

# KWENN SPACE STATION

**Astrogation Data:** Kwenn system, Hutt Space, Mid Rim region

**Orbital Metrics:** 323 days per year / 27 hours per day

**Government:** Administrative Board of Directors

**Population:** 324,000 (human 44%, Hutt 3%, other 53%) and 50,000 to 200,000 pilots, tourists, and other temporary occupants

**Languages:** Basic, Huttese

**Terrain:** Urban, docking bays, laboratories, luxury spires

**Major Cities:** Kwenn Central, Mirrsteel Heights

**Areas of Interest:** Dry docks, Tallifax Inn

**Major Exports:** Contraband, entertainment, manufactured goods, starships, technology, tourism

**Major Imports:** Consumables, industrial goods, raw materials, water

**Trade Routes:** Ootmian Pabol

**Special Conditions:** None

**Background:** Situated in geosynchronous orbit above the planet of the same name, Kwenn Space Station serves as a gateway between the Empire-controlled Mid Rim and the lawlessness of Hutt Space. With its bronze-colored body mottled with patina, arachnid-like dry dock legs, and gleaming eyestalk spires, Kwenn Station is reminiscent of a Despayran crab spider as it scuttles around Kwenn like that predator would circle a helpless gutter-snail. The ancient facility has changed appearances over the years as sections have been added and removed, but it has remained the most heavily trafficked supply depot on the Ootmian Pabol for millennia.

Three kilometers in circumference, the station functions as a last stop for transports and warships heading into Hutt Space. Kwenn Station offers dry docks for starship repairs, shipping and storage facilities for hundreds of corporations, and an enter-

tainment resort for the ultra-wealthy. The station is also a notorious shadowport for smugglers passing between Hutt Space and the Mid Rim.

Recently, Kwenn Station was sold by clan Besadii after a financial debacle on Ylesia. While Kwenn Holdings currently owns the station, various criminal syndicates vie for control of the gateway to Hutt Space. The Tenloss Syndicate has tried to gain majority control by accumulating corporate shares through dummy corporations and anonymous buyers, while clan Anjiliac has resorted to bribing and blackmailing board members.

## DRY DOCKS

**K**wenn Station's skeletal framework of full-service dry docks is capable of berthing several massive capital ships to make repairs. Imperial Star Destroyers are commonly moored here between patrols, but bulk cruisers and luxury liners are also accommodated. Ubrikkian Industries maintains a large section of berths for R&D. However, the chief engineer is in clan Desilijic's pocket, which uses the skunkworks as a shadowport. Therefore, it's not uncommon to spot Gamorrean and Weequay mercenaries standing watch at checkpoints.



# GATEWAY TO PERDITION

**K**wenn Station is a spacers' haven, home to thousands of sentients catering to those frequenting the space lanes. Everything from luxury liners to slave ships, Imperial Star Destroyers to pirate frigates, and corporate cruisers to independent freighters stop to refuel here before entering or exiting Hutt Space.

## PEOPLE AND CULTURE

All walks of life are represented on board. Technicians and engineers occupy docking bays, repair depots, and dry docks. Merchant stalls and eateries fill the corridors and converted cargo bays in Kwenn Central, next

to slums inundated with beggars and thieves. Ubrikkian Industries, Incom Corporation, and Golan Arms have satellite headquarters in the chromium towers of Mirrsteel Heights and secret R&D labs hidden on board. Even xenoarchaeologists explore the station, seeking its true origins. Little occurs on Kwenn Station that doesn't profit Black Sun or the Hutt kajidics. Anjiliac thugs strong-arm shop owners for protection money. Black Sun spies leak internal documents and corporate secrets to the highest bidder. Black Sun enforcers and Anjiliac mercenaries have been engaging in a cold war that occasionally explodes into the corridors as they test turf boundaries.

# STATION INFORMATION

**K**wenn Station is divided into three unique sections: Kwenn Central makes up the bulk of the station, Mirrsteel Heights sits atop Central, and the dry docks dangle below.

## KWENN CENTRAL

Within the clamshell-shaped hull of Kwenn Station lie countless hangar bays, cargo facilities, and living areas. The station's exterior is speckled with docking ports, refueling stations, repair depots, chop shops, and more cargo facilities. Within the interior lies a maze of shops, bars, hotels, and casinos crammed into nearly every centimeter of habitable space. The corridors are caked in grease and dried-up coolant, and cluttered with broken starship parts and garbage piles. Central is in a constant state of disrepair. Many turbolifts don't function properly or at all. Air scrubbers, long overdue for replacement, struggle in vain to wash the stink of the unkempt masses out of the warm and stale recycled air.

Kwenn Station has been decreed neutral territory between the Hutts and the Empire, and an entire deck is reserved for maintaining their uneasy peace. As such, the station hosts dozens of hidden shadowports that smugglers use while transporting contraband. These facilities are tucked in garbage chutes, conduit tunnels, and life support vents buried deep within Kwenn Central. Some xenoarchaeologists postulate the station predates the Hutt-Xim Conflict, prompting galactic universities to send expeditions to study the station's inner workings. Rumors fly that exotech lies hidden in the bell of the station.

## TALLIFAX INN

The Tallifax Inn has been a fixture of Kwenn Central for decades. The sports pub and inn has changed hands over the years, but it is currently owned by smashball's infamous enforcer, the Corellian Dreadnaught's number 001, Mallsam O'ne. The smashballer traded shoving players for serving drinks and reminiscing about the glory days to his adoring customers. Smugglers and freighter pilots come from all around to relax and cheer for their teams, but the local favorite is none other than the Corellian Dreadnaughts, and anyone rooting for another team is likely to be met with violence.

## MIRRSTEEL HEIGHTS

Luxury towers crown the station high above the bulbous hull of Kwenn Central in a section called Mirrsteel Heights. Celebrities, Hutt lords, and all manner of deep-pocketed individuals maintain lavish penthouse residences in the shimmering silver and transparisteel pylons that glisten in the starlight. This is also the notorious location of the death of famed Jatz-wailer Jos Irrmo.

Mirrsteel also boasts an extravagant entertainment district with casinos, opera houses, spas, and recreational centers. The finest clothiers in the galaxy have stores with all of the latest fashions on hand. Vehicle corporations operate upscale dealerships selling luxury craft to socialites and high rollers. Several authentic Hutt-style chuba cantinas, at which Gamorrean poetry is read nightly, can be found in Mirrsteel as well. The critically acclaimed Corellian opera, "The Brief Reign of Future Wraiths," is a mainstay at the Mirrsteel Grande Opera House, located in the Center West Tower.