ORGANISATIONS

You can cease with the pleasantries, pirate! This planet is now under Separatist control.

- General Grievous

Behind the veil of darkness, which is the Galactic Empire, resides those individuals whose sole purpose it is to manipulate and control the galaxy for their own desires and profits, those who aim to take advantage of the weak, and even those who care only to protect the innocent from the corruption that has permeated a galaxy controlled by a corrupt Galactic Empire and everything that that government represents. Although there are some key individuals in the galaxy who have amassed enough wealth to the point where any of those things are possible, normally these actions are carried out by the millions of various organisations, both legal and criminal, which exist within the Star Wars galaxy.

Surviving on the Edge of the Empire is not an easy life, and aligning oneself with an organisation can bear fruit in the form of protection, additional profit, lucrative deals and even the removal of the occasional member of an opposing faction or organisation – especially those who are getting just that little bit too close to the almighty credit. Characters who attach themselves to an organisation can find their Obligation reduced as well, but they also might find their freedom stifled as they become "representatives" or "frontmen" for their employers.

Organisations such as those run by the Hutts, smuggling rings, spice runners, swoop gangs and even the Rebel Alliance have rules that their members must follow in order to profit in the galaxy, and characters may find their own attitudes and morals at odds with those of the organisation they have pledged their allegiance to. Of course, another problem characters may run into is the notion of leaving an organisation or working with another competing organisation. These choices can have their own consequences, and may become dire indeed, with turncoat employees finding themselves on the wrong side of an air lock, especially in organisations where legal and moral ambiguity are the order of the day.

WHAT IS AN ORGANISATION?

An organisation is defined as a group or business with a common purpose. Examples of organisations include Black Sun, the Zann Consortium, the Mantis Bounty Hunter Syndicate, and .the Mandroxan Crime Cartel. Each organisation has their own strengths and weaknesses and its members normally possess, or the organisation has access to individuals who have, a specific skill set.

The rules presented in this section allow game masters the ability to define an organisation with minimal effort. The statistics of the organisation display the details of the organisation in a quick and easy format that the game master may quickly peruse without having to scan through reams of text. It also provides the game master with the tools to allow quick resolution of interactions between player characters and members of an organisation without needing to know the statistics of each individual. It also gives the game master to the tools to quickly set difficulties to determine what a character may know about the organisation's goals, resources or anything else the players may wish to know about the organisation itself.

BASIC ORGANISATION FORMAT

An organisation has several basic descriptions which provide the foundation of the organisation. There 5 categories, described below:

Type: This describes what type of organisation it is whether it's a small gang, an entire criminal syndicate or a reputable organisation.

Area of Operation: This is the main planet that the organisation operates from.

Base of Operation: This is the exact location of where the organisation has its headquarters. This can be the planet or a more specific location. Obviously, when it comes to larger organisations, such as those which have multiple bases across the galaxy, the base is still where the overall leader of the organisation primarily resides.

Leader: This is the name or the overall leader, Chief Executive Officer (CEO), or Crime Lord which is currently in control of the organisation. This may change from time to time as politics and control changes within the organisation.

Motivation: Each organisation has its own goals and strategies in order to survive in the Star Wars Galaxy. Normally this is used to maintain the status quo or to increase their power base. In order to focus their efforts and provide them with the necessary drive, much like characters, each organisation has a motivation. This can range from profit, to intelligence or even destruction of a particular species. The choices are limitless, but the choice must be what drives the organisation to do what it does.

Attributes: Each organisation has size basic Attributes in the same way that a character has. These are different from the regular statistics, and consist of *Hostility*, *Intelligence*, *Size*, *Notoriety*, *Influence* and *Resources*. Each attribute ranges in value from 1-6.

Skills: An organisation, again like a character, possesses skills. These represent the focus of the organisation and what skills the organisation can access quickly.

Description: The final section of an organisation is a short description and can include the history of the organisation, a brief description of its members, and other key details that a game master may find useful.

ORGANISATION ATTRIBUTES

In these rules, in the same way a player character or NPC has attributes, so does an organisation. The organisation's attributes differ from those of the organisation to reflect the diversity that an organisation has being a larger group of individuals as opposed to a single individual. There are six attributes of an Organisation namely *Hostility*, *Intelligence*, *Size*, *Notoriety*, *Influence* and *Resources*. Each attribute ranges in value from a minimum of 1 to a maximum of 6. Each attribute represents the overall abilities of the organisation to deal with situations it encounters, and how it responds to those who interact with its members.

Each attribute provides different information about the organisation. The number to "create" the organisation is left to the imagination of the game master. **Table 1-1 – Standard Organisation Construction** does provide lose guidelines for game masters in creating an organisation. These numbers are based on the overall size of the organisation and its power-base. The game master should never be limited to these amounts

as each organisation should be based on what the game master feels suits the organisation best in so far as to what role they envision the organisation having in their story.

TABLE 1-1: ORGANISATION CONSTRUCTION		
Range	Type	Examples
6-8	Small	Rebel Cell Swoop Gang
9-10	City-Wide	Local Police Force Local Crime Syndicate
10-12	System-Wide	System Defence Forces Military Forces/Groups
12-14	Multi-System	Regional Governments Tapani Noble House
14-18	Sector-Wide	Corp. Sector Authority Antarian Rangers
18-20	Region-Wide	Black Sun Jedi Order
20+	Galaxy-Wide	The Galactic Empire The Rebellion Alliance

HOSTILITY

The **Hostility** rating of the organisation determines how quickly the organisation and its members are quick to the fight, or how aggressively they carry out their business.

Table 1-2: Hostility Range lists an organisation's **Casualty Break Point**. This is an indication of how many casualties an organisation will take in a given conflict before they disengage, and can best be described as its morale. The average members of the organisation may stand alongside each other in a fight, but if you murder, intimidate and otherwise demoralise enough of them, the group will flee, surrender or in extreme cases, change sides completely.

As an example, a group of well-motivated, bloodthirsty pirates, experienced Rebel spec-forces or Imperial Army might take 40-50% casualties before fleeing the conflict (**Hostility 4**), while security guards, police might only take 25-30% casualties before withdraw-

ing (**Hostility 3**). Casualties of this type include members who have been stunned into unconsciousness, reduced to 0-strain from a social battering in negotiations and those who have been successfully intimidated.

These percentages are only a guideline for the game master as not every group fights to the death, primarily due to its motivations. An example may be where a Rival level NPC with Leadership tries to convince the group's members to continue the conflict or attempt to call in reinforcements in a timely manner. As would be expected, some organisations ignore this Casualty Break Point rule such as Stormtroopers or members of Compforce.

Hostility can also be viewed as to what extent an organisation will go to in order to acquire its goals. Organisations with a **Hostility** rating of 3 or more may be actively predatory in that they will go out of their way to obtain what they want with some type of force; however those between rating 3 and 4 may use violence as a secondary option if they've not been able to resolve the issue with other resources at their disposal.

For example Black Sun might decide to leverage on their other attributes such as **Notoriety** and **Size** first to resolve a conflict by simple intimidation tactics. If that fails, they can resort to thuggery and actual violence to get the desired result. Conversely, a Gamorrean Mercenary group may be lacking in "street smarts" (**Intelligence**), completely disorganised and without allies to call upon. However there may be a lot more of them (**Size**) and they resolve problems with violence first time, every time.

The question of morality however is something that it not covered under the organisation's **Hostility** trait. This 'flexibility' of violence will be mentioned mostly under the organisations description or left entirely to the game master's discretion. The scores for **Hostility** range from 1 through 6, the description of which can be found on **Table 1-2: Hostility Range**.

TABLE 1-2: HOSTILITY RANGE		
Range	Description	Casualty Break Point
1	Peaceful	None
2	Semi-Peaceful	10-15%
3	Thugs	20-30%
4	Cut-throats	40-60%
5	Murderers	75-80%
6	Crazed Killers	90-100%

INTELLIGENCE

The **Intelligence** rating describes how quickly information can flow through the company, if the organisation is intelligence driven or if its members tend to be more reactive and gullible. The

Intelligence rating is also a good indication of how quickly an organisation can react to a threat based on the information it can acquire from its scouts and spy networks, as well as an idea of the overall skill of the organisation.

The Intelligence rating of an organisation is one of two attributes that determine the number of skills the organisation possesses, with the other being Size.

The scores for Intelligence range from 1 through 6, the description of which can be found on Table 1-3: Intelligence Range.

TABLE 1-3: INTELLIGENCE RANGE		
Range	Description	Coordination
1	Below Average	Scattered
2	Average	Disorganised
3	Above Average	Organised
4	Superior	Well-Organised
5	Extra-Ordinary	Focused
6	Genius	Single-Minded

SIZE

The Size rating of the organisation is one of the most important, and a true indication of how wide spread the organisation is. An organisation with a low Size rating will likely be a small group of individuals, whilst an organisation with a high Size score can be spread across the entire galaxy. The Size of the organisation is also an indication of what bonuses they provide to persons affiliated with them, or who are utilising their services in the organisations area of influence. Utilisation of such resources can be bought or bargained for, and game masters may consider such use a good opportunity to add to a character's Obligation.

The Size rating of the organisation is the second attribute which is used to determine how many skills an organisation has, the other being Intelligence. Size rating varies between 1 and 6 the description of which can be found on Table 1-4: Size Range.

TABLE 1-4: SIZE RANGE		
Range	Description	Bonus
1	Local/City	◻
2	Planet Wide	◻◻
3	Sector Wide	◻◻◻
4	Multi Sector	◻◻◻◻
5	Region Wide	Upgrade 1
6	Galaxy Wide	Upgrade 2

NOTORIETY

An organisation can certainly benefit from being well known in the galaxy. BlasTech or SoroSuub would not be the corporations they are today, much without being the household name they are today, much

in the same way that the mere mention of Black Sun caused any would be criminal to quiver in their boots. An organisation's Notoriety rating is a good representation of this, and plays an important role in an organisation's ability to remain "under-cover". Organisations that have a low Notoriety are not known amongst the populace or are secretive to the point that they aim to achieve that level of mystery and subtlety. Those with higher ratings may be well known for their focus on wilful destruction and intimidation of targets, or for the products or services they provide.

The scores for Notoriety range from 1 through 6, the description of which can be found on Table 1-5: Notoriety Range.

TABLE 1-5: NOTORIETY RANGE	
Range	Description
1	Not well known
2	Known to a few
3	Known to many
4	Known to most
5	Known to all in a sector
6	Known to all in the galaxy

INFLUENCE

An organisation's Influence rating describes how well ingrained the organisation is in society and gives an indication of its connections with those in power. The higher the connection or rating, the more likelihood that the organisation can quickly call in favours, or have decisions made to benefit their own agendas.

Organisations with a low Influence rating tend to be independent and can be difficult for some authorities to control. This is due primarily because of the organisation's code of behaviour (or lack thereof), and the fact that the organisation most likely cares little for authority or with those with which they disagree.

The scores for Influence range from 1 through 6 the description of which can be found on Table 1-6: Influence Range.

TABLE 1-6: INFLUENCE RANGE	
Range	Description
1	No influence: No allies. Organisation is independent,
2	Some influence: Minor allies, beat cops, low ranking officials, etc
3	Connected: Major allies, entire departments on a planetary scale, etc
4	Influential: Highly important allies, sector Moffs, Generals, Admirals, planetary administrators, etc
5	Highly Influential: Major individuals of importance such as Grand Moffs, Grand Admirals, Leaders of Crime Syndicates, Rebel Alliance Leaders
6	Most Influential: The Emperor, Darth Vader, Mon Mothma.

RESOURCES

The **Resources** rating or an organisation describes how well equipped and organisation's employees are, or the organisation's ability to call upon specific resources at a moment's notice.

A low resourced organisation may be a street level gang, while a well-resourced organisation may be capable of maintaining or calling upon capital ships as required.

The higher the **Resources** rating, the more likely an organisation is able to draw on large amounts of personnel with broad skillsets such as lawyers or specialists such as well-known bounty hunters, merchants, spies or technicians.

The scores for the organisation's **Resources** rating range from 1 through 6, the description of which can be found on **Table 1-7: Influence Range**.

Note that this chart provides game masters with the type of manpower that an organisation has access to quickly, along with the type of equipment that an organisation may be able to summon for their employees. This is modified by the Rarity Modifier for the world which the organisation is based.

TABLE 1-7: RESOURCES RANGE			
Range	Description	Encounters	Equipment
1	Ill-equipped	Minion Group	Rarity 1-2 or less
2	Equipped	Multiple Minion Groups	Rarity 2-4 or less
3	Well equipped	Multiple Minion Groups and one Rival	Rarity 4-5 or less
4	Wealthy	Multiple Minion Groups, Multiple Rivals and/or a single Nemesis	Rarity 5-7 or less
5	Rich	Multiple Minion Groups, Multiple Rivals and a single Nemesis	Rarity 7-8 or less
6	Unlimited	Multiple Minion Groups, Multiple Rivals and more than one Nemesis	Rarity 8-10 or less

ORGANISATION SKILLS

Organisations operate in the same way individuals do, just on a greater scale. Each has its own unique specialties and its members usually take advantage of these from time to time, if they do not possess those skills themselves.

Organisations in Edge of the Empire are given a set of skills to help the game master identify the types or individuals the organisation possesses as well as its skill focus. These skills usually link into the organisation's motivations.

An organisation has a number of ranks to spend on any skill. The number of ranks available is equal to its Size plus its Intelligence.

It should be noted that this has no impact on the skills of individuals within an organisation, and is merely an arbitrary amount to give an indication to the game master the general knowledge base of an organisation as a whole.

USING THE ATTRIBUTES AND SKILLS

Using the attributes of an organisation is the same an opposed check between a character and an NPC. When determining which attributes to used, the game master should consider the interaction that is occurring between the player characters and the members of the organisation. Game masters should be mindful of how, when, where, why, and with whom the interaction is occurring. In order to conduct a check, the game master choses one of the Organisation's attributes that suits the strength of the circumstances in the encounter or scene.

Examples include:

- Running into a group of street thugs from a local gang after crossing their turf (**Hostility**)

- Trading secrets with a spy network (**Intelligence**)
- Making business arrangements with a product manufacturer (**Size**)
- Negotiating with a crime syndicate (**Notoriety**)
- Dealing with a corporation who's CEO is married to the Sector's Moff daughter (**Influence**)
- Bargaining with the Rebel Alliance to help supply a local cell (**Resources**)

The game master may then use an organisation's skills to upgrade the difficulty of the check, or in some cases, may also add boost or setback dice based on abilities granted to the organisation.

HOW TO USE ORGANISATIONS

The following is an example of how a game master can use the information of an organisation to provide a quick resolution and potential cinematic moments during a game.

DOWNTOWN DILEMA

The players wander into a lower part of Corellia in an attempt to track down an arms dealer. Unfortunately this leads them into an area they probably should have avoided – the turf of Angry Jaak's Street Gang (see example).

The heroes consist of Ledala, a human trader, Karahara, a Wookiee mercenary, Ka'Cel, a Twi'lek performer, and K-3PO, their protocol droid. The group are approached by several of the gang members and whilst the gang members offer some "protection" while the characters make their way through the area, the heroes consider their options.

Meanwhile, the gang members insinuate that if they don't agree to the "protection", some terrible harm may befall "the pretty Twi'lek dancer" in the group. The gang has been very intimidating towards the locals of late, and when the shopkeepers see the commotion outside with the "strangers", they quickly close and lock their doors, peered at the events in the streets through closed shutters and blinds. There's not many of gang members, and it's quite obvious that besides their brutish strength, they're not exactly "the sharpest needle in the medpac".

BACK OFF!

The players decide to intimidate the gang and unleash their somewhat annoyed Wookiee mercenary at them with **Brawn 3** and **Coercion 3** providing a dice pool of ⬡⬡⬡. This would then be opposed by the Gang's **Hostility 4** with the gang's **Brawl 1** as the game master determines that they're ready for "business". This provides a total difficulty of ◆◆◆🔴. The check results in a roll of ✴⚙▽. The gang has been successfully thwarted.

In this case the Wookiee has successfully made the gang back off for now (✴), though he takes 1 personal strain due to the pressure of dealing with the thugs (⚙). However, later that evening whilst the heroes are dining with their contacts, the gang comes back and spray-paints all manner of vulgar graffiti over the player character's ship (▽).

LET'S TALK!

Ledala, the human trader decides that talking to the gang might be a little more productive than going in guns blazing. She hopes to have obtained some knowledge of the gang during her adventures or background in order to assist her in helping the heroes get past the thugs, and thereby continue onto their main objective.

Ledala has **Intellect 3**, **Cunning 3** and the skills of **Deceive 2** and **Streetwise 2**. Ledala's player chooses the character's **Intellect** and **Streetwise** for the check, providing her with a dice pool of ◆⬡⬡. The game master uses the gang's **Notoriety 2** as the base of the check to see what the character knows providing a difficulty of ◆◆. Had the organisation possessed skills in **Deceive** or perhaps **Stealth**, upgrades to this difficulty would have occurred. This was not the case, and the final result provides ✴☽☽. Success!

The game master determines that Ledala knows a little about the gang and where they operate (✴), and Ledala's player provides her character with a ⬜ on the next roll when she tries to convince the gang members present that they've already been paid for their protection (☽☽).

The second check which will be Ledala's attempt to deceive the gang will provide a dice pool of ◆⬡⬡, based on Ledala's **Cunning 3** and **Deceive 2**. Ledala also adds ⬜ from her knowledge of the gang, and adds a difficulty of ◆ based against the gang's **Intelligence 1**.

ORGANISATION EXAMPLE

ANGRY JAAKS STREET GANG
Area of the Operation: Corellia
Base of Operation: 42nd Street downtown
Leader: Angry Jaak
Type: Gang
Motivation: Extortion

4	1	1	2	2	2
HOSTILITY	INTELLIGENCE	SIZE	NOTORIETY	INFLUENCE	RESOURCES

Skills: Brawl 1, Coercion 1
Description: Downtown Corellia is not the place for the faint of heart. Angry Jaak, a Rodian mercenary, leads a group of thugs down on one of the lower levels of Corellia's Capital. The gang is made of up local thugs and brutes, and they're very intimidating to local passers-by and shop owners. The organisation has several security force member on their payroll, and they rarely take no for an answer. Jaak is a cunning individual and expects results from his employees. Unfortunately Jaak is renowned for being greedy, and so his gang members are not as well paid as most.

Had the initial check resulted in a failure to gain any knowledge about the gang, the game master may represent this by using the gang's **Hostility 4** and **Brawl 1** skill as the difficulty base for the second check instead. In this example however, Ledala's second check results in ☼☽✦ which is another success.

The game master and players interpret this result as Ledala gaining the trust of the gang (☼), gaining free protection through the area for the next 2 days (☽☽) and that one of the gang members will kindly let the heroes know, via comlink, if anyone starts looking for them (✦).

AND...FIGHT!

The heroes are at the end of their tether, and have instead decided to rid downtown of this gang once and for all. While the gang will mostly be minions, they have a relatively decent **Resources 2** score which should see them being able to lay their hands on at least a couple of groups of minions armed with more than their fists. A **Resources** score of 2 would mean that Rivals or Nemesis level support would not be available.

The game master knows though that with **Hostility 4**, the gang will fight very hard and with very little provocation. With **Influence 2**, the gang is not likely to call the authorities on the characters, instead relying on their brute force to beat their new found enemies into submission.

YOU REBEL SCUM!

The local COMPNOR officer would like to buy into the gang's resources in order to keep a look out for a crew of mercenaries who have been plaguing the city for weeks. The agent believes, and rightly so, that the heroes have been smuggling spice off world. The agent uses the gang mostly through an "arrangement" whereby some of the gang's imprisoned members are released as a result of assisting the Empire with the COMPNOR Officer's "enquiries".

The organisation has a **Size 1**, and as a result, when the local Compforce begin combing the streets looking for the characters, the COMPNOR Officer can add ▢ to his efforts in searching for the heroes, as dirty street toughs keep their eyes open for suspected rebels. This might be opposed by the heroes' highest **Streetwise**, **Underworld** or **Stealth** skills (with some modifiers if they're disguised), whilst they lay low.

EXAMPLE ORGANISATIONS

BLACK SUN

Area of the Operation: Galaxy
Base of Operation: Coruscant
Leader: Xizor
Type: Criminal syndicate
Motivation: Control the galaxy from the shadows

HOSTILITY	INTELLIGENCE	SIZE	NOTORIETY	INFLUENCE	RESOURCES
3	4	6	6	5	5

Skills: Coercion 3, Negotiation 1, Streetwise 3, Underworld 3

Description: Black Sun was formed at the end of the Great Galactic War over 3500 years ago. Since Black Sun was formed, the organisation held an unprecedented amount of reach and influence, extending its tendrils of corruption deep in the various galactic governments it has existed side by side with. This is a tactic that the organisation has continued to utilise to survive. The majority of its infamy comes from its involvement in piracy and smuggling, but smuggling is just the tip of the iceberg of this galaxy-wide organization.

Black sun is involved in every known type of illegal activity; its information networks surpassed even the accuracy and scope of Imperial Intelligence. The resources available to Black Sun rival those belonging to a large planetary army. The organisation is led by a single individual called the Underlord. Below this rank, the organisation consists of nine Vigos, each of which ruled over his or her own territory and sector. These positions change frequently as with any criminal organisation, as individuals of lower rank vie for power. Since Supreme Chancellor declared himself as the Emperor, Black Sun has been led by the human Dal Perhi. Perhi's mantle was later usurped by a Falleen Black Sun captain named Xizor who would later lead Black Sun to unparalleled prestige and was considered by some to be surpassed in power only by Emperor Palpatine and Darth Vader.

SIENAR FLEET SYSTEMS

Area of the Operation: Core Worlds
Base of Operation: Lianna (HQ)
Leader: Raith Sienar and Valles Santhe
Type: Industrial Starship Manufacturer
Motivation: Profit

HOSTILITY	INTELLIGENCE	SIZE	NOTORIETY	INFLUENCE	RESOURCES
2	3	4	4	4	5

Skills: Mechanics 2, Negotiation 1, Warfare 2

Description: Originally Republic Sienar Systems, Sienar Fleet Systems (SFS), along with Kuat Drive Yards (KDY) and the Corellian Engineering Corporation, is one of the major suppliers of military vessels for the Galactic Empire: whereas KDY was famous for designing the massive Star Destroyers, SFS was best-known as the supplier of the small, yet deadly TIE fighters. SFS also was responsible for the creation of the massive I-a2b solar ionization reactor that powered the Imperial-class Star Destroyer and dictated the size and design of its mile-long hull: in effect, KDY built the Imperial-class around a huge Sienar drive system.

A century before the Battle of Yavin, the Sienars united with the Santhe family of Lianna, who owned Santhe Security, due to an arranged marriage. Although this gave the Santhe family something of the status of a ruling dynasty within the merged Santhe/Sienar, scions of the Sienar lineage retained operational control of the ship-design section of the conglomerate: father and son Narro Sienar and Raith Sienar served as successive CEOs for many years in the last decades of the Old Republic and under the Galactic Empire.

Santhe/Sienar Fleet Systems is currently suffering from an inner turmoil, in particular between the controlling Santhe and Sienar Families. Rumours persist that Emperor Palpatine himself is secretly supporting the Sienar Family in return for favours.