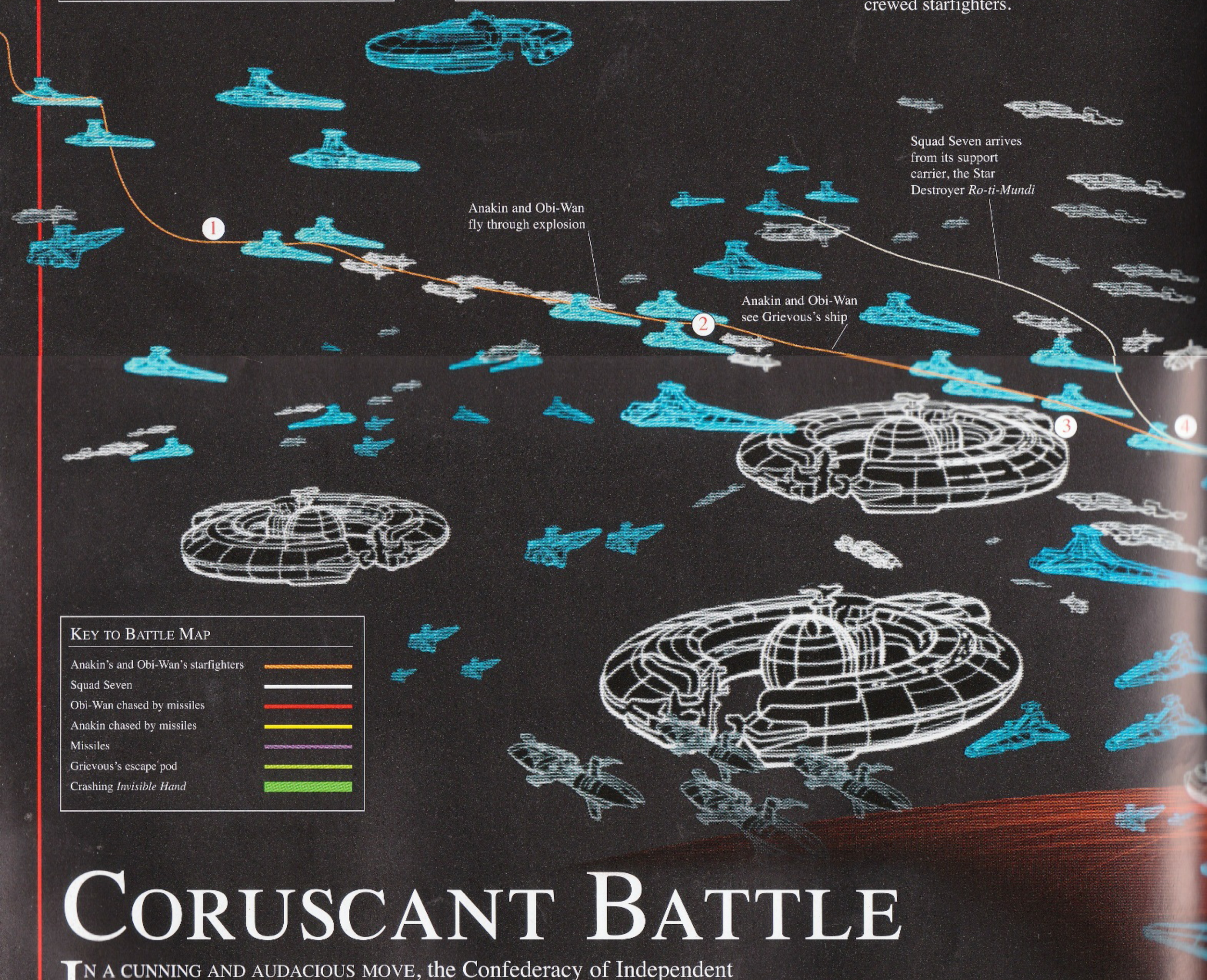
As the Separatist Droid Army attempts to flee the besieged capital with their valuable hostage, two Jedi Knights lead a desperate mission to rescue the captive Chancellor....

1 Newly returned from action on Tythe, Obi-Wan and Anakin are dispatched to rescue Supreme Chancellor Palpatine. They must recover him alive, as his death from any cause would be a severe blow to the Republic.

2 In their agile Eta-2 Actis Interceptors, the Jedi weave between the larger craft, slugging out a set-piece space-naval engagement. They make their passage through the fighting fleets count, striking at CIS targets as they go.

Space Armadas

Both the CIS and the Republic have invested heavily in new ships for their space navies, though the former keeps most of its fleet in the Outer Rim. During the battle of Coruscant, the Republic fields a far greater number of heavy craft, such as the Venator class Star Destroyers. The Separatists counter by deploying tens of thousands of vulture droids to supplement their adversary's crewed starfighters.

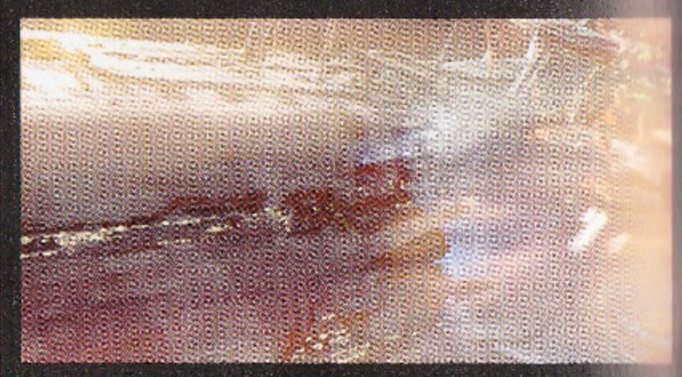


Key to Battle Map

- Anakin's and Obi-Wan's starfighters
- Squad Seven
- Obi-Wan chased by missiles
- Anakin chased by missiles
- Missiles
- Grievous's escape pod
- Crashing *Invisible Hand*

Coruscant Battle

In a cunning and audacious move, the Confederacy of Independent Systems brings the Clone Wars to Coruscant, raining death and destruction upon the helpless citizens of the Galactic capital. The fierce attack on the planet is a cover for General Grievous's daring foray to kidnap Supreme Chancellor Palpatine, aiming to bring a swift end to the conflict. While the main battle between Separatist and Republic forces rages on the fringe of space, the Jedi High Council determines that the best way to rescue the Chancellor is to make a lightning raid on the CIS command ship, *Invisible Hand*, where Palpatine is being held.



10 As his ship begins to break up, Grievous escapes, leaving Palpatine and the Jedi to their fate. They will survive a fiery re-entry thanks only to Anakin's piloting skills and the efforts of Coruscant's emergency teams.

3 Hordes of vulture droids are deployed around Grievous's ship. When their long-range battle sensors detect the Jedi, they swarm forward to attack the intruders. The vulture droids' sharp tactical intelligence makes them dangerous opponents.

4 To counter the vulture droids, Obi-Wan calls in Squad Seven, an Open Circle fleet unit assigned to support the rescue mission. Its Squad Leader, Captain "Odd Ball" Davijaan, is a veteran of many previous operations.

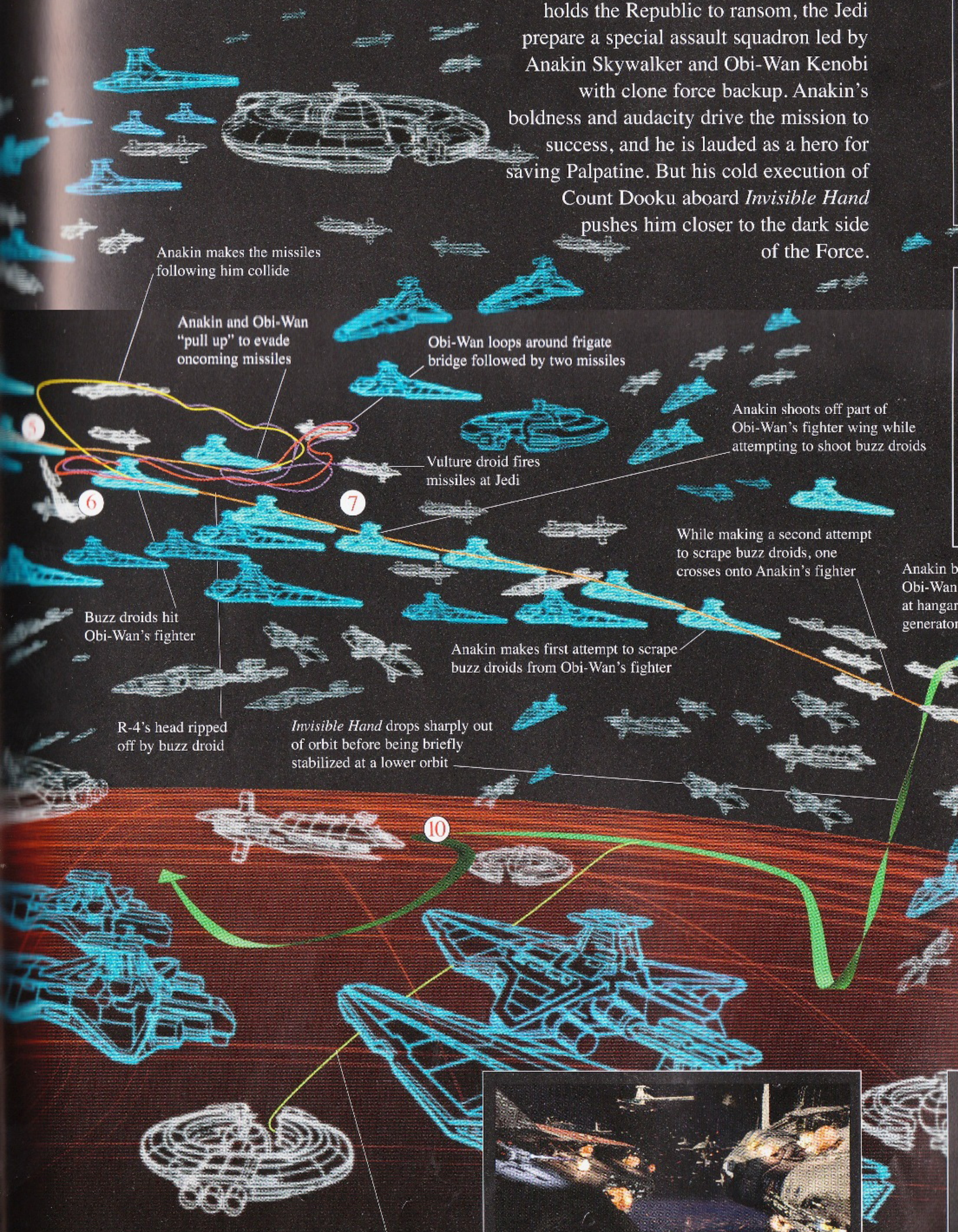
5 Squad Seven and the Jedi initially take on vulture droids and tri-fighters together, with Anakin performing outstanding feats of piloting. But the imperative to rescue Palpatine drives him and Obi-Wan farther into the Separatist fleet.

Jedi to the Rescue

To rescue the Chancellor before the CIS holds the Republic to ransom, the Jedi prepare a special assault squadron led by Anakin Skywalker and Obi-Wan Kenobi with clone force backup. Anakin's boldness and audacity drive the mission to success, and he is lauded as a hero for saving Palpatine. But his cold execution of Count Dooku aboard *Invisible Hand* pushes him closer to the dark side of the Force.

6 When vulture droids launch missiles at them, Anakin's canny maneuvers confuse the missiles' tracking systems and cause the missiles to collide. Obi-Wan is not so lucky and, despite some inspired evasive action, is hit.

7 The vulture's missile releases buzz droids, vicious little sabotage agents that proceed to attack Obi-Wan's starfighter. Anakin attempts several hazardous maneuvers to dislodge them, risking his own ship in the process.



9 Already damaged by Republic barrages before the Jedi arrive, Grievous's ship takes mortal blows while Anakin and Obi-Wan attempt to rescue Palpatine. The ship begins to fall out of orbit, placing all their lives in danger.

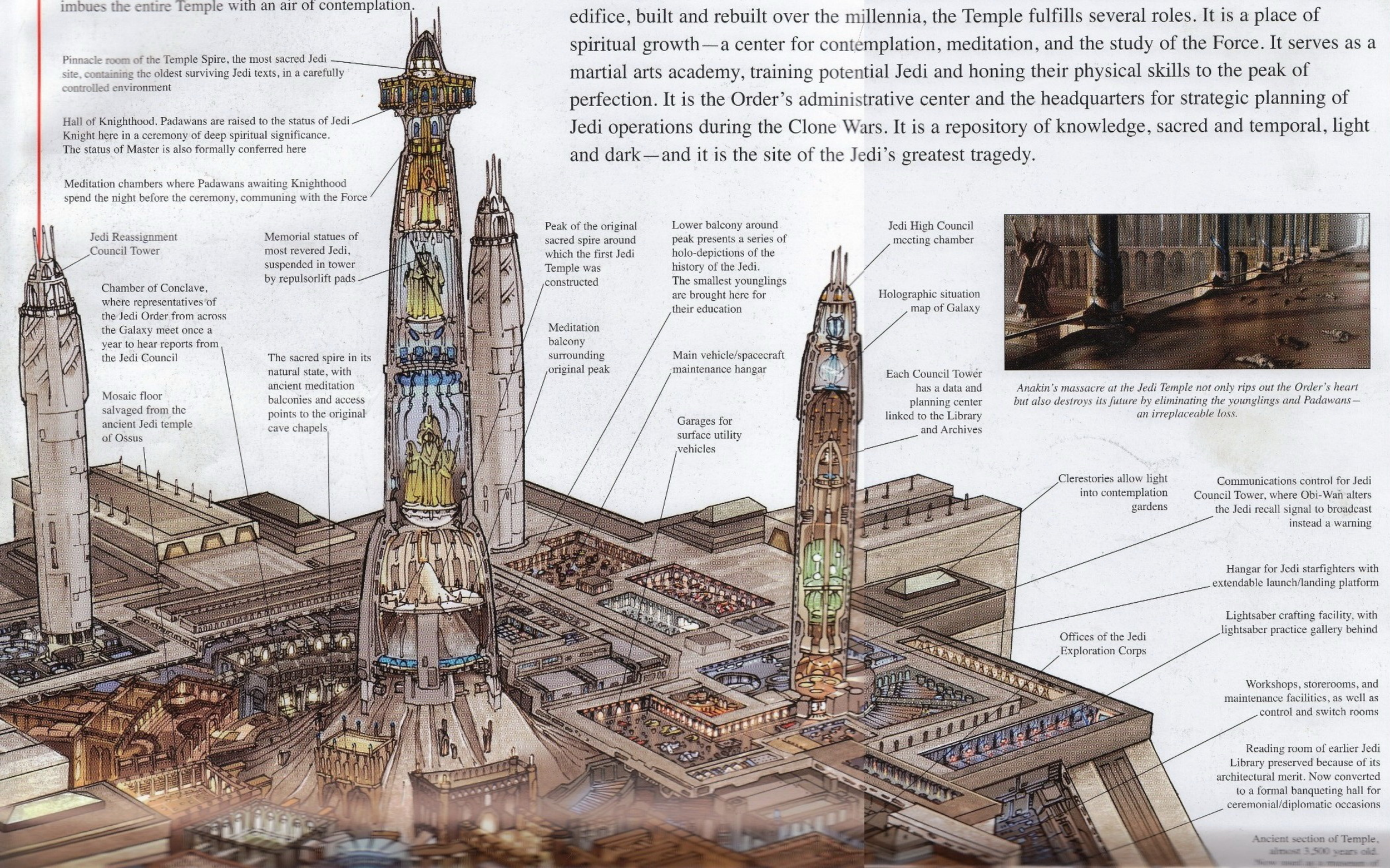
8 With Obi-Wan's ship badly crippled, the Jedi make a daring landing in a hangar on *Invisible Hand*. They rush to find the Chancellor, deciding to worry later about how they will escape with him.

Jedi Temple Complex

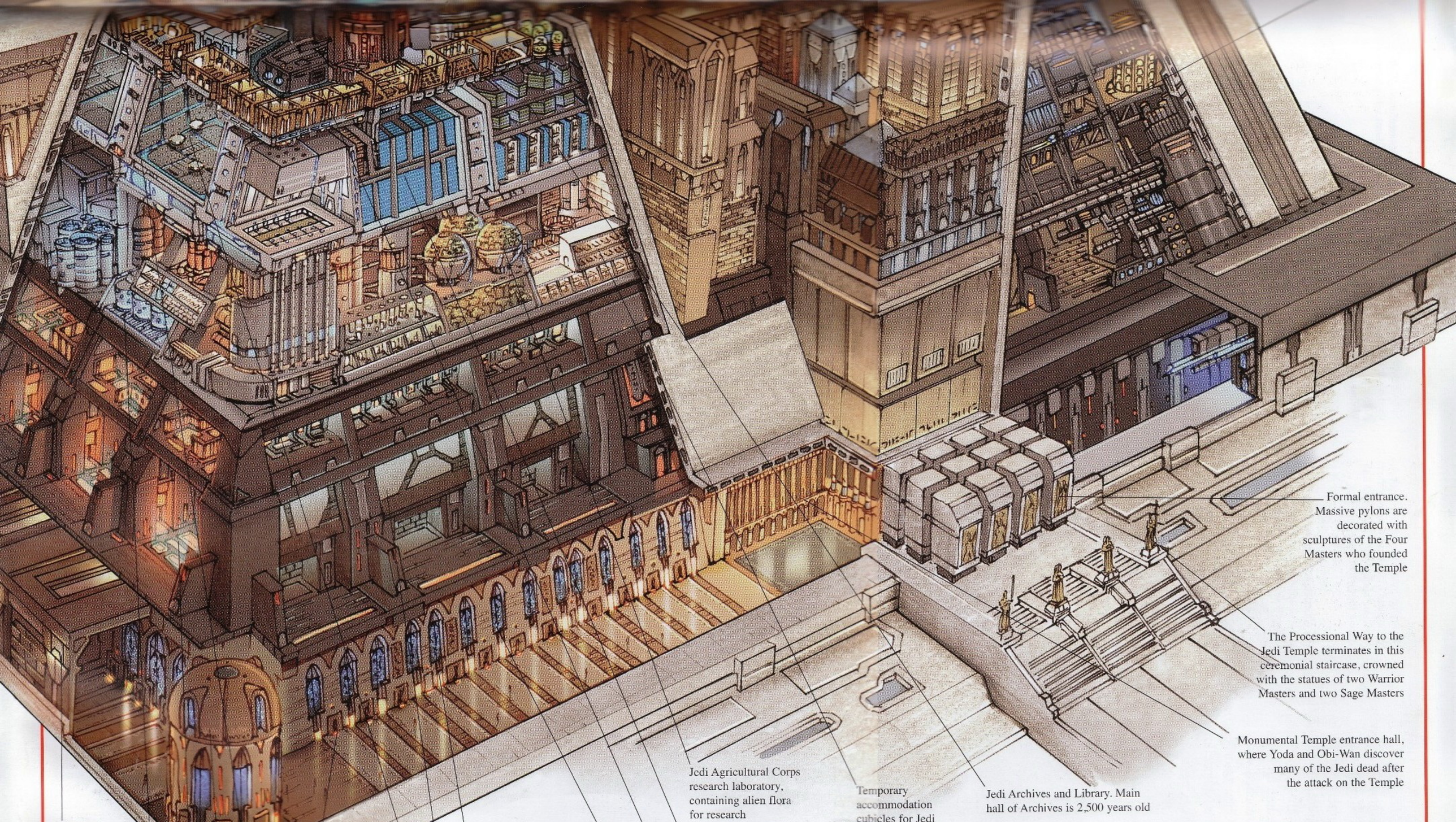
THE HEART AND HOME of the Jedi Order, the Jedi Temple was established on Coruscant some 4,000 years ago, after the Order moved from its original base on the planet Ossus. An ancient edifice, built and rebuilt over the millennia, the Temple fulfills several roles. It is a place of spiritual growth—a center for contemplation, meditation, and the study of the Force. It serves as a martial arts academy, training potential Jedi and honing their physical skills to the peak of perfection. It is the Order's administrative center and the headquarters for strategic planning of Jedi operations during the Clone Wars. It is a repository of knowledge, sacred and temporal, light and dark—and it is the site of the Jedi's greatest tragedy.

A Repository of the Force

When first established on Coruscant, the original Jedi Temple was constructed around and within a natural spire, considered a holy place by the local Coruscanti. A strategically advantageous location, this isolated peak was also strong with the Force, providing a well-spring of spiritual support to the Jedi who settled there. The growth of the Temple centered around the original peak. The Force emanating from this sacred spire imbues the entire Temple with an air of contemplation.



Anakin's massacre at the Jedi Temple not only rips out the Order's heart but also destroys its future by eliminating the younglings and Padawans—an irreplaceable loss.

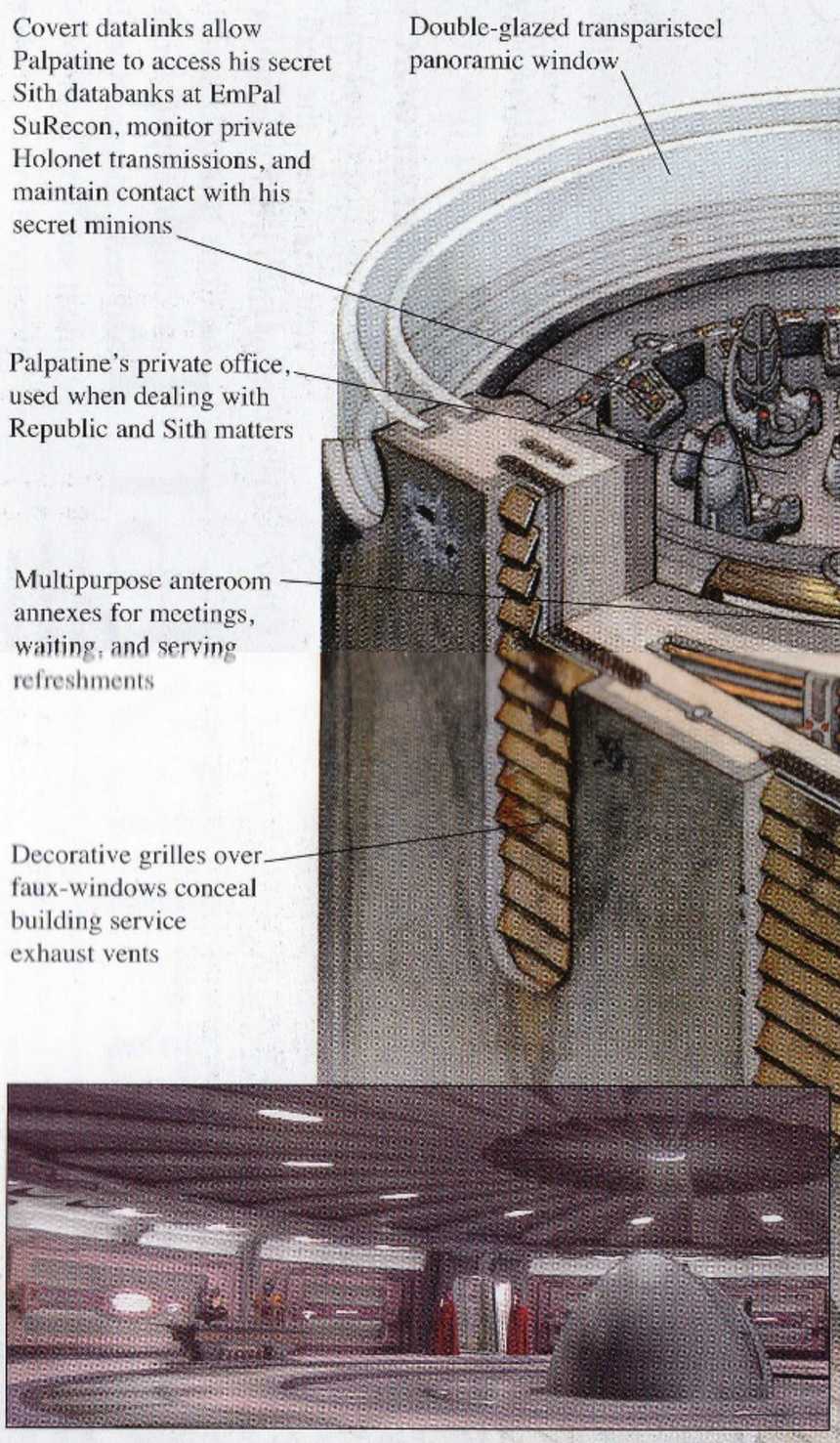


Archaeological Treasure

Reconstructed and enlarged several times over its 4,000-year life span, the Jedi Temple at the time of the destruction of the Order was an archaeological treasure in itself, with sections of ancient architecture incorporated into each successive expansion. Many older sections of the Temple had been adapted for different functions over time, but the most sublime examples of earlier architecture were preserved intact as museums to the heritage of the Jedi.

Home Away From Home

Although Chancellor Palpatine maintains private apartments in the exclusive 500 Republica residential tower, his office complex also includes a small accommodation suite. Here, the Chancellor can rest during periods of crisis that may require round-the-clock attention or freshen up before a formal function. The suite is reached via a concealed entrance from the Chancellor's office. A hidden passage also allows the Chancellor's aides to discreetly access this area.



The Chancellor's holding office, part of his Secretariat suite, is located directly below the Galactic Senate. It is here that the Chancellor's Podium rests when not elevated into the Senate Chamber itself.

Palpatine's Office

As the elected leader of the Galactic Senate, the Supreme Chancellor is the most powerful being in the Republic, making the Chancellor's office a hub of power in the galaxy. Chancellor Palpatine has a "working office" in the Chancellery Secretariat, below the Galactic Senate chamber, but his formal, ceremonial office (where he is, in fact, more often to be found) is in the nearby Senate Office Building. Here, the Chancellor's Suite contains both public and private offices for the Supreme Executive of the galaxy, together with meeting areas, space for diplomatic receptions, and administrative offices for the Chancellor's aides. It also contains personal quarters for the Chancellor.

Bas-relief found in an archaeological excavation of a Massassi site on Yavin 4, depicting battle between Jedi and Sith during the Great Hyperspace War

Sith Chalice—a form of incense burner used in ancient meditation rituals. Archaeological find from the Wolhanian expedition to Yavin 4

Duranium reinforced, blast-hardened ferrocrete exterior walls

Chancellor's private 'fresher

The Chancellor's Archive. Files and correspondence of former Chancellors, stored on Holodiscs

Access to Archive

Statue of Sistros, concealing Palpatine's lightsaber, has a lining of neuranium under its bronzium exterior

Covert datalinks allow Palpatine to access his secret Sith databanks at EmPal SuRecon, monitor private Holonet transmissions, and maintain contact with his secret minions

Double-glazed transparisteel panoramic window

Palpatine's private office, used when dealing with Republic and Sith matters

Multipurpose anteroom annexes for meetings, waiting, and serving refreshments

Decorative grilles over faux-windows conceal building service exhaust vents

Chancellor's Chair of Office with ultra-dense lanthanide alloy armor. Equipped with a defensive shield, it also provides direct, secure communication with Palpatine's aides and includes a Red Guard summoner

Lanthanide alloy sheath isolating suite from rest of building. Provides added protection against fire and impact

Alderaanian relaxa-bed fitted with massage circuits and sleep-inducing harmonics. Enables Chancellor to experience the equivalent of a full night's rest in a few hours

Wardrobe of formal wear, ready for use

Entry to accommodation suite

Working office for the Chancellor's aides. A Red Guard ceaselessly monitors the security system

Access passage to Chancellor's office from dedicated visitor turbo-lift

Express visitor turbo-lift providing only public access to office complex

Security "airlock." Visitors scanned here for concealed weapons, bugging devices, and other prohibited items

Ceiling areas reinforced with lanthanide alloy sheathing for fire and impact protection and electronic security

Reception area. All visitors report here first, prior to entering offices

Reception officer desk

Emergency escape turbo-lift

Blast-proof doors separating offices from reception area

Concealed passage to emergency escape lift

Hidden access to emergency escape lift

Bronzium statues of the Four Sages of Dwartii (controversial philosopher-lawgivers from the early days of the Republic)—Sistros, Faya, Yanjon, and Braata

Chancellor's ceremonial office area for official meetings

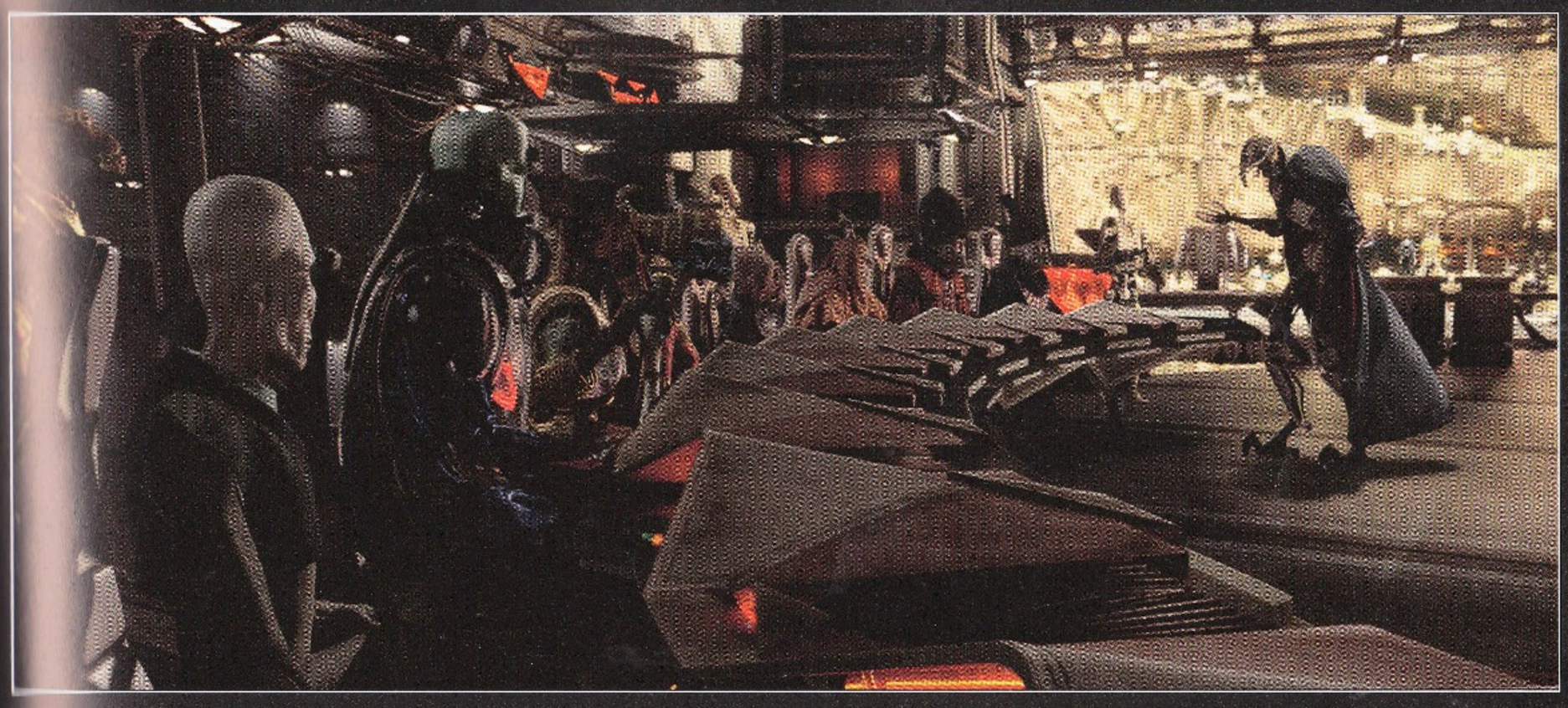
Chancellor's official desk, equipped with data feeds from his private office and his working office in the Galactic Senate

A Matter of Taste

Each Chancellor has the prerogative to decorate the formal offices according to his or her own taste. Chancellor Palpatine's Sith-inspired preference for the color red is evident in the décor of his office, which also contains a number of seemingly innocent antiquities and sculptural pieces, said to be from his personal art collection. In keeping with Palpatine's tactic of hiding his Sith nature in plain sight, many of these artifacts are actually unrecognized Sith heirlooms. One conceals a lightsaber.

Utapau

A REMOTE PLANET in the Outer Rim's Tarabba Sector, many-mooned Utapau is a quiet, neutral backwater largely ignored by the rest of the galaxy. Its windscoured surface, riven with chasms and sinkholes and ridged by fossilized dunes, conceals both the planet's habitability and its only exploitable natural resource—the mineral-rich waters of Utapau's world-ocean. Settled by humanoid species some 57,000 years ago, the original colonists evolved into two separate races—the tall, long-lived Pau'ans and the diminutive Utai. In a bond forged by the necessities of surviving Utapau's harsh environment, these two peoples have established a virtually symbiotic relationship, filling complementary ecological, social, and cultural niches.

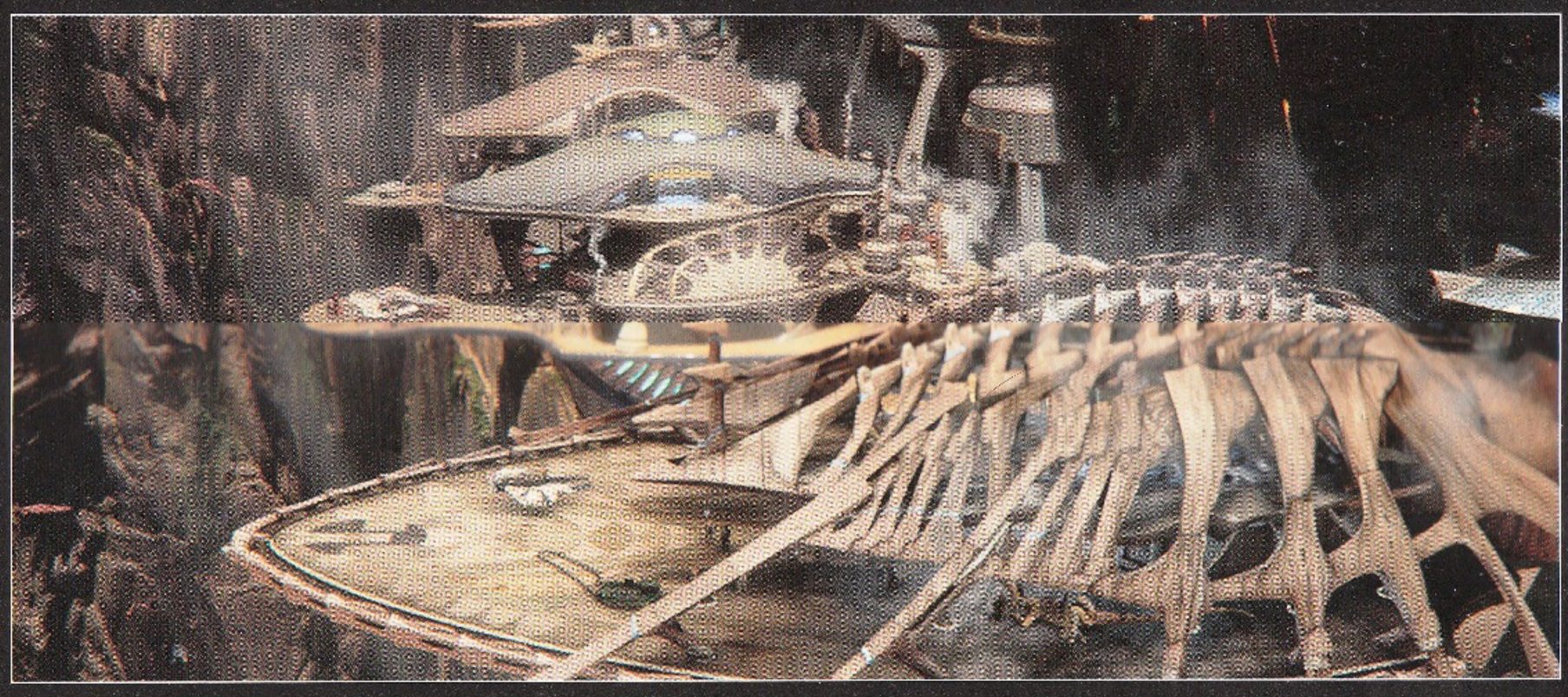


Stolen Neutrality

Due to its remoteness, Utapau was able to maintain a neutral political position. It joined neither the Galactic Republic nor any of the other galactic alliances. It was ignored by all parties until General Grievous needed an isolated location in which to secrete the Separatist Council as bait to lure Obi-Wan Kenobi. Suddenly, Utapau's neutrality was stripped away to further Darth Sidious's dark aims.

Ossic Architecture

In a world without trees, bone has replaced timber as a structural material in Utapau. Used raw, seasoned, processed, or fossilized, the bones of almost all Utapau's animals are used in construction, creating a unique form of architecture known as "Ossic." The skeletons of the great creatures that roam the lower caves and world-ocean provide bones massive enough to become load-bearing beams, while heavy fossil bone is mined in the sinkholes and caves.



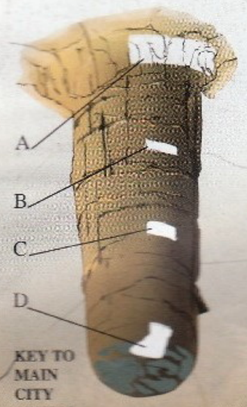
Sinkhole Sanctuaries

Little can survive Utapau's surface hyperwinds, yet sheltered areas are habitable. Complex tidal forces created by Utapau's nine moons cause massive currents in the world-ocean that erode the underside of its rocky outer crust. They also generate groundquakes that eventually cause sections to collapse, giving rise to sinkholes and huge stress-fracture chasms. It is in these wind-free "sanctuaries" that the Utapauns have built the surface facilities of their underground communities. Most Utapaun settlements are clustered on one "continent," the most stable of its surface plates.

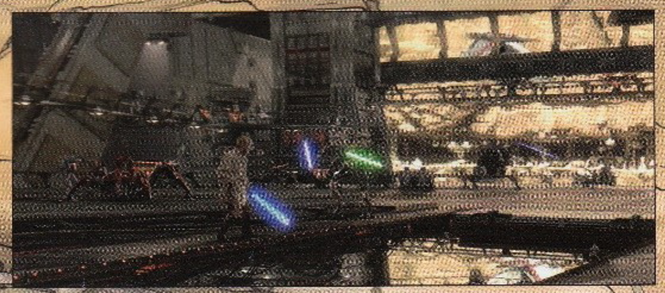
Trading Port

Utapau's uninhabitable surface and general lack of natural resources meant that the planet had little to offer offworld trade until the value of the minerals, salts, and chemicals derived from the enriched waters of the world-ocean were discovered. To connect Utapau to the interstellar economy, Pau City has developed as the main port for offworld trade, with massive docking bays lining its upper levels, capable of handling ships up to the size of a Trade Federation Core Ship.

Pau City



Capital of Utapau, Pau City boasts almost a million inhabitants, making it by far the largest of Utapau's sinkhole communities. Built underground, in mostly natural caves, Pau City's external access points and spacecraft docking facilities are constructed within the Pau Sinkhole, safe from the scouring winds of the planet's surface. Built on 11 levels, subterranean Pau City extends around the entire circumference of the sinkhole. To facilitate movement between its levels and to support its role as a tradeport, the city's cliff-face exterior is dotted with large and small landing platforms for craft ranging from bulk carriers to tiny inter-level flitters and dactillions. Subterranean passageways link Pau City with nearby secondary access sinkholes and settlements.



Despite his ability to wield multiple lightsabers, General Grievous's planned ambush for Obi-Wan Kenobi is unsuccessful. The resourceful Jedi Master ultimately defeats the Separatist General using a conventional weapon.

Pau City's Grand Hall of the Traders' Guild, now converted by the Techno Union to a factory building Mankvim-814 interceptors

Vent holes providing natural light

Pahum Cultural Center, Pau City's main performance and exhibition venue

Elite residential towers for the wealthy and powerful

Many tall buildings in Pau City act as cavern roof supports, with flat-topped, shock-absorbing "pads" on top of the structure helping to stabilize the rock ceiling in case of groundquakes

Timon Medon Plaza, named after the Unifier of Utapau. To left of plaza is the Utapau Council Chambers

Varactyl stables and dactillion landing point

Utapau Offworld Trade Commission, which regulates and controls the offworld mineral trade

Examples of Osse architecture. Landing platform structures made from the bones of ruhau whales

Dactillion roost, where they rest and sleep between flights while "on duty"

The Promenade of Seven Guilds, the main thoroughfare and ceremonial avenue

Wind turbine. Pau City harnesses energy from its surface hyperwinds to help power the city

Sinkhole air traffic control

Port facilities, including main commercial and diplomatic landing stages for offworld craft

Passenger reception facilities and port control buildings

A. Civic Level

Pau City's highest level is occupied by the government and bureaucracy, including the Port Administration. The city's major civic and ceremonial buildings are located on this level, together with cultural and recreational facilities and the residences of the Pau'an elite, who manage the planet's civic affairs and trade. In the twilight world of Pau City, being close to natural light from the surface is a status symbol.

B. Wealth Level

Pau'ans place great importance on those industries and trade interests that drive the planet's economy. Consequently, the sea-water processing plants from which trace elements and minerals are derived and other important industries are located high up in the city, with easy access to the landing stages and port facilities for cargo loading. Middle class Pau'ans and the few wealthy Utai also live on this level.

Freight elevator for transporting heavy goods and materials between levels

Ossic architecture warehouses

Landing stages for bulk carriers shipping extracted minerals and other manufactured goods

General Grievous's ship at Level 10 docking bay

Factories manufacturing domestic appliances and light technology

Sea-water extraction and mineral processing plant

Pumping station bringing water from the world-ocean to processing plants for mineral extraction

High-speed turbo-lift connecting to lower levels

Freight elevator

Utai workers' accommodation

Hydroponic food facilities cultivating ocean-kelps and cave-molds, as well as small food plants high in nutrition

Pens where small livestock are raised

Landing stage for meat and other produce to be transported

C. Produce Level

Functional facilities, city services, and some heavy industries are located toward the bottom of the sinkhole. The Produce Level is where Pau City's main food supplies are produced. Plants, such as ocean-kelps, are grown hydroponically in vast "greenhouse" buildings, and small animals are raised for food. Utapauns prefer their meat uncooked, and freshly butchered meat is delivered every day throughout the city. The dactillions and varactyls used as transport within Pau City are also bred and trained on this level. The city's lower levels are where the Utai mostly make their homes.

D. Mining Level

Pau's City's lowest level is where waste disposal and mining takes place. Bone mines provide fossilized bone for use in city construction, while building stone and some other ores are also mined here. Although miners may encounter giant resputi and other ferocious creatures in the darkness of the deep caves, the beautiful grottoes and settling ponds of the sinkhole floor are popular places to relax.

Bone mine. Source of fossilized bone for building construction

Caverns where the fierce resputi-seals make their lairs. Mine workers are often attacked by breeding rasputi if they enter their territory

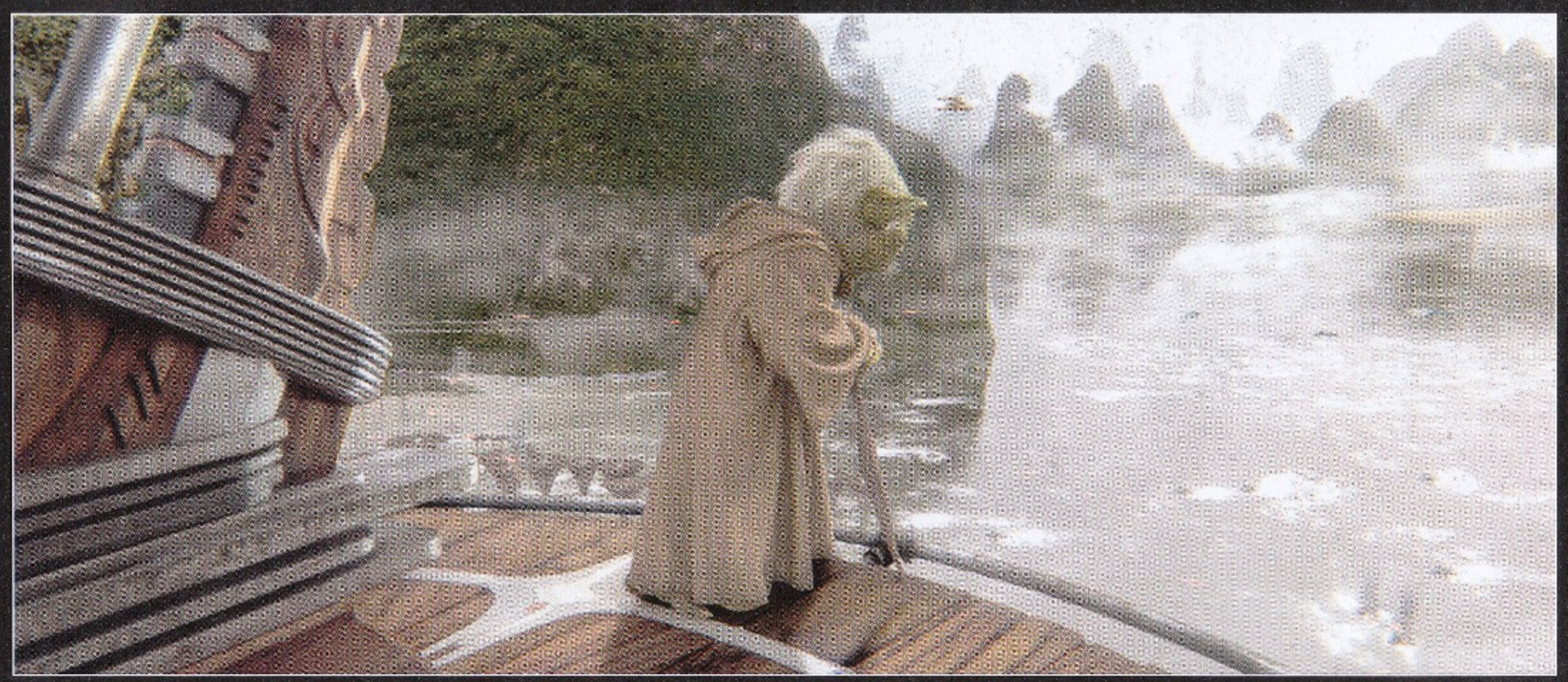
Grottoes and pools of Coranth. The water is colored blue-green due to calcium minerals absorbed through the crustal rocks

KASHYYYK

THE PLANET KASHYYYK (sometimes erroneously called "Wookiee Planet C") is home to the Wookiees, fierce warriors and clever craftspeople, one of the two intelligent species in the Kashyyyk system. Located Mid Rim, in the Mytaranor sector, Kashyyyk has long played a major role in galactic shipping and communications. Close to a major route for the southwestern quadrant, it houses an important navigation and communication relay station. Much of the planet is covered with lush forests, dominated by the mighty wroshyr trees, in which the Wookiees make their homes. However, strings of archipelagos are scattered around the tropical regions of the planet. The Wookiees also maintain colonies on Kashyyyk's two major moons and other planets in the system.

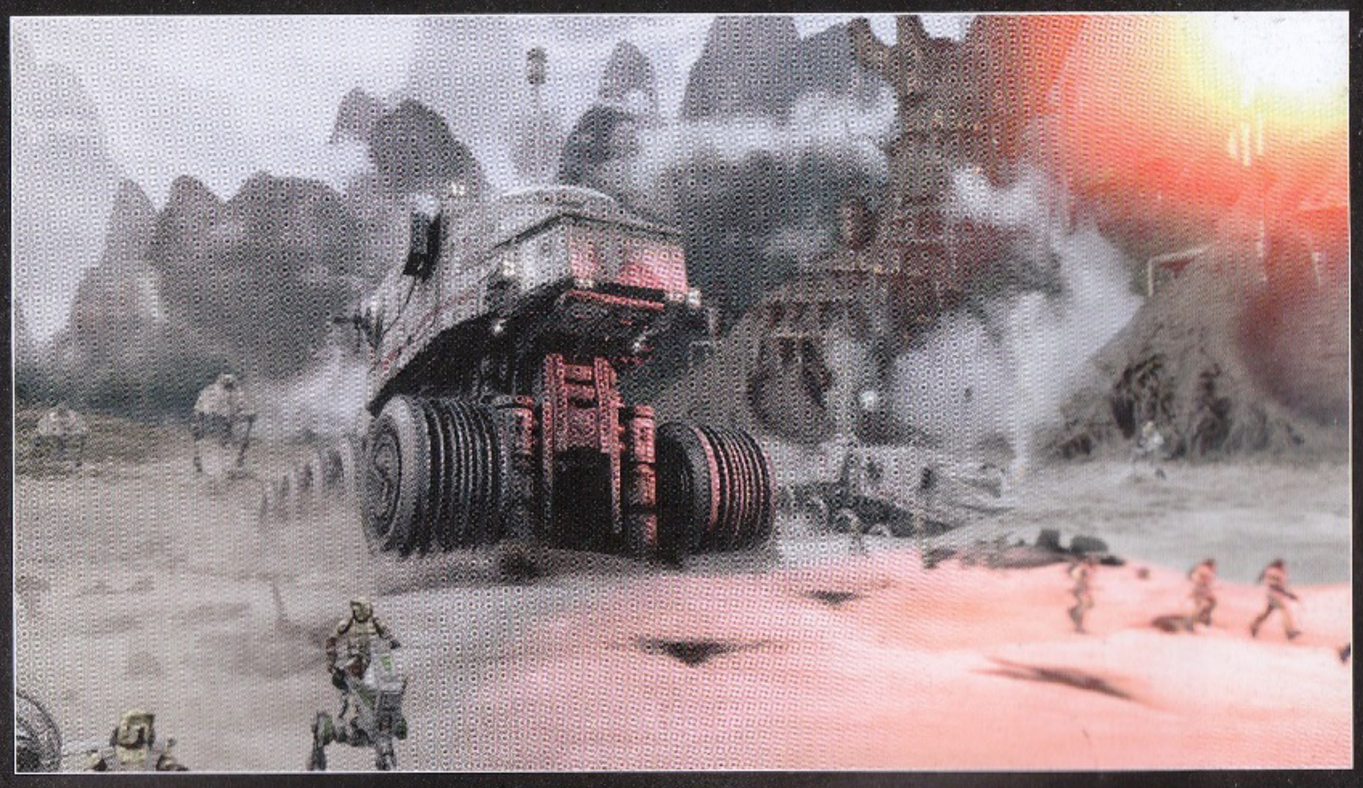
Defender of the Home Tree

Yoda modestly claims to have good relations the Wookiees. He has, in fact, been honored with the ancient title "Defender of the Home Tree" for his role as a Jedi negotiator in several previous incidents involving the Wookiees and their system neighbors, the reptilian Trandoshan. For this, and other assistance to the Wookiees, Yoda is also considered a member of the honor families of many Wookiee leaders, as well as all the inhabitants of Kachirho.



Island Assault

Corporate Alliance tank droids and droid gunships launch a massive attack on Kachirho, intending to overrun the settlement and capture the Claatuvac archives before securing the nearby navigation beacon complex. Wookiee warriors flock to Kachirho to help defend the region. Oevvaor catamarans and fluttercraft are thrown into the battle alongside Republic warcraft in an attempt to repel the invaders and prevent the capture of the town.



"Celestial Mappers"

The lagoons and fjords of the tropical Wawaatt Archipelago shelter the settlements of the ancient Claatuvac Guild, the Wookiee cartographers and navigators responsible for surveying and maintaining the galaxy's hyperspace routes. With its chief settlement at Kachirho, the Guild is said to hold secret knowledge of dormant hyperspace routes that could give the Separatists, especially the Trade Federation, control of galactic trade.

Treacherous Allies

Kashyyyk is lost to the Separatists when the clone forces of the Republic attack the Jedi and Wookiees in response to Emperor Palpatine's Order 66 command. In the midst of the pitched battle at Kachirho, former allies become foes, creating confusion and sowing death and destruction. Kashyyyk will become an enslaved world, leading to one of the darkest periods in Wookiee history. The planet will be eventually liberated under the New Republic.

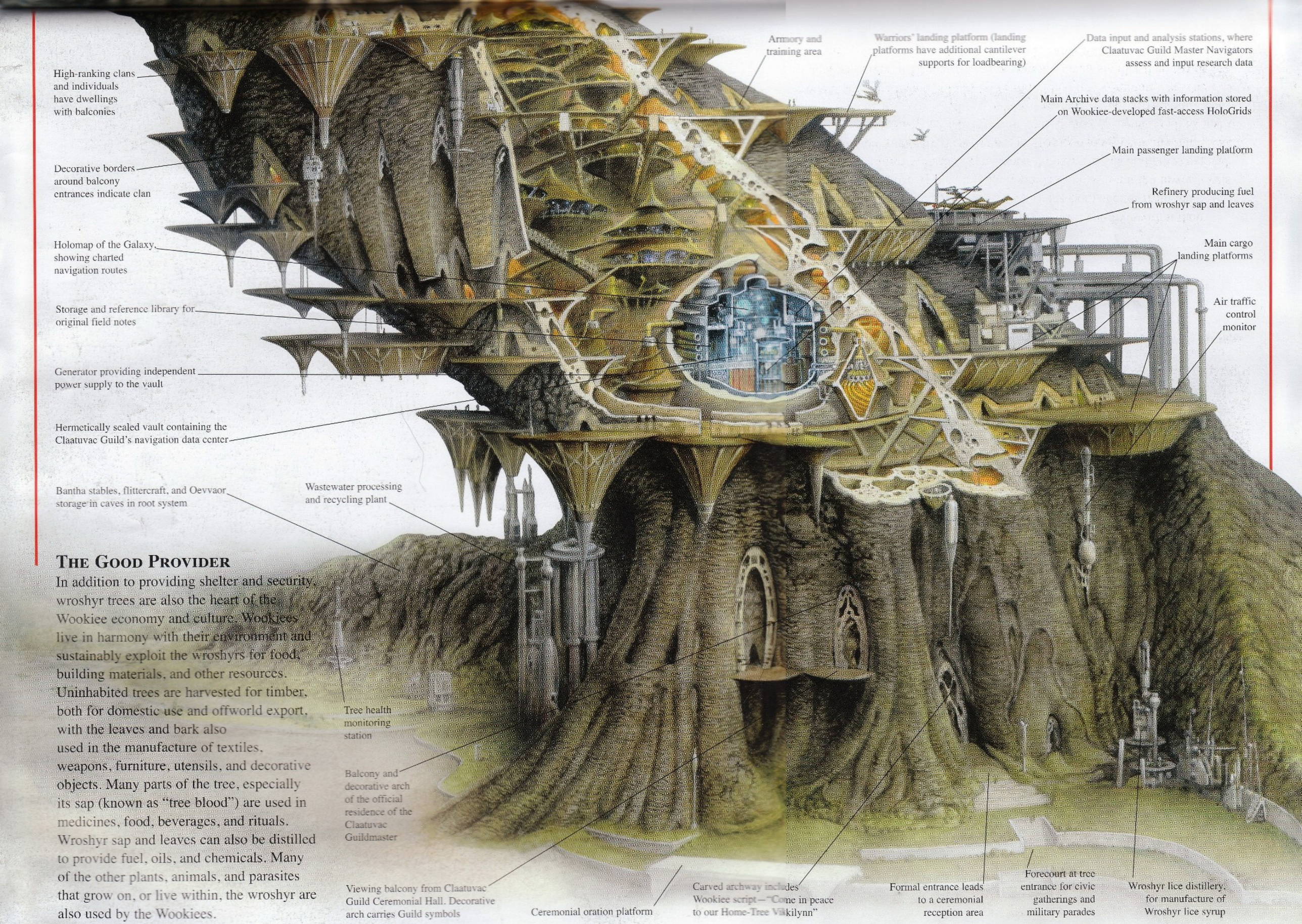
Wookiee Tree

The giant wroshyr trees of Kashyyyk dominate the landscape and environment of the planet, with over 1,000 different varieties that have adapted to growing everywhere except at its poles. Living up to 50,000 years, wroshyr trees grow to massive size, reaching several kilometers in height in the deep forests. They form the backbone of a complex multi-layered vertical ecosystem, extending from the roots to the crown of the tree. Wroshyr trees are an integral part of the lives of the Wookiees, who inhabit them and refer to themselves as "The People of the Trees." They form the foundation of the material, social, and spiritual culture of the Wookiees.

Kachirho settlement takes its name from Tarfful's home tree and includes several inhabited wroshyrs. Yoda's command post is in the Tree Kachirho, while the headquarters of the Claatuvac Guild is the Tree Vikkilynn.

Home and Protector

Wroshyr trees are so huge that entire communities can live within their hollowed out trunks, which, like caves, provide both shelter from the elements and defense against the many predators that roam the lower levels of Kashyyyk's forests. In the deep forest, Wookiee towns and cities expand outside the tree trunks by constructing platforms resting upon the interlocked branches of close-growing wroshyrs. In coastal environments, such as that of the lagoon-side town of Kachirho, where wroshyrs do not grow so thickly together, settlements are composed of individual tree communities. The tropical wroshyrs of Wawaatt Archipelago are much smaller than the deep forest giants, averaging 300–400 meters (1,000-1,300 feet).



The Good Provider

In addition to providing shelter and security, wroshyr trees are also the heart of the Wookiee economy and culture. Wookiees live in harmony with their environment and sustainably exploit the wroshyrs for food, building materials, and other resources. Uninhabited trees are harvested for timber, both for domestic use and offworld export, with the leaves and bark also used in the manufacture of textiles, weapons, furniture, utensils, and decorative objects. Many parts of the tree, especially its sap (known as "tree blood") are used in medicines, food, beverages, and rituals. Wroshyr sap and leaves can also be distilled to provide fuel, oils, and chemicals. Many of the other plants, animals, and parasites that grow on, or live within, the wroshyr are also used by the Wookiees.

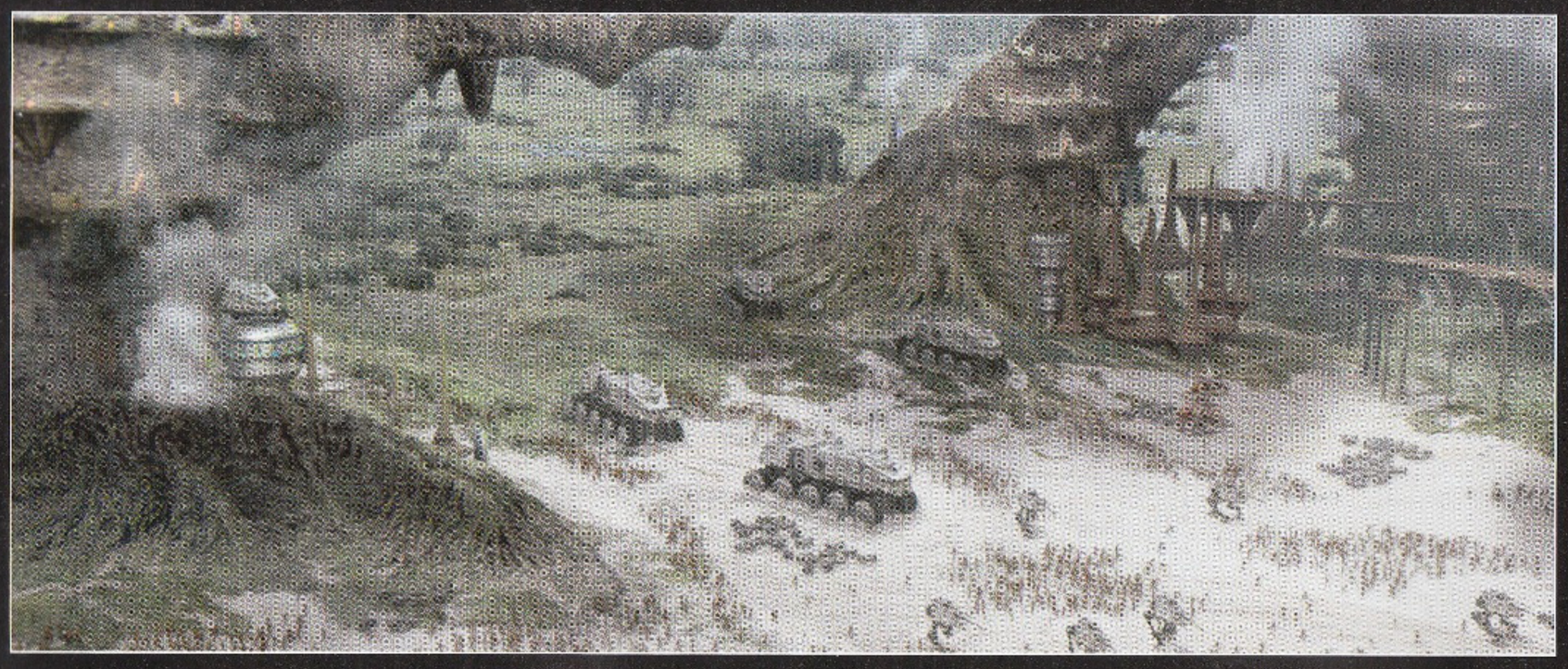
BATTLEFRONTS

AFTER THREE YEARS OF CONFLICT, the Republic seems to be winning the Clone Wars. The Jedi are spread thinly throughout the Galaxy, acting as generals in command of clone troops. Separatist leaders such as Wat Tambor and Shu Mai have already seen their homeworlds captured by Republic forces, while other Council members' homeworlds are also under siege. Victory for the Republic is in sight when Palpatine's treacherous Order 66 turns the clone troops against their Jedi commanders.

While on patrol for signs of Separatist activity on recaptured Saleucami, Stass Allie is murdered by her wingmen, who fire on her Aratech 74-Z speeder bike.

FUNGUS-WORLD TREACHERY

A Gossam-settled planet, Felucia is dominated by multi-colored fungi rather than plants. It is home to the Commerce Guild's representative Shu Mai. After one unsuccessful Republic attack leaves Jedi Barriss Offee stranded on Felucia, Aayla Secura leads another assault to rescue Offee and thwart Shu Mai's vile plan to poison the Felucians to cover her retreat. Along with several Padawans, both Jedi are assassinated when Order 66 is activated.

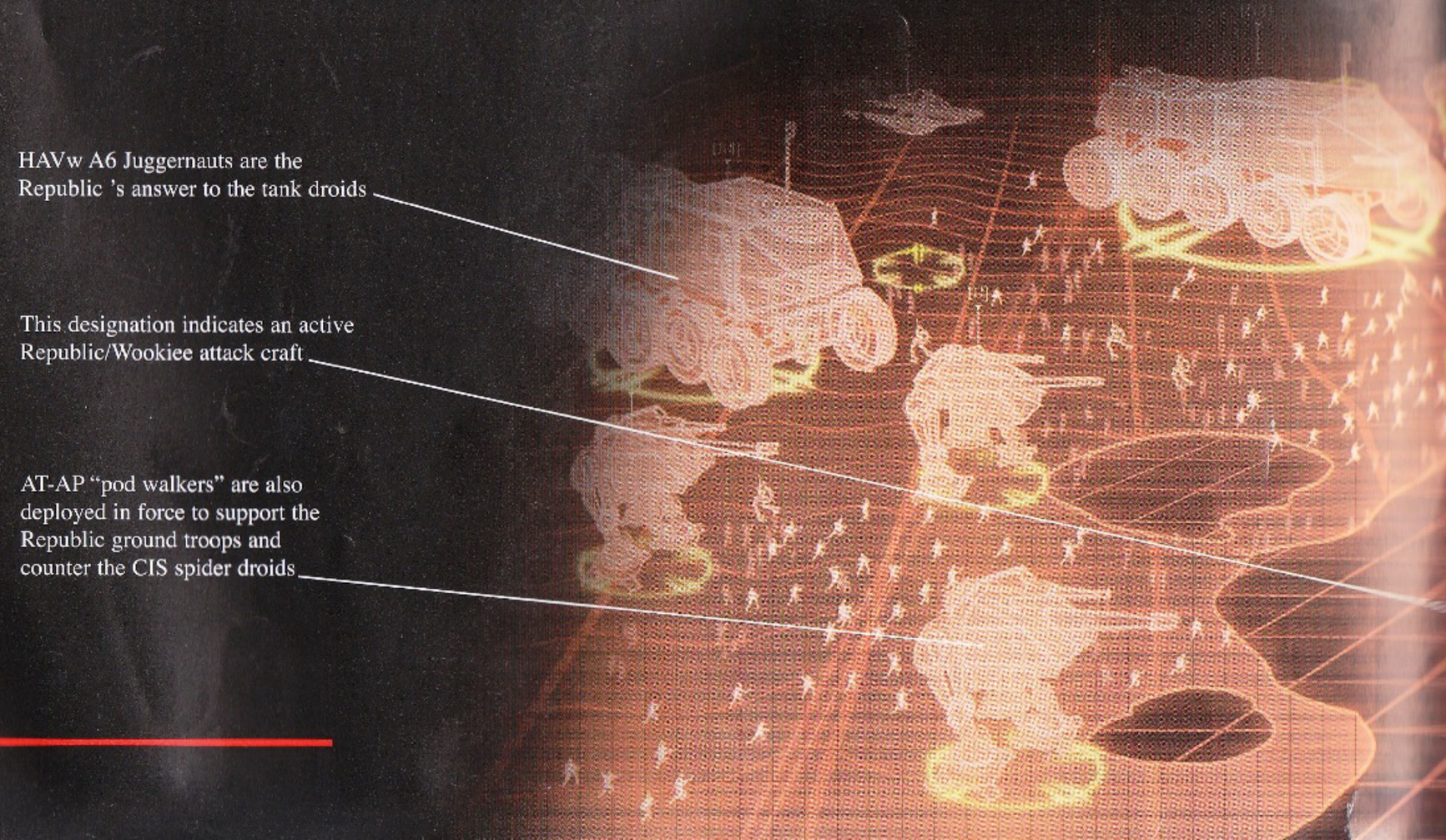


BATTLEFRONT KASHYYYK

The Jedi are determined to assist the Wookiees in defending the planet against a major Separatist assault, and Yoda commits his battalion to the strategically important tree-city of Kachirho. Republic and Wookiee forces prepare to repel the invaders along Kachirho's relatively narrow lagoon frontage, the only viable approach for a sea-borne assault on the settlement due to the rugged terrain of the Wawaatt islands.

STRATEGIC TARGET

Kashyyyk's strategic importance is such that, although Jedi Luminara Unduli is already on the planet, additional clone troops under generals Yoda and Vos are dispatched to reinforce Kashyyyk's defenses. While CIS forces are repulsed at several landing points on the planet, a massive attack is mounted against the lagoon-city of Kachirho. When their clone forces turn against them, Luminara is killed, though Yoda escapes with the help of Chewbacca and Tarfful.



Bridges of Neimoidia

Homeworld of Separatist Council member Nute Gunray, Cato Neimoidia is famous for its "aerial cities" constructed on vast bridges across the planet's abyssal canyons. A Neimoidian colonial purse-world, Cato Neimoidia's capitulation is a prime strategic goal that would help to end the war. Its bridge cities are under aerial attack from a force led by Jedi Master Plo Koon when he is shot down by his own squadron.

Crystal Trap

Mygeeto's natural crystal towers, once home to a lemurlike species now reduced to the status of slaves, are a stronghold of the InterGalactic Banking Clan. On a mission to wipe out entrenched Clan forces on the planet, Jedi Master Ki-Adi-Mundi meets his fate at the hands of the Galactic Marines under the command of Commander Bacara.

CIS droid gunships rule the skies at the Battle of Kachirho, while Republic air support concentrates on attacking ground forces

Trade Federation landing ships deliver thousands of droid troops and vehicles to invasion points across Kashyyyk

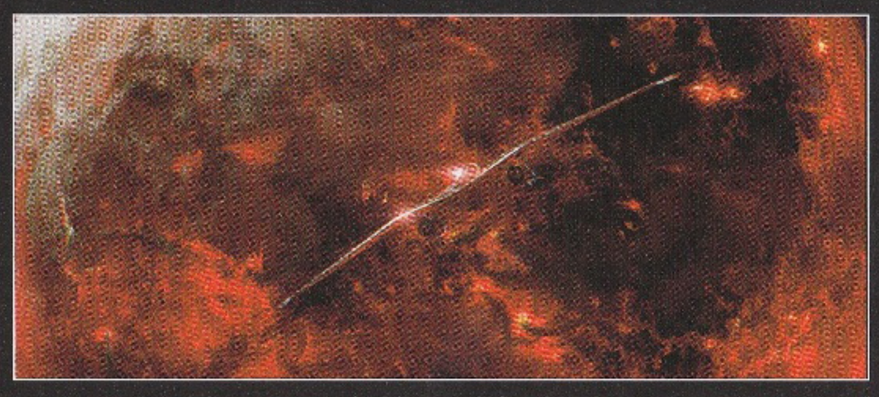
This designation indicates an active CIS attack craft

Corporate Alliance tank droids, best suited to frontal assaults, form the backbone of the CIS ground force at Kachirho

A contingent of Commerce Guild spider droids is deployed in the attack on Kachirho to counter the Republic AT-APs

Wookiee Oevvaor catamarans join the heavier Republic units to help repulse the attack. Their agile maneuvrability makes them extremely effective against CIS droid forces

MUSTAFAR



VIOLENTLY VOLCANIC MUSTAFAR is a remote Outer Rim planet that plays a pivotal role in the rise of the Galactic Empire. Though a world in its own right, Mustafar is dwarfed by the great gas giant Jestefad, with which it is twinned. A hellish world of intense heat, savage obsidian mountain ranges, lava rivers, and continuously erupting volcanoes, Mustafar is owned by the Techno Union, which mines the molten precious metals found in the planet's incessant lava flows. Used by the Separatist Council as a hideout during the Clone Wars, Mustafar becomes infamous as the site of the Council's massacre, which clears the way for the rise of the Galactic Empire.

Secret Outpost

In the early days of the Separatist movement, the members of the Separatist Council planned a secluded, secret facility in which to take refuge in the event that their secessionist plans went awry. Remote and uninviting, Mustafar was selected as the location for this bunker because its hostile environment was a defense system in itself. It is, therefore, this facility that becomes the last redoubt of the Separatist Council and the site of Padmé's final confrontation with Anakin.

Hellhole Planet

Mustafar is a terrifying planet where surface temperatures scorch any unshielded structure or being. Buildings, mining platforms, and robots are all protected by repulsor screens that deflect the heat and suppress the constant eruptions within the lava flows. The Mustafarians swathe themselves in insulating fabrics to survive. Yet, at 800°C (1500°F), Mustafar's lava is "cooler" than normal lava due to unusual mineral allotropes that are molten at lower temperatures.

A Fiery Relationship

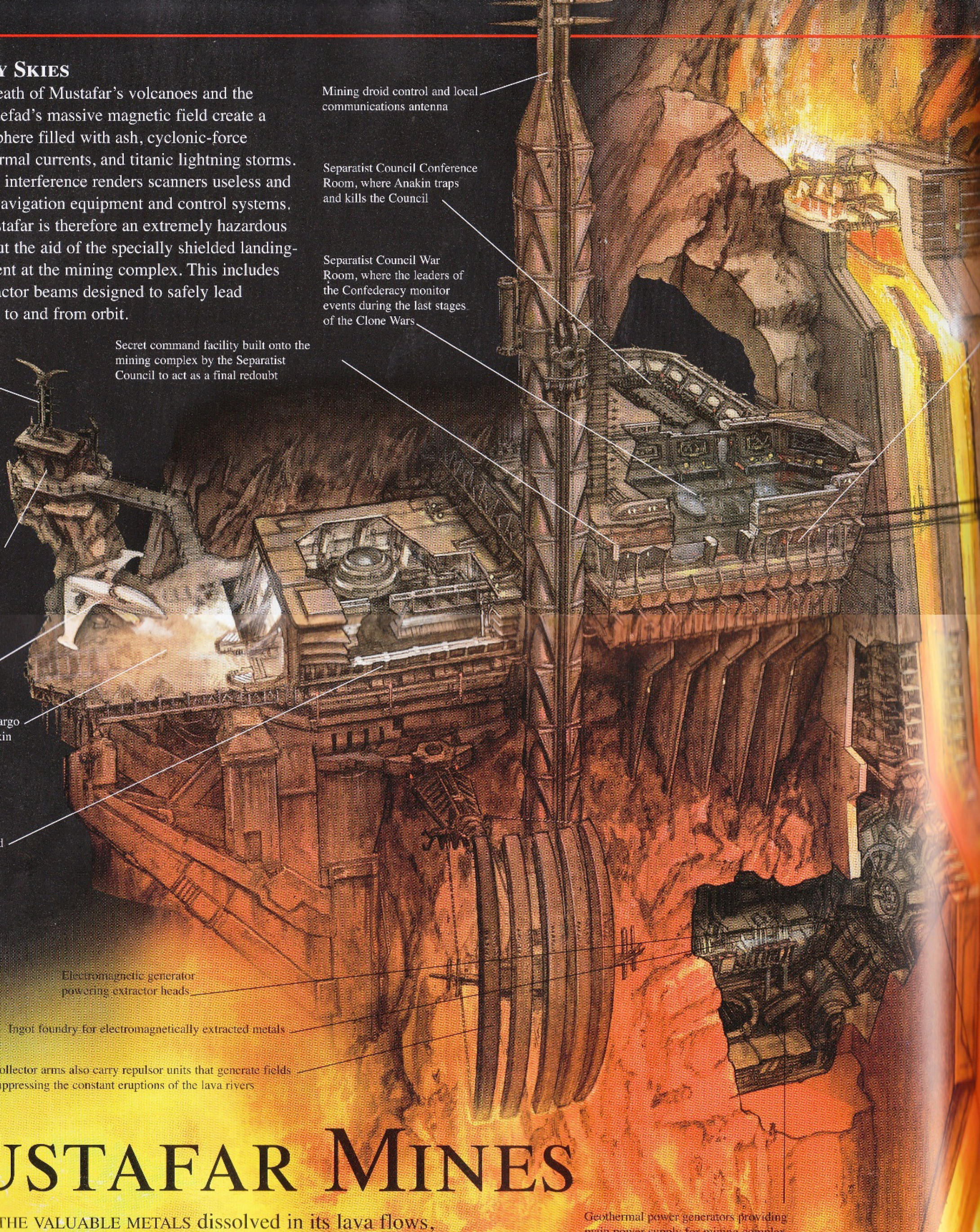
Twin planets Mustafar and Jestefad orbit so close that the massive gravitational field of the gas giant subjects its tiny neighbor to immense tidal forces. These heat Mustafar's interior, melting it and producing its constant volcanic activity. Jestefad's huge electromagnetic field also swamps Mustafar, generating wild electrical storms. Only the counter-balancing gravitational pull from another, more distant gas giant neighbor, Lefrani, prevents Mustafar from being permanently captured as Jestefad's moon.

Intelligent Arthropods

Mustafar's extreme environment is the harshest known in which native lifeforms have evolved. Two species now occupy the planet, evolved from extremophile arthropods that developed in insulated caves deep in the mountains. With their chitinous exoskeletons and low-water biology, Mustafarians are able to withstand their world's unforgiving elements but still require insulating clothes and breathing apparatus to work on its surface.

Unfriendly Skies

The volcanic breath of Mustafar's volcanoes and the influence of Jestefad's massive magnetic field create a turbulent atmosphere filled with ash, cyclonic-force updrafts and thermal currents, and titanic lightning storms. Electromagnetic interference renders scanners useless and interferes with navigation equipment and control systems. Landing on Mustafar is therefore an extremely hazardous operation without the aid of the specially shielded landing-support equipment at the mining complex. This includes guidance and tractor beams designed to safely lead authorized ships to and from orbit.



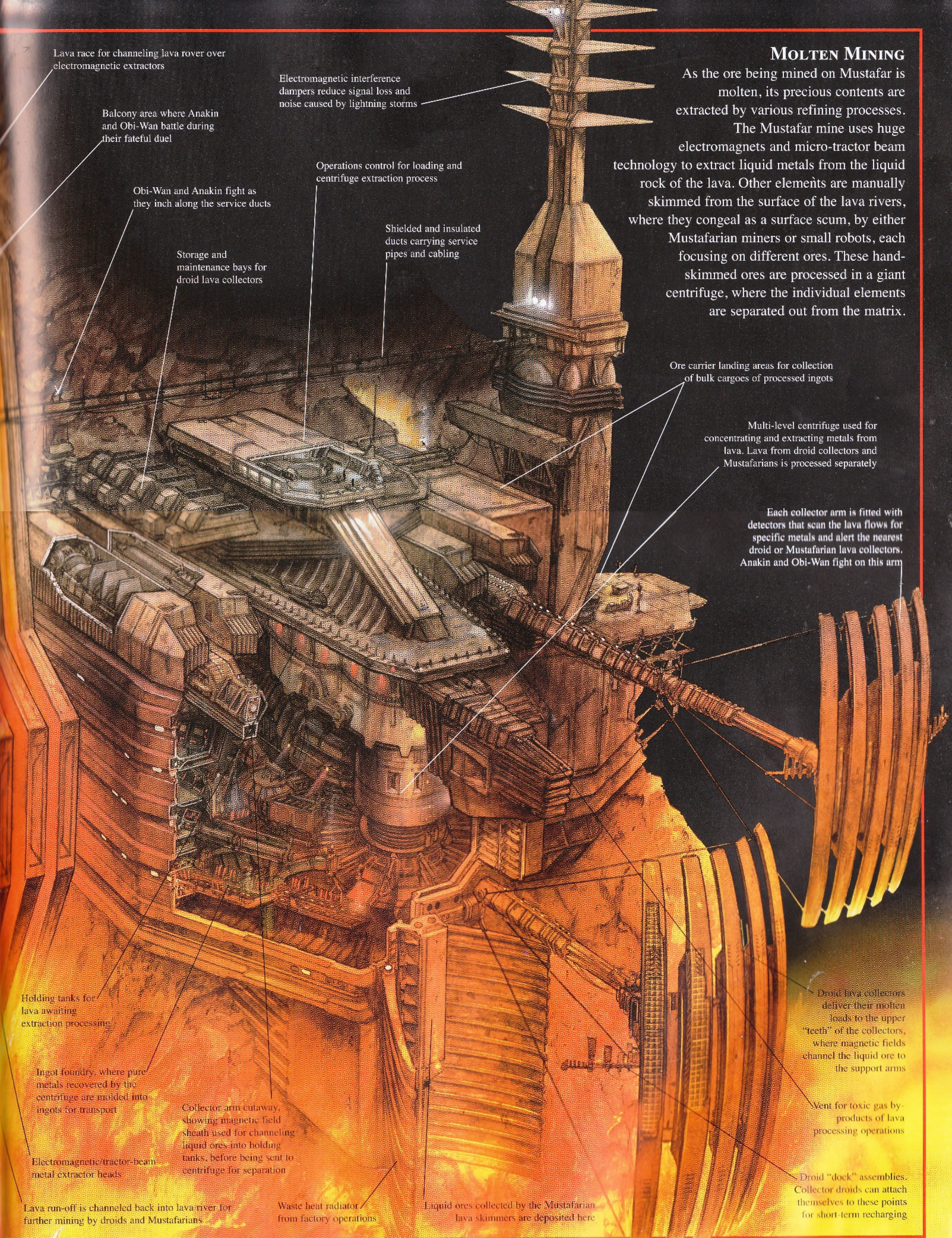
Mustafar Mines

If not for the valuable metals dissolved in its lava flows, Mustafar would be ignored by galactic civilization. But the planet's tortured interior continually spews forth lava rich in rare heavy elements and precious ores. This molten wealth prompted the Techno Union to annex the planet and establish a lava mining operation, using electromagnetic extraction technologies, as well as manual mining by the Mustafarians, to remove the valuable materials from the molten rock matrix of the lava. Mustafar has been a literal gold mine for the Techno Union for almost 300 standard-years.

In addition to the secret Separatist hideout, Mustafar's mining complex conceals the Techno Union's droid production operation, located inside the mountain on which the mine sits.

Molten Mining

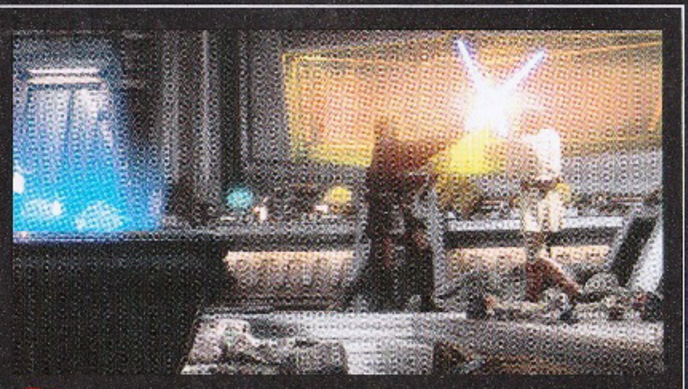
As the ore being mined on Mustafar is molten, its precious contents are extracted by various refining processes. The Mustafar mine uses huge electromagnets and micro-tractor beam technology to extract liquid metals from the liquid rock of the lava. Other elements are manually skimmed from the surface of the lava rivers, where they congeal as a surface scum, by either Mustafarian miners or small robots, each focusing on different ores. These hand-skimmed ores are processed in a giant centrifuge, where the individual elements are separated out from the matrix.



Mirror of the Soul

As Anakin's soul surrenders fully to the dark side, violent Mustafar seems to mirror his turmoil. Lefrani eclipses Mustafar's sun, just as Anakin's massacre of the Separatist Council eclipses the light of the Force within him. The violent eruptions of the lava rivers, when the repulsor fields are shutdown during his duel with Obi-Wan, seem almost driven by Anakin's own pulsing hatred of everyone that he believes has conspired against him and thwarted his desires. Only in the deepest core of his being does he still treasure his love for Padmé.

1 Obi-Wan's appearance in the door of Padmé's ship drives Anakin into a fury. Believing himself betrayed by both the woman he loves and his friend, he attacks, leaving Padmé critically injured and forcing Obi-Wan into a duel.



2 Anakin forces Obi-Wan back into the mining complex, and their battle rages through the Separatist headquarters, where the evidence of Anakin's treacherous massacre of the Council is all around them.

3 The flailing lightsabers of the Jedi and Sith smash fittings and equipment in the mining complex. This wanton damage deactivates the repulsor fields protecting the mining complex, allowing the lava rivers to erupt.

Fralideja is the only remaining Mustafarian settlement. The local population was almost destroyed by a cataclysmic eruption centuries ago

A Mustafarian manhood ritual requires youths to leap across the waterfall on a lava flea without wearing any protective clothing

Residence for Techno Union mine management staff and technicians. The building's dome conceals a small landing pad. Palpatine lands here when he comes to rescue Anakin

Mustafar Duel

Mustafar becomes the location of the fateful duel between Anakin and Obi-Wan after the Jedi Master follows his friend to the remote outpost. Corrupted by Palpatine, Skywalker is sinking more deeply into his Sith Lord persona, massacring the Separatist Council and choking Padmé when he believes she has betrayed him to his Master. In his rage and self-doubt, Anakin gives himself over to Sith fury and focuses all his hatred on Obi-Wan, attempting to murder his mentor in a lightsaber battle.

10 After easily defeating Anakin's ill-judged attack, leaving him maimed, burned, and helpless, Obi-Wan is unable to kill the friend he has loved as a brother. He turns away from Anakin's torment, leaving him to his fate.

4 As Anakin and Obi-Wan clash along the length of the War Room's observation balcony, lava eruptions from the rivers reflect Anakin's own savage battle-lust and hint at an unforseen threat to the complex.

Secret battle droid factory concealed within mountain, using the mining complex as a cover

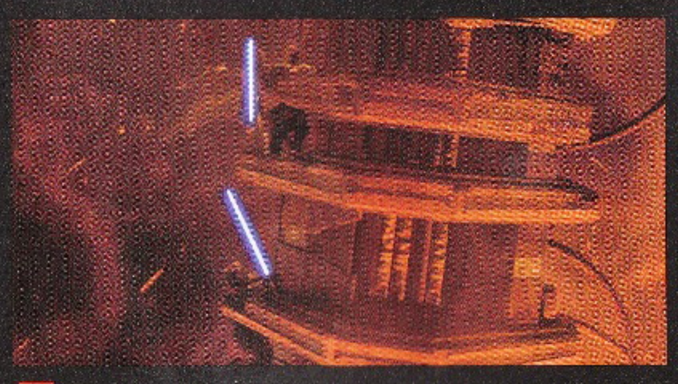
Concealed weapons emplacement, with heavy defensive blaster-batteries. There is a ring of these emplacements around the mining complex

Lava geysers erupt at points all along the river, but they are repressed around the mining complex by its repulsor fields

Deep within the mountain is a massive cavern, with a simmering lava lake. The secret Separatist conference room projects into this cavern

Mustafarian architecture is based on the shape of the kahel cave fungus, a highly symbolic plant in their culture

5 Aided by their Force-enhanced balance skills, the dueling former friends inch along the mining complex's service ducts. A mining droid, lacking instructions from its abandoned control room after delivering a load, hovers nearby.



7 Even while searching for a way to escape the fallen collector arm floating in the lava river, Anakin's fury drives him to continue his attack on Obi-Wan, who is forced to keep defending himself.

6 Lava bombs from the erupting river fall around the duelists as they fight on one of the collectors. Even a "cool lava" ball is hot enough to weaken the support arm and lead to its collapse.

9 Driven by the dark side to greed and overweening arrogance, Anakin refuses to accept that Obi-Wan has the advantage when his Master occupies the high ground on the bank of the lava river.

8 Abandoning the collector arm by leaping onto mining equipment, the fight continues along the lava river. Anakin pursues Obi-Wan, who has commandeered a mining platform. He boards the platform, and the two clash again.

Surviving the Heat

Mustafarian miners protect themselves from the heat of the lava rivers by wearing body coverings of insulating Kubazian fabric. Obi-Wan and Anakin use the Force to create cocoons of moderate temperature around themselves as they battle on the lava river. Anakin is horrendously burned by the hellish vapors once his injuries prevent him from maintaining his Force-shield against the heat.

The Polis Massa base operates discreetly to avoid attracting pirates wanting to fence valuable stolen artifacts to collectors in the Core Worlds. This makes it an ideal waystation for the refugee Jedi.

Polis Massa

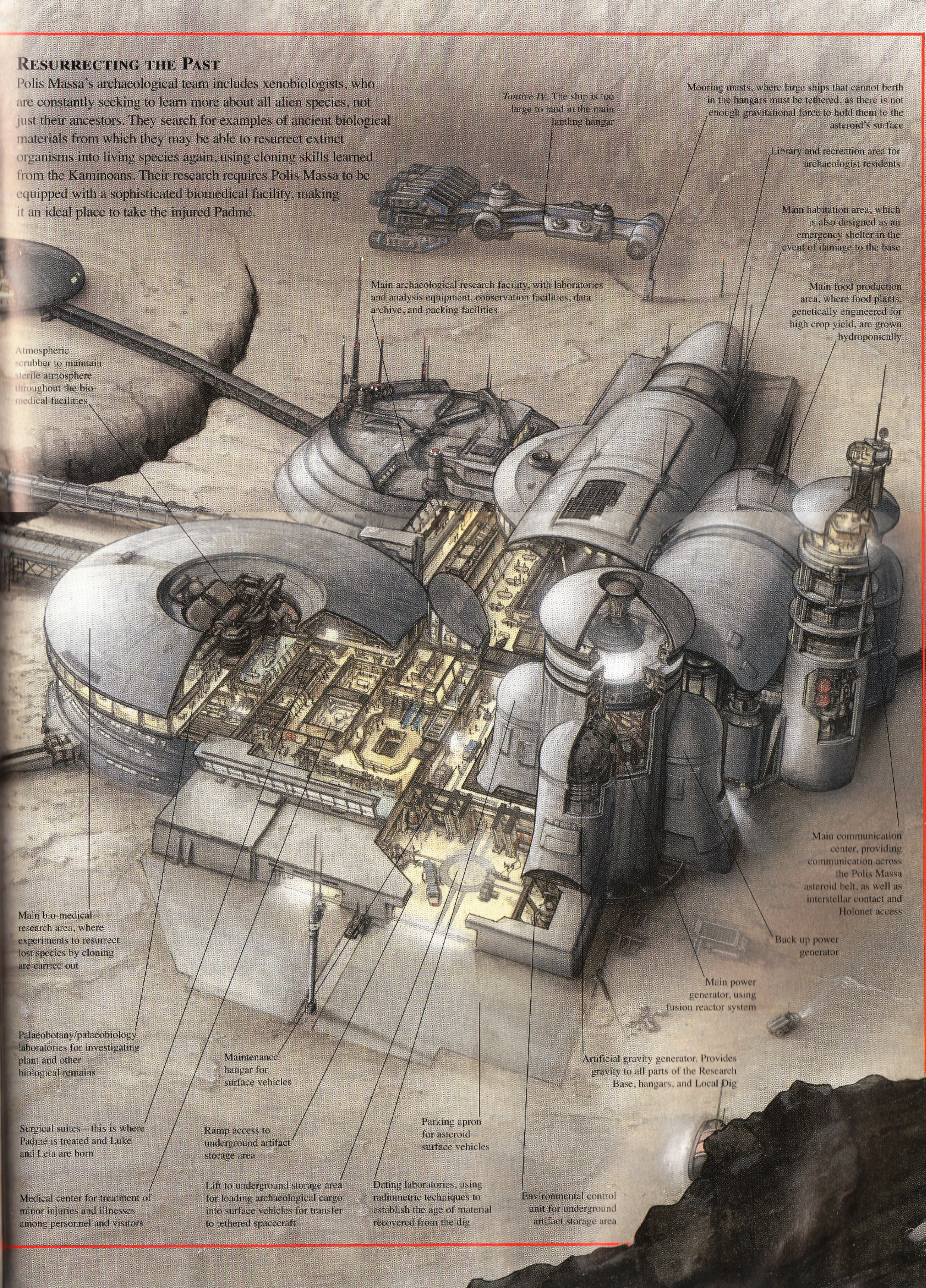
A REMOTE OUTER RIM asteroid system, on the fringes of the Subterrel sector, Polis Massa was originally an arid but inhabited planet that was fragmented in an ancient cataclysm. Once home to the now-vanished Eellayin people, the rocky fragments of Polis Massa hold relics of their originally subterranean civilization. Almost 500 years before the demise of the Galactic Republic, the Archaeological Research Council of Kallidah established a Research Base on one of the largest asteroid remnants of ancient Polis Massa because the Kallidahin believed themselves to be descendants of the Eellayin.

Archaeological Treasure Trove

For 500 years, the archaeologists of Polis Massa Base have surveyed and excavated throughout the asteroid belt, seeking traces of their legendary forebears. Remnants of the Eellayin civilization have been scant. However, 50 standard-years ago, at their very doorstep, researchers uncovered the ruins of Wiyentaah, an underground city of the ancient Polis Massans. Since that time, the Local Dig, as it is called, has been progressively excavated and its finds cataloged.

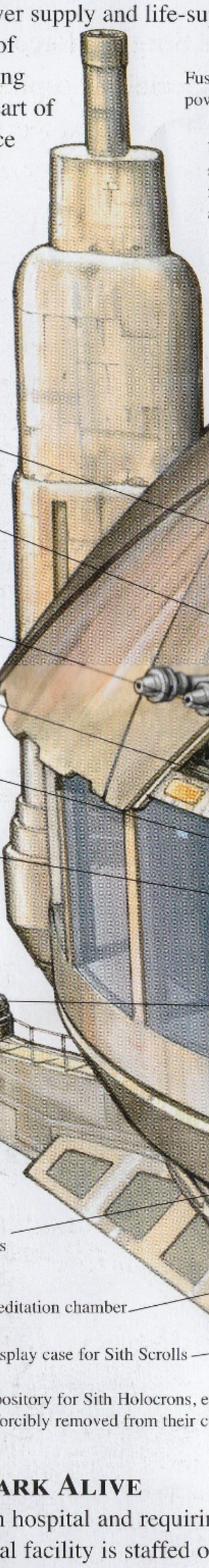
Resurrecting the Past

Polis Massa's archaeological team includes xenobiologists, who are constantly seeking to learn more about all alien species, not just their ancestors. They search for examples of ancient biological materials from which they may be able to resurrect extinct organisms into living species again, using cloning skills learned from the Kaminoans. Their research requires Polis Massa to be equipped with a sophisticated biomedical facility, making it an ideal place to take the injured Padmé.



Medcenter Fortress

As much a command post as a medical center, the EmPal SuRecon Sith facility is a fortress in itself, heavily armed and armored, with powerful defensive shields. With its own independent power supply and life-support systems, the center is capable of sustaining a month-long siege. It is also the heart of Palpatine's intelligence network and contains Darth Sidious's ultra-secret Sith lair, with its archives, Sith Holocrons and other artifacts.



Surgical trauma-biomedical reconstruction center

Topmost level of facility, housing communication and intelligence gathering equipment

Intelligence databanks and analysis computers

Fusion reactor provides power to Sith complex

Emperor Palpatine oversees the restoration of Anakin

Ultra-dense neuranium shielding conceals reactor from detection by screening any radiation leakage

Power feed lines to main heavy armaments

Full-body diagnostic scanner

Bacta tanks to aid post-operative recovery

Operating suites. Entire floor exists in a bio-sterilization field to prevent infection during surgical procedures

Medical droid turbo-lift

Access hatch to droid maintenance area

Medical droid recharging stations

Early warning sensor, linked to weapons firing control systems

Massive Sith Holocron uncovered on Korriban and secretly removed by Palpatine, on one of his early visits to the former Sith burial planet

Palpatine's secret Sith lair and repository of Sith artifacts and archives

Palpatine's meditation chamber

Environmentally controlled display case for Sith Scrolls

Repository for Sith Holocrons, either found or forcibly removed from their custodians

Keeping the Dark Alive

Isolated from the main hospital and requiring bio-key access, the Sith medical facility is staffed only by advanced medical droids. Fully equipped for the diagnosis and treatment of all types of medical conditions and injuries, the center also contains the bio-details of hundreds of generations of Sith. The droid doctors' life-saving surgical techniques restore Darth Vader's mobility with bio-mechanical limbs and life-support systems concealed inside fearsome Sith body armor.

SITH MEDCENTER

TO THE CITIZENS OF CORUSCANT, the Emperor Palpatine Surgical Reconstruction Center (EmPal SuRecon, originally ChanPal SuRecon) is a specialist hospital facility, treating cases from all over the galaxy requiring leading-edge surgical techniques and bio-mechanical reconstruction. But this benevolent face conceals the Center's dark heart—Palpatine's secret Sith medical facility and intelligence headquarters. Specially equipped to provide for the medical needs of the Sith Master, his Apprentice, and their henchbeings, it is here that Anakin Skywalker is treated after his battle with Obi-Wan Kenobi.

On learning of Padmé's death, Anakin's scream of anguish echoes throughout the medical center. He will emerge from his treatment wholly converted into the Emperor's terrifying enforcer Darth Vader.

VLD2261 long-range heavy blaster defense battery. Controlled from Red Guard security station on level below

Early warning and perimeter scanning consoles

Exterior durasteel shell conceals building armor of lanthanide/duralium alloy

Ancient Sith ritual altar originally found on Ziost

Windowed gallery appears to be an innocent decorative feature, implying that there is "nothing to hide" in this upper dome

False "inspection hatches" suggesting that interior of gallery dome houses equipment for hospital services

Medical diagnostic station for minor illness or injury

Sacred Sith artifact, the Great Crystal of Aantonaii

KDD2055 short-range turbolaser rapid fire defense battery

Targeting and fire control station for turbolaser

Dark Force reservoir, emanating from the many Sith crystals and artifacts. Darth Vader's recovery will be aided by an "immersion" in this well-spring of evil

Synthetic Sith crystals, slivers from which are used in manufacture of Sith lightsabers

Sith weapons stored around walls of gallery

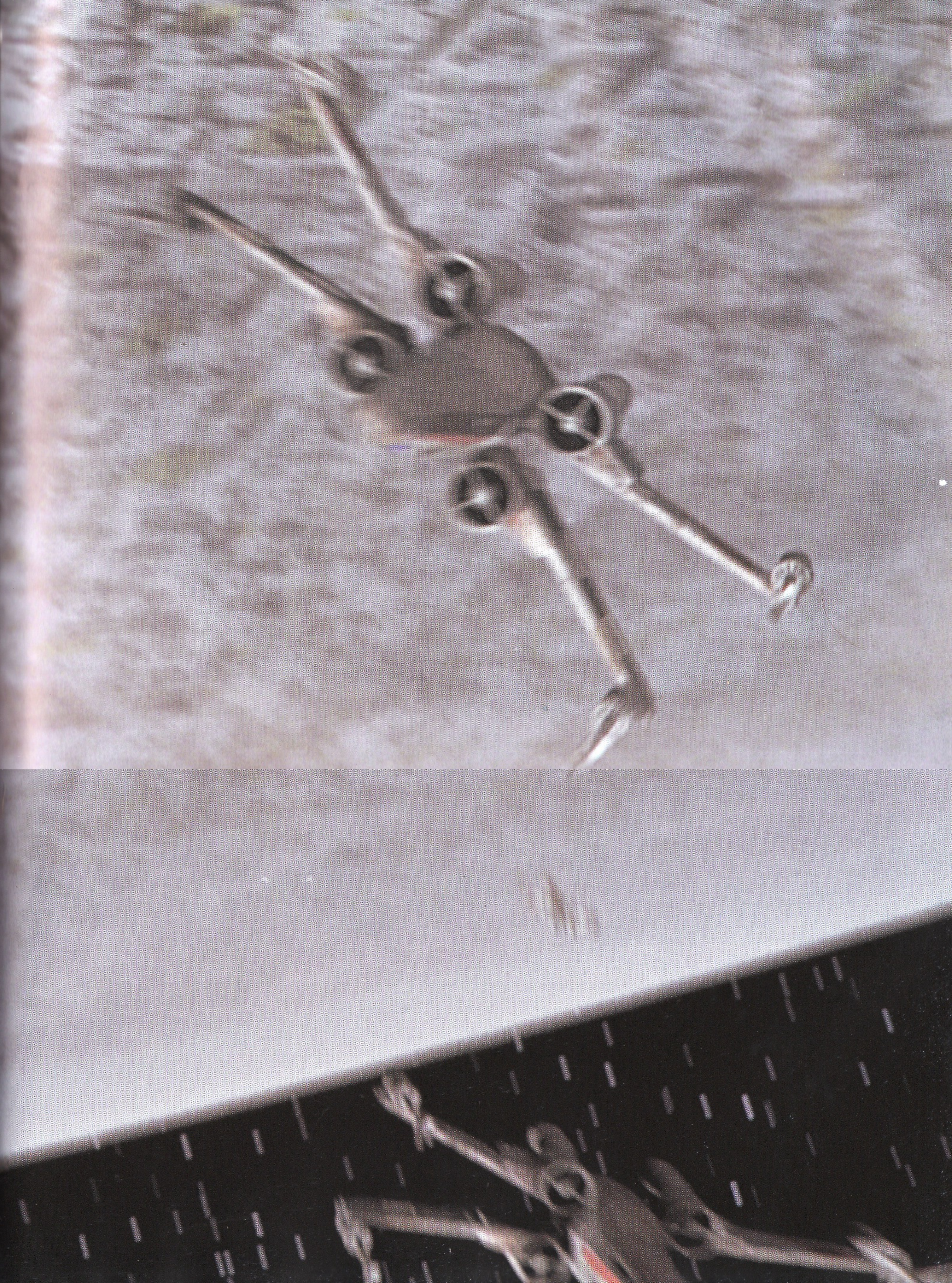
Palpatine's shuttle leaving

EmPal SuRecon hospital tower

Landing stage

HIDING IN PLAIN SIGHT

Heavily shielded to avoid electromagnetic detection, Palpatine's secret Sith facility sits openly atop the EmPal SuRecon hospital tower. The hospital's life-saving work is its cover. Sith patients can arrive like regular patients at the tower's high-level landing stage. The hospital also provides a shield, as adversaries such as the Jedi would hesitate to attack a hospital and put the patients inside at risk.



EPISODE IV

A NEW HOPE

It is a period of civil war.

Rebel spaceships, striking from

a hidden base, have won their

first victory against the evil

Galactic Empire.

During the battle, Rebel spies

managed to steal secret plans to the

Empire's ultimate weapon, the

DEATH STAR, an armored space

station with enough power to destroy

an entire planet.

Pursued by the Empire's sinister

agents, Princess Leia races home

aboard her starship, custodian of the

stolen plans that can save her people

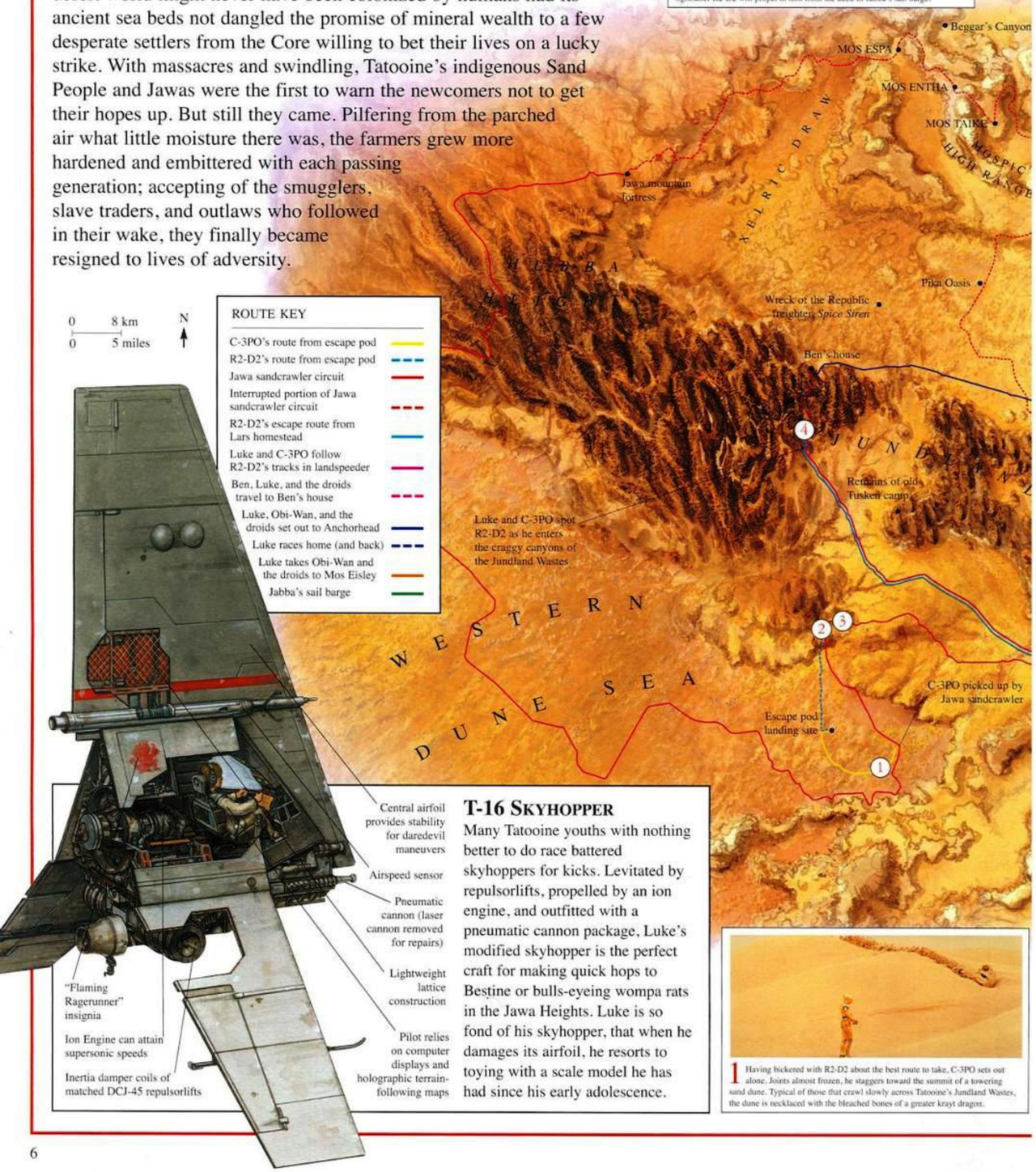
and restore freedom to the galaxy….

TATOOINE

INHABITABLE ONLY in one small area of its northern hemisphere, Tatooine is as rugged and desolate a planet as exists anywhere in the galaxy's Outer Rim. Baked by day, near frozen at night, the desert world might never have been colonized by humans had its ancient sea beds not dangled the promise of mineral wealth to a few desperate settlers from the Core willing to bet their lives on a lucky strike. With massacres and swindling, Tatooine's indigenous Sand People and Jawas were the first to warn the newcomers not to get their hopes up. But still they came. Pilfering from the parched air what little moisture there was, the farmers grew more hardened and embittered with each passing generation; accepting of the smugglers, slave traders, and outlaws who followed in their wake, they finally became resigned to lives of adversity.

8 Returning to Tatooine to save Han Solo from Jabba the Hutt, Luke Skywalker, now a Jedi Knight, is captured and forced to walk the plank over the Pit of Carkoon, lair of the insatiable sarlacc. Luke prepares to catch the lightsaber R2-D2 will propel to him from the deck of Jabba's sail barge.

7 Rejoining Obi-Wan and the droids, Luke speeds to Mos Eisley, stopping only briefly to gaze on the spaceport from a steep-sided bluff. While Mos Eisley is the group's best chance of finding safe transport off Tatooine, they will have to be cautious, Obi-Wan warns, because the city teems with thieves and villains.



T-16 SKYHOPPER

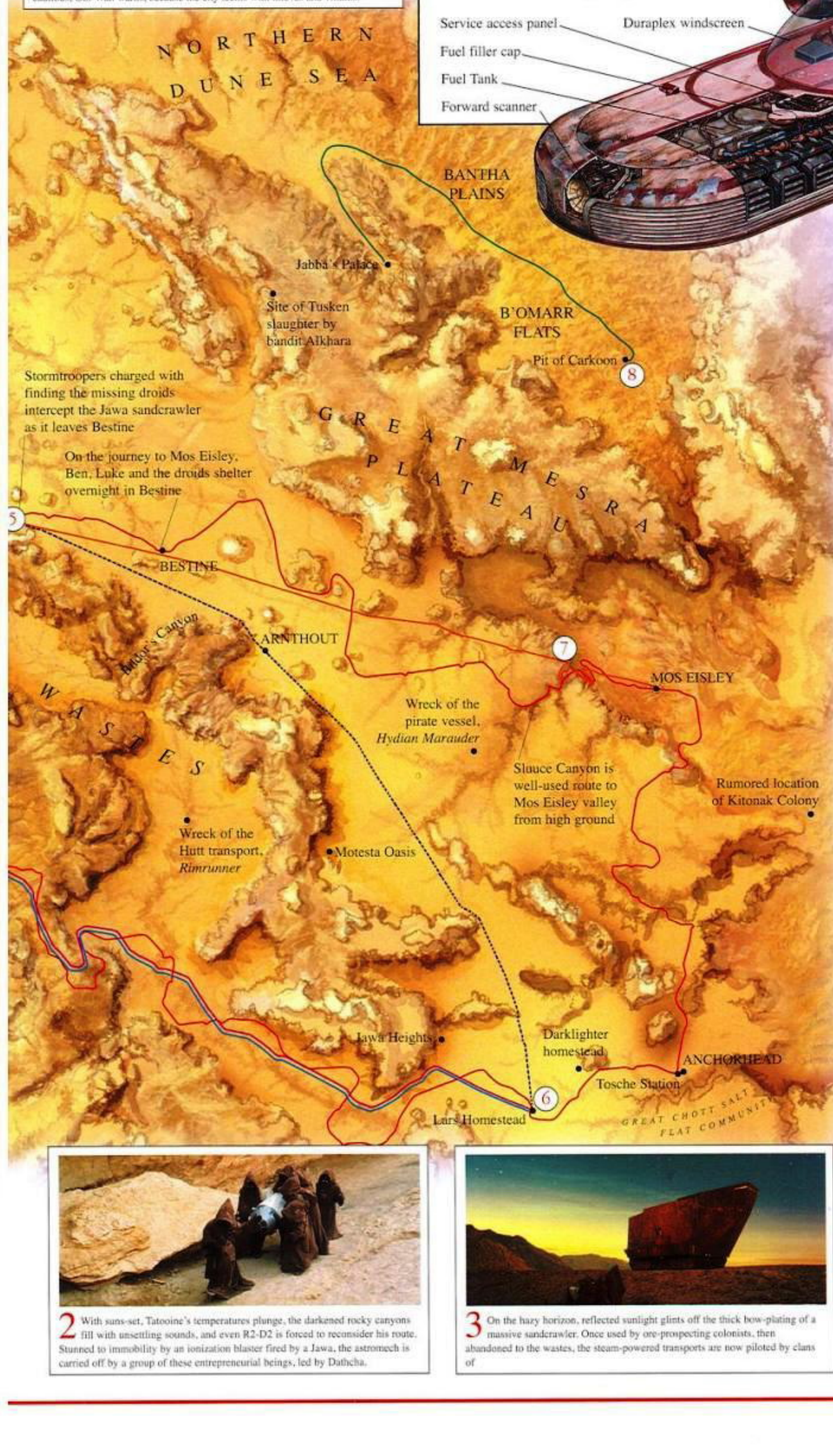
Many Tatooine youths with nothing better to do race battered skyhoppers for kicks. Levitated by repulsorlifts, propelled by an ion engine, and outfitted with a pneumatic cannon package, Luke's modified skyhopper is the perfect craft for making quick hops to Bestine or bulls-eyeing wompa rats in the Jawa Heights. Luke is so fond of his skyhopper, that when he damages its airfoil, he resorts to toying with a scale model he has had since his early adolescence.

1 Having bickered with R2-D2 about the best route to take, C-3PO sets out alone. Joints almost frozen, he staggers toward the summit of a towering sand dune. Typical of those that crawl slowly across Tatooine's Jundland Wastes, the dune is necklaced with the bleached bones of a greater krayt dragon.

2 With suns-set, Tatooine's temperatures plunge, the darkened rocky canyons fill with unsettling sounds, and even R2-D2 is forced to reconsider his route. Stunned to immobility by an ionization blaster fired by a Jawa, the astromech is carried off by a group of these entrepreneurial beings, led by Dathcha.

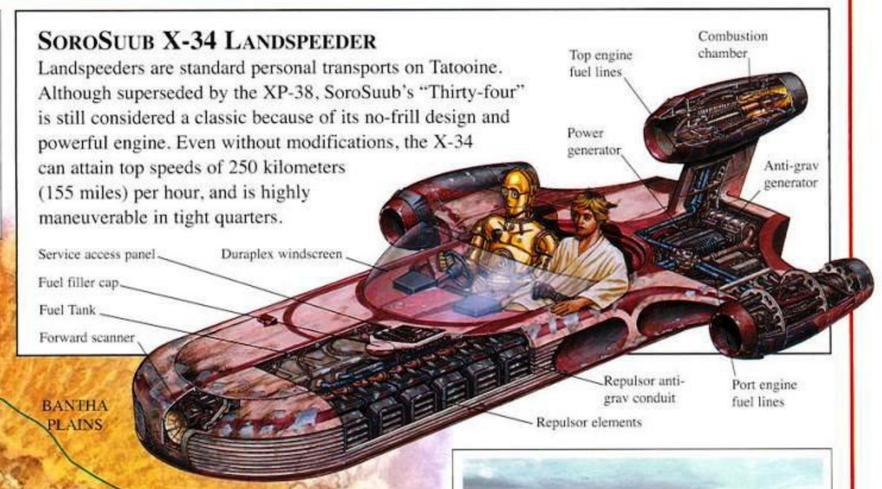
3 On the hazy horizon, reflected sunlight glints off the thick bow-plating of a massive sandcrawler. Once used by ore-prospecting colonists, then abandoned to the wastes, the steam-powered transports are now piloted by clans of

4 The two droids wind up as possessions of the moisture-farming Lars family. Under cover of darkness, however, R2-D2 escapes the compound, setting out for Obi-Wan Kenobi. The next morning, Luke pursues with C-3PO—only to be waylaid by a band of vicious Tusken Raiders.



SOROSUUB X-34 LANDSPEEDER

Landspeeders are standard personal transports on Tatooine. Although superseded by the XP-38, SoroSuub's "Thirty-four" is still considered a classic because of its no-frill design and powerful engine. Even without modifications, the X-34 can attain top speeds of 250 kilometers (155 miles) per hour, and is highly maneuverable in tight quarters.



6 Hurrying home, Luke discovers that the Lars farm has been burned, along with the bodies of his foster parents, Uncle Owen and Aunt Bera. His own life suddenly reduced to ashes, the grief-stricken youth resolves to learn the ways of the Force and to become a Jedi—like his father.

5 Revived by Obi-Wan from the blows of a Tusken gaffi stick, Luke offers Ben a landspeeder ride to the settlement of Anchorhead. Along the way, they chance upon a crippled sandcrawler and its Jawa crew, who have been massacred by Imperial troops, possibly in search of the droids.

DESERT DANGERS

With its vast unpopulated stretches of rock and sand, its primitive surface roads, and the unlighted alleyways of its principal settlements, Tatooine offers ample opportunities for personal misfortune. For sentients and droids alike, safety is as scarce as water, and banditry, abduction, and hijacking have been raised to art forms. Casual travelers risk being shot at by Tusken Raiders. Moisture farmers are frequently robbed of their profits by gangs of outlaws. And a lone droid need always be fearful of being abducted by Jawas. Tatooine's local authorities are too overwhelmed to deal with petty crime, and the troops of the Imperial garrison couldn't care less.

LARS HOMESTEAD

SHADOWS SHORTEN as Tatooine's twin suns climb high above the Jundland Wastes, whose southern extreme is home to the several dozen moisture farms that make up the Great Chott salt flat community. Founded in the waning days of the Galactic Republic by Cliegg Lars and bequeathed to his son, Owen, the underground homestead is a warren of interconnected rooms, with vast storage areas and a marginally profitable hydroponic garden. Baked by the midday heat and scoured by gritty winds, the farm's pourstone entry dome and scattered moisture vaporators are the only exceptions to the glaring monotony of the desiccated seabed.

Luke brings up the difficult question of when he can join the Academy—unaware that his life is soon to change for ever.

TYPICAL FARMSTEAD

Ringed by rudimentary weather monitors and motion-detection sensors, the farm sprawls across a bleached expanse of low ridges and hard-packed ground. Many of the homestead's sand-pitted moisture vaporators are decades old and in need of almost-constant maintenance. Desperate to conserve power from solar radiation and small fusion-cell generators, the compound is shut down at nightfall—except for perimeter security sensors, which warn of roaming Tuskens and desert monsters.

Air intake/exhaust vanes control temperature in hydroponics chamber

Fusion-generator supply tanks

Laced with traces of magnetic ore, hardpacked soil serves as insulator from daytime heat and nighttime chill

Electrostatic repeller keeps courtyard and room entrances free of blowing sand

Training datapad for Imperial Academy

Humidity sensor controls air-moisture levels in hydroponics chamber

Owen Lars emerges from storage area with replacement parts for power converters

Storage room for emergency rations and medical supplies is frequent haunt for womp rats

Dining room furniture originally supplied by mining company

Cup of nutrient-enhanced blue milk

Beru Whitesun Lars sets the dining room table for lunch

Cooith unit

Blue milk dispenser

Galley kitchen

Shape-memory, self-sealing containers and quick-prep devices prevent food from losing moisture to dry air

Compost-capable refresher unit

Combination water and sonic shower

Low-yield, flow-regulated wash basin

Refresher station

EG-6 power droid is several hundred years old

Pipes deliver water throughout homestead

Binary brain unit

Vaporator moisture condenser, or chilling bar

Patch-in droid unit can converse with vaporator in binary language code

Water-filled cistern adjusts PH levels

Wed 15 "Septoid 2" Treadwell toolkit droid sometimes chases sandflies, mistaking their whine for malfunctioning vaporators

Pourstone entry dome, hand-built by Great Chott salt-flat pioneer Cliegg Lars

Sand-scoured Pretormin Environmental GX-8 Water Vaporator

Hardpacked fusion of clay and sodium-rich sand blown in from Western Dune Sea

Luke's much abused, open-cockpit SoroSuub X-34 landspeeder

Salt-substratum of evaporated sea bed

Vaporator cistern cap

C-3PO, fresh from a lubricant bath, claims to have been the property of Captain Antilles

Family garage also serves as Luke's workshop

Carbon-scored astromech droid R2-D2 plays partial holomessage

Droid recharge unit

Hinged garage roof, commonly known as a tech-dome

Alloy gangway connects living quarters to garage and maintenance bays

Passageway to entrance dome

Luke Skywalker's sleeping loft

Overhead lights set in ceiling of garage

Luke uses small computer to stay in touch with friends

Cooler funnel

Blossomless funnel plant transplanted from Naween Oasis, north of Mos Eisley spaceport

Load carrier for Hover-Ute

Floor elevates to raise family speeder to ground level

Access platform

Skyhopper fueling rig

Droid lubrication bath, filled with aromatic cleansing oil

SoroSuub Courier V-35 landspeeder is used infrequently by Owen and Beru Lars for trips to Anchorhead to buy supplies and sell hydroponically grown produce

Mobquet SX-14 Field Hover-Ute, equipped with vaporator embedder/extractor, auto-siphon, and insulated water-storage tank

Incom T-16 Skyhopper needs repairs after Luke "threaded the Needle" during a dangerous run through Beggar's Canyon

Step-down transformer supplies different power needs of homestead and perimeter security

Supercharged bio-converter power generator

Thornen Pyramid Puzzle brought from Ator by Cliegg Lars

Owen and Beru's bedroom

Clothes storage bins make use of sand-trap technology

Woven rug patterned after Tatooine rock and cave paintings belonged to Cliegg's second wife, Shmi Skywalker

MOISTURE FARMING

Drawn by the promise of mining Tatooine's mineral wealth, early colonists were forced to adapt to the planet's harsh environment by conjuring what hydration they could from the parched air. When optimally positioned—at a minimum distance of 250 meters (820 feet) from one another—Pretormin's Environmental GX-8 Water Vaporators are capable of collecting 1.5 liters (0.3 gallons) of water per day, even in atmospheres where the relative humidity is a scant 1.5 percent. The vaporators of the Lars homestead rarely supply quantities sufficient to sell for profit, but render more than enough to sustain the family and the farm's hydroponic gardens.

THE HIGH PRICE OF WATER

With a single vaporator costing up to 500 credits, water doesn't come cheap on Tatooine. Powered by rechargeable solar-energy cells, the 3.5-meter (11-foot) tall vaporator units coax moisture from the air by means of refrigerated condensers, or chilling bars, which generate low-energy ionization fields. Captured water accumulates on the condensers and is pumped or gravity-directed into storage cisterns. Higher-end Pretormin models come equipped with computers, which tweak the strength of the ionization and refrigeration fields to compensate for alterations in wind speed and temperature. The computers also allow for communication between the units via binary programming language, in conjunction with a droid interface—a mainstay trading item supplied to the farms by roving groups of Jawa tech-scavengers.

Power Supply
Tosche Station supplies moisture farmers with most of the energy required to run their households and vaporators. It is also a landspeeder and repulsorlift recharge post.

First mate aboard the Imperial starship *Rand Ecliptic*, Biggs Darklighter wants to defect to the Rebel Alliance

Luke Skywalker admires Biggs for managing to "escape" from Tatooine

Reaction catalyst refiner

Catalyst feed provender

Luke's friends Fixer and Camie plan to wed

Roof vent added following accident involving liquid-metal fuel spill

Refrigeration units drop coolth into building

Luke's landspeeder

Airation stacks for underground distributor coil

Reactor controls

Luke's childhood friends Deak and Windy play computer assisted pool

Heat exhaust vent

Emergency radiation hazard suits

Temporary power node is jury-rigged and dangerous

Armored door (in between windshield struts)

Reinforced ditanium walls

Fusion reactor from an insystem space barge

Discharged fuel cells

Recharged fuel cells await collection

Anchorhead youth with nothing better to do

Sales office

Miscellaneous parts table

Pool table came from a mining community cantina

Underground distributor coil routes inexpensive power to Anchorhead

Antistatic "roots" anchor distributor against theft

Power conduit runs to nearby hovels

Treadwell droid keeps busy

Outskirts of Anchorhead

Spare-parts garage

Speeder bike undergoing upgrade

Fixer's pet project: a vintage Gruber & Paly ACD-950 Podracer engine

Build-up of trash at edge of town

Podracer turbofan blade

Aleena race pilot crew arrive to collect mended compressor for speeder bike

Jerba/bantha tether

Re-power pump

Fixer's five-engined landspeeder

Jawa provides distraction while partner attempts to make off with landspeeder parts

R5 droid repairs generator

Prototype astromech P2

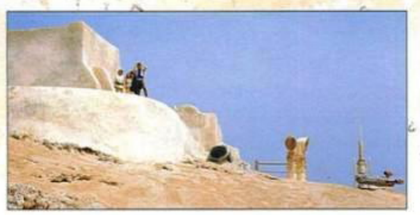
Wary jerba

Deak's landspeeder

Secret Projects
Fixer uses his mechanical skills to repair vehicles in the outbuilding, which also houses a Podracer he is assembling from spare parts. He intends to sell the finished racer in Mos Espa at a vastly inflated price, and then to spend the profits on a lavish wedding bash for him and his girlfriend, Camie.

Tosche Station

Whenever Luke Skywalker has the chance, he travels to Tosche Station to hang out with his friends. Standing outside Anchorhead, Tosche Station is operated by Luke's mechanic friend, Laze "Fixer" Loneozner. Because customers are infrequent and the owner, Merl Tosche, rarely visits, Fixer and his friends spend their days here talking, tinkering on their landspeeders and skyhoppers, and playing electronic pool.



Luke tries to convince his childhood friend Biggs Darklighter that he has witnessed a fierce battle taking place above Tatooine.

Ben's House

Tatooine is dotted with remote dwellings built by those in search of profitable areas with higher-than-average nighttime condensation. Typically, these frontier moisture farmers return to safer and more populous areas after a single harsh season. One such abandoned dwelling, constructed over a well-sheltered cave, became the home of a Jedi Knight in hiding—Obi-Wan "Ben" Kenobi.

Ben's home is located on a remote bluff in the Jundland Wastes, surrounded on all sides by the Western Dune Sea. The nearest settlement is Bestine.

Basic Home
Ben Kenobi's simple house consists of one main room in which he lives and sleeps. He uses the natural cellar for food and water storage, and constructs mechanical items, for trading with Jawas, on a workbench.

Coolth dispersed into room below

Inefficient cooling unit installed by original settler occupier

Stove also provides warmth

Typical Tatooine pourstone roof dome

Coolth pump

Refresher station

Ventilation chimney

Leeches and ropes

Low-output moisture vaporator

Ritual bladed weapons taken from Sand People

Grapple and antique rifle

Jedi robe resembles simple clothing worn by species throughout galaxy

Damage to landspeeder jet-engine nacelle caused by Tusken attack

Luke Skywalker and Ben Kenobi view Princess Leia's pleas

After seeing Anakin's lightsaber, C-3PO's protocol programming requires him to request that he shut down to protect his ex-owner's secrets

Ben's couch doubles as a bed

Found artefacts from Tatooine pre-history

Jerba-skin rug

Vacuum-seal chest contains Anakin Skywalker's lightsaber, which Obi-Wan had been waiting to give to Luke

Hidden trap door to cellar

Plasteel door

Bottles of cactus pulque

Stairs hewn from bedrock

Auxiliary generator

Heater for cold desert nights

Water cistern

Fruits, vegetables, and meat hung to dry in pantry

Luminescent stone provides scant and eerie light

Starship acceleration chair serves as workroom swivel

Backpack contains survival gear and emergency rations

Workbench constructed from pieces of scrap metal

Key-pad safe box contains Kenobi's journal, with instructions for building a lightsaber

Meagre Existence
This ageing Jedi spends most days meditating and walking the remote canyons that make up the unrelenting surroundings. He has no vehicle, but occasionally rides into Mos Eisley in a Jawa sandcrawler to purchase provisions.

Sorcerer's Reputation
Obi-Wan sees few beings other than Jawas, from whom he obtains foodstuffs and spare parts—though his reputation as a wizard causes many Jawas, and even a few Sand People, to avoid him. There are some who—out of fear—present Old Ben with gifts intended to appease him.

Mos Eisley

The unruly spaceport of Mos Eisley sprawls in a broad valley southeast of Tatooine's Jundland Wastes. The old quarter was originally laid out like a wheel, with a teeming market place located adjacent to water and power distribution centers. Now, bargains on vaporators, cooling units, and hydroponic produce can be found in the bazaars and junkyards of the newer quarter, the hub of which is Chalmun's Spaceport Cantina.

City-Wide Traffic

With no central landing area, the whole of Mos Eisley is cratered with 362 docking bays, many of which are large enough to accommodate space freighters. All the bays are under the ostensible control of the city prefect and a handful of overworked customs agents who answer to the commander of the city's small garrison of Imperial stormtroopers.

1 Luke Skywalker races toward Mos Eisley with Ben Kenobi, C-3PO, and R2-D2 crammed into his landspeeder. A slum of ramshackle pourstone buildings, the area is populated by squatters, failed moisture farmers, scavengers, and those outlaws who have come to Tatooine to lose or reinvent themselves.

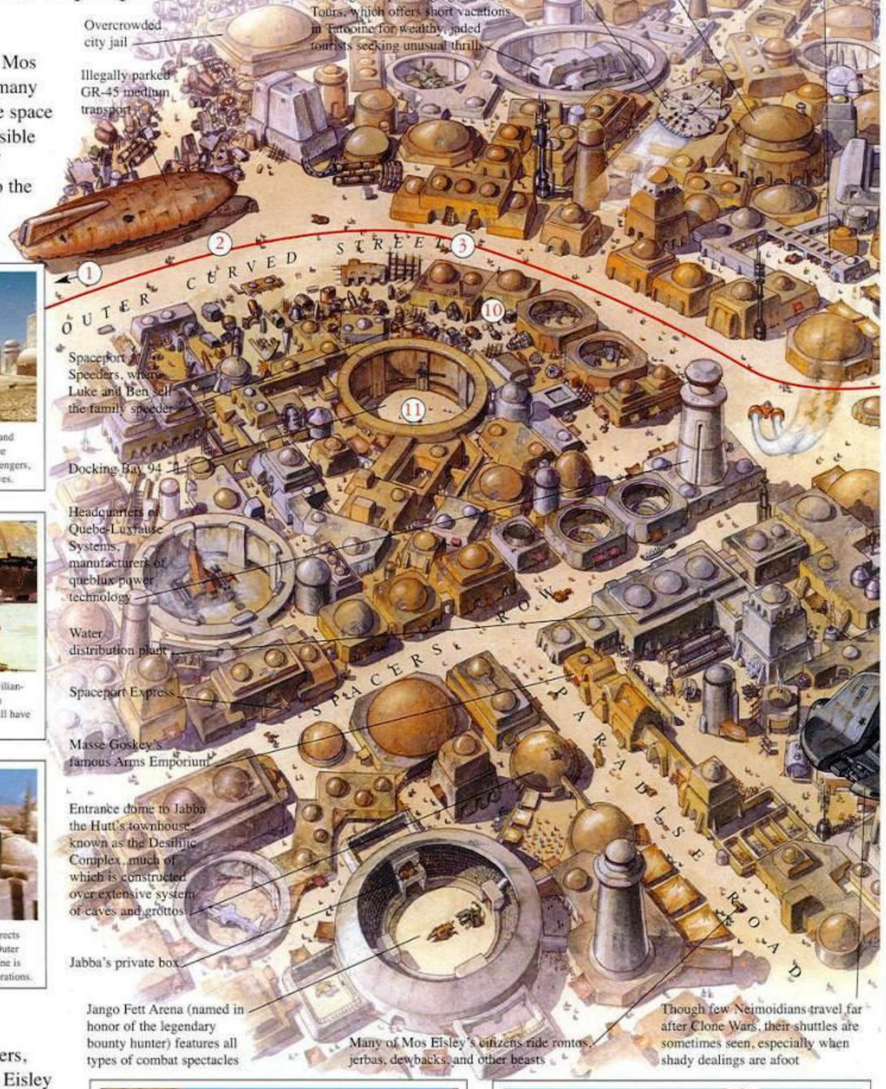
2 Teams of ASP-7 droids assist in the loading of a Gallofree Yards, civilian-use GR-45 medium transport. Easily programmed and equipped with magnetized feet, clawed hands, and voice synthesizers, the agile droids will have the vessel's cargo-space loaded by suns-set.

3 Familiar with the layout of the city from previous visits, Obi-Wan directs Luke toward Chalmun's Cantina, on the far side of the city. Where Outer Curved Street and Straight Street intersect at the new city center, the skyline is dominated by hotels, casinos, and tall complexes built by off-planet corporations.

One City's Misfortune

Long a haven for spacers, thieves, smugglers, and rogues of all species and variety, Mos Eisley prides itself on being a wretched hive of scum and villainy. The spaceport's status swelled when Podracing fell out of favor, and slave traders and criminals like Jabba the Hutt abandoned that sport's epicenter to the north, Mos Espa. Jabba's increased presence attracted the notice of starship design corporations Ubrikkian and Queblux, both of which constructed high-rise buildings in the gentrified heart of the old city.

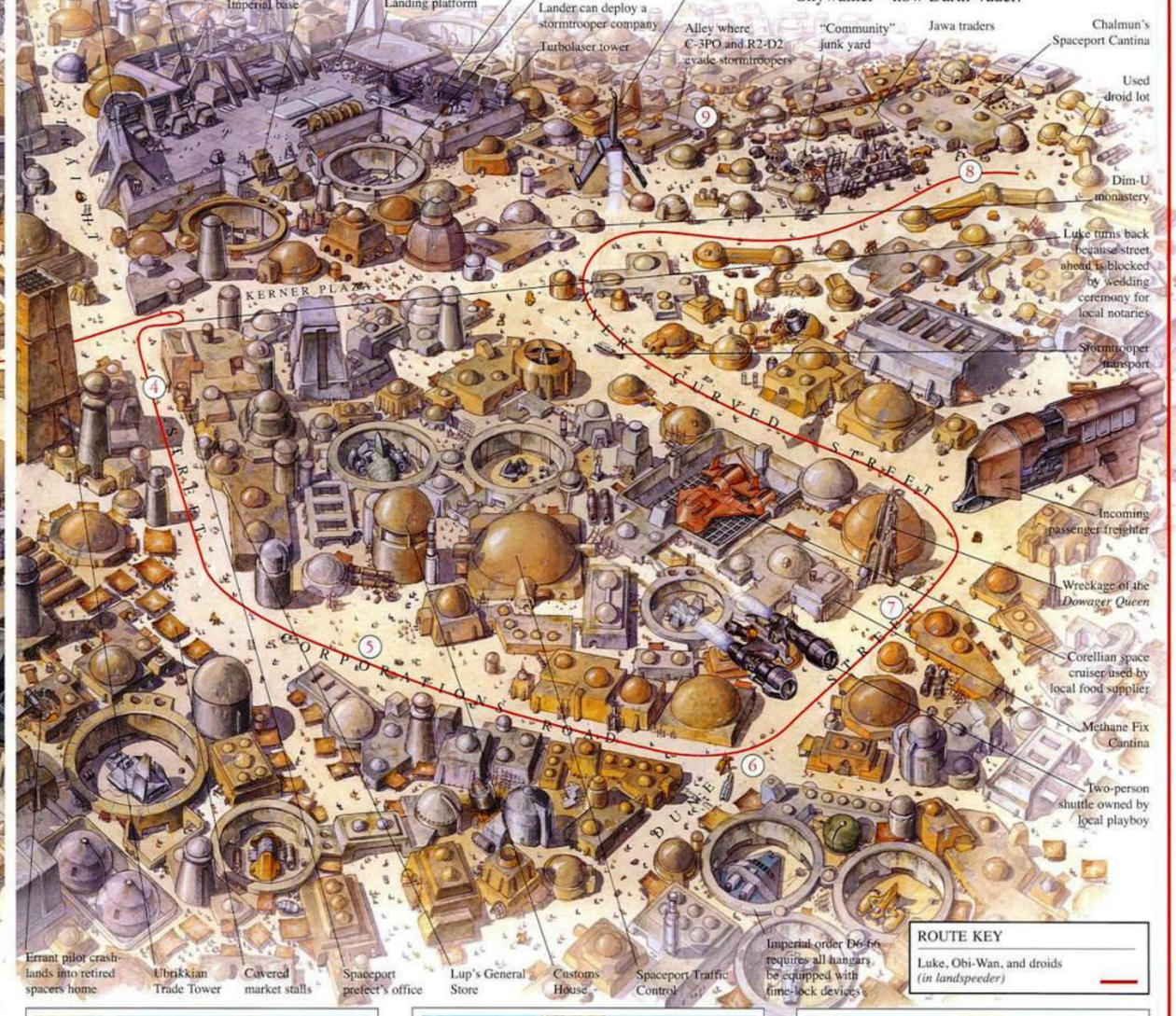
11 Having struck a sweet deal with Obi-Wan and Luke for passage to Alderaan, Han Solo finds Jabba the Hutt and his gang of mercenaries and bounty hunters waiting for him in Docking Bay 94. Han bargains with the Hutt for one final chance to pay for a load of spice he was forced to jettison.



4 Luke maneuver the landspeeder into Straight Street toward what was once the heart of the Old City. As varied as the city's vehicles and droids, Mos Eisley's residents and transients have come to Tatooine from worlds as near as Ryloth and Piroket, and as distant as Nar Shaddaa and Ord Mantell.

5 Startled by a recklessly-piloted S-swoop, a ronto pack-beast rears up to avoid a collision, unseating his pair of Jawa riders. Animals such as rontos, banthas, dewbacks, jerbas, and eopies are as common a sight in Mos Eisley as landspeeders, skyhoppers, or arriving and departing spacecraft.

10 Renowned in Mos Eisley for his spying aptitude, a long-snouted alien from Kubindi, named Garindan, shadows Luke and Ben as they hastily sell their speeder in order to rendezvous with starship pilots Han Solo and Chewbacca at Docking Bay 94.



6 At a checkpoint set up by a contingent of sandtroopers, Ben employs a Jedi mind trick to persuade the weak-willed Imperial clone soldiers that they don't need to ascertain his or Luke's identity or establish just how long they have owned the pair of droids.

7 The early colony ship *Dowager Queen* towers above a sprawl of low domes and crater-like landing bays. The upended spaceship is one of many that have crashed on the surface of the planet and become either local landmarks or occupied structures in Mos Eisley.

8 While Luke and Obi-Wan attempt to seek out a skilled pilot with a fast ship, R2-D2 and C-3PO—having been ejected from Chalmun's Cantina—conceal themselves from a search party of stormtroopers by standing among a group of droids in a used droid lot nearby.

9 Partnered with Mark IV repulsorlift patrol droids and armed with BlasTech E-11, DLT-19, and T-21 repeating blasters, squads of stormtroopers search for the fugitive droids, sometimes resorting to house-to-house searches. C-3PO and R2-D2 are forced to hide in the maze of narrow streets to evade capture.

Galactic Hotspot

Moisture farmers bring their harvests to Mos Eisley only if markets in the capital of Bestine are overly busy. Notoriously open to bribes, customs officials make little attempt to curtail the smuggling of spice, illegal arms, and other proscribed goods that pass through Tatooine on their way to other worlds. Ben Kenobi makes occasional trips to Mos Eisley to learn the latest news about the Empire and the contemptible activities of his former apprentice, Anakin Skywalker—now Darth Vader.

Chalmun's Private Stash

Chalmun graduated from street fighter to bar owner over the course of a few years spent swindling hapless tourists in the casinos of Ord Mantell. His office in the Cantina is appointed with the barest of necessities: shisha, assorted blasters and bowcasters, along with a steady supply of premium spice. Chalmun entertains Hutt-affiliated cronies and the occasional retired celebrity Podracer in his private bar, while his henchmen monitor the main crowd from a surveillance room.

The Cantina

Situated in the heart of old Mos Eisley, Chalmun's Cantina is more than just a drinking and entertainment establishment. For the smugglers, bounty hunters, renegade spacers, and spice-handlers who frequent Tatooine's wretched spaceport, it is also office, boardroom, rendezvous, and trading floor. Early pioneers raised the basic structure as a fortification against raids by Sand People, and over time the Cantina has seen use as an armory, a brewery, and a flophouse for vagrants. The current owner, a beige-and-gray-furred Wookiee named Chalmun, bought the building from the Vriichon brothers—Ranat siblings who were running an illegal spice den on the premises. The Vriichons disappeared soon after the sale, fearing perhaps that the grizzled Chalmun would discover the numerous bodies they had buried in the basement.

Ubrikkian 9000 repulsorlift speeder

Sign above low archway reads, "Watch Your Head(s)," in Basic

Flight instructor Baniss Keeg talks jive with fellow Duros, Ellor Madak

T'bac smoking Anzat, Dannik Jerriko, is on the prowl for some rich "soup" (brains of human victims)

Sai'torr Kal Fas, a Saurin (a subspecies of Trandoshans with humanlike hands), keeps watch on her cousin, Hrchek Kal Fas

Moisture farmer Eyvind shares a drink with spice-addicted Snivvian mercenary, Takeel

Jawa-speaking Bimm Rycar Ryjerd is a weapons smuggler

Morseerian pilot-for-hire, Nabrun Leids, needs to carry his own methane

Han Solo flirts with B-girl Jenny while awaiting news from Taggart about a cargo of glitterstim spice

Tethered Jerba awaiting owner

Prospector and Jawa exchange distrustful looks in entry vestibule

Droid detector

Cantina owner's private bar, staffed by Nimbanese barman Husklf

Coolth pump

Cooling rods

Confiscated weapons

Ronto and jerba hitches

Ackmena, the nightshift bartender, requests better hours

Illumination panel doubles as surveillance window

Carpet conceals trap door

Chalmun, Wookiee owner of the Cantina

Exiled Ithorian Momow Nadon discusses putting down roots in Mos Eisley with Trinto Duaba, a humanoid Stennes Shifter and noted snitch

Ranat thief Reegesk recently lifted a power pack from a Jawa's blaster

Chalmun's security chief listens into private conversations

Jawa Het Nkik's blaster is missing its power pack

Garouf Lafoe will alert stormtroopers to Obi-Wan's handiwork

Listening wires

Luke Skywalker hits the floor

A Pacithhip, a Devaronian, and an aged Defel meet over a jigger of Merenzane Gold

Dr. Evazan supports Aqualish criminal Ponda Baba—who regrets bullying a blond human teenager

Obi-Wan Kenobi

Droid-hating barman Wuher

Chewbacca

Cantina house band Figrin D'an and the Modal Nodes

Themed bar spigots modeled after head of infamous IG-88 assassin droid

The droids wait outside the Cantina in the noon heat—Kenobi knows that this is the best time to find the bar crowded with thirsty starpilots.

Gentle Talz giant, Muftak, makes his home beneath Docking Bay 83

Myo, a self-regenerating and fight-loving cyclops Abbysin from Byss

Mistryl Shadow Guards Shada D'ukal and Karoly D'ulin impersonate the notorious con-artist twins, Brea and Senni Tonnika

Muggings are not sanctioned, but are almost as commonplace as shootings in the back rooms

Givin pilot and spice smuggler, Elis Helrot

Fugitive Quarren in the Cantina's secret hideout

Gotal Feltipern Trevagg, a corrupt tax collector, doesn't realize what's at stake by romancing sharp-tongued H'nemthe female M'iiyoom Onith—aka Nightlily

Chalmun's personal pilot

A mechanic runs a system check on Chalmun's escape craft

Back room only for fugitives who pay dearly for privacy

Utility crane ship picks up liquor imports from orbiting heavy freighters

Small hangar open to Tatooine's gritty air

Bustling bazaar

Rodian mercenary Greedo seeks his mark

Arconan scout, Hem Dazon

Multifingered former Podracer, now a deft pickpocket

Pipes route special drinks from the cooker to bar spigots.

Every nook and crannie is a potential shop or crash-pad for urban Jawas

Sliding-door keeps outsiders from Wuher's cellar "laboratory," where drinks are mixed

Kubaz paid informant, Garindan, keeps trunklike snout lifted to the air

Wuher's cooker—dosed with mummery, bergamot, and skusk—awaits missing ingredient for the elixir the bartender is creating for Jabba the Hutt

Stormtrooper patrol

Unwanted items (and bodies) cast into caustic pit

Exposed cooling tubes of rundown shop

Surveillance droid keeps tabs on usual suspects

Cantina's secret back door leads into phony shop

Cantina's communications jammer masquerades as vaporator

Catacombs predate Chalmun's purchase of the Cantina

Unusual Beverages

The Cantina bar caters to a broad range of alien species, all of whom consume an equally broad range of intoxicating liquids, gases, and solids-based concoctions. The raw ingredients are stored in the cellar and piped to the mixing stacks at the bar. Wuher the barman thinks of the cheerless cellar as his laboratory, in which he continually experiments with new formulas to please the most discriminating palettes. When serving drinks, Wuher uses one of four computer terminals to achieve just the right ratio of base ingredients.

Flight, Not Fight

When Obi-Wan Kenobi advises Captain Solo that there are alternatives to fighting, he has in mind nothing more than deactivating the one of the battle station's tractor-beam power couplings to allow the *Millennium Falcon* to escape the clutches of the Empire. Drawing on the Force to conceal himself from stormtroopers, the Jedi Master sets out to for the most inaccessible coupling in the station. He knows that this will aid the *Falcon*'s escape by maximizing the time taken by technicians to reconnect the power.

Packed to the Core

Because only one main prototype of the Death Star had been constructed—at the black hole cluster known as the Maw Installation—many technological fail-safes were engineered into the design, including redundant computer cores and ion drives, deliberately positioned throughout the facility. However, several sectors of the Death Star were unique in design and function. This was especially true of equatorial levels abutting the enormous superlaser cannon. There, well below the Death Star's command bridge, docking bays were reserved for suspect vessels ensnared by tractor beams, and, below those, holding cells for the crews and passengers of those ships. Military brigs and detention areas for civilians were located elsewhere in the fortress.

Atmosphere containment projector
Control room occupied by C-3PO and R2-D2
Corridor where Obi-Wan faces Darth Vader
Control room reached by Luke, Leia, Han, and Chewbacca in rescue mission
Tractor-beam projector
Han chases stormtroopers into large drill hull
Luke and Leia swing across sub-core shaft
Tractor-beam focusing shaft
TIE fighter storage area
Generator
Turbolift taken by Luke, Han, and Chewbacca to prison cells; turbolifts move vertically and horizontally
Officers accommodation
Millennium Falcon, docked in hangar bay 327
Buttress with radar and turbolaser turrets
Cargo loading assembly area
TIE fighter staging area, with 20 battle-ready ships stored in docking racks
Life-support modules inhabited by workers during construction of Death Star—can still be used in an emergency
Walkway
High-speed, officer-use shuttle system orbits the space station
Power conduit
Cavernous airway
Artificial atmosphere power station for this sector
Maintenance gantry
Abandoned crane used in Death Star construction
Water recycling tank for creation of artificial air humidity
Off-duty personnel walk in atrium between two housing blocks
Lateral transport taken by Obi-Wan to reach tractor-beam power coupling #12 located in sector six of Death Star's northern hemisphere

The Great Temple

Blanketed with nearly impenetrable vegetation, Yavin 4 is home to countless unique species of plants, animals, and insects, but hosts no intelligent lifeforms. The fourth moon of an uninhabitable gas giant, Yavin 4 had been of interest only to galactic archeologists, due to the ancient stone temples that rise majestically from its jungles. These towering, stepped structures are all that remain of the lost civilization of the Massassi. With no sentient population to subdue and no mineral wealth to exploit, Yavin 4 has been overlooked by the Empire and is seldom included on official maps. It was for precisely this reason that the resourceful leaders of the Rebel Alliance choose Yavin 4 as their base after having been forced to flee their previous command center on the planet Dantooine.

Having docked the Millennium Falcon *at the nearby visitor landing zone, Luke, Han, Leia, and the droids are met by Rebel leaders outside the base's impregnable blast door.*

Mysterious Masons

The Massassi were a primitive warrior people who were enslaved by the Sith many millennia ago. About 5,000 years before the Battle of Yavin, an army of Massassi arrived on the moon with their leader, the Sith Dark Lord Naga Sadow, who was on the run after an unsuccessful bid for power. Though Sadow conducted cruel genetic experiments on his own troops—transforming the once-humanoid species into fearsome, hunchbacked predators—they treated him like a god, raising huge temples in his honor. Later archeologists proposed that the temples may have been large-scale communication devices that could reach Sith Lords across the galaxy.

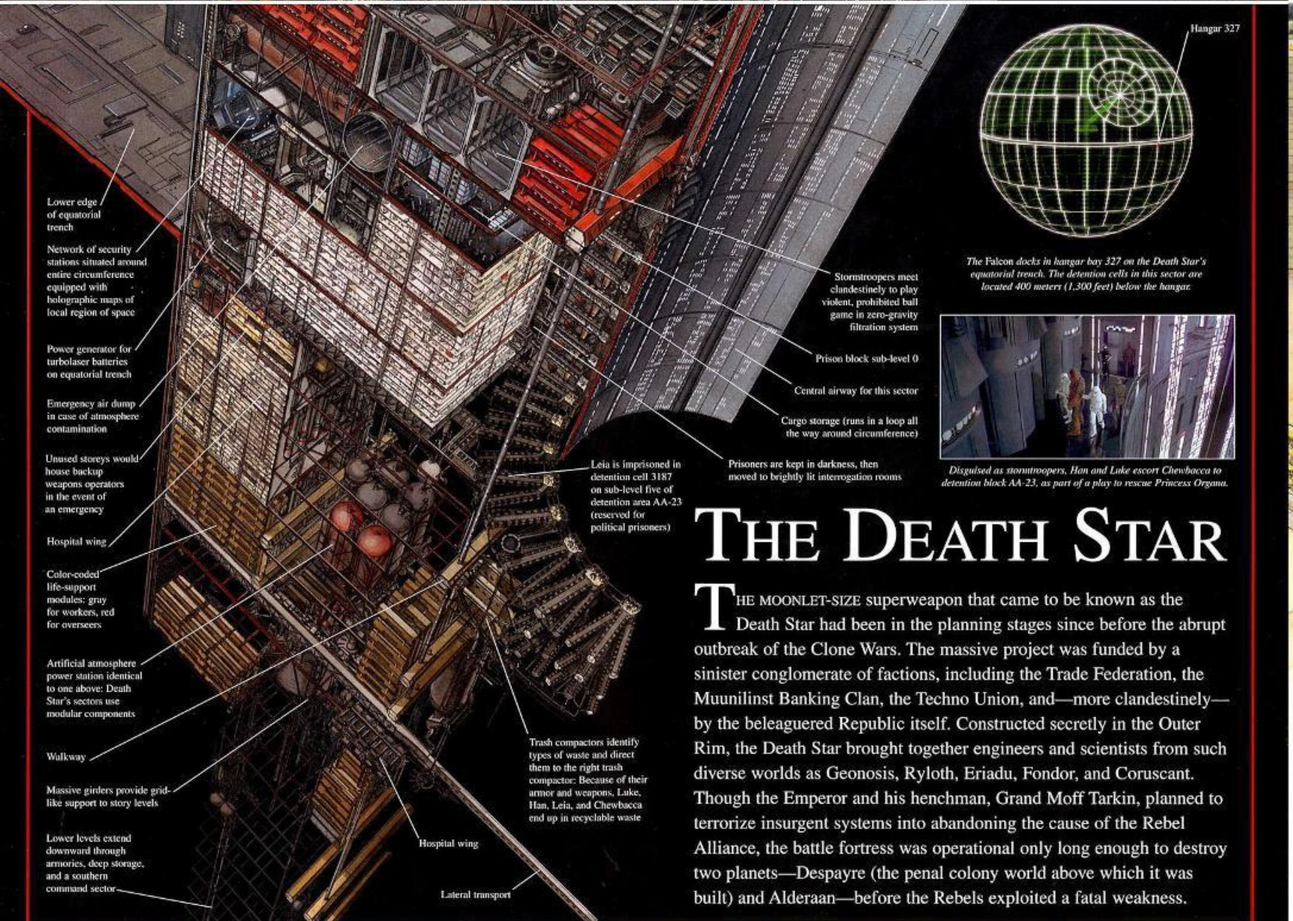
Untamed Nature

The surrounding jungle of purple-barked Massassi trees resounds with the eerie cries and blood-chilling moans of unseen creatures: woolamanders, lizard crabs, stintaril rodents, and armored eels, among others. Dense thickets of thorny vegetation and unpredictable storms thwart the progress of surveyors and construction engineers. Thus, the Rebels stick to the laser-cut access and patrol routes that link the Great Temple to outlying landing zones and the distant power station.

Power Supply

The functioning of the base is reliant on a power-generating station located 1.2 miles (two kilometers) away. Pieced together from turbines and a main reactor stolen from an Imperial Star Destroyer, the station supplies sufficient power for a protective shield, ion cannons, and other defences that could hold off an assault from a single large battleship.

Observation and communications room
Unknown to Rebels, roof comb was added by Dark Jedi Exar Kun for arcane power
Tall skylights aligned with equinox and solstice
Turbolift to audience chamber
Massassi-built staircase to observation room at apex
Audience chamber floor tiled with translucent precious stones
Water reservoir
Luke Skywalker, Han Solo, and Chewbacca march down aisle
Ceremony commemorating destruction of Death Star takes place in audience chamber
Princess Leia, General Dodonna, and other dignitaries stand on ceremonial podium
Holographic memorials to those killed in battle will be placed outside ceremonial hall
Central turbolift cluster
Roughly cut cavities drilled by rebels into straighter sides of original Massassi interior
Anti-personnel cannons
Auxiliary power generators
Temple built with no visible sign of advanced technology
Back-up power plant
Interior of temple clad with sheets of seamed metal
Algae, mosses, and vines resist Rebel attempts to blast original rock-face clean of vegetation
Eight-sided pyramidal design echoes shape of Sith Holocron
Thick blast door lowers to protect hangar bay
Command room
Barracks area for thousands of troops

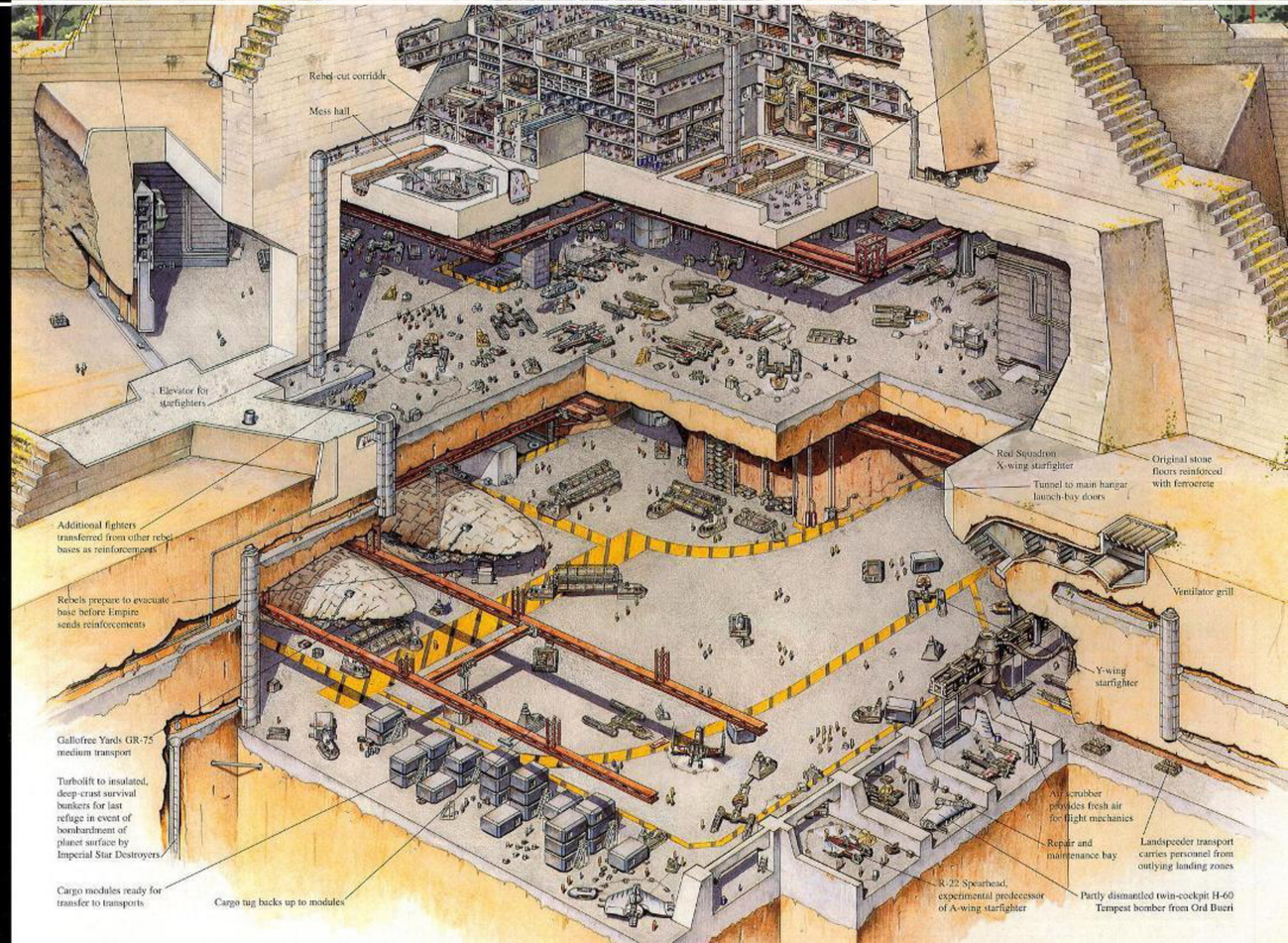


The Falcon *docks in hangar bay 327 on the Death Star's equatorial trench. The detention cells in this sector are located 400 meters (1,300 feet) below the hangar.*

Disguised as stormtroopers, Han and Luke escort Chewbacca to detention block AA-23, as part of a play to rescue Princess Organa.

The Death Star

The moonlet-size superweapon that came to be known as the Death Star had been in the planning stages since before the abrupt outbreak of the Clone Wars. The massive project was funded by a sinister conglomerate of factions, including the Trade Federation, the Muunilinst Banking Clan, the Techno Union, and—more clandestinely—by the beleaguered Republic itself. Constructed secretly in the Outer Rim, the Death Star brought together engineers and scientists from such diverse worlds as Geonosis, Ryloth, Eriadu, Fondor, and Coruscant. Though the Emperor and his henchman, Grand Moff Tarkin, planned to terrorize insurgent systems into abandoning the cause of the Rebel Alliance, the battle fortress was operational only long enough to destroy two planets—Despayre (the penal colony world above which it was built) and Alderaan—before the Rebels exploited a fatal weakness.



EPISODE V

THE EMPIRE STRIKES BACK

It is a dark time for the Rebellion.

Although the Death Star has been destroyed, Imperial troops have driven the Rebel forces from their hidden base and pursued them across the galaxy.

Evading the dreaded Imperial Starfleet, a group of freedom fighters led by Luke Skywalker has established a new secret base on the remote ice world of Hoth.

The evil lord Darth Vader, obsessed with finding young Skywalker, has dispatched thousands of remote probes into the far reaches of space....

BATTLE OF HOTH

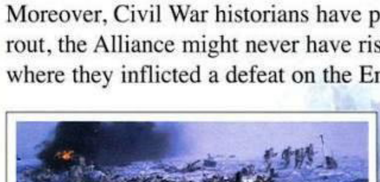
HOTH IS OFTEN CITED as the worst battlefield defeat suffered by the Rebel Alliance during the Galactic Civil War. It is Admiral Ozzel, however, who grants the Rebels time to mount a holding action—and the ensuing organized retreat—by arrogantly bringing the Imperial fleet out of hyperspace too close to Hoth. Darth Vader adds to the blunder by being so fixed on capturing Luke Skywalker alive that he orders his flotilla of Star Destroyers to pursue the *Falcon* rather than hunt down the escaped Rebel transports. Moreover, Civil War historians have pointed out that if not for this painful rout, the Alliance might never have risked everything at Endor a year later, where they inflicted a defeat on the Empire from which it never recovered.

1 One of thousands seeded by the Imperial Star Destroyer *Stalker*, an Arakyd Viper probe droid meanders over Hoth's snowfields and glaciers, alert for anomalous energy signatures that might point to Rebel Alliance activity. Its images of the Rebel power generator are transmitted back to Imperial officers.

2 In the trenches, Beta Outpost troops commanded by Trey Callum ready their repeating blasters for in-close fighting. Precision targeting by anti-personnel batteries decimate Veers' snowtroopers, buying the Rebels more time to evacuate the base and weave their transports through the star destroyer blockade.

IMPERIAL GROUND ASSAULT

General Maximillian Veers is tasked with destroying the shield power generator and capturing rather than killing the Rebels who survive his assault. Forced to steer clear of the shield perimeter, Imperial landing barges and troop transports set down on the precarious Moorsh Moraine, well north of the heavily fortified mountain base. Having thus surrendered all element of surprise, but augmented with legions of snowtroopers, Veers' contingent of AT-ATs (large, four-legged walkers), AT-STs (medium bipeds), AT-ARs (faster, better armored bipeds), and AT-PTs (small, one-man scouts)—dubbed Blizzard Force—begins its inexorable march on the Rebel facility.



3 Swiveling on their bases, Golan Arms DF9 anti-artillery batteries hammer away at the advancing walkers, but to no avail. Snowspeeder pilots, too, find their lasers ineffective against the thick armor of the Imperial war machines. Raked by laserfire, Rogue Leader is hit, and Luke's gunner, Dack, is killed.

4 Following Luke's orders, Wedge and his gunner, Wes Janson, deploy Rogue 3's harpoon and tow cable against the AT-AT commanded by Brigadier General Nevar. The dangerous maneuver requires that the cable be wrapped around the legs of a walker, then severed at precisely the right moment.

5 Its four legs ensnared by the high-tension tow cable, Blizzard 2 crashes to the unyielding tundra, leaving the rear of its neck vulnerable to follow-up laser fire. With one walker dispatched, the Rebels continue to wage their holding action, but are ultimately overwhelmed by the Empire's durable behemoths.

REBEL SHIELD SYSTEM

By dumping absorbed energy directly into the planet interior, the Rebels' planet-based shield withstands bombardments that would overwhelm ship shields. Only slow-moving ground-contact vehicles, like Imperial walkers, can traverse the outer surface. With the projector modules distributed throughout Rebel territory, Veers targets the central power generator.

ROUTE KEY

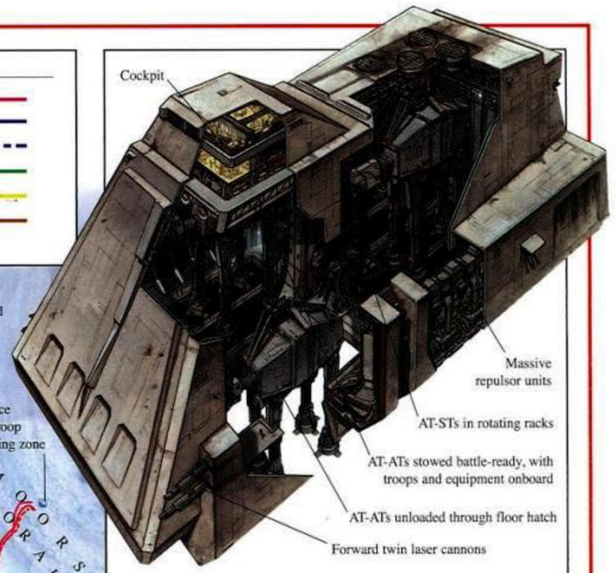
- Imperial probot
- Luke's patrol route
- Luke dragged into wampa cave
- Han searches for Luke
- Search party for Han and Luke
- Blizzard 1, led by Gen. Veers
- Blizzard 2, led by Brig. Nevar
- Blizzard 4, led by Col. Starck
- Rogue Leader (Luke and Dack Ralter)
- Luke on foot after snowspeeder crashes
- Rogue 3 (Wedge Antilles and Wes Janson)
- Rogue 2 (Zev Senesca and Kit Valent)
- Luke's route to his X-wing

MOUNT ISON
NORTH RIDGE
LAMTEEL GLACIER
CIRQUE GLACIER
HANGING VALLEY
CLABBURY RANGE
KERANE VALLEY
MOORSH MORAINE
ICE FLOW
SOUTH RIDGE
CEYAN RANGE

Han finds Luke and uses dead tauntaun to keep him warm
Luke staggers to freedom and has vision of Obi-Wan
Luke shoes arm off female wampa and flees cave
Rogue 2 picks up transmission from Han Solo and reports back to Echo Base
Wampa's ice cave
Rebel snowspeeders searching for Luke split up as they fly over ridge
Rogue 2 picks up sensor readings and changes course
Luke and tauntaun fall prey to a male wampa
Probot first detects Rebel base energy output
Large meteorite crater diverts probot
After destroying AT-AT, Luke is picked up by team member and brought back to Echo Base
Probot detects and fights wampa hiding under snow dune

N
0 10 km
0 5 miles

In an attempt to impress Vader, Blizzard 4 attempts direct but treacherous route into Kerane Valley
AT-ATs zigzag up North Ridge
Blizzard Force barges and troop carriers landing zone
AT-ATs emerge from fog at top of North Ridge
Luke's snowspeeder crash and AT-AT crushes speeder
Luke's sabotage of Blizzard 4
Blizzard 4 explodes
Luke leads the way in and circles to observe Wedge's attacks on Blizzard 2
Having lost three AT-ATs to crevasses of eastern ice flow, Blizzard 4's AT-AT group retreat to more manageable westerly route
After losing Dack, Luke aborts harpoon attack of his third pass and circles to begin fourth pass
Luke's gunner, Dack, is killed on Luke's approach to his third pass
Veers in Blizzard 1 gives Vader go-ahead to commence landing at Rebel base
AT-AT blaster fire hits Luke's snowspeeder
Rebel sentry stations and forward trenches
Armed probot pod makes planetfall
Beta Outpost artillery trenches
P-Tower battery (similar batteries distributed throughout ice plain)
Position of probot during first transmission received by Imperial officers
Blizzards 6, 9, and 8 fire on retreating remnants of hangar defence trenches
Han and Chewbacca destroy probot
Veers finally fires fatal blasts at Rebels' power generator
Luke takes off in his X-wing with R2-D2
Main north entrance of Echo Base
Shield power generator
Ion cannon
Rebel transport evacuation site behind South Ridge
Echo base south entrances
Darth Vader and his elite snowtroopers enter Echo Base
Gallofree Yards GR-75 transport



WALKER DROPSHIP

Used begrudgingly by the Empire because it was manufactured by the same company that provided the reviled X-wing starfighter to the Rebels, Incom's Y-85 Titan dropship was essential to the rapid deployment of the *Executor*'s prefabricated garrison bases. The landing barge employs a standard cockpit module, and can accommodate four 22.5-meter (74-feet)-tall AT-ATs, in addition to four AT-STs. Larger Imperial ships possess hangar apertures of sufficient size to deploy the four-walker dropships, while smaller ships, such as Star Destroyers, deploy single-walker barges.

10 At the evacuation site behind the South Ridge, the *Falcon* roars into Hoth's frozen sky and the final transport, *Bright Hope*, lifts off with the aid of starfighter pilots Wedge, Hobbie, and Janson. Luke trudges to where he and other survivors of the siege scramble into the cockpits of their X-wings.

9 Darth Vader and a squad of his elite snowtroopers blast their way into the base. Falling debris and the approaching enemy has kept Leia from reaching the last transport, but she, Han Solo, C-3PO, and Chewbacca manage to board the *Millennium Falcon* and escape the clutches of their dark nemesis.

6 Launching a magnetic grapple and cable into the underside of Blizzard 4, Luke hoists himself into the air and lobs a grenade inside the beast's belly. His single-handed victory grants the besieged Rebels a short-lived moment of hope—but the Imperials' advance only becomes more determined.

7 After General Veers' AT-AT succeeds in destroying Echo's power generator, the Rebels begin to retreat toward hidden tunnels in the mountainside. Deprived of energy, the base's defensive shield fails, opening it to direct enemy infiltration and ranged-weapon bombardment from the orbiting star destroyers.

8 Veers orders the commanders of the remaining AT-ATs and the pilots of the All-Terrain scouts to overrun the trenches and capture as many Rebels as possible. With Echo Base almost evacuated, the Ion Cannon's fire-control team sets the weapon to self-destruct and harries to reach the last of the transports.

Echo Base

Snowspeeders and X-wings are stationed in North Hangar 7. Secret tunnels connect the hangar to several other, smaller north entrances.

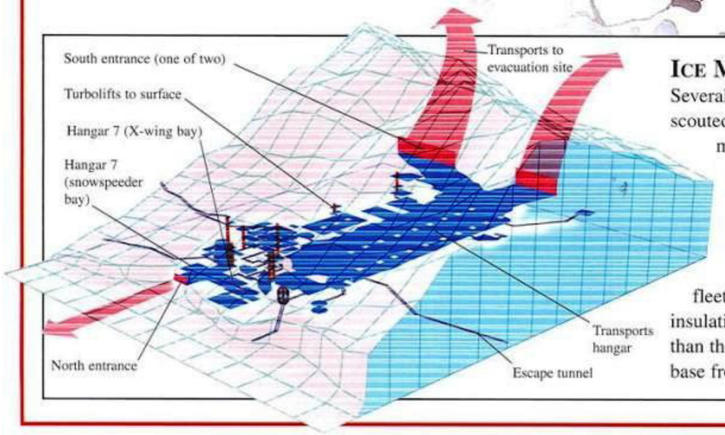
After the evacuation of Yavin 4, the Rebel Alliance embarked on a search for a planet or moon to serve as a new secret base of operations. Explorations by Luke Skywalker, Commander Narra, and others lead to the ice planet Hoth, a world so remote as to be off the standard navigational star charts entirely. The command center is constructed over the course of two standard years, under brutal conditions. Rebel engineers and construction crews employ laser ice-cutting equipment to enlarge a series of natural caverns, excavate new ones, and fashion connecting corridors. Designated Echo Base for the cave's strange acoustics, the base is still being constructed when an Imperial probe droid plunges fatefully to Hoth's glacial surface....

Preparing for the Worst

While essential for defense, the presence of the shield generator all but guarantees that Echo Base will eventually unmask itself to the Empire. Anticipating that any assault would be launched on the surface of Hoth, General Carlist Rieekan orders that heavy blast doors be installed in the north and south entrances, trenches be excavated on the glacial plains all around the base, and that ground-based anti-personnel batteries be embedded in the mountainside above the principal hangars and in the ice fields between artillery trenches.

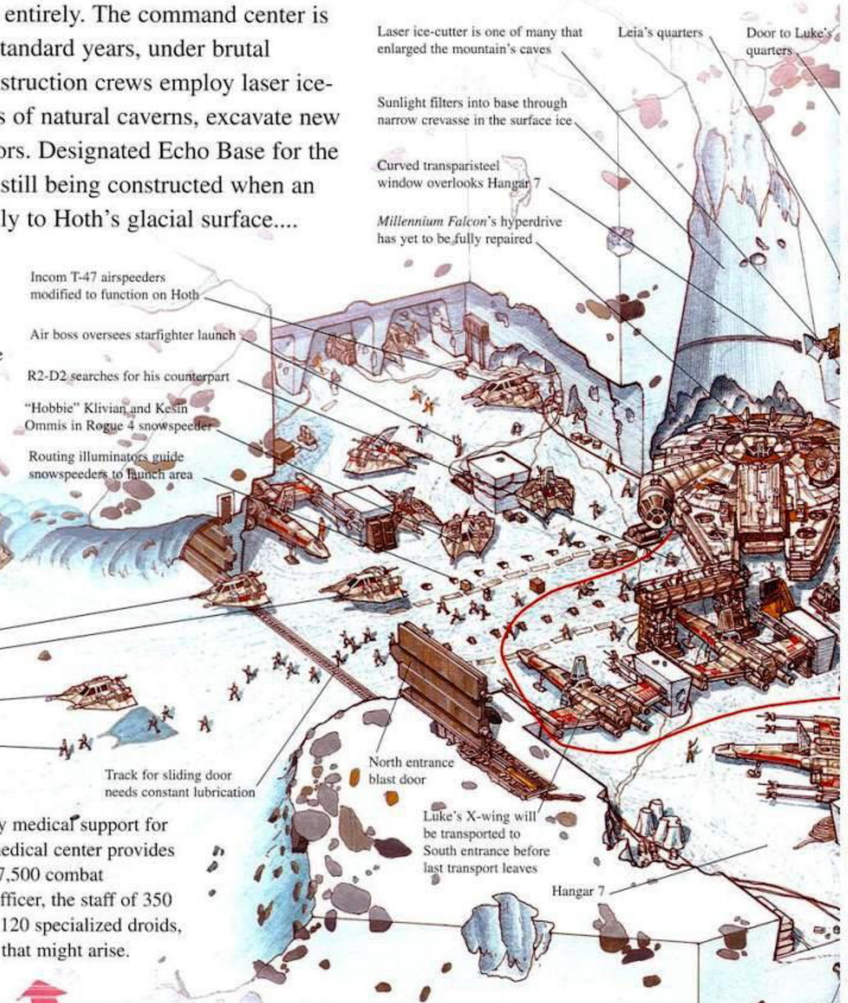
Emergency Care

The Rebel Alliance is careful to provide timely medical support for its valued troops. On Hoth, a well-equipped medical center provides first-rate response and triage for Echo Base's 7,500 combat personnel. Overseen by a medical command officer, the staff of 350 physicians and surgeons, augmented by some 120 specialized droids, remains on call, to deal with any emergencies that might arise.



Ice Mountain Hide-Out

Several locations in Hoth's temperate zone were scouted and surveyed before a cavern-hollowed mountain in the southern Clabburn Range was judged suitable to serve as the hidden fortress the Rebels had in mind. The Corp of Engineers fashioned interior spaces vast enough to house not only the Alliance's wings of starfighters, but also its tattered fleet of Gallofree Yards transports. Plasmold insulation and armored doors—of a different sort than those used on Yavin 4—helped to shelter the base from the ferocity of Hoth's ice storms.



Entrance to uncharted cave complex
Cargo cranes and gantries
Extensive cargo storage bays
Personnel carrier
Tauntaun ready room
Gallofree medium transport *Dutyfree* is escorted offplanet by Luke Skywalker and Wedge Antilles
Last transport to lea with hundreds of wo
Power generator
Transport bridge
Gallofree Yards GR-75 medium transports are equipped with more engines than civilian-use GR-45 models, for increased power
Principal reactor cowl of transport
Lower-level ventilation shaft
X-wings being readied to escort transports into orbit
Y-wing receives charge through power umbilical
Y-wing prep bays

Livestock

At first, Hoth appeared to be almost devoid of large animals, which suited the rebels well, as they hoped to avoid any Imperial sensors. In fact, the ice world is home to a surprising variety of hardy species that have adapted to the harsh environment, including tauntauns and their chief predators, wampas. The latter are too ferocious to be domesticated, but tauntauns prove to be a great asset to the rebels while X-wings and snowspeeders are undergoing special modifications. Hundreds of the reptilian "snow lizards" are rounded up and corralled inside the base, where their natural food of lichen and moss is carefully cultivated. Eventually, the creatures are trained for use as pack animals and patrol mounts.

South Entrance control room
Transports and X-wing escorts move toward South Ridge evacuation launch site; 17 of the fleet of 30 are destroyed by Imperial blockade
High-capacity personnel bus is surface-effect only
Personnel evacuate Echo Base when word is received that a flotilla of Star Destroyers has emerged from hyperspace at the edge of the Hoth System
Rebel soldiers on tauntaunback
Flight crew shuttle
Gallofree transport *Thon's Orchard*
Cargo tug equipped with repulsorlift engine
Snowspeeders stashed wherever space allows
Ice column reinforced with plasteel rods
Cargo modules bound for transports
the base, *Bright Hope*, is loaded nded soldiers from the battlefield

ROUTE KEY
Han and Leia's escape route

Ion Blasts

Synchronized with a battle-theater shield generator, the Kuat Drive Yard v-150 Ion Cannon fires massive, charged-plasma shots powerful enough to penetrate the ray shielding of an Imperial Star Destroyer in low orbit, neutralizing its weapons, shields, and engines—or, at the very least, disrupt control systems and ion drives. Drawbacks include a lengthy activation and targeting period, a low discharge rate of one volley per six seconds, and slow rotation as it aims.

Fire control and targeting room
Targeting sensor
Ion tip
Ion Accu-accelerator
Retractable blast shield
Durasteel compression bands
Permacite plating
Electrotelescope and long-range scanner array
Dispersal tubes
Repulsor pads keep cannon pod slightly elevated above cradle
Energy converter
Maintenance platform
Rotating base is synchronized with shield generator
Electric arc coupler powers weapon
Reactor power core
Power generator located deep underground, and remotely linked to main generators of base
Grounding spike
GAP OF 1 KM (0.6 MILES)
Targeting computers
Droid access tunnel to base main reactors: stolen parts from a derelict Praetor-class Star Battlecruiser
Swivel capacitor banks
Reinforced pylons
Power droids on constant duty
Droid access tunnel to lower levels of Echo Base

Lateral main engine fuel tank
Cargo crane pivot
Armored plating protects mostly hollow vessel
Forward communications array
Lateral sensor
Detachable crew/passenger module
Loading arm
Rotating cargo-pod offloader
Cargo tug
Landing gear
Magnetic containment shield safeguards cargo
Hoisted containers glide on magnetic holding rails
16-module capacity quad cargo carousel

Medium Transport

Little more than armored shells, 300-feet (90-meter)-long Gallofree Yards GR-75 transports are perfectly suited to the needs of the Rebel Alliance because of the relative ease of their loading and unloading process, their enormous cargo capacity, and their ability to land directly on the surface of a planet or moon. In transit, the GR-75's modular cargo pods are suspended from magnetic rails and kept in place by a powerful magnetic containment field. The ships were sold to the Alliance at a bargain, and used chiefly for transporting weapons, raw materials, food, fuel, and spare parts, though a few Gallofrees were retrofitted for personnel transport by adapting the interiors to accommodate sealed passenger pods.

DAGOBAH

NEAR DEATH FROM EXPOSURE to Hoth's sub-zero temperatures, the side of his face crushed by a giant wampa, Luke has a vision of his mentor, Obi-Wan Kenobi. The Jedi Master orders him to go to the Dagobah system to complete his training under the guidance of Kenobi's former instructor, the diminutive Yoda. With a bewildered R2-D2 for companionship, Luke parts with Han and Leia to follow his destined course. Remote from known space routes, shrouded in cloud cover but emitting massive life-form readings, Dagobah is a gloomy world of swamps and twisted trees, winged predators and poisonous snakes. Seemingly engulfed by the planet, Luke's X-wing plummets to the surface....

1 "Is this a dream or just a bad idea?" Luke wonders aloud. His mind as foggy as his new environment, he leaves his crashed starfighter to marinate in the muck of one of Dagobah's black-water bogs and begins to take stock of the inhospitable world to which Obi-Wan has sent him.

2 While Luke can't help feeling that there is something strangely recognizable about haunted Dagobah, there is nothing even remotely familiar about the gnomish green creature who shows up to turn Luke and R2-D2's camp into his private playground.

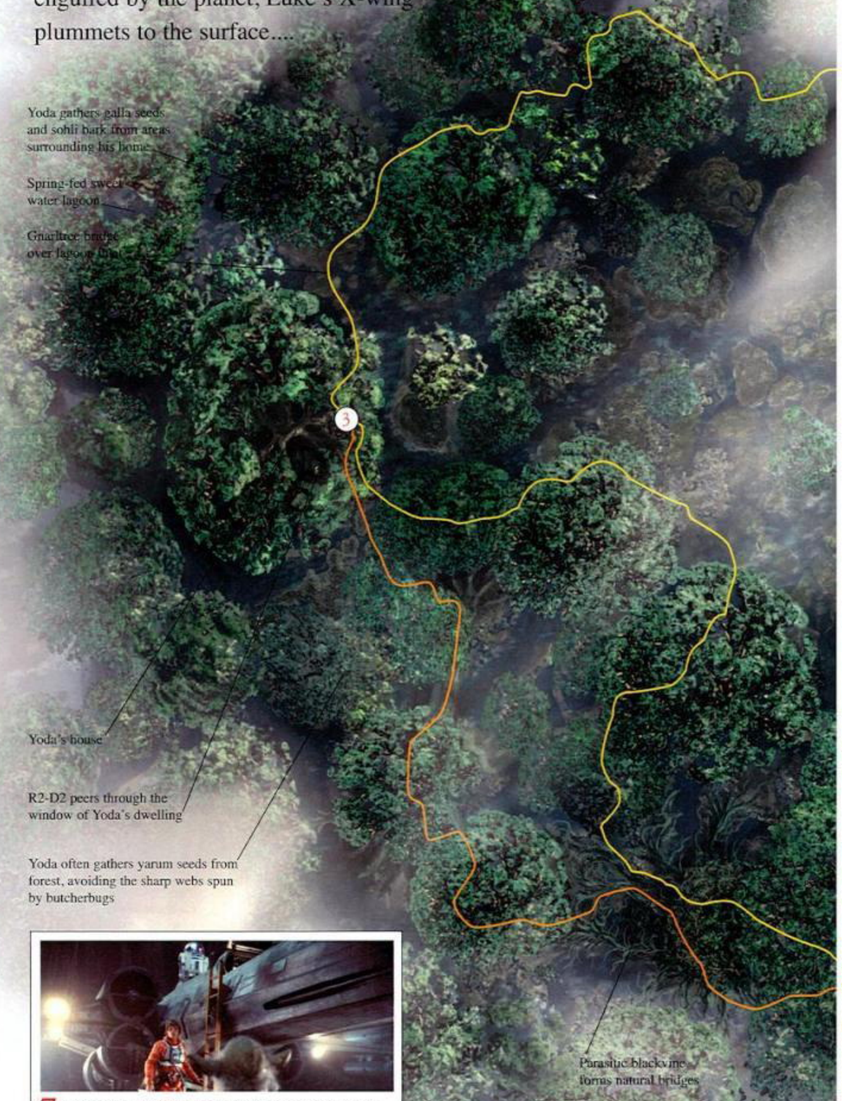
3 In the creature's cramped dwelling, while torrential rain falls, Luke learns that he has in fact found Yoda. But the ancient Jedi Master and a ghostly Obi-Wan Kenobi disagree about whether Luke will be able to surrender his yearning for adventure and be properly trained in the ways of the Force.

4 Under Yoda's sometimes mystifying tutelage, Luke learns to perform superhuman tasks and will his body to levitate objects—including the astromech. With Yoda clasped to his back, Luke runs, leaps, and somersaults through Dagobah's riotous jungle, his strength flowing from the Force.

5 Deep within the cave-like root system of a colossal gnarltree—a domain of thick-bodied snakes and quick-tongued sleens—Luke has a precognitive vision of the true relationship with his evil adversary, Darth Vader. Strong with the dark side, the cave contains no more than what Luke has taken with him.

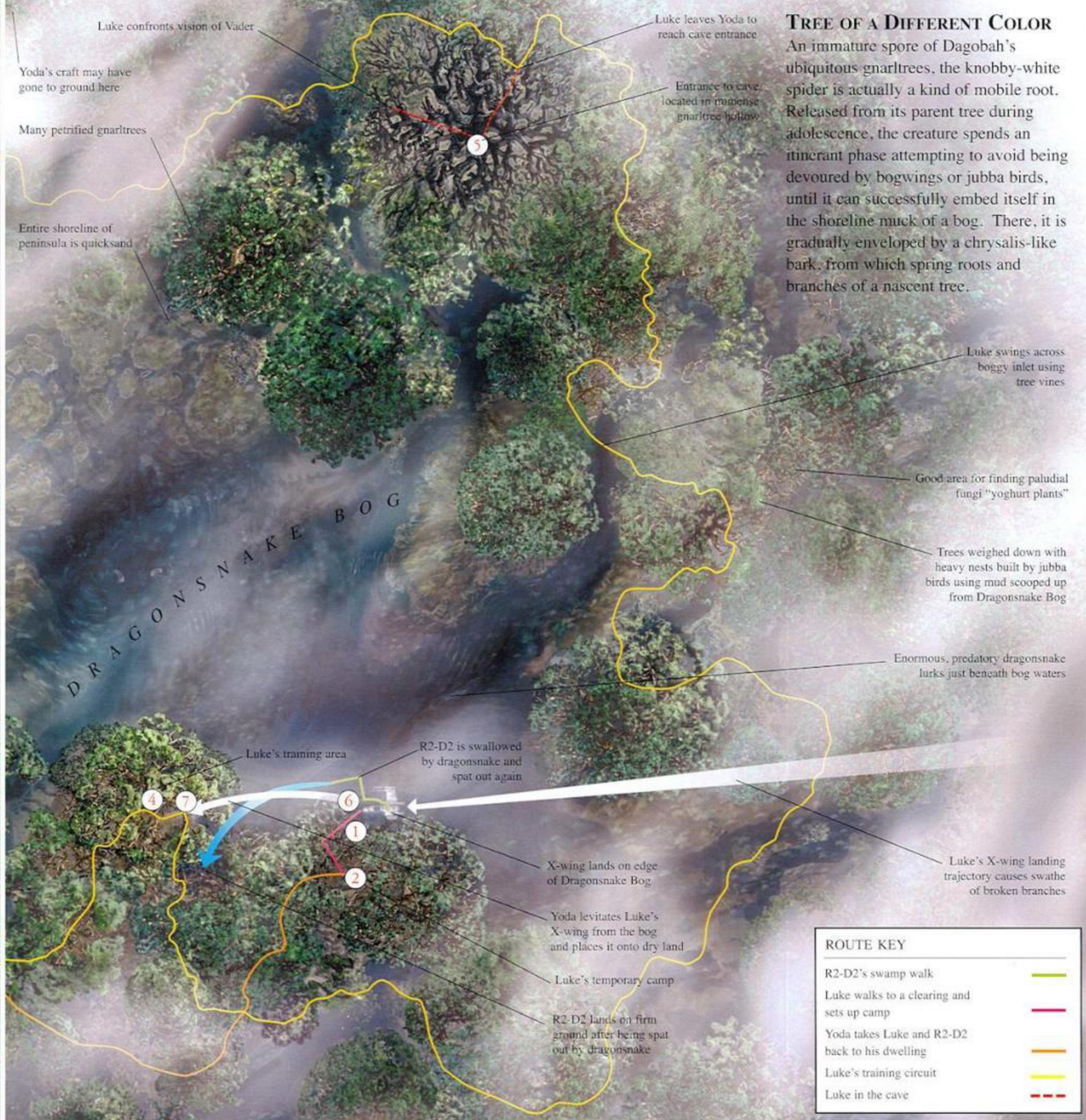
6 Yoda demonstrates to Luke that "size matters not," when he telekinetically rescues Luke's sinking X-wing from the grasp of the sticky bog. Disappointed with Luke, Yoda explains that the youth's failed attempt was due to his inability to believe in his own potential and the power of the Force.

7 A vision of Han and Leia imperiled on a city in the clouds persuades Luke to abbreviate his training and leave Dagobah—despite Yoda's admonition that, by doing so, Luke will likely destroy all for which Han and Leia have fought and suffered.



DISMAL AND DANGEROUS

Dagobah's bogs and lagoons are home to a host of creatures, including the swamp slug, which pulverizes its prey between thousands of tiny grinding teeth; the stealthy dragonsnake, whose razor-sharp claws are strong enough to incise alloy; and the quick-striking scrange, which uses its tusked tail to make short work of any creature that wanders into its reach. Smaller, but equally deadly, is the butcherbug, which spins slicing webs, and the morp, whose venom causes paralysis.



TREE OF A DIFFERENT COLOR

An immature spore of Dagobah's ubiquitous gnarltrees, the knobby-white spider is actually a kind of mobile root. Released from its parent tree during adolescence, the creature spends an itinerant phase attempting to avoid being devoured by bogwings or jubba birds, until it can successfully embed itself in the shoreline muck of a bog. There, it is gradually enveloped by a chrysalis-like bark, from which spring roots and branches of a nascent tree.

Yoda's House

Hand-built of mud, gnarltree wattle, and stones, Yoda's house sits in the embrace of a giant gnarltree, atop a moss-covered knoll at the edge of a sweet water lagoon. The tiny dwelling comprises a sitting room, kitchen, and small sleeping loft, as well as windows and skylights, with panes that may have been forged from precious gems—or perhaps from the transparisteel viewports of an abandoned vessel. When Luke is invited inside, he practically wears the house like a shell. But Yoda is only amused by the young man's head-bumping attempts to make himself comfortable.

For a young starfighter pilot who has spent months on Hoth eating only self-warming rations, a bowl of rootleaf stew should *taste like high cuisine.*

Handcrafted chimney

Tindersticks for stove

Simmering rootleaf stew

Dried dung-patties used as fuel in fireplace

The Jedi Master opines that "wars not make one great"

Walking stick made from gimer twig—in his old age, Yoda chews on the bark to release its natural anesthetic

Assorted roots, fruits, berries, and nuts for use in cooking

Tree-stump table arrayed with tasty dishes

Wattle-and-daub construction

Vines, leaves, and roots cover exterior of cottage

Bitter fruit from stickle tree

Luke's drying flight suit

Large galla seeds

Spaceship hydraulic oil cooler acts as foot-cleaning mat

Front entry appears to incorporate nozzle system of a Republic-era spacecraft

Low-fire clay tiles grouted with mortar

An Uncluttered Life

Just another life-form among the snakes and spiders that share his home—and the bogwings, dragonsnakes, spotlight sloths, and butcherbugs that inhabit the swamps—Yoda spends part of each day foraging for food and paying keen attention to the life cycles of Dagobah's exotic creatures. Hobbling about on his gimer stick, the diminutive 900-year-old Jedi Master roams the shores of the mist-shrouded bogs searching out herbs, spices, paludial fungi, and fruits to flavor his rootleaf stews and flower petal salads. In a sense, Yoda lives the life he might have led had he not become a Jedi.

Sleeping loft has woven mat and blanket

Rolled-up rope ladder

Luke's power lamp that Yoda claimed for himself

Makeshift nightlight made of projector elements from spaceship's artificial-gravity compensators

Sink fed by water drawn from sluice

Drying herbs (aid sleep)

Swamp squash

Luminous stone used for glowlamp

Buckstrap-loomed cloth

Tools, machete, spade, and digging spikes for uncovering edible roots

Box holds keepsakes, ancient texts, and Yoda's lightsaber

Growth rings in the oldest gnarltree roots that act as cottage frame

A fretful R2-D2 peeps inside dwelling

Spacecraft deck-plating forms sturdy, waterproof foundation to house

Rug made of spot-light sloth fur

Non-venomous vine snakes share space with Yoda

Local twigs and grasses reinforce plaster

Burrows made by silver-nape beetles

Mud mixed with tree resin to complete water proofing of walls and floors

Luke not sure just what he has gotten himself into

A Secret Purpose

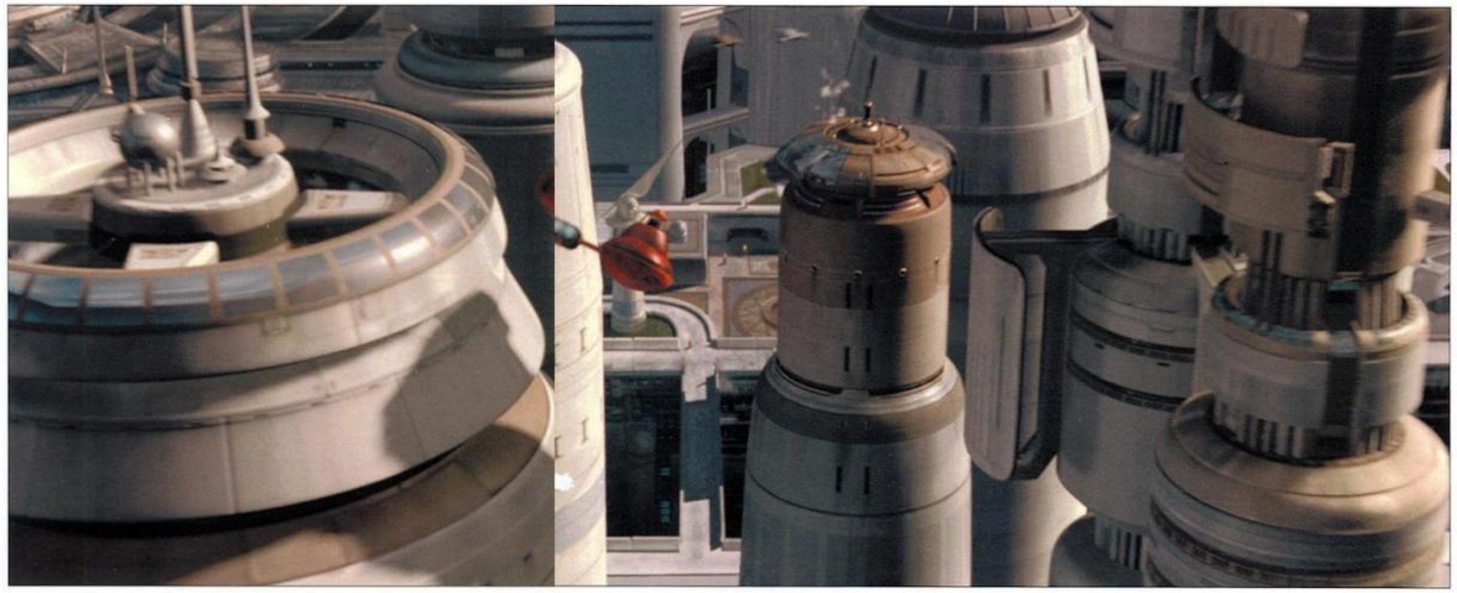
Yoda knew of Dagobah long before he chose it to be his place of self-exile. While it might appear that in so doing he sentenced himself to a life of seclusion, self-denial, and hardship, or that he was seeking only to place himself far from the Emperor's reach, he had a deeper motive in mind. Absent distractions, or any means of leaving Dagobah to confront the Emperor or Darth Vader on his own, Yoda has been able to devote much of the last 22 standard years to deciphering ancient texts, meditating on particular aspects of the Force, and using his Jedi skills not only to communicate with Obi-Wan Kenobi, but also to monitor the maturation of the Skywalker twins. In fact, he is patiently awaiting the day they might help topple the Sith and return

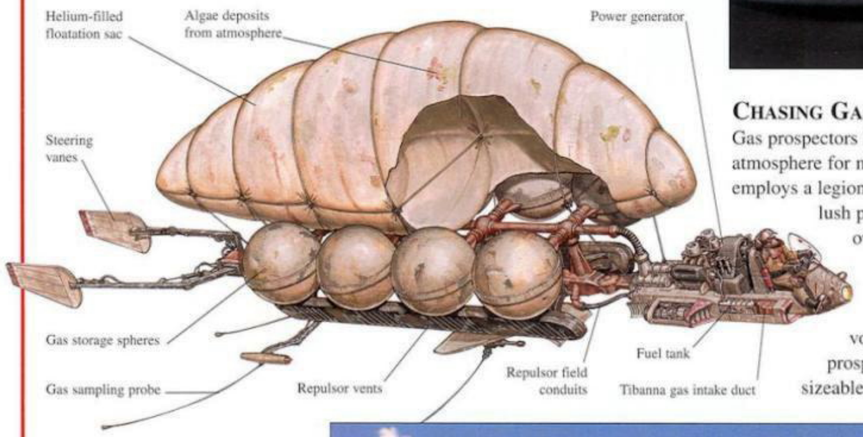
Beguiling Environment

The Force was strong on Dagobah even before Yoda arrived. While he could have drawn on the Force to raise a home as elegant as the Jedi Temple on Coruscant, he instead fabricated a primitive abode that makes Obi-Wan's house on Tatooine seem palatial by comparison. Yoda's hut looks as if it could be reduced to rubble by one of Dagobah's torrential rainstorms, and in fact it did fall into ruin soon after his death. In the same way that Yoda uses the Force and the planet's natural defenses to discourage visitors from investigating Dagobah, he may also draw on the power inherent in Dagobah to hold the hut together.

Cloud City

Founded by eccentric industrialist Lord Ecclessis Figg of Corellia, Cloud City was originally known as Floating Home Mining Colony. Hovering at some 59,000 kilometers (37,000 miles) from Bespin's core, the installation is designed to extract rare tibanna gas from the lower atmosphere of the planet, which is then processed and packaged for shipment offworld. Now administered by former gambler Lando Calrissian, Cloud City has become an exclusive resort, drawing a select clientele of exceptionally wealthy tourists who stay in stylish, sway-flexible hotel-casinos—the Yerith Bespin and Pair O'Dice, among others—and enjoy Bespin's fabled two-hour-long sunsets.





Chasing Gas Storms

Gas prospectors have navigated Bespin's breathable upper atmosphere for many generations, and Cloud City still employs a legion of these freelance dare-devils to pinpoint lush pockets of spin-sealed Tibanna. Piloting their own jury-rigged craft through the clouds, prospectors seek to locate and exploit fresh eruptions of tibanna gas before the major contractors. Gas storms on Bespin are highly volatile and unpredictable, and, though the prospectors accept the risks for the sake of the sizeable profits, some pursuits are decidedly deadly.

Floating Partnerships

Cloud City shares Bespin's extraordinary skies with smaller refineries. Kept aloft by massive repulsorlift generators, these mobile, automated facilities can re-orient themselves to draw tibanna from newly discovered pockets of gas. In general, however, these refineries handle surpluses from larger installations like Cloud City.

Fresh Air

Constructed from materials mined from the Bespin System's innermost planet, Miser, Cloud City rises atop the 16-kilometer (10-mile)-wide mining structure. Its five million residents and visitors inhabit the planet's breathable upper atmosphere, known as the "Life Zone," which is replenished and shielded from the noxious lower atmosphere by a layer of airborne algae.

Watch the Skies

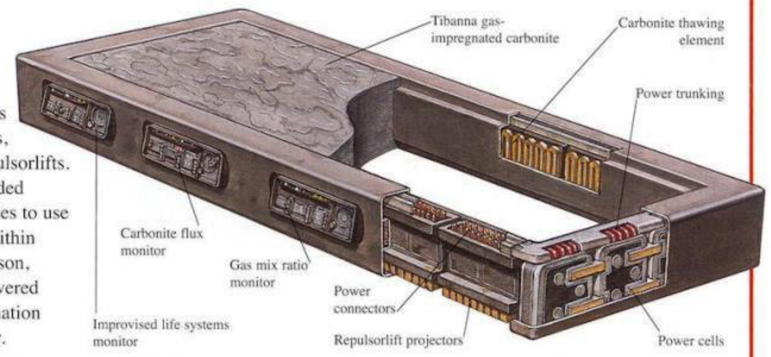
With mining operations and tourism running unabated throughout Bespin's long year, the need for security is great. Stringent visa procedures are in place, and unidentified vessels are detected and intercepted long before they reach any of the docking platforms. A shield generator protects Cloud City from near-space bombardment and/or laser fire, but routine vigilance is overseen by the Wing Guard, which uses twin-pod cloud cars for patrol and emergency actions. The two-person fliers are outfitted with blaster cannons and can sustain an average speed of 1,500 kilometers per hour (930 mph). Employing both repulsorlifts and ion engines, the atmospheric airspeeders are also used as pleasure craft.

Nostalgic Decor

Princess Leia's chamber is typical of the resort's luxury housing. The white, synthstone architecture is an homage to the style of the planet Alderaan, in honor of Lord Figg's wife, and coincidentally appropriate for the ex-diplomat. The elegant decor may also help soothe the nerves of the wealthy guests who gamble in the casinos and jostle for position in clubs and restaurants.

Carbonite Storage Repulsor Sled

Bespin Motors' carbonite sled is intended for use in conjunction with a carbon-freeze chamber for the safe transport of exotic gases that exist at high-pressure, such as tibanna. Tibanna is used in starcraft weaponry, hyperdrives, and as a coolant around the gravito-active elements of repulsorlifts. Inside the sled's control frame, a quantity of gas is suspended within a super-strong block of carbonite. Lord Vader decides to use Han Solo as a test subject for the storage of a humanoid within carbonite. By this process, Vader hopes to immobilize his son, Luke Skywalker, for transport to the Emperor. As he is lowered into the freezing chamber, Han is injected to induce hibernation before carbonite infuses and solidifies throughout his body.

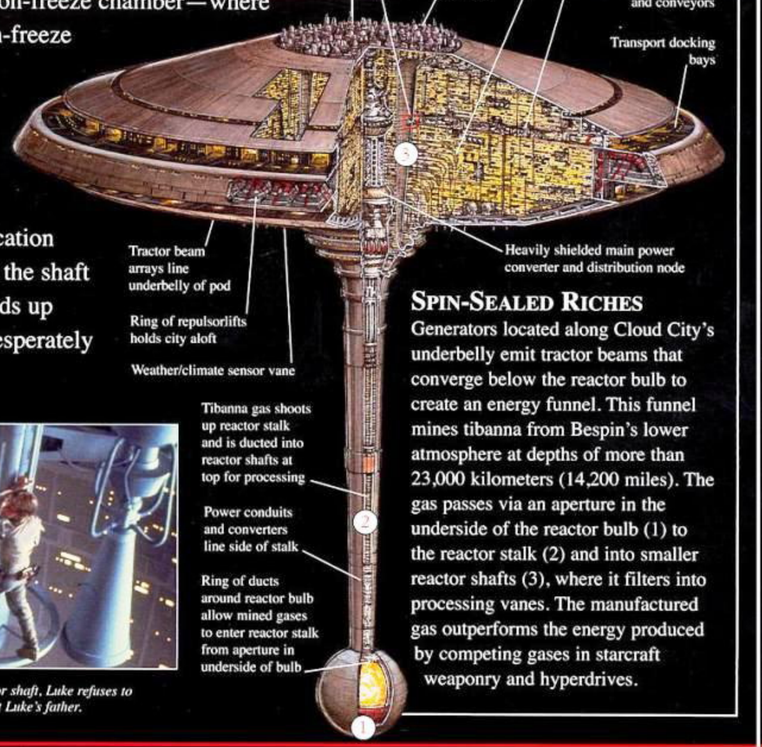


PROCESSING VANE

DEEP INSIDE THE BELLY of Cloud City, Darth Vader takes advantage of one of the airborne facility's gigantic gas-processing vanes for his own evil ends. He makes sinister use of a carbon-freeze chamber—where tibanna gas is admixed with carbonite for flash-freeze preservation—by having Han Solo encased in carbonite and placed in the custody of bounty hunter Boba Fett. The dark lord then battles Luke Skywalker onto a sensor balcony suspended over a vast reactor shaft, in which tibanna is stored at high pressure before purification and stabilization. Luke is finally sucked out of the shaft through a network of gas-exhaust pipes and ends up dangling from the underbelly of Cloud City, desperately clutching a weather vane.

HARD-PRESSED WORKERS

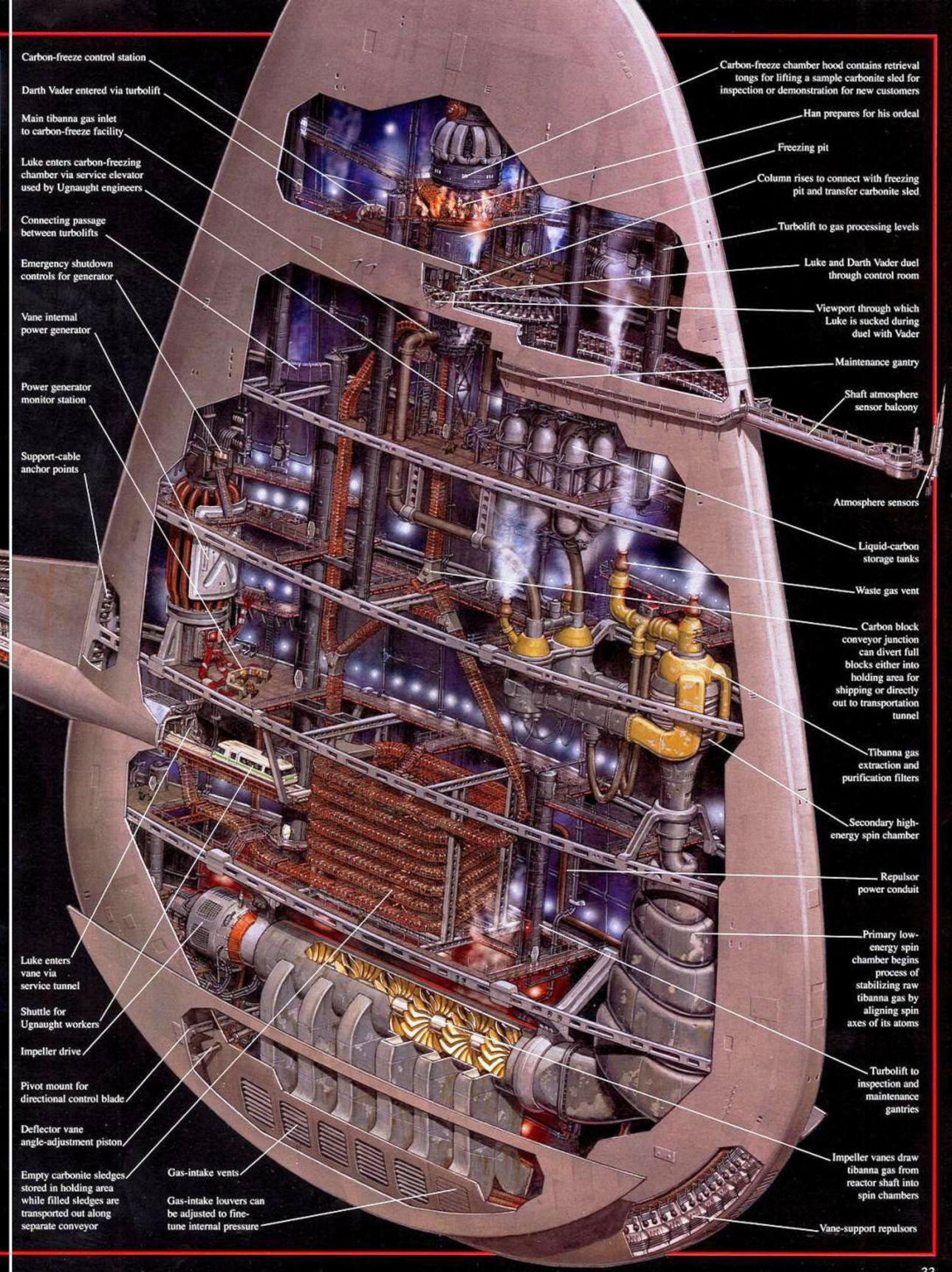
The monotonous and sometimes dangerous work of mining and processing tibanna gas is performed by Ugnaughts—porcine humanoids native to the planet Gentes—who reside in the floating metropolis's labyrinth of humid, red-lighted work corridors.

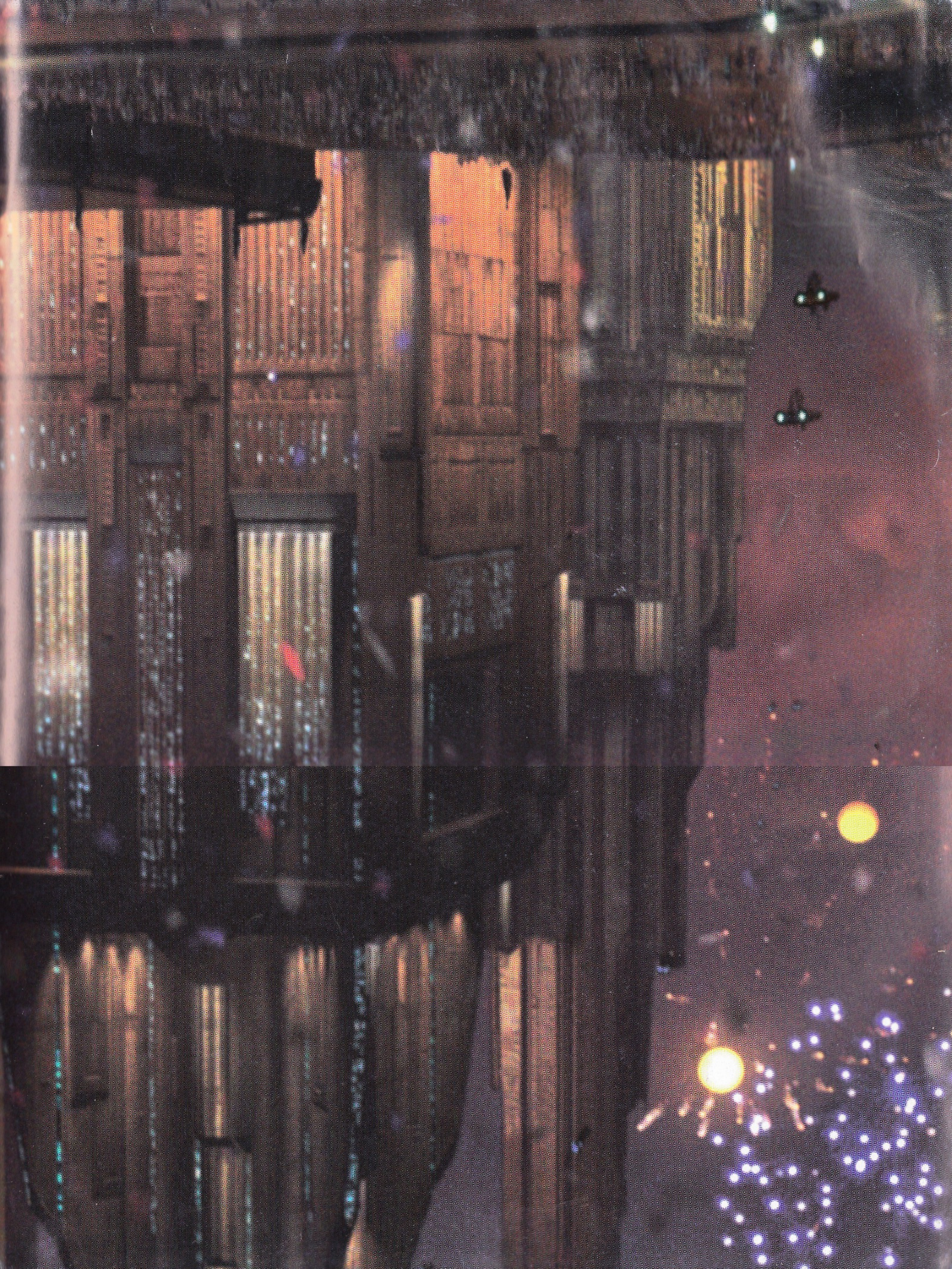


SPIN-SEALED RICHES

Generators located along Cloud City's underbelly emit tractor beams that converge below the reactor bulb to create an energy funnel. This funnel mines tibanna from Bespin's lower atmosphere at depths of more than 23,000 kilometers (14,200 miles). The gas passes via an aperture in the underside of the reactor bulb (1) to the reactor stalk (2) and into smaller reactor shafts (3), where it filters into processing vanes. The manufactured gas outperforms the energy produced by competing gases in starcraft weaponry and hyperdrives.

Only just managing to keep ahold of the teetering sensor balcony in the reactor shaft, Luke refuses to accept Vader's offer of an alliance—or his revelation that he is in fact Luke's father.





EPISODE VI

RETURN OF THE JEDI

Luke Skywalker has returned to
his home planet of Tatooine in
an attempt to rescue his friend
Han Solo from the clutches of
the vile gangster Jabba the Hutt.

Little does Luke know that the
GALACTIC EMPIRE has secretly
begun construction on a new armored
space station even more powerful than
the first dreaded Death Star.

When completed, this ultimate weapon
will spell certain doom for the small
band of rebels struggling to restore
freedom to the galaxy....

Holy Rovers

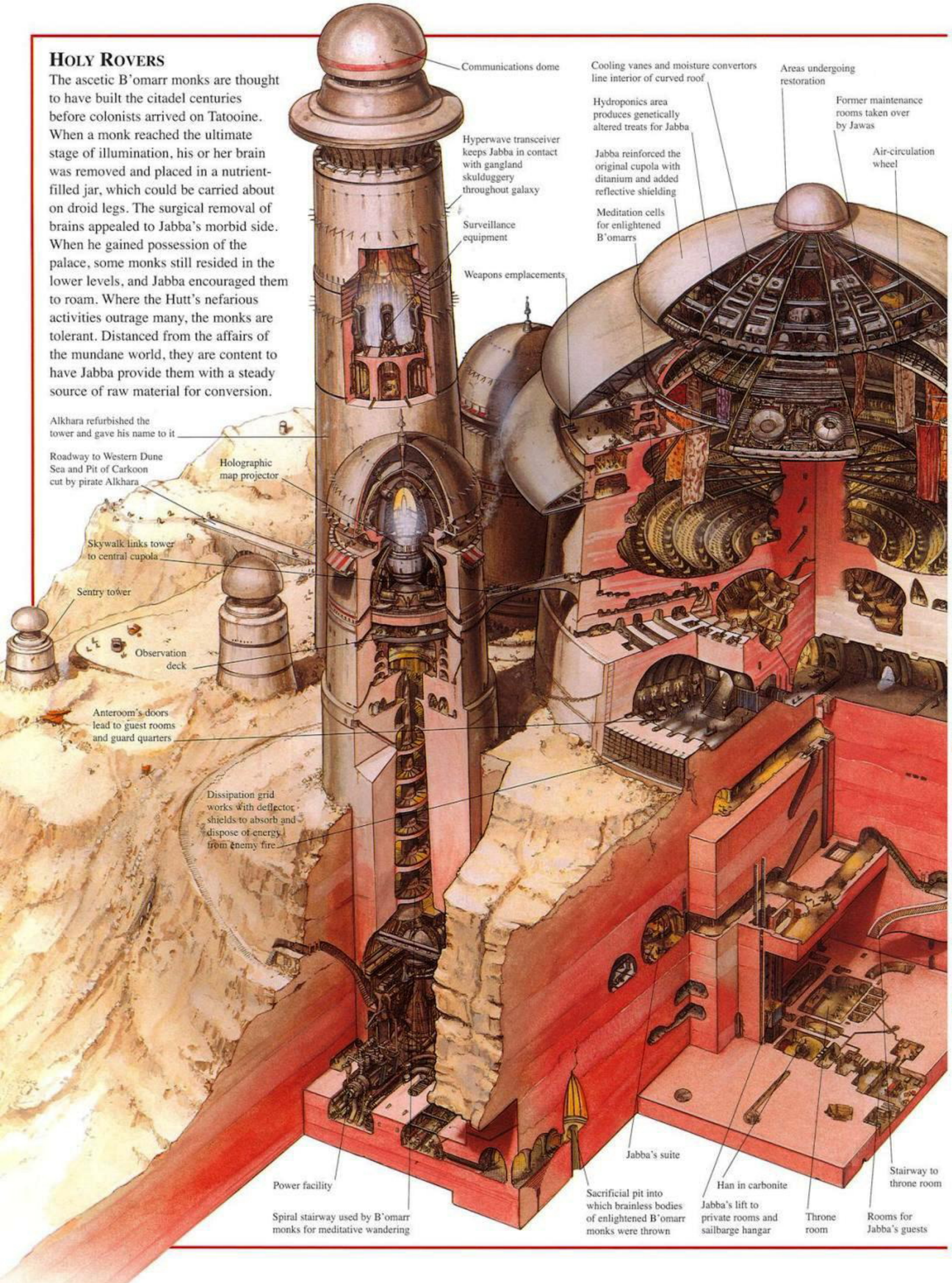
The ascetic B'omarr monks are thought to have built the citadel centuries before colonists arrived on Tatooine. When a monk reached the ultimate stage of illumination, his or her brain was removed and placed in a nutrient-filled jar, which could be carried about on droid legs. The surgical removal of brains appealed to Jabba's morbid side. When he gained possession of the palace, some monks still resided in the lower levels, and Jabba encouraged them to roam. Where the Hutt's nefarious activities outrage many, the monks are tolerant. Distanced from the affairs of the mundane world, they are content to have Jabba provide them with a steady source of raw material for conversion.

Thieves and Murderers

The bandit Alkhara was the first outsider to appropriate the B'omarr monastery for his own use. Among his legendary misdeeds, Alkhara had the members of a local police garrison murdered; then, in turn, he slaughtered the Sand People who had carried out the crime, thus initiating a blood feud between Tusken Raiders and settlers that exists to this day. Alkhara remained at the citadel for 34 years, before being driven off Tatooine by Jabba the Hutt.

Sail Barge Hangar

Jabba is ferried across Tatooine in signature sail barges and skiffs designed by the Ubrikkian Corporation, but commissioned by architect Derren Flet. When it came to designing dungeons for the palace, however, Flet didn't fare nearly as well—he was executed for failing to take into account the number of beings Jabba would imprison, or the full extent of the Hutt's depravity.



Jabba's henchmen monitor would-be visitors for kilometers around. In any case, few take the perilous road without invitation; even those who do usually regret it.

Jabba's Palace

Visible from low orbit, the imposing citadel known as Jabba the Hutt's palace is so sprawling and well suited to its ruthless surroundings that it has become the most prominent feature of Tatooine's Northern Dune Sea. While inhabited by its original builders, the inscrutable order of B'omarr monks, the citadel was a place of forbidding seclusion. Then, for a time, it became the property of a fearless bandit and rogue, Alkhara, who added the nine-story tower, the battlements, and the dungeons. When the Hutt crime lord, Jabba, moved his base of operations to the lawless planet of Tatooine, he seized control of the citadel, taking over the cool, damp lower levels and reinforcing the exterior against enemy air strikes. Jabba now endows the palace with an atmosphere of unprecedented depravity and corruption.

Jabba's Throne Room

Jabba the Hutt's fondness for murky underground places and theatricality leads him to convert a portion of the former B'omarr monastery into a presence, or throne, room, which he fills with his corrupt associates, cut-throat recruits, and sycophantic followers. At his command, the strains of jizz waft through the spicy air; dancers of exotic species gyrate across the stone floor; smugglers or weapons merchants who cross him are humiliated and thrown to the ferocious rancor beast—or a bounty hunter and his prisoner are admitted for audience.

The Band Plays On

Made up of noted jizz wailers—some with prices on their head—the Max Rebo Band perform exclusively for Jabba, either at his palace or at his townhouse in Mos Eisley. The original band consisted of Max, Droopy McCool, and Sy Snootles, who played together in Evar Orbus and His Galactic Jizz-Wailers. The trio was forced to take matters in its own hands after Orbus's career was cut short—by a stray blaster bolt.

Corrupt Court

Only the most notorious smugglers and bounty hunters are allowed to consort openly in the throne room—those who have proved themselves adept at murder, mayhem, or crimes of high standing. Those of junior reputation roam the vast palace, forced to make do with entertaining Jabba's subordinates, and are afforded less respect than Jabba's chief droids. It is into this intimidating atmosphere that Princess Leia, disguised as bounty hunter Boushh, enters.

From atop a colossal dais, Jabba the Hutt controls nearly everything in the throne room—including a trap door that leads to a rancor pit 7.5 meters (25 feet) below.

Rodian slitherhorn player Dodo Bodonawieedo
Singer Joh Yowza
Bith horn player Barquin D'an, brother of the illustrious Figrin D'an
Lando Calrissian, disguised as skiff guard Tamtel Skreej
Private backstage loft for band
Dancer Yarna d'al' Gargan
To droid lift
Band leader Max Rebo
Jabba's Kowakian mascot, Salacious Crumb
Jabba's majordomo, Bib Fortuna
Glowing stones beneath plaster walls hint at original B'omarr illuminated chapel
Chewbacca and Boushh (Leia Organa)
Each cubicle hosts a r'lav hookah
Taxidermied tauntaun head
Power drum sports false skins
J'Quille, former lover of Jabba's rival, Lady Valarian
Viewing grille to rancor pit below
Jabba's prize trophy: Han Solo encased in carbonite
Jerba trophy head
Klatooinian drummer, Umpass Stay
B'omarr pipe organ sealed behind false wall
Trio of backing singers—Rystáll, Twi'lek Lyn Me, and Rodian Greeata
Winch raises security door
Jabba's private elevator
Nar Shaddaa wind chimes
Double-headed Cane Adiss
Stairway to entry portcullis
Back stairway
Rappertunie tickles the Growdi water organ
Elevator power supply
Trandoshan bounty hunter Bossk
Notorious bounty hunter Boba Fett
Trap door to rancor pit
Chevin mercenary Ephant Mon owes his life to Jabba
Capo de tutti capo, Jabba Desilijic Tiure
Jerba meat roasting on a spit
C-3PO pressed into service as Jabba's translator

Late Evening

Corridor to kitchens
Repair room, where C-3PO is fitted with a restraining bolt
Elevator used by Bib Fortuna to access entrance corridor
Droid electronics repair room
Room of Arches home to colony of outcast Jawas
Generator block
Droid elevator from throne room
Droid corridor
Captives awaiting torture
Sadistic supervisor of cyborg operations, EV-9D9
Staircase between throne room and detention dungeon
Heavy-duty doorway to secondary animal pen, where beasts that will fight the rancor are held
Chewie and hibernation-blind Han, reunited
Torture by blood-sucking worms
Detention dungeon corridor
Droid "assessment" room
Warden
Tentacled prisoner
8D8, a humanoid droid devoted to EV-9D9
Skull of Bib Fortuna's one-time competitor for the position of majordomo, Bidlo Kwerve—the rancor's very first victim
Deceased B'omarr brains stored in wall niches of tomb
Scratches made by unhappy rancor
Luke Skywalker
Hapless Gamorrean guard, Jubnuk
Malakili's sleeping quarters, equipped with device capable of stunning the rancor into submission
Ancient stairway deliberately blocked to deter intruders
Rancor, a gift for Jabba from high-ranking henchman
Stairway to guard's quarters
Rancor pit gate mechanism
Armed assassins sent to steal Jabba's account records
Worm burrows
Thief killed and eaten by predatory, rock-burrowing worms
Spice thief worms way through rock fall
Stove
Rancor handler Malakili, former beast wrangler for the Circus Horribilus
Guards' quarters divided by curtain to reduce fumes from ancient stove
Refresher unit
Chef Porcellus
Obsolete pit droid
Corridor to guard dormitories
Ceremonial staircase in early B'omarr decorative style

Early Next Morning

Unable to rid of persuading Jabba to release Han Solo, Luke Skywalker uses the Force to draw into his hand a blaster belonging to one of Jabba's humanoid guards, Nizuc Beck.

Boiler Room

In the Palace's underground labyrinth even the life of a droid is often forfeit. Captured, confiscated, or cajoled, a hapless droid will invariably find itself at the mercy of Jabba's malicious chief of Cyborg Operations, EV-9D9. Formerly a mass murderer of machines on Cloud City, Eve-Ninedenine revels in torturing her charges or working them until their central processors blow. A droid that survived to show the brand of Jabba's Palace was a fortunate droid indeed!

Rancor Pit

The underground levels of the palace are the haunt of exiled Jawas, B'omarr monks, and would-be burglars. Trusting in his lieutenants to police this brutal maze, Jabba confines his interest to the rancor pit, which is rumored to have been hollowed from a sacred B'omarr grotto, and is now littered with the regurgitated bones of the rancor's living repasts. After Luke Skywalker sees to it that the rancor's own bones will fill the pit, beast wrangler Malakili will eventually partner with Jabba's former head chef, Porcellus, to open the Crystal Moon Restaurant in Mos Eisley.

Battle of Endor

While it cost the Rebel Alliance many lives, Bothan spies furnished the following intelligence: the Empire was constructing a second Death Star near the isolated Forest Moon of Endor. The Alliance had to strike before the facility was operational—but the Bothans also reported that the Death Star was protected by a massive defensive shield projected from a generator and dish network located on the surface of the forest moon. Thus, a desperate plan is hatched. Entrusting the *Millennium Falcon* to Lando Calrissian and Sullustan navigator Nien Nunb, Luke, Han, Leia, and a team of commandoes travel to Endor in a stolen Imperial shuttle, intent on destroying the shield installation.

1 Thanks to an old but serviceable Imperial code, the shuttle is allowed to land on the forest moon. The commandos set out for the shield-generator bunker, but are forced to engage a handful of Imperial scouts on speeder bikes. When two of the scouts flee, Luke and Leia take up the pursuit.

2 The 200-kph (124-mph) chase takes Luke and Leia on a zigzagging course through Endor's forest of mighty trees. Two more Imperials join the pursuit and Luke leaps onto the back of one of the bikes. He hurls the pilot into a tree, then drops back to deal with the second pair of scouts.

The Aftermath of Victory

The explosion of the second Death Star sent a rain of meteoric debris toward the forest moon, but the Rebel fleet was able to deploy shields and tractor beams to deflect debris away from their strike team on the surface. No sooner had the battle ended than Luke, Leia, Han, and Chewbacca, leading a small battle group of Alliance ships, were forced to respond to an emergency on the remote world of Bakura, where combined Alliance and Imperial forces thwarted an invasion by a galactic-edge reptilian species known as the Ssi-ruuk.

3 Thrown from her speeder bike, Leia regains consciousness to discover that she has company: a furry Endor native, whose crude spear is taller than he is. After sharing rations with the Ewok, and allying with him to dispatch two more Imperial scouts, Leia and Wicket head for Bright Tree Village.

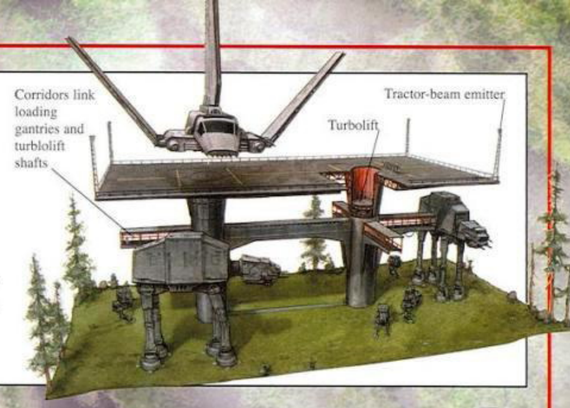
4 Chewbacca inadvertently leads Luke, Han, R2-D2, and himself into an Ewok net trap. The astromech's circular saw arm cuts effortlessly through the net, only to drop the prisoners to the ground and directly into captivity, at the hands—and spears—of Teebo, Paploo, and other Ewoks.

5 Deprived of their weapons, Luke, Han, Chewbacca, and the two droids are marched to Bright Tree Village high above the forest floor. Much to Han's dismay, the Ewoks treat C-3PO with reverential respect, having taken him for a deity—even though the droid's programming prohibits impersonation.

9 As the Ewoks deploy crude weapons against the Imperial troops—catapults, hang-gliders, and pouches of burning lizard oil—Han and Leia try frantically to reopen the blast door that has sealed the bunker. As Imperial AT-STs are being toppled by rocks and logs, Ewoks are felled by cruel blaster fire.

Imperial Installation

Landing platforms serve as touch-down decks for shuttles and crafts of similar sizes, and as loading gantries for AT-ATs. The columnar legs of the modular platform house turbolifts, and the deck features a tractor beam emitter, multiple floodlights, and twin landing-zone target circles.



Special Operations

Several Rebels are decorated for helping to destroy the shield generator and thus render the second Death Star vulnerable to attack. Among these are Major Bren Derlin, who oversaw security at Echo Base and led the commando team at Endor, and General Crix Madine, who had defected from the Empire and was largely responsible for planning the raid on Endor's shield generator complex.

6 With Han about to be roasted over a fire, Luke uses the Force to levitate C-3PO and his wooden throne over the heads of Ewok shaman, Logray, and Bright Tree Village chief, Chirpa. At C-3PO's command, Han, Luke, and R2-D2 are released from captivity and able to reunite with Leia.

7 Having sensed the presence of his son, Darth Vader arrives by shuttle at the landing platform for the massive shield generator installation, its perimeter safeguarded by Imperial war machines, including AT-AT walkers and AT-ST scouts.

8 Rebel commandos infiltrate the installation via the back door of the control bunker. Unaware that they have done just as the Emperor predicted, they are soon surrounded by Imperial troops. Outside the bunker, C-3PO acts as a momentary diversion, while the Ewoks prepare to launch a counter-offensive.

Ewok Village

THE SO-CALLED SANCTUARY MOON of the planet Endor is home to many millions of Ewoks, who live for the most part above the forest floor in tree villages. Clusters of crude thatch-roof huts hug the trunks of the enormous conifer trees, and are linked to each other and to the forest floor by ingenious walkways, rope bridges, and swings. The central part of the village consists of the chief's and village elders' huts, with an open platform where ceremonies and meetings take place. Families, including unmarried females, live in clusters of huts arranged outside the village center, with unmarried males living a little further away until they marry.

Isolated World

The Old Republic established the entire world as a nature reserve—hence its designation "Sanctuary Moon"—to protect its natives from contact until they developed interstellar technology of their own. The forest-dwelling Ewoks have had minimal contact with the outside galaxy, though some Yuzzums, who roam the plains, left the moon by passing ships and founded populations on other worlds. Hence, when C-3PO converses with Ewoks, he is actually speaking the related Yuzzum language.

Ewok villages expand as each new generation builds its family huts

Roof thatch consists of woven savannah grass

Ewok lookout hut provides advance warning of raids by predatory giant goraxes

Place of Sickness, where healers use medicinal plants (and magic healing wands) to cure illnesses

Chief Chirpa looks to Logray for reassurance

Sealed shaman storehut, containing hallucinogenic herbs and fetish objects, including bones, skulls, and crystals used in "dark rituals"

Levitated by Luke Skywalker, C-3PO enjoys his brief stint as a deity

Huts for shamans, who are said to communicate with the tree spirits and the gods of weather, fertility, and the hunt

Shaman Logray regrets calling C-3PO's bluff

R2-D2 mewls as Princess Leia appears

Hut for high-status, unmarried females

Chief Chirpa's hut; village elder huts are built directly into tree trunks

Bridge on which Luke reveals to Leia that they are brother and sister

Surrounded by her new friends, including Wicket, Leia emerges from Chief Chirpa's hut with her hair down

Chief Chirpa's totem tree

Visitor dwelling

Hut for unmarried, high-status males

Hut for respected elders

Hollowed trunks provide additional rooms, supported by wooden decks

Principal walkway to village center

Ceremonial drum

Village center used for gatherings, storytelling ceremonies, and ritual or celebratory fires

Chewbacca and Luke bound to poles

Han Solo finds himself the daily special on the menu

Rope swing provides shortcut to village center

Family hut

Endor's ancient trees are surprisingly resilient against the heat of Ewok fires

The lively language of the Ewoks contains more than three dozen words for the conifers they refer to principally as "life trees"

Unmarried males can be called upon to help defend the village against predators from the forest floor

The Ewoks love tall tales, music, and dance, and are quick to celebrate any occasion, such as the gentle capture of Luke, Han, Chewbacca, and R2-D2.

Magical Forest

The bark of the conifer provide the Ewoks with an insect repellent, and the strong boughs supply material for bows, spears, slingshots, and catapult arms. In addition, the Ewoks share a mystic bond with the forests, with village shamans serving as intermediaries between the trees and the tribes. At the birth of each new tribal member, a life tree seedling is planted, and the guardian tree and Ewok mature together. On death, the Ewok's spirit takes up residence in his or her tree.

Condor dragons have been known to perch in high branches

Ewoks launch gliders from high in canopy

Food stored well above village huts

Ewok village constructed in under canopy

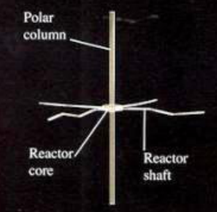
Sentries and unmarried males live below village

Forest floor covered with ferns, tree palms, and juicy mattberries

At certain times of year, colorful orchids bloom in crevices of bark

Tree Home

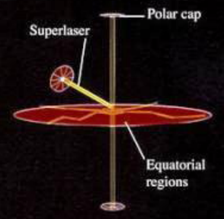
Home to some 200 Ewoks, Bright Tree Village is situated approximately 15 meters (50 feet) above the forest floor. The trees in this part of the forest average only about 40 meters (130 feet) high, but the most ancient life trees elsewhere can exceed 1,000 meters (3,280 feet). Ewoks come down to ground level to forage for fruits and berries, and to hunt on wild ponies introduced to Endor by earlier human scouting parties. They also use smaller, native bordoks as beasts of burden.



Construction Phases

1 *The primary stage focused on assembling components necessary for construction of the main reactor core—approximately one-tenth the diameter of the entire structure—and the immense cylindrical polar column, which served to distribute power and stabilize the Death Star's rotational capabilities. A quartet of reactor shafts—bent 15 degrees in five places—extended outward to what would be the station's circumference, two of them emerging exactly at the equator. Capacitor panels were layered around the reactor core.*

2 *Subsidiary shafts were added to both the polar column and the four reactor shafts. (Some of these would later be used by Rebel starfighters to reach the surface of the station.) The equatorial, or "waistband," regions were constructed next, as they contained important docking facilities and the thrusters that rotated the station.*

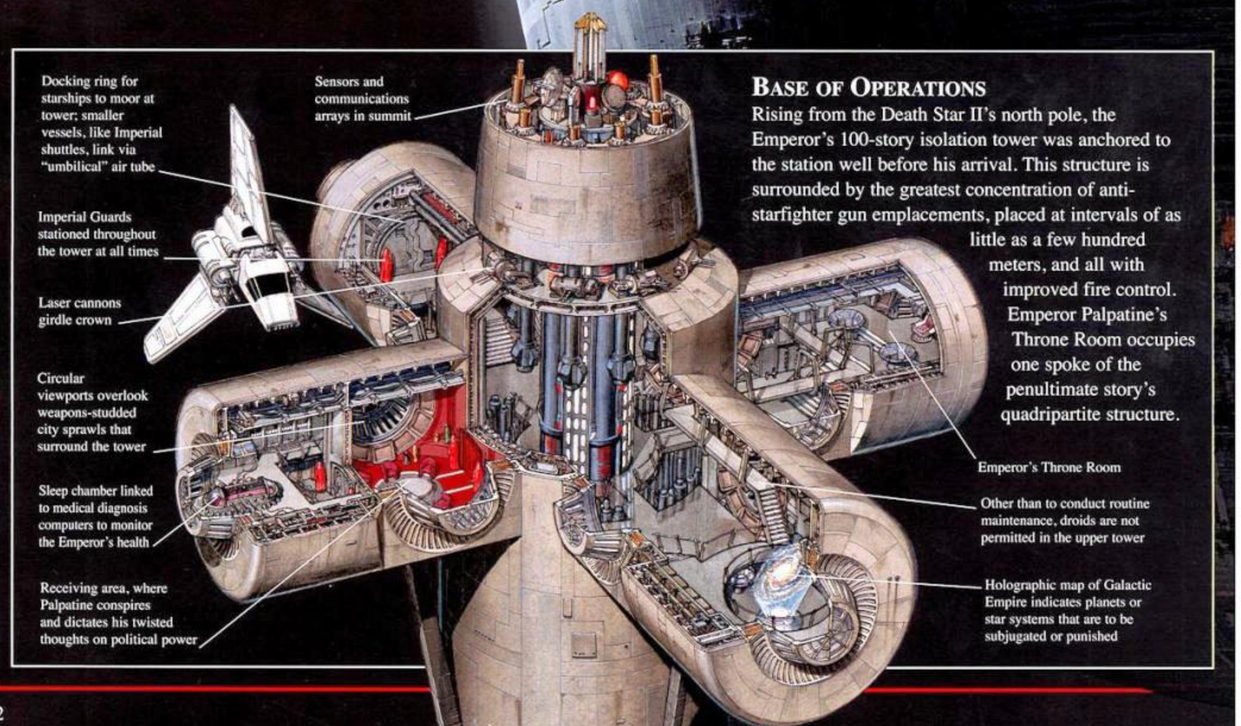


3 *With the core and equatorial systems in place, construction crews next prioritized the building of the primary weapon. Only Vader and a few of the Emperor's advisors grasped that Palpatine's plan in leaving so much of the base unfinished was to deceive the Alliance into thinking that the superlaser would not be operational when the Rebels launched their attack.*

4 *As had been confirmed during development of the original Death Star, construction advanced most efficiently when the working surface allowed sufficient space for the greatest possible number of self-replicating construction droids. This was Moff Jerjerrod's justification for filling the station's interior in a piecemeal manner.*

Command bridge located above lens, or dish, and patterned after bridge of original Death Star

Superlaser lens focuses nine tributary beams into primary beam of devastating, planet-destroying power



Base of Operations

Rising from the Death Star II's north pole, the Emperor's 100-story isolation tower was anchored to the station well before his arrival. This structure is surrounded by the greatest concentration of anti-starfighter gun emplacements, placed at intervals of as little as a few hundred meters, and all with improved fire control. Emperor Palpatine's Throne Room occupies one spoke of the penultimate story's quadripartite structure.

Death Star II

Secretly constructed in orbit around the remote Forest Moon of Endor, the second Death Star is over 900 kilometers (550 miles) in diameter—nearly a tenth the size of the moon itself. While the purpose of the original Death Star was to intimidate by a ruthless demonstration of power those planets and systems in league with the Rebel Alliance, the purpose of the second is, in part, to lure the Rebels to their doom at Endor. However, long before it is turned to space dust by the *Falcon*'s few well-placed proton torpedoes, it is the second Death Star that is doomed. For once, it is the Emperor who is wrong about a great many things, especially in his belief that Darth Vader would stand by while his son is being murdered.

In place of the two-meter (6.5-foot)-wide thermal exhaust port targeted by the Rebels at Yavin 4, the second Death Star possesses millions of millimeter (0.04 inch)-sized heat-dispersion tubes extending over the entire surface, each equipped with emergency baffle mechanisms to block excess-power surges

Areas immediately above and below equatorial trench are heavily armored

Equatorial trench contains nested hierarchy of lesser trenches, along with docking bays secured by atmospheric containment fields

Artificial gravity is localized throughout Death Star: in surface decks (the "city sprawl") gravity is directed toward core, allowing gun crews to stand "on" surface of the globe; in stacked inner decks, it is directed north to south

Surface "city sprawls" are linked to internal air circulation shafts and contain a high density of towers and surface weapons emplacements

Construction droids work on future housings for hyperdrive motivator units

Convoys of spaceships constantly supply construction crews with building materials

Active construction sites illuminated by sparks from countless welding droids; arc lights allow human crews to supervise operations

Construction droids work on future fuel-storage area

Arrays of temporary repulsorlift generators fill engineering sectors

Incomplete, the station reveals the axisymmetric planar structure of decks and shell-like structure of Quadanium outer skin

Quarters for shell-construction crews and energy replenishment stations for labor droids

Destructive Might

The Death Star II is not parked in a naturally synchronous orbit above the Forest Moon, so remaining over one point on the moon's surface requires a considerable uplift force against Endor's gravity. Initially, the station was supported by a repulsorlift field projected from the same ground facility that would eventually supply the station with its defensive shield. Tales told by Ewok shamans relate that the extra weight on the moon's crust had dramatic side-effects, including massive groundquakes, land that shifted and buckled, and lakes that spilled out of their natural basins. After crushing the Rebel Alliance, the Emperor had planned to obliterate Endor as Moff Tarkin had Despayre (the construction site of the original Death Star) and Alderaan. In order to deliver a spectacular, planet-destroying burst, the station's hypermatter reactor would have to have been able to generate power equivalent to hundreds of super-giant stars.

Elaborate Trap

From the start, it is the Emperor's plan to lure the Rebels into a trap. By deliberately sabotaging supply convoys, Palpatine's agents delay construction of the second Death Star, thus creating the impression that it is vulnerable to attack. To bolster this subterfuge, Imperial agents see to it that Bothan spies are provided with disinformation regarding the state of readiness of the battle fortress' superlaser. The Emperor exercised equal maliciousness in his choice of construction site: by placing his military construction above Endor's "sanctuary" moon, with its protected, nature-reserve status, he makes the Rebels' decision to attack a devastatingly poignant one.

Members Only

The red decor of the Emperor's receiving chamber is reminiscent of the apartment Palpatine kept on Coruscant when he served as a Senator from Naboo. Its plush chairs and curious art works belie the cold nature of the throne room, and the Imperial guards admit only those who have been summoned to audience.

Turbolifts to observation tower pinnacle

Transparisteel viewports equipped with magnification scanners that provide close-up views of deep-space battles

Open shaft surrounding turbolifts yawns like an abyss and leads directly to Death Star's power core, 400 km (250 miles) below

Retractable walkway leads across abyss to inner sanctum

Standard modular housing for computers, communication lines, artificial gravity generators, and other equipment

Tower turbolifts open on gleaming durasteel observation gallery

Trophy presented to Senator Palpatine by Naboo's Theed Council

Gift from longtime ally and follower, Moff Panaka

Receiving area for local system governors and/or the Emperor's advisors mirrors Palpatine's private suites in the Imperial Palace on Coruscant

Conference table fitted with multi-spectral comm system

Many Imperial Guards are sworn to an oath of silence, used as a weapon of intimidation

Wapoe, mythical Atrisian demigod of disguise

Viewscreens display results of exterior scans and interior views throughout entire battle station, as well as tactical schematics, blueprints, and other data

Shield Projector rings encircle each viewport

Interrogation and restraint grappling equipment

In keeping with Emperor's unadorned robes and cowl, throne itself is a simple, swivel-mount contour-chair

Tower is adaptation of standard Imperial mooring tower for large ships, with additional shielding

The lustrous dais, or audience platform, is open underneath

Duty posts for Imperial Guards were unused prior to and during the Battle of Endor

Visual feeds to viewscreen

Deflector-shield power conduits

Luke hid beneath dias until Vader realized Leia is his daughter

Collapsed portion of catwalk—its suspension supports severed by Darth Vader's hurled lightsaber

The Emperor joins the assault on Luke

Luke's lightsaber

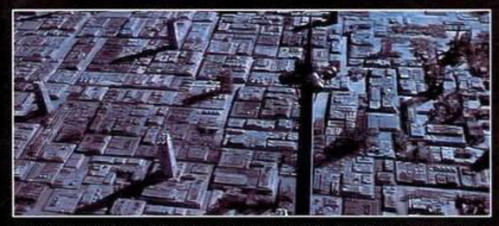
Bolts of Sith lightning shoots from Darth Sidious' crooked fingers

Luke Skywalker is prepared to die for love of his father

His mechanical right hand sacrificed to Luke's lightsaber, a humbled Darth Vader struggles with what it will mean to allow his only son to succumb to the Emperor's merciless attack

The shielded hull of the 100-story tower is impregnable to attack by starfighters or even capital ships

Shield generator



The Emperor's throne-room tower rises from the second Death Star's north pole and is defended by a larger-than-usual concentration of turbolaser turrets.

Emperor's Lair

The throne room is Emperor Palpatine's command center and seat of power aboard the second Death Star. With its gleaming decks, exposed superstructure, and shadowy recesses, it is both intimidating and menacing. While the climactic Battle of Endor rages outside, Palpatine descends from his dais to teach Luke Skywalker a lesson about the power of the dark side. Convinced that his mastery of events is assured, the Emperor fails to realize that Darth Vader's final act will not only turn defeat to victory for the hard-pressed Rebel Alliance, but also create balance in the Force.

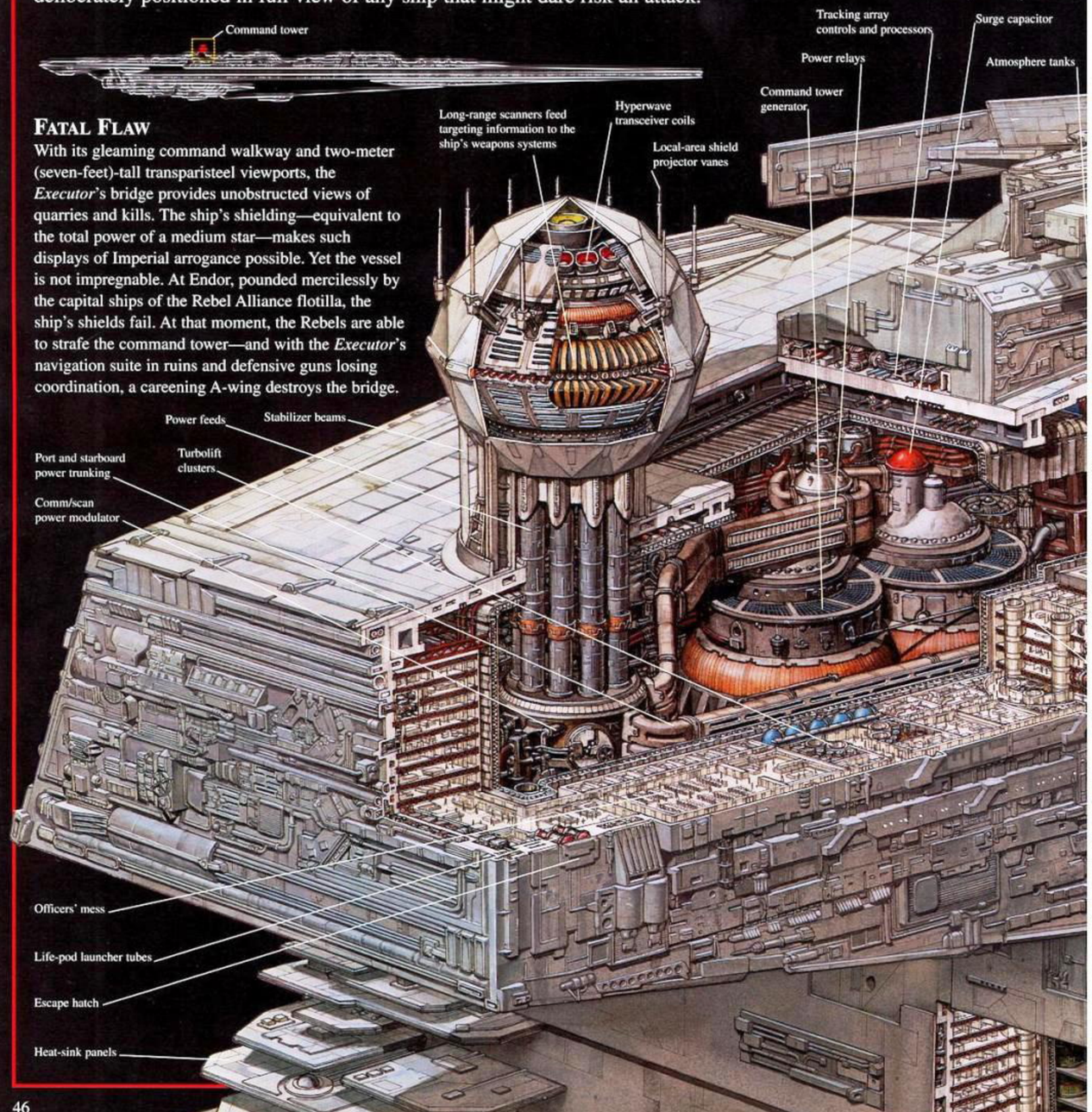
Executor Command Tower

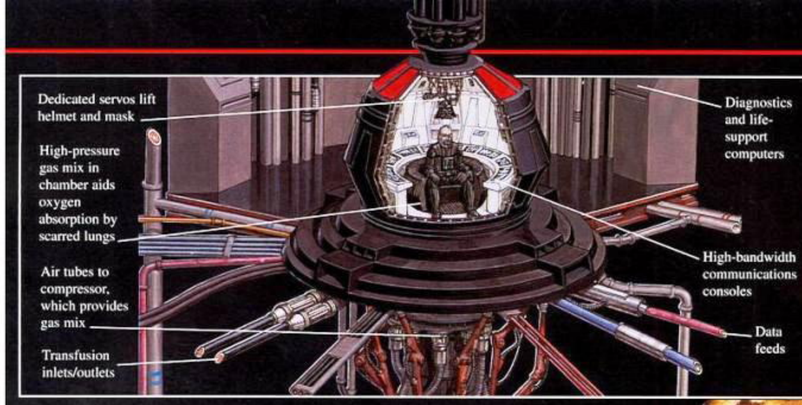
RAISED ON A THICK STALK above the *Executor*'s dorsal technoscape, the 285-meter (935-feet)-wide command tower is practically a ship in its own right. It houses a profusion of vital components, including shield generators and communications sensors, as well as officers' quarters, briefing rooms, and escape pods for the vessel's upper-echelon commanders. Just above the center line of the forward face sits the command bridge. Faithful to Kuat Drive Yards' design philosophy of "terror styling," the tower is deliberately positioned in full view of any ship that might dare risk an attack.

Crewmen stationed at consoles below the Executor*'s command-bridge walkway toil under the withering scrutiny of Lord Vader.*

Fatal Flaw

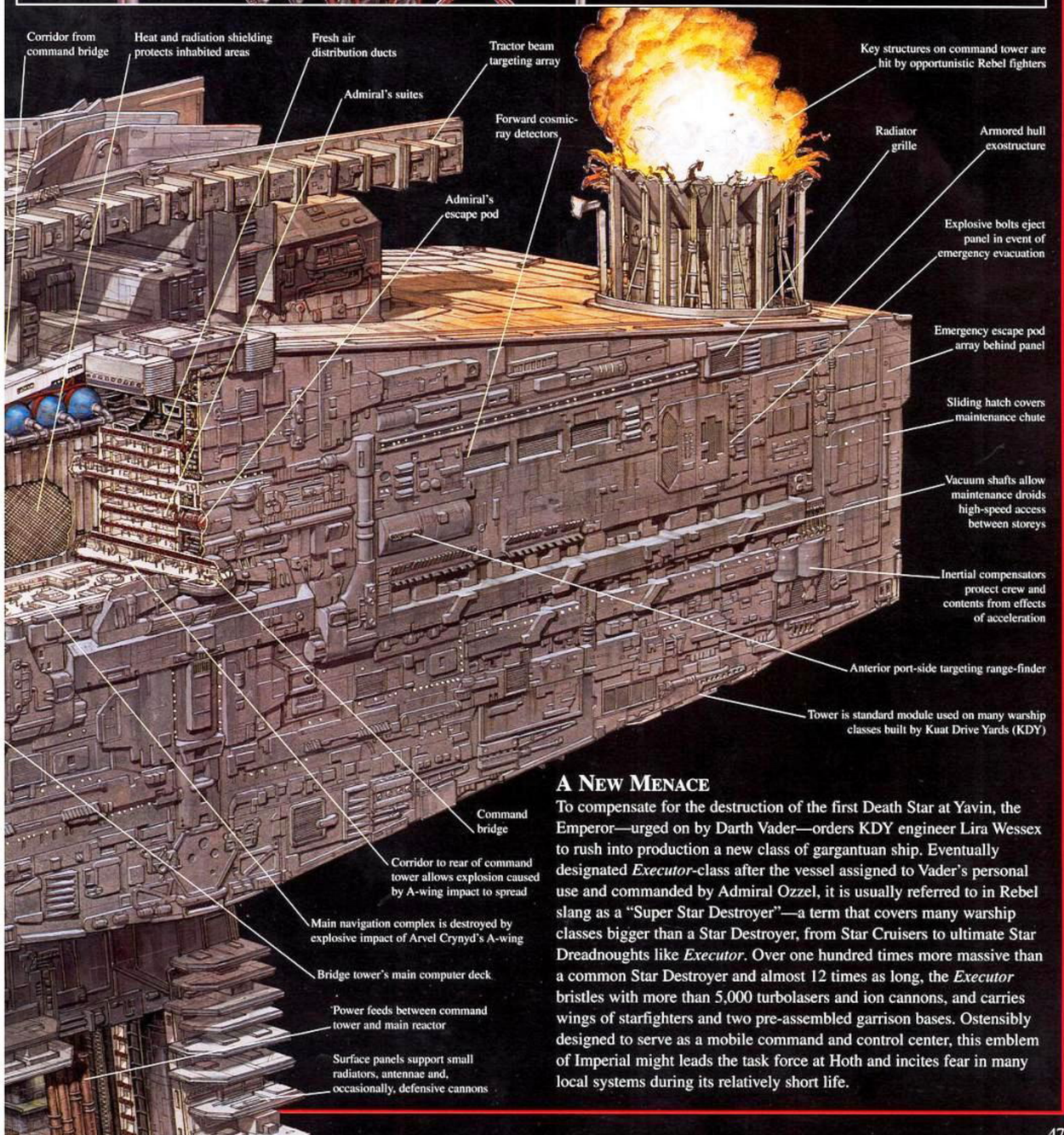
With its gleaming command walkway and two-meter (seven-feet)-tall transparisteel viewports, the *Executor*'s bridge provides unobstructed views of quarries and kills. The ship's shielding—equivalent to the total power of a medium star—makes such displays of Imperial arrogance possible. Yet the vessel is not impregnable. At Endor, pounded mercilessly by the capital ships of the Rebel Alliance flotilla, the ship's shields fail. At that moment, the Rebels are able to strafe the command tower—and with the *Executor*'s navigation suite in ruins and defensive guns losing coordination, a careening A-wing destroys the bridge.





Meditation Chamber

Darth Vader has the *Executor* equipped with a hyperbaric pod—or meditation chamber—for his own use during space voyages. Inside the spherical chamber, he is free to rid himself of the fearsome mask he has chosen as his brand, and to allow his horribly scarred face and head to feel fresh air. While his artificial breathing mechanisms are maintained and recharged, Vader exercises his severely damaged lungs, aided by a high-pressure air mix in the chamber.



A New Menace

To compensate for the destruction of the first Death Star at Yavin, the Emperor—urged on by Darth Vader—orders KDY engineer Lira Wessex to rush into production a new class of gargantuan ship. Eventually designated *Executor*-class after the vessel assigned to Vader's personal use and commanded by Admiral Ozzel, it is usually referred to in Rebel slang as a "Super Star Destroyer"—a term that covers many warship classes bigger than a Star Destroyer, from Star Cruisers to ultimate Star Dreadnoughts like *Executor*. Over one hundred times more massive than a common Star Destroyer and almost 12 times as long, the *Executor* bristles with more than 5,000 turbolasers and ion cannons, and carries wings of starfighters and two pre-assembled garrison bases. Ostensibly designed to serve as a mobile command and control center, this emblem of Imperial might leads the task force at Hoth and incites fear in many local systems during its relatively short life.

INDEX

A

AATs (Armored Assault Tanks) 24, 49, 52, 53
acklay 87
aiwhas 73
Alderaan 132, 136, 153, 167
Alkhara 158, 159
Amidala, Padmé 10
  Queen of Naboo 24, 25, 30, 32, 43, 45, 48, 49, 56, 57, 62
  Senator 62, 63, 64, 70, 71, 80, 81, 84, 85, 86, 92, 93, 94, 95, 115, 116, 118, 120, 121, 123
Anchorhead 78, 126, 127, 130
assault ships 77, 89
AT-APs (All Terrain Attack Pods) 112, 113
AT-ARs (All Terrain Advance Raiders) 133, 142
AT-ATs (All Terrain Armored Transports) 142, 163
AT-PTs (All Terrain Personal Transports) 142
AT-STs (All Terrain Scout Transports) 133, 142, 143, 163
AT-TEs (All Terrain Tactical Enforcer) 76, 77, 88, 89, 91, 92, 93, 142, 143

B

Bacara, Commander 113
banthas 79, 130
Beggar's Canyon 34, 129
Ben's Mesa 28, 34, 35
Berenko, Omar 70, 71
Bespin 11, 12, 152, 153, 154
Bestine 78, 126
Binks, Jar Jar 18, 20, 31, 33, 39, 50, 52, 53, 57
blasters 27, 91, 92, 162
Blizzard Force 142, 143
B'omarr monks 158, 159, 160, 161
Bongos 17, 20, 21
Boonta Eve Classic 34, 35, 36
Bothans 162, 168
Bravo Flight 51
Bright Tree Village 162, 163, 164–165
B'Thazoshe Bridge 79

C

C3PO 32, 84, 85, 126, 127, 131, 132, 133, 136, 143, 160, 161, 162, 163, 164
Calrissian, Lando 152, 160, 162
Cato Neimoidia 11, 113
Chalmun's Spaceport Cantina 132, 133, 134–135
Chewbacca 112, 134, 136, 137, 138, 143, 162, 163, 164
Chirpa, 163, 164
CIS *see* Confederacy of Independent Systems
Claatuvac Guild 109, 111
clones 72, 74, 76, 77
clone army 73, 75, 76, 77, 88, 89, 90, 92, 93, 95, 99, 109, 112
Clone Wars 68, 93, 98, 100, 112, 114, 116, 132, 137
Cloud City 152–153, 161
  processing vane 154–155
Commerce Guild 91, 112, 113
Commerce Guild Starships 91, 92
Confederacy of Independent Systems (CIS) 98, 99, 112, 113
Corellia 152
Core Worlds 11, 40, 41, 85, 120
Corporate Alliance 113
Coruscant 10, 11, 13, 40–41, 42, 43, 46, 47, 60–61, 62, 63, 64, 66, 67, 68, 80, 81, 98–99, 100, 137, 151, 168

D

dactillions 106
Dagobah 11, 12, 148–149, 150, 151
Dantooine 138
Darklighter, Biggs 130
Death Star 136–137, 138, 166, 171
Death Star II 162, 163, 166–167, 168, 169
Despayre 137, 167
Dex's Diner 61
Dodonna, General 138
Dooku, Count 85, 87, 92, 93, 94, 95, 99
  secret hangar 94–95
Dorins 44, 45
droids 22, 23, 25, 31, 34, 35, 37, 38, 39, 49, 62, 63, 69, 74, 78, 81, 83, 84, 87, 90, 91, 94, 99, 109,112, 113, 116, 117, 128, 129, 130, 132, 133, 135, 142, 144, 147, 161, 167
  assassin 62, 134
  astromech 24
  battle 24, 25, 49, 50, 51, 52, 53, 54, 56, 57, 82, 87, 88, 90, 92, 93
    super battle 84, 90, 93
  buzz 99
  dwarf spider 90, 92
  hailfire 90, 91, 93
  homing spider 91
  medical 122
  protocol 23, 32
  salvage 34, 35
  spider 90, 92, 93
  utility 24, 79
  vulture 99
droid army 22, 23, 49, 52, 53, 90, 92, 93
Droid Control Ship 22–23, 51
droidekas 23, 53, 56, 57, 84, 85, 86, 90, 92
droid factory 84–85
drones 44, 84, 85, 86, 87, 91

E

Echo Base 142, 143, 144–147, 163
EmPal SuRecon (Emperor Palpatine Surgical Reconstruction Center) 101, 122, 123
Empire, Galactic 10, 11, 12, 13, 114, 133, 138, 139, 142, 143, 162, 166
Endor, Forest Moon 11, 12, 142, 162, 167
  Battle of Endor 162–163, 169, 170
EV-9D9 161
Ewoks 162, 163, 164–165, 167
Executor 143
  command tower 170–171

F

500 Republica 42, 102
fambaas 18, 21, 52
Felucia 11, 12, 112
Fett, Boba 83, 87, 154, 160
Fett, Jango 73, 74, 75, 83, 85, 87
  Jango Fett Arena 132
Figg, Lord Ecclessis 152, 153
Fisto, Kit 92
Force, the 10, 46, 47, 62, 64, 95, 100, 118, 119, 127, 148, 151, 161, 163, 169
Forest Moon *see* Endor, Forest Moon
Fralideja 118

G

Galactic City 13, 41, 42-43, 46, 60, 61, 63, 64, 66
Galactic Civil War 142
Galactic Marines 113
Galaxy 11, 12, 26, 85, 104, 112
Gallofree Yards transports 138, 144, 146, 147
Gaming 66, 67
Gardulla the Hutt 32, 36
Geonosis 11, 13, 82–83, 84, 85, 86, 87, 88, 90, 91, 137
  Battle of Geonosis 68, 71, 92–93
  execution arena 86–87
gnarltrees 148, 149, 150, 151
Great Grass Plains 51
  Grass Plains Battle 18, 52–53
Great Rotunda 44
Great Temple 138–139
Grievous, General 98, 99, 105, 106, 107
Gungans 16, 17, 18, 19, 20, 50, 51, 52, 53, 56, 70
Gunray, Nute 49, 87, 113

H, I

holomaps 46, 47, 90, 111
HoloNet 64, 88, 90, 102, 121
Hoth 11, 12, 144, 146, 148, 150, 171
  Battle of Hoth 142–143
hyperspace 26, 142
Imperial Academy 128
Imperial Guards 166, 168, 169
Imperial Star Destroyers 99, 138, 139, 142, 143, 147, 171
Intergalactic Banking Clan 91, 113
Invisible Hand 98, 99
Ion Cannon 143, 147

J

Jabba the Hutt 36, 37, 38, 39, 126, 127, 132, 135
  palace 158-159
  throne Room 160–161
Jamillia, Queen 70
Jawas 30, 31, 34, 35, 78, 79, 126, 127, 129, 130, 131, 132, 135, 158, 159, 161
Jedi Councils 47
  High Council 19, 46, 47, 68, 88, 92, 98, 100
Jedi Knights 40, 47, 68, 101
Jedi Order 10, 13, 41, 46, 47, 66, 68, 69, 71, 88, 100, 101, 112, 118, 120, 123, 127, 150, 151
Jedi Temple 13, 41, 46–47, 68–69
  complex 100–101
jerbas 130, 134, 160
Jestefad 13, 114, 115, 116
Jinn, Qui-Gon 19, 20, 23, 25, 28, 31, 33, 39, 46, 50, 54, 57
Juggernauts 112
Jundland Wastes 28, 78, 79, 126, 128, 131, 132

K

kaadu 18, 19, 21, 52
Kachirho 109, 110, 112, 113
Kallidahin 120
Kamino 11, 13, 72–73, 74, 75, 77, 83
Kaminoans 72, 73, 74, 75, 121, 108–109
Kashyyyk 11, 13, 110, 112, 113
Kenobi, Obi-Wan (Ben) 19, 20, 25, 46, 50, 54, 57, 62, 63, 64, 65, 66, 73, 74, 75, 77, 83, 85, 86, 92, 93, 94, 95, 98, 99, 100, 101, 105, 106, 117, 118, 119, 120, 130, 132, 133, 142, 123, 126, 127, 131, 132, 134, 136, 148, 151
  house 130–131
Ki-Adi-Mundi 113
Koon, Plo 112
krayt dragons 28, 34, 126

L

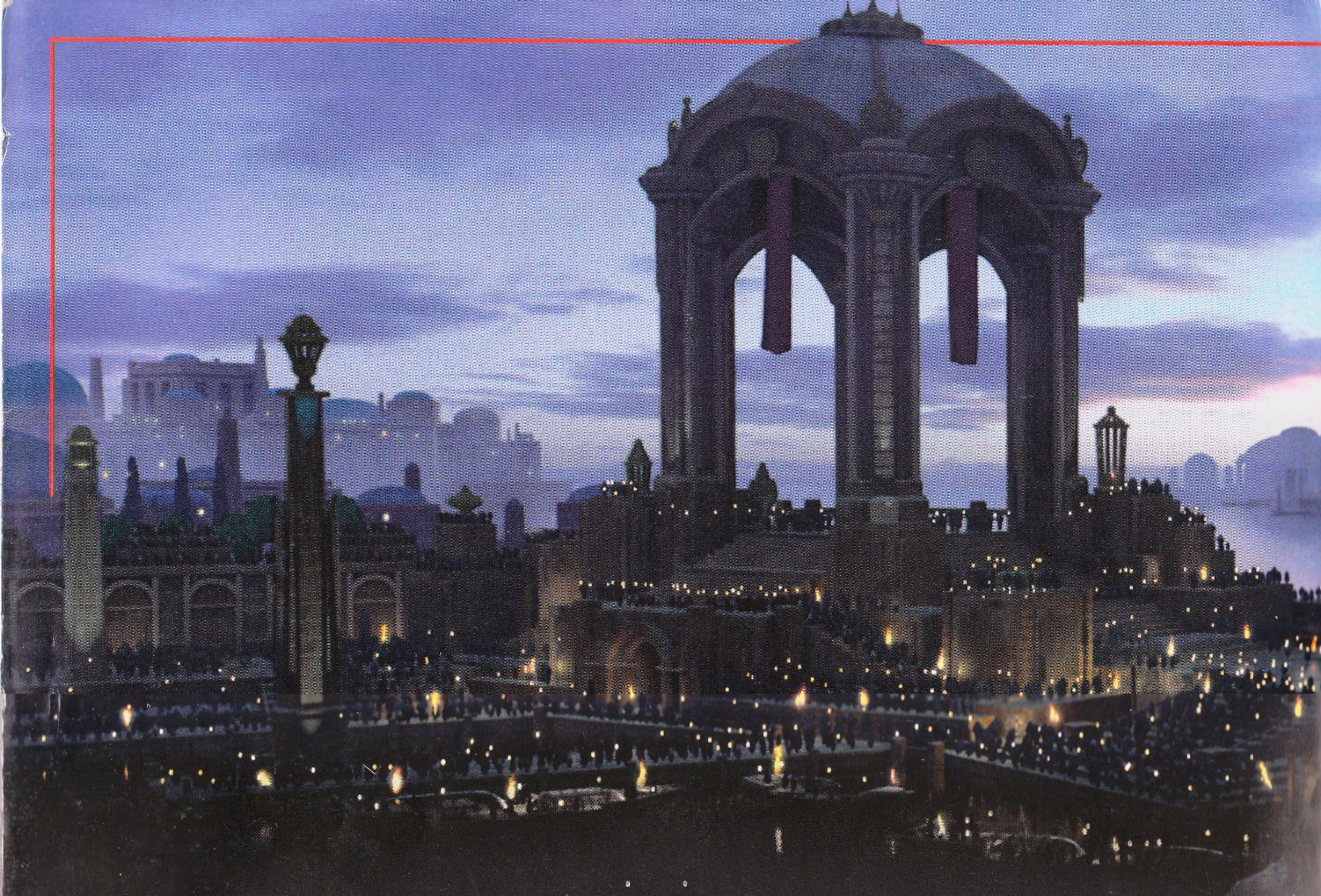
LAAT/c (Low-Altitude Assault Transport/carriers) 88, 92
LAAT/i gunships 88, 89
Lake Country 70, 71
Lake Paonga 18, 20
Lars, Beru 127, 128, 129
Lars, Cliegg 78, 79, 128, 129
Lars Homestead 78, 126, 127, 128–129
Lars, Owen 78, 127, 128, 129
Lars, Shmi *see also* Skywalker, Shmi 78, 79
Lefrani 13, 115, 118
Leia, Princess 10 , 121, 131, 136, 137, 138, 143, 144, 145, 147, 148, 153, 160, 162, 163, 164, 169
"Life Zone" 152
lightsabers 23, 54, 64, 65, 68, 77, 86, 87, 94, 100, 101, 102, 103, 118, 126, 131, 141, 162, 169
Local Dig 120, 121
locap farming 20

M

Mai, Shu 112
Malakili 161
Massassi 138
Maul, Darth 28, 43, 54
Max Rebo Band 160
Mid Rim 11, 26, 108
Millennium Falcon 132, 136, 138, 142, 143, 144, 162, 167
moisture farming 26, 126, 127, 128, 129, 131, 132, 133
Moorsh Moraine 142, 143
Mos Eisley 28, 78, 126, 127, 130, 132–133, 134, 159, 160, 161
Mos Espa 26, 27, 28–29, 30, 32, 78, 80, 126, 130, 132
  podrace circuit 27, 34–35
  podrace arena 26, 28, 29, 35, 36–39
MTTs (Multi-Troop Transports) 23, 49, 52, 53
Mushroom Mesa 27, 34, 35
Mustafar 11, 13, 114–115, 118–119, 118–119
  mines 116–117

N

Naboo 11, 13, 16–17, 22, 24, 25, 26, 54, 55, 56, 57, 61, 80
  Battle of Naboo 19, 24, 54, 57
  defense 50–51
  invasion 25, 48–49
  locations 18–19
  retreats 70–71
Narra, Commander 144
Nass, Boss 20, 21
Neimoidians 22, 23, 44, 45, 48, 49, 53, 83, 132



O

Organa, Princess 137 *see also* Leia, Princess
Ossic architecture 105, 106, 107
Ossus 68, 100
Otoh Gunga 17, 18, 20–21, 51
Outer Rim 11, 16, 17, 26, 29, 37, 72, 78, 82, 98, 104, 114, 126, 137
Outlander Club 66–67
Ozzel, Admiral 142, 171

P

Padawans 47, 68, 100, 101, 112
Palpatine 13
  Emperor 109, 112, 118, 122, 123, 166, 167, 168, 171
  Senator 42, 43, 45, 55, 168
  Supreme Chancellor 11, 17, 98, 99 102, 103
  office 102–103
  Throne Room 167, 168–169
Panaka, Captain 19, 50, 51, 53, 56, 57
Pau'ans 104, 107
Pau City 105, 106–107
Pit of Carkoon 127, 158, 159
planets 12–13
podracing 26, 27, 29, 31, 34, 35, 36, 37, 38, 39, 66, 78, 130, 132
Poggle the Lesser 83, 87
Polis Massa 11, 120–121

R

R2D2 32, 39, 56, 85, 99, 126, 127, 129, 132, 133, 136, 143, 148, 149, 151, 162, 163, 164
rancor 161
Rebel Alliance 130, 137, 138, 142, 144, 147, 162, 167, 169, 170
Republic Army 88–89, 92, 93
Republic, Galactic 10, 11, 12, 13, 19, 22, 28, 40, 41, 42, 44, 61, 77, 80, 85, 88, 90, 98, 102, 105, 109, 112, 120, 128, 137
rontos 132, 134
Royal Naboo Security Forces 24, 55, 56
Royal Starship 24, 25, 28, 55, 56

S

Sabacc 66, 67
Sanctuary Moon 164, 168 *see also* Endor, Forest Moon
sandcrawlers 78, 126, 127, 130
Sand People *see also* Tusken Raiders 27, 35, 38, 79, 126, 131, 134, 159
Sebulba 28, 31, 34, 35, 36, 39
Senate, Galactic 41, 44–45, 48, 57, 61, 88, 102
  Senate Office Building 102
Separatists 11, 88, 89, 90–91, 92, 93, 94, 95, 98, 99, 105, 109, 112, 113, 115, 116
  Separatist Council 114, 115, 116, 118
shield generators 52, 53
Sidious, Darth 43, 48, 105, 122, 169
sinkholes 105, 106, 107
Sith 11, 13, 50, 61, 101, 102, 103, 118, 138, 151
  Holocrons 122, 138
  Medcenter 122–123
skyhoppers 126, 129, 132
skytunnels 64, 65
Skywalker, Anakin, 10, 13, 19, 28, 30, 32, 34, 35, 37, 39, 46, 51, 56, 57, 62, 63, 64, 65, 66, 70, 71, 78, 79, 80, 84, 85, 86, 92, 93, 94, 95, 98, 99, 100, 115, 116, 117, 118, 119, 122, 123, 130, 131, 133, 143
  Anakin's hovel 32–33
Skywalker, Luke 10, 121, 123, 126, 128, 129, 130, 131, 132, 133, 134, 136, 137, 138, 142, 144, 146, 148, 149, 150, 151, 153, 154, 155, 161, 162, 163, 164, 169
Skywalker, Shmi *see also* Lars, Shmi 32, 33, 129
Slave I 73, 74, 83
slaves 28, 30, 32,78, 132
Solar Sailer 95
Solleu River 18, 19, 56, 57

Solo, Han 126, 132, 133, 134, 136, 137, 138, 142,143, 145, 147, 148, 153, 154, 155, 158, 160,161, 162, 163, 164
sonic cannons 90, 91
spaceports 80-81
speeders 36, 79, 93, 94, 132, 142, 162
  airspeeders 62–63, 64–65
  landspeeders 126, 127, 129, 130, 131, 132, 133
  snowspeeders 144, 146
  speeder bikes 93, 95, 112, 162, 163
SPHA-Ts 88, 89, 92, 93
Squad Seven 98, 99
Star Destroyers *see* Imperial Star Destroyers
starfighters 24, 25, 49, 55, 68, 80, 83, 98, 100, 139, 143, 144, 148
stormtroopers 132, 133, 135, 137
Su, Lama 74, 77

T

Tambor, Wat 112
Tarfful 110, 112
Tarkin, Grand Moff 137, 167
Tatooine 11, 12, 26–27, 28, 29, 32, 33, 36, 78–79, 80, 126–127, 128, 129, 130, 131, 132, 134, 151, 158, 159
tauntauns 142, 145, 146
Techno Union 114, 116, 118, 137
Techno Union starships 90, 91, 92, 93
Theed 17, 18, 19, 48, 49, 50, 53, 54, 55, 56–57, 70, 71
  power generator 54–55
  Theed Funeral Temple 19
  Theed Hangar 24–25, 50, 51, 54, 55, 56
  Theed Palace 16, 19, 49
  Spaceport 80
tibanna gas 152, 153, 154, 155
TIE fighters 136
Tipoca City 73, 74–75, 77
  military complex 76–77
Tosche Station 127, 130–131
Trade Federation 22, 25, 44, 48, 50, 51, 53, 55, 56, 62, 70, 71, 80, 83, 84, 85, 88, 109, 113, 137
  Trade Federation battle tanks *see* AATs
  Trade Federation Core Ships 83, 90, 91, 92, 93, 105
Tree Carers 110
Tusken Raiders 78, 79, 127, 128, 131, 159 *see also* Sand People

U, V, W

Ugnaughts 154, 155
Ultimo Vista 64
Unduli, Luminara 112
Utai 104, 107
Utapau 11, 13, 104–105, 106
Vader, Darth 13, 122, 123, 133, 136, 142, 143, 145, 148, 149, 151, 153, 154, 155, 167, 169, 170, 171
Valorum, Chancellor 44
varactyls 106
Varykino 70, 71
Veers, Maximillian 142, 143
wampas 142, 143, 145, 146
Watto 28, 32, 37, 39
  junkshop 30–31, 78
We, Taun 74
Wesell, Zam 62, 63, 64, 65, 66
Wicket 162, 163, 164
Windu, Mace 46, 87, 88, 92, 93
wompa rats 126, 128
Wookiees 44, 45, 108, 109, 110, 111, 112, 113, 134
wroshyr trees 13, 108, 110–111

X, Y

Xelric Draw 28
Yavin 4 11, 12, 102, 138, 144, 167
Yavin, Battle of 138
Yoda 19, 46, 57, 88, 89, 92, 93, 94, 95, 101, 109, 110, 112, 148, 149
  house 150-151

LONDON, NEW YORK, MELBOURNE,
MUNICH, AND DELHI

DORLING KINDERSLEY

SENIOR ART EDITOR John Kelly
DESIGNERS Cathy Tincknell, Guy Harvey, and Keith Newell
CATEGORY PUBLISHER Alex Allan
DTP DESIGNER Lauren Egan
EDITORS Kate Simkins, Julia March, and Simon Beecroft
PUBLISHING MANAGER Simon Beecroft
INDEXER Julia March
PRODUCTION Rochelle Talary

LUCASFILM LTD.

ART EDITOR Iain R. Morris
SENIOR EDITOR Jonathan W. Rinzler
CONTINUITY SUPERVISOR Leland Chee

First American edition, 2005
05 06 07 08 09 10 9 8 7 6 5 4 3 2 1
Published in the United States by DK Publishing, Inc.
375 Hudson Street, New York, New York 10014

Copyright © 2005 Lucasfilm Ltd. and ™.
All rights reserved. Used under authorization.

Page design copyright © 2005 Dorling Kindersley Ltd.

Material in this book was previously published in:
Inside the Worlds of Star Wars Episode I Copyright © 2000 Lucasfilm Ltd. and ™.
Inside the Worlds of Star Wars Attack of the Clones Copyright © 2003 Lucasfilm Ltd. and ™.
Inside the Worlds of Star Wars Trilogy Copyright © 2004 Lucasfilm Ltd. and ™.

All rights reserved under International and Pan-American Copyright Conventions. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior written permission of the copyright owner.

Published in Great Britain by Dorling Kindersley Limited.

ISBN 0-7566-1419-8

A catalog record is available from the Library of Congress.

Color reproduction by Media Development and Printing Ltd, UK, and Colourscan, Singapore.
Printed and bound in Italy by L.E.G.O.

RICHARD CHASEMORE painted Otoh Gunga (pages 20–21), Watto's Junkshop (pages 30–31), Mos Espa Circuit (pages 34–35), Mos Espa Arena (pages 36–39), Galactic Senate (pages 44–45), the Shield Generator (page 52), Speeder Chase I and II (pages 62–65), Droid Factory (pages 84–85), Execution Arena (pages 86–87), Battle of Geonosis (pages 92–93), *Ultimo Vista* (page 64), Dooku's Speeder Bike (page 93), Maps for Anakin's Journey and Dooku's Flight (page 94), Mustafar Mines (pages 116–117), Polis Massa (pages 120–121), Tosche Station (page 130), Ben's House (page 131), The Cantina (pages 134–135), The Death Star (pages 136–137), Yoda's House (pages 150–151), Jabba's Palace (pages 158–159), Jabba's Throne Room (pages 160–161), T-16 Skyhopper (page 126), and Imperial Landing Platform and AT-AT Landing Barge (page 163).

HANS JENSSEN painted Theed Hangar (pages 24–25), Anakin's Hovel (pages 32–33), Jedi Temple I (pages 46–47), Generator Battle (pages 54–55), The City of Theed (pages 56–57), Outlander Club (pages 66–67), Tipoca City (pages 74–75), Military Complex (pages 76–77), Sith Medcenter (pages 122–123), Lars Homestead (pages 128–129), Echo Base (pages 144–145), Darth Vader's Meditation Chamber (page 171), Cloud City (pages 152–153), Processing Vane (pages 154–155), Emperor's Lair (pages 168–169), *Executor* Command Tower (pages 170–171), SoroSuub X-34 Landspeeder (page 127), Gas Prospecting Bike (page 152), and Carbonite Block (page 153).

JOHN MULLANEY painted Hangar Duels (pages 94–95), Palpatine's Office (pages 102–103), Mos Eisley (pages 132–134), and The Great Temple (pages 138–139).

ROBERT E. BARNES created maps of Coruscant Battle (pages 98–99), Tatooine III (pages 126–127), Battle of Hoth (pages 142–143), Dagobah (pages 148–149), and Battle of Endor (pages 162–163).

CHRIS TREVAS digitally created The Jedi Temple II screens (pages 68–69).

RICHARD BONSON painted Wookiee Tree (pages 110–111) and Ewok Village (pages 164–165).

ALEX IVANOV took the photograph of Death Star II (pages 166–167).

JON HALL created the schematics of Echo Base (page 144), The Death Star (page 136), Death Star II Construction Sequence (page 166), and the Dagobah Planet Image (page 12).

CHRISTIAN PICCOLO painted The Jedi Temple Complex (pages 100–101).

GREG KNIGHT painted Pau City (pages 106–107).

MASAHIKO TANO painted Mustafar Duel (pages 118–119).

ROGER HUTCHINS painted Grass Plains Battle (pages 52–53).

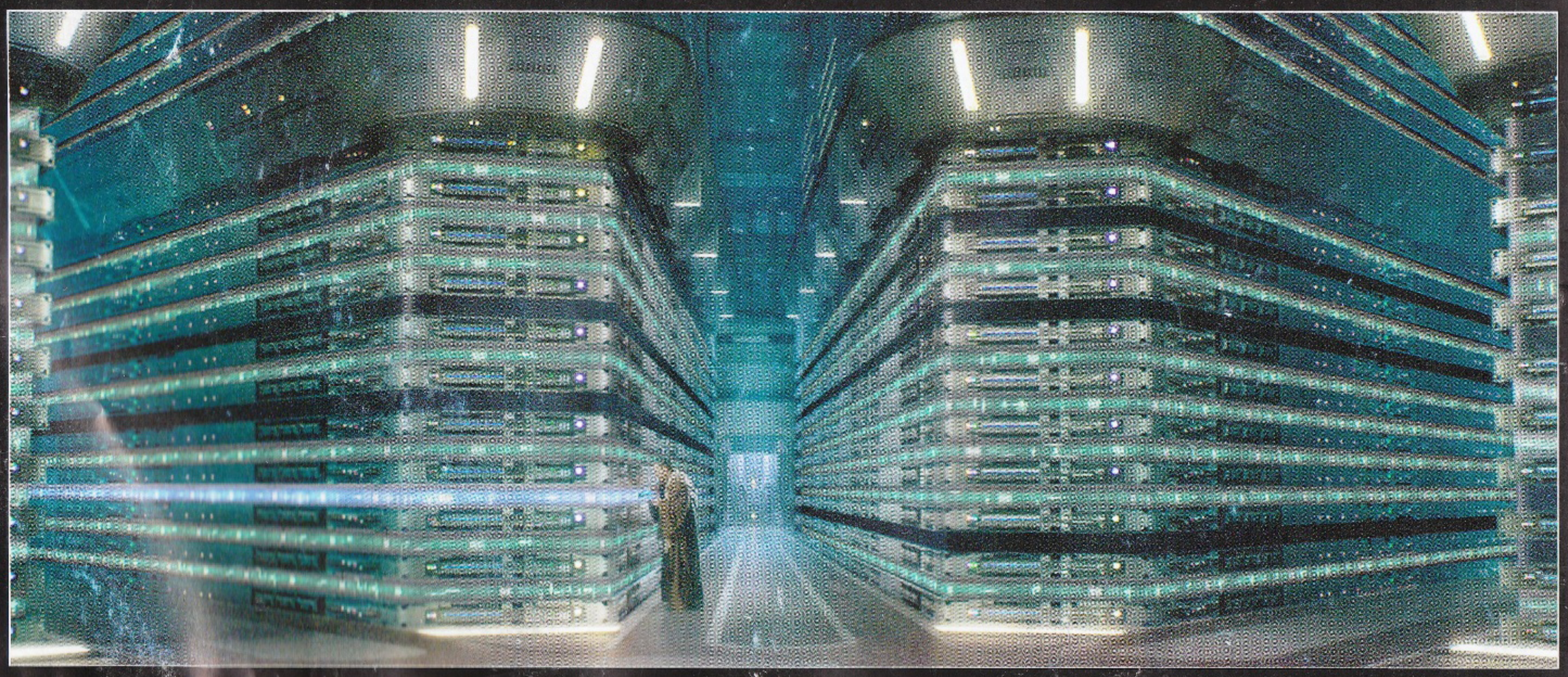
Additional artwork by Bill Le Fever.

Lucasfilm would like to extend a great thanks to: Troy Alders, Stacy Cheregotis, and Amy Gary at Lucas Licensing; Christy Castellano, Ryan Church, Alex Jaeger, and Aaron McBride at ILM; Gavin Bocquet and Rick McCallum at Lucasfilm.

www.starwars.com

Copyright © 2005 Lucasfilm Ltd. and ™.

See our complete product line at
www.dk.com



STAR WARS®

COMPLETE LOCATIONS

Packed with more than 50 full-color, fantastically intricate cross-section artworks and 3-D maps, this amazing visual guide enables you to experience the incredible worlds and locations of the *Star Wars* galaxy in all their diversity. Detailed, authoritative text reveals essential background information on every key location from *The Phantom Menace* through to *Return of the Jedi*, from the towering skyscrapers of Coruscant and terrifying technology of the Death Star to the treetop villages of Endor.

Episode I: The Phantom Menace

Every twist and turn of the Mos Espa Podrace circuit
The battle between the Jedi and Darth Maul • Watto's junkshop
The Galactic Senate • Otoh Gunga • The city of Theed
Anakin's hovel on Tatooine • The Podrace Arena

Episode II: Attack of the Clones

The speeder chase through Coruscant's towering skyscrapers
Troop movements and tactics for the Battle of Geonosis
Tipoca City • Kamino's clone-training facilities
The Geonosian arena • Hangar battle between the Jedi and Dooku

Episode III: Revenge of the Sith

Each stage of the epic duel between Obi-Wan and Anakin
The Sith medical facility where Darth Vader was "reborn"
Battle map of the Separatist raid on Coruscant • Pau City
Clone Wars battlefronts • The Wookiee tree-city • The Jedi temple

Episode IV: A New Hope

Topographical map of Tatooine and Mos Eisley, showing all the main locations and routes taken by the characters • Tosche station
Inside the Death Star • Ben Kenobi's house • Mos Eisley cantina
The Lars family homestead • The Great Temple on Yavin 4

Episode V: The Empire Strikes Back

Fully detailed cross-section revealing the layout of Echo Base
Map showing every step of the battle between the Rebels and the Empire on Hoth • The battle between Luke and Vader in Cloud City's processing vane • Yoda's house on Dagobah

Episode VI: Return of the Jedi

Cutaway artwork of Jabba the Hutt's palace • Inside Jabba's throne room • Map displaying the key stages of the Battle of Endor
Ewok treetop village • The secrets of the Emperor's lair on the Death Star II • The command tower of Vader's Super Star Destroyer

LUCAS BOOKS
www.starwars.com
Copyright © 2005 Lucasfilm Ltd. and ™.

DK
Discover more at
www.dk.com

ISBN 0-7566-1419-8
53999
9 780756 614195
Printed in Italy