

LABYRINTH

Astronavigation Data: Kinham system, Atravis sector, Outer Rim

Orbital Metrics: 390 days per year/30 hours per day

Government: Imperial warden

Population: 1,000 (Guards - Human 100%)
6,000 (Prisoners - Various)

Languages: Basic

Terrain: Barren

Major Cities: None

Areas of Interest: Labyrinth Prison

Major Exports: None

Major Imports: Consumables

Special Conditions: Labyrinth is under strict Imperial entry/exit conditions

Background: To the galaxy at large, it appears to be just another unassuming, lifeless, barren, rocky world. In truth, Labyrinth is home to one of the Empire's most secure prison facilities.

The planet takes its name from the prison's intentionally confusing and maze-like layout. The surface, while (barely) containing an oxygen



atmosphere, is inhospitable and would not benefit prison escapees...if there were any.

LABYRINTH PRISON FACILITY

Access to the Labyrinth prison must go through the space station in geosynchronous orbit. Prisoners, staff, or supplies are offloaded at the station and loaded onto transport ships specifically assigned to the prison in order to eliminate access to ships with falsified access.

The prison itself is underground, with only the landing pad and intake facility above ground. Even the administrative areas are underground, with the first level a mile below ground. The prison block levels, rather than being laid out in standard Imperial layout, are intentionally designed in a maze-like layout that gives the prison its name. No two levels share the same layout. This is intended to disorient any potential escapees or, even more unlikely, any intruders into the facility.

With Mustafar in relatively close proximity, additional defensive forces can reach Labyrinth in short order.

Some months after the battle of Yavin, Wraith Task Force – accompanied by a small Rebel fleet group – performed a daring rescue of one of their own from Labyrinth, even destroying a *Starbreaker*-class battle platform in the process.