

BOLEDGE

Astronavigation Data: Boledge system, Chor sector, Inner Rim; Grid N-12

Orbital Metrics: 421 days per year / 30 hours per day

Government: local council under nominal Imperial governor

Population: 825,000 (37% Duros, 63% other)

Languages: Basic, Bocce, Durese

Terrain: glacial, mountainous, ocean

Major Cities: Boledge Downport

Areas of Interest: hydrothermal vents, volcanic lakes, The Grand Arch Casino

Major Exports: doonium ore (Illegal), foodstuffs, ships services, tourism

Major Imports: consumables, luxury goods, technology

Trade Routes: Alion Run, Exodeen Bypass

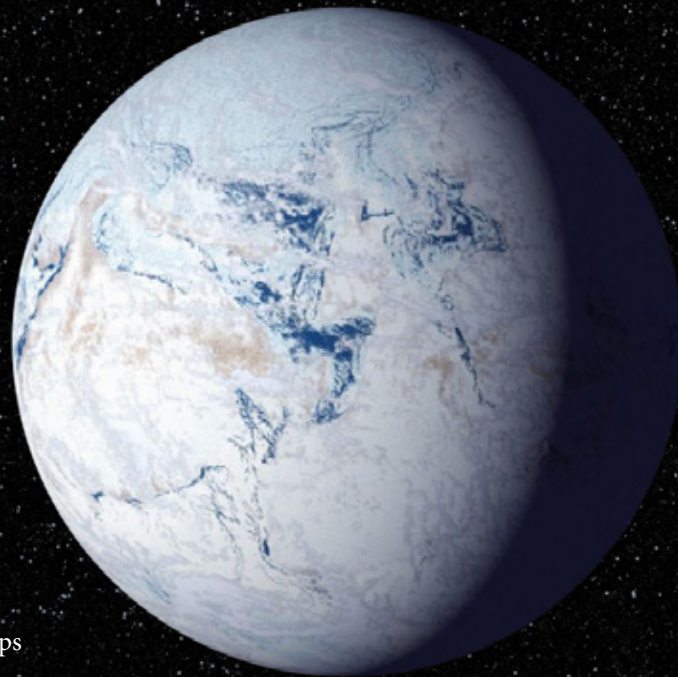
Special Conditions: extreme cold outside of volcanic lakes

Background: When the Boledge System was first mapped millennia ago by Duros explorers, they briefly noted a lack of easily exploitable resources and that the only planet in the stars habitable zone had an inhospitable, nearly pole-to-pole glacial climate before moving on. The system was essentially forgotten about until the Exodeen system, a prominent port of call at the intersection of the Nanth'ri Route and Hydian Way began to charge exorbitant tariffs on all goods passing through their ports.

Sensing opportunity, Duros settlers from the nearby Atapap I System set out and began to colonize the world. Several millennia had passed since the first survey, and there had been a surge in volcanic activity in the intervening years, warming the climate to bearable levels. Several initial outposts were built, but Boledge Downport quickly rose to prominence. With starport services established, the Boledge system bridged the gap between Antar and ecumenopolis, Denon.

The system remains lightly inhabited, and the initial surge of traffic has died down as trade along the Hydian Way stabilized over the decades. However, the port is still popular as many of the inhabitants learned to cultivate tourism on their world. Boledge is a nearly unspoiled world, which is increasingly less common in the years surrounding the Clone Wars and rise of the Empire.

Though still glacial nearly from pole-to-pole, the world



is host to extensive oceans under the ice sheets. These oceans, fueled by massive volcanic hydrothermal vents, are host to a splendid array of exotic life. Volcanic lakes like the one encircled by Boledge Downport are havens for many of these incredible creatures.

Submersible watercraft offer daily tours of the undersea wonderland, while the port itself is host to incredible restaurants, clubs, and casinos. The slopes of the outer caldera are littered with various businesses, catering to outdoor recreational activities. Additionally, some enterprising fishermen have begun to market the exotic sea life as a delicacy to restaurants throughout the galaxy.

SEEDY UNDERSIDE

Beyond the booming tourism industry, Boledge Downport caters to a completely different market: smugglers. Etro Faar, a disenfranchised member of the Mining Guild has set up shop on Boledge. With the ice sheets receding, the down on his luck Etro decided to revisit the worlds unpromising geological survey of millennia past and struck it rich.

He discovered that the recent volcanic activity has created a ready source of the incredibly valuable ore, doonium (a substance that is increasingly regulated by the Mining Guild and monopolized by the Empire). Etro is no fool, he keeps the operation small and his circle tight to avoid the Guild's notice - if his discovery ever went public, the world would be seized and strip-mined within a decade.

BOLEDGE DOWNPORT

Built on the inner walls of a massive dormant volcanic caldera, Boledge Downport is equal parts starport and tourist destination. The port is also a popular stopover for smugglers due to its illicit doonium mines and the ease of moving credits and merchandise in the ports many clubs, cantinas, and casinos.

HISTORY

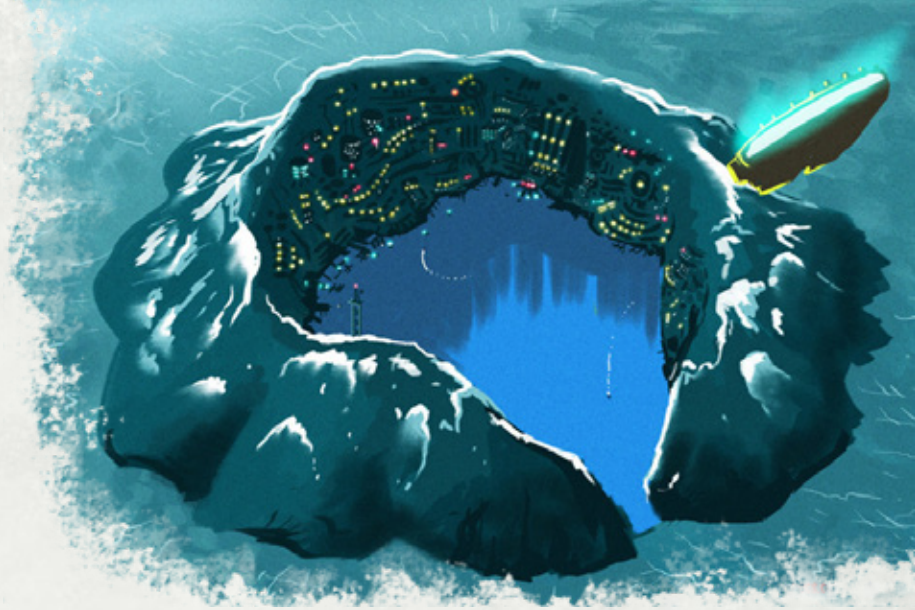
Boledge Downport was established alongside several other colonies just over 200 years ago. The Downport outlived and out-competed the others in short order, as its location on the inner walls of a volcanic caldera offered it several import advantages. Though mostly dormant, the caldera is still host to numerous geothermal vents and hot springs, making the surrounding water and environment much more hospitable. Additionally, the same vents provide for nearly all the cities power needs in the form of geothermal energy plants. Lastly, the outer walls of the caldera shield the port and its inhabitants from the worst of the planets storms and winds.

As trade along the Hydian Way stabilized over the decades Boledge slowly transitioned from a major starport and service hub to a mainly tourism based economy. The port was already heavily geared towards hospitality, so the infrastructure was already largely there. As tourism picked up and money flowed into the system, the quality of the casinos and restaurants improved, though large sections of the port can still be traced to the ports utilitarian roots.

The more unseemly parts of the port cater to those that still use the Exodeen Bypass or traders on the Alion Run, as well as the smugglers and criminal elements that come along with them. Little effort has been made to clean up the shadier parts of town, the perceived danger is actually part of the draw for many tourists looking for a "frontier" adventure on an untamed and lawless world.

PEOPLE AND CULTURE

However, Boledge is hardly lawless - an elected council, consisting largely of wealthy business owners governs the port with nominal Imperial supervision. The Empire maintains a small customs office full of lax officers that are happy to take your credits to look the other way. There is a small force of hired law enforcement officers, but they mainly patrol the more populated tourist areas and leave the actual port and its patrons well-enough alone (an arrangement which suits everyone involved). Private security is a booming industry in the port, and many business



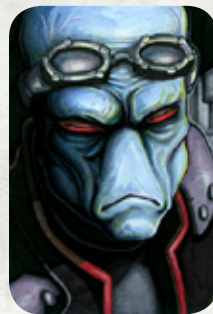
owners and travellers have a guard or two in their employ.

POINTS OF INTEREST

The entire inner surface of the massive caldera is crowded with businesses, hotels, and docking bays. Most of the tourism industry is concentrated on the upper levels of the caldera, while the lower levels contain the majority of the original starport and docking facilities.

BOLEDGE SHIPPING AND FREIGHT

Faar bought out this failing company to serve as a front for the distribution of his illegal doonium mining operation. He has thus far played it safe and smart - hiring only fellow disgruntled Guild members that are extremely loyal to him. Faar hires smugglers to transport his ore, hidden amongst a cheap cover cargo, to dead-drop distribution centers throughout the Inner Rim and Expansion Region. These sites are run by local fixers, who hire a second round of pilots to distribute the goods to buyers. The company consists of a half-dozen large warehouses and a small office building in the starports lower levels.



ETRO FAAR [NEMESIS]

Duros male; Illegal Mine Operator & Local Crime Boss

The rise of the Empire was a boon to the Mining Guilds upper echelons and investors, the average worker lived in conditions only slightly above indentured servitude. Etro was a longtime member of the guild, but when he started advocating for his employees, his contract was quickly terminated. He bounced from job to petty job, as the guild had essentially blacklisted him, until he wound up on Boledge. After hearing about the geologic activity from locals, he

immediately borrowed credits from a local loanshark to survey and set up a small mining operation.

His suspicions proved to be more profitable than his wildest dreams; the world's volcanism was the perfect catalyst for producing doonium ore. Etro is gruff and intimidating, but treats his employees well. He has kept his discovery secret and his operation from attracting the Guild's attention. He views his operation and his workers as his life and won't hesitate to kill to protect them.



Skills: Coercion 2, Cool 2, Deception 2, Knowledge (Education) 2, Knowledge (Underworld) 2, Mechanics 3, Negotiation 4, Ranged (Light) 1, Skulduggery 3, Streetwise 3.

Talents: Adversary 1, Nobody's Fool 2 (upgrade difficulty of all Charm, Coercion, and Deception checks targeting him twice), Resolve (when suffering involuntary Strain, reduce the amount suffered by 1, to a minimum of 1).

Equipment: Heavy jumpsuit (+1 Soak), comlink.

Weapons:

- » Blaster pistol (Ranged (Light); Damage: 6, Critical 3, Range [Medium]; Stun-setting)

THE GRAND ARCH CASINO

Boledge's crown jewel gets its name from the natural arch of basalt columns that its facade is carved into. Though an excellent casino and club, the real draw of the place is its galaxy-class restaurant. The proprietor, a middle-aged Duros named Ulara L'ampar has spared no expense in cultivating culinary talent from across the galaxy.

The restaurant has become a popular venue for wealthy businessmen, politicians, celebrities, and high-ranking Imperials to meet and discuss important business in the establishments private dining rooms. The main dining area is first-come, first-serve to ensure that the restaurant never becomes too exclusive. This policy has proven to be part of the restaurants draws, as tourists of all social levels are treated to an excellent meal and the thrill of spotting a favorite Holonet star.

Many powerful members of the galactic underworld also make use of this establishment to broker deals. All parties appreciate Ulara's discretion and her guarantee of privacy. They are all aware that she could sell their secrets for a tidy profit, and that fact has garnered her favors with many of the galaxies most powerful individuals.



ULARA L'AMPAR [RIVAL]

Duros female; Casino Owner

The L'ampar family has been part of Boledge Downport since the first colony ships landed over 200 years ago. Ulara received an excellent education in the Core and spent her early years travelling the galaxy. When she inherited the casino, Boledge was

on the verge of economic crisis as the trade routes shifted and the starports commercial traffic tapered off.

Ulara was one of the innovators that turned Downports luck around by cultivating a retreat-like level of luxury to bring in tourists. She had always had a passion for haute cuisine, and she used the connections she had made in her youth to start cultivating a clientele. She is a savvy businesswoman, and is an influential member of the council that runs Downport. Though she keeps her hands fairly clean, she is well connected through both official and unofficial channels galaxy-wide.



Skills: Charm 3, Cool 2, Deception 1, Knowledge (Core Worlds) 3, Knowledge (Education) 2, Knowledge (Underworld) 2, Negotiation 3, Skulduggery 2, Streetwise 2.

Talents: None.

Equipment: Fashionable clothing & jewelry, datapad, comlink, casino staff.

Weapons:

- » Palm Stunner (Opposed Skulduggery vs. Resilience check. Success incapacitates a minion or deals 12 strain to rival or nemesis. Each ☆ adds 1 damage.)

IMPERIAL CUSTOMS OFFICE

Boledge is ostensibly under Imperial jurisdiction and used to turn a tidy profit on goods travelling through Downport. These days, traffic is primarily tourists and the customs office has become a dumping ground for dead career officers. Every ship that enters the starport receives a visit from Lieutenant Brom Hadley or one of his customs officers.

Enforcement is extremely lax, and nearly all the officers will accept bribes to skip an inspection. Etro himself keeps the local customs officers on his payroll under the pretense that he runs a petty smuggling ring. Smugglers

working for him never receive a visit unless they are causing trouble or being terribly indiscrete in their activities.



LIEUTENANT HADLEY [RIVAL]

Human male; Customs officer

Brom Hadley enlisted for Imperial service at a young age to escape a life of factory work on Fondor. However, his lack of connections and poor performance record saw him deployed to increasingly far-flung and minor offices.

Once embittered by his fate, he now capitalizes on his position by pulling in a hefty amount of graft each cycle. He lives in luxury far beyond his salary and can be found at expensive restaurants and casinos nearly every evening. Hadley is a bombastic fellow, prone to over-indulgence in alcohol and spice. If he is actually forced to do his job, he becomes curt and abrasive. Use the Corrupt Bureaucrat template (EotE-CR, 408) for Lt. Hadley. His team of 12 customs officers can be represented by the Imperial Naval Trooper template (EotE-CR, 403).

SHOLL BROTHERS REPAIR YARD

The Sholl Brothers Repair Yard (commonly just called "Sholls") is a fenced in landing field with a few pre-fabricated storage sheds and workshops. The yard itself can handle a CR-90 corvette or up to three light freighters. Despite the name, only Var Sholl seems to run the business. The cantankerous old Mon Cal generally has a few part-time techs working under him as well as a stable of maintenance and repair droids. Var is a competent mechanic and his yards work is solid, but don't expect anything fancy from him. Use the Mon Calamari Mechanic stat block (EotE-CR, 398) for Var Sholl. He always keeps a pair of well maintained K4 security droids (EotE-CR, 412) on sight to guard the facility.

DOCKSIDE RESTORATIVES

This ancient looking bar can be found on the lower levels, amongst the docking bays, watercraft piers, and pervasive sulfurous smell of the volcanic lake. Dockside was established during the earliest days of the colony to serve the starports itinerant spacers. The cantina is less of a dive than the other taprooms found on the lower levels, making it popular with many of the higher-class smugglers and traders passing through.

The large stone building is rarely at full capacity these days, which suits most spacers just fine – There are no



shortage of quiet, secluded booths for making deals. The proprietor, Dol Yolanda, can still be found working the bar most nights and is an excellent source of local information and deals. He has an affable nature and an uncanny memory for faces and names. Dol keeps the bar clean and lively, and a pair of Talz bouncers keep the peace. Use the Comm Operator stat block (EotE-CR, 397) for Dol and the Gamorrean Thug (EotE-CR, 397) for the Talz bouncers.

BOLEDGE GOURMET SEAFOODS CO.

A pair of large warehouses located right on the waterline are the home of Boledge Gourmet Seafoods. Meeru, a crotchety old Selkath created the commercial fishing operation after learning how to process Boledges otherwise toxic seafood. These local delicacies have been popularized by the chefs of The Grand Arch Casion and are now in demand throughout the Galaxy. Meeru often hires smugglers and traders passing through the system to ship his luxury foodstuffs, and offers respectable pay for prompt delivery. Use the Arms Dealer stat block for Meeru and the Aqualish Thug for his fisherman crews (EotE-CR, 391).