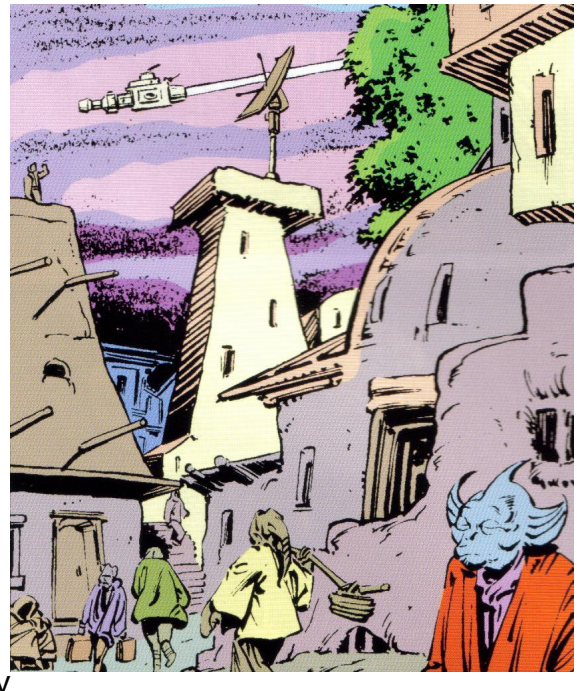
Planets D6 / Feriae Junction



Name: Feriae Junction
Region: Outer Rim Territories
Sector: Thesme sector
System: Feriae system
Suns: 1: Feriae
Orbital position: 2nd
Moons: 0
Grid coordinates: O-5
Rotation period: 21 standard hours
Orbital period: 292 standard days
Class: Terrestrial
Diameter: 8,400 km
Atmosphere: Breathable
Climate: Temperate
Gravity: Standard
Primary terrain: Forest, Plains, Hills
Points of interest: Skinker's salvage yard, Junction City cantina
Immigrated species:, Humans, Twi'leks, Duros
Primary language(s): Galactic Basic Standard
Government: Local councils
Population: 1.5 million (62% Humans, 21% Duros, 10% Twi'lek, 7% other)
Major cities: Junction City (Capital)
Major imports: Consumer goods
Major exports: None

Description: Feriae Junction (often simply called "Junction"), not to be confused with Junction V, was a tradeworld at the nexus of the Hydian Way, the Thesme Trace, and the Gordian Reach.

A Hutt-controlled company was located on the world and maintained an account for transferring money from the shipping magnat Brevis Taug to the Zygerrian Thanda clan.

Junction was located within Separatist space during the Clone Wars.

During a boom in demand for Corusca gems from Yavin 4, Junction flourished briefly before the tourist industry sputtered out. It was the running point for Rebel Alliance members fleeing the Battle of Yavin.

C-3PO saved Luke Skywalker from being killed by Beilert Valance on this planet.

After the Battle of Endor, Feriae Junction was integrated in Grand Admiral Zsinj's Empire. After his death in the Battle of Dathomir, Admiral Rogriss of the Galactic Empire and High Admiral Teradoc of the Greater Maldrood moved into Zsinj's former territory to capture what they could. Rogriss was beaten by Warlord Teradoc at Junction for the control of the Gordian Reach.

Admiral Rogriss took advantage of the New Republic campaign against Teradoc and its defeat at Centares to reintegrate a part of the Greater Maldrood in the Empire, including Feriae Junction.

Junction City

Junction City was the capital city of Feriae Junction.

Run down, but still busy with trade, Junction City contained reminders of a better time. The vast Grand Terminal was one such reminder.

After the destruction of the Death Star, Junction City was crawling with spies from the Empire, the Alliance, the Black Sun and the Hutts.

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