

STAR WARS®

THE HUTT WAR

A proposal for the fourth timeline of The Star Wars RP

Introduction:

The following is a proposal for a new timeline for the main story of The Star Wars RP that has been decided upon by the staff. Despite this decision, it is still up to you to decide whether we go ahead with this. The staff is in support of this proposal and we ask that you give it the consideration that it deserves. All of the basic details of this proposal are laid out, but additional information will still need to be fleshed out following this proposal thread, assuming you all agree to let us move forward with this.

Before I present to you the proposal, I want to take a moment to preemptively answer a number of questions we think you might have:

1) Why are we changing timelines?

This question is likely on everyone's mind. We are changing because this current plot has run its course, considering it is a year and a half old. There were also a number of fundamental flaws inherent in this current plot. For starters, there was no clear "good vs. evil" plot. We ended up shifting into a "shades of gray" type of plot, with the Alsakan Union not being evil and the Galactic Republic not being fully good. We also lacked a dark side faction like we promised there would be. The Ospion were untapped potential, but that does not change the fact that it went untapped.

We understand that there were plans in place by the Republic and Alsakan faction leaders to have battles. We were pleased to see this, but that does not change the fact that the timeline was fundamentally broken. *Star Wars* has never been about one faction versus another. At its core, *Star Wars* is a story about "good vs. evil", with good ultimately prevailing. While the timeline may end with evil winning, as it has on this website in the past, the "good vs. evil" basics are still necessary.

Along with that, another complaint we have had was that this timeline was too different and did not feel like *Star Wars*. While a lack of a "good vs. evil" story was at the heart of that, the technology and planet limitations also proved to be a hassle for people, and many characters such as criminals, mercenaries, bounty hunters, or smugglers were not involved in the main plot due to the limited use for them by the main factions. This proposal also rectifies those issues by giving independent characters something to do within a main faction, and also by moving technology and planet availability forward in a logical manner.

Finally, the one thing that worried us is that members were becoming bored with the role-play. Many of you have likely noticed that the role-play has taken a back seat to general Out of Character (OOC) chat or the Current Affairs board. This website was founded in 2005 by Steve Alldis as being primarily a role-playing website, so when social networking starts to become the major focus of this website we know that something is wrong. You did not have to come to us with these issues this time. We recognized it ourselves, and we are here to bring you the solution to the problem.

2. What is the staff going to do to prevent this new timeline from declining?

Absolutely nothing, just as we have consistently maintained for years now. It is not the place of this staff to be creating all of the solutions to problems that may arise in a role-play. It is not our job to find a way for your experience to not be boring for you anymore. If that happens, we will propose another timeline change. It is the position of the staff that if you feel that the role-play you are in is declining and you want to fix it, you need to put your thinking caps on and find a way to do it. This is a free form role-play, meaning you decide what your characters do. You will decide whether you become involved in major

events, and you will decide what to do to make things less boring for you. We cannot hold your hands through something like this. We can only create new timeline proposals as the time comes.

3. Will I be able to keep my current role-playing character?

Yes, you will, assuming it is age appropriate. This new timeline, as you will see below, is only twenty years after our current one. The Republic is still licking its wounds from the war with the Alaskan Union, so it is still fresh in the minds of many people. For that reason, unless your character was extremely old or you choose to have them die between the timelines in some sort of unfortunate and untimely manner, they would still likely be alive. If you want to keep your characters, though, you need to age them appropriately. If they are fifty years old in our current Alaskan Crisis timeline, they would be seventy years old in this new timeline. That is only fair. That said, we do encourage you to create new characters, even if they are along with your old ones. Variety is good, especially considering the wide variety of choices you will have to choose from in this timeline.

4. Can I advance in rank?

Were this reality, the odds of your character having advanced in rank are good. That said, if you are planning on using your old character, it will be the discretion of the faction leaders who will be chosen for this timeline to decide whether you advance in rank. If you are in training, they may still want you to be in training during the new timeline. It is going to be up to the faction leaders.

5. Can I be a faction leader?

If you are interested in a faction leadership position, you can let a Faction Administrator (Lavi or gr1m) know about it. Please be aware, however, that the staff has final say over who becomes a faction leader, as we are giving you moderator powers for part of this website. Please also be aware that some faction leaders have already been chosen for this timeline, while some have yet to be decided.

6. Will staff members be faction leaders?

Before we even fleshed out this timeline proposal, one thing we decided was that the staff was taking up too many faction leadership positions, and the staff members who were in those positions became increasingly inactive as time went by. This was because there was a lot for these staff members to do between being a faction leader, being a staff member, and being a real person outside of the website. For that reason, we have decided that none of the current staff members who are faction leaders will continue on as faction leaders. Whether or not non-current faction leader staff members will become faction leaders remains to be seen, but odds are we will not be.

7. How will more detail for this timeline be fleshed out?

As said in the introduction, this proposal contains only basic details of the timeline. Like the last timeline, we will put together a “think tank” of members to create additional details, flesh out factions, and finalize all of the other details necessary for a timeline. Members involved in this “think tank” will be staff members and current faction leaders. Additional members will be added at the discretion of the staff, if we so choose.

The Story

End of the Alsakan Crisis

In 13,000 BBY, the Alsakan Union invaded and took control of Coruscant, beginning the aptly-named Alsakan Crisis between the Union and the Galactic Republic. The Alsakan Union, a religious government determined to fulfill a divine mandate to restore harmony between man and nature, and the Galactic Republic, a government that, at the time, spanned from the Core Worlds to the Expansion Region, fought this war for an entire year.



Following the assassination of the Alsakan Vicar Laharra, supposedly at the hands of the rogue Jedi Master Banik Kelrada, the Alsakan Union fell under

military control, which led to the disastrous three-front battles on Ruan, Bessimir, and Metallos. Following this, the Alsakan Union lost control of Coruscant, and, while the Alsakan Union was believed to be behind a large-scale bombing against the Republic, the Alsakans were unable to recover from their losses during the final battles.

The war came to a sudden end, and the Republic once again emerged victorious. Helping with this peace was the Jedi Order, which modified its core tenants and aligned itself with the Republic. They were not officially part of the Republic, but they were becoming the guardians of peace and justice that the Republic desperately needed. Billions of Republic citizens rejoiced, believing that they would be able to once again live in peace.

They were wrong.

Exploration and the Hutt Empire

The Republic feared another Alsakan build up, so it allocated a large amount of funds to the military. One of the aspects of the military's duty was to make contact with new planets in hyperspace routes that had been charted over the previous few decades by scientists. The military expanded the influence of the Republic past the Expansion Region and into the Mid Rim, brushing just up against the edge of the unexplored Outer Rim Territories. The Galactic Senate, fearing the potential repercussions of the military being the Republic's first official olive branch, sent dignitaries to hundreds of new worlds, a large number of whom petitioned to join the Republic. While under normal circumstances the Republic may not have accepted the newfound allies so quickly, the Senate decided that the Republic needed all of the member worlds it could get if the Alsakans were to regroup and attempt to capture Coruscant once again.

The exploration, however, had its drawbacks. Due to the Republic moving perilously close to the border of the Outer Rim, it began to worry a group called the Hutt Empire. The Hutts, a species of large

hermaphroditic slugs, called on the Republic to leave the planets close to the border of the Outer Rim, but the Republic refused as it had no intention to actually move into the Outer Rim Territories. The Hutts saw this as an act of aggression, but the Republic agreed to send diplomats to Nal Hutta, the Hutt homeworld, to discuss the situation. The star charts provided by the Hutts for the journey opened up travel to the Outer Rim, although it was dangerous due to the escalating situation with the Hutts.



When the diplomats arrived on Nal Hutta, they were greeted with indifference, as the Hutts believed that the Republic was being far too cavalier about the situation. The situation was not able to be resolved, leading to tense relations between the two galactic bodies. Each side feared war, as the Hutts believed the Republic would encroach upon their territory with a sense of manifest destiny while the Republic believed that the Hutts would grow aggressive and attempt to expand their empire for power and wealth.



Finally, in 12,979 BBY, twenty years after the last shots were fired between the Republic and the Alsakans, war broke out between the Galactic Republic and the Hutt Empire. It was unclear who fired the first shots of the war, with each side claiming it was the actions of the other. The war began with a small border skirmish on the outskirts of the Mid Rim. The Hutts, whose goal was commercial conquest to amass large fortunes from the Republic's trade routes, grew far more aggressive in this conflict than the Republic thought was possible, prompting the Republic forces involved in the battle to retreat. Within days, the Hutts moved a massive fleet, one that rivaled the Republic's, into the Mid Rim, making it clear that their goal was to take over the Republic's commercial enterprises and assert economic dominance over the galaxy. What began as peaceful exploration in the name of defense for the Republic turned into a war of defense. The Hutts proved themselves to be

despicable and treacherous, and they needed to be stopped. They were, as the galaxy-at-large saw them, an evil threat.

One aspect that the Republic had not counted on was the lack of a conventional Hutt army. The Hutts themselves were too large to pick up arms and fight the Republic, at least for the most part, but they employed a number of mercenaries, bounty hunters, and other criminal lowlifes to serve as their soldiers. Even criminals from within the Republic took up arms with the Hutts, believing that the Hutts would create the type of civilization these degenerates always wanted. More interesting, however, was the elite Hutt fighting force: a species called the Taungs, the self-proclaimed Mandalorian Warriors of

the Shadow, that came from the Outer Rim world of Mandalore. These Taungs proved to be a formidable foe even to the most elite Republic forces, and they also needed to be stopped.

That was six months ago. The war continues.

A Jedi Civil War

Due to the assassination of the Alsakan Vicar, supposedly at the hands of former Jedi Grandmaster Banik Kelrada, many Jedi left the Jedi Order and founded their own order called the Ospion Guardians. Originally a rogue group of Jedi, the Ospion grew darker and darker until finally becoming closer aligned with the dark side of the Force itself, creating its own set of ideologies, codes, and traditions that did not resemble those of the Jedi.

After the Alsakan Crisis, the Ospion left known space for a number of years, and they stumbled upon a planet drenched in the dark side of the Force. This planet contained the teachings of the remnants of the Legions of Lettow, the dark side sect led by Xendor during the First Jedi Schism five hundred years after the formation of the Republic. This influenced them greatly, and they became darker and more entrenched in the dark side's teachings. Finally, after ten years, the Ospion returned to known galaxy, lurking in the shadows under a new name (this name will be decided later, and it will be more *Star Warsy*). For another ten years they laid low, but once the war with the Hutts began, they realized they had an opportune moment to strike against the Jedi.



Unlike other dark side sects in the past, this group decided that in order to fulfill their evil goal of destroying the Jedi they would need to remain a shadowy organization. They snuck in, deciding to use the war as an opportunity to strike unseen from the shadows. They became a low-level presence but a high-level risk, becoming very much like shadowy assassins as opposed to running in with blasters blazing with a large fleet. That was not who they were. They wrought havoc upon the galaxy, making each side believe the other had committed atrocities against the other, but now it is finally time for them to reveal themselves to the galaxy.

Alsakan Union

Alsakan, while choosing not to remain as a Republic member world, has also been quietly rebuilding its forces, likely in an attempt to attack the Republic once more. With the recent outbreak of the Hutt War, however, it is unclear if they will side with the Hutts, remain neutral and attack whoever wins, or put aside principle and fight with the Republic to repel the Hutt invaders. The rebuilt Alsakan forces would prove to be a major strategic advantage for whatever side they joined.

Technology

Technology advanced a great deal between the end of the Alsakan Crisis and the beginning of the Hutt War, as the Republic wanted to have the superior technology over the Alsakans if the Alsakans chose to

rise up again. Blasters replaced slugthrowers as the primary weapon used by the military, and it very quickly trickled down into the hands of other individuals who carried weapons. Personal shields also became standard issue in the military, but they are still very expensive for common people. The black market, however, has proven to be a source of them.

In an attempt to make travel for military vehicles more reliable and efficient, the Republic limited the use of hyperspace beacons for travel and began to implement independent hyperdrive engines that did



not rely on beacons. They are still expensive for common people, but the prices are not outrageous. Vessels have also been equipped with far superior weapons, with ion cannons becoming a popular new weapon design. Shielding has also increased due to the military budget's emphasis on defense technologies.

The Hutt Empire introduced the Republic to more advanced droid technology. While droids during the Alsakan Crisis were more primitive, accepting only simple commands, the Republic was able to secretly view the schematics of Hutt droids and create self-

enabled protocol droids. Intelligent assassin droids, although in infancy, have also been introduced. Many illegal versions of assassin droids have been introduced into the markets, while protocol droids are becoming standard issue for the rich and powerful.

Scum and villainy

The Hutts employed the worst of the worst when it came to bounty hunters, mercenaries, slavers, Taungs, and other seedy criminal elements in the galaxy, solidifying the idea of the Hutt Empire being a criminal empire. Despite the arrival of the former Ospion, the Hutts were still considered the biggest threat due to Hutt Empire being the most developed of the factions. They sat in the Outer Rim for many years, consolidating their rag tag but powerful fleet for many years unopposed, unlike the Republic which is still licking its wounds from the war with the Alsakan Union. This also allowed them to amass all the scum they needed.

Although the goal of the Hutts is to primarily fight the Republic, they also recognize that the Jedi aligned with the Republic are a grave threat to their goals of commercial conquest. The Hutts, therefore, have put a standing bounty on the head of every Jedi, decreeing that if the Jedi were caught on a world controlled by the Hutts, or those working for the Hutts were on any world on which there were Jedi, those Jedi would either be arrested or, far more likely, killed. This makes the galaxy a far more dangerous place for the Jedi Order.



Final Thoughts

Comments

There were two main issues in this current timeline. For starters, we did not have an evil faction. Secondly, the staff was inactive when it came to doing what we were supposed to be doing, and it dragged the story down. That is unfortunate, but it happens. It is water under the bridge at this point. Using this proposal in conjunction with new faction leaders can rectify the issues of the current timeline. Whereas this current timeline was too new and different, this proposal is new, different, yet also familiar with evil factions, seedy criminals, and evil dark side organizations. It allows us to stay basically where we are right now, yet also be in more familiar territory. It fixes the problems of the current timeline, in our opinion.

Additional questions

Any additional questions you may have, such as questions specifically related to the content of the story, or questions that were not addressed in the preemptive FAQ, can be asked either through private messages to Head Administrator Brandon Rhea, the author of this proposal, or can be asked in public in the thread that this is being proposed in. We prefer the latter, as people who have the same question can see the answer and we will not be answering the same question over and over again.

We thank you for giving this the consideration it deserves.

Image Sourcing

This proposal utilized a number of images in order to illustrate details discussed within it. The sourcing is in order of appearance, and covers the relevant information.

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