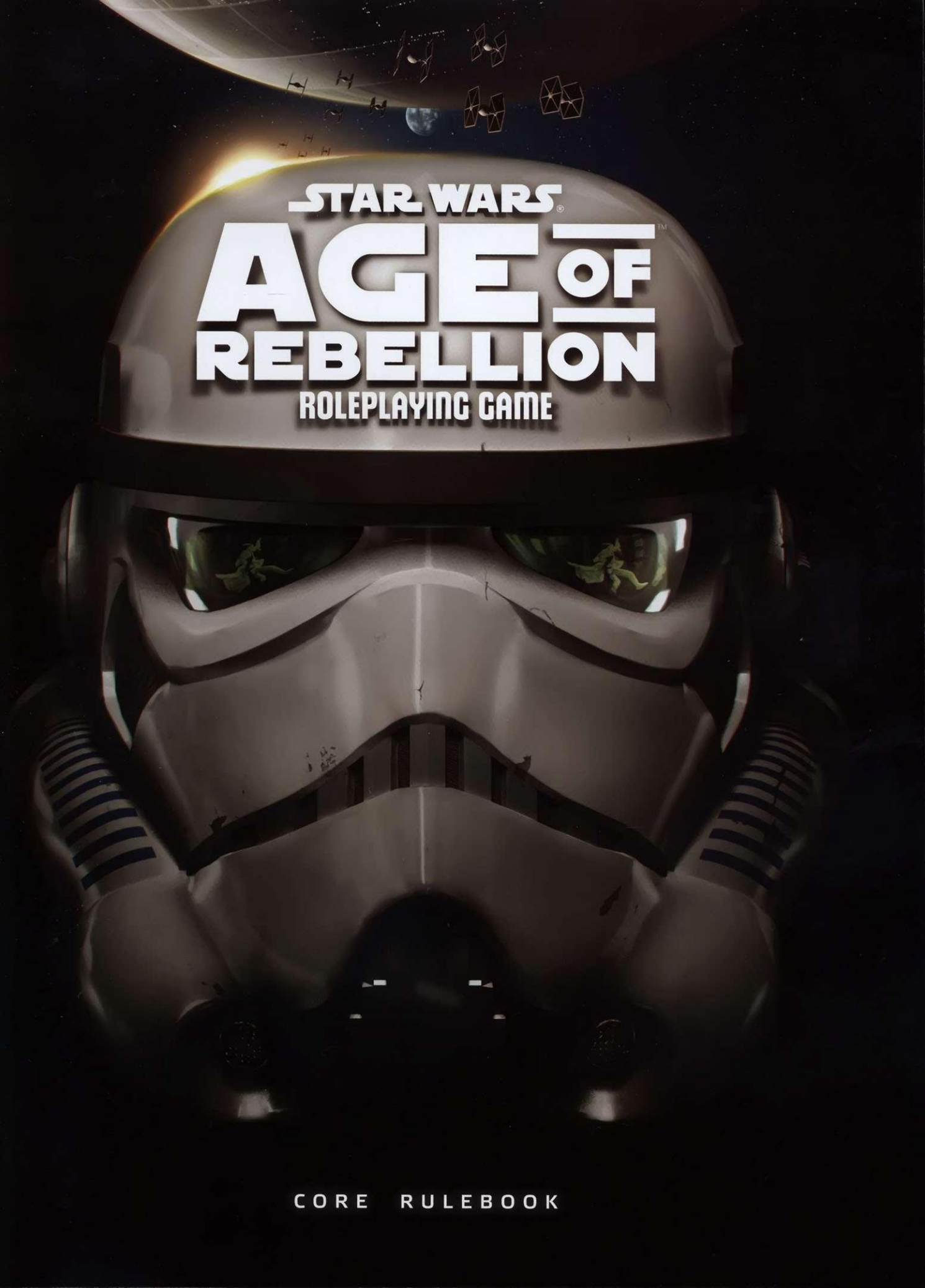
STAR WARS®

AGE OF REBELLION™

ROLEPLAYING GAME

CORE RULEBOOK

STAR WARS® ROLEPLAYING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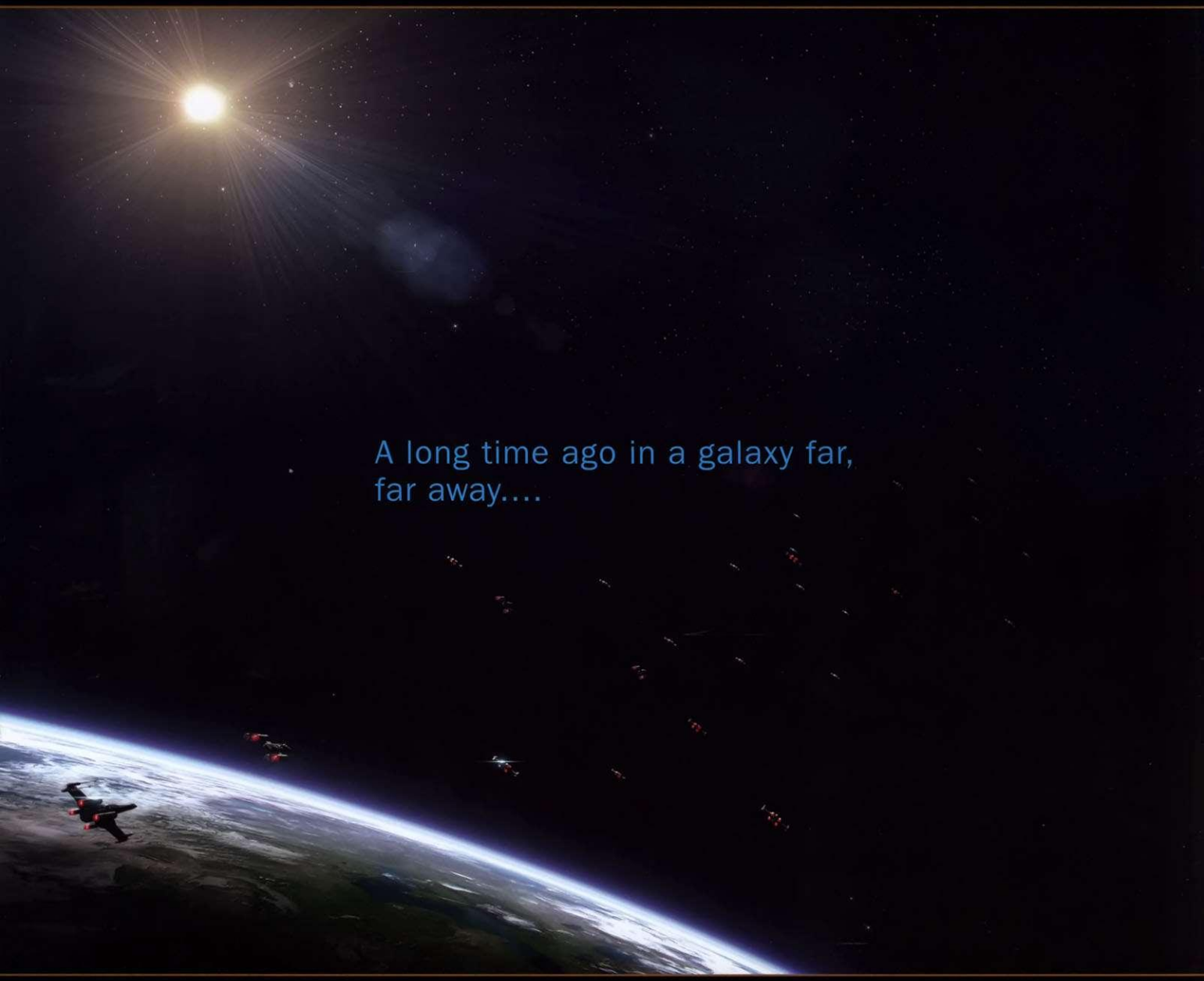
A long time ago in a galaxy far,
far away....

AGE OF REBELLION

It is a time of civil war. The evil GALACTIC EMPIRE *rules over the galaxy,* holding thousands of *systems in its ever-tightening grip.*

Striking out from a hidden base, a small band of *freedom fighters* has dealt a serious blow to the *Empire, destroying* the dreaded Death Star.

Now on the run from Imperial troops, the REBEL *ALLIANCE continues its struggle to restore freedom to the galaxy....*

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INTRODUCTION

"You are part of the Rebel Alliance and a traitor."

–Darth Vader

"You Rebel scum!"

I froze, with one hand on the throttle, one on the control yoke, and neither anywhere near my blaster. A sudden turn might tumble the Imperial officer behind me, but the shuttle I was flying wasn't built to do that quickly or well. He would likely shoot me or the controls. I was still alive only because one wrong maneuver at this speed would smash us into a canyon wall.

"Take us down! Now…argh!" A roar cut him off as he was tackled from behind. The attacker's momentum carried both of them between the pilots' seats and smashed the Imperial's face into the center console…and my right hand…and the throttle. The ship surged abruptly toward the canyon wall immediately ahead of us.

"Get off!" I yelled. I pulled back hard on the control yoke while trying to wrench my other hand free. The shuttle surprised me with unexpected agility…just not quite enough to clear the canyon rim. The back of the ship clipped a rocky outcropping with a jarring jolt and worrisome crunch.

The ship's upward angle combined with the collision to send the combatants tumbling toward the back of the cockpit. I glanced back at the fighters. The Imperial had no idea how to wrestle a tall, lanky Ithorian. As the two grappled and thrashed about, the Imperial's head smashed into one of his opponent's mouths, located on the side of its bent, hammer-like head. A pained, earsplitting roar erupted, deafening the Imperial, shaking the cockpit, and dazing me. The Ithorian's massive fist connected with the bewildered officer's jaw, and it was over.

"You know, I never knew that serving under an Ithorian commander would be so hard on the hearing!" I complained to Lieutenant Truno while he dragged the unconscious Imperial out of the cockpit. I assessed the shuttle's damage. When he returned, I said, "Well, we're still in the air. That little bump back there cost us the rear deflectors and stabilizers."

"Just get us to the pickup point," Truno rumbled. "I'll see what I can do." He dashed out of the cockpit and returned a few minutes later. "I've got the shields back online, but the stabilizer is hopeless. At least we

made it out." He collapsed into the chair and tended to his wounded mouth.

"Yeah," I said, "I better let the rest of the team know that we acquired, um, alternate transportation." Most of our special operations team had infiltrated a massive Imperial communications hub atop Sunfall Peak. The array was a vital link between the local Imperial forces, their command, and most importantly, their reinforcements. Sabotaging the hub was a risky operation for our enthusiastic but overmatched resistance group. Someone higher up in the Rebel Alliance had ordered the attack as part of a wider operation and was backing us up to make it succeed.

It wasn't over yet. Lt. Truno and I had staged a diversionary attack at an Imperial administration center. The Imperials shot up our ship upon our arrival, so we commandeered and escaped in one of theirs. We were fortunate. The mission briefing didn't mention any Imperial ships.

I opened a comm channel. "Team Bantha to Team Thumper: We're inbound. What's your status?"

The sounds of a blaster firefight crackled over the comm. Agent Corvan's voice boomed through the audible chaos. "The defense system is down and the charges are set. We're at the lower platform, but the blast doors cut us off. We're still inside, pinned down in the corridor between the doors and about fifty stormtroopers!"

That was bad. No time to update them on our problems. Truno said, "We'll use the ship's guns to blow the doors open."

"No! We're too close. You'll blast us, too!" Corvan responded.

I scanned the platform as we descended. It was set back into the mountainside, blast doors providing the only access between the platform and the station's interior. In his excitement, Corvan forgot to mention that the door was almost closed. I keyed the comm. "I've got an idea. Just hold on!"

"Like we have a choice!" he called back. I heard the distinctive chatter of Joreel's juiced-up repeating blaster churning out withering cover fire. The Gran would exhaust her ammo soon, if the overpowered thing didn't just burn itself out. Again.

I set the ship down near the back of the platform, aligning one of the shuttle's forward lasers with the blast door. I leapt up and headed toward the shuttle's hatch. Lt. Truno looked at me questioningly. I grabbed the tool kit and my datapad and yelled, "I've got this. Just be ready to fire when I say so!"

The ship was mere meters from the blast door. I ran to a control panel next to the door. I was a Rebel now, so it was time to put my five years of Imperial Navy experience to better use. I pulled a tool out of the kit and popped a concealed maintenance hatch below the panel. With the door locked down, breaking into the system unaided was unlikely. Fortunately, I didn't have to.

Blaster shots peppered the inside of the door. This blast door had two layers. Each layer had two panels that slid into place, meeting at an angle. When completely closed, a seam between the two panels cut across at a 45-degree angle. The other layer crossed in the opposite direction. This door had malfunctioned, leaving a small, diamond-shaped opening in the middle, less than half a meter across.

I ran to the opening, triggering my comlink. "Trass, toss the code cylinder through the hole in the door!" Imperial personnel wore code cylinders that granted them security privileges in the facility and computer system. Trass, our very own Bothan spy, had stolen it while casing the place weeks ago.

"We tried that! It didn't work!" she yelled back.

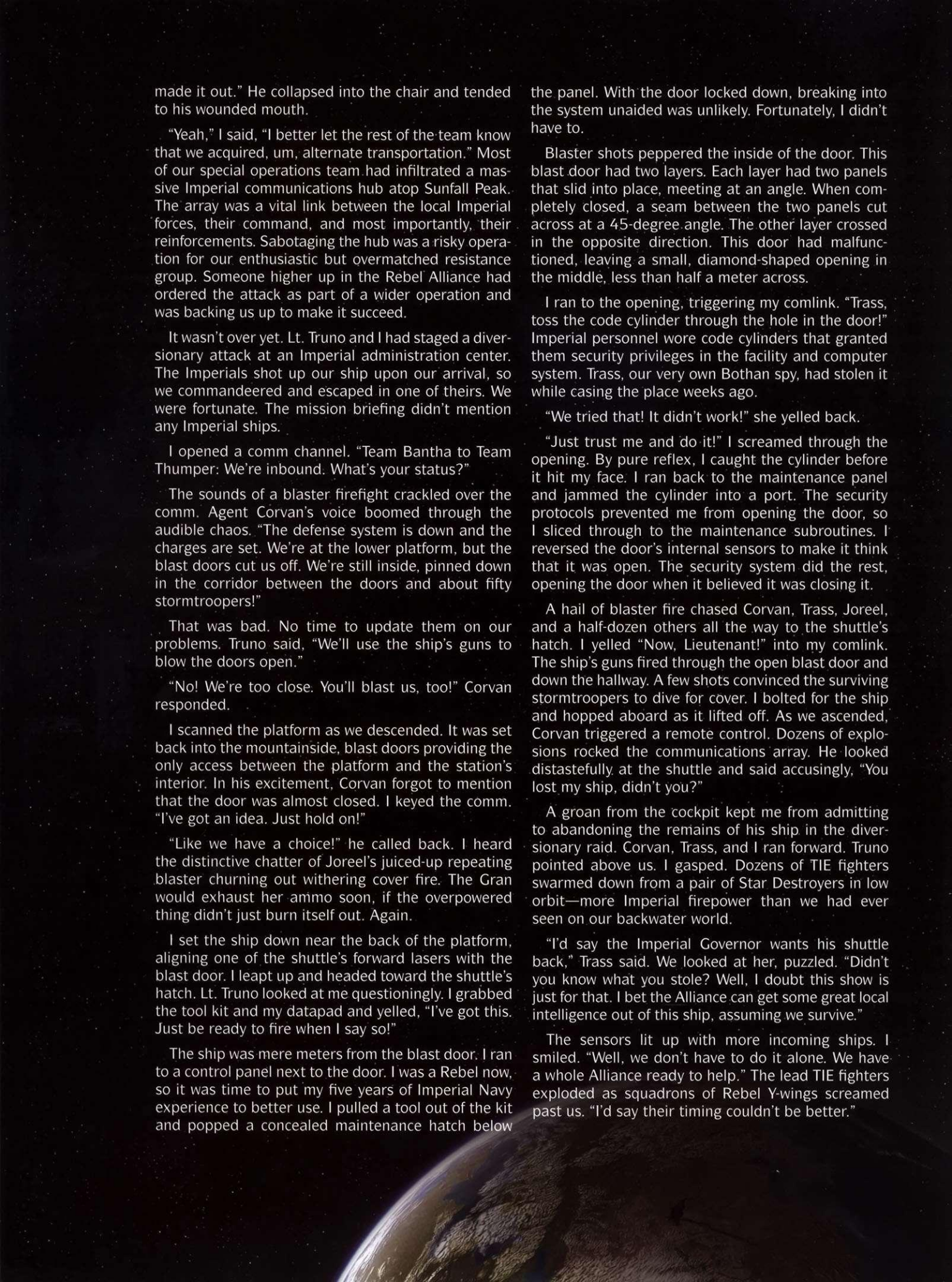
"Just trust me and do it!" I screamed through the opening. By pure reflex, I caught the cylinder before it hit my face. I ran back to the maintenance panel and jammed the cylinder into a port. The security protocols prevented me from opening the door, so I sliced through to the maintenance subroutines. I reversed the door's internal sensors to make it think that it was open. The security system did the rest, opening the door when it believed it was closing it.

A hail of blaster fire chased Corvan, Trass, Joreel, and a half-dozen others all the way to the shuttle's hatch. I yelled "Now, Lieutenant!" into my comlink. The ship's guns fired through the open blast door and down the hallway. A few shots convinced the surviving stormtroopers to dive for cover. I bolted for the ship and hopped aboard as it lifted off. As we ascended, Corvan triggered a remote control. Dozens of explosions rocked the communications array. He looked distastefully at the shuttle and said accusingly, "You lost my ship, didn't you?"

A groan from the cockpit kept me from admitting to abandoning the remains of his ship in the diversionary raid. Corvan, Trass, and I ran forward. Truno pointed above us. I gasped. Dozens of TIE fighters swarmed down from a pair of Star Destroyers in low orbit—more Imperial firepower than we had ever seen on our backwater world.

"I'd say the Imperial Governor wants his shuttle back," Trass said. We looked at her, puzzled. "Didn't you know what you stole? Well, I doubt this show is just for that. I bet the Alliance can get some great local intelligence out of this ship, assuming we survive."

The sensors lit up with more incoming ships. I smiled. "Well, we don't have to do it alone. We have a whole Alliance ready to help." The lead TIE fighters exploded as squadrons of Rebel Y-wings screamed past us. "I'd say their timing couldn't be better."



WELCOME TO ROLEPLAYING IN THE AGE OF REBELLION!

In the **Age of Rebellion** roleplaying game, you're part character, part storyteller, and part improvisational actor. You simultaneously create and play through fantastic *Star Wars* stories, filled with action, suspense, drama, and combat. Your character takes on more than a few stormtroopers, bounty hunters, and Imperial villains. In **Age of Rebellion**, you play bold characters in their bid to overthrow the repressive, authoritarian Galactic Empire and its evil Emperor. To play the game, you need your imagination, this book, paper and pencil, some *Star Wars* **Roleplaying Dice**, and several other players. Before you begin, you need to decide which member of your group will play as the Game Master (GM). While this does not need to be a permanent decision, the role of GM does not generally change from one game session to the next, and the Game Master has several responsibilities that the rest of the players do not.

I'M THE GAME MASTER! WHAT DO I DO?

Running a roleplaying game is a lot of fun. GMs run the game, provide the basic story plot, play the characters that the players' characters meet, describe the surroundings, and adjudicate the rules. Good GMs must think on their feet. The GM responds to unexpected actions from the players and adjusts the story as they come up with the best way to resolve the situation they have encountered. Your number one job is to make sure everyone has a good time. Fun first, rules second.

WHERE DO I START?

Different parts of this Core Rulebook serve as a good starting point depending on whether you are playing **Age of Rebellion** as the Game Master or as a Player Character.

Players should begin by reading **Chapter I: Playing the Game** and can then dive right into **Chapter II: Character Creation**.

The Game Master should also begin with **Chapter I: Playing the Game** but can then move on to **Chapter IX: The Game Master**.

I'M A PLAYER! WHAT DO I DO?

As a player, you take on the role of an individual character, referred to as a Player Character (PC). You usually create a Player Character for yourself at the beginning of the game, but the Game Master may provide a pre-generated character for you. Your Player Character takes part in an adventure, analogous to episodes of a television show or individual movies wherein you play a member of the recurring cast. Adventures last for one or more game sessions. With each adventure, your character gradually becomes better at what he or she does, and the story evolves with and around the characters.

Player Characters in **Age of Rebellion** typically fight against the Empire as Rebel sympathizers, soldiers, pilots, or secret agents, but they don't have to. You use the rules to create the kind of character you want to play, and you develop it by playing the role you envision. You might play a character based on one in the *Star Wars* movies and stories, but most players use a combination of abilities and backstory to create a character unique to them.

When you create your character, you will need to consider your backstory. Where did your character come from and why? What does he want to do next? The game includes ways to inspire backstory development through roleplaying motivations, specializations, and duties to individuals or causes. Your character has a specific Duty that inspires him to take action to advance and support specific aspects of the Rebellion.

You also create a personality, which might be very similar to your own, or very different from anything you've encountered. The heart of a roleplaying game is taking on the role of a character and acting in a manner befitting the character's situation, history, and aspirations. Backstories and personalities can be as complex

or simple as you like, as long as you and your fellow players are having a good time. The Rebel agents and officers in the Introduction are just a few examples of character types you might play.

Once you have a Player Character, you play as part of a group, usually comprising four to six players. Your character's backstory might mesh with theirs (perhaps they are all related, or all serve aboard the same ship), or the group might be allies of the moment, thrown together by circumstances beyond their control. The Rebel Alliance might order them to take part in the same mission.

When you play, each member of the group controls his own Player Character. The Game Master plays the part of everyone else the PCs encounter, work with, or fight. (These are called Non-Player Characters, or NPCs.) The GM also engages the group in the adventure. He might create a story or plot, or the group could dictate their own journey. Most games are a combination of both.

During the adventure, you tell the GM what you want your Player Character to do. You might use accents or unusual voices like an improvisational actor, but it's perfectly fine to simply say what you want to do and let the GM respond. Don't worry about knowing all of the rules of the game immediately—you'll learn as you go from the GM and other players, although reading the **Age of Rebellion** Core Rulebook is helpful. Having a good time is more important than following every rule to the letter.

WELCOME TO THE GALAXY!

It is a time of civil war...and much more. Every day, the growing Rebellion threatens the Galactic Empire on new battlefields and political arenas, fighting for hearts and minds throughout the galaxy in their bid for freedom. Every oppressive, reprehensible Imperial action produces new recruits for the Rebel Alliance. Beyond the Rebellion, the rest of the galaxy continues about its business. Some hope to stay out of the line of fire, while others profit from the conflict. Few completely escape tyrannical Imperial policies that repress freedom. Some suffer far worse, such as the enslavement of an entire species.

THE EMPEROR RULES

The fearsome Empire dominates the galaxy politically, socially, and militarily. The **Emperor** maintains absolute control; he skillfully plays political games, using both the military and **Darth Vader** to sustain his chokehold on the galaxy. The Imperial military is overwhelming when deployed en masse. Imperial agencies monitor the actions of allies and opponents alike. The feared Imperial Security Bureau (ISB) digs into any

EXAMPLE OF PLAY

Paul, Quentin, Rick, Sarah, Trish, and Ursula have gathered together to play AGE OF REBELLION around Paul's dining room table. Paul is acting as the GM. Quentin is playing Corvan, a human Ace. Rick is playing Truno, an Ithorian Commander. Sarah is playing Ryenne, a human Engineer. Trish is playing Joreel, a Gran Soldier. Ursula is playing Trass, a Bothan Spy.

We join the group mid-session as their mission inside an Imperial base goes wrong...

Paul (GM): Your download finishes and the datapad flashes green. You've got the data. But as you turn to leave, the doors slam shut and the lighting turns red. Someone must have triggered an alarm. What do you do?

Trish (Joreel): I pull out my repeating blaster and set it up facing the main doors. "Someone better get those doors open!"

Quentin (Corvan): I can try to blow them open with my explosives, but I don't think that's precisely the best idea.

Sarah (Ryenne): I'll move to the door and crack open the access panel. Maybe I can slice it open with Mechanics or Computers.

Paul (GM): Which door? The main doors or the side door?

Rick (Truno): According to the map we got from our contact, this side door should lead to the commandant's private landing pad. Try the side door.

Sarah (Ryenne): Good idea. I'll try the side door.

Paul (GM): Okay, you'll need to make a Hard Computers check to disable the security overrides and get the door open. Since you're under a time crunch, take a Setback die!

Sarah (Ryenne): (Sarah collects dice based on her skill and other factors into a pool and rolls.) Success, with, uh, oh dear, three Threat.

Paul (GM): The side door hisses open, then sparks and locks in place. You won't be able to close it behind you.

Rick (Truno): Close enough! "Everyone through the door! Let's get out of here!"

Trish (Joreel): I go through last, covering our retreat with my blaster.

Ursula (Trass): I'll take point and lead us toward the commandant's landing pad.

Paul (GM): Joreel, as you back through the door, you see the main doors open and a grenade come sailing through. It explodes, but you're all well outside the blast, so nothing gets smashed except the Imperial computers.

Quentin (Corvan): "Good news, Trass: now you have the only copy of that data!"

Paul (GM): Trass, you lead the group quickly to the commandant's landing pad, right past his office. There is a pair of sentries standing by the door to the landing pad, and you can see a large airspeeder resting on the pad. (Paul gathers some dice and rolls a Vigilance check for the sentries.) The sentries don't seem to have spotted you yet. What do you do?

Rick (Truno): Whatever we do, it had better be fast. The stormtroopers are going to figure out where we're headed.

Ursula (Trass): I got this. I walk confidently around the corner and up to the sentries. "Hey, fellas, I'm with security. You two seen any Rebel operatives around here?"

Paul (GM): I don't think they're going to buy that.

Ursula (Trass): I don't need them to believe me, I just need them to hold their fire until I get close enough to cut them apart with my vibroknife.

Paul (GM): Okay, sure. Make a Deception check opposed by their Vigilance. (He hands Ursula dice to add to her dice pool. Ursula rolls.) Oooh, that looks like a Failure and—is that a Despair?

Ursula (Trass): Yes. (Paul laughs maniacally.) I guess we should roll Initiative now.

suspected corruption or Rebel activity. Government-sanctioned political groups like the Commission for the Preservation of the New Order (COMPNOR) promote Imperial ideals and harshly counter Rebel propaganda and anti-Imperial sentiment. However, dominant though the Empire is, it is hardly monolithic or omnipresent, and the Rebels, criminal organizations, corporations, and many more exploit that fact.

THE GALACTIC CIVIL WAR RAGES ON!

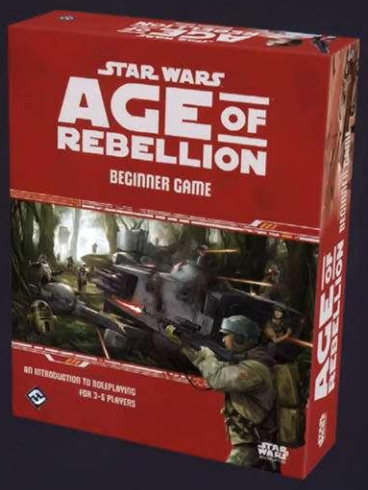
The Rebels destroyed the ultimate weapon, the Death Star! The loudest shot of the Galactic Civil War still reverberates throughout the galaxy. Viewed as a legitimate new hope for the repressed and the persecuted, the Rebel Alliance battles Imperial forces every day. The Rebels are locked in a desperate, winner-take-all war with the Empire, with only a fraction of the military might they need. With each new success, the Rebellion spreads farther across the galaxy. Militarily, they fight

a guerrilla war designed to avoid large, pitched battles. Socially, they highlight Imperial improprieties and expose Imperial atrocities. Politically, they forge secret alliances and expand the number of sympathetic allies, at great personal risk to all involved. The Empire relentlessly seeks out Rebels and their sympathizers and pursues the main Rebel leadership across the galaxy. After the destruction of the **Death Star**, to be labeled a Rebel is to be a hated and hunted enemy of the Empire.

REBEL ADVANCES

Emboldened by their victory over the **Death Star**, the Rebellion is expanding, unevenly, across the galaxy. Secret agents spy on Imperial facilities and personnel. Hidden cell networks expand Rebel influence on Empire-dominated worlds. Saboteurs hinder Imperial projects—both public and secret. Rebel starfighters strike from hidden bases, starships, and the main Rebel fleet to destroy vulnerable targets in hit-and-fade attacks. Rebel leaders such as Mon Mothma and Princess Leia Organa negotiate with sympathetic worlds and grassroots resistance groups to bring them into the Alliance. As successful as these efforts are, Rebel forces and sympathizers are still dwarfed by the massive Empire. There is a long way yet to go, and the Rebel leaders know it.

BEGINNER GAME



New to roleplaying games? One easy way to learn how to play roleplaying games (and **Age of Rebellion** specifically) is to play through the **Age of Rebellion Beginner Game**. This product teaches roleplaying to new players over the course of an adventure, and contains everything a group needs to get started.

FIGHTING FOR A BETTER GALAXY

Accepting Imperial rule means accepting an authoritarian regime concerned mainly with retaining and expanding its power. While the rise of the Empire ended the widespread death and destruction of the Clone Wars, it replaced galactic warfare with repression, strict security, and human elitism. Critics and opposition groups challenged aspects of Imperial rule from the beginning, but none could achieve more

than small victories against the Emperor's policies, directives, and formidable military and security forces. Years of hidden meetings and secret activities combined with Imperial atrocities and repression pushed more people to brave the consequences of dissent and, ultimately, rebellion.

Opposing the Empire is dangerous to one's person, friends, family, and associates. Dissidents risk their own social standing, reputation, imprisonment, and even life and limb, as well as those of their compatriots. Depending on the transgression, the Empire often makes an example of a traitor in the name of deterrence. The fact that these very acts send more people to the Rebellion either doesn't resonate or doesn't matter to the Imperials.

For those ready to take up the challenge, there are many ways to fight the Empire. Those unwilling or unable to take direct action can become Rebel sympathizers, resisting in small ways and often providing aid and comfort to those in overt roles. Sympathizers also spread anti-Imperial ideals and news. Some may eventually take up arms or take other direct action.

Those ready to take the fight to the Empire often form their own local resistance groups. They recruit like-minded individuals and counter local Imperial actions and edicts. They hope to force the Empire to abandon their local worlds, however unlikely it might be. More and more of these groups seek out or are recruited into the Rebel Alliance, bolstering its forces and expanding its area of operations.

The Rebel Alliance is the greatest hope and biggest single symbol of dissent in the galaxy. Its success emboldens others to join the fight. The Rebellion requires people of all types and capabilities. It needs military officers and personnel from admirals to soldiers to staff its ships and armies. It needs spies and saboteurs to infiltrate the Imperial bureaucracy and military facilities. It needs mechanics and technicians, scouts and doctors, engineers and procurement specialists. In short, just about everyone has a skill the Rebellion could use somewhere in the galaxy.

The Empire treats all Rebels harshly. Sympathizers are imprisoned and questioned about other Rebels. They might have their property seized. Captured Rebels are imprisoned locally, shipped off to prison planets, or executed as traitors to the Empire. Once in Imperial hands, many are never seen again.

The Rebels' drive to destroy the Empire reflects their spirit and determination to live free. They fight for freedom from oppression for themselves and for others. They reject the Emperor and his fear-mongering and oppressive ways. They brave the consequences in hope of building a better life for themselves, their families, and the galaxy at large.

WHAT ABOUT EDGE OF THE EMPIRE?

Edge of the Empire is another *Star Wars* role-playing game made by Fantasy Flight Games. Its Core Rulebook focuses on the shadier side of life in the *Star Wars* universe. It includes species, careers, and rules central to that theme. **Edge of the Empire** and **Age of Rebellion** are completely compatible. Characters, careers, dice, and more from each may be used together or separately. The **Age of Rebellion** Core Rulebook contains all of the rules needed for play and does not require the **Edge of the Empire** Core Rulebook (and vice versa). For more information, see page 342.

PLAYING THE GAME

"This is Red 5, I'm going in."

–Luke Skywalker

The **Age of Rebellion** Roleplaying Game focuses on the struggle between the Rebel Alliance and the Galactic Empire. In an **Age of Rebellion** campaign, many different characters from fighter pilots to politicians and soldiers to spies, all work together to fight the oppressive rule of the Emperor and free the galaxy.

During these adventures, the characters find themselves facing any number of challenges, from repairing their damaged starship or slicing their way past a security panel to exchanging blaster fire with Imperial stormtroopers. The characters must rely on their innate abilities, trained skills, and special talents to survive.

This chapter provides a broad overview of the basics of **Age of Rebellion**. First, it discusses what a roleplaying game is and what players need when preparing to play. The chapter then explores the various elements of the game's core mechanic and special dice. It continues with additional rules that govern the core of **Age of Rebellion**'s gameplay. **Chapter I** ends with a discussion of the general makeup of characters found in **Age of Rebellion**. Overall, this chapter covers the core rules of **Age of Rebellion**, while other chapters cover rules dealing with specific situations in the game.

WHAT PLAYERS NEED

Beginning an **Age of Rebellion** game requires very few materials. Besides at least one copy of this rulebook, players will need pencils or pens and copies of the character sheets found on page 461 to record information about their characters. The group will also need access to one or more standard 10-sided dice. Two dice per player is recommended.

Everyone involved in the game should also use the special, custom *Star Wars* **Roleplaying Dice** designed specifically to manage the unique task resolution system used in the game. The dice are described in detail later in this chapter.

- Packs of *Star Wars* **Roleplaying Dice** are available for purchase at local hobby game retailers or can be ordered online from Fantasy Flight Games.
- Each **Age of Rebellion** Beginner Game comes with a set of dice.
- Fantasy Flight Games offers a *Star Wars* Dice app for iOS and Android devices.

However, if these dice are not available, a chart on page 18 shows how players can instead use standard six-sided, eight-sided, and twelve-sided dice, which are readily found at most hobby game retailers.

NARRATIVE PLAY

Age of Rebellion asks the players to step into their characters' roles and use dramatic narrative to describe events and advance the story. In this manner, the players experience the excitement, drama, and epic scope of the *Star Wars* universe from the perspectives of their characters. While this rulebook provides specific rules for how to resolve actions, the game relies heavily on both the Game Master and the players to use their imaginations—tempered with common sense—to explain what happens.

In **Age of Rebellion**, combat and other situations are represented in an abstract fashion. The game focuses on the characters and the heroic actions they take, rather than on measurements, statistics, or other minutiae. Instead of taking a ruler and measuring the distance between characters on a map, it's preferable for a player to simply state: "I'm ducking behind the computer console to get some cover while I return fire." That sort of description paints a much better picture of the action taking place. Action resolution also has a narrative element. **Age of Rebellion** uses a unique dice system to determine if a given task succeeds or fails. However, the dice reveal more than whether or not the Player Characters succeed. The different dice and their varied symbols tell a larger story, adding depth and detail to the scene in which the PCs find themselves. The variety of results allows for interesting and compelling encounters. It's possible for a character to fail at a task, but still receive some benefit or find a brief respite. Likewise, a character can succeed at a task, but at a certain cost or with unforeseen complications.

THE CORE MECHANIC

Whether flying a snowspeeder through the legs of an AT-AT or shooting a blaster at a squad of stormtroopers, characters often find themselves performing actions that require skill and no small amount of luck. To determine if these actions succeed or fail—or if they have any other unforeseen consequences—characters in **Age of Rebellion** perform skill checks. Skill checks are easy to use, and are broken into two key elements:

1. Roll a pool of dice.
2. After all factors have been accounted for, if at least one Success symbol remains, the task succeeds.

When a character attempts an action, the first step is to gather a number of dice and assemble the dice pool. The number and type of dice in the pool are influenced by several factors, including the character's innate abilities, skill training, and equipment, as well as the inherent difficulty of the task being attempted. The GM may decide that the environment or the situation warrants the addition of certain dice; repairing a starship with ample time and the proper tools is one thing, but attempting repairs in the pouring rain, without tools, and under a hail of blaster fire, is quite different. Once all the necessary dice have been assembled, the player attempting the task rolls all of the dice in the pool.

The second step involves interpreting the results on the dice. The players look at the symbols on the face-up sides of each die. Certain symbols work in pairs, one type canceling out another. Other types of symbols do not cancel each other out, and their effects are applied regardless of the outcome of the task. After comparing the first set of paired symbols—

Success and Failure—the players can determine if the task succeeds. They then compare the second set of symbols—Advantage and Threat—to determine if there are any beneficial side effects or negative consequences. Finally, any other symbols are resolved to add the last details to the outcome.

This core mechanic, the **skill check**, forms the foundation of the game. Other rules and effects either modify or interact with one of these two fundamental elements—the assembly of the dice pool and the interpretation of the results after the dice are rolled.

THE DICE

This section takes a closer look at the special dice and their symbols. When the blaster bolts start flying, just about anything can happen. Dice symbols provide a narrative framework for the action—did a character hit the stormtrooper, or force him to scramble for cover, throwing off his next shot? By understanding these dice and symbols, players will have a better understanding of the core mechanic. This section also discusses how to assemble a dice pool, and when to introduce extra dice based on the circumstances. These dice can be purchased separately, or players may use the *Star Wars* Dice app to roll them electronically.

When a character makes a skill check in **Age of Rebellion**, the dice allow the players to quickly determine success or failure, as well as magnitude and narrative implications. To accomplish this, **Age of Rebellion** uses seven types of dice. Each die has a specific function and purpose. Each die face is either blank or features one or more symbols that represent various positive or negative effects.

A typical dice pool can contain from five to eight dice. This pool size covers the majority of situations. Difficult, complex, or epic situations may include more dice, while mundane situations may involve fewer dice. If a task is so easy that success is virtually guaranteed, dice might not even be rolled at all. The impact of generating and rolling a dice pool is best reserved for important tasks that can influence the story.

Dice are divided into three categories. The first type features dice with symbols beneficial to accomplishing tasks. The second type is dice with symbols that cancel those beneficial symbols and hinder the accomplishment of tasks. The third type of dice is Force dice, which are used slightly differently than the other dice.

Boost, Ability, and Proficiency dice are the beneficial, positive dice. Setback, Difficulty, and Challenge dice are the negative, disruptive dice. Force dice are distinct; while used for a number of situations, they are not usually used in a standard skill check.

POSITIVE DICE AND NEGATIVE DICE

Each dice pool is made up of a number of dice from several different sources. Essentially, these dice pools are composed of "positive dice" and "negative dice."

Positive dice are added to the pool to help accomplish a task or achieve beneficial side effects. These may reflect an innate talent or ability, special training, superior resources, or other advantages applied to the specific task. Negative dice are added to the pool to hinder or disrupt a task, or to introduce the possibility of complicating side effects. These may reflect the inherent difficulty of the task, obstacles, additional risks, or the efforts of another character to thwart the task.

TABLE 1-1: POSITIVE AND NEGATIVE DICE

Positive Dice Come From	Negative Dice Come From
The skill used to accomplish a task	The difficulty of the task attempted
The characteristic being applied	An opponent's special abilities, skills, or characteristics
An applicable talent or special ability	Opposing forces at work
Equipment or gear being used by the character	Inclement weather or environmental effects
The use of light side Destiny Points	The use of dark side Destiny Points
Tactical or situational advantages	Tactical or situational disadvantages
Other advantages, as determined by the GM	Other disadvantages, as determined by the GM

CONVERTING STANDARD DICE TO *STAR WARS* ROLEPLAYING DICE

When playing Age of Rebellion, the GM and players ideally have access to a full complement of the special dice described here. However, there might be times when the dice are not available. This should not stop the game from continuing. Players may use several standard 6-sided, 8-sided, and 12-sided dice to generate the results found on the custom dice by referring to the chart below. Players simply convert the numerical results generated to the chart's associated symbols, which are the same as the symbols on the special game dice.

TABLE 1-2: STANDARD TO STAR WARS ROLEPLAYING DICE CONVERSION

Die Type	1	2	3	4	5	6	7	8	9	10	11	12
Boost die (d6)	Blank	Blank	✲	✲								
Setback die (d6)	Blank	Blank										
Ability die (d8)	Blank	✲	✲	✲✲								
Difficulty die (d8)	Blank											
Proficiency die (d12)	Blank	✲	✲	✲✲	✲✲							
Challenge die (d12)	Blank											
Force die (d12)	●	●	●	●	●	●	●●	○	○	○○	○○	○○

POSITIVE DICE

There are three types of positive dice with symbols that improve the odds of successfully completing a task or achieving beneficial side effects.

BOOST DICE

Special advantages, or "boosts," are represented with light-blue six-sided dice. Boost dice represent benefits gained through luck, chance, and advantageous actions taken by the characters. They can be added to a pool for a wide variety of reasons. Boost dice are most often used to reflect the character gaining some sort of benefit or advantage, such as having ample time to complete the task or having the right equipment. Boost dice and Setback dice are thematic opposites of each other. Boost dice are represented by in text.

ABILITY DICE

Ability is represented with green eight-sided dice. Ability dice form the basis of most dice pools rolled by the players. They represent the character's aptitude or skill used when attempting a skill check. These dice possess positive, beneficial symbols. Ability dice are opposed by Difficulty dice. Ability dice are represented by in text.

PROFICIENCY DICE

Proficiency is represented with yellow twelve-sided dice. Proficiency dice represent the combination of innate ability and training. They are most often used when a character is attempting a skill check using a skill in which he has trained. Proficiency dice can also be added to a pool when a player invests a Destiny Point for an important skill check. These dice possess a greater likelihood of success, and they are the only dice that feature the potent Triumph symbol (see page 20). Proficiency dice are the upgraded version of Ability dice (for more on upgrades, see page 28). Proficiency dice are represented by in text.

NEGATIVE DICE

There are three types of negative dice that have symbols that undermine success or introduce unwanted complications.

SETBACK DICE

Certain complications, or "setbacks," are represented with black six-sided dice. Setback dice represent problems or minor obstacles during task resolution. Setback dice are often used to represent relatively minor effects that impair or hinder a character, such as poor lighting, obstructive terrain, insufficient resources, or facing a hungry rancor instead of an old, decrepit one. Setback dice are not as potent as Difficulty dice. They are added to represent additional circumstances and environmental effects that would not in and of themselves increase the base difficulty of the task. Setback dice and Boost dice are thematic opposites of each other. Setback dice are represented by in text.

DIFFICULTY DICE

Difficulty is represented with purple eight-sided dice. Difficulty dice represent the inherent challenge or complexity of

a particular task a character is attempting. In simplest terms, the more Difficulty dice in a dice pool, the more challenging it is to succeed. Difficulty dice possess negative, harmful symbols that cancel out the positive, beneficial symbols found on Ability, Boost, and Proficiency dice. Difficulty dice oppose Ability dice. Difficulty dice are represented by ◆ in text.

CHALLENGE DICE ⬢

Challenge is represented with red twelve-sided dice. Challenge dice represent the most extreme adversity and opposition. These dice may be featured in place of Difficulty dice during particularly daunting challenges posed by trained, elite, or prepared opponents. Challenge dice can also be added to a pool when the GM invests a Destiny Point for an important skill check. These dice feature primarily negative, obstructive results, such as Threat and Failure, but the Challenge dice also feature the potent Despair result (see page 21). Challenge dice are the upgraded version of Difficulty dice (for more on upgrades, see page 28). Challenge dice are represented by ⬢ in text.

FORCE DICE

The Force is abstracted using white twelve-sided dice. These Force dice represent the power and pervasiveness of the Force. They are generally only used in dice pools by Force-sensitive characters (or creatures) or under special circumstances. One of these special cases is when the players generate their starting Destiny pool at the beginning of a session (see **Destiny Points**, page 34).

Unlike the other dice used for task resolution, which generate results that impact success and failure or magnitude and complication, the Force dice generate resources. Each die features both dark side and light side points. There are no blank sides on a Force die. When players roll Force dice, they always generate a number of resources—but the resources can be dark side, light side, or a combination of the two.

Force dice are represented by ⬡ in text. See **Chapter VIII: The Force** for more on using Force dice.

TEN-SIDED DICE

In addition to the custom dice described above, the game also uses standard ten-sided dice. These dice are abbreviated as "d10" in the text. Many standard d10s feature a numeral "zero" on one side. If a zero is rolled, it counts as a ten. This allows the d10 to generate any number between one and ten. These dice are not provided in the *Star Wars* **Roleplaying Dice** pack, but can be found at any hobby games store.

In **Age of Rebellion**, a more common roll using d10s is called the percentile roll. When making a percentile roll, the player rolls two dice, designating one die as the tens digit, and the other die as the ones digit. A result of zero on either die means that the corresponding digit is zero in the two-digit number rolled. A result of "00"—zero on both dice—indicates a roll of 100. The percentile roll is abbreviated as d100. It is used most often as a randomizer, generating a number between 1 and 100. Percentile rolls are used to generate numbers that correspond to particular results on look-up tables, such as the severity of a Critical Injury effect, or whether or not a character's accomplished Duty comes into play (see page 48).

EXAMPLE

David's character inflicts a Critical Injury on a stormtrooper. David rolls percentile dice to determine how severe the Critical Injury is. He chooses one green d10 and one blue d10. He designates the green die as the tens digit. After rolling the dice, the green die shows a 4 and the blue die a 7. The percentile roll is read as 47. If the green die showed a zero instead, the percentile roll would be read as 7 (zero-seven).

DICE SYMBOLS & RESULTS

The dice used in **Age of Rebellion** feature a number of unique symbols used to determine success or failure, as well as to provide additional context and consequences during task resolution. Understanding these symbols allows the players to more fully contribute to the story, generating memorable details and describing cinematic actions over the course of their adventures. This section introduces and defines the different symbols, then describes how they are used in play.

Just like the special game dice, these symbols can be classified into several broad categories. The three types of symbols represent positive results, negative results, and Force resources.

POSITIVE RESULTS

A character was able to slice into the Imperial security network while infiltrating a heavily guarded cell block, but how successful was he? Did he succeed by the skin of his teeth, or was his success so complete that the facility's security systems have been quietly deactivated? These sorts of specific results of character skill checks are determined by interpreting positive dice symbols.

Three positive symbols are found on the *Star Wars* Roleplaying Dice. These symbols represent Success, Advantage, and Triumph.

SUCCESS

Success symbols are critical for determining whether a skill check succeeds or fails. Success is undermined by Failure. Mechanically, one Success symbol is canceled by one Failure symbol. Based on the core mechanic, if at least one Success remains in the pool after all cancellations have been made, the skill check succeeds. In **Age of Rebellion**, Success symbols can also influence the magnitude of the outcome. For example, in combat, each net Success is added to the damage inflicted on the target. Generating four net Successes inflicts four additional damage.

Success symbols appear on ◆, □, and ⬡ dice.

ADVANTAGE

The Advantage symbol indicates an opportunity for a positive consequence or side effect, regardless of the task's success or failure. Examples of these positive side effects include slicing a computer in far less time than anticipated, finding unexpected cover during a firefight, or recovering from strain during a stressful situation.

It's possible for a task to fail while generating a number of Advantage symbols, allowing something good to come out of the failure. Likewise, Advantage can occur alongside success, allowing for some significantly positive outcomes. It's important to remember that Advantage symbols do not directly impact success or failure, only their magnitude or potential side effects. Advantage is canceled by Threat. Each Threat symbol cancels one Advantage symbol.

Characters may use Advantage results in a wide variety of ways; this is known as "taking the Advantage." If a skill check generates one or more net Advantage symbols, the player can spend that Advantage to apply one or more special side effects. This could include triggering a Critical Hit, activating a weapon's special quality, recovering strain, or even performing additional maneuvers. The applications of Advantage are covered in more detail on page 217.

Advantage symbols appear on ◆, □, and ⬡ dice.

TRIUMPH

The Triumph symbol is a powerful result, indicating a significant boon or beneficial outcome. Each Triumph symbol provides two effects:

First, each Triumph symbol also counts as one Success, in every way Success has previously been defined. This means that the Success generated by a Triumph symbol could be canceled by a Failure symbol generated during the same skill check.

Second, each Triumph symbol can be used to trigger incredibly potent effects. Two common uses are to trigger a Critical Injury upon a successful attack, or to activate a weapon's special quality. Effects generated by a weapon's special quality usual require multiple Advantage symbols to activate. Triumphs may activate other potent effects as well, including effects above and beyond those triggered by Advantage. These effects may be set by the GM, or they may defined by the environment, a piece of equipment, or a special character ability. See page 217 for more information on using the Triumph symbol to trigger effects.

Players gain both effects with each Triumph symbol; they don't have to choose between the Success and the special effect trigger. Although the Success aspect of the Triumph symbol can be canceled by a Failure symbol, the second aspect of the result cannot be canceled. Multiple Triumph symbols are cumulative: each Triumph adds one Success, and each can be used to generate its own special effect.

The Triumph symbol only appears on the ⬡ die.

NEGATIVE RESULTS

While evading a squad of Imperial scouts aboard a stolen speeder bike, a character unsuccessfully attempts to weave between two massive rock formations. Is the failure severe, resulting in a terrible crash? Or does it result in little more than a scratch on his speeder's fuselage? Such details are provided by interpreting negative dice symbols.

Three negative symbols are found on the task resolution dice. These results are Failure, Threat, and Despair.

FAILURE

Failure symbols are critical for determining whether a skill check succeeds or fails. Failure undermines Success. Mechanically, one Failure symbol cancels one Success symbol. Based on the core mechanic, if at least one Success symbol remains in the pool after all cancellations have been made, the skill check succeeds. Fortunately for characters, multiple net Failure symbols do not influence the magnitude of the failure.

Failure symbols appear on ■, ◆, and ⬢ dice.

THREAT

The Threat symbol is fuel for negative consequences or side effects, regardless of the task's success or failure. Examples of these negative side effects include taking far longer than expected to slice a computer terminal, leaving an opening during a firefight that allows an enemy to duck into cover, or suffering additional strain during a stressful situation.

It's possible for a task to succeed while generating a number of Threat symbol, tainting or diminishing the impact of the success. Likewise, Threats can occur alongside Failure, creating the possibility for some significantly dire outcomes. It's important to remember that Threat symbols don't directly impact success or failure, only their magnitudes or potential side effects. Threat cancels Advantage. Each Threat symbol cancels one Advantage symbol.

The GM generally resolves Threat effects. There are a wide variety of possible effects that Threat may trigger. If a skill check generates one or more net Threat symbols, the GM generally applies one or more special side effects. This could include being knocked prone, losing the advantage of cover, taking more time than anticipated, suffering strain during a normally routine action, or giving an enemy an opportunity to perform a maneuver. The applications of Threat are covered in more detail on page 218.

Threat symbols appear on ■, ◆, and ⬢ dice.

DESPAIR

The Despair symbol is a powerful result, indicating a significant bane or detrimental outcome. Each Despair symbol imposes two effects:

First, each Despair symbol also counts as one Failure, in every way Failure has previously been defined. This means that the Failure represented by a Despair symbol could be canceled by a Success symbol generated during the same skill check.

Second, each Despair can be used to trigger potent negative effects. A Despair symbol may be used to indicate a weapon has jammed, or run out of ammunition or energy cells. Despair may activate other potent effects as well, including effects above and beyond those triggered by Threats. These effects may be determined by the GM, or defined by the environment, an adversary, or a special character ability. See page 218 for more information on using a Despair symbol to trigger effects.

Players suffer both effects of each Despair symbol; they do not get to choose between the Failure and the special effect trigger. The failure aspect of the Despair symbol can be canceled by a Success symbol; however, the second aspect of a Despair symbol result cannot be canceled. Multiple Despair symbols are cumulative; each Despair imposes one Failure, and each can be used to generate its own special effect.

The Despair symbol only appears on the ⬢ die.

FORCE RESOURCES

The final category of dice symbols represents resources generated by the Force. There are two types of Force resources: light side Force points ○ and dark side Force points ●. Force-sensitive characters can use these resources to help fuel special abilities, such as telekinesis and precognitive combat awareness. Force dice are used frequently for characters who are powerful Force users, like the Jedi, who struggle with the balance of the light and dark sides of the Force.

In **Age of Rebellion**, such powerful Force users are generally quite rare. While Player Characters have the potential to be Force-sensitive and gain some fledgling control of the Force, there are other uses for the Force dice besides employing Force powers. One of the most common applications of Force dice in **Age of Rebellion** is their use to determine a group's starting pool of Destiny Points at the beginning of each session (see page 34).

Unlike the positive and negative dice used for task resolution, Force dice generate resources that are spent to fuel a power's effects, such as its magnitude, range, or duration. The Force die and the mechanics that govern it are very different from the core skill check mechanics of **Age of Rebellion** are discussed in greater detail in **Chapter VIII: The Force**.

LIGHTS, CAMERA, ACTION!

During the course of an **Age of Rebellion** adventure, characters find themselves in countless situations, attempting a variety of tasks. In everything from seemingly mundane actions, such as repairing a damaged hyperdrive or negotiating the cost of a landspeeder, to extraordinary feats, like climbing a sheer cliff while bounty hunters with jetpacks swoop in for the kill, characters will inevitably be put to the test. When the outcome of a PC's task is uncertain, that character usually needs to roll a skill check to determine the task's success or failure. These skill checks hinge upon a number of different character attributes, including skills, special talents, and inherent abilities.

The GM decides which type of skill check is required for a given task. Once the type of check and its difficulty have been set, the player assembles a pool of dice based on the different factors involved. The pool can be a combination of many types of dice, which vary depending on the characters involved and the specific situation.

After the dice pool has been assembled, the player rolls all of the dice in the pool. The dice results are evaluated to determine which symbols cancel each other out, and which ones are cumulative. Once all evaluations have been made, the player and GM resolve the skill check by determining the action's success or failure. The information obtained from the dice results is used to describe the outcome of the check, as well as any additional effects, complications, or surprises.

THE BASIC DICE POOL

Age of Rebellion uses a concept known as a dice pool, which is a collection of the dice needed to determine the outcome of any given situation in the game (see **The Dice** on page 17). While advanced or complex actions may require a large dice pool, the basic dice pool is quite simple. It relies on three factors: the PC's inherent ability, any specialized training the character has, and the difficulty of the task being attempted.

Following a more detailed look at these three factors, this section describes how players assemble and resolve basic dice pools, discusses other types of dice pools, and examines the kinds of checks players might make during a game session.

CHARACTERISTICS

In **Age of Rebellion**, a character's intrinsic abilities are defined by six characteristics: Brawn, Agility, Intellect, Cunning, Willpower, and Presence.

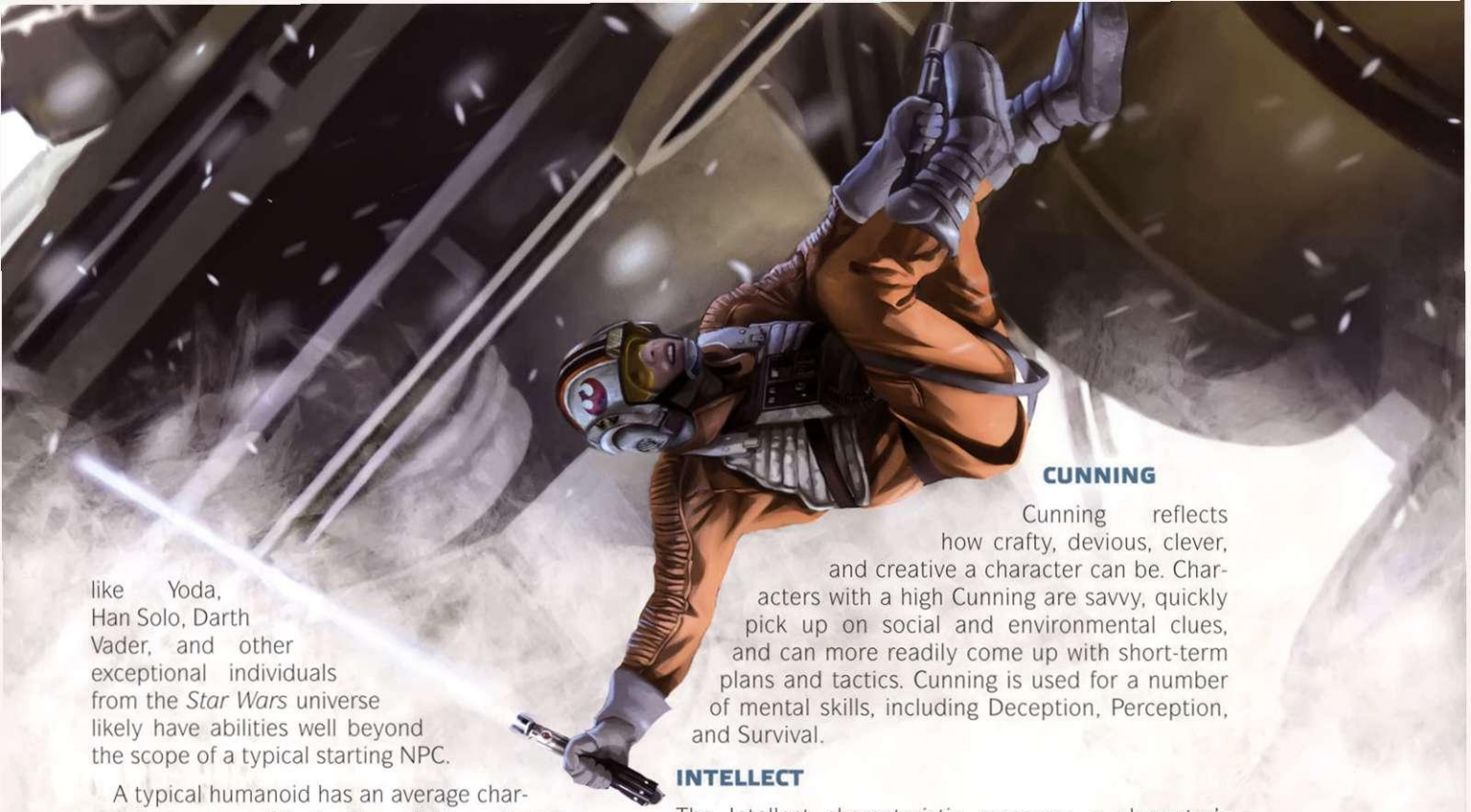
Brawn and Agility are measures of the character's physical abilities: strength, flexibility, athletic prowess, skill with weapons, and general toughness. Intellect and Cunning are the character's mental abilities, reflecting the PC's knowledge, analytical skill, cleverness, and deductive reasoning. Willpower and Presence represent the character's personality and force of spirit, including charisma, mental fortitude, and facility in relating to and interacting with others.

A character's species determines that character's starting characteristic ratings. After all, Sullustans tend to be quick, while Bothans tend to be crafty. Each player has the opportunity to increase these default characteristics during character creation by investing a portion of the PC's starting experience points. It is important to note that after character creation, increasing characteristics is a significant in-game investment—something that might happen only a few times over the course of an entire campaign. **Players need to think carefully about their characteristic ratings, and should consider investing a significant portion of their starting experience points in improving their characteristics.** More on character creation is covered on page 39.

Although it does make sense to focus on characteristics that improve the character's core skills and talents (for instance, an Ambassador character might invest in a high Presence, or an Infiltrator in a high Agility rating), the game system offers a great deal of flexibility. Going against stereotype, or planning ahead in anticipation of moving into other careers over the course of a campaign, are both acceptable options for players. For example, a player whose Pilot character is big and hulking might elect to increase the character's Brawn, with an eye toward eventually having the character become a Commando. Likewise, a Slicer with a high Presence rating could be just as deft with his words as with computers, opening up the opportunity to perhaps one day become an Ambassador.

CHARACTERISTIC RATINGS

Characteristic ratings for both PCs and NPCs generally range from 1 to 6. Some exceptions exist, especially in powerful or unique cases. For example, a rancor likely has a Brawn rating much higher than that of a PC. NPCs



like Yoda, Han Solo, Darth Vader, and other exceptional individuals from the *Star Wars* universe likely have abilities well beyond the scope of a typical starting NPC.

A typical humanoid has an average characteristic rating of 2. A rating of 1 is weak and below average. A characteristic rating of 3 or 4 is significantly above average, while ratings of 5 or 6 represent exceptional performance and ability. During character creation, no characteristic can be increased above 5. Once play begins, PC characteristics are capped at 6. Each species has a default characteristic profile that reflects particular strengths and weaknesses. This profile is then augmented and improved during creation by investing experience points.

To find the default characteristic profiles of each playable species, see **Chapter II: Character Creation**. The six characteristics are defined below.

AGILITY

The Agility characteristic measures a character's manual dexterity, hand-eye coordination, and body control. Characters with a high Agility have a good sense of balance, flexibility, and deft hands. Agility is used for a number of physical skills such as Coordination, and it is key to ranged combat skills such as Ranged (Light) and Ranged (Heavy).

BRAWN

A character's Brawn represents a blend of a character's brute power, strength, and overall toughness, as well as the ability to apply those attributes as needed. Characters with a high Brawn are physically fit and hardy, rarely get sick, and have strong constitutions. Brawn is used for a number of physical skills such as Athletics and Brawl. Brawn is also used to determine a character's starting wound threshold.

CUNNING

Cunning reflects how crafty, devious, clever, and creative a character can be. Characters with a high Cunning are savvy, quickly pick up on social and environmental clues, and can more readily come up with short-term plans and tactics. Cunning is used for a number of mental skills, including Deception, Perception, and Survival.

INTELLECT

The Intellect characteristic measures a character's intelligence, education, mental acuity, and ability to reason and rationalize. Characters with a high Intellect can extrapolate and interpolate data, can recall details and draw from previous experience, and can think of long-term strategies and envision the ramifications of present actions. Intellect is used for a number of mental skills, including Astrogation, Computers, and all of the Knowledge skills, such as Lore and Xenology.

PRESENCE

A character's Presence characteristic is a measure of moxie, charisma, confidence, and force of personality. Characters with a high Presence make natural leaders, draw attention when they enter a room, can easily strike up a conversation with nearly anyone, and are quick to adapt to social situations. Presence is the key characteristic for interpersonal skills such as Charm and Leadership.

WILLPOWER

The Willpower characteristic reflects a character's discipline, self-control, mental fortitude, and faith. Characters with a high Willpower can withstand stress and fatigue, remain composed during chaotic situations, and exert influence over the weaker-willed. Willpower is used for skills such as Coercion and Vigilance. Willpower is also used to determine a character's starting strain threshold.

CHARACTERISTICS IN PLAY

Various careers and professions rely on certain characteristics more than others. Characteristics also influence skills, a wide variety of character abilities, and some

TABLE 1-3: DIFFICULTY LEVELS

Difficulty Level	Dice	Example
Simple	–	Routine, with the outcome rarely in question. Usually not rolled unless the GM wishes to know the magnitude of success, or unless ■ indicate the possibility of complications.
Easy	◆	Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at close range.
Average	◆◆	Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, trying to strike a target while engaged.
Hard	◆◆◆	Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting a target at extreme range.
Formidable	◆◆◆◆◆	Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without breathable atmosphere.

derived statistics. For example, in addition to being used for Athletics and Melee combat skill checks, Brawn is used to determine a character's starting wound threshold and forms the basis of a character's soak value.

As mentioned previously, characteristics are one of the three factors that affect the composition of a dice pool for a check (the other factors being skill training and task difficulty).

SKILLS & TRAINING

While characteristics create the foundation of a character's abilities, skills and specialized training are what really make a PC stand out from the crowd. Skills represent the character's training or experience in performing specific tasks and actions. Although a character can attempt almost anything without the proper training or skill, a PC is far more effective and capable if trained to perform the task at hand.

Skills, the second factor influencing a dice pool, represent specific training, hands-on experience, or focused knowledge in a certain area. Each skill is linked to a specific characteristic, which is the default ability a character uses when performing a task with that skill. For example, the Athletics skill is based on Brawn, Deception relies on Cunning, and Lore uses Intellect. Proper skill training can compensate for a character's low characteristic rating. However, the most proficient characters are those who have both the proper training and a strong linked characteristic.

A character's career choice provides **career skills**. Characters start out with training, or "ranks," in some of their career skills. As time passes during a campaign, a character can learn and improve any skills the player likes; however, improving career skills costs fewer experience points than increasing skills outside the PCs current career.

For a more in-depth look at skills and their application, see **Chapter III: Skills**.

DIFFICULTY

The third factor in composing a dice pool (in addition to the relevant characteristic and related skill) is the difficulty of the task being attempted. The characteristic and skill ranks add positive dice to the dice pool. Difficulty adds negative dice, making success more challenging. In addition to dice that represent the task's inherent difficulty, other dice are added to reflect further complications based on the environment or specific situation.

While the characteristic and related skill training are derived from the character attempting the task, the difficulty of a task is set by the GM. There are six basic difficulty levels (see the **Impossible Tasks** sidebar on page 25 for an optional seventh difficulty level). Some modifiers or situations may warrant checks higher than Formidable, subject to the GM's discretion.

In addition to providing a general classification that describes a task's inherent challenge, the difficulty level also indicates how many purple Difficulty dice ◆ are added to the dice pool when that particular task is attempted. A task attempted against a set difficulty level is referred to as a standard check.

DEFINING TASK DIFFICULTY

When used in a check to represent the challenge posed by a task, the difficulty level is indicated with one of the following labels: **Easy**, **Average**, **Hard**, **Daunting**, or **Formidable**. This label is followed in parentheses by the number of Difficulty dice to be added to the dice pool. For example, a player might face an **Easy (◆) Perception check** or a **Hard (◆◆◆) Mechanics check**. More detailed examples of each difficulty level are provided next to give players a clear idea of what the different levels represent.

SIMPLE TASKS (–)

A Simple task is something so basic and routine that the outcome is rarely in doubt. Success is assumed for the majority of simple tasks. If failure is virtually impossible, the task won't even require a check: the GM may simply state that the proposed action succeeds. If circumstances make the outcome uncertain, then a Simple task may require a roll. This may be the case only if one or more ■ are introduced due to injuries, environmental factors, or opposition by foes, for example.

A Simple task adds no Difficulty dice to the skill check's dice pool.

EASY TASKS (◆)

An Easy task poses little challenge to most characters, but something could still go wrong, and failure is still possible. A typical character with the proper training, resources, and tools for a situation can expect to succeed at most of the Easy tasks he attempts. Often, the magnitude or potential side effects are more uncertain than the success itself.

An Easy task adds one Difficulty die (◆) to the skill check's dice pool.

AVERAGE TASKS (◆◆)

An Average task represents a routine action for which success is common enough to be expected, but failure is not surprising. A typical character with the proper training, resources, and approach to the situation might expect to succeed at Average tasks slightly more often than he fails.

An Average task adds two Difficulty dice (◆◆) to the skill check's dice pool.

HARD TASKS (◆◆◆)

A Hard task is much more demanding of a character. Success is certainly feasible, but failure is far from surprising. A typical character with the proper training, resources, and tools for the situation should accept failure at Hard tasks more often than success—especially without Destiny or other advantages on his side.

A Hard task adds three Difficulty dice (◆◆◆) to the skill check's dice pool.

DAUNTING TASKS (◆◆◆◆)

A Daunting task taxes a character, pushing him to his limits. Success may be difficult to achieve, but it's certainly possible. A typical character with the proper training, resources, and tools for the situation will likely experience failure more often than success at Daunting tasks and may wish to look for some beneficial circumstances to aid him.

A Daunting task adds four Difficulty dice (◆◆◆◆) to the skill check's dice pool.

FORMIDABLE TASKS (◆◆◆◆◆)

Formidable tasks seem nigh impossible. In fact, if casually approached, a Formidable task is most likely impossible. However, with proper planning, a well-trained and well-equipped character has a chance at success. Typical characters almost always fail Formidable tasks. Even trained veterans fail Formidable tasks more often then they succeed. Failure seems inevitable unless the character can apply one or more advantages, such as Destiny Points or bonuses from specific equipment, talents, or assistance.

A Formidable task adds five Difficulty dice (◆◆◆◆◆) to the skill check's dice pool.

IMPOSSIBLE TASKS

There are some situations in which the chance of success is impossibly low. In almost all cases, the GM simply states that any such check automatically fails without needing the player to assemble and roll a pool of dice.

However, the GM may decide to allow a PC to attempt a check where success is extremely improbable—throwing a grenade in hopes that it will put out a fire; scaling a perfectly smooth, slick wall; or using reason to calm down a rampaging rancor, for example. Allowing the PCs to attempt an impossible task should be relegated to critical moments in a story's arc or truly life-or-death situations only.

To prevent players from abusing these opportunities, attempting an impossible task automatically requires the player to spend one Destiny Point. The player gains no benefits for doing so, beyond being able to attempt the task in the first place. The player also may not spend any additional Destiny Points on the check. For simplicity, an impossible task imposes the same number of Difficulty dice as a Formidable (◇◇◇◇◇) task.

BUILDING A BASIC DICE POOL

Now that the three primary building blocks of a skill check's dice pool have been discussed, all that remains is to show how the dice pool is actually assembled.

When a character wants to attempt some sort of action that might have a chance of failure, the player makes a skill check. The skill check uses the character's appropriate skill: Athletics for breaking down doors, Knowledge for recalling facts, or Charm for convincing a guard to let the character get past, for example. Each skill also has a linked characteristic: Brawn for Athletics, Intellect for Knowledge, and Presence for Charm, for instance. To make a skill check, the character assembles a dice pool.

There are two sides to every basic dice pool: the side to which the player contributes (in the form of Ability dice and Proficiency dice) and the side the GM contributes (in the form of Difficulty dice, Challenge dice, Boost dice, and Setback dice). Additional factors may modify the number and type of dice for a check. When building a dice pool, every aspect of both the player's and GM's contributing dice should be explained and defined before the roll is made. The GM sets the difficulty level of the task once, prior to the roll. After creating the base dice pool, either side may have the opportunity to upgrade dice.

APPLYING SKILLS & CHARACTERISTICS

A character's skill training and the associated characteristic are equally important in building a dice pool. When a task is attempted, the GM determines which skill is most appropriate. The skill used determines which characteristic is used. For example, if the character is attempting to bypass a security terminal by slicing its alarm system, the skill check would use the Computers skill, which is linked to the Intellect characteristic. The ratings for these two attributes determine the number of Ability and Proficiency dice that are added to the dice pool.

A player can start building the dice pool once the proper skill and characteristic are determined. To add dice to the pool, the player compares the PC's ranks of skill training to the linked characteristic's rating.

The higher of the two values determines how many Ability dice are added to the skill check's dice pool. Then the player **upgrades** a number of those Ability dice equal to the lower of the two values. If a character is unskilled (possesses no ranks) in the necessary skill, then zero is automatically the lower value and the character will rely solely on the appropriate characteristic. (This also applies if the character has a zero in the corresponding characteristic; however, in practice, it's almost impossible for a character to have a zero in a characteristic.)

EXAMPLE 1: VENDRI

Vendri is attempting to slice his way past a locked-down security terminal. This uses Vendri's Computers skill and Intellect rating. Vendri has Computers 2 and Intellect 3. His Intellect is higher, so the player begins by adding three Ability dice (◆ ◆ ◆) to the pool. Vendri's Computers skill is lower, so the player upgrades that many dice (two) to Proficiency dice (⬡ ⬡). To attempt the slice, Vendri starts out with three dice in his pool: ◆ ⬡ ⬡ (one Ability die and two Proficiency dice).

EXAMPLE 2: ARKHAN

Later, Arkhan must attempt to slice past the same security terminal. Arkhan is more experienced with slicing and has the skill Computers 3. However, his Intellect is only 2. His Computers skill is higher, so the player begins by adding three Ability dice (◆ ◆ ◆) to the pool. Arkhan's Intellect rating is lower, so the player upgrades that many dice (two) to Proficiency dice (⬡ ⬡). To attempt this action, Arkhan starts out with three dice in his pool: ◆ ⬡ ⬡ (one Ability die and two Proficiency dice).

Note that both Vendri and Arkhan begin with the same size and type of dice pool, despite the fact that their ranks in the Computers skill and their Intellect ratings are different. The system allows a character to compensate for a lack of innate ability by improving trained skills, and vice versa.

EXAMPLE 3: ZAL

Finally, Zal, the hotheaded human Ace, tries to get past the same security terminal. She has Intellect 2 but no ranks of training in Computers. Her Intellect is higher, so the player begins by adding two Ability dice (◆ ◆) to the pool. Since she has no ranks in Computers, that value is considered to be zero, and no Ability dice are upgraded to Proficiency dice. To attempt the action, Zal starts out with only two dice in her dice pool: ◆ ◆ (two Ability dice).

APPLYING TASK DIFFICULTY

After determining which skill and related characteristic the character uses to attempt the task, the GM then chooses the level of difficulty for the task by consulting **Table 1–3: Difficulty Levels** on page 24. The difficulty level of the task determines the number of Difficulty dice that the player must add to the pool. For example, an **Average (◆ ◆) skill check** means the player adds two Difficulty dice to the dice pool.

In some cases, the GM may **upgrade** one or more of these Difficulty dice by removing them from the dice pool and replacing them with an equal number of Challenge dice ⬢. Difficulty dice are usually upgraded into Challenge dice when a character faces skilled opposition or particularly challenging circumstances, or when the GM invests Destiny Points to make a check more challenging.

After setting the difficulty level for the task, the GM adds the corresponding number of Difficulty dice to the task's dice pool. If no other factors are deemed to influence the outcome of the attempt, the basic dice pool is now complete and can be rolled to determine success or failure, as well as any potential side effects.

EXAMPLE: SETTING DIFFICULTY

Following the prior examples, the GM reviews the table of difficulty levels. Deciding that this terminal is outdated and security is generally lax in this area, the GM assigns a difficulty of **Average (◆ ◆)** to the task. Two Difficulty dice are added to the players' dice pools when they attempt to slice past this terminal's security.

MODIFYING A DICE POOL

If there are no other influences or contributing factors that may impact the outcome of a check, the dice pool may consist solely of dice representing the acting character's skill and characteristic, along with the dice representing difficulty level set by the GM. However, the *Star Wars* universe is a vast place where any number of environmental effects can impact the actions taken by the characters. Howling gale-force winds caused by atmosphere escaping through a breach in a starship hull can negatively impact any action, while a motionless space pirate silhouetted by a bright light is a much easier target to hit. If an action is important enough to assemble and roll a dice pool, there's a good chance other factors are involved.

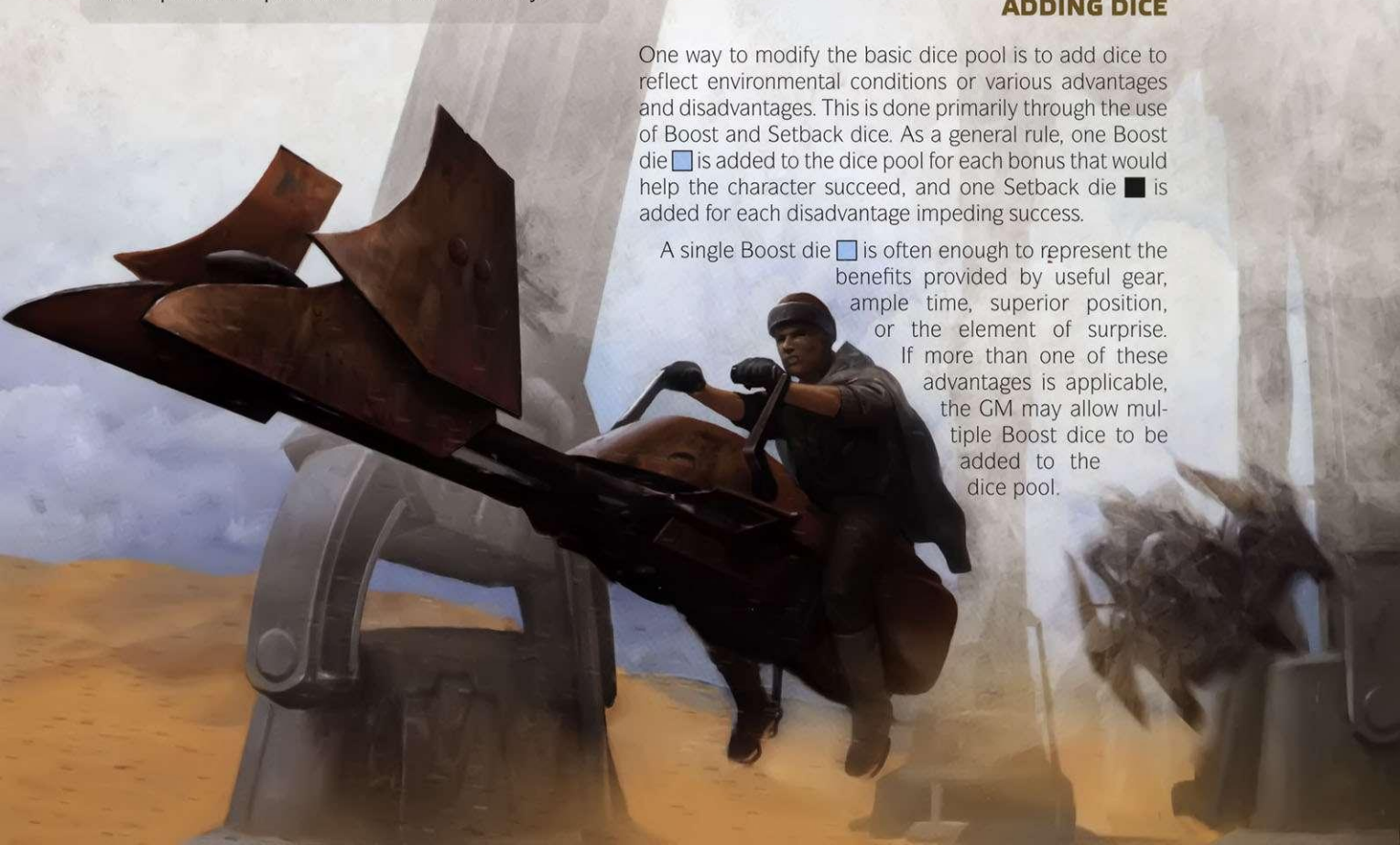
These other factors affect or modify the dice pool in a number of ways. The most common ways are by adding dice, upgrading/downgrading dice, and removing dice. These modifications may be triggered by the players or the GM, or they may simply make sense given the environment and situation. Examples of factors that warrant modification of the dice pool include obstructing terrain, poor lighting, tactical advantages, time constraints, superior equipment, special talents, unlocked career abilities, investment of Destiny Points, and Critical Injuries. The following sections describe these modifications in more detail.

It's also important to note that when modifying a dice pool, players perform the modifications in a specific order. First, players assemble the basic pool, and then they add additional dice. Next, they upgrade dice. Then they downgrade dice. Finally, they remove dice.

ADDING DICE

One way to modify the basic dice pool is to add dice to reflect environmental conditions or various advantages and disadvantages. This is done primarily through the use of Boost and Setback dice. As a general rule, one Boost die ▢ is added to the dice pool for each bonus that would help the character succeed, and one Setback die ■ is added for each disadvantage impeding success.

A single Boost die ▢ is often enough to represent the benefits provided by useful gear, ample time, superior position, or the element of surprise. If more than one of these advantages is applicable, the GM may allow multiple Boost dice to be added to the dice pool.



INCREASE, UPGRADE, OR ADD?

There may come times when the GM is unsure whether a situation should have the difficulty level increased or whether dice should be added or upgraded. The difficulty should be set based on the task itself, not on the circumstances surrounding that specific attempt at the task. In general, once set, the difficulty level remains the same, regardless of who, what, when, or why that particular task is attempted.

Upgrading (or downgrading) dice is not usually necessary unless a specific rule or ability calls for it. These situations are defined by the individual abilities, and are generally not applied arbitrarily by the GM.

If the circumstances for this particular execution of the task are unique, then the GM may decide the task warrants the addition of Boost or Setback dice. Added dice should reflect the elements that make this attempt distinct or special. As a general rule, if the GM feels that a skill check has distinct factors that could modify the outcome, he should consider using Boost and Setback dice.

Likewise, a single Setback die ■ is usually enough to reflect the impact of detrimental or obstructing effects like poor lighting, inferior supplies, harsh environments, or outside distractions. If more than one of these disadvantages is applicable, the GM may add multiple Setback dice to the dice pool. It's important to note that while these dice are essentially mirror opposites in their use, **Boost dice and Setback dice do not cancel each other out**. If the situation warrants the addition of two Boost dice and one Setback die, all three dice (□□■) are added to the dice pool.

The use of Boost dice and Setback dice is a common device all players can use to help reinforce important elements of the story. Players should describe their actions in detail, pointing out both advantages and disadvantages that may influence a particular action.

Some equipment may add Boost dice □ to a pool to reflect superior craftsmanship, while talents may allow a player to add Boost dice □ to a pool to reflect special training or aptitudes that apply to the situation. Maneuvers like aiming may also allow a player to add Boost dice □ to a pool. Conversely, some effects may specifically impose Setback dice ■, such as the defined effects of a Critical Injury, or a penalty for using inferior tools for a delicate task.

While the players may suggest the addition of Boost or Setback dice, the GM is the final arbiter, deciding which and how many dice are added to the pool. The GM does have access to helpful guidelines when making those decisions and should use common sense depending on the way the scene and action have been described. See the **Positive Dice and Negative Dice** sidebar on page 17 for examples of the types of situations that may warrant the addition of Boost or Setback dice.

UPGRADING AND DOWNGRADING DICE

Game effects can improve dice, making a weaker die stronger. Likewise, circumstances can turn a potent die into a weaker one. Improving a die is called upgrading, while weakening a die is called downgrading. Upgrading and downgrading dice most often occur when one of the participants invests a Destiny Point in a skill check. Certain talents or special abilities also allow a character to upgrade or downgrade dice.

UPGRADING DICE

Upgrading dice is a mechanic specific to Ability dice and Difficulty dice, and these are the only two types of dice that can be upgraded. When an Ability die ◆ is upgraded, it is converted into a Proficiency die ⬢. When a Difficulty die ◆ is upgraded, it is converted into a Challenge die ⬢.

When a special talent or effect calls for one or more dice to be upgraded, the player first determines how many dice are to be upgraded. Once he determines this, he removes that number of Ability dice ◆ or Difficulty dice ◆ from the pool and replaces them with an equal number of either Proficiency dice ⬢ or Challenge dice ⬢. When an effect requires a player to upgrade dice, the rules always state whether Ability dice ◆ or Difficulty dice ◆ are being upgraded.

UPGRADING MORE DICE THAN AVAILABLE

Sometimes a player may need to upgrade Ability dice into Proficiency dice but have no more Ability dice left in the pool. In this case, the player performs the following steps. First, he determines how many dice upgrades remain. Then, using one upgrade, he adds one additional Ability die ◆ to the pool. If any upgrade opportunities remain, he then upgrades the newly added Ability

UPGRADING AND DOWNGRADING ABILITY AND DIFFICULTY

Certain rules may call for a player to upgrade or downgrade the ability or difficulty of a dice pool. For example, the Dodge talent allows characters to upgrade the difficulty of a combat check by a certain value. Upgrading or downgrading the ability of a pool refers to upgrading Ability dice ◆ into Proficiency dice ⬢ or downgrading Proficiency dice ⬢ into Ability dice ◆. Likewise, upgrading or downgrading the difficulty of a pool refers to upgrading Difficulty dice ◇ into Challenge dice ⬢ or downgrading Challenge dice ⬢ into Difficulty dice ◇.

UPGRADE VERSUS INCREASE

Upgrading Difficulty dice ◇ in a dice pool is different than increasing a skill check's difficulty. Increasing or decreasing difficulty is simply a measure of how many Difficulty dice ◇ are added to the initial dice pool; this is covered in more detail on page 27. Upgrading Difficulty dice ◇ into Challenge dice ⬢ is generally triggered by a special ability or the investment of Destiny Points by one of the participants.

die ◆ into a Proficiency die ⬡. This process is repeated until all potential upgrades have been applied.

Likewise, if a player needs to upgrade Difficulty dice into Challenge dice but there are no more Difficulty dice remaining, the same process is followed. First, one additional Difficulty die ◆ is added; then if any more upgrades remain, the Difficulty die ◆ is upgraded into a Challenge die ⬢, and so on.

DOWNGRADING DICE

Downgrading dice is also a specific mechanic, and it applies only to Proficiency dice and Challenge dice. When a Proficiency die ⬡ is downgraded, it becomes an Ability die ◆. When a Challenge die ⬢ is downgraded, it becomes a Difficulty die ◆.

Special talents or effects may call for one or more dice to be downgraded. The player first determines how many dice are to be downgraded. Once this is determined, the player removes that number of Proficiency dice ⬡ or Challenge dice ⬢ from the pool and replaces them with an equal number of either Ability dice ◆ or Difficulty dice ◆. When an effect requires a character to downgrade dice, the rules always state whether Proficiency dice ⬡ or Challenge dice ⬢ are being downgraded.

DOWNGRADING MORE DICE THAN AVAILABLE

There may be situations in which a player needs to downgrade more Proficiency dice ⬡ into Ability dice ◆ or Challenge dice ⬢ into Difficulty dice ◆ than are available. If all of the potential dice are already in their downgraded form, any further downgrades are ignored.

UPGRADES & DOWNGRADES IN THE SAME POOL

Sometimes abilities will call for both upgrades and downgrades in the same dice pool. When this occurs, all upgrades are applied first. Then, any downgrades are applied. This is important, since upgrading dice could add more dice to the overall pool.

REMOVING DICE

Just like some effects add Boost dice □ or Setback dice ■ to a pool, some effects remove dice from the pool before they are ever rolled. Most often this is a result of character talents that allow the removal of Setback dice ■ from a pool to reflect a level of expertise in overcoming minor distractions or disadvantages that would rattle a less experienced character. In a similar fashion, a skilled enemy may have a talent that removes Boost dice □ from skill checks made against that enemy.

The individual talent or effect describes what circumstances warrant the removal of dice, as well as the number and type of dice to be removed. If an ability would remove more dice of a type than there are in the dice pool, the maximum number of dice available are removed, and any additional removals are ignored.

Removing dice is done after all other dice have been added and all upgrades and downgrades have been applied.

INTERPRETING THE POOL

After a dice pool is rolled, the players and GM evaluate the results to resolve the outcome. The first outcome to resolve is the success or failure of the skill check. Then, the players can determine if any significant side effects—good, bad, or both—are triggered. Be it amidst the chaos of a punishing planetary bombardment, or in an Imperial interrogation room, nearly anything can happen.

SUCCESSES & FAILURES

If a skill check results in both Success symbols and Failure symbols, the total number of each type of symbol is compared. Each Failure symbol cancels one Success symbol. After all Failure symbols have canceled Success symbols, a pool will either have one or more Success symbols, one or more Failure symbols, or everything evenly canceled out.

During this step, it's important to note that a Triumph symbol contributes one Success to the pool, in addition to any special effects it may trigger. Likewise, a Despair symbol contributes one Failure to the pool, in addition to its special effects.

If all Successes and Failures in the pool are canceled out, or if there are any net Failures remaining, the skill check fails. If at least one Success remains, the skill check succeeds. **Remember, a dice pool must have at least one Success symbol remaining for a skill check to succeed.**

ADVANTAGE & THREAT

It's also likely for a skill check to result in either Advantage symbols, Threat symbols, or both. The player adds up the total number of Threat symbols and compares them to the total number of Advantage symbols. Each Threat symbol cancels one Advantage symbol. After all Threat symbols have canceled Advantage symbols, a pool will have one or more Advantage symbols, one or more Threat symbols, or have everything evenly canceled out.

Having one or more net Advantage symbols indicates a positive side effect or benefit. Having one or more net Threat symbols indicates a negative side effect or complication. If all the Advantage and Threat symbols cancel each other out, there are no additional effects. The positive and negative side effects can occur regardless of whether the task succeeds or fails.

Advantage and Threat can be used to fuel a wide variety of side effects. The player rolling the skill check generally chooses how to spend Advantage, such as triggering a weapon's special quality, performing an additional maneuver, or recovering some strain. Various weapons, talents, and equipment may have special uses for Advantage.

Threat is generally spent by the GM to impose some sort of complication, with more severe complications requiring more Threat. Threat can result in a number of side effects, such as a task taking longer to complete than expected, suffering strain, providing an opportunity to an opponent, falling prone, or being subjected to an environmental effect. Various talents, environments, and opponents may have special uses for Threat.

For more about using Advantage or suffering from Threat, see page 217 and 218.

TRIUMPH & DESPAIR

Two symbols represent far more potent effects than the others. Triumph and Despair are special cases that operate slightly differently than the other symbols. Unlike Success and Failure (and) or Advantage and Threat (and), Triumph and Despair (and) do not completely cancel each other out. Rather, they indicate an especially positive or unfortunately dire side effect.

Remember that it's possible for a skill check to result in both and symbols. In this case, **both results are interpreted separately**. As with Threat, it's possible for a skill check to succeed but still impose a Despair effect, or fail but still trigger a Triumph effect. For more about the specific applications of Triumph and Despair, see page 217 and 218.

TRIUMPH

A Triumph symbol has two effects. First, each Triumph symbol counts as one Success symbol. Second, a Triumph result indicates an unexpected boon or significantly beneficial effect related to the task. Many weapons and talents have side effects that can be triggered using a Triumph result. Otherwise, the scenario or GM may present other options for using Triumph. It's important to keep in mind that while a Triumph symbol does add a Success symbol to the pool, the presence of one or more Triumph symbols does not automatically make the skill check successful.

Triumph can be thought of as an enhanced, more powerful version of Advantage. For example, a single Triumph symbol can trigger any weapon's special quality or inflict a Critical Injury, while without a Triumph, these effects require a certain number of Advantage symbols. Or, while Advantage may allow a character to recover strain, in the right situation, a Triumph may allow recovery of a wound.

DESPAIR

A Despair symbol also has two effects. First, each Despair symbol counts as one Failure symbol. Second, a Despair result indicates an unfortunate consequence, significant complication, or dire effect related to the task. The opponent's abilities, the environment, or the encounter description may offer different options for using Despair. Otherwise, the GM adjudicates the results of Despair symbols based on the situation. It is important to keep in mind that while a Despair symbol does add a Failure symbol to the pool, the presence of one or more Despair symbols does not automatically mean the skill check has failed.

Despair can be viewed as an upgraded, more potent form of Threat. For example, a single Despair symbol may trigger effects that would normally require several Threat symbols. Despair may be significant enough to inflict wounds instead of strain, cause an important piece of equipment to break, make a weapon jam or run out of ammo, or when coupled with failure, make a grenade explode in the user's hand.

UNLIMITED POSSIBILITIES

With the opportunity for success or failure, as well as the myriad side effects made possible through one or more Advantage, Threat, Triumph, and Despair symbols, no two skill checks are the same. Hundreds of outcomes are possible with almost every skill check. A character may achieve a high-magnitude success with no other complications, a low-magnitude success with Advantage, or a moderate success with Advantage that is tempered with Despair. Likewise, a failed check may have a silver lining if accompanied by Advantage or Triumph, or it may create a truly dire situation when accompanied by both Threat and Despair.

The sheer number of possibilities provides opportunities to narrate truly memorable action sequences and scenes. Nearly anything can happen in the heat of the moment; even a single shot fired at an Imperial Star Destroyer might hit some critical component that results in its destruction. Players and GMs alike are encouraged to take these opportunities to think about how the symbols can help move the story along and add details and special effects that create action-packed sessions.

OTHER TYPES OF CHECKS

The standard skill check using a basic dice pool can be used to resolve the vast majority of tasks in a game session. However, there may be some situations that require a slightly different approach to properly resolve. Are the characters involved in a high-stakes negotiation, competing with multiple factions for their goal? Or are they racing to escape the clutches of Imperial agents hot on their trail? In addition to the standard skill check, **Age of Rebellion** uses opposed checks, competitive checks, and assisted checks.

Opposed checks are often used when the success or failure of a task is strongly influenced by an opponent. **Competitive checks** can be used to determine which character performs better when two or more characters are attempting the same task. **Assisted checks** are simply variations of other checks but with two or more characters working together.

OPPOSED CHECKS

An opposed check occurs when someone is actively trying to prevent a character from succeeding, or when one character is trying to overcome or get past another. For example, a Rebel spy lies to the Imperial governor, claiming to have had nothing to do with leaked information. The thief's Deception check might be opposed by the governor's Vigilance.

Opposed checks are most often applicable when a task involves directly opposing the task that another character is performing, or when a task involves trying to go unnoticed, undetected, or undiscovered by someone else.

Like standard checks, opposed checks add and potentially to the skill check's dice pool. However, rather than simply being assigned by the GM, the dif-

ficulty of an opposed check is determined by a quick comparison of the active and opposing characters' characteristics and skill ranks.

Building the active character's dice pool starts out following the same procedures as those for a basic dice pool. Based on the character's relevant characteristic and skill ranks, ◆ are added, and some may be upgraded into ⬡. The opposition then introduces ◆ and ⬢ based on its relevant characteristic and skill ranks. The higher of the opposition's characteristic and skill values determines how many ◆ are added to the pool, while the lower value indicates how many of those dice are upgraded into ⬢ (see upgrading on page 28).

EXAMPLE: OPPOSED CHECKS

Vendri the Duros Spy is trying to sneak past a security patrol. Vendri has Agility 4 and Stealth 2, building an initial dice pool of four Ability dice, two of which are upgraded to Proficiency dice (◆ ◆ ⬡ ⬡ in total). The security patrol has Cunning 2 and Perception 1. Therefore, the opposition adds two Difficulty dice (◆ ◆) to the check, one of which is subsequently upgraded to a Challenge die ⬢. If there are no other factors, the skill check has six dice: ◆ ◆ ⬡ ⬡ ◆ ⬢.

COMPETITIVE CHECKS

Competitive checks occur when several people are trying to accomplish the same goal at the same time, or are trying to determine who performs a task better than another. When multiple characters are attempting the same task and the players need to determine who accomplishes the task first or performs it better, or to measure some other outcome, they are engaging in a competitive check.

For example, two characters engage in a friendly arm-wrestling contest at the Rebel safehouse. Each one has the same goal: to win the match by pinning his opponent's arm. The winner can be determined through a competitive check to see who outperforms the other. Additional examples include several pilots navigating an asteroid training course, or two politicians trying to win over an undecided crowd during a council hearing.

For a competitive check, the GM assigns a difficulty level for the task, and each character involved in the competition makes a skill check based on that difficulty. When characters make a competitive check, it's important to track how many total ✡ they generate with their respective dice pools. The character with the most total ✡ "wins" the check. If none of the characters succeed at the check, then none win, and the competitive check results in a draw. If two or more characters generate the same number of ✡, the check goes to a tiebreaker to see if the draw can be resolved.

Although ☻ and ⊕ still provide their customary effects in these situations, they also provide one additional benefit. If the two characters tie with the number of net ✡ they generate, the character with the greater number of ⊕ becomes the winner. If the characters are also tied for number of ⊕, the character with more total ☻ is declared the winner.

If the characters are still tied after evaluating these categories, the competitive check is a draw. In this case, the GM may simply appoint a winner, declare that all tied parties have lost, resolve the draw with another competitive check, or find some other way to settle the competition.

EXAMPLE: COMPETITIVE CHECKS

Cael the human soldier and Arkhan the Bothan commander engage in a friendly drinking contest after a successful mission. The GM decides the drinking contest will require a **Hard (◆◆◆) Resilience check**. Cael has Brawn 3 and Resilience 2, while Arkhan has Brawn 1 and Resilience 1. Cael manages to generate ✡ ☻ ☻. Despite his inferior Brawn, Arkhan manages to succeed, generating ⊕ ⊛ ⊛ ⊛. Arkhan wins the competitive check based on the tiebreaker (since the ⊕ also counts as a Success). Cael also has two ☻ to resolve, while Arkhan must contend with three ⊛. Perhaps although Arkhan wins the contest, he wakes up the next morning with an awful hangover, while Cael gets a restful night's sleep.

ASSISTED CHECKS

Some tasks are important or challenging enough that help is required—or at the least appreciated. Fortunately, characters can—and should—provide assistance to each other in performing a variety of tasks. Over the course of normal narrative play, providing assistance is easy. A player explains how his character wants to help with the task. If the explanation is reasonable, the GM may allow that assistance. There are two types of assistance that can be provided—skilled assistance and unskilled assistance.

SKILLED ASSISTANCE

Assistance works best when the assisting party brings additional insight or expertise to the task. When a character with a higher characteristic or skill rating provides assistance to another character, the dice pool may use one character's characteristic and the other character's skill rating.

EXAMPLE: SKILLED ASSISTANCE

Tendaar the engineer is assisting Zal the ace with an Astrogation check to set hyperdrive coordinates. Zal has Intellect 2 and Astrogation 3, and Tendaar has Intellect 4 and Astrogation 0. Zal's player chooses to use Tendaar's Intellect 4 and Zal's Astrogation 3 when making the skill check, resulting in the following dice pool: ◆◯◯◯.

UNSKILLED ASSISTANCE

If the assisting party does not have a higher characteristic or skill rating, so that using either rating would provide no benefit to the other character, the GM may add □ to the dice pool (representing the fact that the additional assistance is still providing some benefit).

EXAMPLE: UNSKILLED ASSISTANCE

Later, Zal finds herself needing to assist Tendaar in tending to a shipmate's wounds. Tendaar has Intellect 4 and Medicine 2, while Zal has Intellect 2 and no ranks in Medicine. Zal cannot provide skilled assistance, so Tendaar gains one Boost die on the skill check to reflect Zal's attempts to help, resulting in the following dice pool: ◆◆◯◯□.

ASSISTANCE RESTRICTIONS

The GM can require that certain conditions be met in order for Player Characters or other parties to offer assistance. To assist in tending to an injury, the assisting character might need to be next to the patient, or to assist with translating an ancient holocron, the assisting character might need to have access to the holocron.

Generally, only one character can provide assistance at a time. However, the GM may decide that certain situations can accommodate more people. In this case, only one assisting character can offer his characteristic or skill rating, and all other participating characters contribute □ to the check.

ASSISTANCE AND TIMING

During combat or structured encounters, when initiative and the order in which characters act is more important, assistance can be accomplished by performing the assist maneuver. The assist maneuver allows an engaged ally to benefit from assistance provided by an the acting character on his next skill check. Assistance only lasts until the assisted character's next activation.

For more on the assist maneuver, see **Chapter VI: Conflict and Combat**.

OTHER KEY ELEMENTS

Even when things are at their worst, Player Characters are capable of rising above adversity to face challenges head-on. Whether they are able to shrug off wounds that would kill lesser folk, focus their will to manipulate the Force in some way, or call upon their experiences to fuel higher levels of proficiency, Player Characters are a breed apart. This section describes a number of these key elements, including character talents, Destiny Points, experience and development, and derived attributes such as wound and strain thresholds.

TALENTS

Where as skills represent what a Player Character knows, his practiced disciplines, or the experience he applies to a topic, talents are a much broader class of special ability. Talents represent various tricks, techniques, and knacks PCs pick up over the course of their careers, or reflect their sheer determination to get things done. Each talent is a distinct special ability that provides the PC with an edge in certain situations. Keeping a rickety old freighter together with a combination of determination and baling wire, inspiring allies in the face of a brutal Imperial strike, and knowing just where to hit a rampaging rancor in order to take it down are all examples of talents at work.

While characteristics and skills are fairly universal—every PC has six characteristics, and everyone has access to all of the skills—talents are far more specific.

Each career is defined by a series of unique talents bundled together in a format called a talent tree. These talent trees define specializations within each career, helping to distinguish the ways in which Player Characters advance along separate career paths.

Talents are divided into several categories and are either active or passive. Active talents typically require the player to state that his PC is using them. Some active talents have a cost or requirement associated with them, such as investing a Destiny Point, suffering strain, or using the talent as part of an attack action. Other talents are passive, meaning they are always "on" and don't need to be activated by the player. Passive talents either constantly provide their benefit or are automatically triggered under certain circumstances.

Some talents belong to a series of related talents. These may represent either improved versions of lower-level talents or identical talents taken multiple times for a cumulative effect. In the former case, an improved version of a talent completely replaces or upgrades the lower-level version. In the latter case, the talent is measured with a series of ranks. The more times that talent is taken, the more ranks it has and the greater the magnitude of its effects.

The majority of talents are specific to a PC's given profession. Talent trees represent the natural flow of learning and experience that a Player Character gains throughout adventures. Talent trees are divided into five tiers, with the higher tiers representing remarkable abilities. Some talents may appear across multiple specializations, but at different tiers or costs. There are also some special talent trees, such as Force-Sensitive Emergent, that are not tied to a specific profession or career.

DESTINY POINTS

Player Characters are cut from a different cloth than most NPCs that populate the galaxy. Not only do they have access to skills and special talents to help them succeed, but PCs are also intimately connected to destiny. Destiny is that special spark that elevates heroes above commoners, imbuing an individual with enough significance in the galaxy's events to be a Player Character. Over the course of the PCs' adventures, destiny can intervene on their behalf for good or ill. Destiny might manifest in a positive way and provide a temporary advantage or boost to a PC's abilities. Or destiny might prove an ill omen and impose additional hardships and complications.

The concept of destiny and the Player Characters' ability to tap into and influence this resource is represented by Destiny Points. Destiny is interwoven with the Force, which pervades the galaxy with both light energy and dark energy. Destiny is one way the Force guides and surrounds the Player Characters.

Destiny Points are a resource that can be invested by either the players or the GM for a variety of different effects. For example, Destiny Points may be used to upgrade Ability dice or Difficulty dice, or trigger certain talents or special abilities.

THE POOL OF DESTINY

Like the Force, destiny has both a light side and a dark side. Light side Destiny Points favor the Player Characters and can be used to aid them in their actions. Dark side Destiny Points impede the PCs, and are used by the GM to imperil and complicate their actions. The light side and dark side are two sides of the same coin, struggling for balance, each enduring the other side's strengths and exploiting the other side's weaknesses. As the pool of light side Destiny ebbs, the dark side's Destiny pool grows. As dark side Destiny Points are consumed, light side Destiny Points are replenished.

PREPARING THE DESTINY POOL

Each player with a PC rolls one Force die ⬡ (the GM does not roll a ⬡) to determine the current Destiny pool at the start of each game session. The results of the Force dice are tallied to become the starting Destiny pool for that session. For example, a player who rolls one light side symbol (◯) adds one light side Destiny Point to the session's Destiny pool. A player who rolls two dark side symbols (●●) adds two dark side Destiny Points to the Destiny pool.

Once set, the size of the Destiny pool does not change for that session. Before the next session, players roll to generate a new Destiny pool, which may have a different number and composition of Destiny Points. While the Destiny pool size is fixed for a session, the number of light side and dark side Destiny Points available can change frequently as players and GM call on destiny to influence their actions.

TRACKING DESTINY POINTS

Destiny Points are easily tracked using the Destiny Point tokens found in the *Star Wars* **Roleplaying Dice** pack. Players can also use gaming tokens, glass beads, or any other convenient method. Two-sided tokens or chips work especially well. Ideally, one side is colored or designated to represent light side Destiny Points, and the other side to represent dark side Destiny Points.

HOW DESTINY POINTS ARE USED

All players and the GM can tap into destiny by using the Destiny Points in the pool. There are several distinct ways players and GMs spend destiny. The players may only spend light side Destiny Points, and the GM may only spend dark side Destiny Points.

When a player spends a light side Destiny Point, it's converted into a dark side Destiny Point once the current action is resolved. When the GM spends a dark side Destiny Point, it's then converted into a light side Destiny Point. Conversion takes place at the end of the action during which the Destiny Point was used, prevent-

ing players or GMs from immediately spending a just-converted Destiny Point. Destiny is a powerful resource, but it's limited. A player can spend only one light side Destiny Point during a single action, and so should think carefully about how to use destiny before doing so. The GM likewise is limited to spending only one dark side point per action.

The following section explains some of the ways in which Destiny Points can be used. Unless noted otherwise in an option's description, both the players and the GM have access to that option.

A HELPING HAND

All characters have the opportunity to call on destiny to enhance any skill check they are about to attempt. A player may spend one Destiny Point to upgrade his starting dice pool by one. In other words, the player may upgrade ◆ into the superior ⬡. The GM may spend a dark side Destiny Point in this way to upgrade an NPC's dice pool. Additional information on upgrading dice can be found on page 28.

RAISING THE STAKES

Destiny can also be used to help keep characters out of harm's way. Characters can call on destiny to make an opponent's skill check more challenging. A single player may spend one light side Destiny Point to upgrade the difficulty of any NPC's skill check by one. This refers to upgrading a ◆ into the more potent ⬢. The GM may spend a dark side Destiny Point in this way to upgrade one of the PC's dice pools. Additional information on upgrading dice can be found on page 28.

SPECIAL ABILITIES AND TALENTS

Many powerful talents allow characters to spend Destiny Points for various effects. For example, a savvy Ambassador can spend a Destiny Point to immediately recover from strain equal to his Presence rating. Many other uses exist as well—see the individual talent descriptions for details.

LUCK AND DEUS EX MACHINA

Destiny can also be used by the players to introduce "facts" and additional context directly into the narrative. The GM already does this by managing and directing the story, but this use of Destiny Points provides the players with a means to make contributions as well.

Imagine the Player Characters land on a planet they expected to have a breathable atmosphere, only to find that a leak at the gas mining facility has rendered the air toxic. One of the players suggests spending a Destiny Point, saying, "Good thing you remembered to pack those rebreathers last time we were in dry dock, Arkhan." While none of the players may have specifically mentioned or listed rebreathers before, it's a sensible and creative addition to the game. If the GM agrees, the Destiny Point is spent and the player's suggestion becomes a true statement—there are rebreathers handy.

Similarly, a player may spend a Destiny Point in this manner to suggest finding a spare stimpack while quickly scavenging through a medical facility, or to propose introducing a terrain feature the Player Character can duck behind for cover.

Using Destiny Points narratively is a great way to keep all of the players involved and the story moving forward. However, the GM has final say over what is or is not acceptable. Players should not abuse this use of Destiny Points; the more outrageous or unlikely the suggestion, the more likely it is that the GM will curtail Destiny Point use. Ultimately, narrative use of Destiny Points allows the players to feel empowered as active participants in the game and story by rewarding their creativity and roleplaying. If a requested use of a Destiny Point would contribute toward this goal, the GM should consider allowing it.

DESTINY POINT ECONOMY IN GAMEPLAY

All players and the GM are encouraged to use destiny regularly, creating an ebb and flow of destiny over the course of a session. While the players could theoretically "lock" all the Destiny Points and simply not spend any light side Destiny Points to prevent the GM from using dark side Destiny Points against them, this works both against the spirit of the mechanics and the setting. Players who horde their Destiny Points may find the GM using other methods of putting pressure on the group, forcing them to reconsider their plan. It's perfectly acceptable for the GM to remind the players about using Destiny Points in play, such as by suggesting the use of Destiny Points if they are feeling overmatched by a tough enemy.

The Player Characters are wrapped up in the fate of the galaxy, and through their adventures, destiny will work both for and against them. When used wisely, Destiny Points provide tension and excitement by making routine checks more significant, adding an element of drama to the mundane, or helping provide a boost when the Player Characters are overwhelmed.

THE LIMITS OF LUCK

Destiny is a powerful resource that must be used wisely—each player can invest only one Destiny Point in any single check. If a player chooses to invest a Destiny Point to upgrade a ◆ into a ⬡, for example, that player cannot also invest a Destiny Point to trigger one of his character's talents. The GM may also choose to invest one Destiny Point per skill check. This does introduce the possibility that both the player and the GM invest Destiny in the same skill check, resulting in no net difference to the overall Destiny pool balance.

The active player (the player or GM forming the dice pool) always has the first chance to use a Destiny Point. Once that player has decided whether or not to use a Destiny Point, the other party involved in the check (the targeted player, or the GM in the case of an NPC) has the opportunity to respond and spend a Destiny Point as well. For example, if the GM declares he will spend a Destiny Point to upgrade an enemy's Ability die into a Proficiency die for an attack against a PC, that PC's player has the opportunity to then use a Destiny Point, either to upgrade one of the pool's ◆ into a ⬢, or perhaps to trigger one of the PC's talents.

EXPERIENCE & DEVELOPMENT

After surviving everything the Empire has to throw at them, Player Characters are liable to learn from their successes—and mistakes—in order to better themselves in preparation for even greater challenges. Experience is the primary means by which players customize their characters. Each PC starts with a beginning pool of experience points that can be spent during character creation to train skills, improve characteristics, or acquire talents. During a campaign, Player Characters also receive additional experience for each session of **Age of Rebellion**, which can also be spent to improve their skills, talents, and abilities.

STARTING EXPERIENCE POINTS

Player Characters begin with a number of experience points (XP) based on their species. The experience points used during character creation are the same "currency" as experience points received during play. If a player chooses to spend fewer experience points than budgeted during character creation, those points carry over into the game, and the PC has more experience points to spend once the adventures begin. More information on spending starting experience points can be found in **Chapter II: Character Creation** on page 102.

IMPROVING CHARACTERISTICS

Raising a characteristic during character creation costs ten times the value of the next highest rating. During character creation, no characteristic can be increased higher than 5. During the course of play, no characteristic can be increased higher than 6. Characteristics may only be purchased with experience points during character creation, not at any later time. During gameplay, characteristics can only be increased by acquiring specific, high-tier talents. For more on raising characteristics, see page 102.

SKILL TRAINING

Each skill has five ranks of training available. A Player Character may have already acquired several ranks of skill training from his starting career and specialization for free. PCs may train additional skills and gain additional ranks during character creation. Regardless of any species or career bonuses, no skill can be raised higher than rank 2 during character creation.

The cost for training skills falls into one of two categories: career skills and non-career skills. Training a career skill costs five times the value of the next highest rank. Training a non-career skill costs five times the value of the next highest rank plus 5 additional experience points. Player Characters may purchase ranks in skills during character creation or later during gameplay.

ACQUIRING TALENTS

Talents are acquired from a Player Character's available talent trees, generally provided by their specialization choices. A PC can purchase any talents for which he is eligible. An eligible talent is any talent in the top row (which cost 5 experience points each), or any talent that is directly connected to an already-acquired talent. The cost of a talent varies according to which tier it occupies. Similar talents may have different costs for different PCs based on their specializations. Player Characters may purchase talents during character creation or later during gameplay.

ACQUIRING NEW SPECIALIZATIONS

Each Player Character starts with a single specialization within his chosen career. However, PCs may purchase additional specializations in order to gain access to a broader range of skills and talents. There is no limit on the number of specializations a PC may possess.

Acquiring a specialization allows a Player Character to spend experience points in the new specialization's talent tree, in addition to any he was able to access before. Most specializations have one or more bonus career skills as well. These skills now count as career skills for the PC. Player Characters can purchase specializations from any career. Purchasing an additional specialization within a PC's career costs 10 times the total number of specializations he would possess after adding this new specialization. Purchasing non-career specializations costs 10 times the total number of specializations he would possess after adding this new specialization, plus an additional 10 experience.

DERIVED ATTRIBUTES

Some character attributes are based on other choices made during character creation or over the course of a campaign. Some of these attributes may change frequently over the course of play or may be modified by talents, equipment, or various special abilities.

WOUND THRESHOLD

A character's wound threshold represents how much physical damage he can withstand before he is knocked out. Wounds can be serious and lead to Critical Injury. They can be treated with Medicine but may take time to recover (droids use Mechanics to repair wounds).

A character's starting wound threshold is determined based on his species and Brawn rating. After this initial value is determined, increases to Brawn rating do not increase a character's wound threshold; wound threshold improvements can then be acquired only by purchasing the appropriate talent, such as Toughened.

STRAIN THRESHOLD

A character's strain threshold represents how much stress a character can withstand before becoming stunned, dazed, or otherwise incapacitated. Strain represents psychological or mental damage to the character. Strain is more easily suffered than wounds, and can even be used as a resource by players to trigger certain character abilities. Thankfully, characters recover from strain more quickly than from wounds.

A character's starting strain threshold is determined based on his species and Willpower rating. After this initial value is determined, increases to Willpower rating do not increase the character's strain threshold; strain threshold improvements are then acquired only by purchasing appropriate talents, such as Grit.

DEFENSE

Defense determines how difficult a character is to hit in combat situations. Characters have both a ranged defense and a melee defense. A character's default value in both ranged defense and melee defense is zero. If a character's defense value is listed simply as "Defense" and not specifically defined by separate ranged and melee values, then the same value is applied to both ranged and melee defense.

Defense is most commonly gained by wearing armor or by adopting a defensive position in combat, such as taking cover. Some special talents may also increase one of a character's defense ratings.

SOAK VALUE

A character's soak value determines how much incoming damage he can shrug off before taking real damage. The soak value is subtracted from any incoming damage to the character. Any damage remaining after subtracting the soak value becomes wounds applied against the character's wound threshold.

A character's default soak value is equal to his Brawn rating. After this initial value is determined, increases to Brawn rating **do** increase the character's soak value. Additional soak value bonuses are most often gained by wearing armor. Some talents may also increase a character's innate soak value.

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CHARACTER CREATION

"Luke's just not a farmer, Owen.
He has too much of his father in him."

–Aunt Beru

The Galactic Civil War is one of the most dynamic and exciting times in the history of *Star Wars*, and AGE OF REBELLION places characters squarely in the middle of it. This is a time when the struggle between the Empire and those who would overthrow it comes into sharp relief. Characters created for this era are destined to become heroes of the Rebellion—if they can succeed at the great challenges ahead of them.

Those who oppose the Empire come from all walks of life. Players should give serious thought to the backgrounds of their Player Characters, as this provides the foundation for all of their other character creation choices. Some groups might wish to coordinate their stories so that they all come from the same place, sharing a special bond that keeps them together as a team. Others might wish to go with a much more diverse approach, throwing a bunch of disparate characters together and forcing them to forge their bonds in the fires of desperate conflict. Talking about these things ahead of time is a good idea.

THE MAKING OF A HERO

Creating a character for AGE OF REBELLION is done in just a few short steps, allowing players to get involved in the action right away. To create a character, a player needs this rulebook, a character sheet, and a pencil. Additionally, the player needs access to the game dice (see page 17), either the player's own or the group's collection.

Character generation uses a point buy system, meaning each player has a budget of experience points to invest in different aspects of his character. Characters begin with a modest experience point budget, but players have the option to exchange their starting Duty value for more experience points or additional starting funds, which is described in detail later in this chapter.

Selecting a character's species and career determines the character's starting characteristics and skills. After those initial choices, players invest their experience points to improve starting characteristics, acquire training in key skills, choose starting equipment, learn special talents, and even unlock additional talent trees.

CHARACTER CONCEPT

Before the first mark from a pencil is made on any paper, players should put some thought into what sort of character they want to play. Brash pilots, hardened special forces troops, idealistic ex-senators, hotshot slicers, and many other character types all make for excellent Rebels, ready to strike against the Empire. Any concept from the *Star Wars* universe is possible, as long as the PC is someone who has chosen to stand up against Emperor Palpatine and his war machine.

This is the best time for the Game Master to sit down with the players and discuss the nature of the campaign ahead of them. Players should also feel free to make requests concerning what they would like to do and see in the campaign, as well as to ask questions about what to expect. After all, no one enjoys making a PC whose career and talent choices do not fit in the current campaign. In a game focused primarily on a running battle against stormtroopers across a wasteland planet, the smooth-talking diplomat created to interact with locals and drum up support for the Alliance is going to be seriously out of his element. This is fine for some sessions, but imminently frustrating if the vast majority of the sessions are similar.

Most campaigns are well served by an effective mix of different concepts, resulting in Player Characters who cover many essential roles for different types of missions. Most players choose to play something at least moderately different from everyone else, if for no other reason than to look and feel unique as a hero in the story. However, two characters with the same career are still able to be quite diverse in terms of skills, talents, and equipment. Additionally, many **Age of Rebellion** campaigns tend to have at least a moderate dose of military-style conflict, so having a few characters who know their way around a battlefield is rarely a bad idea.

Some Game Masters relish the challenge of taking a random and diverse group and throwing them into adventures together. The group might not start out as a team working for the Alliance to Restore the Republic. They might, in fact, have little to no direct intention of becoming Rebels—at least, not until everything around them goes terribly wrong, and agents of Lord Vader are determined to capture or kill them at all costs!

GENERATION STEPS

To create a character, a player follows ten steps. Each step is summarized here and then fully explained later in the chapter.

STEP 1: DETERMINE BACKGROUND

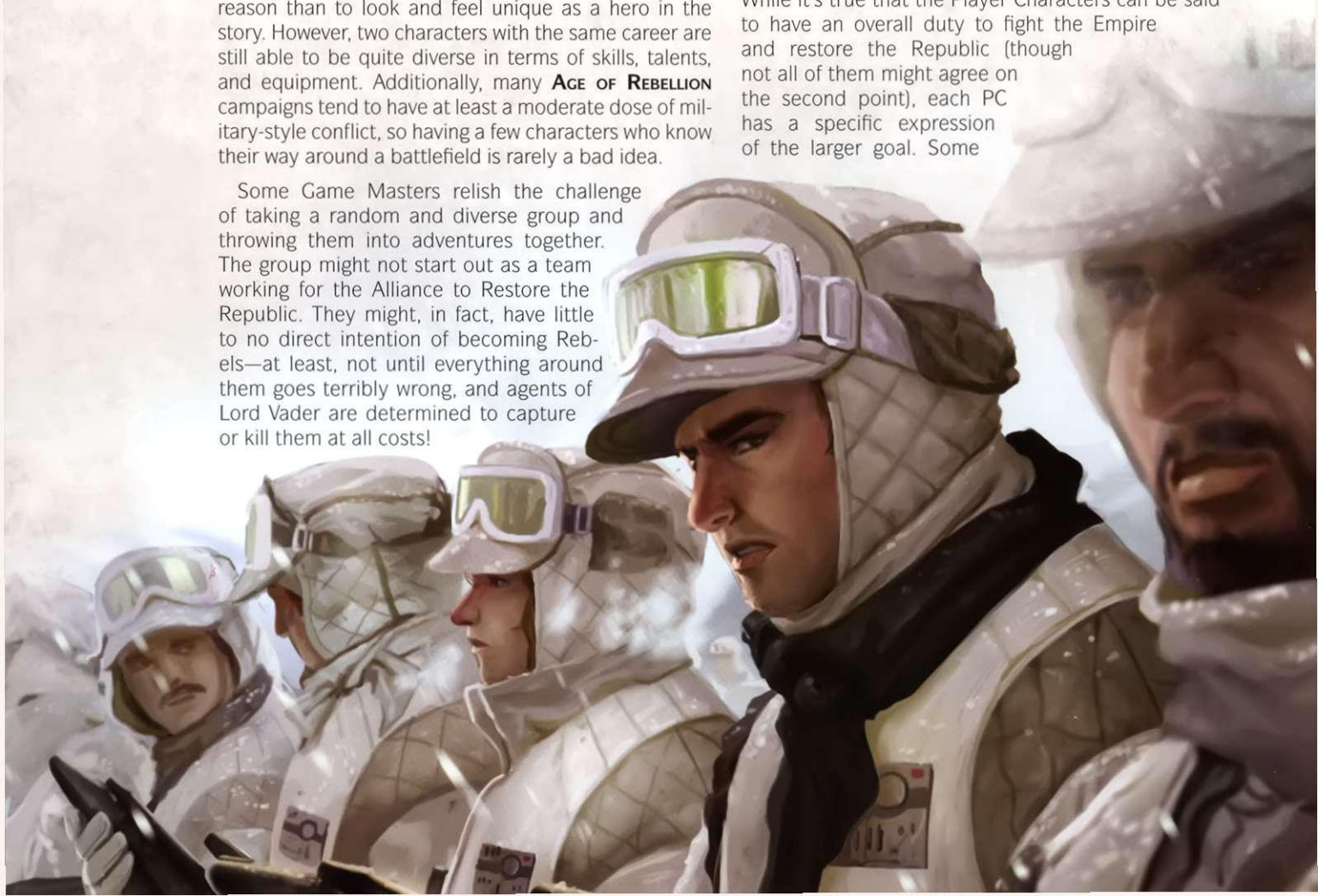
A character's background, or backstory, is the tale of that character's past and usually explains how he came to be a part of the adventures that are about to unfold. If a player chooses to be a laconic starfighter pilot, what's his story? Did he once fly for the Empire? Did he see or do things that haunt him to this day? Is that why he's so terse and distant from others? Or did he fly for a freighter company until it was ruined by Imperial trade policies and now is flying with the Rebellion to get some payback?

A character could have any number of stories, all of which help to inform the player about how to craft the character from this starting point. A backstory also serves to help the Game Master figure out the best way to introduce and involve the character in the story.

More on character backgrounds can be found on page 43.

STEP 2: DETERMINE DUTY

Hand-in-hand with a PC's background, his Duty to the Rebellion is a driving part of his role in the campaign. While it's true that the Player Characters can be said to have an overall duty to fight the Empire and restore the Republic (though not all of them might agree on the second point), each PC has a specific expression of the larger goal. Some



are oriented toward ensuring the Alliance's technical or space combat advantages, while others are focused on destroying Imperial assets or recruiting new allies. Whatever this Duty is, it has a strong impact on both the individual's and the group's relationship with the Alliance, and it influences the character building process.

More on Duty is found on page 46.

STEP 3: SELECT A SPECIES

The immense diversity of sentient life in the galaxy is one of the greatest strengths the Alliance has over the human-centric Empire. Many species have suffered terribly at the hands of xenophobic Moffs and governors, turning more and more of them toward the Alliance to offer the support and resources of their people and their planets.

The selection of a species establishes many important core aspects of a Player Character, including initial ratings in the characteristics of Brawn, Agility, Intellect, Cunning, Willpower, and Presence; starting wound and strain threshold values; special abilities innate to the particular species; and the initial pool of experience points the PC has to spend on further development during character creation.

The various species available for PCs in **Age of Rebellion** are found starting on page 51.

STEPS 4 AND 5: SELECT CAREER AND SPECIALIZATIONS

Steps 4 and 5 are handled together, but represent two distinct choices that shape a Player Character: career and specializations.

CAREER

The choice of a career establishes the central focus of a character's training, education, and professional experience. While not particularly limiting, it does establish what kinds of skills and talents are going to make the most sense for the PC to possess, as well as the role the character is most likely to excel at in a group. Players should think of a career as an archetype that forms the initial framework upon which the rest of the PC is constructed.

One of the most important things the career choice does is establish which eight skills are considered career skills for the Player Character. Each of these eight should be marked on the character sheet accordingly, as they are easier to improve than other skills as the PC gains more experience. As soon as a career is selected, the player may select four of those eight skills in which to gain a free initial rank; no skill may be selected more than once.

The six careers can be found starting on page 61.

SPECIALIZATIONS

If a career is the initial framework for a Player Character's construction, specializations can be viewed as the materials added to the framework to fill it in and give it detail and distinction. Associated with each career are three distinct specializations, each possessing unique aspects and—more specifically—a unique talent tree, which addresses the truly special things a PC can do for himself and his team.

After selecting a specialization, the player should take note of the specialization's four additional bonus career skills. Any that are not already included on his career skill list should be added to the PC's total list of career skills. The player then selects and gains a free rank in two separate skills from the bonus career skill list. If the specialization skill list repeats a skill from the career skill list, the player may invest another rank in this skill for a total of two ranks in that skill.

In any situation that allows a player to select more than one specialization at creation (whether from using experience points or by some other means), he can select only one specialization from which to choose his two free ranks in two bonus career skills.

The specializations for each career are detailed within the associated career descriptions on pages 61–101. A complete list of the talents can be found on page 139.

STEP 6: INVEST EXPERIENCE POINTS

The selection of a species established an initial pool of experience points that act as a kind of currency. This currency can be spent on making improvements to the PC by upgrading characteristics, increasing ranks in skills, acquiring talents, adding new specializations, and increasing his Duty value. All of these choices create numerous combinations, so even two Player Characters with the same species, career, and specialization choices might end up significantly different from one another.

Additional experience points are earned by Player Characters over the course of the campaign as they fight against the Empire, enabling them to further enhance their skills and talents. GMs award these experience points according to guidelines established in **Chapter IX: The Game Master**. Players can learn more about spending experience points, both at this stage of character creation and during the campaign, starting on page 102.

STEP 7: DETERMINING DERIVED ATTRIBUTES

This is one step that must be done in order; certain statistics cannot be established and recorded until after the initial pool of experience points is spent. There are four derived attributes: wound threshold, strain threshold, defense, and soak value.

More on these statistics and how they are determined is found on page 104.

STEP 8: DETERMINE MOTIVATION

While a Player Character's Duty establishes what the character must accomplish on behalf of the Alliance, Motivation determines why the PC is determined to do it. Does the character fight the Empire because he believes the New Order's policies are morally wrong? Or is he looking to take vengeance upon the Empire's minions for the wrongs they've committed against his people or the ones he loves?

Motivations should derive directly from the background the player has crafted for his PC. In fact, though it is possible to roll randomly on the charts in the Motivation section, players should seriously consider the specific relationship between their background, their Duty, and their Motivation. They might find it more internally consistent to select Motivations that best fit the story they've already begun to tell.

There are three general categories of Motivation: Belief, Connection, and Quest. Each of these Motivations has a list of specific manifestations. Additionally, with the Game Master's permission, a player may create his own Motivation and specific details.

Motivation has an important value to the PC; playing while keeping within the Motivation may gain the Player Character bonus experience points at the end of a session. This is a pretty hefty encouragement for the player to choose a Motivation that will be comfortable to roleplay on a regular basis.

More information and charts for Motivation begin on page 104.

STEP 9: CHOOSE GEAR AND APPEARANCE

With everything else figured out, including species, career, specialization, and derived attributes, the players can now delve into more descriptive details about their characters. This includes basic biographical data like height, weight, eye color, hair (or tentacle, or horn) color, type of skin, homeworld, and so on. Naturally, all of these aspects should tie directly into the background and other key choices the player made for the PC.

As for starting gear, a Player Character begins his career in the Alliance with 500 credits' worth of personal weaponry, armor, and other equipment. Once the PC begins going on missions for the Rebellion, he might be granted additional gear to carry out those missions (though the PC might not always be allowed to keep such gear).

Players can do their shopping in **Chapter V: Gear and Equipment**.

STEP 10: ACQUIRE REBELLION RESOURCES

Though the Alliance to Restore the Republic is strapped for resources to support its struggle against the Empire, it is not bereft of assets to assign toward its goals. Groups of agents such as the Player Characters are often given access to resources that will help them take on the Empire more efficiently.

At the beginning of the game, the Game Master can allow the PCs to select a ship for their use, or even a few starfighters, if appropriate. Alternatively, the GM can instead provide them with other resources (while replacing their exclusive use of a ship with other transportation arrangements). This includes an additional allotment of credits they can spend to obtain extra gear, as well as some form of base of operations.

More on Rebellion resources is explained beginning on page 111.

STEP 1: DETERMINE BACKGROUND

Members of the Rebellion come from all across the galaxy, and from every imaginable background. This diversity makes the forces of the Alliance complex and chaotic, but it also provides extraordinary strength. Each player has a limitless pool of options from which to draw his character's personal story.

Understanding where a PC comes from makes every other choice in character creation considerably easier. Additionally, this understanding provides a powerful source of inspiration for how the PC is to be played, how he reacts to various situations, and what he ultimately chooses to do when all hope seems to be lost.

When constructing a background, players often find it easiest to start with the nature of the PC's family. Were they wealthy, noble, and highly connected? Perhaps they owned a rather large and successful shipping company? Maybe they were among the elite of Coruscant itself?

Perhaps, instead, the family owned a much smaller company, with only one or two ships running to places far outside normal traffic. They could be hardscrabble farmers on a distant colony, or paupers indentured to a criminal cartel or corrupt local government. A PC's family may be among the destitute in the eternal shadows of a Core World city, barely scraping by and relying on handouts just to survive.

It is entirely possible for a PC to come from an otherwise unremarkable family firmly entrenched in the middle class, in which the vast majority of the civilized galaxy lives. His parents may have been mildly content wage earners, vaguely concerned over the greater issues of the galaxy so far as they affected their taxes and the price of food, but otherwise focused on matters of their day-to-day lives.

RELATIONSHIP WITH THE EMPIRE

Regardless of the economic and political status of his family, a Player Character's relationship with the Empire is likely of dramatic importance to his story prior to the campaign. Defining this relationship can be crucial to finding a PC's place in the Rebellion.

COMFORTABLE BENEFICIARIES

Senator Palpatine's rise to power was no accident. He engineered matters expertly to capitalize on the desire of civilized people for law and order, peace, and security. The events of the Separatist movement and the subsequent Clone Wars, coupled with the apparent (and well-publicized) degradation of the Jedi and their inability to do anything about the ensuing chaos, provided a powerful platform upon which to sell the Republic on the need for firm measures to restore order.

This could not have happened if many billions of beings weren't willing participants in the transition. The restoration of order by the central government meant a return to relative normalcy: business resuming, unimpeded shipping, threats of violence and destruction removed. For the majority of those living in the Core Worlds and related systems, this is a preferable state of affairs, no matter who is in charge or how they go about implementing their authority. If it is no longer politically or socially wise to complain about the government too loudly, so be it—dinner still gets on the table, the holovid still shows great and entertaining programs, and the average person is generally left alone to lead his life in relative peace.

Many who join the Rebellion come from such circumstances. They join not because their lives are filled with misery or tragedy, but because they grasp the insidious nature of the powers that have taken control. They have a deeper understanding of how much is being lost, surreptitiously stripped away day by day while no one seems to notice or care. Such PCs may be idealists seeking to awaken their fellow citizens before it's too late and everything is lost to the corruption of Palpatine's absolute power. They may be malcontents who have been rejected by their families and local society for daring to speak out against the injustices others are suffering in the name of their own peace and security.

Such PCs might never have intended to become caught up in any resistance against the New Order. Rather, a series of incidents could have led them accidentally (yet inexorably) toward a point of conflict with Imperial forces, driving them straight into the arms of the only people who can help them: the Rebellion.

VISIONARY OPPORTUNISTS

Conflict brings change, and change brings opportunity. Many in the galaxy are unsatisfied with the status quo—especially as it exists under Palpatine's rule. The Alliance's war against the Empire provides an extraordinary chance to topple the current order and bring about more desirable changes. Whether those changes are oriented toward reestablishing the Republic as it was or installing a new structure altogether depends on the individual's frame of mind.

Many who seek such change are genuinely altruistic in their goals. They recognize the evil of the Empire and the suffering it brings. They're motivated to end this evil, and the Rebellion's organization and resources offer the best possibility of accomplishing their goal. Whether they join the Rebellion simply because they were made aware of Imperial atrocities and destruc-

tive policies, or because they and their loved ones have been directly victimized by the Empire, is for the players to decide.

Others have less idealistic, perhaps even selfish, goals. Current policies might cut into their ability to make a profit in their chosen vocation or damage the business they choose to run. Perhaps a character has run afoul of Imperial authorities one too many times, and he sees an alliance with the Rebellion as his best chance of escaping the less-than-tender mercies of the Empire's justice. Some PCs may simply see a chance to grab some credits and valuable assets while helping to strike against the Empire's forces.

A technician or engineer could have had his designs rejected by Imperial agents, and the Alliance is providing him a chance to vindicate his work. A politician or political operative might have been ousted when the current regime took power; the Rebellion provides an opportunity to reclaim a sense of purpose and authority. A pilot deemed unfit for service and rejected by the Imperial Academy would consider flying for the Alliance a chance to prove his worth at the controls of a starfighter.

JUSTIFIED AVENGERS

The Alliance to Restore the Republic may exist for the sake of undoing the terrible mistake of allowing Palpatine's rise to power, but the Rebellion is sustained on the backs of those who seek to overthrow the Empire because of the evil it has wrought across the galaxy. Millions—perhaps billions by now—have already died or suffered horribly under its harsh rule, and a huge portion of the rank-and-file among the Alliance's forces come from families, planets, and even entire systems that have been victimized.

The Empire's "pro-human" philosophy is perhaps one of the greatest propaganda tools the Alliance enjoys. Species that have known respect and admiration for their contributions to galactic civilization for millennia now find themselves marginalized. Their people second-class citizens of the Empire at best, and slaves all too often, more and more of the governments representing these species are throwing in their lot with the Alliance. These beings bring with them their skills, talents, resources, and passionate desire to live peacefully with their fellow sentients throughout the galaxy to the battle against Emperor Palpatine's "humans first" policies.

The war machine of the Empire is voracious in its hunger, and those who seek to feed it have little or no compulsion against using wide-scale slave labor to obtain the resources and build the countless machines it needs. Entire planets and civilizations have suffered the fate of Kashyyyk and its indigenous Wookiees, enslaved en masse by the Empire and put to work. Individuals who have managed to avoid capture, or who are rescued by others, often sign on with the Alliance for the chance to strike back and, perhaps one day, free their people. Not surprisingly, the Alliance goes out of its way to free such beings whenever possible.

Death and destruction are also frequent tools employed by Imperial forces for the sake of enforcing order and the Emperor's will. Any signs of opposition are usually answered with arrests, followed by banishment to distant prisons and labor camps, or outright executions. On grander scales, the Emperor employs overwhelming assault forces or orbital bombardment. Emperor Palpatine is satisfied to rule by fear, ensuring that dozens of planets within a sector bow to his will with the utter destruction of one. While this strategy keeps many systems in line, those that survive his reprisals almost invariably sign on with the Rebellion for a chance to strike back on behalf of the many who have been lost.

JOINING THE REBELLION

The reasons for joining the Rebellion are as varied as the individuals who make up its ranks. As a player determines the history of his PC, he must also consider how his character came to become a part of the Alliance. Did the character look for the Rebels, get recruited by them, or stumble across them by sheer accident?

THE NEW RECRUIT

Under the guidance of such wise administrators as Mon Mothma, the Alliance began recruiting efforts very early in its inception. Those skilled in the ways of intelligence, oration, and sheer talent scouting were employed from the start to build growing networks dedicated to finding those who had cause to oppose the Empire as well as the capability and the will to take action against it. As the conflict grows, so, too, does this network dedicated to finding bodies to fill the ranks and serve the needs of the Alliance.

A Player Character may well be a part of the Rebellion because he was discovered by someone in this network—someone who saw his potential and recognized his willingness to fight against the current regime imposed by Emperor Palpatine. It might not even have been someone normally tasked with recruitment who found the PC; chance encounters by those connected to the Alliance with those who might be able to help occur all the time, and risks are frequently taken if it means an opportunity to gain the services of a capable and savvy ally.

The cellular nature of most Alliance operations minimizes the risk of betrayal fairly well. Such recruits are tested considerably before they are ever given access to sensitive material or plans, and their awareness of the extent of the network they are connected to is kept to a minimum until they have truly earned the trust of their superiors.

THE SEARCHING INSURGENT

Once they make the decision to oppose the terror and atrocities of the Empire, many individuals go looking for a way to contact and join up with the Rebellion. As badly as the Alliance needs people, though, it's not necessarily easy to find Alliance members to talk to about signing on. The vastly superior forces and assets of the Empire make it very dangerous for anyone to openly support the Alliance, as many planets and people discovered in the immediate aftermath of the Declaration of Rebellion. Imperial Intelligence and related agencies—not to mention countless bounty hunters—are constantly searching for any and all beings connected to the Rebellion, so secrecy is paramount to survival.

As such, finding a way to join the Alliance's efforts against the Empire can be a quest all its own. It could even be the basis for the start of an **Age of Rebellion** campaign. Hopefuls need to do a lot of research, investigation, and sneaking around to discover clues about the Rebellion and to avoid the attention of Imperial agents. At the same time, they must prove themselves capable and trustworthy to anyone with whom they might make contact. Such an endeavor is a very tense, very delicate game of cat and mouse at first; the searchers might even fall under Alliance observation for a time, not knowing they are being observed and judged while they continue to try to find a way in.

Many who want to join the Rebellion do so in rather dramatic fashion, taking it upon themselves to simply start striking against Imperial forces and assets. Such acts can be foolhardy and stupid, but they can also be brave and daring. If the would-be Rebels manage to succeed without getting themselves killed in the process, they may well draw the attention of Alliance operatives who are willing to talk to them about joining.

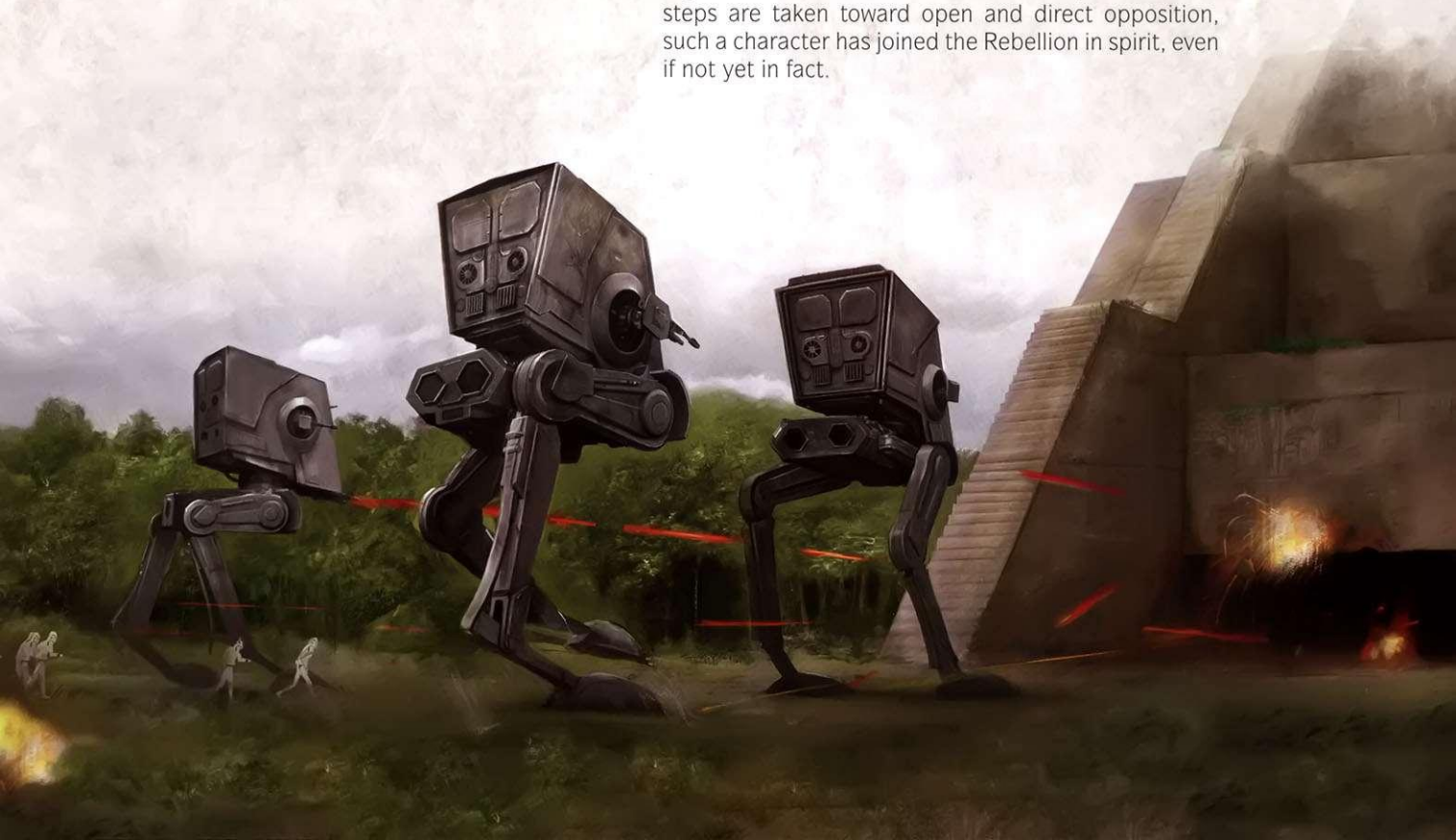
THE ACCIDENTAL REBEL

The vast majority of the sentient beings of the galaxy have no desire to join the Alliance or serve in the Rebellion. They may not be ardent supporters of the Empire, but this doesn't mean they are willing to drop everything in their lives to go blasting away at hordes of stormtroopers or weaving a dilapidated starship through swarms of TIE fighters. They would rather go about their business and live their lives, hopefully out of the way of any battles or other trouble.

Unfortunately for some hapless individuals, the galaxy has other plans. Cases of mistaken identity can result in innocents becoming wanted for crimes they never even considered. Receiving goods marked for Alliance use may find one or more PCs fleeing for their lives from Imperial agents or hired mercenaries. A friend's—or even casual acquaintance's—involvement with the Rebellion can saddle a character with unintended guilt by association. Of course, there are times when people simply find themselves in the wrong place at the wrong time and have no choice but to become heroes.

Alternately, unexpected situations may cause an epiphany for someone who was previously not interested in getting involved. While it may be easy to ignore tales of injustice and atrocity when they happen far away from an individual's daily life, many individuals have altogether different reactions when they come face-to-face with the horror of the Empire's policies. Apathy is difficult to maintain when someone watches another sentient executed for speaking out, a family enslaved because of their species, or an entire population wiped out for political expediency.

In such situations, a person's apathy can quickly turn to anger. That anger, in turn, often turns to action, usually with violent and irrevocable consequences. Once steps are taken toward open and direct opposition, such a character has joined the Rebellion in spirit, even if not yet in fact.



STEP 2: DETERMINE DUTY

The relationship Player Characters have with the Alliance is a vital one. It not only defines the conflicts they face and the challenges they must overcome, but also determines what support they receives to face those challenges and what they are expected to accomplish. For each character, this relationship should have a specific definition and nature, weaving the complex tapestry that the PCs and the GM use to tell the story.

Age of Rebellion denotes this relationship with the concept of Duty. Duty defines the specific goals and driving impulses of the Player Characters, establishing what each one is trying to accomplish as his part in the Rebellion. This personal Duty is a clear indication of what a PC is either tasked or driven to do, not just on a single mission, but throughout his career as part of the Rebel Alliance.

While a PC's Duty is a key part of roleplaying his character, there are also real game effects tied to the Duty system. The party's total Duty value can affect how much trust and influence its group has with the Alliance, and it can give them access to equipment, upgrades, and general support.

WHAT IS DUTY?

As a part of the Rebellion, each Player Character has a commitment to a specific kind of Duty. This is his main focus, not just on a single mission, but in everything he does for the Alliance. It might be one of the driving factors for why he joined, or it could be the area of focus for which he has particular talent. Whatever the reason for adopting this expression of Duty, it has become how he is judged in terms of his successful contributions to the effort to overthrow the Empire.

A player may choose a Duty that best fits his character concept from those listed on **Table 2–3: Duty**. If the player prefers a more random approach, the chart has percentile die results for this purpose. With the GM's permission, a player may even construct a personalized Duty that he feels best represents his character's relationship with the Alliance.

A specific Duty is expressed with two elements:

- **A title and narrative description:** This is the story and roleplaying part of the Duty, presenting the player and the Game Master with what they need to incorporate the Duty into the game sessions and stories.
- **A numeric value:** The level of accomplishment the Player Character has attained with regard to Duty is measured by this value. PCs begin with a value between 5 and 20, and work to increase this over time.

STARTING DUTY

A new recruit to the Alliance generally begins play with a moderate Duty score. This represents the accomplishments or good will that got the character noticed by the Rebellion in the first place. The size of each player's starting Duty value is based on the starting number of players, as determined by **Table 2–1: Starting Duty Value**.

After generating a starting Duty value, a player may choose to exchange it for additional starting experience or credits with which to purchase starting gear. However, doing so uses up some of the good will the character has with the Rebellion, making things more difficult for the PC when it comes time for the GM to make a Duty check.

PLAYER STARTING DUTY VALUES

The different starting amounts in **Table 2–1: Starting Duty Value** are designed to have starting parties begin with a total group Duty value between 30 and 50 points before any reductions for extra XP or credits. Players who too readily use up their Duty value to gain more experience points or extra credits during character creation might find their group with a much lower starting value.

Each Player Character has the option to reduce his starting Duty value at character creation in exchange for mechanical benefits, as laid out in **Table 2–2: Duty Reductions**. There are two limitations on this: each player can choose a particular option only once, and Player Characters cannot spend more Duty than their original starting value.

TABLE 2–1: STARTING DUTY VALUE

# of PCs in the Party	Recommended Default Starting Duty per player
2	20
3	15
4	10
5	10
6+	5

TABLE 2–2: DUTY REDUCTIONS

Additional Bonus	Cost
+5 starting XP	–5 Duty
+10 starting XP	–10 Duty
+1,000 starting credits	–5 Duty
+2,500 starting credits	–10 Duty

TABLE 2-3: DUTY

d100	Duty Type
01–08	**Combat Victory:** The Player Character is driven to show that the Alliance can hold its own against Imperial forces in any troop vs. troop engagement. He wants to engage the Empire's military—their best, whenever possible—and provide more victories for the Alliance to tout to the galaxy as proof it can ultimately win the war. This means daring raids, excellent tactics, and acquiring the best firepower possible.
09–16	**Counter-Intelligence:** The PC knows that the survival of the Alliance depends upon its ability to hide from the Empire and avoid complete destruction at the hands of its overwhelming military superiority. To this end, he wants to hunt down and eliminate enemy agents and threats, feed false information to Imperial intelligence networks, and cover the movements of all Alliance assets from observation and reporting.
17–24	**Intelligence:** The PC knows that every victory hinges on knowing as much about the Empire's military might and other assets as possible. He is driven to gather any and all potentially useful data, wishing to locate vital and vulnerable targets for Rebellion forces to strike at. He not only wants to know what the Imperial military factions are up to, but also the state of technological research, economic policies, and other aspects of Imperial strength.
25–32	**Internal Security:** The most dangerous threat to the Alliance comes from within its own ranks. Any Rebel soldier, operative, or ally could be an insidious threat waiting to take an action at a critical moment to bring entire operations crashing down, costing lives and assets. Knowing that vigilance against these threats is the truest form of devotion to the cause of the Alliance, the PC watches for any and all signs of betrayal.
33–40	**Personnel:** More than machines, credits, or information, the people of the Alliance are the most important and vital assets there are, and the Player Character knows this. He is devoted to seeing to their safety, well-being, and capacity for success. No one should ever be left behind; the most successful missions might not achieve every goal, but they are successful nonetheless when no one dies.
41–48	**Political Support:** Every blaster, starfighter, and thermal detonator in the galaxy is useless without the political will to truly challenge and overthrow Palpatine and his New Order. The Player Character understands this all too well and is determined to see to it that as many factions, systems, and sectors as possible come to the side—and the aid—of the Alliance against the Empire.
49–56	**Recruiting:** Every engagement with the Empire is a war of attrition, and that is a war the Rebellion simply cannot win. Nonetheless, more people must be found to serve, and they are needed in every capacity. Not only does the Alliance military need more soldiers and pilots, it needs more technicians, engineers, mechanics, scientists, doctors, slicers, and just about every other kind of worker. This Player Character understands the risks of recruitment, as well as the needs, and is constantly on the lookout for allies who are both talented and trustworthy.
57–64	**Resource Acquisition:** There are never enough supplies to fully support those fighting against the juggernaut that is the Empire, and this PC knows it very well. He is determined to seek out new sources of raw materials, food, clothing, weapons, armor, and equipment of all kinds. One spare crate of medpacs can save quite a few lives, and a handful of comlinks can mean the difference between success and failure on a mission. He will trade, beg, borrow, and steal anything for the cause.
65–72	**Sabotage:** The largest and most powerful military force in the history of the galaxy is also the most vulnerable to acts of destruction and asset denial. The character is focused on disrupting Imperial operations in any way possible, whether it's the manufacture of weapons, troop movements, supply shipments, banking systems, or any other key operation, in order to make the Empire act more slowly and less capably. Truly showy acts of destruction also work to erode a population's will to support the Empire, or so the PC often believes (though the Alliance expressly forbids actual acts of terrorism).
73–80	**Space Superiority:** As the Combat Victory-driven PC feels about troop conflicts, so this Player Character feels about ship-to-ship combat and naval engagements. To him, the war will ultimately be decided in the stars, and what the Alliance lacks in sheer numbers, it more than makes up for in the quality and tenacity of its pilots. Every single space battle is an opportunity to show the rest of the galaxy that the Alliance not only can win the war, but is destined to do so.
81–88	**Tech Procurement:** There is no more prolific or productive time for technological developments than during a war, and this one is no exception. This Player Character sees the true opportunity for Alliance victory in the hands of scientists, engineers, and technicians. Not only can they get the most performance from existing machines and resources, but they can design and develop new ships, weapons, medical techniques, and equipment that can provide the vital edge necessary to survive against the Empire's might. The way this PC sees it, stealing the best developments of the Empire is a crucial way to even the odds.
89–96	**Support:** Individually, the lone agents of the Alliance don't stand a chance against the combined might of the Galactic Empire. Only by working together can they hope to achieve a victory in this civil war. This PC is devoted to helping fellow Rebels fulfill their Duties by providing whatever assistance they need. Although he might not get the same amount of reward or recognition as the people he is helping, the PC has many more opportunities than his fellows to fulfill his Duty to the Rebellion.
97–00	Roll twice on this chart. The PC's Duty is equally split between two different areas of focus, and success in either is good for increasing the Duty score.

DUTY IN PLAY

Each Player Character's Duty not only has an impact on story and roleplay, but its value has a narrative and mechanical effect on the individual game sessions.

Before each session, the GM rolls percentile dice and compares the result to the group's current Duty chart (see **Assembling the Group's Duty Chart** sidebar, below). If the roll is greater than the party's total Duty value, then they have not yet collectively achieved enough to positively affect their situation or their outlook.

However, if the roll is equal to or less than the group's total Duty value, positive effects related to achieving their Duty embolden them in their efforts, giving them the strength to push through any challenges hindering the completion of their mission, even injury. As a result, all characters increase their wound threshold by 1 for the remainder of the session.

In addition, the GM can determine whose Duty is "triggered" by comparing the results of the roll to the chart. If, for example, the GM rolled a 21, then the Duty of the character with the Duty value 14–24 is triggered. This character's wound threshold is increased by 2 (instead of 1) for the remainder of the session.

Finally, if the GM triggered a Duty and the roll was doubles (an "11" or a "44," for example), the effects of triggering that Duty also double. All characters increase their wound threshold by 2 for the remainder of the session, and the Player Character whose Duty was triggered increases his wound threshold by 4.

These mechanical effects represent the bolstering effects of morale and resolve on the Player Characters as a result of achieving their personal commitments to the Rebellion. It could be as simple as the characters having pride in their accomplishments, and that positive attitude emboldening them.

In addition to the mechanical effects, and especially if the GM rolls doubles, triggered Duty can also result in tangible opportunities in the current session. Depending on the nature of the Duty triggered, the PCs could come across a new opportunity to aid the Alliance by finding a previously undocumented group of prisoners, uncovering secret Imperial battle plans, or meeting an unexpected new ally.

Ultimately, even though the mechanical effects always come into play, it's up to the GM to determine how a favorable roll affects the characters narratively. The GM should not feel obligated to disrupt the narrative or story in order to incorporate a triggered Duty. Remember, the effects of a triggered Duty can always be mental.

For example, if a PC's Space Superiority Duty gets triggered, but the GM is in the middle of an ongoing

ASSEMBLING THE GROUP'S DUTY CHART

The Game Master needs to take each Player Character's Duty choice and assemble a single table reflecting the group's Duty values. There is a sheet for this in the back of this book; alternatively, it is very easy to just write down the information in a grid format. The table has three columns: Duty Value, Duty Type, and Character.

This is never a "standardized" chart, however. It is unique for each group, and it changes constantly based on the accrued (and reset) Duty values of the PCs. The chart creates a set of percentile ranges. First, the PCs' Duty values are added together to determine the group's combined range. Then, within that range, smaller ranges are assigned to each character. This enables the GM to roll and get a specific result that corresponds to a specific PC.

In the example Duty Chart (right), Karvon Roh (human starfighter pilot), Innu Mond (Sullustan squadron leader), Veyak Ven'ya (Bothan saboteur), and Ziin Mandos (Gran medic) are a team of Alliance specialists sent on various missions.

Karvon Roh has the Duty of Internal Security (he's very concerned a lone pilot could cause an entire fleet's destruction from within), while Innu's Duty is Space Superiority (he knows SoroSuub ships can win the war, if more can be acquired or made). Veyak has the Sabotage Duty (not surprisingly), and Ziin is committed to the Duty of Personnel (she will save all she can). Karvon's Duty score is 9, Innu's is 11, Veyak has a score of 8, and Ziin's is 13.

With this information, the Game Master creates the following chart:

Duty Value	Duty Type	Character
1–13	Personnel	Ziin
14–24	Space Superiority	Innu
25–33	Internal Security	Karvon
34–41	Sabotage	Veyak

The chart is organized so the highest Duty value (Ziin's 13) is at the top, while the lowest (Veyak's 8) falls at the bottom. Going in order, each character's value is added to the high number in the previous percentile range to create a set of ranges that can be rolled against with percentile dice. This allows the GM to determine, at a quick glance, who is currently the leader in terms of Duty value.

adventure and doesn't want to complicate things by having to integrate a space combat encounter, the GM can just tell the player that his PC has gained a higher wound threshold because he is emboldened thinking about his recent victories.

DUTY AS A THRESHOLD

Duty can also be used as a threshold, a measure of the group's renown and standing within the Alliance based on its recent achievements.

Generally, as the characters in **Age of Rebellion** increase their Duty values, they become better known within the Rebellion. Their accomplishments have made them more trusted and respected among their allies. As such, the GM has the option to use the PCs' individual or combined Duty values as a measure of this trust and respect. For instance, the GM might determine that the group's total Duty value must be above or below a set threshold in order to attempt a certain task.

For example, an Alliance leader could refuse to associate with a group whose Duty is less than 60, but a neutral governor might not be willing to associate a group whose Duty is higher than 50. In each case, the NPC's reaction is a matter of how the NPC perceives the group's overall reputation.

A group's reputation can also be affected by its Contribution rank, which is explained in the following section. More on Duty thresholds and Contribution rank is covered on page 325 in **Chapter IX: The Game Master**. At this stage, it is sufficient for players to know that the more Duty their characters have, and the higher their Contribution rank, the easier it will be to deal with other Rebels, and the harder it will be to deal with Imperial allies and agents.

CONTRIBUTION TO THE ALLIANCE

As the Player Characters accomplish more on behalf of the Alliance, the party's total Duty value slowly builds up. Once the party's total Duty value exceeds 100, they reach a milestone in the campaign. Their individual accomplishments have combined to create a sizable, meaningful contribution to the Rebellion.

When a meaningful contribution like this is achieved, three things happen: the party's Contribution rank increases by 1, the Alliance rewards the party for its achievements, and the PCs' Duty values are all set back down to 0.

CONTRIBUTION RANK

In **Age of Rebellion**, the number of times a party of PCs achieves a meaningful contribution to the Alliance is tracked by their Contribution rank. This value starts at 0 at the beginning of a campaign and is shared by all PCs in the party. When the PCs' combined Duty values exceed 100, their Contribution rank is increased by 1.

While the party's combined Duty value can be used to represent the amount of recognition it receives for its more recent actions (see **Duty as a Threshold**), Contribution rank represents the general level of respect and recognition the party receives for their lifetime achievements for the Alliance. As the party's Contribution rank increases, it is trusted with more important missions, recognized and respected by more Alliance members, and hunted by more dangerous Imperial agents. At the GM's discretion, this can be represented by an actual rank increase within the Alliance (e.g. from trooper to senior trooper), or by a simple change in attitude and treatment by the PCs' peers.

In addition to these effects, a party's Contribution rank also affects the level of reward they receive from the Alliance for further actions.

ALLIANCE REWARDS

As members of the Rebel Alliance prove themselves trustworthy and capable through their actions, the Alliance makes every effort to supply them with better resources with which they can continue to advance the cause. When the PCs' combined Duty value exceeds 100, the Alliance acknowledges their contribution by supplying them with a reward of their choice. The players can choose to receive individual pieces of equipment, a party-owned vehicle, or a different strategic asset.

EQUIPMENT

If the party opts for individual pieces of equipment as its reward, each PC can choose one piece of equipment (weapon, armor, gear, etc.) to receive from the Alliance for free. These pieces of gear cannot have a rarity greater than 3 plus the party's current Contribution rank. At the GM's discretion, the gear acquired this way can be restricted.

VEHICLE

If the party selects a party-owned vehicle as its reward, they can choose one vehicle or starship to receive from the Alliance for free. This vehicle or starship cannot have a rarity greater than 3 plus the party's current Contribution rank. The price and size of vehicle the Alliance is willing to part with is up to the GM. Additionally, at the GM's discretion, the vehicle or starship acquired this way can be restricted.

STRATEGIC ASSET

If the party doesn't need or want any gear or vehicles from the Alliance, the PCs can instead ask for a strategic asset. This might be a safe house in a specific system, temporary use of a powerful Alliance ship, a smaller cell of Alliance operatives to aid the party in their missions, or anything else the party can imagine. The players should work with the GM to come up with a narrative reward that is something the Alliance could provide and is appropriate for the party's current Contribution rank.

DUTY VALUE RESET

Once the PCs have increased their Contribution rank and chosen their reward from the Alliance, all of their Duty values are reset to 0. However, this doesn't mean they are back at square one. They have simply reached a new level of importance within the Rebellion with the increase of their Contribution rank. Alliance agents who required a certain Duty threshold to trust the players before now just inherently trust them, and more important agents of the Empire have begun to hear whispers of their names.

STEP 3: SELECT A SPECIES

Within a galaxy of billions of planets, there is no practical limit to the number of species a player could conceivably draw from to play as his character. Though this diversity is in many ways anathema to the Empire, it serves as a tremendous source of strength for the Alliance to Restore the Republic. The Rebellion is populated by beings from practically every planet known to have sentient life, all of whom are dedicated to ending Emperor Palpatine's reign of evil.

What follows are eight species types, all well-known from the *Star Wars* universe. They have excellent potential for building many great characters, of course, but players and Game Masters should feel free to consider other possibilities if they wish. Simply use these species as guidelines in creating any new ones desired.

CHOOSING A SPECIES

A player must choose a species for his character even before committing to a career. The choice of species and career can go hand in hand, and should stress a character's backstory above all else.

Each species has idiosyncratic abilities and characteristics that influence the next stage of character creation, the picking of careers. Species selection determines the initial ratings of characteristics, like Brawn and Cunning, as well as starting experience points (XP). Players use these allotments of XP for modification of characteristics or for the acquisition of new skills and talents appropriate to their characters' backgrounds and careers..

Remember, a wide range of characteristic distributions can be created by spending starting XP, so do not feel forced to choose a specific species for its characteristics. In addition, characteristics do not define a character completely. Good roleplaying and storytelling do more to create a character than numbers ever do.

BOTHANS

Masters of manipulation and collectors of data, Bothans are known to excel both as spies and as diplomats. Though it is perhaps unfair to universally characterize them as untrustworthy, it is generally unwise to forget that most Bothans are raised believing their own interests are genuinely paramount.

Physiology: Averaging 1.5 to 1.6 meters tall, Bothans are bipedal humanoids that, from a human's perspective, display an interesting mix of feline, equine, and canine traits. With multidirectional and oversized ears, keen olfactory senses contained in their tapered snouts, and eyes capable of a much wider range of focus than the average humanoid, Bothans are extremely effective at picking up the vast diversity of information they instinctively crave. Thanks to

their diminutive stature, they are capable of getting into places barred to human-sized (and larger) beings. Bothans also possess a unique manner of communication that involves rippling their fur in patterns decipherable by other Bothans. Though capable of wearing footgear, Bothans have hooves instead of feet, and both males and females sport a dangling beard at the end of their snout.

Society: Though the planet of Bothawui is officially neutral in the conflict between the Empire and the Alliance (and, in fact, there are plenty of Bothans who play both sides for their personal gain), the upper echelons of the Alliance know the galaxy-spanning Bothan Spynet is working actively to further Alliance interests. Nonetheless, the leadership of Bothawui plays the game with both sides very carefully, and somehow it works; both Alliance and Imperial intelligence operations use the planet for clandestine purposes and keep it out of the line of fire in the conflict.

Despite reputations for being as greedy and devious as Hutts, Bothans are, for the most part, ethical beings. Their ethics, however, derive from a code of behavior they call "The Way," which teaches that the pursuit of power and influence is right and necessary. For Bothans, money is only a means, not an end; ultimately, the capacity to influence matters to reflect their goals is the prize which must be sought. Bothans may well select a cause—a noble one, at that—to champion. They simply prefer manipulation and scheming to gain victory for the cause, rather than resorting to violence.

Homeworld: Bothawui is a Mid-Rim world, temperate in climate and varied in terrain. Cosmopolitan and developed, Bothawui is rich in natural resources, agriculture, and industry. It is also the center of a Bothan-dominated sector of planets.

Language: The spoken form of the Bothans' language is Bothese, and they refer to their written tongue as Botha. They have a third form of communication called Wrendui, which is based solely on the rippling of their fur. Though the base use of such ripples merely conveys emotions, they have developed many forms of Wrendui (which can be switched at will with the simplest of cues) to communicate in far more complex ways. Highly placed non-Bothans in the Bothan Spynet are taught a few of these forms, but only a Bothan may know all of them.

Life in the Alliance: Not surprisingly, Bothans are both drawn to and encouraged to undertake roles capitalizing on their capabilities with knowledge, data, and manipulation. Diplomat and Spy are ideal career choices for many Bothans, with Duties like Intelligence, Counter-Intelligence, and Political Support favoring their nature. Most Alliance leaders understand that Bothans are likely to take whatever they learn and share it through the Spynet; these Rebels accept this as a fair price for gaining access to that same resource.

SPECIES ABILITIES

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Bothans begin the game with one rank in Streetwise. They still may not train Streetwise above rank 2 during character creation. They also start with one rank in the Convincing Demeanor talent.

USING LANGUAGES IN AGE OF REBELLION

Language has always been a vital scene-setting tool in *Star Wars*. The animalistic roars of a Wookiee, the bird-like twittering of an astromech droid, or the guttural rumblings of a Hutt crime lord serve as reminders that the *Star Wars* universe is a vast place with countless species and cultures. For this reason, nearly every species in AGE OF REBELLION has its own language, and in the case of wildly diverse species like humans, have many different languages might be spoken.

While all of these varied languages exist, they are not intended to provide a barrier to understanding and comprehension. *Star Wars* has a wide variety of tools for language interpretation: everything from protocol droids that are fluent in over six million forms of communication to the simple fact that most galactic citizens use the pan-galactic language known as Basic, which nearly everyone understands, even if they are unable to speak it.

Each species entry lists the languages unique to that species. In addition, all Player Character species are able to understand Basic, even if they are unable to vocalize it. However, Player Characters are not required to track the different languages they speak. Every Player Character in a group is considered to be fluent in any language spoken by another group member.

In addition, the GM should endeavor to make comprehensible any individuals the PCs encounter during their adventure, by whatever means the GM deems appropriate. For example, one of the PCs may speak the individual's language, or vice versa. There may be a protocol droid available, or perhaps everyone involved speaks Basic. The one exception to this should be if the lack of comprehension is itself a major plot point; otherwise, the issue of language should never hamper the ongoing story.

DROIDS

Whereas the Empire generally treats its droids as little more than self-directed tools and disposable assets, the Alliance has come to value the contributions and involvement of droids in their efforts. Droids help fill personnel gaps across the board, especially in non-combat roles. Astrogation, engineering, medicine, and even piloting (when there aren't enough breathing pilots around)—all are tasks droids readily and loyally fulfill as part of the effort to overthrow the Empire.

PLAYING A DROID

Creativity is not only allowed when a player decides to build a droid PC, it is encouraged. Droids in **Age of Rebellion** are simply another species choice, albeit one with a wider range of variables for the player to manipulate. Their special abilities directly convey their non-flesh-and-blood nature, and gear choices such as weapons and armor can be defined as being built into the droid's body instead of functioning as separate, stand-alone equipment.

The personality of a droid is a more delicate matter. The very fact that the droid is a Player Character means that it is self-aware and independent-minded (unless the player wants to play a character who is completely subservient to the surrounding biologicals, of course).

Original design and function should always remain a part of who a droid is. It may have capabilities far beyond its initial programming, but it still maintains predilections related to what it was created to do. Power droids can become fully capable engineers, yet they always pay extra attention to the power flows in their areas of responsibility. A protocol droid might well develop the capacity to wield arms and enter combat, but it likely wants to explore nonviolent options first.

Physical Description: In the *Star Wars* universe, the available types of droids are almost as varied as the types of alien species, though there are some standard models that are well known and fairly ubiquitous. Players can choose to have forms ranging from the bipedal and human-like to utilitarian box-like forms, animal-like forms, or anything else they can imagine.

VARIOUS INDIVIDUAL MODELS

While an individual droid PC is likely at least somewhat customized, there are quite a few standard models that make a good starting place to work from.

- **2-1B Surgical Droid (Genetech/Industrial Automaton):** The 2-1B Surgical Droid is a highly intelligent and flexible thinker, as one would expect of a droid whose decisions involve life and death. A rather ugly chassis hides a remarkably complex and open-ended behavioral circuitry matrix, making them ideal chief medical officers aboard most Alliance Fleet capital ships.
- **3P0 Protocol Droids (Cybot Galactica):** The 3P0 series of protocol droids are some of the most human-like automata ever developed—perfect for their assigned tasks as ambassadors, political aides, translators, and personal attachés. However, their advanced SyntheTech AA-1 VerboBrains can sometimes develop neuroses or other "quirks." Nonetheless, many protocol droids assist Alliance operatives, especially where recruitment and gaining political support is concerned.
- **IG Assassin Droids (Holowan Mechanicals):** Culminating with the feared and deadly IG-88 model, the IG series is infamous for spawning some of the most lethal assassin droids in the galaxy. IG droids rarely meet an opponent they cannot eliminate, but their resistance to instructions not involving lethal termination of targets makes them difficult to incorporate into most Alliance-developed operations. Most IGs are in service to the Empire.
- **LE-V0 Law Enforcement Droids (Rseikharhl Droid Group):** The success of the LE-V0s in deterring crime in the Rseikharhl sector has led to their adoption galaxy-wide as appropriate models for police assistance and private security. Their programming requires them to follow Imperial codes to the letter and only use force when absolutely necessary. Though they are hardly ever equipped

DROID CLASSIFICATIONS

Droid manufacturers organize droids in five distinct classes based on their primary functions.

Class One (First-degree): Specializing in physical sciences, mathematics, and medicine, these droids are often highly intelligent, but lacking in "common sense."

Class Two (Second-degree): Class Twos work in the engineering and technical fields such as repairs and astrogation. They are often well liked due to their reasonable intelligence, nonthreatening appearances, and quirky personalities.

Class Three (Third-degree): Class Three droids are often humanoid in appearance, as they are intended to work directly with organics. They are programmed for the social and service areas, such as interpretation, teaching, protocol, and diplomatic assistance.

Class Four (Fourth-degree): Class Fours are equipped with weaponry and designed for security, military training and operations, gladiatorial combat, and even assassination.

Class Five (Fifth-degree): Class Fives are simple labor units for a whole host of menial jobs, from sanitation to load-lifting. Many do not have enough cognition to be considered sentient.

with lethal weaponry, they know how to target a stun weapon for maximum effect. LE-V0s are only useful to the Alliance if their initial hard-coded loyalty to the Empire can be broken.

- **LOM Protocol Droid (Industrial Automaton):** The LOM series was Industrial Automaton's attempt to upset a market dominated by Cybot Galactica. IA attempted to make a protocol droid very similar to the 3P0 units but with an insectoid head to appeal to niche markets. However, bad PR from at least one unit's career as a jewel thief caused IA to scrap the line. Some of the remaining LOM droids do have a habit of developing interesting and unexpected personalities—including a few who have decided that fighting as Rebels against the Empire is a rewarding path.
- **R-Series Astromech Droids (Industrial Automaton):** The wildly successful R-series ranges from the original and cumbersome R1 to the famous R2 unit and all the way to the soon-to-be-released R6. Besides the R1 (which is over two meters tall and works primarily aboard capital ships), all of the R-series astromechs are roughly a meter or so tall and are designed to ride in sockets aboard snubfighters to perform astrogation calculations, permitting hyperspace jumps. A wide variety of tools—and a surprising propensity for cleverness and independence when left without a memory wipe—make them fine repair droids and often excellent companions.

Society: In the wider galaxy (aside from wild rumors about "machine planets"), most droids are mere functionaries within societies that completely rely upon them and expect them to obey. Within the Alliance, however, they have come to know a higher level of respect. Though many in the Alliance's structure still hold with the idea of memory wipes and programming for necessary tasks only (especially when droids are acquired from Imperial or questionable sources), more and more leaders and commanders have taken the long view on allowing trusted droids to continue to develop a sense of personal independence and purpose. On more than one occasion, this has proven to be a brilliant strategy, and will likely continue.

As such, many droids have transcended their programming and original purpose to become more than they started as, and find service in the Alliance very satisfactory. Granted, those coming from outside regular channels face a great deal of suspicion, which is often impossible to overcome. Technicians usually scan a droid's memory bank and programming thoroughly to ensure there are no hidden commands betraying the Rebellion in any way.

Life in the Alliance: Most droids are better suited to non-combat roles, serving in support areas to better enable the forces of the Rebellion to fight efficiently and effectively. Many droids of a technical nature serve aboard capital ships, often handling the tasks of dozens of non-droid crew, making personnel shortages less devastating to the Alliance Navy. Astromech droids abound as more and more snubfighters, like the X-wing, are brought into service.

Individual droids with their own motivations can serve in any capacity they desire, though most choose careers and specializations that fit their basic design and functions. The Duty a droid chooses, as well, should suit its chosen path.

SPECIES ABILITIES

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 175 XP
- **Special Abilities:** Droids do not need to eat, sleep, or breathe, and are unaffected by toxins and poisons. Droids have a cybernetic implant cap of 6 instead of their Brawn rating. In addition, after selecting a career, a droid Player Character may train one rank each in six of the eight career skills (instead of the usual four). After selecting a specialization, a droid PC may train one rank each in three of the four specialization skills (instead of the usual two).
- **Inorganic:** Since droids are inorganic, they do not gain the benefits of recovering with a bacta tank, a stimpack, or Medicine skill checks. Droids do recover naturally by resting, as their systems attempt self-repairs. If self-repair is not adequately effective, a droid needs to be tended to with a Mechanics check, using the same difficulties and results as Medicine checks for organic beings. Emergency repair patches can be used to repair damage, just like stimpacks can be used on organic beings. See page 232 for more on droid repairs and healing. Due to their resilient metallic construction, droids start the game with one rank in the Enduring talent.
- **Mechanical Being:** Droids cannot become Force-sensitive nor acquire a Force rating by any means. Droids cannot use Force powers and also cannot be affected by mind-altering Force powers.

DROIDS AND EQUIPMENT

A Droid PC may declare as intrinsic to its construction virtually any piece of equipment an organic would need to carry. The GM has final say on what is or is not be allowed, but most such gear is permissible to treat as inherent to the droid's construction or to add to the droid as an upgrade when the gear is purchased.

DUROS

The species most often celebrated as having granted the gift of hyperspace travel to the galaxy, Duros are revered as pilots, explorers, and storytellers. They are also widely sought after as ships' engineers and mechanics, which the Alliance needs in abundance.

Physiology: Descended from reptiles, Duros are bipedal humanoids with large red, slitted eyes; smooth blue-green skin; long fingers; bald, bulbous heads; and no nose (just tiny slits below the eyes that provide their olfactory sense). Their young hatch as larvae from eggs laid by the females, but they are raised in a recognizable family unit. Duros aren't particularly powerful physically, but they possess sharp minds and keen intellects. Though both males and females are bald, other sex characteristics make them easily distinguishable.

Society: Most scholars believe the Duros actually invented the first hyperdrive craft; the species' contributions to interstellar navigation are impossible to overstate. They are inquisitive and adventurous, and they take great pride in their extensive travels throughout the galaxy. It is, in fact, considered polite to refer to any Duros by the honorific "Traveler," such is their passion for astrogation and exploration of the galaxy.

With a history of enslavement by a destructive empire of great technological prowess, the Duros developed a profound thirst for knowledge of the very science used to enslave them. When the time came, they employed all they had learned not only to throw off the shackles of their oppressors, but to reach out to the stars and never look back. Early on, the course of Duros society was charted by a highly regarded monarchy, but as that once-great dynasty fell to corruption, enduring Duros pragmatism led to a corporatocracy that focused on management of assets and development.

Duros tend to be quiet, saying little and observing their surroundings. They can usually be encouraged to tell stories of their families and their people. Possessing exceptional memories for such things, they have an oral history that is rightfully a matter of great pride. In light of the disaster that over-industrialization, combined with numerous devastating attacks by outside forces, brought upon their planet, there's little wonder why they cling tenaciously to a more glorious past.

In the era of the Empire, the Duros have not fared well. Their devastated home has become an occupied territory, their resources managed by the Imperial bureaucracy. At first, these measures were imposed in the name of rescuing the population and maintaining the flow of both ore and manufactured ships to the Core Worlds. Due to the Duros leadership's clear intention to support the Alliance, however, the Empire has militarized its presence and effectively enslaved the Duros people. Many Duros have chosen to scatter to the stars rather than become servants of the Emperor's war machine, and the Alliance greatly values the gifts and knowledge they bring.

Homeworld: Duro was once a lush, green world. It is now completely uninhabitable without extensive biohazard protections due to ecological disasters on an extinction scale. Driven to reach out far and wide to the galaxy, the Duros allowed manufacturing, mining, and production to go unchecked and unregulated. The resultant pollutants and hazardous wastes ultimately drove them from their homeworld to live in massive orbital cities and space stations all around the planet.

Language: Using a syllable-driven written component, Durese (also called Durosian) is a well-known and widely spoken language throughout the Corellian sector and many other Core Worlds. It is one of the foundation languages for the construction of Basic.

Life in the Alliance: It's virtually impossible to meet a Duros who doesn't have some skill with piloting spacecraft, which automatically makes them valuable to the Alliance Navy; many pursue the Pilot specialization of the Ace career. Many are also very gifted mechanics and engineers, finding their way into the Engineer career. Though often quiet and pensive, Duros have a reputation for fearlessness and adventurousness, making them ideal for the struggle against the Empire.

SPECIES ABILITIES

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Duros begin the game with one rank in Piloting (Space). They still may not train Piloting (Space) above rank 2 during character creation.
- **Intuitive Navigation:** Duros may add ◐ to all Astrogation checks they make.

GRAN

Keen of sight, inherently peaceful and nature-loving, and intrinsically in need of social contact, the Gran are easily abused by the policies of the violent and careless Empire. This has driven even the most pacifistic to seek fellowship and service with the Rebellion.

Physiology: Descended from mammalian herbivores, Gran are bipedal humanoids with an appearance made very distinctive by their three stalked eyes. Their snout-shaped faces resemble those of goats, and they tend toward having larger hands and feet. Some even suffer from a genetic mutation causing abnormal enlargement of the extremities, though this tends to have more social than practical effects on the sufferer's life.

Gran eyesight extends into much greater ranges than that of most humanoids, even reaching into the infrared spectrum. A Gran is capable of a certain kind of empathy with others of his species, reading their body heat and color changes to determine their emotional state. Those Gran who spend considerable time with another species eventually learn how to do this with that species, as well.

Gran have two stomachs, and they are able to store and digest food over a long period of time. They usually have meals lasting for the better part of a day if they are able; if this happens, a Gran can normally go for anywhere from three to five days comfortably without another meal, depending on the nutritional value of the food.

Society: Peace and unity has always defined the foundation of Gran civilization, starting from the herd nature of their earliest days. They unite in close-knit communities, staying close to extended families and friends, and they endeavor to live in harmony with their bucolic agricultural environment. Family elders have strong leadership roles, and gatherings of elders form the government administering the planet and its people.

Most Gran grow up knowing they will serve their community in a capacity chosen for them, based on their demonstrated skills and talents. Though abhorrent to most other species, this flows naturally from the very communal nature of Gran society, and the majority of the population embraces it with contentment.

A Gran's need for social contact can be a devastating hindrance in the wrong circumstances; the gravest form of punishment in the society is that of exile. Many Gran encountered out among the stars wear black, to mourn the loss of their families and cherished relationships, as well as to try to forget the bright colors of their homes. Such Gran fall readily to temptation and manipulation from those who would abuse them; a Gran in exile can become a bitter and dangerous foe.

Homeworld: The Gran hail from the planet of Kinyen, a beautiful and productive agriworld in the Expansion Region. Sadly, after the destruction of one of their cities, the Gran have been forced to capitulate utterly to the Empire. They also have colonies on Hok and Malastare, which have much more diverse natures within their cultures; Malastare, in particular, is known for being a far more corrupt and dangerous place.

Language: The spoken and written tongue among Gran is called Gran. Non-native speakers have difficulty conveying themselves effectively with most Gran due to the lack of compatible body temperature and color cues. More cosmopolitan Gran can generally overcome this problem.

Life in the Alliance: The vast majority of Gran serving the Rebellion seek out non-combat roles to fulfill, eschewing violence completely. However, a few are able to see the need to sacrifice their homeworld's core principles in order to free it from the boot heel of Imperial occupation. With their extraordinary visual senses and empathic abilities, Gran are often found with Duties focused on Intelligence, Personnel, Political Support, and Recruiting; they are best suited to Diplomat and Spy careers, as well as the Medic specialization in the Soldier career.

SPECIES ABILITIES

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Gran begin the game with one rank in Charm or Negotiation. They still may not train Charm or Negotiation above rank 2 during character creation.
- **Enhanced Vision:** When making ranged combat or Perception checks, Gran remove up to ■ ■ imposed due to environmental conditions or concealment (but not defense).

HUMANS

Ubiquitous and dominant, humans are found throughout the galaxy. The Empire believes humans to be the rightful rulers of all civilization; the Alliance feels differently, yet most of the leadership of even this egalitarian organization is made up of humans. They are the least homogenous and most active species in known space. Where they go, things happen.

Physiology: Averaging 1.8 meters in height (with females averaging slightly shorter), humans are mammalian bipeds with an internal biology that handles a wide variety of oxygenated environments well. Their mostly hairless skin spans a wide range of color from very dark to very light; most range in the pale-tan to dark brown colors, but there are distinctive variants, especially among those offshoots considered near-human. As omnivores, humans have a wide range of available food sources, as well.

Society: Though the Empire would make it otherwise, humans are far too diverse and widespread throughout the galaxy to represent a single society. Every form of government ever devised can be found in places where humans choose to live, and economic and sociological differences are just as varied. Although humans helped advance technological developments throughout known space, human cultures living as true primitives exist as well. Generally, humans yearn for independence and self-determination, yet there are countless billions who gladly subjugate themselves under tyrannical rule for the promise of prosperity and security.

Homeworld: Scholars continue to debate which of the Core Worlds actually stands as the true human homeworld; most claim it has to be Coruscant. Others are convinced humans did not even originate in the Core, instead coming from far away on sleeper or generation ships long before the advent of hyperdrive technology. Regardless, they now dominate the Core and are spread throughout the galaxy, claiming many worlds as their homes.

Language: Basic was originated by humans, and with their ubiquity came the widespread use of it as a connecting language for the entire galaxy. Numerous human societies have variants and dialects, and there are entire human civilizations that have distinct languages with no connection to Basic at all.

Life in the Alliance: The inherent diversity of humans extends to their roles, careers, specializations, and chosen Duties with the Alliance. The only constant is the lack of consistency where humans are concerned; they are likely to pursue any path and have any set of goals driving them. The unifying factor is their desire to oppose the Empire, along with all of the other species who resist.

SPECIES ABILITIES

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- ***Special Abilities:*** *Humans start the game with* one rank in two different non-career skills of their choice. They still may not train these skills above rank 2 at character creation.

ITHORIANS

In Basic, Ithorians are called Hammerheads (though the nickname is not to their liking), as they possess one of the most unique head structures of any known biped. Ithorians are often considered the caretakers of the galaxy, so profound is their love of natural environments of all kinds and their desire to repair the damage sentient beings do to their worlds.

Physiology: Ithorians have long, spindly bodies (ranging from 1.8 to 2.3 meters in height) and long fingers. At the top of an Ithorian's torso, the neck and head emerge as a continuous, curved structure that reaches forward and ends with a vaguely "T"-shaped protrusion. The Ithorian's eyes are large, inset orbs on either end of the structure's "T." Back near where the neck emerges from the torso, there is a mouth on either side. With four throats and these two mouths, Ithorians have the capacity to speak and sing in stereo. They possess powerful sonic abilities that can, with effort, be used offensively.

Males and females are primarily distinguished by the humps on the backs of their heads; one for a male, two for a female. Their young, called "pupae," are spawned by the thousands from a single male. At this early stage, Ithorians have no limbs, moving around by use of locomotion tubes. All of this changes after their metamorphosis into young adults.

Society: Ithorian society is one based on a spiritual connection to "Mother Jungle," which is how they refer to the spirit of their lush, rainforest-covered planet of Ithor. The entire civilization is dedicated to never desecrating the planet; as soon as they had access to repulsorlift technology, the Ithorians built giant floating communities—called herdships—that allow them to float above and travel across their planet while minimizing their impact on its pristine beauty.

Ithorians have carried this collective mentality with them out into the stars, adapting their herdship concept to interstellar travel. Each such herd, as they refer to their social groupings and extended families, is led by a Force-sensitive priest. This makes them anathema to Emperor Palpatine and his Empire. The only reason the planet has remained relatively untouched is due to the Empire's extortion of agricultural technology and other secrets from the Ithorians in return for abstaining from destroying the planetary surface.

Ithorians are even more pacifistic than Gran, as a general rule; they intentionally weed out aggressive members of their species by exiling them from Ithor (which is why many people have their first encounter with atypically violent or ill-tempered Ithorians). Usually eschewing weapons, an Ithorian typically defends himself with his sonic bellow abilities. Ithorians out among the stars seek roles as artists, traders, and environmentalists. In this latter role, many Ithorians have acted to help restore ecological devastation done to other planets, usually as the result of one war or another.

Homeworld: Ithor is considered one of the most beautiful and life-filled worlds in the galaxy. It is covered in crystal blue oceans and emerald rainforests. All traces of civilization have been systematically removed from the planet's surface by the Ithorians, who live above it in their city-sized herdships. Individuals who choose to go to the surface are expected to reside there forever after, heeding the call of "Mother Jungle."

Language: Considered one of the most complex and beautiful languages in the galaxy, Ithorese is a stereophonic mélange of sounds that is a wonder to hear. Mastery of it by non-Ithorians is considered an incredible talent, as it is exceptionally difficult to manage without the unique qualities of Ithorian biology.

Life in the Alliance: Much as with Gran, Ithorians are incredibly rare to find in the actual ranks of the Rebellion. Most Ithorians sympathize with the Alliance, yet their focus on life and the repairing of damage from violence makes them ill-suited for combat. Nonetheless, there are a handful of Ithorians who choose to fight a force willing to cause untold destruction to their world and so many others, believing this is how they can best serve "Mother Jungle." The Medic specialization of the Soldier career is a natural fit for an Ithorian, and the Diplomat career path is a good fit for one as well. Some Ithorians also find a role with the Scientist specialization of the Engineer career. The natural connection the species has to the Force makes the Force-Sensitive Emergent specialization an interesting choice as well. Unsurprisingly, the Personnel Duty is the most likely one for most Ithorians, though Resource Acquisition is also a worthy goal.

SPECIES ABILITIES

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Ithorians begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation.
- **Ithorian Bellow:** With two mouths and four throats, Ithorians have a unique natural weapon they can call upon when threatened (Resilience; Damage 6; Critical 4; Range [Short]; Blast 3, Concussive 1, Slow-Firing 2, Stun Damage). Each time the Ithorian uses this ability, he suffers 3 strain.

MON CALAMARI

Artisans, dreamers, and devoted allies when they choose a cause, the Mon Calamari are one of the most respected species in the galaxy, with a long history of service to the Old Republic. Unfortunately, their planet has been utterly subjugated by the Empire. The Mon Cal are now a species enslaved to serve the Imperial war machine. Those who have escaped this fate are determined to see their planet—and the galaxy—free.

Physiology: Natural amphibians, Mon Calamari live primarily above their homeworld's oceanic surface on small islands and floating cities. Their height ranges between 1.3 and 1.8 meters, and they have a very fish-like appearance, even as bipeds. This includes mottled salmon skin, large wide-directional eyes (which can move independently), webbed hands and feet, and domed skulls. Other species tend to note they have a not-unpleasant smell of sea and salt.

Mon Calamari hands are intriguing, featuring webs and clawed fingers. As well, there are three holes in their palms suggesting a vestigial suction-cup purpose from long ago. Their feet have similar structures. They are quite capable of sustained underwater living, able to breathe water and descend up to 30 meters without any equipment. Underwater breathing, however, isn't particularly comfortable for a Mon Cal; the species has been adapted to above-water life for too long. When possible, a Mon Calamari uses an engineered symbiont called an organic gill, which he also offers to any non–Mon Cal companions who wish to join him in the water. The organic gill is just one of the many amazing pieces of technology developed by this highly advanced species.

Society: The Mon Calamari are one of the most advanced and developed species in the galaxy, despite Imperial propaganda to the contrary. Governed by a highly lawful and egalitarian representative republic system, the vast majority of Mon Cal are altruistic and giving by nature. Hard workers, determined to defend what they believe is right, and committed to aesthetics as much as industrialism, Mon Calamari are difficult not to view as a society worth emulating.

If the species has a glaring flaw, it lies with its members' tendency to be dreamers and romantics at heart. Mon Calamari have a strong tendency to favor underdogs and take on causes considered hopeless or lost by others. Though they value peace and productivity and have no love of war, their communal sense of justice and rightness has often led them to be the first into conflicts in which they did not have to engage. Fortunately, both their immutable resolve once committed to a course of action and their inherent gifts for tactical and strategic thinking serve the Mon Cal well in combat and conflict situations.

Along with a passion for art and culture, the Mon Calamari have plenty of excellent scientists and engineers among their people. Their shipbuilding is considered on par with the best found in the Corellian Sector, though their aesthetic approach to ship design frequently puzzles other engineers.

Under the tyrannical rule of their Imperial masters, the Mon Calamari chafe with a desire to be free, and they continue to build a resistance with the Quarren, their fellow slave race on the planet Dac. It is only a matter of time before they launch a concerted effort to regain their home.

Homeworld: Dac (also referred to as Mon Cala, mostly by offworlders) is primarily an aquatic world, covered by one massive ocean. There are a few small islands and reefs upon which the Mon Calamari have built surface structures, but most of their cities float upon the ocean's surface. They share the planet with the Quarren, with whom they have often warred, and with other sentient races such as the Moappa and the Whaladons (all of whom keep mostly to themselves under the water). In orbit around the planet are the famed Mon Calamari Shipyards.

Language: Both the Mon Cal and the Quarren speak Mon Calamarian as the native tongue of their world, though their long history with the Galactic Republic established Basic as a widespread language on the planet of Dac as well. Mon Calamari tend to speak Basic with a gurgling undertone, but they are still easily understood by most.

Life in the Alliance: Those Mon Cal who have managed to escape slavery and join up with the Alliance are among the staunchest and most determined fighters the Rebellion has. They excel as pilots and engineers, and their natural gifts tend to lead them into Ace, Commander, and Engineer careers. Many of the more glory-minded take up a Soldier career, instead. Duties like Combat Victory, Space Superiority, and Personnel appeal most to a Mon Cal, though Tech Procurement can also appeal to some.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	1	2	2

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Mon Calamari begin the game with one rank in Knowledge (Education). They still may not train Knowledge (Education) above rank 2 during character creation.
- **Amphibious:** Mon Calamari can breathe underwater without penalty and never suffer movement penalties for traveling through water.

SULLUSTANS

Born underground but with a yearning for the stars, most Sullustans find their way into space as pilots and astrogators. Affable, curious, and free-spirited, Sullustans are not fond of the Empire, and even less fond of the fact that the corporatocracy that runs their government from the offices of SoroSuub has sold their entire planet to the Imperial war machine.

Physiology: Despite their very distinctive features, Sullustans are genetically near-humans. Their skin is generally pink in tone, with very little body hair. Their height tends to fall within 1.0 to 1.8 meters. They have large, dark eyes; large, rounded ears; and notable flaps of skin that extend down from their cheeks and are called "dewflaps."

Evolving on a volcanic planet with a thoroughly inhospitable surface, the Sullustans became subterranean beings who thrived in the caves and tunnels beneath Sullust's unstable outer crust. Their adaptations give them exceptional hearing, including the ability to determine distances and directions via audio cues. Their eyes are such that they can see up to twenty meters even in total darkness. Unfortunately, this means most Sullustans start to suffer serious corneal damage when exposed to natural light over extended periods of time.

Another evolutionary adaptation enables all Sullustans to always know what direction they are going, regardless of conditions or lack of physical signs. This ability allows the species to navigate the complex warrens and tunnel networks they live in. For reasons not yet fully understood, this natural direction sense in any situation extends all the way to space travel, even including hyperspace navigation.

Society: Sullustans have a very clan-oriented culture, in which a single female has many male mates, and the group lives together and raises the children. Females grow to a certain maturity, after which they go on to find their own group of males with which to start another family group (called a "warren-clan"). The Sullustans have a polytheistic religion, and they revere death as the "Eternal Sleep." They maintain massive and elaborate vaults as holy sites, which are quite beautiful.

Though most Sullustans stay close to home, those seeking adventure and new experiences found themselves able to parlay their natural sense of direction into lucrative jobs as spacers throughout the galaxy. These spacers learned a great deal, especially about technology and manufacturing, which they brought home with them to share with their people. Eventually, the extremely lucrative mining found on Sullust and its moons financed a huge boom in the Sullustese economy, which came to be dominated by the highly diversified SoroSuub Corporation. Employing over half the population, SoroSuub ultimately engineered circumstances allowing it to take over the government of the planet; at first, this was behind the scenes, but with the rise of the Empire, it became a legal fact as well.

Sullustans are naturally friendly and outgoing, enjoying practical jokes as a way to see how others react. They are inherently curious, and many consider them reckless. They have a profound desire to experience the galaxy directly, in every way they can.

Homeworld: The unstable, inhospitable surface of Sullust conceals an elaborate and amazing culture below it. The sky is often blacked out by massive clouds of volcanic ash, yet the Sullustans know exactly where to place their homes and their cities to avoid the dangers of the planet.

Language: Many spacers, and especially smugglers, know the flowing language of Sullustese, so ubiquitous have Sullustans been on the hyperspace lanes across the galaxy.

Life in the Alliance: The Sullustan Resistance, which opposes SoroSuub for control of Sullust, is growing closer to direct opposition against the Empire itself. Not surprisingly, more and more Sullustans are joining the Alliance, ready to apply their gifts and their courage to overthrowing the Empire. The Ace career is a perfect path for many Sullustans, though their natural dexterity makes them excellent Soldiers and their sensory gifts work well for the Spy career. Most Duties apply perfectly well for Sullustans.

SPECIES ABILITIES

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Sullustans begin with 1 rank in Astrogation; they may not train this skill above rank 2 at character creation. They also start with one rank in the Skilled Jockey talent.

STEPS 4 AND 5: SELECT CAREER AND SPECIALIZATIONS

By this point, each player should have a solid idea of who his character is, where he comes from, and what the character's story is prior to joining up with the Alliance. Now comes the part of the process where the player determines what the character does best in his service to the Rebellion. These are critical choices, determining a large part of the PC's future.

Players should review all of the careers, their specializations, and the corresponding talent trees before deciding. The available career skills are of key importance, not only for immediate construction of the character, but for future plans as well. A player with hopes of one day directing his character as the head of a large force of Alliance troops in a desperate battle for the fate of a planet may wish to seriously consider the Commander career over that of the Engineer, for example.

WHAT'S THE DIFFERENCE?

In simplest terms, the difference between careers and specializations is that the latter are further elaborations of the former. Specializations further define and enhance the career path of a character, drilling down to a higher level of focus for it. Many folks seek out careers in medicine, for example, yet there are thousands of actual ways in which someone might pursue his career choice once he decides medicine is the field he wants to pursue.

On a deeper level, the distinction between a career choice and a specialization runs towards intrinsic definitions of a character. A career indicates not only training and the pursuit of an occupation, but establishes a way of life and an approach to every challenge for a PC. Every other decision made by a Player Character is, in some way, made on the foundation of his career.

No matter how deeply enmeshed in becoming a Jedi Luke Skywalker becomes, for example, and no matter how much he may ultimately be caught up in diplomacy, politics, or the conducting of military or covert operations, there is one aspect of his life that never changes. Though it may be easy to forget in the latter part of his story, Luke Skywalker is an Ace first and foremost. His initial contributions to the Rebellion were the application of his phenomenal piloting skills, and his approach to almost every problem he faces tends to be defined by his desire to determine the target and then apply incredible maneuvering and extraordinary daring to overcome it.

All of the other things Luke is good at come from the various specializations he picked up over time. Initially, he was dedicated to the Pilot specialization, Ace, yet Force-related specializations became the focus of his later training and effort. Other characters may go through a wide variety of specializations, broadening their capacities dramatically, or they might maintain a narrow, laser-like focus in order to become extraordinarily good at what they do. Both approaches have their merits.

CHOOSING A CAREER

Just looking at the mechanical advantages of each career can provide a basis for selection, yet it won't provide as rich and rewarding experience as is possible. To get the most out of a selection, the player should seriously consider two key questions.

WHICH ROLE?

Consider a group of people wishing to put on a play. While many roles are available for actors, just as many people are needed behind the scenes in order for the play to be produced and run successfully. All of these roles, both on- and off-stage, require a variety of careers and specializations in order to create an enjoyable experience.

Similar considerations should be taken into account when selecting a career for an **Age of Rebellion** game. Granted, everyone on the team could be an Ace, or a Soldier. This could reflect a certain type of campaign and be a lot of fun. In most cases, however, skills and specializations should reflect the necessary variety of talents and training needed to give the group sufficient diversity to accomplish its goals.

Most campaigns benefit from the "ragtag assortment" approach to building a team, which better exemplifies the true nature of the Rebellion's struggle against the monolithic Empire. A collection of varying careers within a team creates a group of specialists who can handle many different challenges, making them valuable to the Alliance and ensuring a greater diversity of adventures ahead.

The following questions can help guide the decision-making process where a career is concerned:

- **Is this a combat character?** Certainly, anyone fighting for the Rebellion needs to be able to take care of himself. No one should go on a mission without the capacity to put up a fight, or at least the ability to defend his own life. However, there are some characters who specialize in doing violence to their enemies, as well as in defending their colleagues when the blasters start firing. Soldier is the primary choice here, though a Commander may also be capable of filling the role.
- **Is this character meant to be a pilot or speeder jockey?** While most members in a group of PCs have some capacity to drive or fly, and are capable of pointing a ship's gun at the enemy and pulling the trigger, there are characters for whom this is the reason they get up in the morning. When speed is of the essence, the rear view is full of enemies, and blasting through the wall of TIE fighters ahead is the only way through, having at least one Ace in the group can mean the difference between life and death.
- **Is this character the "face" for the group?** Who does the talking when an important conversation is at hand is often just as critical as who does the shooting when the time comes. A group might come away from certain challenges with enormous support for the Alliance, or they might not come away at all, depending entirely upon the capacity for saying the right thing or knowing the right person. Diplomats are clearly superior in these circumstances, though a Spy might also have the right set of skills and talents for the situation.
- **Is this character the covert operations specialist?** Stand-up fights are not the best choice for an organization as vastly outnumbered and outgunned as the Alliance. Most often, raids, search-and-destroy missions, and acts of sabotage, theft, and skulduggery are the keys to the success of the Rebellion. This makes such characters essential to any team of Alliance operatives. The Spy career is paramount in this role, though some approaches to being an Engineer also serve well here, as might a Soldier career.
- **Is this character the backbone support for the team?** The support character is often the key to making or breaking a mission. Whether it's coming up with the right tools for the job or ensuring a member of the team survives to finish what he started, the Rebellion scrapes by thanks to such support personnel. Diplomat and Engineer are two primary careers in this role, while certain aspects of Commander and Soldier also serve well.

Note that these questions are also important and useful in considering specialization choices. However, as careers are the gateway to initial specialization choices, it is important to consider a character's career options early on.

WHAT'S THE STORY?

While a player cannot predict all that could happen in an RPG campaign (nor should he try), he should still have a sense of the kind of story he wants to tell with his Player Character. His background sets the stage for this tale, but all that follows after is also part of the greater tapestry which is his PC's personal saga.

The iconic characters from *Star Wars* rarely end as they began. Han Solo, the scruffy-looking nerf herder of a smuggler in Episode IV leaves Episode VI as General Solo. Luke Skywalker goes from moisture farmer to the last, best hope of the Jedi. Even the sinister Darth Vader has a beginning and an end that belie what we first see. Every character has a story to tell that involves growth and change into (hopefully) better versions of himself. Often, the starting point for a character's story can set the tone for the rest of a long and heroic career.

A player's choice of career for his character should reflect the persona and lifestyle he intends for the

character throughout the campaign. Regardless of future choices in specializations, skills, and other advancements, the player should be certain he's happy with the foundation he lays for his PC with this choice.

CHOOSING A SPECIALIZATION

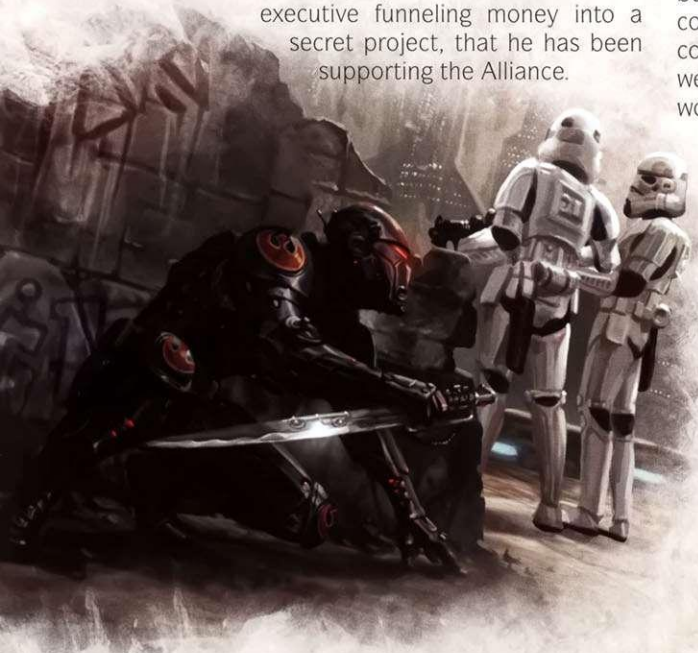
This is another situation where answering two questions greatly aids the player in making a decision. Once again, looking at the PC's background is important, as well as evaluating the career choice process.

HOW DID THE CHARACTER BECOME GOOD AT THIS?

Starting with the PC's background, the player should put thought into the part of the story that covers what the PC has done up to now. As a member of a specific species, with a specific career, the Player Character has made his way through the galaxy and into the service of the Alliance to Restore the Republic via services rendered and tasks performed.

What did he do for a living before war broke out? How did he learn his craft or trade? Who did he work for, or with? Did he go to school to learn his skills, or did he grow up learning as he went? What is he known for being good at, and does he have some kind of reputation built around it? How was he brought into the Rebellion, and what would a recruiter or sponsor likely say about his potential contributions?

Angela decides she wants her character to be a Rebel Spy. She's trying to figure out which specialization best appeals to her, so she starts thinking about and jotting down notes from her character's background as they apply to her decision. Her PC comes from a wealthy family on Coruscant with holdings all over the galaxy. Angela likes the idea of having worked for her father as a corporate espionage operative after she came of age. Angela then decides that, while working undercover on a sting operation to uncover an executive funneling money into a secret project, that he has been supporting the Alliance.



Following the money leads her character to contacts within the Rebellion, she becomes enamored of one of them, and an ensuing showdown with Imperial agents results in the death of her lover. She decides to join the Alliance in his honor. With this story idea, Angela realizes the Infiltrator specialization serves her character's story best.

Colin really wants to play a Commander of some kind. Realizing he'd really like to be tied into the Alliance Navy, he figures that either Commodore or Squadron Leader is best suited to his interests. Looking back over his PC's story, which gets into his early days as a tramp freighter pilot known for evading pirates as well as getting past the occasional Imperial blockade, he determines that the smaller ship-to-ship conflicts make more sense. He decides to go for the Squadron Leader specialization, with which his PC will work to teach others how to handle the Empire's best pilots in combat.

Making the effort to evaluate the backstory and other decisions for character creation should make the final decision for a starting specialization much easier. The choice is ultimately more satisfying, as well, and carries less chance of later regret.

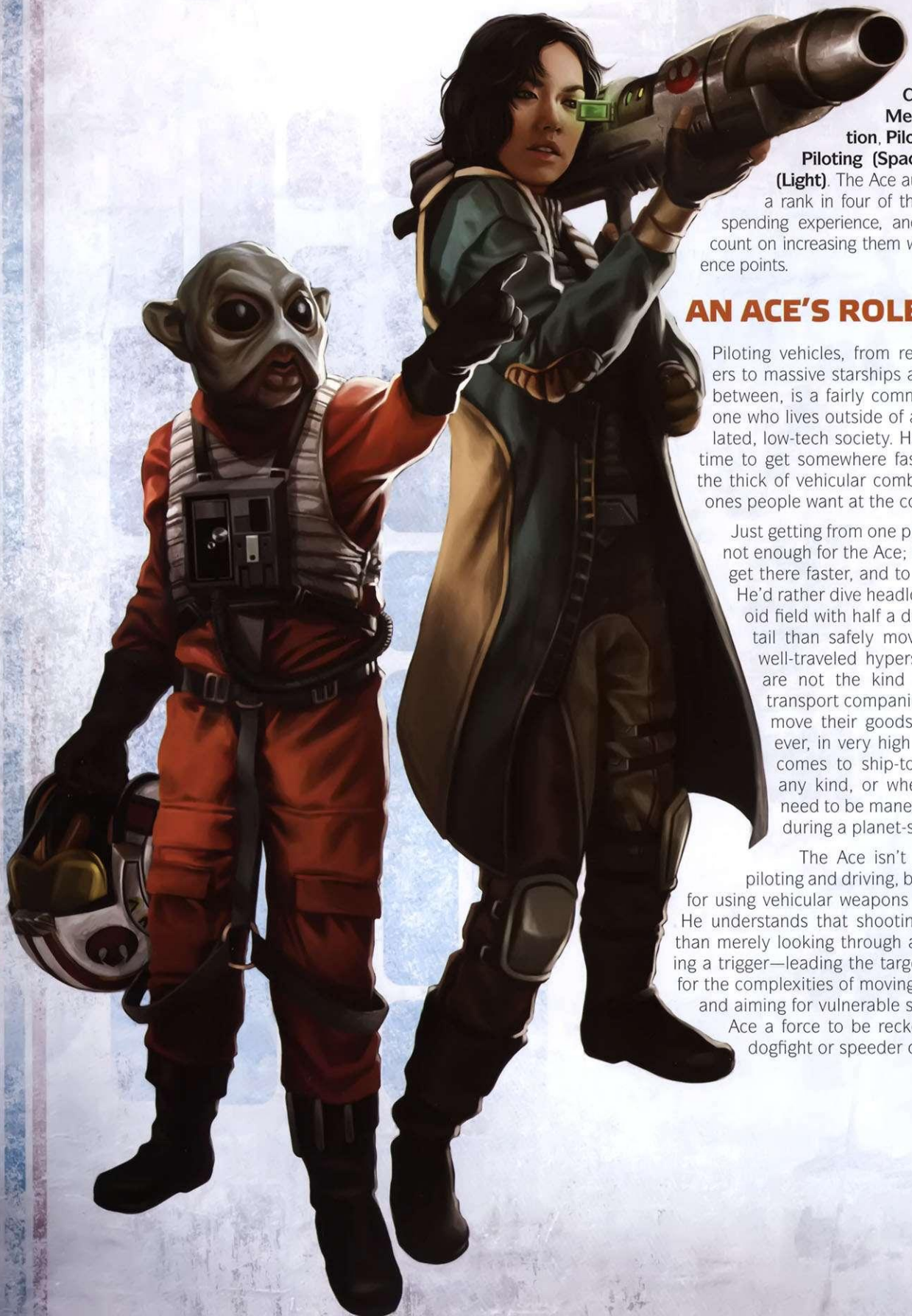
WHAT TASKS WILL THE CHARACTER BE CALLED UPON TO PERFORM?

When the PC is called on by Alliance High Command to go on a mission, what will his specific tasks be? Why would he be assigned to a particular group? Alternately, what does the Player Character do for the Rebellion on a daily basis? Is he fixing things, patrolling perimeters, seeking supplies, or something else entirely?

In the prequel movies, both Padmé and Bail Organa can be clearly identified as Diplomats. While Padmé shows much more inclination towards the Ambassador specialization, Organa works magnificently as an Agitator during the early years of the Rebellion era.

Chris and Nola are both looking at playing Diplomats in an upcoming campaign, but neither of them wants to be redundant. The Game Master encourages them to consider what each of them sees as their PC's specific contribution to both the daily efforts of the Alliance as well as their tasks on specific missions. Nola thinks it would be fun to go into situations and stir up the populace against the Empire. She wants to be someone who can help turn people from herd animals into predators, ensuring the masses become less of a resource and more of a burden to Imperial operations. Chris, meanwhile, realizes he likes the idea of asset management, ensuring his team has what it needs as well as arranging to get his hands on "the good stuff" whenever possible. With these considerations, Nola realizes the Agitator specialization is a good fit for her, while Chris decides to pursue the Quartermaster specialization.

THE ACE



An Ace's eight career skills are **Astrogation**, **Cool**, **Gunnery**, **Mechanics**, **Perception**, **Piloting (Planetary)**, **Piloting (Space)**, and **Ranged (Light)**. The Ace automatically gains a rank in four of these skills without spending experience, and receives a discount on increasing them with future experience points.

AN ACE'S ROLE

Piloting vehicles, from repulsorlift speeders to massive starships and everything in between, is a fairly common skill for anyone who lives outside of a completely isolated, low-tech society. However, when it's time to get somewhere fast or plunge into the thick of vehicular combat, Aces are the ones people want at the controls.

Just getting from one place to another is not enough for the Ace; this flier wants to get there faster, and to do so with style. He'd rather dive headlong into an asteroid field with half a dozen ships on his tail than safely move cargo down a well-traveled hyperspace lane. Aces are not the kind of people most transport companies want to hire to move their goods. They are, however, in very high demand when it comes to ship-to-ship combat of any kind, or when war machines need to be maneuvered into place during a planet-side battle.

The Ace isn't just a master of piloting and driving, but often has a gift for using vehicular weapons to deadly effect. He understands that shooting is about more than merely looking through a scope and pulling a trigger—leading the target, compensating for the complexities of moving bodies in space, and aiming for vulnerable systems make the Ace a force to be reckoned with in any dogfight or speeder chase.

ACE SPECIALIZATIONS

The three Ace specializations delineate where Aces find their niche within the military structure of the Alliance.

DRIVER—STEADY AT THE WHEEL

On or above the ground, the Driver becomes a part of the machine he drives, and he attempts maneuvers no design engineer ever intended his vehicle to do. Most Drivers are handy with a hydrospanner, and able to maintain their vehicles—which is a good thing, considering how much abuse their toys take.

Drivers have the additional starting career skills of **Cool**, **Gunnery**, **Mechanics**, and **Piloting (Planetary)**; when this is a PC's first specialization, the player may choose two of these skills in which to gain a free rank. Mastery of his machines is a primary focus for a Driver. In addition, so many things can go wrong on a planet, especially when piloting a vehicle at insane speeds, that being prepared for the worst is a major part of training for most Drivers.

Most Drivers are well aware they never get the glory or thanks a starfighter pilot does, but it rarely matters. The bite of atmosphere on the wings or the feel of every bump and groove on the road speaks to them in ways the vacuum of space never could. The sheer variety of vehicles a Driver can control on a planet is a huge draw, each representing yet another opportunity to push a machine to its limits and beyond.

Within the Alliance, Drivers are highly valued, both for their capacity to get the most out of the limited planetary combat vehicles available as well as for their knack for keeping such machines in one piece (or at least limited number of pieces). In most cases, commanders in the Rebellion know to give a Driver a destination and a goal, and then to get out of the way and let him figure out the best way to get there and get it done.

GUNNER—ALWAYS ON TARGET

For the Gunner, the output of a vehicle or ship weapon is the ultimate expression of projected power. He sees mastery of such weapons as a way for a single person to show the Empire what it means to fight for freedom and justice, and to do so to great effectiveness. He also sees his role as the defender of all who ride with him in whatever vehicle he's crewing.

Gunners gain **Discipline**, **Gunnery**, **Ranged (Heavy)**, and **Resilience** as additional career skills; they get a free rank in two of these if this is their first specialization. Gunners are often faced with terrifying odds or unknown threats requiring nerves of steel. When their positions are overrun, hand-to-hand fighting is often the only choice they have. Larger blasters and similar ranged weapons are also often of interest to the Gunner.

Whether the Gunner is laying down a field of fire from the door of a transport ship in a hot landing zone or firing pinpoint volleys at a star cruiser's shield generators, he is more than comfortable with the idea of possessing large amounts of firepower. He knows the value of what he does, and the sheer thrill of unleashing so much devastation with each pull of the trigger is very satisfying. The resultant explosion of an enemy target is a payoff worth far more than any moment of glory.

Proficient Gunners are a true asset in the Alliance, and the best ones are usually assigned to the most important defensive posts, assault vehicles, and ships. In most battles with the Empire, every single shot counts. It's the Gunner's job to make sure it counts heavily and with great purpose.

PILOT—BOUND FOR THE STARS

Out among the stars, engines screaming through the cockpit while he performs a maneuver that would send lesser beings into seizures or unconsciousness, the Pilot is truly himself. While the sheer joy of flying is often rewarding, most Pilots gain true satisfaction when they pit themselves and their machines against an aggressor force and duel it out in the blackness of space.

For Pilots, **Astrogation**, **Gunnery**, **Piloting (Planetary)**, and **Piloting (Space)** are additional career skills, two of which the PC can choose to gain a free rank in if this is his first specialization. In addition to being skilled at flying and knowing where to go, Pilots must also be exceedingly tough and trained to endure the harshest conditions if they are going to have the slightest chance of surviving when the worst happens.

No one denies the special place Pilots have in a military organization, least of all the Pilots themselves. Most have at least a certain amount of cockiness (sometimes bordering on arrogance), which is to be expected when a person wraps a few tons of machinery around himself and hurls into the void of space to regularly risk instant vaporization. The average life expectancy of a typical Alliance starfighter Pilot engaged with Imperial forces is extremely low; only by being the very best does a Pilot stand a chance of survival or success.

Not surprisingly, true Pilots are considered a precious commodity in the Alliance. Commanders are often seen as being too cautious in deploying them; each mission is almost guaranteed to cost at least a few lives and a few machines. The Rebellion ultimately stands or falls on the capacity of its Pilots to face the overwhelming odds of the Empire's best and somehow be better.

ACE STORIES

Sentient beings crave movement, and many are driven by the desire to master machines by the force of their own will for the sake of motion and power. The Ace, in particular, is compelled to perfect his control of vehicles and gunnery to accomplish feats of greatness and daring, whether it's navigating a series of deadly canyons, fending off hordes of enemy fighters from a turbo laser platform, or eking out a few more units of speed to escape an Imperial battle cruiser. How might an Ace come to serve the Alliance with such pursuits?

- **Pride:** Many Aces know from an early age they are special among their peers. Their love of machines translates to expertise beyond mere proficiency, making them the ones called upon when tasks involving those machines are required. A true Ace will often seek challenges above and beyond what he has faced so far, heading out into the galaxy to master new machines under ever more difficult circumstances. Truly, nothing could be more demonstrative of mastery than pitting one's skill against the best the Empire has to offer.
- **Obligation:** Most Aces have others to thank for their training and their advanced knowledge of the machines with which they are such experts. Mentors, wise veterans, and engineers willing to give a young, eager hotshot a chance to test a new vehicle or weapon stand behind many of the greatest Aces in the galaxy. Perhaps those same folks came to a bad end, thanks to the Empire, with their last wishes being that their protégé stand against this implacable enemy. It could instead be the mentor is yet alive, and having signed on with the Alliance, he has invited his favorite student to join him.
- **Daring:** Many Aces are absolutely addicted to the rush they gain when behind the stick, wheel, or trigger housing. Never knowing which moment may be the last is a drug the Ace can never get enough of, and fighting for the underdogs of a galactic-scale war is the ultimate source of that high. Such an Ace will volunteer for every mission; he's never truly happy unless the turbolaser bolts are flying all around him as the engines scream at the torture they are put through in a nearly impossible turn.

ZAL – AN ACE IN THE REBELLION

Zal Artha never fit in. Born and raised on Chandrila, Zal should have been a nature-loving, peace-making scholar like most of the rest of her family and, in fact, most of the rest of the planet. But while her brother and sisters were playing with their pet squalls and taking dance and elocution lessons, Zal was racing speeders through the crystal canyons and breaking curfew.

As soon as she was old enough, Zal left Chandrila and enrolled in the Rengali Imperial Naval Academy, bringing nothing with her from Chandrila but a lucky charm made for her by her older brother. All she wanted out of life was to sit behind the stick of a starfighter. While at the academy, Zal faced constant harassment, discrimination, and derision from instructors and students alike. Undeterred, Zal pushed through and distinguished herself time and time again before graduation. Unfortunately, discrimination graduated with her. After being turned down for numerous choice assignments, she was finally placed as a shuttle pilot (a post Zal found at least as boring as contemplating the idyllic beauty of the woods back on Chandrila). When she shared her frustration with a friendly Senator she was ferrying, she finally learned why she had been denied a combat posting: Imperial Naval Command suspected her of Rebel sympathies due to her Chandrilan upbringing.

Frustrated with the Empire and unhappy with her stalled career, Zal decided to prove Imperial Naval Command right and defected to the Rebel Alliance. She was assigned to a starfighter squadron, the Soaring Dactillions. In mere weeks, she was piloting an X-wing in combat situations. After a high-attrition raid on the Fondor shipyards left the Dactillions under strength, her squadron was reassigned as test pilots for the new A-wing fighter, stationed on Cardooine.

A week later, the Dactillions scrambled again, this time using untested prototype A-wing fighters to repulse an Imperial raid on Cardooine. Though the Dactillions pushed back the Imperials and the A-wing proved itself a superlative interceptor, the cost was high. Zal, perhaps protected by her lucky charm, was one of only two Soaring Dactillions to survive the battle. In the wake of these events, Zal requested (and received) a transfer to Special Operations. Zal couldn't be happier with this assignment, or with her role in the Rebellion.

Ace: Driver Talent Tree

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)
Driver Bonus Career Skills: Cool, Gunnery, Mechanics, Piloting (Planetary)

ACTIVE

PASSIVE

FULL THROTTLE (ACTIVE)
Take a Full Throttle action; make a **Hard (◆◆◆) Piloting check** to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.
COST 5

ALL-TERRAIN DRIVER (PASSIVE)
Do not suffer usual penalties for driving through difficult terrain when using Piloting (Planetary).
COST 5

FINE TUNING (PASSIVE)
When repairing system strain on a starship or vehicle, repair 1 additional system strain per rank of Fine Tuning.
COST 5

GEARHEAD (PASSIVE)
Remove ■ per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.
COST 5

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 10

SKILLED JOCKEY (PASSIVE)
Remove ■ per rank of Skilled Jockey from Piloting (Planetary) and Piloting (Space) checks.
COST 10

RAPID REACTION (PASSIVE)
Suffer a number of strain to add an equal number of ✲ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
COST 10

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 10

IMPROVED FULL THROTTLE (ACTIVE)
Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to **Average (◆◆)**.
COST 15

TRICKY TARGET (PASSIVE)
Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.
COST 15

FINE TUNING (PASSIVE)
When repairing system strain on a starship or vehicle, repair 1 additional system strain per rank of Fine Tuning.
COST 15

TOUGHENED (PASSIVE)
Gain +2 wound threshold.
COST 15

DEFENSIVE DRIVING (PASSIVE)
Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.
COST 20

SKILLED JOCKEY (PASSIVE)
Remove ■ per rank of Skilled Jockey from Piloting (Planetary) and Piloting (Space) checks.
COST 20

NATURAL DRIVER (PASSIVE)
Once per session, may reroll any 1 Piloting (Planetary) or Gunnery check.
COST 20

GEARHEAD (PASSIVE)
Remove ■ per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.
COST 20

SUPREME FULL THROTTLE (ACTIVE)
When performing Full Throttle, top speed increases by 2 instead of 1.
COST 25

FULL STOP (ACTIVE)
When piloting a ship or vehicle, take a Full Stop maneuver to reduce speed to zero and suffer system strain equal to the speed reduced.
COST 25

MASTER DRIVER (PASSIVE)
Once per round when driving a vehicle, may suffer 2 strain to perform any action as a maneuver.
COST 25

DEDICATION (PASSIVE)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

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Ace: Gunner Talent Tree

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)
Gunner Bonus Career Skills: Discipline, Gunnery, Ranged (Heavy), Resilience

ACTIVE

PASSIVE

DURABLE (PASSIVE)
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
COST 5

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 5

OVERWHELM DEFENSES (ACTIVE)
Upon unsuccessful attack with a starship or vehicle weapon, may spend ◔ ◔ per rank of Overwhelm Defenses. Reduce the defense in the targeted zone by 1 for every ◔ ◔ spent.
COST 5

DEBILITATING SHOT (ACTIVE)
Upon successful attack with a starship or vehicle weapon, may spend ◔ ◔ to reduce the maximum speed of the target by 1 until the end of the next round.
COST 5

TOUGHENED (PASSIVE)
Gain +2 wound threshold.
COST 10

BRACE (ACTIVE)
Perform the Brace maneuver to remove ■ per rank of Brace from next action. This may only remove ■ added by environmental circumstances.
COST 10

SPARE CLIP (PASSIVE)
Cannot run out of ammo due to ▽. Items with Limited Ammo quality run out of ammo as normal.
COST 10

TRUE AIM (ACTIVE)
Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.
COST 10

DURABLE (PASSIVE)
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
COST 15

ENDURING (PASSIVE)
Gain +1 soak value.
COST 15

JURY RIGGED (ACTIVE)
Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
COST 15

OVERWHELM DEFENSES (ACTIVE)
Upon unsuccessful attack with a starship or vehicle weapon, may spend ◔ ◔ per rank of Overwhelm Defenses. Reduce the defense in the targeted zone by 1 for every ◔ ◔ spent.
COST 15

TOUGHENED (PASSIVE)
Gain +2 wound threshold.
COST 20

ENDURING (PASSIVE)
Gain +1 soak value.
COST 20

BRACE (ACTIVE)
Perform the Brace maneuver to remove ■ per rank of Brace from next action. This may only remove ■ added by environmental circumstances.
COST 20

EXHAUST PORT (ACTIVE)
Before attacking a starship or vehicle, the character may spend 1 Destiny Point to ignore the effects of the Massive rule for the attack.
COST 20

HEROIC FORTITUDE (PASSIVE)
May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.
COST 25

JURY RIGGED (ACTIVE)
Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
COST 25

DEDICATION (PASSIVE)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

TRUE AIM (ACTIVE)
Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.
COST 25

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Ace: Pilot Talent Tree

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)
Pilot Bonus Career Skills: Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

ACTIVE

PASSIVE

FULL THROTTLE (ACTIVE)
Take a Full Throttle action; make a **Hard (◆◆◆) Piloting check** to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.
COST 5

SKILLED JOCKEY (ACTIVE)
Remove ■ per rank of Skilled Jockey from Piloting (Planetary) and Piloting (Space) checks.
COST 5

GALAXY MAPPER (ACTIVE)
Remove ■ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.
COST 5

LET'S RIDE (ACTIVE)
Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.
COST 5

SKILLED JOCKEY (ACTIVE)
Remove ■ per rank of Skilled Jockey from Piloting (Planetary) and Piloting (Space) checks.
COST 10

DEAD TO RIGHTS (ACTIVE)
Spend 1 Destiny Point to add additional damage equal to half Agility (rounded up) to one hit of successful attack made with ship or vehicle-mounted weaponry.
COST 10

GALAXY MAPPER (ACTIVE)
Remove ■ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.
COST 10

RAPID RECOVERY (ACTIVE)
When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.
COST 10

IMPROVED FULL THROTTLE (ACTIVE)
Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to **Average (◆◆).**
COST 15

IMPROVED DEAD TO RIGHTS (ACTIVE)
Spend 1 Destiny Point to add additional damage equal to Agility (rounded up) to one hit of successful attack made with ship or vehicle-mounted weaponry.
COST 15

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 15

NATURAL PILOT (ACTIVE)
Once per session, may reroll any 1 Piloting (Space) or Gunnery check.
COST 15

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 20

SUPREME FULL THROTTLE (PASSIVE)
When performing Full Throttle, top speed increases by 2 instead of 1.
COST 20

TRICKY TARGET (PASSIVE)
Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.
COST 20

DEFENSIVE DRIVING (PASSIVE)
Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.
COST 20

MASTER PILOT (ACTIVE)
Once per round when piloting a starship, may suffer 2 strain to perform any action as a maneuver.
COST 25

DEDICATION (PASSIVE)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

TOUGHENED (PASSIVE)
Gain +2 wound threshold.
COST 25

BRILLIANT EVASION (ACTIVE)
Once per encounter may take Brilliant Evasion action. Select 1 opponent and make an **opposed Piloting (Planetary)** or **(Space)** check to stop opponent from attacking character for rounds equal to Agility.
COST 25

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THE COMMANDER

A Commander's eight career skills are **Coercion**, **Cool**, **Discipline**, **Knowledge (Warfare)**, **Leadership**, **Perception**, **Ranged (Light)**, and **Vigilance**. He automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

A COMMANDER'S ROLE

Individual warriors can act bravely and with resolute determination, accomplishing great things. They can also cause untold havoc without any real achievement, save property damage and loss of life, including their own. A motley mob of people capable of violence is only a threat until a more disciplined force arrives to put it down.

The role of a Commander is to organize, manage, and lead the fighters and other people who serve in a military force so they accomplish truly great things together. He must see the bigger picture, make the hard decisions, and motivate his people to charge into the jaws of death for a greater cause, all while never wasting personnel or resources. Without good Commanders, true victory is impossible for any military.

Whether on the bridge of a capital ship, flying in formation with a squad of starfighters, or standing on a hill shouting encouragement to his troops, the Commander is the true heart and soul of the Alliance military. In his hands lies the key to victory or defeat.

COMMANDER SPECIALIZATIONS

Commanders have three areas where they are needed in the Alliance, and the three specializations reflect those niches.

COMMODORE—CAPITAL COMMAND

Each and every capital ship the Alliance has is valuable, which means that each Commodore given one to command has earned tremendous respect and trust. Even those Commodores who are not actually captains of particular ships, instead operating in another key support role, have demonstrated great gifts for strategic thinking and resource management on a large scale.

Commodores add **Astrogation**, **Computers**, **Knowledge (Education)**, and **Knowledge (Outer Rim)** to their career skills. If this is the first specialization for a PC, two of these four skills gain a free rank when they are chosen. In addition to maintaining extraordinary calm in stressful situations and providing strong guidance to those around him, a Commodore is best served by understanding the incredibly technical aspects of navigating the stars and managing the crucial resources of his ship.

Commodores tend to spend very little time on any planet, having chosen a path placing them firmly in the stars with hard ship decks under their feet. They relish both the daily challenge of keeping a ship and its crew operating at peak capacity and facing the strategic challenges of capital ship engagements. The greatest Commodores find themselves managing not just a single ship, but a fleet of them, matching wits against their enemy counterparts in a huge game with very deadly consequences for each and every piece in play.

Effective Commodores are even more precious than Pilots for the Alliance Navy. Anyone showing a capacity for the role likely finds himself groomed heavily for eventual command. The Rebellion faces the might of the Imperial Navy with but a fraction of the tonnage in capital ships, so each one must be commanded by the absolute best.

SQUADRON LEADER—SHIP-TO-SHIP

Though perhaps the most important engagements involve capital ships, the daily struggle for survival and victory happens at a much smaller scale. Snubfighters, small gunships, combat airspeeders, and hovertanks go hammer-and-tongs against the massive Imperial war machine, and it's only the tactical genius and daring of those who lead these units keeping them alive. The best Squadron Leaders even manage to pull out more than their fair share of victories.

Squadron Leaders have access to **Gunnery**, **Mechanics**, **Piloting (Planetary)**, and **Piloting (Space)** as their additional career skills. As the first specialization choices, two of these skills can begin with a free rank. Squadron Leaders tend to know their machines very well, and of course they need to be able to operate the same types of vehicles they are commanding.

Squadron Leaders rarely lead from the rear. More often than not, theirs are the first ships or vehicles to engage the enemy, and they're the last ones out of a combat zone (if they get out at all). Leading by example is a way of life for a Squadron Leader, and he won't ask anyone to do what he's not ready to do himself. He rides his team to keep their machines in top shape, and he trains them constantly. He wants both crew and machines back in the hangar when the mission is over, and he does whatever it takes to make it happen.

Alliance High Command knows every single battle is important, and most of them are won at the front line, by mechanized detachments and starfighter squadrons under the command of Squadron Leaders. The upper echelons are constantly on the lookout for anyone with the right qualities to inspire and lead pilots and vehicle crews into the worst kinds of hell and back again.

TACTICIAN—ON THE GROUND

All of the victories in space, in the air, and even on the ground mean nothing if the winning force cannot hold the territory taken. At the end of the day, a few troops with blasters and bombs can disable any installation, disrupt an entire defensive grid, and create the conditions of victory. They do so under the courageous and savvy leadership of a Tactician.

The additional career skills for a Tactician are **Brawl**, **Discipline**, **Leadership**, and **Ranged (Heavy)**. Two of these four skills begin with a free rank if this is the first specialization chosen for the PC. Tacticians often insist on being able to fight even without weapons if called upon to do so, and many prefer heavier weapons for combat. Additionally, they are the ones who must be true leaders, even in the face of the worst possible odds.

When all is going well, a Tactician tends to be the person the rest of a team grouses about over too much work, monotonous duties, and repeated training. However, when the blaster fire is flying and people are screaming and dying all around, the team looks to the Tactician to lead them, whether it's out of danger or into glory. A Tactician assesses the situation at all times, looking for the best way to accomplish the mission and keep his people alive. His team depends on him for these skills.

By Alliance philosophy, Tacticians are made, not born. Battlefield promotions happen constantly, for Alliance ground forces suffer the greatest losses constantly. Those who show any capacity for leadership are brought up in rank rapidly when the need calls. Others are cultivated more fully for the most important and dangerous missions. The Alliance is blessed

with a high proportion of talented individuals; what it needs are special individuals who can organize and lead them.

COMMANDER STORIES

Whether it's leading a small team of troopers into a forest full of enemy soldiers or advancing a fleet of considerable size and power into a desperate battle for the fate of an entire sector, Commanders find themselves in roles of great and grave responsibility. What drives someone to take up the challenge of such a demanding calling? How might a being discover his gifts for leadership and decide to use them for the Alliance?

- **Legacy:** There are families known for producing great leaders, especially those with a history of military service. Scientists would point to genetics, sociologists to upbringing and education. The combination of these elements likely has an influence, yet at the heart of any child lies the need for approval from a parent. Following in the footsteps of those who have gone before, a Commander takes up the blaster, straps it on, and steps forward to lead forces as his predecessors did. Whether he does so for the same cause they did, or against all they ever fought for, is another matter.
- **Circumstance:** Battlefield commissions are a time-honored tradition by which many Commanders are made. By simple expedience of being the most competent person to survive an engagement with the enemy, a mere soldier, pilot, or technician may find himself suddenly in a Commander's role. Some fail to rise to the occasion, often resulting in failure and even catastrophe. Others, however, embrace the destiny they've been granted, becoming a true asset to the Rebellion.
- **Duty:** For some, the call of duty is impossible to ignore. They did not choose to be born with the gift of leadership, yet they recognize in themselves the ability to inspire others to acts of greatness in the face of terrible odds. Such Commanders take on leadership because they sincerely feel they do not have a choice. They might keenly feel every death of those who follow them, but they know they would feel every death caused by their inaction far more.

ARKHAN – A COMMANDER IN THE REBELLION

When Supreme Chancellor Palpatine became Emperor Palpatine at the close of the Clone Wars, it was already obvious to some that a new war was on the horizon. Arkhan Brem'tu, then a young lieutenant in the Bothawui Defense Corps, was one of these individuals. Initially supportive of the Chancellor, Arkhan enlisted in the BDC during the early days of the Clone Wars and was deployed in a number of peacekeeping and counter-intelligence operations on Bothawui. As he observed the increasingly draconian tactics used by the Republic forces throughout the conflict, he became increasingly concerned. When Order 66 was initiated and the Jedi Order was exterminated, including a handful of personal friends Arkhan had made over the course of the war, he saw a renewed war as inevitable.

Arkhan immediately began seeking out like-minded people on Bothawui and beyond. Over the next 20 years, he laid the groundwork for a dozen Rebellion cells and had a minor—but laudable—role in the creation of the Alliance to Restore the Republic.

Over the years, Arkhan has been living a dangerous life. Although broadly sympathetic to the Rebellion, the political establishment of Bothawui has been heavily invested in remaining neutral in the civil war; it would not have supported or defended Arkhan in the slightest if he had been exposed to the Empire. In fact, if they had felt that Arkhan were likely to be exposed, they might have eliminated him themselves to spare Bothawui the embarrassment. And the agents of the Empire, of course, were everywhere. To be able to evade his enemies and make contact with potential Rebellion recruits, Arkhan was forced to be slow to trust and hard to rattle.

In recent years, the Rebellion has finally come out of the shadows and Arkhan's lonely, secret war is over. No more secrets and lies and uncertainty. Now Arkhan is assigned to Alliance Special Operations, an organization he helped create, and is assuming field command of Special Operations groups to finally strike back against the so-called Empire.

Commander: Commodore Talent Tree

Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
Commodore Bonus Career Skills: Astrogation, Computers, Knowledge (Education), Knowledge (Outer Rim)

ACTIVE

PASSIVE

SOLID REPAIRS (PASSIVE)
When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.
COST 5

COMMAND (PASSIVE)
Add ☐ per rank of Command when making Leadership checks. Affected targets add ☐ to Discipline checks for next 24 hours.
COST 5

RAPID REACTION (PASSIVE)
Suffer a number of strain to add an equal number of ✲ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
COST 5

GALAXY MAPPER (PASSIVE)
Remove ■ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.
COST 5

KNOWN SCHEMATIC (ACTIVE)
Once per session, may perform the Known Schematic maneuver; make a **Hard (◆◆◆) Knowledge (Education) check**. Success grants familiarity with a building or ship's design.
COST 10

COMMANDING PRESENCE (PASSIVE)
Remove ■ per rank of Commanding Presence from Leadership and Cool checks.
COST 10

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 10

FAMILIAR SUNS (ACTIVE)
Once per session, may perform a Familiar Suns maneuver; make a **Hard (◆◆◆) Knowledge (Outer Rim)** or **(Core Worlds) check** to reveal the current type of planetary environment and other useful information.
COST 10

SOLID REPAIRS (PASSIVE)
When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.
COST 15

COMMAND (PASSIVE)
Add ☐ per rank of Command when making Leadership checks. Affected targets add ☐ to Discipline checks for next 24 hours.
COST 15

RAPID REACTION (PASSIVE)
Suffer a number of strain to add an equal number of ✲ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.
COST 15

GALAXY MAPPER (PASSIVE)
Remove ■ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.
COST 15

HOLD TOGETHER (ACTIVE)
Spend 1 Destiny Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it into system strain.
COST 20

COMMANDING PRESENCE (PASSIVE)
Remove ■ per rank of Commanding Presence from Leadership and Cool checks.
COST 20

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 20

MASTER STARHOPPER (ACTIVE)
Once per round, suffer 2 strain to decrease the difficulty of next Astrogation check by 1 to a minimum of **Easy (◆)**.
COST 20

SOLID REPAIRS (PASSIVE)
When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.
COST 25

FIRE CONTROL (ACTIVE)
Take the Fire Control action; all combat checks made from current starship or vehicle count their target's silhouette as one higher than normal until beginning of next turn. Does not stack.
COST 25

DEDICATION (PASSIVE)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

GALAXY MAPPER (PASSIVE)
Remove ■ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.
COST 25

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Commander: Squadron Leader Talent Tree

Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
Squadron Leader Bonus Career Skills: Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)

ACTIVE

PASSIVE

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 5

QUICK STRIKE (PASSIVE)
Add ■ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
COST 5

LET'S RIDE (ACTIVE)
Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.
COST 5

DEFENSIVE DRIVING (PASSIVE)
Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.
COST 5

FIELD COMMANDER (ACTIVE)
Take the Field Commander action; make an **Average (◆◆) Leadership check**. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.
COST 10

CONFIDENCE (PASSIVE)
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
COST 10

QUICK STRIKE (PASSIVE)
Add ■ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
COST 10

SITUATIONAL AWARENESS (PASSIVE)
Allies within short range of the vehicle add ■ to their Perception and Vigilance checks. Allies within close range add ■■ instead.
COST 10

COMMAND (PASSIVE)
Add ■ per rank of Command when making Leadership checks. Affected targets add ■ to Discipline checks for next 24 hours.
COST 15

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 15

FULL STOP (ACTIVE)
When piloting a ship or vehicle, take a Full Stop maneuver to reduce speed to zero and suffer system strain equal to the speed reduced.
COST 15

DEFENSIVE DRIVING (PASSIVE)
Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.
COST 15

IMPROVED FIELD COMMANDER (PASSIVE)
Field Commander action affects allies equal to double Presence, and may spend ⊕ to allow one ally to suffer 1 strain and perform 1 free action instead.
COST 20

COMMAND (PASSIVE)
Add ■ per rank of Command when making Leadership checks. Affected targets add ■ to Discipline checks for next 24 hours.
COST 20

FORM ON ME (ACTIVE)
Allies equal to ranks in Leadership in close range gain the benefits of the Gain the Advantage action.
COST 20

TRICKY TARGET (PASSIVE)
Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.
COST 20

MASTER LEADER (ACTIVE)
Once per round, suffer 2 strain to decrease difficulty of next Leadership check by one, to a minimum of **Easy (◆)**.
COST 25

CONFIDENCE (PASSIVE)
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
COST 25

DEDICATION (PASSIVE)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

BRILLIANT EVASION (ACTIVE)
Once per encounter may take Brilliant Evasion action. Select 1 opponent and make an **opposed Piloting (Planetary)** or **(Space)** check to stop opponent from attacking character for rounds equal to Agility.
COST 25

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Commander: Tactician Talent Tree

Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
Tactician Bonus Career Skills: Brawl, Discipline, Leadership, Ranged (Heavy)

ACTIVE

PASSIVE

OUTDOORSMAN
Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.
COST 5

COMMANDING PRESENCE
Remove ■ per rank of Commanding Presence from Leadership and Cool checks.
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 5

SIDE STEP
Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.
COST 5

OUTDOORSMAN
Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.
COST 10

CONFIDENCE
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
COST 10

QUICK DRAW
Once per round, draw or holster a weapon or accessible item as an incidental.
COST 10

SWIFT
Do not suffer usual penalties for moving through difficult terrain.
COST 10

NATURAL OUTDOORSMAN
Once per session, may reroll any 1 Resilience or Survival check.
COST 15

TOUGHENED
Gain +2 wound threshold.
COST 15

BODY GUARD
Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.
COST 15

BODY GUARD
Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.
COST 15

CONFIDENCE
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
COST 20

COMMANDING PRESENCE
Remove ■ per rank of Commanding Presence from Leadership and Cool checks.
COST 20

FIELD COMMANDER
Take the Field Commander action; make an **Average (◆◆) Leadership check**. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.
COST 20

SIDE STEP
Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.
COST 20

COORDINATED ASSAULT
Take the Coordinated Assault maneuver; a number of engaged allies equal to Leadership ranks add ⟲ to combat checks until beginning of next turn. Range increases per rank of Coordinated Assault.
COST 25

NATURAL LEADER
Once per session, may reroll any 1 Cool or Leadership check.
COST 25

IMPROVED FIELD COMMANDER
Field Commander action affects allies equal to double Presence, and may spend ⊕ to allow one ally to suffer 1 strain and perform 1 free action instead.
COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

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THE DIPLOMAT

A Diplomat's eight career skills are **Charm**, **Deception**, **Knowledge (Core Worlds)**, **Knowledge (Lore)**, **Knowledge (Outer Rim)**, **Knowledge (Xenology)**, **Leadership**, and **Negotiation**. He automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

A DIPLOMAT'S ROLE

The single most important resource in any war is people, and the Diplomat is the procurer of this resource, as well as the one who guides its use. Diplomats may not directly wage the war, but they ensure there is a chance for victory, and they are utterly indispensable for arranging and managing the peace to follow.

While many of the Rebellion's heroes wage war with weapons, Diplomats are masters of employing words for strategic gain. If the stylus is stronger than the sword, then it is the Diplomat who must wield it with the skill and finesse necessary to achieve victory without spilling a drop of blood. Whether overseeing a treaty with a potential ally or arranging the terms for an enemy's equitable surrender, a Diplomat's battlefield is the negotiating table.

In the halls of the Senate, on the streets of a planet rife with political discord, or in a warehouse full of desperately needed medical supplies, the Diplomat struggles to gain the upper hand and achieve a favorable—and perhaps peaceful—outcome for his people. No matter his methods, the Diplomat's success or failure has dramatic impact on a great many lives, and this drives him to passionately pursue his own form of victory at all costs.

DIPLOMAT SPECIALIZATIONS

Diplomats serve in three distinctive ways. Some ply their trade with potentially helpful factions, while others go among the people of worlds on the brink and urge them to action. Still others oversee the supply chain that keeps the Alliance fed and functional, ensuring that both troops on the ground and pilots in the cockpits have the resources needed to take the fight to the Empire.

AMBASSADOR—COURTING SUPPORT

An Ambassador seeks out those who can help a cause and works to ensure they do. He brings the best arguments he can to sway planets, systems, corporations, and other groups to side with the forces he serves. The Ambassador brings every possible asset to bear in order to convince them to see things his way.

Ambassadors gain **Charm**, **Discipline**, **Knowledge (Core Worlds)**, and **Negotiation** as added career skills, and may receive a free rank in two of them if this is the first selected specialization for the PC. Masters of the bargaining process between governments and similar factions, Ambassadors know how to keep their wits about them and resist being manipulated themselves.

Compromise is a way of life for the Ambassador; he won't even bother going into a negotiation if he has no room in which to maneuver. The true mastery of his trade is in getting his most important goals agreed to and making the other side of the discussion feel like the agreement was its doing. Ambassadors are just as effective in dealing with individuals in crisis situations as they are in managing discussions with a room full of skeptical politicians.

The Alliance lives and dies on the abilities of its best Ambassadors. Every time they are able to convince yet another planet, faction, or corporation to side with the Rebellion, that much more hope spreads throughout the ranks, and many more resources become available. The upper echelons understand even the end of the war won't mean an end to the conflict, and that stage will be fully in the hands of their Ambassadors.

AGITATOR—ROUSING THE MASSES

The Empire's main weapon, more effective than all of the incredible firepower at its disposal, is fear. Fear lets it maintain order and authority over the countless beings in its thrall. The Agitator's primary goal is to remove that fear and replace it with anger, or courage, or a sense of righteousness—whatever it takes to get the people to rise up, take up arms, reject Palpatine's tyranny, and restore freedom and justice to the galaxy.

For Agitators, **Coercion**, **Deception**, **Knowledge (Underworld)**, and **Streetwise** are all added as career skills. So long as this is the first specialization for the PC, he gains a free rank in two of these four skills. Agitators often bully the bullies to move them out of the way, and when they are able to get the people to follow them, they know how to lead. Understanding the ways of the streets is also vital to survival and success.

Most Agitators come by the calling through hardship and suffering. Their own personal tragedies at the hands of their oppressors drive them to call upon others to resist injustice and authoritarianism. Some are more altruistic in nature, sufficiently moved by the suffering of others to take action and rouse the people to a cause in which they can believe. Only those with charisma and will in sufficient quantities can truly succeed in this dangerous and demanding course.

Many in the Alliance's upper levels consider Agitators a necessary evil; they are not keen to move populations of untrained civilians to go to war against the Empire's stormtroopers and other resources, yet they accept that, ultimately, it will take the entire galaxy doing just that if victory is to be achieved. When possible, Agitators are supported by other Alliance operatives, and a plan to arm and support the populace is usually in place before the Agitator goes to work.

QUARTERMASTER—MANAGING THE RESOURCES

An old military saying goes something like this—"Empty stomachs make for poor soldiers." The Quartermaster's job is to ensure this doesn't happen to the troops he supports. He also must ensure that weapons, ammunition, medical supplies, and everything else needed gets where it should be and into the right hands. Managing the flow of logistics is one of the most difficult tasks in any military organization, and the Quartermaster is the master of it.

Quartermasters gain **Computers**, **Negotiation**, **Skulduggery**, and **Vigilance** as additional career skills. If this is a PC's first specialization, two of these four skills begin with a free rank each. Searching and manipulating data to their unit's benefit is a trick many Quartermasters employ, as is finding (and stealing) necessary resources when the cupboards are otherwise bare. Anyone involved in supply is inherently enamored of preparedness at all times.

The greatest commanders in any military place extraordinary emphasis on supply, relying heavily on their Quartermasters to see to it that logistical needs are met at all times. An otherwise-successful campaign will come to a screeching halt, perhaps even degrading into a terrible rout, if supply lines are not maintained and the warriors engaged with the enemy lose access to food, ammunition, and other vital needs. The Quartermaster understands the unique and challenging puzzle of finding, securing, and moving assets, and he seeks to fulfill his unit's needs no matter what is required.

One of the greatest challenges for the Alliance is that of supply; the best Quartermasters in service to the Rebellion are indispensable assets. As long as other Alliance units are not endangered by their actions, Quartermasters are given great leeway in their methods for acquiring needed resources and getting them to the front lines. Many of the best Quartermasters indulge in more than a little larceny, often targeting criminal organizations and even the Empire itself to get what they need.

DIPLOMAT STORIES

With an eye on the bigger picture—and the people who comprise it—the Diplomat makes his way through the arenas of war and finds where he is needed most. He applies the tools of dialogue, management, and planning to see to the larger goals, and he strives to keep others focused on the cause and the end result they are all striving for. What brings him to this role? What circumstances place a person with a Diplomat's talents and skills in the service of the Alliance?

- **Nobility:** Many who follow the Diplomat career path come from the galaxy's upper crust or aristocracy. The vast majority of those who enjoy such status are perfectly content to remain in the care of the Empire, safe and secure with their positions and their luxuries intact. Some, however, subscribe to the concept of what true nobility means: they hold themselves to a high standard of duty and strive to fulfill their obligation to those of lesser standing and access. For such a Diplomat, service to the Alliance to Restore the Republic is the ultimate manifestation of his earning the privileges with which he was born.
- **Romanticism:** Raised hearing the stories of the heroes of old from which his family descends, a Diplomat might determine he is destined to follow suit. The greatest moments in the history of galactic civilization occurred when those capable of bringing together the right people and the right resources stepped up and acted. This is what drives such a Diplomat—a burning desire to be in the right place at the right moment to ensure victory and a long-lasting peace. Such a moment would surely secure his place in history.
- **Self-Awareness:** Not all beings are meant to be great warriors or leaders or "doers of deeds." Some are simply meant to support those who are, ensuring success in any way possible. Such Diplomats rely on their less glamorous strengths and talents to be the backbone of a group or organization. They see to it that folks are fed, that soldiers have the ammunition and supplies they require, and that those who need to be talked to or negotiated with are dealt with appropriately. They may draw a blaster and help hold the position alongside everyone else, but they recognize that their greatest service came before the battle and will follow after.

JIN-RIO – A DIPLOMAT IN THE REBELLION

The planet Colstev, Jin-Rio's home, is a smallish rocky world in the Stewjon system, where most of the population lives in domed cities built into the craters that dot the planet's surface. Colstev's cities are large, cosmopolitan, and a hotbed of intellectualism, political rhetoric, and, according to people from the rest of Stewjon system, bossiness.

Jin-Rio was born and raised on Colstev and attended the University of Zo-Ro, where she studied political science and immediately became heavily involved in local politics. Like many idealistic young university students, Jin-Rio marched on the capital of Colstev, read proclamations condemning Imperial cronyism and human-centric policies, and generally made a nuisance of herself at every opportunity. Due to Colstev's long tradition of free speech and vitriolic political rhetoric, Jin-Rio and her comrades were caught completely by surprise when one of their peaceful demonstrations was interrupted by Imperial stormtroopers and AT-ATs. Hundreds of students died, and the University of Zo-Ro was closed.

The Massacre of Zo-Ro, as it came to be known, was the watershed moment for Jin-Rio. She went into hiding as the ISB crawled through the city, rounding up any suspected dissidents and, on occasion, their families. Jin-Rio watched as most of her friends (those who had survived the massacre, anyway) disappeared one by one. Seeing no other options, Jin-Rio fled the planet and joined the Rebel Alliance, vowing to return one day and restore democratic principles to her homeworld.

Now, Jin-Rio serves attached to Special Operations, where she lends her expertise as a Political Advisor to high-ranking officers such as Arkhan Brem'tu. She also engages in field missions to destabilize Imperial control and apply political leverage to recalcitrant civilian governments.

Diplomat: Ambassador Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Ambassador Bonus Career Skills: Charm, Discipline, Knowledge (Core Worlds), Negotiation

ACTIVE

PASSIVE

INDISTINGUISHABLE (PASSIVE)
Upgrade difficulty of checks to identify character once per rank of Indistinguishable.
COST 5

KILL WITH KINDNESS (PASSIVE)
Remove ■ per rank of Kill with Kindness from Charm and Leadership checks.
COST 5

NOBODY'S FOOL (PASSIVE)
Upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.
COST 5

CONFIDENCE (PASSIVE)
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
COST 5

INDISTINGUISHABLE (PASSIVE)
Upgrade difficulty of checks to identify character once per rank of Indistinguishable.
COST 5

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 10

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 10

DODGE (ACTIVE)
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
COST 10

KILL WITH KINDNESS (PASSIVE)
Remove ■ per rank of Kill with Kindness from Charm and Leadership checks.
COST 15

INSPIRING RHETORIC (ACTIVE)
Take the Inspiring Rhetoric action; make an **Average (◆◆) Leadership check**. Each ✲ causes 1 ally in close range to recover 1 strain. Spend 🔱 to cause 1 affected ally to recover 1 additional strain.
COST 15

STEELY NERVES (PASSIVE)
Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower and Presence checks until the end of the encounter.
COST 15

CONFIDENCE (PASSIVE)
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
COST 15

IMPROVED INSPIRING RHETORIC (PASSIVE)
Each ally affected by Inspiring Rhetoric gains □ on all skill checks for a number of rounds equal to ranks in Leadership.
COST 20

INTENSE PRESENCE (PASSIVE)
Spend 1 Destiny Point to recover strain equal to Presence rating.
COST 20

WORKS LIKE A CHARM (ACTIVE)
Once per session, make one skill check using Presence rather than the characteristic linked to that skill.
COST 20

DODGE (ACTIVE)
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
COST 20

SUPREME INSPIRING RHETORIC (PASSIVE)
Suffer 1 strain to perform Inspiring Rhetoric as a maneuver, instead of an action.
COST 25

NATURAL CHARMER (PASSIVE)
Once per session, may reroll any 1 Charm or Deception check.
COST 25

DEDICATION (PASSIVE)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

SIXTH SENSE (PASSIVE)
Gain +1 ranged defense.
COST 25

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Diplomat: Agitator Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Agitator Bonus Career Skills: Coercion, Deception, Knowledge (Underworld), Streetwise

ACTIVE

PASSIVE

PLAUSIBLE DENIABILITY (PASSIVE)
Remove ■ per rank of Plausible Deniability from Coercion and Deception checks.
COST 5

NOBODY'S FOOL (PASSIVE)
Upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.
COST 5

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 5

INTIMIDATING (ACTIVE)
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
COST 5

STREET SMARTS (PASSIVE)
Remove ■ per rank of Street Smarts from Streetwise and Knowledge (Underworld) checks.
COST 10

STREET SMARTS (PASSIVE)
Remove ■ per rank of Street Smarts from Streetwise and Knowledge (Underworld) checks.
COST 10

CONVINCING DEMEANOR (PASSIVE)
Remove ■ per rank of Convincing Demeanor from Deception and Skulduggery checks.
COST 10

INTIMIDATING (ACTIVE)
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
COST 10

CONVINCING DEMEANOR (PASSIVE)
Remove ■ per rank of Convincing Demeanor from Deception and Skulduggery checks.
COST 15

PLAUSIBLE DENIABILITY (PASSIVE)
Remove ■ per rank of Plausible Deniability from Coercion and Deception checks.
COST 15

SCATHING TIRADE (ACTIVE)
Take a Scathing Tirade action; make an **Average (◆◆) Coercion check**. Each ✲ causes one enemy in short range to suffer 1 strain. Spend ⟲ to cause 1 affected enemy to suffer 1 additional strain.
COST 15

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 15

NATURAL ENFORCER (ACTIVE)
Once per session, may reroll any 1 Coercion or Streetwise check.
COST 20

NOBODY'S FOOL (PASSIVE)
Upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.
COST 20

IMPROVED SCATHING TIRADE (PASSIVE)
Each enemy affected by Scathing Tirade suffers ■ on all skill checks for a number of rounds equal to ranks in Coercion.
COST 20

INTIMIDATING (ACTIVE)
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
COST 20

INTIMIDATING (ACTIVE)
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
COST 25

DEDICATION (PASSIVE)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

SUPREME SCATHING TIRADE (PASSIVE)
Suffer 1 strain to perform Scathing Tirade as a maneuver, instead of an action.
COST 25

INCITE REBELLION (ACTIVE)
Once per session, may take an Incite Rebellion action; make a **Hard (◆◆◆) Coercion check** to cause a number of beings up to ranks in Coercion to become rebellious until the end of the encounter.
COST 25

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Diplomat: Quartermaster Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Quartermaster Bonus Career Skills: Computers, Negotiation, Skulduggery, Vigilance

ACTIVE

PASSIVE

KNOW SOMEBODY (ACTIVE)
Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.
COST 5

SMOOTH TALKER (ACTIVE)
When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ⊕ to gain additional ✲ equal to ranks in Smooth Talker.
COST 5

WHEEL AND DEAL (ACTIVE)
When selling goods legally, gain 10% more credits per rank of Wheel and Deal.
COST 5

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 5

SMOOTH TALKER (PASSIVE)
When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ⊕ to gain additional ✲ equal to ranks in Smooth Talker.
COST 10

GREASED PALMS (ACTIVE)
Before making a social check, may spend up to 50 credits per rank of Greased Palms to upgrade the ability of the check once for every 50 spent.
COST 10

MASTER MERCHANT (ACTIVE)
When buying or selling goods, may suffer 2 strain to sell for 25% more or buy for 25% less.
COST 10

TOUGHENED (PASSIVE)
Gain +2 wound threshold.
COST 10

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 15

WHEEL AND DEAL (PASSIVE)
When selling goods legally, gain 10% more credits per rank of Wheel and Deal.
COST 15

BOUGHT INFO (ACTIVE)
Instead of making a Knowledge check, may take a Bought Info action; spend credits equal to 50 times the difficulty of the check to pass with one ✲.
COST 15

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 15

KNOW SOMEBODY (PASSIVE)
Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.
COST 20

SOUND INVESTMENTS (PASSIVE)
At the start of each session, gain 100 credits for each rank of Sound Investments.
COST 20

SOUND INVESTMENTS (PASSIVE)
At the start of each session, gain 100 credits for each rank of Sound Investments.
COST 20

INTENSE FOCUS (ACTIVE)
Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.
COST 20

DEDICATION (PASSIVE)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

NATURAL NEGOTIATOR (ACTIVE)
Once per session, may reroll any 1 Cool or Negotiation check.
COST 25

SUPERIOR REFLEXES (PASSIVE)
Gain +1 melee defense.
COST 25

TOUGHENED (PASSIVE)
Gain +2 wound threshold.
COST 25

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THE ENGINEER

An Engineer's eight career skills are **Athletics**, **Computers**, **Knowledge (Education)**, **Mechanics**, **Perception**, **Piloting (Space)**, **Ranged (Light)**, and **Vigilance**. The Engineer automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

AN ENGINEER'S ROLE

There would be no Galactic Civil War if not for the massive technological capabilities of both the Empire and the Alliance. Machines of every size and weapons of every type are employed across great distances to hammer away at the enemy. These machines are imagined, designed, and built by Engineers, and Engineers are the ones who know how to keep them running—or to stop them cold.

Engineers speak the languages of computers, engines, and electrical conduits (they should, since they invented them). Most engineers prefer working with technology over people, especially in light of how chaotic the latter are. While some Engineers are fully (and eagerly) aware of the massive destruction their creations are capable of, most are merely fascinated with the challenge of creating something new, or fixing something thought beyond repair. Some focus their attentions on disrupting the machines of others, pitting their knowledge and talents against those of rivals working for the opposition.

Whether at the design table, in the hangar bay, or scurrying towards an access panel with explosives in hand, Engineers are a vital part of the Alliance's

war effort. They bring the Rebellion new weapons to fight with, keep its machines in service, and deliver devastating setbacks to the Empire's continuing agenda to craft superweapons of mass destruction.

ENGINEER SPECIALIZATIONS

Whether by fixing a busted droid, inventing a new type of droid, or rigging a droid to roll into and explode in an Imperial command center, the Engineer's three specializations all serve important functions.

MECHANIC—MAKING THINGS GO

Virtually no Alliance military unit can function without a competent Mechanic, due to the constant wear-and-tear on the mechanical and technical assets the unit relies upon to do battle. Mechanics do everything from minor tune-ups and adjustments to massive overhauls and repairs. They are both the gears of the Alliance machine and the grease that makes it run smoothly.

Mechanics gain four additional career skills—**Brawl**, **Mechanics**, **Piloting (Space)**, and **Skulduggery**. They gain a free rank in two of these (as long as this is the first specialization chosen). Tough and pragmatic, Mechanics tend to be able to take care of themselves in a fight, and they know the best places to get what they need when normal supply chains fail. They're also usually capable of flying or driving whatever they fix.

Most Mechanics are definitely "in the field" types. While they prefer to have a good place to work where they can keep their tools, they don't want to be too far away from the unit they support to do any good. A military-minded Mechanic always has a solid, portable kit for his tools and is ready to go into the line of fire to get a desperately needed tank or heavy cannon back up and running before the enemy overruns the position.

Many Alliance commanders are loath to promote their Mechanics, but this isn't due to a lack of confidence in a Mechanic's abilities or a failure to follow orders (though Mechanics in the Rebellion do have a reputation for being a surly, independent lot). Instead, such commanders fear that promotion will lead to their unit's loss of the service of a highly valued member of the team. Fortunately, most Mechanics have little use for rank, and even less use for the paperwork and bureaucracy that upper-echelon types have to deal with. They'd much rather take wrench in hand and get to work.

SABOTEUR—MAKING THINGS EXPLODE

Almost anathema to the usual technician's mentality, the Saboteur specializes in disrupting and destroying technical and mechanical assets. His job is to diminish the enemy's capacity to wage war by denying the enemy use of its weapons and vehicles. Of course, it takes a high degree of understanding about how something works in order to ensure it ceases working, or better still, to ensure it never works again.

For a Saboteur, **Coordination**, **Mechanics**, **Skulduggery**, and **Stealth** are all additional career skills, and if this is the first chosen specialization, the PC gains a free rank in two of these. Saboteurs are, by nature, covert operation specialists with a strong need to be able to sneak in and out of enemy facilities. In addition, they understand that disrupting the computer networks that run such facilities is a key to success.

Blowing things up is a popular way to commit sabotage, and Saboteurs are often the best at handling demolitions tasks (often using a combination of Mechanics and Skulduggery). However, there are many other ways to disrupt and destroy machinery, and the Saboteur knows them all. Most often, he will seek a way to cause the most damage and the most chaos at just the right moment. For the Saboteur (especially one with a sense of style), timing is everything.

The Alliance makes quiet yet effective use of its Saboteurs. Though terrorism is not a part of the battle plan (and is expressly forbidden by Mon Mothma and the rest of the Alliance Council), acts of military sabotage are known to be highly effective in evening the odds before a battle. Most commanders in the Rebellion will simply indicate a target and a time frame, allowing the Saboteur to use his creativity and resourcefulness to achieve the objective.

SCIENTIST—MAKING NEW THINGS

With a fraction of the resources and funding of the Empire, the Alliance is constantly forced to find creative solutions to problems. These problems include matters of supply, housing, transport, effective weaponry and defenses, and a host of others. The people they turn to for those creative solutions are those who are trained and driven to identify a need and seek out a technical solution to it—in other words, Scientists.

The additional career skills for Scientists are **Computers**, **Knowledge (Education)**, **Knowledge (Lore)**, and **Medicine**. If this is a first specialization, the PC gains a free rank in two of these skills. Unsurprisingly, Scientists are among the most educated people in the galaxy, with a wide range of advanced knowledge in areas such as medicine and celestial mechanics.

Most Scientists pursue their work in labs, rarely venturing out into the greater galaxy. Their lives are spent on theories and research, pondering the latest mysteries of the universe comfortably away from conflict and strife. Some Scientists, however, seek the satisfaction of bringing their theories and their ideas into the galaxy in order to help others. They design solutions, help create of the technology to implement those solutions, and actively test and use those solutions alongside others who are also trying to help make life better.

Though Alliance officials prefer to keep Scientists in the rear echelons, as far away from danger and risk as possible, there are more than a few who insist on being the ones to test their new devices directly in the field. Further, some Scientists sign on with the Rebellion for the express purpose of taking the fight to the Empire; they're just as prepared to fire a blaster at a stormtrooper as they are to devise a way to improve the power flow for that blaster to do more damage.

ENGINEER STORIES

Highly educated and proficient beings of technical and scientific ability can usually find safe and secure positions even in times of war, so one who seeks the more dangerous course of direct service during war is a special individual. Courage is certainly at work, yet there must be something more that drives an Engineer to the front lines of a struggle as desperate as this one. Engineers are problem-solvers; what about the problem of the Empire draws them to the Alliance?

- **Intellectualism:** Truly educated and enlightened beings have long held that tyranny is a poor and inefficient form of government. Perhaps an Engineer's compulsion to oppose the Empire derives from his clear understanding that the galaxy cannot long endure in a state of continued progress as the excesses of Imperial rule continue. This Engineer might see the worlds around him stagnating and even regressing over time, and could have determined that the best solution to the problem is to ensure the victory of the Rebellion.
- **Challenge:** The vast majority of the galaxy's population believes the Empire to be an unstoppable force, a juggernaut of such impossible strength that there is simply no hope of opposing it. An Engineer may well relish this observation as a worthy challenge to overcome, a puzzle to which he is determined to help provide the solution. To such Engineers, long-established truths are always meant to be challenged, and this particular test will be the most worthy one of their careers.
- **Guilt:** The technological might of the Empire came from somewhere, of course. The greatest minds of the galaxy designed and constructed the war machine that now rules civilized space. There are more than a few Engineers who have left the service of the Empire having become painfully aware of the atrocities their creations have been used to commit. Every day they serve the Alliance is another opportunity to atone for the sins that weigh upon their consciences.

TENDAAR – AN ENGINEER IN THE REBELLION

A certain amount of dignity, refinement, and gravitas is expected from academics on Dac, the Mon Calamari homeworld. Education is highly prized in Mon Calamari society, and success in the academic sphere is an essential part of social status. To be well educated is to be, by definition, well bred.

Tendaar Bel has always been a bit of an anomaly. Undeniably brilliant, Tendaar was an indifferent student at the Coral Collegium and a social misfit. In accordance with his family's wishes, he studied astrophysics. Or rather, he was enrolled in astrophysics classes that he never actually attended, instead preferring to spend time in the Lagoon, a community of renegade computer techs. These techs took delight in unorthodox solutions to seemingly unsolvable problems and in challenging what they saw as stodgy social conventions. Due to his reclusive lifestyle, Tendaar's social graces did not improve at the Coral Collegium.

His career would have continued to putter along this meandering path, had the Empire not arrived and enslaved his planet. Tendaar Bel went from frustrating Collegium student to indentured shipyard technician overnight. He spent years crafting starships and weapons of war for the Empire, nurturing a growing resentment that finally began to give him a sense of purpose.

When Dac was eventually freed and joined the Rebel Alliance, Tendaar eagerly signed on to do his part in undermining the Empire. Initially, Alliance High Command assigned him to work in the Mon Calamari shipyards, but Tendaar's disrespect for the social conventions of his own people proved problematic. He was reassigned to an R&D position on the A-wing project, where his unorthodox approach helped him solve certain persistent problems with the targeting computers. However, he still chafed against regulations. Tendaar helped save the base on Cardooine from an Imperial assault by randomizing all of the starfighters' IFFs mid-battle, sowing confusion for the untested A-wings to exploit. As a result, Alliance Command concluded that his true talent lay in his unconventional-to-the-point-of-crazy thinking and assigned him as a tech expert for Special Operations. Tendaar enjoys the ever-changing puzzles of his duties, and takes particular pleasure in finding unorthodox ways to fight the Empire.

Engineer: Mechanic Talent Tree

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Mechanic Bonus Career Skills: Brawl, Mechanics, Piloting (Space), Skulduggery

ACTIVE

PASSIVE

GEARHEAD
Remove ■ per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 5

FINE TUNING
When repairing system strain on a starship or vehicle, repair 1 additional system strain per rank of Fine Tuning.
COST 5

SOLID REPAIRS
When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.
COST 5

REDUNDANT SYSTEMS
Once per session, may take a Redundant Systems action; make an **Easy (◆) Mechanics check** to harvest components from a functioning device to repair a broken one without breaking the first device.
COST 10

SOLID REPAIRS
When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.
COST 10

GEARHEAD
Remove ■ per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

SOLID REPAIRS
When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.
COST 15

ENDURING
Gain +1 soak value.
COST 15

BAD MOTIVATOR
Once per session, may take a Bad Motivator action; make a **Hard (◆◆◆) Mechanics check** to cause one targeted device to spontaneously fail.
COST 15

TOUGHENED
Gain +2 wound threshold.
COST 15

CONTRAPTION
Once per session, may take Contraption action; make a **Hard (◆◆◆) Mechanics check** to fashion a device to solve a current problem using just the tools and parts on hand.
COST 20

SOLID REPAIRS
When repairing hull trauma on a starship or vehicle, repair 1 additional hull trauma per rank of Solid Repairs.
COST 20

FINE TUNING
When repairing system strain on a starship or vehicle, repair 1 additional system strain per rank of Fine Tuning.
COST 20

HARD HEADED
When staggered or disoriented, perform the Hard Headed action; make a **Daunting (◆◆◆◆) Discipline check** to remove status. Difficulty reduced 1 per rank of Hard Headed.
COST 20

NATURAL TINKERER
Once per session, may reroll any 1 Mechanics check.
COST 25

HOLD TOGETHER
Spend 1 Destiny Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn damage into system strain.
COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

IMPROVED HARD HEADED
When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to reduce strain to 1 below threshold.
COST 25

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Engineer: Saboteur Talent Tree

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Saboteur Bonus Career Skills: Coordination, Mechanics, Skulduggery, Stealth

ACTIVE

PASSIVE

RESOLVE (PASSIVE)
When involuntarily suffering strain, suffer 1 less strain per rank of Resolve, to a minimum of 1.
COST 5

SECOND WIND (ACTIVE)
Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
COST 5

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 5

RAPID RECOVERY (PASSIVE)
When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.
COST 5

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 10

POWERFUL BLAST (ACTIVE)
Increase Blast damage dealt by explosives, explosive weapons, and grenades by 1 per rank of Powerful Blast.
COST 10

TOUGHENED (PASSIVE)
Gain +2 wound threshold.
COST 10

SECOND WIND (ACTIVE)
Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
COST 10

TIME TO GO (ACTIVE)
May spend 1 Destiny Point to perform a Move maneuver as an incidental to attempt to move into cover or out of the Blast range of a weapon or explosion.
COST 15

RAPID RECOVERY (PASSIVE)
When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.
COST 15

RESOLVE (PASSIVE)
When involuntarily suffering strain, suffer 1 less strain per rank of Resolve, to a minimum of 1.
COST 15

HARD HEADED (ACTIVE)
When staggered or disoriented, perform the Hard Headed action; make a **Daunting (◆◆◆◆) Discipline check** to remove status. Difficulty reduced 1 per rank of Hard Headed.
COST 15

IMPROVED TIME TO GO (ACTIVE)
When activating Time to Go, allow 1 engaged ally to also perform an out of turn Move maneuver as an incidental to attempt to move into cover or out of the Blast range of a weapon or explosion.
COST 20

POWERFUL BLAST (ACTIVE)
Increase Blast damage dealt by explosives, explosive weapons, and grenades by 1 per rank of Powerful Blast.
COST 20

SELECTIVE DETONATION (ACTIVE)
When using any weapon with the Blast quality, spend ◆ to exclude 1 target that would normally be affected by the explosion. May not exceed ranks in Selective Detonation.
COST 20

TOUGHENED (PASSIVE)
Gain +2 wound threshold.
COST 20

DEDICATION (PASSIVE)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

MASTER GRENADIER (PASSIVE)
Decrease the ◆ cost to activate the Blast quality on any weapon used by 1 to a minimum of 1.
COST 25

SELECTIVE DETONATION (ACTIVE)
When using any weapon with the Blast quality, spend ◆ to exclude 1 target that would normally be affected by the explosion. May not exceed ranks in Selective Detonation.
COST 25

IMPROVED HARD HEADED (ACTIVE)
When incapacitated due to strain exceeding threshold, may take a more difficult Hard Headed action to reduce strain to 1 below threshold.
COST 25

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Engineer: Scientist Talent Tree

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Scientist Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Lore), Medicine

ACTIVE

PASSIVE

KNOWLEDGE SPECIALIZATION (ACTIVE)
When acquired, choose 1 Knowledge skill. When making that skill check, may spend ⊕ result to gain additional successes equal to ranks in Knowledge Specialization.
COST 5

RESPECTED SCHOLAR (PASSIVE)
May downgrade difficulty of checks to interact with institutes of learning by one per rank of Respected Scholar.
COST 5

RESEARCHER (PASSIVE)
Remove ■ per rank of Researcher from Knowledge checks. Researching a subject takes half the time.
COST 5

SPEAKS BINARY (PASSIVE)
When directing NPC droids, may grant them □ per rank of Speaks Binary on checks.
COST 5

RESEARCHER (PASSIVE)
Remove ■ per rank of Researcher from Knowledge checks. Researching a subject takes half the time.
COST 10

KNOWLEDGE SPECIALIZATION (ACTIVE)
When acquired, choose 1 Knowledge skill. When making that skill check, may spend ⊕ result to gain additional successes equal to ranks in Knowledge Specialization.
COST 10

HIDDEN STORAGE (PASSIVE)
Gain hidden storage in vehicle or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.
COST 10

TINKERER (PASSIVE)
May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
COST 10

RESPECTED SCHOLAR (PASSIVE)
May downgrade difficulty of checks to interact with institutes of learning by one per rank of Respected Scholar.
COST 15

MENTAL FORTRESS (ACTIVE)
Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect and Cunning checks until end of encounter.
COST 15

SPEAKS BINARY (PASSIVE)
When directing NPC droids, may grant them □ per rank of Speaks Binary on checks.
COST 15

INVENTOR (PASSIVE)
When constructing new items or modifying attachments, add □ or remove ■ per rank of Inventor.
COST 15

NATURAL SCHOLAR (PASSIVE)
Once per session, may reroll any 1 Knowledge skill check.
COST 20

STROKE OF GENIUS (ACTIVE)
Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.
COST 20

INVENTOR (PASSIVE)
When constructing new items or modifying attachments, add □ or remove ■ per rank of Inventor.
COST 20

TINKERER (PASSIVE)
May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
COST 20

INTENSE FOCUS (ACTIVE)
Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.
COST 25

CAREFUL PLANNING (ACTIVE)
Once per session, may introduce a "fact" into the narrative as if a Destiny Point had been spent.
COST 25

DEDICATION (PASSIVE)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

UTILITY BELT (ACTIVE)
Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool belt or a satchel.
COST 25

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THE SOLDIER

A Soldier's eight career skills are **Athletics**, **Brawl**, **Knowledge (Warfare)**, **Medicine**, **Melee**, **Ranged (Light)**, **Ranged (Heavy)**, and **Survival**. The Soldier automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

A SOLDIER'S ROLE

Soldiers are the ones who take up arms and face death for a cause, for pay, or sometimes for lack of anything better to do. Fighting is what they know and what they do, and the ones who do it best survive long enough to pass on that knowledge to the green recruits who follow in their bloody footsteps. There is glory and honor to be found serving as a Soldier, yet there is also terror, pain, blood, and brutality. For a Soldier, a boring day is often one of his best days.

Administrators and politicians craft policy, commanders dictate how policy is to be implemented, and Soldiers are the tools of that implementation. Most care little for what the actual policy is; for them, the job is to take out the enemy and stay alive (not necessarily in that order). Some Soldiers are more invested in the causes they are fighting for, motivated by the knowledge that they fight for something worthy.

On the battlefront, behind enemy lines, and across the galaxy, the true heart and soul of the Rebellion is found in the Soldiers who serve beneath its banner. The causes they fight for are justice and freedom from tyranny. The

cost of failure is almost certainly death, not only for themselves, but for everyone and everything they love.

SOLDIER SPECIALIZATIONS

Many millions of troops serve simply in the rank and file; for the Soldier career, however, the specializations grant more variety and depth. This makes such Soldiers more effective in the kinds of special missions Player Characters are likely to be assigned.

COMMANDO—STRIKE THE TARGET

Commandos are specialists trained to strike the enemy from unexpected directions to do the most damage in the most vulnerable locations. Commando teams are often used like surgical instruments by the commanders who have access to them. A Commando knows how to find a target, attack it, disable it, survive the aftermath, and find his way home.

Commandos gain **Brawl**, **Melee**, **Resilience**, and **Survival** as additional career skills. If Commando is the character's first specialization, two of these new career skills gain a free rank each. Commandos are masters of close combat and surviving in all conditions. They are usually good at sneaking past enemy guards and listening posts as well.

For any team, a Commando is a fine general-purpose combat specialist to have around. He handles fights well (especially hand-to-hand situations), and can manage in almost any high-stress situation. More often than not, he's also effective as backup during covert operations. Matters of overall philosophy or strategy rarely concern a Commando; he's almost always focused on the mission at hand or training to ensure he and his companions survive the next one.

As stand-up confrontations are normally a losing proposition for the Alliance, the Commandos are some of the most important and effective soldiers fighting for the Rebellion. Their capacity to surgically strike at Imperial targets, as well as their value as guards and support personnel for other specialists operating on behalf of the Alliance, makes any single one of them worth more than a platoon of stormtroopers.

MEDIC—SAVE THE TEAM

The Alliance cannot afford to fight a war of attrition the way the Empire can. The enemy can pour thousands of stormtroopers and other forces into a meat-grinder of a battle, taking horrific casualties, without blinking an eye over its losses. Every soldier of the Rebellion is, on the other hand, a valuable asset whose loss Alliance High Command feels keenly. The Medic serves to prevent as many of those losses as possible.

Medics go into the field with **Knowledge (Xenology)**, **Medicine**, **Resilience**, and **Vigilance** as additional career skills; if this is the first specialization taken, two of these four begin with a free rank. Medics know how to keep their head when everyone else is panicking, and they know how to be prepared for any contingency. They are skilled at treating the wounds of anyone in their unit, regardless of species.

Many folks think Medics are inherent pacifists. While a Medic might prefer to save a life rather than take it, most realize the necessity of fighting and violence for a greater cause, and are more than ready to strike down an enemy in order to save a comrade. Medics tend to see no one as expendable, which can make them difficult to deal with when a commander wants to pull a team out of a situation and there's a chance any of those on the deck could still be alive.

The vast majority of Alliance troopers greatly revere the Medics in their units, knowing these brave men and women are often the only thing standing in the way between them and death. Alliance Medics are famous for taking ridiculous risks in the middle of terrible battles just for the chance to save one more Rebellion fighter.

SHARPSHOOTER—TAKE THE SHOT

With a love of firearms and a pride in personal accuracy, the Sharpshooter is the most desirable asset a team can ask for when a firefight erupts. He maintains his composure under a blanket of blaster bolts, takes careful aim, and eliminates threats with ruthless efficiency and lightning speed. Sharpshooters are, simply, the masters of personal-scale ranged combat.

Not surprisingly, Sharpshooters gain **Cool**, **Perception**, **Ranged (Heavy)**, and **Ranged (Light)** as career skills, and two of these gain a free rank if this is the first specialization for the PC. The focus on personal-scale ranged weapons is a natural fit for Sharpshooters, and their ability to take in their surroundings completely and assess targets carefully under high-stress situations is essential to their survival.

Most Sharpshooters are thoroughly comfortable with any ranged weapon, though many will focus attention and effort on mastering a single (often highly-personalized) weapon. Some prefer a sniper role, taking up a hidden position and removing threats from the field as invisible dealers of death. Other Sharpshooters prefer a more direct approach, blaster energy blazing in waves of destruction as they cover their teammates against hordes of Imperial soldiers.

The focus on individual excellence within the Alliance elevates the Sharpshooter over his typical counterpart in the Empire. He is encouraged to train to higher degrees of proficiency, and he is encouraged to master techniques of survival, depending on his team to stay alive. The average stormtrooper is given a decent amount of training, but the lack of attention to personal excellence means he will never reach the pinnacle of accuracy and deadly effectiveness attained by a Sharpshooter in the Rebellion.

SOLDIER STORIES

Being a Soldier is consistently one of the most dangerous occupations in the galaxy. A being signs on knowing he is going to be shot at and attacked as a required part of the job. The motivation to serve in such a hazardous role can come from many different sources. Of particular interest is knowing what might drive a Soldier to sign on with a force as outnumbered, outgunned, and precariously positioned as the Alliance.

- **Honor:** Though many beings believe the concept to be terribly outdated and archaic, honor remains one of the foundations of the spirit for many who call themselves Soldiers. Honor can be a source of courage, strength, and will in the face of terrible odds, allowing a Soldier to stand against an implacable enemy and remain true to a cause. Many Soldiers serve the Alliance as a matter of honor, knowing the Empire to be founded on an utter lack of it.
- **Patriotism:** For many Soldiers in the Rebellion, service is their opportunity to defend or avenge their homes. The Empire has destroyed numerous cities; even entire planets. Countless more are under its direct control, suffering atrocities in the name of justice and retribution or enslaved to strip their homeland of resources and manufacturing wealth on behalf of the Empire. A Soldier moved by patriotism seeks any chance to strike back against the enemy of his people.
- **Glory:** There are some who take up arms and charge into battle because their spirit calls them to it. A Soldier moved by dreams of glory can be dangerous to those around him but also a source of great inspiration. There are many warrior cultures in the galaxy, and for Soldiers coming from such societies, the battle against the mighty and terrible Empire is an opportunity for glory the likes of which they may never see again.

CAEL – A SOLDIER IN THE REBELLION

Cael of House Hanarist had it all. He was born into one of Alderaan's noble houses and could have lived a life of easy leisure. In a sense he did, if one defines leisure as becoming one of Alderaan's foremost athletes and one of the fastest limmie players to ever move a ball across the field. Cael had fame, fortune, a charming fiancée from another noble house, and a lovely home in Crevasse City. Though the direction of the galaxy under the Empire disturbed Cael, he stood firmly behind the ideals of pacifism, believing that moderating change would come from individuals working to improve the system from within. After all, he thought, using violence against the Empire would only affirm the might-makes-right logic that brought it to power in the first place.

Then Alderaan was destroyed by the Death Star, and Cael's world was gone. Cael happened to be offworld at the time, playing with Team Alderaan in the Galactic Cup on Fondor. When news reached the limmie players, they were devastated. The Galactic Cup was placed on hiatus, and Team Alderaan evaporated, each member racing off across the galaxy to chase some rumor or hope of finding far-flung family members and other survivors.

Cael used the last of his family's money to charter a ship and flew back to Alderaan itself. As he stared into the asteroid-strewn void that used to be his home, something inside Cael broke. All his life, he had committed himself to peace and nonviolence, as was traditional among Alderaanians. He'd used his celebrity status for the cause: he'd been part of peaceful protests on Alderaan and Corellia, raised funds for war orphans, and lobbied in the Senate for the dissolution of the Imperial war machine. All of it had come to nothing.

Confronted by the ashes of his world, Cael renounced his pacifism. Nonviolence had achieved nothing but the destruction of Alderaan, and the Empire wouldn't be toppled by anything less than all-out military rebellion. Cael took his chartered vessel to Chandrila and quickly found members of the Rebel Alliance eager to recruit the young athlete. In a matter of weeks, Cael went from limmie star to soldier, and he has never looked back.

Soldier: Commando Talent Tree

Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Commando Bonus Career Skills: Brawl, Melee, Resilience, Survival

ACTIVE

PASSIVE

PHYSICAL TRAINING
Add ☐ per rank of Physical Training to Athletics and Resilience checks.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 5

POINT BLANK
Add 1 damage per rank of Point Blank to damage of one hit of successful attack using Ranged (Heavy) or Ranged (Light) skills at short range or engaged.
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 10

DURABLE
May reduce any Critical Injury suffered by 10 per rank of Durable, to a minimum of 1.
COST 10

PHYSICAL TRAINING
Add ☐ per rank of Physical Training to Athletics and Resilience checks.
COST 10

STRONG ARM
Treat thrown weapons as if they had 1 greater range.
COST 10

BLOODED
Add ☐ per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Blooded, to a minimum of 1.
COST 15

ARMOR MASTER
When wearing armor, increase total soak value by 1.
COST 15

NATURAL OUTDOORSMAN
Once per session, may reroll any 1 Resilience or Survival check.
COST 15

FERAL STRENGTH
Add 1 damage per rank of Feral Strength to one hit of successful attack made using Brawl or Melee skill.
COST 15

TOUGHENED
Gain +2 wound threshold.
COST 20

HEROIC FORTITUDE
May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.
COST 20

DURABLE
May reduce any Critical Injury suffered by 10 per rank of Durable, to a minimum of 1.
COST 20

KNOCKDOWN
After hitting with a melee attack, may spend ⊕ to knock the target prone.
COST 20

IMPROVED ARMOR MASTER
When wearing armor with a soak value of 2 or higher, increase defense by 1.
COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

UNSTOPPABLE
If a Critical Injury roll is 1 or reduced to 1, do not receive the critical injury.
COST 25

FERAL STRENGTH
Add 1 damage per rank of Feral Strength to one hit of successful attack made using Brawl or Melee skill..
COST 25

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Soldier: Medic Talent Tree

Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Medic Bonus Career Skills: Knowledge (Xenology), Medicine, Resilience, Vigilance

ACTIVE

PASSIVE

FORAGER (PASSIVE)
Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.
COST 5

STIMPACK SPECIALIZATION (PASSIVE)
Stimpacks heal 1 additional wound per rank of Stimpack Specialization.
COST 5

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 5

SURGEON (PASSIVE)
When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.
COST 5

TOUGHENED (PASSIVE)
Gain +2 wound threshold.
COST 10

SURGEON (PASSIVE)
When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.
COST 10

STIMPACK SPECIALIZATION (PASSIVE)
Stimpacks heal 1 additional wound per rank of Stimpack Specialization.
COST 10

BACTA SPECIALIST (PASSIVE)
Patients heal 1 additional wound per rank of Bacta Specialist when they heal wounds via bacta tanks or long-term care.
COST 10

WELL ROUNDED (PASSIVE)
Choose any 2 skills. They permanently become career skills.
COST 15

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 15

STIM APPLICATION (ACTIVE)
Take the Stim Application Action; make an **Average (◆◆) Medicine check**. If successful, 1 engaged ally increases 1 characteristic by 1 for the remainder of the encounter and suffers 4 strain.
COST 15

MASTER DOCTOR (PASSIVE)
Once per round, suffer 2 strain to decrease the difficulty of a Medicine check by 1.
COST 15

DODGE (ACTIVE)
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
COST 20

NATURAL DOCTOR (PASSIVE)
Once per session, may re-roll any 1 Medicine check.
COST 20

IMPROVED STIM APPLICATION (PASSIVE)
When performing Stim Application Action, may increase difficulty of check to **Hard (◆◆◆)**, and target only suffers 1 strain.
COST 20

STIMPACK SPECIALIZATION (PASSIVE)
Stimpacks heal 1 additional wound per rank of Stimpack Specialization.
COST 20

ANATOMY LESSONS (PASSIVE)
After a making a successful attack, may spend 1 Destiny Point to add damage equal to Intellect to one hit.
COST 25

DEDICATION (PASSIVE)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

IT'S NOT THAT BAD (ACTIVE)
Once per session when an ally would suffer a Critical Injury, may take an It's Not That Bad action; make a **Hard (◆◆◆) Medicine check** to stop the ally from gaining the Critical Injury.
COST 25

SUPREME STIM APPLICATION (PASSIVE)
When performing the Stim Application action, spend ⊕ to increase an additional characteristic by 1.
COST 25

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Soldier: Sharpshooter Talent Tree

Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Sharpshooter Bonus Career Skills: Cool, Perception, Ranged (Light), Ranged (Heavy)

ACTIVE

PASSIVE

EXPERT TRACKER (PASSIVE)
Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.
COST 5

SNIPER SHOT (ACTIVE)
Before making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon's range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack by 1 per range band increase.
COST 5

BRACE (ACTIVE)
Perform the Brace maneuver to remove ■ per rank of Brace from next action. This may only remove ■ added by environmental circumstances.
COST 5

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 5

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 10

TRUE AIM (ACTIVE)
Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.
COST 10

DEADLY ACCURACY (PASSIVE)
When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill.
COST 10

LETHAL BLOWS (PASSIVE)
Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
COST 10

BRACE (ACTIVE)
Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.
COST 15

LETHAL BLOWS (PASSIVE)
Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.
COST 15

SNIPER SHOT (ACTIVE)
Before making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon's range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack by 1 per range band increase.
COST 15

TRUE AIM (ACTIVE)
Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.
COST 15

EXPERT TRACKER (PASSIVE)
Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.
COST 20

DEADLY ACCURACY (PASSIVE)
When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill.
COST 20

TOUGHENED (PASSIVE)
Gain +2 wound threshold.
COST 20

CRIPPLING BLOW (ACTIVE)
Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter.
COST 20

QUICK FIX (ACTIVE)
Once per session, make one skill check using Agility rather than the characteristic linked to that skill.
COST 25

NATURAL MARKSMAN (PASSIVE)
Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.
COST 25

DEDICATION (PASSIVE)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

TARGETED BLOW (ACTIVE)
After making a successful attack, may spend 1 Destiny Point to add damage equal to Agility to one hit.
COST 25

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THE SPY

A Spy's eight career skills are **Computers**, **Cool**, **Coordination**, **Deception**, **Knowledge (Warfare)**, **Perception**, **Skulduggery**, and **Stealth**. The Spy automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

A SPY'S ROLE

Soldiers of a different type, Spies seek out the secrets of the enemy, undo the enemy's plans, and hinder the enemy's ability to do battle effectively. A single Spy, in the right place at the right moment, can save (or destroy) many thousands of lives, with a single well-timed action. Most military forces (along with governments, criminal factions, and large corporations) place a great deal of emphasis on crafting an effective corps of espionage operatives.

The primary role of any Spy is the gathering of intelligence—information about what is happening in the areas of operation, as well as what the enemy is doing—for those in command of Allied forces. There are many ways to do this, meaning there are many types of Spies with divergent specialties. Some focus on infiltrating the ranks of the enemy and gathering data from within, while others focus on external observations of troop and asset movements. Some take advantage of the dependency of modern military forces on electronic means of data collation, tapping into their opponents' networks and siphoning off everything that can be snagged.

The Alliance's reliance on Spies cannot be understated. Together with other specialist operatives, Spies are critical to the Rebellion's chance for success. Their skills and talents play a crucial role in balancing the scales against the Empire's overwhelming superiority in both forces and resources. As the war progresses, however, the Alliance can no longer treat its Spies as untouchable assets, never to be unduly risked; more and more, Spies are being called on to make direct strikes against the targets from which they are sent to gain information.

SPY SPECIALIZATIONS

The specializations for Spies cover the three main arenas in which they compete against their counterparts in the Empire. Many Spies play the deadly cat-and-mouse game of infiltration, subversion, and counter-intelligence with Imperial Intelligence. Others do battle with codes and data packets against the best technicians and droids the Empire can produce. Still others brave the harshest and most dangerous conditions across the galaxy, armed with little more than a blaster, a small ship, and their wits, to seek out the Empire's forces and uncover the latest threats.

INFILTRATOR—FINDING THE SECRETS

When most people hear the word Spy, the operatives of this specialization are what come to mind. Infiltrators endeavor to place themselves in the very den of the beast, usually sneaking or lying their way in undetected. All too often, Infiltrators face the worst possible odds without the benefit of direct backup, and frequently without a way out if they are discovered by the wrong people at the wrong time.

Infiltrators gain **Deception**, **Melee**, **Skulduggery**, and **Streetwise** as their additional career skills; taking this as the first specialization for a PC grants a free rank in two of these skills. Masters of covert work, Infiltrators know how to con or lie their way past almost anyone, and they know all of the tricks necessary to break into and out of secure locations, as well as everything else needed for underhanded operations. They tend to prefer silent and deadly attacks, often best accomplished with hand-to-hand weapons.

An Infiltrator rarely relies upon brute force or direct confrontation to accomplish his goals. Instead, he uses stealth, guile, subterfuge, and disguise to integrate himself among his enemies. He gains access to sensitive areas, talks to the right people, and employs every other available tactic to obtain valuable information, steal important secrets and assets, and leave behind a target who is reeling from his efforts.

Lately, Infiltrators are used by the Alliance as part of special strike teams sent throughout Imperial-controlled space, where they are used in combined operations intended to disrupt the Empire's plans while gathering information at the same time. For more direct combat missions, Infiltrators tend to operate in a support role. When the mission calls for subterfuge and more covert operations, Infiltrators are often the ones in charge.

SCOUT—FINDING THE WAY

Before an army dares commit its forces to action, it must know where the enemy is, what that enemy is doing, and what the conditions of the area of operations are. Additionally, military forces require constant updates on possible future sites for operations. Rebellions like that being conducted by the Alliance are in continual need of contingency locations for new bases as the Empire relentlessly tracks down existing headquarters. Scouts are the vital source of this information.

A Scout gains access to **Athletics**, **Medicine**, **Piloting (Planetary)**, and **Survival** as his additional career skills. If this is a PC's first specialization, two of these skills gain a free rank. The ability to travel to and on planets is essential to Scout operations, and Scouts are trained to survive in the worst conditions while missing nothing with their information gathering efforts.

Most Scouts tend to be loners, or else are used to working with a very small group. The ability to slip into and out of a system unnoticed is the key to their success and survival, and most Scouts are accustomed to going long stretches of time without direct contact with their command structure. Not surprisingly, most Scouts develop fairly independent streaks and personality quirks, making them ill-suited to general military service. At the same time, Scouts often develop a profound love of travel and an appreciation for the diverse beauty of the galaxy.

The Alliance depends heavily on its Scouts for survival. The Scouts' instincts and vigilance are far better than any technical alert system for warning when Imperial forces are closing in. When one base is threatened with annihilation by the might of the Empire's massive navy, packing up and heading to a new one can only happen because a Scout found the ideal location for a new base months ago. As part of a diverse team working for the Rebellion, a Scout is often the one determining where to go for a mission and how best to get there.

SLICER—FINDING THE DATA

In a war, the vast majority of those who fight use weapons, explosives, and other tools of violence and destruction to confront the enemy. There are warriors, however, who do battle with codes, data packets, lightning-quick programming skills, and intuitive rewiring of communication networks to unmake the enemy's plans and reduce his technology to just so much useless metal, plastic, and wires. These tech warriors are called Slicers.

Slicers gain **Computers**, **Knowledge (Education)**, **Knowledge (Underworld)**, and **Stealth** as their added career skills. For PCs choosing this as their first specialization, two of these skills gain a free rank. Computers and electronic systems are the battlefield of the typical Slicer, but he is also skilled at the arts of breaking and entering and other covert actions. Most Slicers also know their way around the streets and the criminal world, even when they are working legitimately for a military, government, or corporate organization.

There is a feeling of community where Slicers are concerned, even among those who are directly opposed to one another. They know they operate at a different level from everyone else, understanding technology in a way the vast majority of the galaxy's population never will.

For the Slicer, the secrets of banking, security, communications, droids, automated systems, vehicles, ships, and everything else involving a computer are his to manipulate or take. Any Slicer might be a minor god of a given system of networked machines but for the interference and opposition of other Slicers. Recognizing that only those of their kind can hope to challenge them gives most Slicers a sense of superiority, or at least a smug security in their value to those without such skills.

Those Slicers working for the Rebellion are often more altruistic than their compatriots elsewhere in the galaxy, though more than a few are with the Alliance simply because they need protection from the Empire and its allied corporations. Most Slicers work directly with Alliance Intelligence, but there are those adventurous types who prefer to be part of special teams sent into the heart of areas under Imperial influence. There, they can do battle directly with their counterparts, proving their superiority while serving the cause.

SPY STORIES

Spies are normally very aware that they are viewed with a wary eye by even their closest allies. The reputation of their profession is one that inspires suspicion and even disdain, yet Spies also know how valuable they are to the greater war effort. A Spy rarely cares for the opinions of others where he is concerned. He knows what he does is vital. The question is, what placed him in such a role with the Alliance in the first place?

- **Debt:** The life of a Spy is fraught with danger, and rarely can he look for help when things go wrong. More than a few Spies owe their lives to the quick action of another who happened to be in the wrong place at the right time. The community of Spies trades heavily on the economy of favors owed, and a life debt carries quite a bit of weight. A Spy might be in service to the Rebellion because of such a debt.
- **Challenge:** For some Spies, life is just too quiet if they aren't plying their trade. Never ones to rest on their laurels, Spies are ill-suited to the complacency of a "safe" life. The next challenge draws them out time and again to test their skills against newer, bigger, and more important targets. Spies can rarely resist the lure of a new system or a counter-measure specifically intended to keep them out, and if that system is buried deep within an impregnable fortress, so much the better.
- **Enemies:** Spies frequently make very powerful enemies, and there is currently no more powerful a foe in the galaxy than the Empire itself. A Spy may have harbored no intentions of directly opposing the Empire, yet a single botched mission, or even a setup on the part of another, might have placed him directly on a wanted list. Political and criminal clients often betray such a person in order to remove him as a "loose end," or Emperor Palpatine himself could have cause to eliminate a particular Spy. Such Spies frequently discover the Alliance is their only chance for survival.

VENDRI – A SPY IN THE REBELLION

Vendri DeRalm is the inheritor of a legacy of generations of explorers and wanderers traveling from star to star across the galaxy. Vendri has long enjoyed traveling to unspoiled and verdant worlds, where he can explore the natural beauty to his heart's content. For years, Vendri made his living as a wildlife-and-landscape holographer, taking 2-, 3-, and 4-dimensional images of exotic locales and animals. In that time, he became extremely adept at passing unseen to line up the perfect shot.

Over the last few years, as the Empire has consolidated its power, Vendri's life has become more complicated. His main business, traveling across the galaxy, now requires more paperwork and inspections than ever before, and more than once, his cargo of biological specimens has been either seized with no explanation or completely spoiled during "customs inspections" by Imperial officials. Vendri himself is routinely selected by human officers for "random inspections," and he has been arrested three times on trumped-up charges (and held until he could pay the proper bribe).

The whole situation, Vendri concluded, has become completely intolerable. The human-controlled Empire is routinely exploiting and harassing non-humans like him. So, when he was contacted by a mysterious figure identifying herself only as "Mother," Vendri was only too happy to help the Rebel Alliance. His duties started small: gathering intelligence and acting as courier. Eventually, Vendri reported for advanced training on a small, forested moon called Yavin 4, where he finally met "Mother" face to face and discovered that she was a Duros, like him.

During his training, Vendri's new superiors discovered that his career as a wildlife holographer had made him quite handy in rough country, and so they attached him to Alliance Special Operations Command. Vendri's duties now consist primarily of reconnaissance of lightly populated worlds.

Spy: Infiltrator Talent Tree

Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Infiltrator Bonus Career Skills: Deception, Melee, Skulduggery, Streetwise

ACTIVE

PASSIVE

GRIT
Gain +1 strain threshold.
COST 5

DODGE
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
COST 5

FRENZIED ATTACK
When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.
COST 5

DEFENSIVE STANCE
Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.
COST 5

STUNNING BLOW
When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

SOFT SPOT
After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit.
COST 10

JUMP UP
Once per round, may stand from seated or prone as an incidental.
COST 10

KNOCKDOWN
After hitting with a melee attack, may spend ⊕ to knock the target prone.
COST 15

FRENZIED ATTACK
When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.
COST 15

GRIT
Gain +1 strain threshold.
COST 15

DODGE
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
COST 15

NATURAL BRAWLER
Once per session, may re-roll any 1 Brawl or Melee check.
COST 20

TOUGHENED
Gain +2 wound threshold.
COST 20

IMPROVED STUNNING BLOW
When dealing strain damage with Melee or Brawl checks, may spend ⊕ to stagger target for 1 round per ⊕.
COST 20

DEFENSIVE STANCE
Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.
COST 20

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

CLEVER SOLUTION
Once per session, make one skill check using Cunning rather than the characteristic linked to that skill.
COST 25

MASTER OF SHADOWS
Once per round, suffer 2 strain to decrease difficulty of next Stealth or Skulduggery check by 1.
COST 25

NATURAL ROGUE
Once per session, may re-roll any 1 Skulduggery or Stealth check.
COST 25

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Spy: Scout Talent Tree

Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Scout Bonus Career Skills: Athletics, Medicine, Piloting (Planetary), Survival

ACTIVE

PASSIVE

RAPID RECOVERY (PASSIVE)
When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.
COST 5

STALKER (PASSIVE)
Add ▢ per rank of Stalker to Stealth and Coordination checks.
COST 5

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 5

SHORTCUT (PASSIVE)
During a chase, add ▢ per rank in Shortcut to any checks made to catch or escape an opponent.
COST 5

FORAGER (PASSIVE)
Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.
COST 10

QUICK STRIKE (PASSIVE)
Add ▢ per rank of Quick Strike to combat checks against targets that have not yet acted this encounter.
COST 10

LET'S RIDE (ACTIVE)
Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.
COST 10

DISORIENT (ACTIVE)
After hitting with combat check, may spend ◐◐ to disorient target for number of rounds equal to ranks in Disorient.
COST 10

RAPID RECOVERY (PASSIVE)
When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.
COST 15

NATURAL HUNTER (PASSIVE)
Once per session, may reroll any 1 Perception or Vigilance check.
COST 15

FAMILIAR SUNS (ACTIVE)
Once per session, may perform a Familiar Suns maneuver; make a **Hard (◆◆◆) Knowledge (Outer Rim)** or **(Core Worlds) check** to reveal the current type of planetary environment and other useful information.
COST 15

SHORTCUT (PASSIVE)
During a chase, add ▢ per rank in Shortcut to any checks made to catch or escape an opponent.
COST 15

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 20

HEIGHTENED AWARENESS (PASSIVE)
Allies within close range add ▢ to Perception or Vigilance checks. Engaged allies add ▢▢.
COST 20

TOUGHENED (PASSIVE)
Gain +2 wound threshold.
COST 20

QUICK STRIKE (PASSIVE)
Add ▢ per rank of Quick Strike to combat checks against targets that have not yet acted this encounter.
COST 20

UTILITY BELT (ACTIVE)
Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool belt or a satchel.
COST 25

DEDICATION (PASSIVE)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

STALKER (PASSIVE)
Add ▢ per rank of Stalker to Stealth and Coordination checks.
COST 25

DISORIENT (ACTIVE)
After hitting with combat check, may spend ◐◐ to disorient target for number of rounds equal to ranks in Disorient.
COST 25

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Spy: Slicer Talent Tree

Career Skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth

Slicer Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Underworld), Stealth

ACTIVE

PASSIVE

CODEBREAKER (Active)
Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.
COST 5

GRIT (Passive)
Gain +1 strain threshold.
COST 5

TECHNICAL APTITUDE (Passive)
Reduce time needed to complete computer-related tasks by 25% per rank.
COST 5

BYPASS SECURITY (Passive)
Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.
COST 5

DEFENSIVE SLICING (Passive)
When defending computer systems, add ■ per rank of Defensive Slicing to opponents' checks.
COST 10

TECHNICAL APTITUDE (Passive)
Reduce time needed to complete computer-related tasks by 25% per rank.
COST 10

GRIT (Passive)
Gain +1 strain threshold.
COST 10

BYPASS SECURITY (Passive)
Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.
COST 10

NATURAL PROGRAMMER (Active)
Once per session, may reroll any 1 Computers or Astrogation check.
COST 15

BYPASS SECURITY (Passive)
Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.
COST 15

DEFENSIVE SLICING (Passive)
When defending computer systems, add ■ per rank of Defensive Slicing to opponents' checks.
COST 15

GRIT (Passive)
Gain +1 strain threshold.
COST 15

DEFENSIVE SLICING (Passive)
When defending computer systems, add ■ per rank of Defensive Slicing to opponents' checks.
COST 20

IMPROVED DEFENSIVE SLICING (Passive)
Defensive Slicing now upgrades opponents' difficulty once per rank of Defensive Slicing; this replaces the usual benefits.
COST 20

CODEBREAKER (Passive)
Remove ■ per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.
COST 20

RESOLVE (Passive)
When involuntarily suffering strain, suffer 1 less strain per rank of Resolve, to a minimum of 1.
COST 20

SKILLED SLICER (Active)
When making a Computers check, may spend ⊕ to make further Computers checks within this system as maneuvers.
COST 25

MASTER SLICER (Active)
Once per round, may take a Master Slicer incidental to suffer 2 strain and decrease difficulty of Computers or other slicing checks by 1, to a minimum of **Easy** (◆).
COST 25

MENTAL FORTRESS (Passive)
Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.
COST 25

DEDICATION (Passive)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

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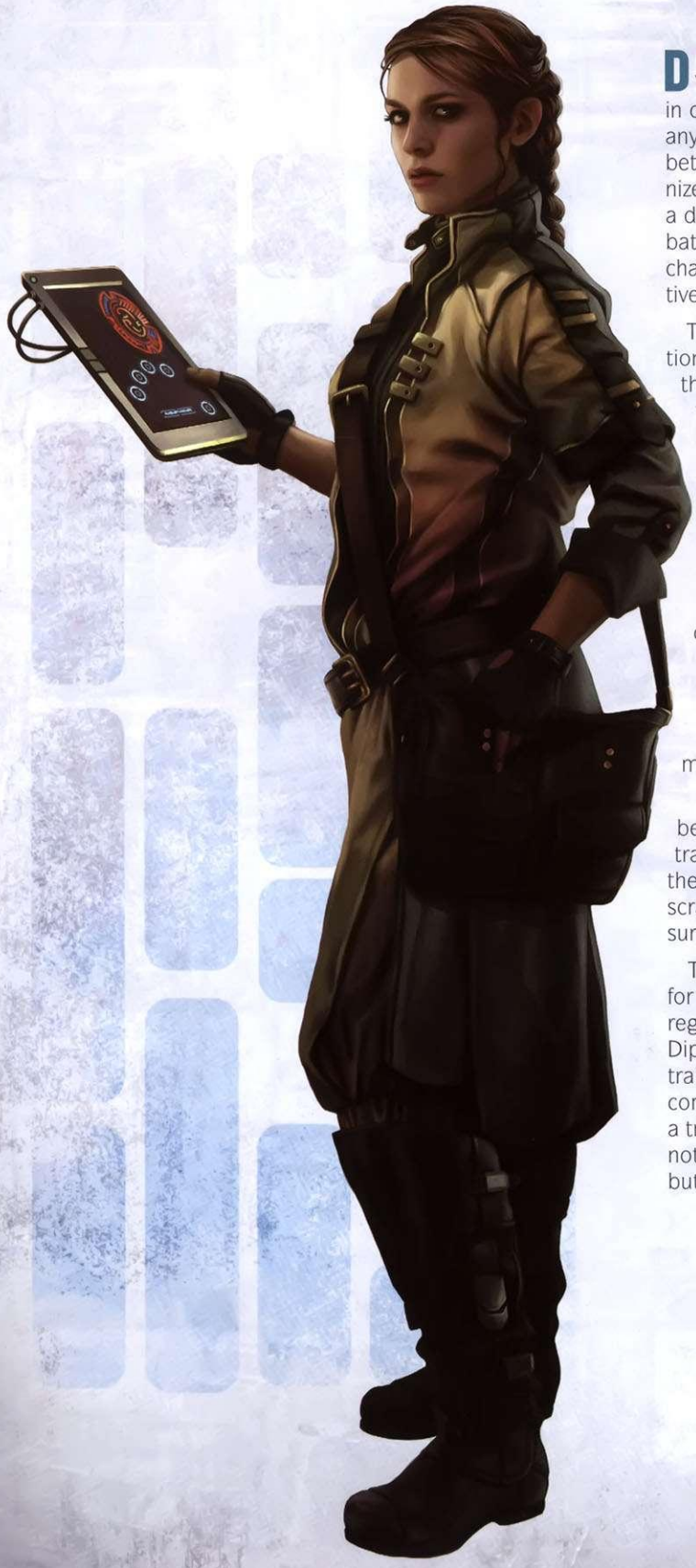
RECRUIT



Due to **Age of Rebellion**'s focus on the Galactic Civil War, most groups of PCs find themselves embroiled in conflict very quickly. Against a force like the Empire, any form of military training can mean the difference between life and death. While the Alliance isn't as organized or regimented as the Empire, they do try to give a decent number of their members some form of combat training. This training helps to enhance the Rebels' chance not only to survive in combat but to fight effectively to achieve their goals.

The Recruit specialization is a universal specialization, and the experience cost to take it is ten times the total number of specializations that the character would have after adding the new specialization. While this means that the specialization costs the same as a career specialization, note that universal specializations are not career specializations.

The additional career skills a PC receives when taking this specialization are **Athletics**, **Discipline**, **Survival**, and **Vigilance**. Alliance operatives who go through this training enhance their physical fitness, awareness, and general competency at a wide variety of skills. Those who commit extra time and effort can also enhance their abilities with weapons and ground vehicles, as well as their general knowledge of the many worlds to which they may end up traveling.

Characters from almost any career can benefit from becoming a Recruit and gaining some basic military training. Small teams of specialists going up against the Empire's best will likely need to call upon every scrap of combat ability they collectively possess to survive dramatic fights for their very lives.

The Alliance strongly recommends such training for any Rebels who are actively going into the field, regardless of their career, goals, or role in a team. Even Diplomats are actively encouraged to undergo military training; they do no good to anyone if they cannot come back alive from their latest efforts to negotiate a treaty or acquire supplies. Becoming a Recruit might not make a character a full-fledged special forces hero, but it certainly doesn't hurt.

Universal: Recruit Talent Tree

Recruit Bonus Career Skills: Athletics, Discipline, Survival, Vigilance

ACTIVE

PASSIVE

BASIC COMBAT TRAINING (PASSIVE)
Brawl and Ranged (Light) become career skills.
COST 5

SECOND WIND (ACTIVE)
Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
COST 5

OUTDOORSMAN (PASSIVE)
Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.
COST 5

TACTICAL COMBAT TRAINING (PASSIVE)
Melee and Ranged (Heavy) become career skills.
COST 5

SECOND WIND (ACTIVE)
Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
COST 10

VEHICLE COMBAT TRAINING (PASSIVE)
Gunnery and Piloting (Planetary) become career skills.
COST 10

WELL-TRAVELED (PASSIVE)
Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills.
COST 10

TOUGHENED (PASSIVE)
Gain +2 wound threshold.
COST 10

QUICK DRAW (ACTIVE)
Once per round, draw or holster a weapon or accessible item as an incidental.
COST 15

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 15

TOUGHENED (PASSIVE)
Gain +2 wound threshold.
COST 15

SPARE CLIP (PASSIVE)
Cannot run out of ammo due to ◈. Items with Limited Ammo quality run out of ammo as normal.
COST 15

SECOND WIND (ACTIVE)
Once per encounter, may use Second Wind incidental to recover strain equal to ranks in Second Wind.
COST 20

JUMP UP (ACTIVE)
Once per round, may stand from seated or prone as an incidental.
COST 20

GRIT (PASSIVE)
Gain +1 strain threshold.
COST 20

CREATIVE KILLER (PASSIVE)
Reduce the crit rating of improvised weapons by 2 (to a minimum of 1).
COST 20

DYNAMIC FIRE (ACTIVE)
When making a ranged attack while engaged with an opponent, may suffer 2 strain to reduce the ranged modifier by 1.
COST 25

DEDICATION (PASSIVE)
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

TOUGHENED (PASSIVE)
Gain +2 wound threshold.
COST 25

ENDURING (PASSIVE)
Gain +1 soak value.
COST 25

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STEP 6: INVEST EXPERIENCE POINTS

Experience is the primary means by which players customize their characters. The things a character has learned on the job, so to speak, are often what differentiate him from his peers, and mark him as a truly effective part of the team. Each player starts with a beginning pool of experience points that can be used to improve aspects of his character. Players also receive additional experience points as they play **Age of Rebellion**, and these can be spent to improve their characters.

STARTING EXPERIENCE POINTS

Characters begin with a budget of experience points based on their species. The experience points used during character creation are the same as experience points received during play. If a player chooses to spend fewer experience points than budgeted during character creation, those points carry over into the game, and the Player Character starts with more experience points to spend once his adventures begin.

Players may spend experience points in the following primary ways to improve their characters. This information is also detailed on **Table 2–4: Spending Starting Experience**.

IMPROVING CHARACTERISTICS

During character creation, raising a characteristic to the next highest rating costs ten times the value it is being raised to. For example, raising a PC's Brawn from 3 to 4 would require 40 experience points.

Each improvement must be purchased separately. This means that raising a PC's Brawn from 3 to 5 would cost 90 experience points (40 for raising it from 3 to 4, then 50 more for raising it from 4 to 5).

During character creation, no characteristic can be increased higher than 5. During the course of play, no characteristic can be increased higher than 6. Characteristics may only be purchased with experience points during character creation, not at any later time. (During gameplay, however, characteristics can be increased by purchasing specific talents, such as Dedication.)

SKILL TRAINING

Each skill has five ranks of training available. A Player Character might have already acquired several ranks of skill training from his starting career and specialization for free. PCs may train additional skills and gain additional ranks during character creation. However, it is important to note that, regardless of any species or career bonuses, no skill can be raised higher than rank 2 during character creation.

The cost for training skills falls into one of two categories: career skills and non-career skills. The player should have check marks next to a number of skills based on his character's starting career and specialization.

Training a career skill to the next highest rank costs five times the rank it is being raised to. For example, training a career skill from rank 0 (untrained) to rank 1 requires 5 experience points. Improving a rank 1 career skill to rank 2 requires 10 experience points. Each rank must be purchased separately. This means that acquiring a rank 2 career skill during creation costs 15 experience points (5 for raising it from zero to rank 1, then 10 more for raising it from rank 1 to rank 2).

A Player Character can also purchase ranks of non-career skills. Each rank of a non-career skill costs 5 times the rank it is being raised to, plus 5 additional experience points. For example, training a non-career skill from rank 0 (untrained) to rank 1 requires 10 experience points. Improving a rank 1 non-career skill to

TABLE 2–4: SPENDING STARTING EXPERIENCE

Options	Cost	Character Creation Limits
May spend experience to increase characteristics. This is the only time PC can increase characteristics with experience points.	Ten times the purchased rating in experience. Each rating must be purchased sequentially.	May not raise any characteristic above 5 during character creation.
May spend experience to purchase ranks in skills.	Five times the purchased rank in experience. Each rank must be purchased sequentially. (Each rank in a non-career skill costs 5 additional XP.)	May not raise any skill above 2 during character creation.
May spend experience to purchase talents within specializations.	Depends on talent's position within specialization tree.	No special limits; only standard limits apply.
May spend experience to purchase new specializations.	Ten times the number of possessed specializations including new specialization. (Non-career specialization costs 10 additional XP.)	No special limits; only standard limits apply.

rank 2 requires 15 experience points. Each rank must be purchased separately. This means that acquiring a rank 2 non-career skill during creation costs 25 experience points (10 for raising it from zero to rank 1, then 15 more for raising it from rank 1 to rank 2).

Player Characters may purchase ranks in skills during character creation or later during gameplay.

ACQUIRING TALENTS

Talents are acquired from a Player Character's available talent trees, generally provided by their specialization choices. Talent trees provide a unique format for purchasing talents that comes with several special rules and restrictions.

Each specialization talent tree has four columns and five rows. This means each talent tree has a total of twenty talents that PCs can purchase. The cost of each talent depends on the row it occupies. The talents in the topmost row are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each, the third row's cost 15, the fourth row's cost 20, and the fifth and final row's choices cost 25 experience points each.

Note that the choices on each tree are connected by a series of lines that link some talent choices with others. Player Characters may only purchase talents for which they are eligible. PCs are eligible to select any talents in the first, topmost row, plus any talents that are connected via one of the aforementioned links to a talent the PC has already acquired.

When selecting talents on a specialization tree, remember that each selection on the tree may only be purchased once. In the case of ranked talents (talents that may be purchased multiple times and have effects that stack the more times they are purchased), the only way to purchase them multiple times is if there are multiple selections of the same talent on the available specialization trees. In some cases, a PC may have already acquired a talent in one specialization, but will need to purchase it again in another specialization in order to continue further into the tree. If it is a ranked talent, he must purchase it again (gaining another rank in the talent). If it is not a ranked talent, he counts as already having purchased it, and may proceed through the second specialization tree.

Player Characters may purchase talents during character creation or later during gameplay.

ACQUIRING NEW SPECIALIZATIONS

Each Player Character starts with a single specialization within his chosen career. However, he may purchase access to additional specializations.

Purchasing a specialization basically means that the PC is buying the ability to purchase talents within that specialization. In addition, each specialization has its own career skills. These skills now count as career skills for the PC (although he does not gain free advances in them, as he did with his first specialization). Player Characters may purchase any specialization in any career.

Purchasing an additional specialization within a character's career costs 10 times the total number of specializations he would possess after adding this new specialization. So, a PC with one specialization could purchase a second career specialization for 20 experience. If he wished to purchase a third career specialization, it would cost 30 experience.

Player Characters may also purchase additional specializations outside of their career. Purchasing non-career specializations costs 10 times the total number of specializations the PC would possess after adding the new specialization, plus an additional 10 experience. So, a PC with one specialization could purchase a second non-career specialization for 30 experience. If he had two specializations already, a third specialization that was also a non-career specialization would cost 40 experience.

STEP 7: DETERMINE DERIVED ATTRIBUTES

Some of a Player Character's attributes are derived from a player's other choices during character creation.

WOUND THRESHOLD

A character's **wound threshold** the number of wounds—physical damage—a character can withstand before getting knocked out. A Player Character's starting wound threshold is determined by adding his species' wound threshold to his Brawn rating (after spending starting XP). After determining this initial value, further increases to a PC's Brawn rating do not increase his wound threshold: wound threshold improvements are acquired by purchasing talents such as Toughened.

STRAIN THRESHOLD

A character's **strain threshold** determines how much strain—psychological and mental damage—a character can withstand before becoming stunned, dazed, or incapacitated. A Player Character's starting strain threshold is determined by adding his species' strain threshold to his Willpower rating (after spending starting XP). After determining this initial value, further increases to a PC's Willpower rating do not increase his strain threshold: strain threshold improvements are acquired by purchasing appropriate talents, such as Grit.

DEFENSE

Defense determines how difficult a character is to hit in combat situations, due either to his own training or to the protective equipment he employs. Defense is divided into ranged defense and melee defense. A Player Character's default value in each defense rating is zero.

Defense is most commonly gained by wearing armor or by adopting a defensive position in combat (such as taking cover). Some talents also increase one of the character's defense ratings.

SOAK VALUE

Soak value determines how much incoming damage a character can shrug off before being seriously wounded. A character's soak value is subtracted from any incoming damage. Any remaining damage after subtracting soak becomes wounds, and is applied toward the character's wound threshold.

A Player Character's default soak value is equal to his Brawn rating. After this initial value is determined, increases to a PC's Brawn rating **do** increase his soak value. Additional soak value is most often gained by wearing armor. Some talents, such as Enduring, also increase a character's innate soak value.

STEP 8: DETERMINE MOTIVATION

While a Player Character's Duty determines what he is attempting to accomplish as part of the Alliance, his Motivation determines why he does what he does, and why he sought to join up in the first place. Duty can play a key role in the Game Master's plotting efforts as he generates missions and stories, and Motivation can play just as vital a role in aiding players with their roleplaying and decision-making. Motivations are not intended as straitjackets, restricting a PC tightly around a highly limited concept. Instead, they are meant to act as underlying guides to the player's decision-making process as he determines his character's likely reaction to various situations.

While many players will wish to determine their PC's Motivation as part of the character creation process, others might enjoy randomly generating a Motivation, and the challenge of figuring out how it fits their background and other character generation decisions. Either way, **Table 2–5: Random Motivation** can be helpful in providing the three key sources of Motivation for an **Age of Rebellion** game. Once this general type of Motivation is established, the players may then roll on or select from the following tables to determine a more specific manifestation of that Motivation.

While Motivations and Duties can often be tied together very intricately, there are no hard-and-fast rules for ensuring they do. Players are encouraged to come up with interesting and creative combinations that tell their PCs' unique stories. Additionally, some

TABLE 2–5: RANDOM MOTIVATION

d10	Motivation Type Result
1–3	Belief
4–6	Connection
7–9	Quest
10	Roll once on each of any two Motivation types

or all of the players in a group may decide to discuss and coordinate their Motivations. This could indicate a shared story, reflecting interests that are connected in some intricate way. As long as the players and the Game Master are all comfortable with this, it can be an excellent way to craft a long-term story together.

Although Duty has a very specific effect on game play in both the short and long term of a campaign, Motivation serves a more general function for the role-play and storytelling aspects of the game. GMs can certainly use Motivation to effectively guide Player Characters where they want them to go, and Motivation also serves as an excellent source for awarding bonus experience points. More on these ideas can be found in **Chapter IX: The Game Master**.

TYPES OF MOTIVATION

There are three types of Motivations in **Age of Rebellion**: Belief, Connection, and Quest. Whether a player rolled a result randomly or selected the type, he needs to narrow the type down to a specific result. In most cases, rolling percentile dice on the appropriate chart is the way to go. However, some Game Masters might want to permit their players to choose specific Motivations to best suit their characters' backgrounds.

BELIEF

A Player Character with a Motivation from this type is driven by a set of beliefs that form how he sees the galaxy and his role in it. He serves the Alliance because his beliefs support the goals of the Rebellion or are absolutely in contradiction with those of the Empire. He might not need to spread his beliefs to others, but he will epitomize those beliefs in word and deed, and he hopes that his beliefs will have a hand in building what will arise after the Empire falls.

CONNECTION

The Player Character has some kind of connection or relationship to the Alliance that draws him to its cause. He might not have had any desire to fight in the Rebellion otherwise, joining only because the Connection he is tied to is a part of it or because serving the Alliance somehow enhances the Connection. Over time, his commitment to the Rebellion could become more personally ingrained, but it all begins with the desires or influences of another.

QUEST

A Player Character with this type of Motivation seeks something specific from his participation in the Rebellion. He joined as a means to complete his Quest, and he believes that serving the Alliance or defeating the

TABLE 2-6: SPECIFIC BELIEFS

d100	Result
01–10	**The Republic:** The Player Character believes in the Republic and all it stood for. He is determined to restore it in all its glory (and hopefully to what it was before corruption set in).
11–20	**Honor:** The Player Character has a code of honor by which he lives, derived either from personal ethics or the culture from which he hails. He sees the Empire as the antithesis of everything he stands for, and he will fight it to the end.
21–30	**The Jedi:** The PC believes the Jedi were the greatest part of what was good in the galaxy and that their elimination destroyed the moral and ethical fabric of civilization. He is determined to help restore them to their rightful place. Alternatively, he simply believes in the philosophy and teachings of the Jedi and knows that fighting the Empire is what they would do.
31–40	**Justice:** The character has a strong, unshakable sense of right and wrong, and he sees the injustices of Imperial rule throughout the galaxy. He is committed to seeing justice brought back to the galaxy, and he wishes those who have betrayed it to receive the punishment they deserve.
41–50	**Species Rights:** The Empire's dismissal of and outright antagonism toward non-humans is atrocious in every way, and this Player Character wants to put an end to it. The Alliance is his best means to see that non-humans gain the voice and the respect they deserve.
51–60	**Peace:** The Player Character believes that as long as the Empire remains in power, the galaxy will forever know war, bloodshed, and violence. He hopes to bring peace to the galaxy by overthrowing the Empire as quickly as possible. In addition, if a peaceful resolution can be found for the war, he will embrace it.
61–70	**Religion/Philosophy:** The PC is an adherent of a particular religious order or set of teachings, or is a follower of a set of philosophical principles. Whatever it is, this set of beliefs moves him to serve the Alliance.
71–80	**Freedom:** The absolute and autocratic rule of the Emperor is an offense to this Player Character's core beliefs about governments and politics. He might, in fact, oppose central authoritarianism in all forms, yet see the Alliance as a "lesser evil" he can deal with after the Empire is brought down.
81–90	**Progress:** The Empire's tight control of galactic commerce has made it hard for anyone outside the Imperial military to create or acquire new technology. The Player Character believes that the only way to bring a new era of progress to the galaxy is to remove the Emperor from power.
91–00	**Crime:** The Player Character makes all or part of his living off of illegal dealings of some kind (such as smuggling) which has become increasingly difficult under the rule of the Empire. He believes that with a new order in place, new opportunities will arise for profit.

TABLE 2-7: SPECIFIC CONNECTIONS

d100	Result
01-10	**Political:** The Player Character represents a faction, planet, or sector that is part of the Alliance. He is directly involved as that group's ambassador or emissary, and the goals and motives of that group often supersede his own interests and desires.
11-20	**Family:** The Player Character's family believes in the cause of the Alliance. Many of them may have signed on to serve in one way or another. Some (or all) of them could have died in that service. Regardless of his personal feelings, the PC fights for the Rebellion due to his family's involvement.
21-30	**Military:** When the war broke out, the PC's unit, which was serving a specific planet or other political entity, was transferred directly to the Alliance forces. His immediate command structure may have stayed relatively intact, but the upper echelons now answer to Alliance High Command. The variety of locations (and food) makes it interesting, at least.
31-40	**Intelligence:** The Player Character has one or more contacts within the Alliance Intelligence network, and he has somehow been ensnared to do increasingly more for the cause of the Rebellion. He may owe more than a few favors, or he may genuinely care about the people with whom he's been working.
41-50	**Friends:** His friends left home and signed up. As soon as he was able, the Player Character did the same. He may or may not have been able to find any of them, or he may even have arrived right when they did. Regardless, he couldn't imagine staying at home once they left. Now he has to decide why he's really doing it.
51-60	**The Underworld:** The Alliance depends heavily upon smugglers and illegal trade to get many of the resources it needs, and lately the Player Character has been aiding the Rebellion quite often. He may have already been involved in scrapes with the Empire, or that may be yet to come.
61-70	**Economic:** While many powerful corporations enjoy security and prosperity under the Empire's rule (and, often, patronage), other businesses suffer from lack of Imperial favor or from having had most or all of their assets were nationalized and brought directly under the Empire's logistical control. The Player Character has business interests directly tied to the Alliance, and he's around to make sure his interests are looking after.
71-80	**Love Interest:** The Player Character followed his heart right into the ranks of the Rebellion, either to be closer to the one he loves, or to find a way to help that person through rescue or protection. His connection may border on obsession if he's in too deep, yet he may also awaken to the greater threats he and his colleagues face.
81-90	**No One:** The Player Character is all alone in the galaxy. Whether he is just a loner or has lost everyone in a catastrophic Imperial attack, he has decided to join the Rebellion because he has nothing left to lose.
91-00	**The Empire:** The Player Character used to be a part of the Empire. He was once a soldier, a spy, or even a high-ranking official, but something drove him not only to leave the oppressive regime, but to commit himself to its downfall.

TABLE 2-8: SPECIFIC QUESTS

d100	Result
01-10	**Redemption:** The Player Character seeks to atone for past sins or mistakes by serving in the Alliance. He may have served in the Empire; he may have been a criminal, bounty hunter, or followed some other pursuit that caused him to take actions he now regrets. Helping the Rebellion may be a way to regain his self-worth.
11-20	**Glory:** The Player Character sees an incredible chance to do something hugely important in the galaxy, securing his place in history alongside other great heroes. He wants to fight in the biggest battles and do something so outrageous and daring that folks will talk about it for centuries. Such motivation can be dangerous for the PC's companions, yet it may also serve to inspire others.
21-30	**Vengeance:** The Empire has committed an act the Player Character will never forgive. Every dead stormtrooper and every destroyed TIE fighter is another notch on his gun, marking his endless need to make them all pay. Such a motivation can lead to dangerous, even suicidal actions, especially if the PC doesn't find other feelings with which to temper it.
31-40	**Influence:** Either for himself or for those he serves, the Player Character is in the Rebellion to ensure he attains a certain amount of influence when the war is over. He may seek to give his people a higher standing in the government that will follow, or he may wish to gain political power for himself in the chaotic aftermath of the war. Either way, his motivation involves the bigger picture.
41-50	**Rescue:** The PC has a loved one, a family, a group of colleagues, or perhaps even an entire planet he is hoping to see rescued from Imperial control. He is in the Alliance because they offer the best chance he has to save those he seeks to rescue.
51-60	**The Jedi:** The Great Jedi Purge that started with Order 66 at the end of the Clone Wars deprived the galaxy of the single most important source of justice and peacekeeping known, at least as far as this Player Character is concerned. He seeks to restore the light of the Jedi to the galaxy.
61-70	**Freedom:** Whether his people are enslaved or he merely sees all Imperial rule as a form of slavery over the entire galaxy, this Player Character is driven to bring freedom to all. He serves in the Alliance for the sake of liberty, which means he will be watching carefully for any signs that the Rebellion might replace one form of tyranny with another.
71-80	**The Sith:** Whether a survivor of the Purges or merely a very apt student of Jedi history, this Player Character is part of the Rebellion as a means to seek out and stop whatever the Sith are doing. He may know about the involvement of the Sith in the formation of the Empire, or he may merely suspect them of taking advantage of the rampant chaos. Regardless, this motivation serves as his primary reason for fighting the Empire.
81-90	**Riches:** While many beings desire power, fame, or freedom, some are only interested in credits. This Player Character cares only about getting paid, and he sees the Rebellion as his best shot at that. If the Empire falls and a new order takes its place, those who helped it get there should be in a position to become very wealthy.
91-00	**Thrill:** There are few actions more dangerous than taking on the forces of the Empire in a head-on battle. It requires incredible speed, intelligence, and courage to climb into the cockpit of an X-wing or infiltrate an Imperial base. This Player Character seeks thrills and danger wherever he can find them, and he has joined the Rebellion to get a shot at taking on the most dangerous and well-trained fighting force in the galaxy.

Empire will result in the achievement of his ultimate goal. Some Quests have a specific object or person that is the target, while others are more open-ended and may never be fully complete. The quest might be the primary drive for the PC, yet he could also come to embrace the larger goals of the Rebellion as equally important, or perhaps ascendant over his own needs.

MOTIVATIONS IN PLAY

Motivations are excellent guides for roleplaying, giving the player a foundation from which to consider decisions as well as determine reactions to circumstances. A PC with the Motivation of Belief (Justice) will certainly see things differently from another PC who has Connections (The Underworld). This shouldn't necessarily create impossible tension, but it may well give cause for some interesting conversations when the group attempts to determine a course of action. One might want to avoid any interactions with known crime lords, for example, while the other may think it the best possible solution to a problem.

Motivations should never be treated as blinders, disabling a character's ability to consider all sides of a situation to make a rational decision. Quite often, those who fight the Empire must do so with every tool at their disposal, and what may be wrong for a person normally is sometimes the only choice for a given challenge. Players should not feel they must sacrifice the enjoyment of the game for themselves and their fellow players simply because a given Motivation would guide them away from an otherwise reasonable decision.

CALLING ON MOTIVATIONS

There are two interesting ways in which a Game Master might call upon a PC's Motivation to enhance the game. In the first instance, he may use a Motivation to provide incentive to a given character to pursue a direction that facilitates the story in some way. For example, he may give to a PC with the Motivation of Quest (The Jedi) the information that an ancient holocron in the possession of an Imperial governor he wants the team to deal with as part of a story. Alternatively (or at the same time), he may inform a separate Player Character with Belief (Species Rights) that the same governor is responsible for reducing the local non-human population to an oppressed class.

Another way the Game Master might call on Motivations is to present a bonus toward resolving an action when a Player Character's Motivation comes into play. The player needs to invoke and roleplay that Motivation in order to justify such a bonus, and the decision is entirely up to the GM based on appropriateness and how well the player integrates the Motivation into his decisions and actions. More on this is found in **Chapter IX: The Game Master**.

MOTIVATION ROLEPLAYING AWARDS

Game Masters are encouraged to provide bonus experience points to players who do a good job of roleplaying the effects of their Motivations on their characters' actions and decisions. Good roleplaying of any kind should be rewarded, of course, but the way Motivations can sometimes limit or cause a disadvantage for a PC should certainly be taken into account when such rewards are contemplated.

More can be found on this in **Chapter IX: The Game Master**, on page 327.

CHANGING MOTIVATIONS

Personal growth is a constant process for sentient beings, and such growth can often bring fairly dramatic changes to one's perspectives. As well, certain life events can cause a significant shift in how a person sees the galaxy and his place in it. In such situations, it may well be appropriate for a character to change his Motivation.

For example, a PC with the Motivation of Connection (Economic) probably began his career with the Alliance strictly as a matter of business. He was out to see that his investments were protected and effectively used, and he was determined to ensure his company's place in the greater scheme of things when the war was over. After more than a few hairy missions, with a few painful losses and his own life having been saved by someone far more altruistic, he's begun to see the fight against the Empire differently.

At this stage, the player of this character may wish to discuss a Motivation shift for his PC. Perhaps he wants to change it to Connection (Friends), indicating his deeper caring for the team with which he serves. Maybe he's changed enough at heart that Belief (Honor) or Belief (Justice) are closer to what he feels now, or he's determined he's now committed to a Quest (Vengeance) due to the loss of some of those friends. Regardless of what he selects, the decision should certainly be one driven by the story: he should not roll randomly for his new Motivation.

Such Motivation changes should be rare, and a player wishing to make such a change needs to work this out with the Game Master. If allowed, the PC needs to show a commitment to this new Motivation, and he will no longer receive any experience point bonuses for roleplaying the previous Motivation.

SECRET MOTIVATIONS

One of the joys of roleplaying with a group of players is the opportunity to reveal a character's story to the

other players. Coming right out and revealing Motivations openly may not always allow for such discovery, which is why players need not openly discuss their choices or random rolls with each other. Certainly, some may choose to do so anyway, enjoying the character creation process openly with their fellow players. That's fine, too.

However, if a player wishes to keep his character's Motivation secret for other reasons, he could generate a second, "false" Motivation about which he is more open. Doing this creates the illusion of openness with his fellow players, as well as creating a false front for his PC where the other characters are concerned. This is especially useful if the real Motivation of the PC is one that is at odds with the overall goals and beliefs of the group.

For example, consider a group that mostly has Player Characters motivated by compatible Beliefs and Quests (Honor, Freedom, Justice, etc.), yet one PC generated the Motivation of Connection (Intelligence). He discusses this with his Game Master, wishing to change his originally-rolled Duty of Combat Victory to Internal Security; he's decided that someone in Alliance Intelligence is convinced that a member of the PC team is a spy for the Empire, and it's his job to uncover that traitor! The Game Master loves the idea, agreeing with the player that neither should tell the rest of the players. As far as they are all concerned, his character's Duty is still Combat Victory (the GM will help maintain this secret), and his character's Motivation is Belief (the Republic). The potential for this story's future is enormous.

STEP 9: CHOOSE GEAR AND APPEARANCE

At this stage of the character creation process, all that remains is determining a physical description for the PC (as well as some notes about his personality) and determining his personal gear. Aside from the gear, these details have no direct impact on gameplay. However, they are a critical component of establishing the narrative elements of the experience for the players, as well as the Game Master. Every Player Character is a unique persona. The gear a PC chooses to use, as well as his appearance, goes a long way toward reinforcing his individuality. Creating a picture in the minds of the game's participants helps each player invest more of himself in the experience.

STARTING GEAR

Though troopers and operatives for the Alliance have gear assigned to them as needed for each mission, each being who joins the Alliance arrives with some amount of equipment of his own. The Alliance is strapped enough for resources that such personal gear is welcomed, rather than set aside and exchanged for standard-issue gear. So long as the equipment functions and the Player Character indicates any proficiency with it, Rebel commanders tend to be fine with such equipment remaining a part of the PC's load-out.

The initial allotment of personal gear for each Player Character is measured in terms of credits; each PC has 500 credits that the player may use to purchase his character's initial gear load. Any leftover credits are treated as part of what little money the PC has left to his name before signing on. PCs may not purchase anything that is listed as Restricted (R) without the Game Master's approval (generally, this kind of gear will be attained via service to the Alliance).

Once he has finished buying all of the gear he wants for his PC, the player rolls d100 and adds this amount to whatever credits he had left from his purchases. This is his personal stash of credits at the start of the campaign. This added amount cannot be used for more gear purchases until after the game begins. Aside from general sundries the player feels are important—things the GM doesn't feel should necessarily require credits be expended for—this part of the character creation process is finished.

PHYSICAL DESCRIPTION

The species that a player chooses automatically establishes some aspects of his character's physical description. However, individuals within each species can vary widely from each other, humans have a fairly impressive range of skin tones, hair color, and even eye shapes; Bothans possess an array of lengths of fur with varying colors and tones. Droids are especially capable of an extraordinary range of shapes, types, and structures.

What follows are a number of things to consider when looking at a character's physical description. Not every element will apply to every character, but the full list should help a player consider all that may apply for his PC.

- **Height, weight, and build:** Players are welcome to play liberally within the general guidelines presented for each species, or even to push limits upwards or downwards a tad if their concepts demand it. However, truly outrageous exceptions should be avoided. Mon Calamari, for example, range between 1.3 and 1.8 meters. A player who buys his Mon Cal's Brawn up to 4 and wants to say his PC is nearly 2 meters tall can be permitted to do so, but to say he's 3.5 meters tall is simply too much. For most biological beings, Brawn and Agility can be used as a guide for overall build.
- **Hair and eye color:** For humans and Near-humans, as well as many other similar species, these selections will be relatively similar, though the range of possibilities is far wider than might be expected, due to both variances in evolution and artificial influences. For other species, there may be no hair to contend with, or bodies may be entirely covered in hair or fur. Eyes may be shaped or positioned much differently than those of humans (or a particular being may not have eyes at all).
- **Other physical appearance attributes:** Many species may have scales rather than skin, or skin colors that change based on the character's emotional state. Player Characters could come from species that have tails, tentacles, or other protrusions. They may have very large ears, no noses, or more than four limbs.
- **Scars, tattoos, brands, piercings, and related marks:** Some markings come from accidents or acts of violence, while others are intentionally made on the body by the person in question. Each such marking will likely be distinctive and have a story, which the player should figure out and be able to explain if and when the time comes.

PERSONALITY

A Player Character's personality is something that the player is utterly in control of developing. Even when species have general personality traits that the galaxy-at-large expects to encounter when interacting with them, a specific individual is entirely able to defy all expectations and be true to his personal nature.

That nature is borne from his beliefs, quirks, upbringing, experiences, fears, desires, achievements, disasters, and a host of other influences that the player must decide upon for his character. Motivation, Duty, background, and other parts of the character creation process should all feed into this, naturally. Establishing some aspects of personality as a framework is probably a good idea before the game begins.

However, many players will discover the fun and effectiveness of allowing much of a PC's personality to evolve over time, as the game is being played. By looking back at situations and how he had his character react to them, a player uncovers new and interesting elements of the Player Character's personality. This aspect of the game can be an enjoyable journey of discovery all its own.

STEP 10: ACQUIRE REBELLION RESOURCES

Those who sign on with the Alliance become part of a great gathering of people from all over the galaxy, united for the purpose of overthrowing the Empire. First and foremost, the Alliance is fighting a war, a rebellion against the current ruling order. A war is fought by soldiers, spies, and other operatives acting against the forces of the enemy, and that's who the Player Characters are.

Though it struggles against the far greater might of the Empire, the Alliance is not without resources of its own, and it arms its warriors as best it can. The typical group of PCs will act as a special team of operatives, uniting their diverse talents and training to go out into the galaxy and accomplish missions of strategic (and sometimes moral) importance for the Rebellion. When they are sent out, they are given access to at least some of the resources they need to achieve success.

There are three options for starting resources for a group. Based on the campaign, the GM can choose which option he would like the party to use, or he can allow them to choose it themselves.

COMMANDEERED LAMBDA-CLASS SHUTTLE

Many of the Rebellion's resources are not built or purchased by the Alliance, but instead stolen from the Empire. The T-4a *Lambda*-class long range shuttle is a slow, yet sturdy and reliable cargo and transport vessel used by the Empire. Provided they have forged Imperial ID codes, parties that want a reliable way of getting around the galaxy should choose the *Lambda*-class shuttle (see page 273).

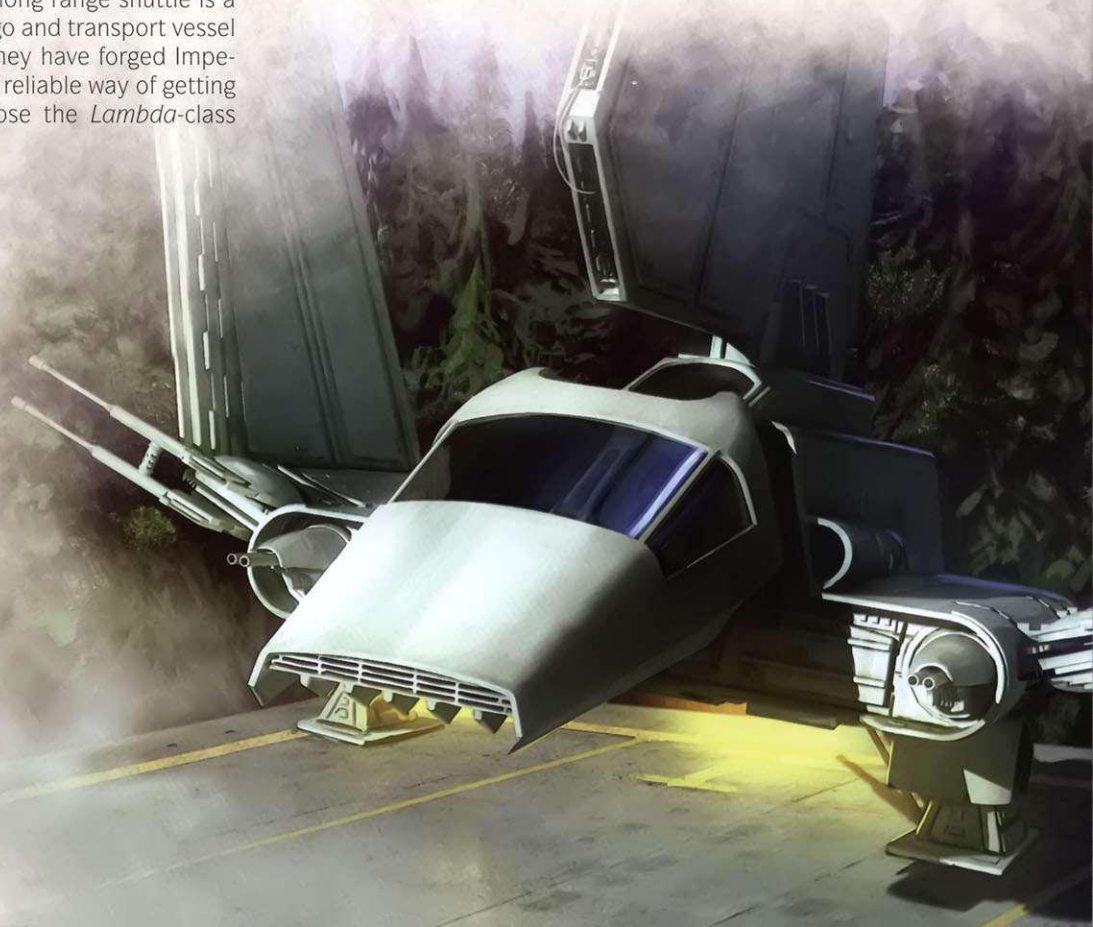
Y-WING SQUADRON

A mainstay that has served the Alliance since its inception, the Y-wing is a trusty medium-attack fighter. Groups who want the flexibility of multiple ships while still having hyperdrive capabilities can choose to start with a small number of Y-wings (see page 268). The party gets a number of BTL-S3 Y-wings equal to half the number of PCs in their group, rounded up.

BASE OF OPERATIONS

Many cells of the Rebellion don't send their agents far afield, but instead operate in a specific system or sector, coordinating their efforts against the Empire locally. Groups interested in this style of play can start with a base of operations instead of a ship. This limits their party's mobility, but provides them with a stable safe-haven and additional resources. By working with the GM, the players can decide on a good, subtle location for their base (such as a garage disguised as a speeder chop shop). Although this can limit a group's ability to move throughout the galaxy, they can still get around by commissioning smugglers or other allies to transport them as needed.

To represent the additional resources provided by a base of operations, each PC in the party starts with an additional 1,000 credits' worth of starting gear.



Bosco B

III
SKILLS

"No more training do you require.
Already know you, that which you need."

–Master Yoda

The vast majority of a character's actions are governed by abilities that he's acquired through education or experience. Any time he attempts an action that has a reasonable chance of success or failure, his skills come into play as a means of determining the result. In some instances, the task may be so trivial, or the character so capable, that the Game Master may not call for a check. At other times, the task might be so outlandish that the player might choose to act differently once the odds are calculated. Ultimately, when there is a reasonable chance of failure, the player must depend upon his character's skills to see him through to success.

Skill values fulfill this role in conjunction with characteristics. These two values interact to establish the number of Ability and Proficiency dice used when attempting any action. A character's innate abilities are generally described by characteristics, while skills require learning and practice. In this way, the intersection of education and natural ability contributes to a character's chances of success or failure.

WHAT ARE SKILLS?

Anything that a character might learn could be considered a skill. The galaxy is a vast place, however, and not everything a person might learn has applications that fit well within a dramatic game. To reflect this, **Age of Rebellion** includes a list of the skills that are most likely to be useful in the course of dramatic adventures set within the *Star Wars* galaxy. The list may not cover every imaginable situation, but it should address the majority of actions that often occur during a typical game session.

Skills are divided into three categories based on their general application and use. Knowledge skills are entirely cerebral. They do not govern action—only understanding. Combat skills deal with how a character may act and react in a direct physical confrontation. Other skills may be useful during an altercation, but combat skills can seldom be employed without violence. All skills that deal with characters taking noncombat actions are considered General skills.

SKILL RANKS

When a character chooses to attempt an action, he begins by forming a dice pool. The higher value of the relevant characteristic or skill is used to determine the total number of Ability dice in the pool. The smaller of these two values indicates how many of those dice are upgraded to Proficiency dice. A character who has no ranks in a skill is considered to be unskilled. This character has a value of 0 for the skill in question, so would make checks for that skill without upgrading any Ability dice to Proficiency dice.

Aside from the game terms, it may also be useful to consider what skill ranks represent in a more narrative sense. Even a single rank in a skill represents a significant amount of time spent learning and practicing its use. It's generally reasonable to assume that other characters in the game world rely heavily upon their characteristics for actions outside their field of expertise. For example, almost everyone can pilot a speeder in routine traffic, but most people do not have a rank of Piloting (Planetary). Instead, they default to using their Agility characteristic for this type of routine task.

Each rank of a skill represents a substantial degree of training and practice. Further, that practice must often come under strenuous conditions. A character who spends endless days performing the same task on a droid assembly line does not improve his Mechanics skill. However, if that same character were regularly working on a range of different droids that came in for repairs after being exposed to harsh environmental conditions, it's likely that he could soon improve his skill rank.

The first two ranks of a skill represent a thorough grounding in that skill but little practical experience. Such a character may have just completed a formal education, taken part in an apprenticeship, or begun an entry-level job. At this level of competency, he knows the basics of the skill but hardly realizes how little he knows. He may accomplish routine tasks on a regular basis, but he is often overwhelmed by complex ones.

The third and fourth ranks are indicative of a true professional. These are individuals who have honed the skill thoroughly and can make their living at it. They might be talented and capable physicians, respected pilots, or gifted mechanics. They are aware of how much more they have to learn, but they are quite capable of handling most tasks when they have prepared for them.

Only a handful of individuals attain the fifth rank of a skill. Few can adequately appreciate the artistry of a master's craft, so those who attain this level must deliberately challenge themselves to perfect their expertise. Characters with this degree of proficiency may have a reputation for their particular talents that extends far beyond their community. These individuals are generally driven and passionate about the skill that they have mastered.

SKILL DESCRIPTIONS

This section details all of the skills used throughout the game. Each skill is presented with clarifications on how it may best be used, along with notes on its key differences from similar skills. In addition, examples are provided highlighting potential ways that a skill might use .

Sometimes, through particular fortune, a character's check may generate more than are needed to accomplish a task. Each entry presents ways in which these additional may be used. These are not necessary, but are intended to add additional flavor. Game Masters and players are encouraged to work together to create alternative ways in which extra might appropriately and dramatically modify a given situation.

CUSTOM SKILLS

At the Game Master's discretion, new skills may be introduced to a campaign. The most common of these might pertain to Knowledge. The six Knowledge skills included in this book represent a broad overview, but a campaign focused within a particular portion of the galaxy or on a particular style of play might benefit from alternative options. Similarly, games that focus on other aspects of *Star Wars* might also consider alternative general skills. If the Player Characters regularly visit worlds where beasts serve as the primary form of transportation, then Animal Handling might be in order. Alternatively, if the characters travel incognito as a troupe of actors, then Perform might be an appropriate skill.

Before adding such skills, Game Masters should carefully consider whether the addition is critical for the campaign tone and how often it might come into play. Each new skill rank that a character needs to purchase represents XP that might have been spent on existing skills.

When adding a new skill, the Game Master and players work together to decide which careers or specializations might offer it as a career skill. In some cases, it might be most effective to remove a standard skill from the list prior to adding a new skill so as to maintain comparable levels of flexibility between archetypes. In other cases, a more generalized skill might be available to everyone at career skill pricing.

TABLE 3-1: SKILL LIST

Skill	Characteristic	Type	Page
Astrogation	Intellect	General	116
Athletics	Brawn	General	117
Brawl	Brawn	Combat	131
Charm	Presence	General	117
Coercion	Willpower	General	118
Computers	Intellect	General	119
Cool	Presence	General	120
Coordination	Agility	General	121
Core Worlds	Intellect	Knowledge	134
Deception	Cunning	General	121
Discipline	Willpower	General	122
Education	Intellect	Knowledge	135
Gunnery	Agility	Combat	131
Leadership	Presence	General	123
Lore	Intellect	Knowledge	135
Mechanics	Intellect	General	124
Medicine	Intellect	General	125
Melee	Brawn	Combat	133
Negotiation	Presence	General	125
Outer Rim	Intellect	Knowledge	135
Perception	Cunning	General	126
Piloting (Planetary)	Agility	General	126
Piloting (Space)	Agility	General	127
Ranged (Heavy)	Agility	Combat	133
Ranged (Light)	Agility	Combat	133
Resilience	Brawn	General	127
Skulduggery	Cunning	General	128
Stealth	Agility	General	128
Streetwise	Cunning	General	130
Survival	Cunning	General	130
Underworld	Intellect	Knowledge	136
Vigilance	Willpower	General	130
Warfare	Intellect	Knowledge	136
Xenology	Intellect	Knowledge	137

CHOOSING SKILLS

During character creation, it's vital that each player selects the skills that cover his character's core area of expertise. A Soldier must be able to use his weapon, a Diplomat must be able to negotiate, and a Pilot must be able to fly. This doesn't mean that every Player Character should maximize his core skills, but those who fail to take at least one rank are likely to regret it.

Skills beyond a Player Character's central focus must be chosen carefully. Those related to a PC's profession are substantially more economical than those outside his career. Players who spread their characters too thin at the early stages may discover that the sacrifices necessary were not worthwhile. Routine uses do not generally require a dice roll. A retired ambassador may not need to be a talented pilot if he only uses his speeder for transport, and is unlikely to be piloting in a high-speed chase.

At the same time, some skills are much more likely to come up during the course of a hero's adventures. Injuries that require Medicine are common. In some situations, it can be critical to move with Stealth. At other times, a PC's life may depend upon his Vigilance or Athletics. Often, it's in a group's best interest to discuss skills collectively, so that the players and the Game Master have a shared expectation about how often particular skills may be used.

GENERAL SKILLS

This group of skills represents the majority of the actions that a character attempts. In dramatic situations, the entire success or failure of a mission might ride on how effectively a given character uses one of these skills. Though general skills do not focus on violent pursuits or combat, life and death can certainly hinge on the success of an Athletics check or an effective application of medical expertise.

ASTROGATION (INTELLECT)

There are many billions of stars populating the galaxy, all of which are in motion relative to one another. Planets and smaller masses constantly orbit many of these stars. There are also huge numbers of nebulae and other astronomical anomalies throughout the galaxy. Traveling between the worlds of the galaxy requires a rudimentary knowledge of the galaxy's organization and composition. It also requires an up-to-date navicomputer that is well-informed as to the current time and the relative motion of all of these objects. The Astrogation skill represents a character's ability to use his knowledge of the galaxy to most effectively program the hyperspace coordinates for any jump.

- Any time that a character wishes to program a navicomputer for a hyperspace jump, he must first use Astrogation to program the navicomputer.
- Astrogation governs a character's basic knowledge of galactic geography. It may be checked any time a character wonders what other systems are nearby.
- In the event that characters arrive in an unknown system, they may use a navicomputer and their Astrogation skill to identify their location.
- Astrogation also covers familiarity with the galaxy's hyperspace routes and the types of craft and commerce most common along those routes.

The difficulty of a hyperspace jump is based on the area targeted and the distance traveled. Travel to a nearby system along a well-established route is generally an **Easy (◆) check**. The difficulty increases based on the accuracy of navigational information and other factors. See page 260 for more information on hyperspace travel.

Additional ✲ beyond those required to calculate a hyperspace jump may be used to better target the location. While a single net ✲ reaches the target system without incident, extras might place the character's vessel directly into orbit around the target planet. Alternatively, characters may use additional ✲ to reduce the time spent calculating, when rushed.

◔ generated as part of an Astrogation check are most commonly used to reduce travel time. On extended journeys, they might be used to identify convenient stopovers en route, where the vessel can resupply

or conduct additional business to help defray the cost of the trip. A ⊕ could be spent either to complete Astrogation calculations in the minimum amount of time, or to greatly reduce the travel time involved. It could also reveal some highly valuable but previously unknown information, such as safer or quicker alternative route.

Conversely, ⚙ generated on an Astrogation check could decrease the accuracy or increase the travel time of a hyperspace jump, or it could simply cause a character to miss relevant details when analyzing hyperspace routes or galactic maps. ▽ can be spent in the same way but to greater magnitude, or it could trigger some truly disastrous occurrence, such as jumping out of hyperspace into the path of an asteroid.

ATHLETICS (BRAWN)

Player Characters lead dramatic lives, filled with constant physical confrontation. Often, that confrontation comes from an enemy with a blaster, but sometimes it may be a mountain to be scaled, a river to be swum, or a chasm that must be leapt. The Athletics skill governs these actions. It serves as a measure of the character's overall fitness and physical conditioning. Those who actively engage in a regimen of physical training, such as field infantry and scouts, are the most likely to have a high rank in Athletics.

- All aspects of climbing—including rappelling and swinging on a line—fall under the purview of the Athletics skill. The difficulty of these tasks is calculated based on the surface and weather conditions during the attempts.
- Characters who attempt to swim in difficult conditions must check their Athletics. Water conditions—particularly waves, current, and tides—dictate the overall challenge of any effort to swim.
- A character's vertical and horizontal jump are both determined through use of an Athletics check. Gravitational conditions and the distance required factor into the difficulty.
- Any character can run, but sprinting or running for an extended time falls under the purview of an Athletics check.

The difficulty of an Athletics check is set by the severity of the task and the conditions. Attempting to perform a routine task under normal conditions should never require a check. A more demanding task—jumping more than a person's body length or staying afloat for hours—should require ◆ equal to the equivalent difficulty of the task. Adverse conditions—extreme rain, rough winds, or aggressive pursuit—could impose one or more ■. A combination of these elements can make a check significantly more challenging. Extremely adverse conditions—hurricane force winds or a surface covered in oil—and attempts at superhuman feats may introduce one or more ⬢.

Additional ✲ on an Athletics check can either reduce the time required to make the check or increase the distance traveled with that check.

👣👣 on an Athletics check may be used to grant the character an additional maneuver during the course of his turn. The maneuver should be one that involves movement or some sort of physical activity. See page 213 for more information, and remember that characters can take a maximum of only two maneuvers during their turn. Advantage can also generate bonus □ on other physical checks performed by allies during that round, or on physical checks the character performs later.

⊕ results on successful checks should allow the character to perform the check with truly impressive results. Instead of heaving a boulder aside, he hurls it into the air; instead of grabbing onto the edge of a hovering platform, he uses his momentum to flip atop it, landing on his feet.

As Athletics is generally used to perform physical actions, ⚙ and ▽ results should most often result in physical penalties. Small amounts of ⚙ may cause the character to suffer strain, while larger amounts of ⚙ may cause the character to fall prone, or even suffer a wound from sprains and bruises. ▽ could even inflict a Critical Injury, either chosen by the GM to be thematic or rolled randomly.

CHARM (PRESENCE)

For a character with a kind smile and a silver tongue, it might be possible to travel the galaxy simply by depending upon the kindness of others. An individual with this knack is capable of giving just the right compliment to his target—often by deciphering the subject's social and cultural background. Note that the use of the Charm skill requires the acting character to maintain a degree of sincerity in his statements. A character who employs flagrant flattery with no basis in reality would be better suited to the Deception skill. See **Social Skill Interactions** on page 118 for more information. Politicians, salespeople, and con artists are all renowned for their Charm.

- Persuading an individual to make a special exception to his usual practices through flattery, flirting, and grace typically relies upon Charm.
- Appeals to a target's better nature—even if it does not exist—generally require a character to use Charm. These sorts of requests may require the target to go out of his way to aid the characters, without any hope of remuneration.
- Seduction attempts for most species typically rely upon Charm, but for situations in which the interest is entirely feigned it is usually more appropriate to use Deception.

SOCIAL SKILL INTERACTIONS

Not every conflict must be resolved by force of arms. In fact, it can often be in a character's best interest to resolve a situation amicably.

Whenever one character attempts to convince another character to act in a specific way, it requires an Influence check. These checks are commonly used to determine how the target reacts to the attempt. They are often opposed checks, although not when dealing with groups. If the acting character is successful, the target is swayed to his point of view—at least for the duration of the scene. Upon failure, the arguments presented fail to influence the opposing character.

If the characters have a previous relationship, this may add ■ or ■ to the check. If the target has prior evidence that the acting character is trustworthy, then he is much more likely to cooperate. However, if there are prior acts of betrayal, the situation may become far more challenging.

Ultimately, the different social skills are indicative of the way that a character might attempt to manipulate his target. Charm governs trying to persuade a target by being nice to him. Coercion represents efforts to scare an opponent into submission. Deception entails lying to the target so that he might cooperate. Leadership reflects the use of authority, real or imagined. Negotiation covers persuading someone to cooperate by offering him something that he wants. **Table 3–2: Social Skill Interactions** illustrates the social skill oppositions. Refer to the individual skill descriptions for additional details on the various social skills involved.

TABLE 3–2: SOCIAL SKILL INTERACTIONS

Acting Skill	Opposing Skill
Coercion, Deception, Leadership	Discipline
Charm	Cool
Negotiation	Negotiation or Cool

Charm is often an opposed check against the subject's Cool. An exception is a situation in which the PC is trying to Charm a large group, in which case a set difficulty is usually employed. Of course, situational modifiers may also apply based upon the character's style of dress, species, and other characteristics. For instances in which the desired outcome is directly opposed to the target's interests, an additional ◆ may be added.

For situations involving multiple subjects or a target predisposed to react favorably toward the character, the character does not make an opposed check. Instead, the difficulty of the check is determined by the number of subjects and their disposition. Larger crowds or groups who are predisposed against the character's desired outcome require a more difficult check, while Charming those already partial to the character may require few, if any, ◆.

Extra ✲ on a Charm check may be used to extend the target's support for additional scenes. Each ✲ spent in this way gains the character an extra scene in which the target is willing to support him.

may be spent to affect unexpected subjects beyond the original target. These may be bystanders or others who are not directly involved in the scene, but who may be able to aid the character in their own way. With a ⊕, the player may choose to have a target NPC become a recurring character who remains predisposed to assist his character. This NPC may not join the character's crew, but might offer a better than usual price for fencing goods, or may share certain Imperial secrets.

and are, conversely, harmful to a character's standing with those he is trying to sway. may be spent to reduce the number of people the character is able to influence or to turn those affected negatively against the character. The GM may use to turn a single NPC against the character and to make that NPC a minor recurring adversary.

COERCION (WILLPOWER)

Some people believe that the only way to maintain respect is to be feared. Others may only grant respect to those whom they fear. When a character attempts to instill obedience in a target through the use of threats or acts of physical intimidation, they use Coercion. See **Social Skill Interactions** above for more information. Sith, military dictators, and organized crime leaders are all known for their ability to Coerce their subjects.

- Any time a character issues a threat, whether or not accompanied by hostile actions, he is using Coercion against the subject. An implied threat—such as gesturing toward a weapon—is sufficient to invoke Coercion.
- If a target is questioned or persuaded under conditions of physical captivity, the acting character should make a Coercion check.
- Acts of physical torture always invoke Coercion. Of course, physical violence may also induce strain or wounds in a subject. Such actions are separate from the actual Coercion attempt.

Coercion is an opposed check, resisted by the subject's Discipline. Situational modifiers, such as the degree to which a subject is helpless or a degree of threat that is less significant than expected, may significantly affect the dice pool. Attempting to persuade a subject to betray his core beliefs should always add ◆ to the pool.

In situations in which the character is attempting to intimidate multiple subjects or a target who is already threatened by the character, the character need not make an opposed check. In such circumstances, the difficulty of the check is determined by the number of subjects and their disposition. Larger crowds or groups that are more likely to resist authority require a more difficult check, while Coercing those already cowed by the character may require few, if any, ◆.

Extra ✲ on a Coercion check may be used to inflict strain upon the target at a rate of one strain per ✲ ✲.

By spending ❍ ❍, the character may affect unexpected subjects beyond the original target. These may be bystanders or others not directly involved in the scene, but who may be cowed by the character as a result of witnessing the Coercion attempt. With ⊕, the character may completely break the subject's will. The target's allegiance shifts to that of a subjugated ally of the acting character rather than an opponent. The newfound follower may be exploited to gain additional information or assets, or even serve as a spy within the ranks of a former foe. However, if the betrayal is discovered, this forced loyalty may not prove permanent.

Intimidation and strong-arm tactics are only as successful as the strength and thought behind the attempt. The GM may spend ⚙ and ▽ to undermine the outcome of a character's Coercion attempt. Extra ⚙ may be spent by the GM to represent a building resentment toward the Coercing character. Regardless of the success or failure of the Coercion attempt, the subject may grow to despise the character as a result of having been strong-armed. ▽, on the other hand, may be spent to represent the character slipping up and revealing something about his goals and motivations to the target. For instance, a character attempting to coerce a target to give up security codes for an Imperial base might let slip information concerning movement of the Alliance fleet within the region around the characters.

COMPUTERS (INTELLECT)

The galaxy could scarcely function without the constant assistance of computers. Devices everywhere are linked together and coordinated by computers and droid brains. Those talented in computing can sometimes exploit these resources, or they might know how best to avoid those systems under computer control. Many people are so unconsciously dependent upon computers that those who can cleverly manipulate them may commit crimes without their victims even becoming aware of the offenses. Even using the HoloNet for communications or entertainment requires the use of computers—particularly if there are forces interfering with the system. This skill also governs the repair of a damaged computer system, defensive actions against an intruding slicer, and routine maintenance necessary to keep the software on a computer or droid running effectively.

- Attempts to open a locked door, control an elevator, or bypass a security system make use of the Computers skill.
- Searching through a subject's records, particularly if those notes are encrypted, makes use of Computers to overcome any security measures and interpret the material's organizational structure and any external links.
- Investigating what actions a slicer might have taken against a computer system requires the Computers skill to identify the files that have been accessed or altered.

- Efforts to alter a droid's programming or gain access to its memories require the acting character to make a Computers check.
- Characters must make a Computers check to recover data from a system that has suffered physical damage.

The difficulty for a Computers check is calculated based on any defenses present within the system and the inherent sophistication of the system against intrusion. Slicing into a tapcafé's systems to alter a transaction might be trivially easy, while a military outpost could be hardened and prepared for a slicer's assault. In general, the more vital the materials protected by the system, the more difficult the system should be to overcome.

Additional ✲ may be spent to reduce the time required for the action undertaken. This is generally representative of the character's extensive familiarity with systems of the type targeted.

may be spent to uncover additional information about the system. The character might discover additional assets that could be targeted, the owner's personal journal entries, or the presence of well-concealed defenses. Once the presence of such systems is discovered, a character may attempt to gain access to them with further Computers checks. A may be spent to conceal any actions the character may have taken while slicing the system. Each may be spent to add to the check if another slicer should attempt to detect or identify the character's actions with a Computers check.

The GM may spend generated on a character's Computers check to represent the character's doing a poor job of concealing his presence in the system. Security systems are alerted to the electronic intrusion, while other slicers attempting to discover evidence of the character's actions may add □ to their check for each generated by the character's initial Computers check.

may be spent by a GM to represent the character's leaving behind of trace information about his own system in the system he was attempting to slice. For each generated by the character's Computers check, the GM may add □ to any future Computers checks in which an NPC uses the target system to slice the character's own system.

COOL (PRESENCE)

Life in the Alliance is filled with an endless variety of dangers. The ability to stay calm and think while one's life hangs in the balance can be essential for survival amid the constant stream of Imperial threats. By remaining emotionally centered, the character is much more likely to be able to effectively prioritize issues and solve the most critical problems first. These characters are also better able to remember and focus on achieving their goals, allowing outside influences to have much less effect.

In some combat situations, a character's Initiative may be determined by his Cool skill. This is applicable under circumstances in which the acting character has calmly prepared to take action. See page 210 for the full details.

A character's Cool is used to resist Charm and Negotiation, and may permit him to ignore many of the lies that come as part of a discussion. See **Social Skill Interactions** on page 118 for more information.

- Often, when someone is trying to be overly kind, the truth becomes lost among the niceties. Characters can use Cool to resist these efforts, penetrating through to the truth.
- If a character has set a trap for a target, carefully lining up a shot on an unsuspecting foe, he may check for Initiative using Cool, as he calmly selects the optimal time to begin the engagement.

- If multiple characters are engaging another in a social discussion in which the timing of the argument matters, Cool may be used to determine Initiative, as that character is better prepared.

There is rarely any extra ✲ on a Cool check, as it's generally used to oppose another's actions, or to determine Initiative, which takes all ✲ into account.

An ❍ from a Cool check may be spent to give the character an additional insight into the situation at hand. He may notice an additional complication before it comes into play against him or identify an object that can be directly used against his opponent. Examples could be a rogue asteroid during a dogfight, a security officer near a sniper's target, or a magistrate's predilection for a particular style of argument.

A character who generates a ⊕ result during a Cool check has not only stood unflinching as chaos erupts around him, but has actually come away the better for it. For each ⊕ result on a Cool check, the character may recover 3 strain.

Sometimes a situation is so frantic that it can overwhelm even the most steadfast of souls. The GM may spend ⚙ generated as a result of a Cool check to cause the character to miss a vital detail or event. For instance, if a character generates a ⚙ during a duel, he may be so focused on his target that he fails to notice the target's ally on the sidelines pulling a weapon of his own. If the situation goes badly enough, the character may lose all sense of where he is and what he is doing, effectively succumbing to minor shell-shock. The GM may spend any ▽ generated on a Cool check to Stun the character for one round as he is overwhelmed by the chaos around him.

COORDINATION (AGILITY)

When a character needs to go somewhere without being seen, it often requires him to balance upon unstable surfaces, crawl through narrow openings, or even to tumble down from a dangerous height. Overcoming these types of challenges requires a tremendous sense of balance and a heightened degree of flexibility. While both of those abilities depend heavily upon a person's natural characteristics, they can be further developed through regimens of practice and exercise.

Any time a character needs to contort his body into an unusual position, Coordination is used to calculate the dice pool. Note that some species may be inherently more flexible than the norm. This benefit is discussed in their species description where applicable.

Many Infiltrators and Scouts become known for their natural flexibility and grace. For some, their lives may frequently depend upon their expertise in the skill. For others, the skill serves as an important complement to their other techniques.

- A character may attempt to reduce damage suffered from falling, diminishing the impact by rolling into a tumble on a successful Coordination check. See **Falling** on page 228 for more information.
- Walking across a narrow surface, whether a wide beam or a thin pipe, requires a tremendous sense of balance and a successful Coordination check.
- Characters can use Coordination to escape from restraints, contorting their limbs at unusual angles so that bindings slip free.
- Crawling through the twists and turns of a sewage pipe, ventilation duct, or garbage chute may require a successful Coordination check to avoid a sudden fall—or worse yet—becoming stuck in place.

Any additional ✲ received when using Coordination may be spent to increase the distance traveled during the action checked, or to decrease the time it takes to perform the action. Each ✲ spent in this way can increase the distance moved by 25%, up to a maximum of ✲ ✲ ✲ ✲.

❍ ❍ on a Coordination check may be used to grant the character an additional maneuver during the course of his turn. (However, during an encounter a character can only use two maneuvers per turn.) ⊕ on a Coordination check may be spent to accomplish the task with truly impressive results, either with narrative flair, or granting additional benefits in the course of completing it. For example, instead of walking across a rope to get across a chasm, the character could cut the rope, swing across, and in doing so deny anyone the ability to follow him.

To represent harm done to a character's body in the process of a Coordination check, the GM could spend ⚙ generated during that check to cause the character to lose his free maneuver for one round per ⚙. ▽ represents something truly harmful happening to the character during his check. A character could suffer a wound as a result of ▽ during a Coordination check, or could lose a vital piece of equipment.

DECEPTION (CUNNING)

Sometimes a character needs to persuade someone to act a certain way, but lacks any leverage for the discussion. In times like this, a certain degree of moral flexibility may be necessary. Whether it's an effort to persuade someone to make a purchase, do a favor, or simply go somewhere else, a well-timed and convincing lie can make the difference between success and failure. When a falsehood plays the central role in a persuasive effort, the character making use of it is employing the Deception skill. Agitators, Infiltrators, and many less-than-reputable merchants are all masters of Deception. Many individuals outside of these fields make use of this skill, but it's seldom a critical focus of their development.

Attempts to deceive are subject to the perceptions of the target. Deception is opposed by the subject's Discipline; see **Social Skill Interactions** on page 118 for more information. In situations in which the character is attempting to trick multiple subjects or a target who believes that character to be trustworthy, the character need not make an opposed check. In such circumstances, the difficulty of the check is determined by the number of subjects or their disposition (or both). Larger crowds or groups that are more likely to disbelieve the character require a more difficult check, while deceiving those already fooled by the character may require a lower difficulty.

- If a character wishes to mislead a buyer or seller about an object's value so that he may adjust the purchase price to his advantage, he uses Deception.
- Any time a character wishes to distract an opponent through guile—even within the context of a physical confrontation—he may make use of Deception.
- When pursued, a character may choose to use Deception as a means to lay a false trail, in the hopes that the tracker might make a wrong turn, thus leaving the acting character ample time to escape.

Extra ✲ on a Deception check may be spent to extend the duration of the Deception. This could give the acting character ample time to travel offworld before the treachery is noticed, or it might even leave the target less likely to notice the fraud and more susceptible to further deceptions.

may be used to increase the value of any goods or services gained through the action. The subject might simply believe that he is agreeing to fair terms with the liar. ⊕ may be spent to fool the target into believing that the character is a trustworthy sort. Future Deception checks against the target do not require an opposed check; they are simply made at a baseline difficulty depending on the nature of the lie.

during a Deception check gives away a portion of the lie. Perhaps the target realizes that he has been lied to but is unable to identify how much of the interaction is false, thereby prompting him to become more suspicious of the character. may represent a more extreme example of this phenomenon; the target not only distrusts the character, but spreads the word of his deceit and harms his reputation among a small community of people. Additionally, the target may realize that he is being lied to and use the situation to his advantage, perhaps to insert some false information of his own. Perhaps the target is able to slip shoddy gear past the character by playing along with the lie.

DISCIPLINE (WILLPOWER)

There are boundless horrors present across the span of the galaxy. Some—like the rancor, the wampa, and the krayt dragon—are natural entities, which are horrifically violent as an outgrowth of their environs. Others, such as Sithspawn horrors or the Death Star, are deliberate creations made by sentient life, which serve little purpose save to spread terror and destruction. Through the course of their adventures, characters often encounter creatures that seek to dismember or devour them. The ability to maintain their composure and react in an effective manner is governed by their Discipline. This skill represents a character's ability to control his biological instincts, so that he can overcome things that might induce abject panic in a person of lesser resolve.

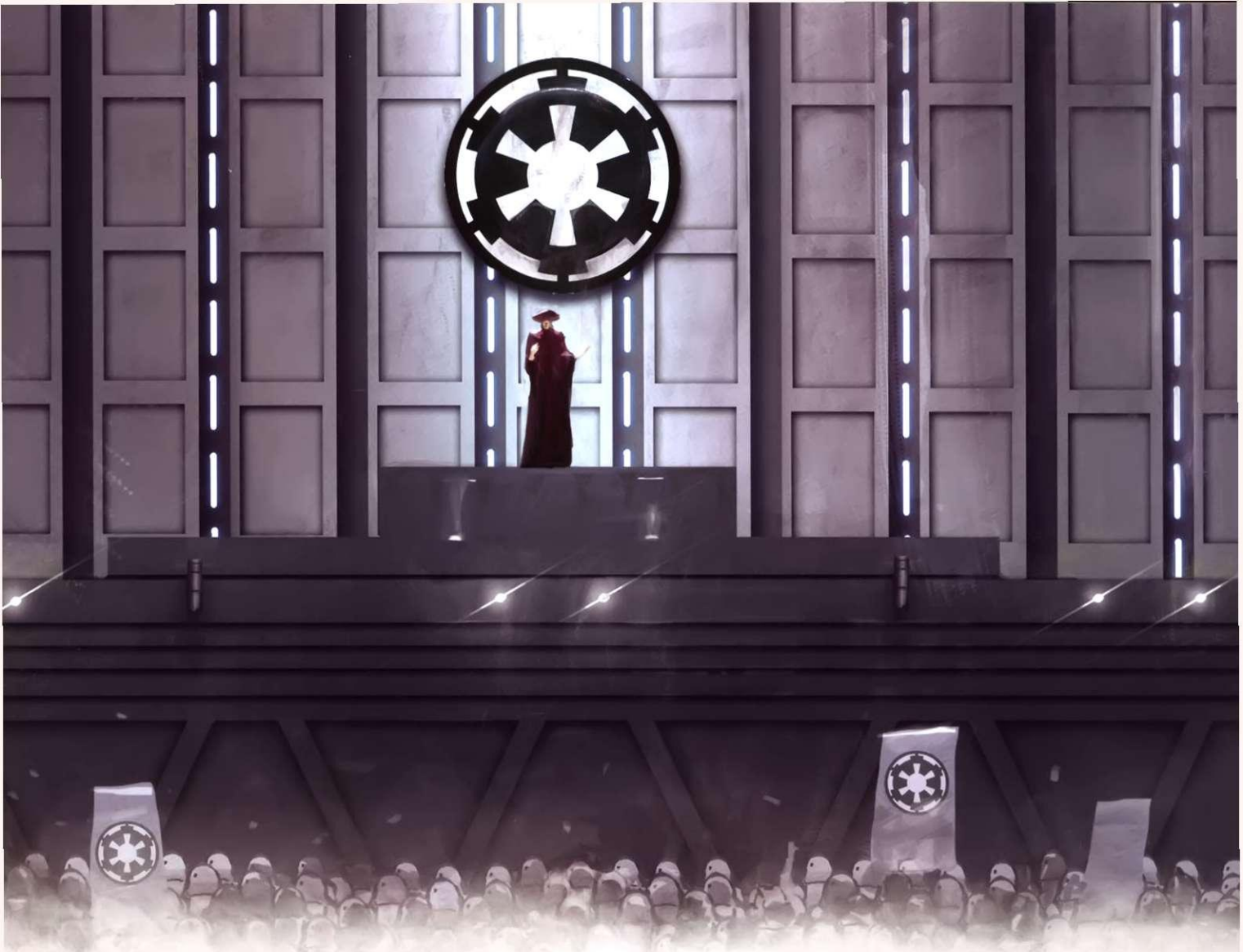
A character's Discipline is used to resist Leadership, Coercion, and Deception, and may enable him to overcome treachery and threats that others attempt to impose upon him. See **Social Skill Interactions** on page 118 for more information.

Discipline plays a key role in the development of Force abilities. See **Chapter VIII: The Force** for a full explanation.

- If a character is pinned down by heavy fire, he may need to pass a Discipline check in order to act normally.
- When confronted by a creature with inherently horrifying aspects, a character's ability to engage the foe rather than flee before its might is governed by the Discipline skill.
- Sometimes, a business contact might offer a character a deal that seems far too good to be true. The ability to resist such temptations is based upon Discipline.
- Mentally sorting truth from fiction and determining when someone is lying (and not letting oneself be swayed by those lies), is often a function of Discipline.

Discipline is often used to oppose another's actions—where there is no roll—so it may not always be possible to generate an extra ✲. In situations in which an extra ✲ can be earned, one may be spent to downgrade a ◆ to a ◆ on the character's next action.

from a Discipline check may be spent to give the character an additional insight into the situation at hand. He might notice a particular vulnerability on a seemingly indomitable foe or an unusual pattern to the suppressing fire that gives the character a moment to leap from cover. Often, the sight of an ally looking danger in the eye and refusing to blink is all it takes to bolster one's resolve. ⊕ generated during a Discipline check may be spent to add □ to any Discipline checks made by the character's allies during the following round.



The GM may spend ⚙ generated during a Discipline check to undermine the character's resolve, perhaps inflicting a penalty on further actions in the face of distressing circumstances. ▽ may be spent to overwhelm the character entirely. In this case, the character is unable to perform more than a single maneuver during the following round of combat.

LEADERSHIP (PRESENCE)

Even great heroes sometimes need the assistance of others to complete their goals. Certainly the foulest villains consistently use legions of flunkies to assist them in their rampages. The ability to lead such companions and devotees can play a crucial part in the success or failure of any endeavor. While some may follow out of fear or the promise of tremendous riches, ultimately most individuals choose to work with a person in whom they have faith and trust. The Leadership skill represents a character's ability to instill that belief in the people with whom he chooses to interact. Politicians, military officers, and crime bosses all determine their degree of success based upon their abilities to lead others.

Leadership is a combination of being able to make smart decisions, being firm and decisive when doing so, and instilling a sense of loyalty and respect in one's subordinates. See **Social Skill Interactions** on page 118 for more information.

- If a character's allies have become subject to the effects of fear (see page 314), they may be rallied through a Leadership check.
- When acting in a public venue, a character may use Leadership to sway a crowd to take action, most commonly of a political nature.
- If a character's underlings have fallen before the guile of an opponent, the character may realign their loyalty to his cause by making a successful Leadership check.

The difficulty of a Leadership check is based on the complexity of the orders a character is attempting to convey. It is also based on the intelligence and professionalism of the subjects he is attempting to command. Particularly complex orders, or stubborn or particularly dull subjects, require a larger number

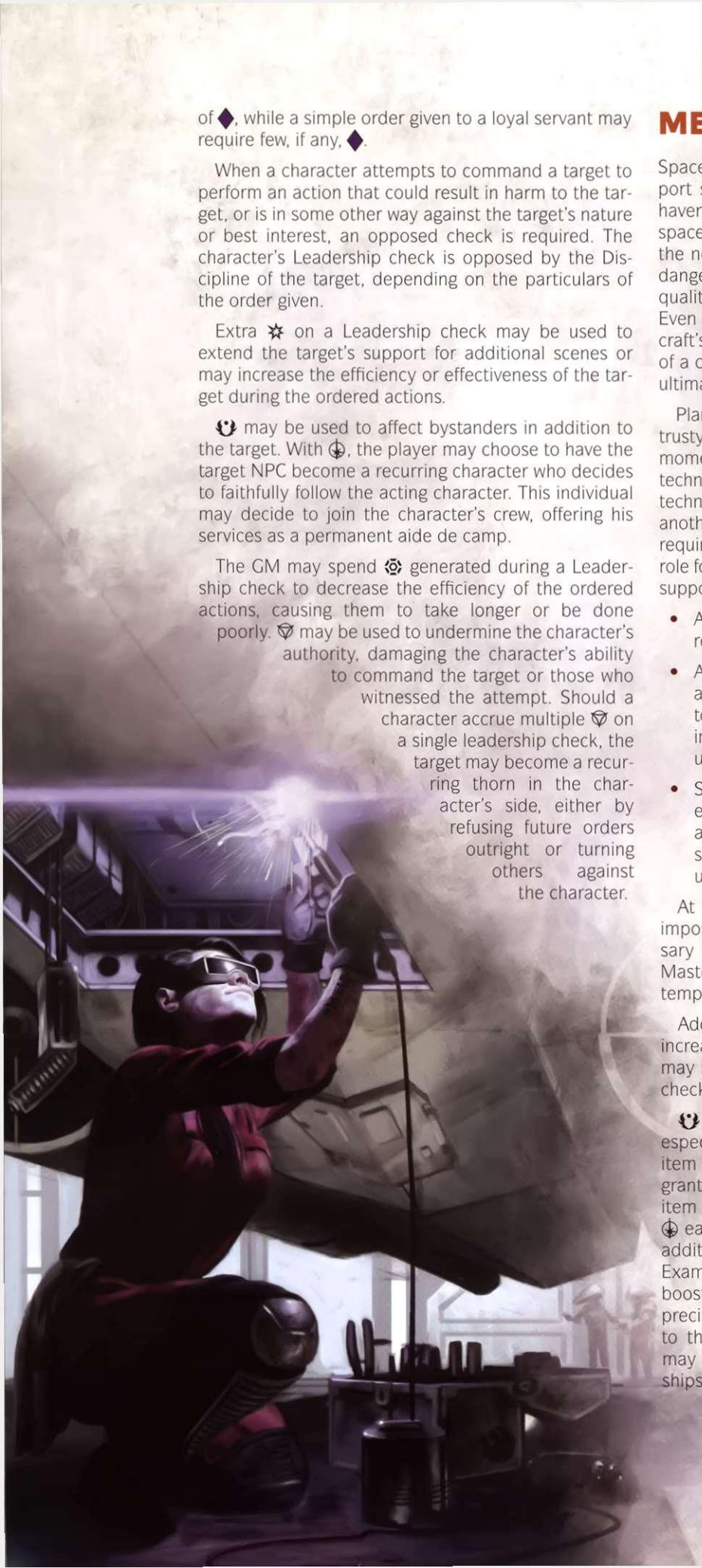
of ◆, while a simple order given to a loyal servant may require few, if any, ◆.

When a character attempts to command a target to perform an action that could result in harm to the target, or is in some other way against the target's nature or best interest, an opposed check is required. The character's Leadership check is opposed by the Discipline of the target, depending on the particulars of the order given.

Extra ✲ on a Leadership check may be used to extend the target's support for additional scenes or may increase the efficiency or effectiveness of the target during the ordered actions.

🙂 may be used to affect bystanders in addition to the target. With ⊕, the player may choose to have the target NPC become a recurring character who decides to faithfully follow the acting character. This individual may decide to join the character's crew, offering his services as a permanent aide de camp.

The GM may spend ◎ generated during a Leadership check to decrease the efficiency of the ordered actions, causing them to take longer or be done poorly. ▽ may be used to undermine the character's authority, damaging the character's ability to command the target or those who witnessed the attempt. Should a character accrue multiple ▽ on a single leadership check, the target may become a recurring thorn in the character's side, either by refusing future orders outright or turning others against the character.



MECHANICS (INTELLECT)

Space travel is fraught with dangers. A failed life support system can leave a crew desperate to find any haven where they might safely land. A failed hyperspace engine might strand them hopelessly far from the nearest repair yard. Individuals who accept these dangers need to have tremendous faith in either the quality of their craft or the mechanical skills of its crew. Even in those cases where confidence is based upon a craft's quality and maintenance regimen, the presence of a capable mechanic can still be crucial to the ship's ultimate survival.

Planetary and atmospheric craft, droids, and even a trusty blaster can break down at the least convenient moment possible. These devices use vastly different technologies, but they share core concepts that any technical expert can carry over from one device to another. The Mechanics skill represents the expertise required for any of these repairs. The skill plays a critical role for any technician, but is also relevant for Pilots and support staff who serve in the field.

- Any device that suffers physical damage can be repaired using this skill, with the proper tools.
- A character may use Mechanics prior to beginning a repair job, so that he can identify the parts and tools necessary for the job, along with their approximate cost. This information may be particularly useful to a character seeking to pay for repairs.
- Sometimes, a character may have access to an extensive supply of discrete components or damaged devices. In this situation, attempts to construct a completely new device are dependent upon the Mechanics skill.

At the Game Master's discretion, it might be impossible to complete a repair without the necessary tools or components. Alternatively, the Game Master may choose to apply additional ◆ to represent temporary fixes.

Additional ✲ on a Mechanics check may be used to increase the efficiency of the action. Each additional ✲ may be used to reduce the time required to make the check by 10 to 20%.

🙂 generated during a Mechanics check can mean especially high-quality repairs, possibly making the item higher in quality than it originally was. This may grant □ when using the item, or may even make the item count as having the Superior quality for a session. ⊕ earned on a Mechanics check may give a device an additional function that is good for only a single use. Examples might include a temporary engine speed boost or a more powerful blaster shot. The nature and precise details of this temporary function are subject to the Game Master's discretion. Mechanics checks may have specific rules when applied to repairing starships and vehicles (see page 257).

generated during a Mechanics check may represent particularly shoddy repairs or temporary measures. The GM may spend to cause the target object or system to malfunction shortly after the Mechanics check is completed. may be spent to cause further harm to the target object or system, or to cause other components of the target to begin to malfunction.

MEDICINE (INTELLECT)

Through the course of their travels, characters are certain to suffer injuries. Minor injuries may not require medical intervention, but more serious ones may need the attentions of a trained professional. The Medicine skill constitutes that training, and can be used to heal cuts and bruises as well as life-threatening injuries.

- Routine first aid, including use of medpacs, depend upon a character's abilities in Medicine. Medpacs are mercifully simple to use, but the difficulty may be complicated by the severity of the wound.
- The ability to treat for poison—or to inflict one—falls under the Medicine skill. This also governs the use of pharmaceutical and recreational drugs.
- Many planets harbor unique infectious diseases as well as parasites. A well-traveled medical technician may become familiar with both the symptoms and treatments for many such planetary syndromes.
- More serious treatments, such as surgeries, cybernetic augmentations, and psychotherapy, are governed by Medicine, but they generally require additional pharmaceuticals and medical instruments.

The difficulty of the check is based on the target's current state of health. See **Table 3–3: Medicine Check Difficulty**. On a successful check, the target recovers a number of wounds equal to the number of generated by the Medicine roll, as well as an amount of strain equal to the number of generated. Note that a character may attempt only one Medicine check per week when helping a character to recover from Critical Injuries. Note also that droids may not benefit from Medicine, but they may substitute the Mechanics skill for these same healing checks. Characters attempting to treat their own injuries increase the difficulty of the Medicine check by ◆◆.

Each on a Medicine check normally heals a single wound, up to the maximum number of wounds the target is currently suffering. Beyond that, additional have no mechanical effect but may represent particularly competent medical aid.

generated during a Medicine check may be spent to eliminate 1 strain from the target. generated during a Medicine check to heal a Critical Injury may also heal additional wounds, or vice versa.

TABLE 3–3: MEDICINE CHECK DIFFICULTY

State of Health	Difficulty
Current wounds equal half or less of wound threshold	Easy (◆)
Current wounds equal more than half of wound threshold	Average (◆◆)
Current wounds exceed wound threshold	Hard (◆◆◆)
Recover Critical Injury	Critical Injury Severity Rating

A GM may use during a Medicine check to inflict strain on the target to represent the shock of the procedure or to increase the amount of time the procedure takes. represents a truly terrible accident, perhaps the character unintentionally inflicting further wounds on a target whom he was attempting to heal of a Critical Injury.

NEGOTIATION (PRESENCE)

Often, the easiest way to get someone's cooperation is by giving him exactly what he wants. The art of Negotiation deals with determining exactly how much of what a subject wants must be surrendered in order to get a particular good or service in return. A master negotiator might need to make only the most minimal of sacrifices in exchange for a vital service, while a novice could be forced to dramatically overpay—particularly if he lets his desperation show. This skill is essential for anyone who regularly acquires new equipment, and it is vital to characters who support the Rebellion via diplomatic efforts.

Characters need to effectively negotiate at times to fulfill the conditions of certain Duties. Negotiation is opposed by the subject's Negotiation or Cool. See **Social Skill Interactions** on page 118 for more information.

- Any time a character wishes to purchase goods or services, he must either pay the seller's asking price or use the Negotiation skill.
- If a character wishes to sell goods or services, the final price is determined by a Negotiation check.
- When two individuals create an agreement or treaty, they may make an opposed or competitive Negotiation check. The winner gains the better end of the resulting agreement.

Negotiation is usually an opposed check, using the target's Cool or Negotiation. Situational modifiers may also apply, based on any past relationship between the characters involved and the desirability of the goods and services. The cases in which this skill may be used without an opposed check are exceedingly rare.

Extra ✲ on a Negotiation check may be used to increase the acting character's profit by 5% per ✲. They may alternatively be used to modify the scope of the agreement, so that the contract can extend for a longer period of time or so more goods may be obtained for a given price.

🔱 generated during a Negotiation check may be spent to earn unrelated boons from the target, either concessions if the check is failed, or extra perks if it is passed. With a ⏚, the player may choose to have the target NPC become a regular client or specialist vendor. The NPC might thereafter keep an eye out for specific goods the PC may be interested in, or may offer referrals to other clients in regards to the quality of the PC's goods or services.

⚙ during a Negotiation check may be spent to increase the cost of goods the character is attempting to purchase, to decrease the value of those he is trying to sell, or to shorten contracts he is trying to negotiate. A GM may spend ▽ to seriously sabotage the character's goals during the interaction.

PERCEPTION (CUNNING)

Characters must often maintain a careful awareness of their environment. Subtle cues can hint at imminent danger or unexpected advantage. The Perception skill represents the character's constant, passive state of awareness. This is how a character notices concealed or subtle cues when he is not actively seeking them out. The skill is critical for anyone who faces dangers on a regular basis—whether they are in the wilds of a frontier world or among the urban jungle of a sprawling city.

Note that Perception encompasses all of a character's natural senses. Humans without cybernetic augmentation are limited to five. However, many alien races have additional means to perceive their surroundings.

- If a character is unprepared for a trap or an ambush, he may have an opportunity to make a Perception check to avoid being surprised. Alternatively, this might oppose an attacker's Stealth check.
- Opposed Skulduggery checks are often opposed by a target's Perception.
- Perception may be checked any time the character has an opportunity to notice a subtle clue—an overheard conversation, the telltale scent of explosive materials, or a drug introduced to their beverage.
- Perception can be used in surveillance situations, in which the user is trying to observe an unaware target from a distance.

Perception may be opposed by skills used for concealment, or it might have a difficulty set by the environment. The noise of a loud factory could conceal a conversation, just as a spicy drink might prevent a character from noticing a poison.

Extra ✲ on a Perception check may be spent to reveal additional details. Perhaps the character recognized the speaker's accent, the flash-burns from a certain kind of blast, or the number of attackers lying in ambush.

An 🔱 may be spent to recall additional information associated with the object noticed. Perhaps a passing familiarity with a field of study represents the reason why the character initially realized that something was out of place. A ⏚ may be spent to notice details that could be useful later, allowing characters can gain a ☐ on future interactions with the noticed element.

⚙ resulting from a Perception check may be spent by the GM to conceal a vital detail about the situation or environment from the character. A ▽ may be spent to cause the character to obtain false information about his surroundings or the target in question.

PILOTING (PLANETARY) (AGILITY)

When characters travel across the surface of one of the galaxy's numerous worlds, they often stray far from their spacecraft. Smaller craft, particularly ones best suited to a given planet's habitats, are commonly used for surface transportation. This can include repulsorlift vehicles, watercraft, and aircraft. No matter how the vehicle moves—rolling, gliding, walking, flying, or floating—the skill that governs its use is Piloting (Planetary).

Under normal traffic and environmental conditions, a character should never need to actually check the Piloting (Planetary) skill. Its use is reserved for the most extreme of conditions. This might include a high-speed pursuit, travel in treacherous weather conditions, the use of a failing vehicle, or any combination of such complications. For some, this skill is a passion and a livelihood; for others, it's simply a necessity of their lifestyle.

- If a character is confronted by a completely foreign type of atmospheric craft, he must make a Piloting (Planetary) check to decipher its basic controls.
- Any time two characters are involved in a race upon a world's surface, the results are determined by a competitive check using Piloting (Planetary).
- If a character is either chasing another or being chased, losing the follower or maintaining the tail is done through an opposed Piloting (Planetary) check.

The difficulty of a Piloting (Planetary) check may be determined based on the difficulty of any particular maneuver, the prevailing weather conditions, and any features or failures on the vehicle involved.

Extra ✲ on a Piloting (Planetary) check allow the acting character to gain insights into the situation. Alternatively, he might deduce a way that his vehicle could be modified so that it could be more effective in the future.

generated during a Piloting (Planetary) check may be spent to reveal a vulnerability in an opponent's piloting style or vehicle, giving the character a benefit in later rounds of combat. on a Piloting (Planetary) check may be used to let the character take an additional maneuver while continuing to pilot a vehicle.

A GM may spend during a Piloting (Planetary) check to give opponents on checks against the character and his vehicle to represent a momentary malfunction in one of the vehicle's systems. may be spent to deal actual damage to the vehicle, as the character strains systems throughout the vehicle during his check.

PILOTING (SPACE) (AGILITY)

Those involved in the conflict between the stars often find the ability to pilot a starship paramount. Some use these craft as weapons of war, flying for the oppressive Empire or the desperate Rebel Alliance. Others use their vessels to transport equipment, soldiers, and persons of interest involved in this grand galactic conflict. Whether a crew is attempting to bring down enemy fighters or slip past a blockade undetected, their success or failure most often depends upon the person at the helm.

Routine actions—like taking off or landing without additional complications—do not require a Piloting (Space) check. When those actions are complicated by a blinding sandstorm, a failed motivator, or enemy fire, then skill checks come into play.

- Whenever two or more spaceships race, a competitive Piloting (Space) check determines the results.
- Chases, whether they are through asteroid belts, within a crowded battlefield, or skirting the edge of a gravimetric instability, are resolved with an opposed Piloting (Space) check.
- During a space conflict, pilots may jockey for position to determine which shields face the enemy and which weapons may be brought to bear. When opponents attempt to negate these efforts, the winner is identified through an opposed Piloting (Space) check.

The difficulty of a Piloting (Space) check may be determined based upon the difficulty of the particular maneuver, any unusual navigational hazards, and any features or failures on the spacecraft involved.

Extra on a Piloting (Space) check allow the acting character to gain insights into the situation. Alternatively, the character might deduce a clever way that his vehicle could be modified so that it could be more effective in the future.

generated during a Piloting (Space) check may be spent to reveal a vulnerability in an opponent's piloting style or vehicle, giving the character a benefit in later rounds of combat. A on a Piloting (Space) check may be used to let the character take an additional maneuver action while continuing to pilot a vehicle.

A GM may spend during a Piloting (Space) check to give opponents on checks against the character and his vehicle to represent a momentary malfunction in one of the vehicle's systems. may be spent to deal actual damage to the vehicle, as the character strains systems throughout the vehicle during his check.

RESILIENCE (BRAWN)

The galaxy doesn't stop moving just because a character needs a break. To achieve their objectives, characters must have the perseverance to overcome the most challenging obstacles. These can include sleep deprivation, hideous climates, and malnutrition. Characters might also ingest toxins, either inadvertently when scavenging for food or due to the malicious actions of an infiltrator.

Resilience represents a character's physical fortitude against all threats of this sort. This skill reflects the body's ability to be pushed beyond reasonable

limits. When characters make a Resilience check, their actions are typically taking them into situations that most would consider bad ideas.

- When a character attempts to go without sleep for significantly longer than is healthy for his species, he must make a Resilience check to remain awake.
- If a character ingests a toxin, he uses Resilience to resist its effects.
- When a character endures prolonged exposure to a hostile environment—such as heat, cold, or toxic pollution—the consequences may be mitigated with a successful Resilience check.
- Dehydration and malnutrition can quickly leave a character badly fatigued, and Resilience protects against this.

The difficulty for a Resilience check is based upon the severity of the effects that the character attempts to overcome. Going 24 hours without sleep could add only a single ◆, but marching across Hoth in a vicious blizzard should be far more difficult.

Extra ✲ on a Resilience check may be used to extend the effects of the success, so that the character may persevere for a longer period of time before needing to make an additional check.

An ↻ earned on a Resilience check may be used to identify a way for the character and his allies to reduce the difficulty of future checks against the same threat, while a ⊕ may be spent to recover 3 strain as the character resolves to work through the adversity.

The GM may spend ⚙ generated during a Resilience check to overburden the character, inflicting penalties on subsequent checks. ▽ may be spent to inflict a wound or a minor Critical Injury on the character as he succumbs to the harsh conditions.

SKULDUGGERY (CUNNING)

Skulduggery encompasses a broad range of skills that are used to perform covert or criminal actions. These cover the physical abilities to perform such actions as well as the mental familiarity with various techniques. These include picking locks, breaking into and out of secure facilities, covert operation, disguise, setting traps, and other underhanded actions. At the Game Master's discretion, a particular Skulduggery check may use Agility instead of Cunning, to reflect a more physical approach.

- If a character attempts to pick a lock or pocket, he usually uses Skulduggery. Some electronic locks could require Computers, Skulduggery, or both.
- Once an imprisoned character slips his bonds using Coordination, escaping from a cell depends upon Skulduggery for picking locks and avoiding any security systems he might encounter.
- Identifying the most vulnerable aspects of a security scheme can be nearly intuitive for a character who has become practiced in Skulduggery.

Skulduggery is often opposed by a target's Perception. In instances in which another character is not directly involved, the quality of the object being overcome should determine the degree of difficulty.

One or more ✲ on a Skulduggery check should indicate additional insights that the acting character gains about the nature of his opposition. This might suggest that an infiltrator could better plan his strategy against the current foe to avoid future complications.

A character may spend ↻ earned on a Skulduggery check to identify an additional potential target, or gain additional items. Perhaps as the characters make their escape, they discover their captor's cache of Imperial intelligence reports. A ⊕ may be spent to earn the character a boon he had not expected. For instance, the value of an item stolen might exceed his expectations, and it might also provide vital information. When using Skulduggery to pick a lock, the character might devise a near-permanent means of overcoming the lock, perhaps by crafting a makeshift key or by getting access to the actual key itself.

By generating ⚙ during a Skulduggery check, a character gives the GM the opportunity to catch him immediately after the act. Depending on the amount of ⚙ spent by the GM, the character will be in varying degrees of danger; the more ⚙, the more immediate the discovery and ensuing danger. The GM may spend ▽ to cause the character to leave behind some evidence of his larceny. Perhaps a recognizable piece of equipment traceable by its serial numbers slips off into the target's pocket as the character attempts to pick it.

STEALTH (AGILITY)

Often, a character may have business to conduct that is best completed with a certain degree of privacy. It might be that there are powerful individuals—usually agents of the Empire—who are directly opposed to his choice of actions. Other times, a character might either be avoiding an Imperial bounty. Under such conditions, a successful mission may depend entirely upon how talented the character is at not being noticed. The Stealth skill reflects this ability under virtually all situations.

Any spy who depends upon physical insertion must be a master of this trade. Stealth also encompasses wilderness camouflage skills, which may be crucial to any commando.

- Attempts to hide from all of an opponent's senses are dependent upon Stealth, though difficulties may be modified by ambient conditions and any applicable gear.
- Stealth can allow characters to shadow or follow individuals without being detected.

- Characters may attempt to hide people or objects from the attentions of others, either through concealment or misdirection. Such actions are dependent upon their Stealth skill.

The difficulty of a Stealth check often depends on the abilities of those the character is attempting to avoid. Members of species that are more dependent upon smell, hearing, or other senses may be most susceptible to Stealth under different weather conditions or distracted by events that seem trivial to a species focused on visual cues.

Stealth checks are typically opposed by Perception, based upon whether the opponent is passively or actively searching for the hidden character.

Extra ✲ on a Stealth check may be used to aid any allied characters who are infiltrating at the same time. Effectively, the successful character points out a factor that might otherwise have caused the ally to fail.

may be spent to decrease the amount of time required to perform a given task while using the Stealth skill. This could represent the character's finding superior cover, enabling him to move faster while remaining out of sight, or successfully distracting a key figure to obtain access to his target. Under the right circumstances, a character may spend a to identify a way to completely distract an opponent for the duration of the scene. This could allow the character to drop all pretense of Stealth in favor of completing a task faster.

The GM may spend generated during a Stealth check to hinder the character as he attempts to remain hidden. The character may need to overcome a particularly unpleasant obstacle or take extra time to remain out of sight. The GM may increase the time it takes for the character to perform his desired action while remaining hidden by 25% per spent in this way. The GM may spend to cause the character to leave behind some evidence of his passing. While this has no bearing on the success or failure of his Stealth check, some object, clue, or information about the character's identity, and possibly even his motive, is accidentally left behind.

STREETWISE (CUNNING)

The Streetwise skill represents the instinctive understanding that comes from a lifetime living in the less-than-savory parts of the galaxy. While a few manage to learn the signs and develop gut instincts through careful study and association with those who have lived this hard life, most come about this information through the school of hard knocks. If a character expects to use the complex network of the criminal underworld (and survive), he must learn to speak its language and recognize the roles of those involved.

- If a character is looking for a merchant who specializes in unsavory goods or illicit services, such a merchant may be located through a Streetwise check.
- Streetwise represents a character's instinct for picking up on subtle cues in the language and attitudes of those who operate outside of legal structures. It may be used to understand particular references within conversations.
- When dealing with criminals or underworld elements, knowing how to approach them and open a conversation without coming across as a threat uses Streetwise.

Generally, Knowledge (Underworld) governs specific information and facts involving criminals and underworld elements. Streetwise governs how to use that information effectively, and how to operate in any criminal environment. Extra ✲ on a Streetwise check may be used to reduce the time or funds required to obtain the item, service, or information sought.

🔱 may reveal additional rumors or alternative sources that can be used to find something. ⊕ may be spent to earn the character a semi-permanent contact on the street, someone to whom the character may turn for information regularly with a reasonable assurance of trust.

The GM may spend ⚙ generated during a Streetwise check to seed the gathered information with minor falsehoods, representing the ever-changing nature of information passed by word of mouth on the street. ▽ may be spent to represent a character letting slip details about himself or the information he seeks, information that may be picked up by an adversary.

SURVIVAL (CUNNING)

It's not uncommon for characters to become isolated far from civilized worlds. Sometimes this is by choice; at other times, they could be stranded on a world, hoping for some sort of rescue. Learning to recognize the dangers of the natural environment, as well as exploiting its resources, is dependent upon the Survival skill.

Characters who spent their formative years on wilderness planets often have this skill as part of their background. Others may learn it as part of military training. Some may be completely dependent upon it, as their job focuses on traveling to untamed worlds so that they may exploit their natural resources.

- When a character needs to identify safe food, potable water, or shelter in a natural environment, each of these tasks requires a Survival check.
- Characters who are skilled at Survival understand weather patterns, recognize the signs of imminent dangerous conditions, and know how to prepare.
- Tracking a subject through the wilderness—whether game or an enemy combatant—is dependent upon Survival.
- Survival governs a character's ability to handle domesticated animals, so that they may be used as beasts of burden or as transport.

The difficulty for a Survival check is dependent upon the severity of the environment. Key factors are the biocompatibility of a world's native life with the PC, weather conditions, and the basic tools on hand.

✲ that exceed the difficulty on a Survival check may be used to assist other characters in surviving. Alternatively, the character may choose to stockpile goods so that he may go a longer period of time between checks.

🔱 may be spent to gain an insight into the environment that makes future Survival checks easier. Examples include locating a watering hole where prey is common, an abandoned cave that makes an excellent shelter, or a grove of biocompatible fruit trees. When tracking, an 🔱 may be spent to learn a detail about the target, its numbers, its species, or how recently tracks were made. ⊕ generated during a Survival check to handle animals may be spent to permanently predispose the target animal towards the character in a positive way, effectively earning the character a loyal companion. While tracking, ⊕ may be spent to learn a vital clue about the target, whether his destination, his disposition, or the presence of prisoners or cargo.

The GM may spend ⚙ generated on a Survival check to represent the character's spending of vital resources during the check, perhaps using food as bait to catch game or losing fuel in an attempt to make a fire. ▽ may be spent to inflict wounds, Critical Injuries, or high levels of strain on the character as he succumbs to the untamed environments of the galaxy.

VIGILANCE (WILLPOWER)

In uncertain times, individuals who are constantly prepared to face a variety of challenges are far more likely to succeed than those who simply react to the ever-changing circumstances. This sort of preparedness requires mental discipline, and can require instantaneous decisions when disaster or unexpected events suddenly strike.

Characters who must remain alert because of the nature of their lifestyles are often particularly vigilant. This includes those who live within hostile environments—either urban jungles or dangerous wilderness—or as professional soldiers. This skill is often associated with a high degree of self-assuredness.

- In combat situations, outside of those times when a character has patiently prepared to begin the engagement, Vigilance is used to calculate Initiative.
- Vigilance represents how fastidious a character is about preparing for unexpected crises. Any time there is a question regarding whether a small piece of gear might be available, a Vigilance check can be made to confirm its presence.

The difficulty for a Vigilance check is typically modified by the likelihood of the incident that occurs. A character might be prepared for an ambush when traveling through a darkened alley, but he is unlikely to expect a groundquake in the middle of the night. A poor result on such a check might leave the character momentarily unable to act as he mentally attempts to decipher the current situation.

When calculating Initiative, all ✲ are generally used as part of the calculation. In other situations where this check is critical, extra ✲ may indicate that the character was particularly well-prepared for this sort of conflict. Alternatively, it could indicate that an important supply might be readily accessible.

Characters may spend 🔱 on a Vigilance check to notice an environmental factor that could play a key part in the relevant scene. This might be excellent cover, a convenient escape route, or something that could be used to distract a foe. ⊕ may be spent to allow the character to take an extra maneuver during the first round of a combat, as his keen awareness alerts him to a situation before it even arises. See page 213 for more information, and remember that characters can only take a maximum of two maneuvers in their turn.

The GM may spend ⚙ generated during a Vigilance check to cause the character to miss a key piece of information about the situation or environment, blinding him to a possible advantage. The GM may spend ▽ to make the character unable to perform more than a single maneuver during the first round of combat.

COMBAT SKILLS

Skills that are tightly focused on use during physical confrontations are considered combat skills. Application of these abilities is almost always violent, but need not be deadly. Full details on using combat skills during conflicts are presented in **Chapter VI: Conflict and Combat**. Chapter VI also contains information concerning how a character may make use of extra ✲, 🔱, and ⊕ generated during a combat skill check, as well as how the GM may spend ⚙ and ▽ in such circumstances.

BRAWL (BRAWN)

During some physical confrontations, a character seeks to incapacitate his foe without seriously injuring him. At other times, a melee erupts with little preparation, and a character may not have any weapon at hand. Some individuals are thoroughly trained in unarmed combat, or have natural weapons that they prefer to use during physical altercations. In any of these situations, Brawl is the skill used to determine success or failure in the combat.

Most characters who grew up in a hostile environment have some knack for Brawl. All wildlife, particularly creatures with natural weapons, use Brawl when forced into a confrontation. Anyone who participates in military or law enforcement training learns some basic martial arts, which fall under the Brawl skill. Even more advanced or esoteric martial arts fall under the auspices of this skill as well. However, improvised weapons—such as a bottle or a table leg—are used with the Melee skill.

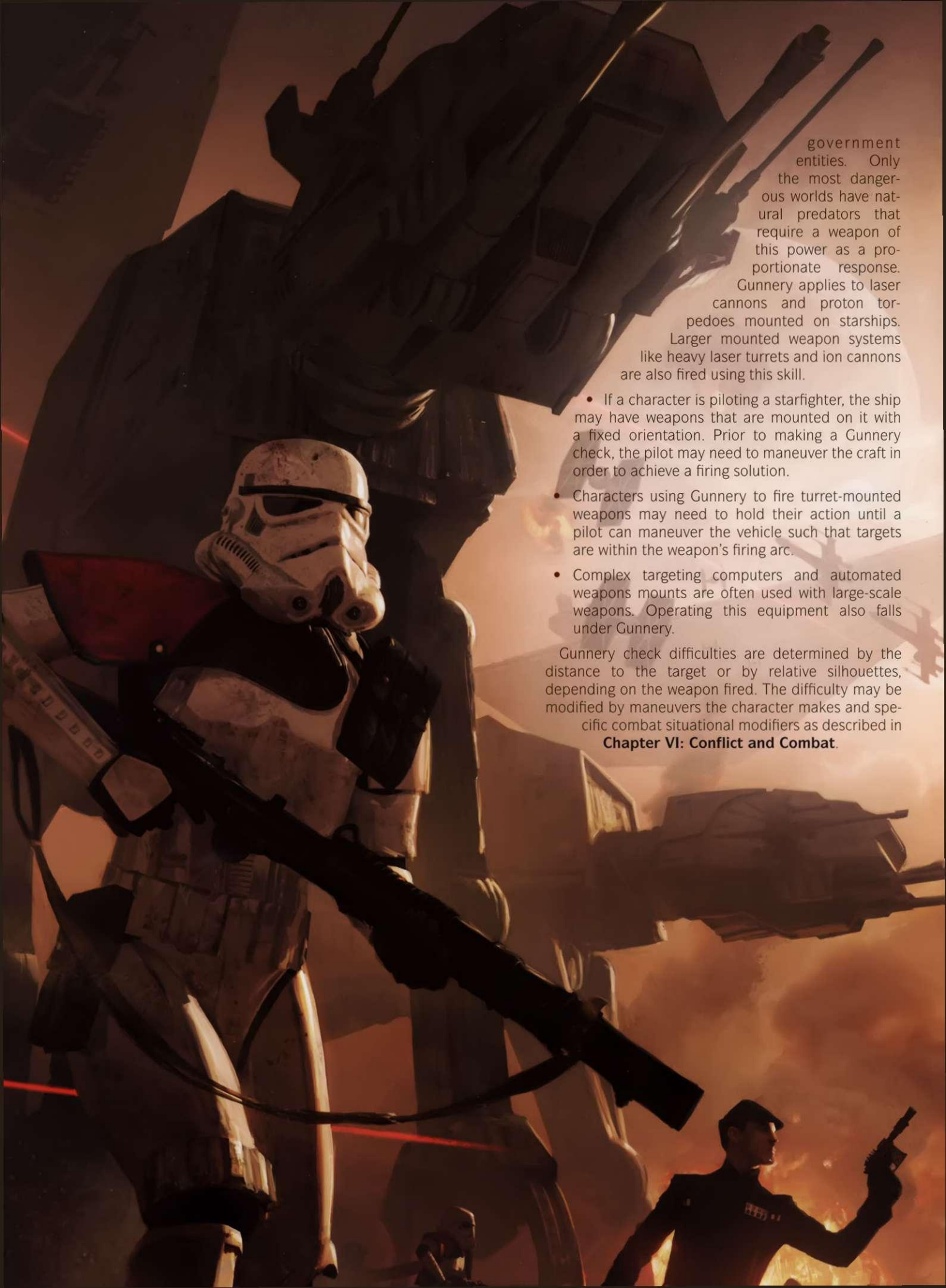
In some conflicts, characters may be bound by legal or social restrictions to fight only without weapons. Drawing a weapon here could quickly escalate matters to a lethal fight and might have other repercussions, forcing the characters to depend upon their Brawl skill.

Brawl is used in unarmed combat; see page 224 for more details. The difficulty of Brawl checks is **Average (◆◆)**, the difficulty of all melee attacks. If the opponent is incapable of resisting, the check might be easier at the GM's discretion. See page 217 for more details on melee attack difficulties.

GUNNERY (AGILITY)

Many weapons are simply too large for a person to carry. In order to bring such a weapon to bear against an opponent, it may be mounted aboard a vehicle, hastily assembled where needed, or even built into a substantial defensive emplacement. Weapons of this sort might require a team to transport, assemble, and ultimately operate them.

Characters seldom gain experience with weapons of this magnitude outside of military training. Weapons of this caliber are also difficult to acquire for anything but



government entities. Only the most dangerous worlds have natural predators that require a weapon of this power as a proportionate response. Gunnery applies to laser cannons and proton torpedoes mounted on starships. Larger mounted weapon systems like heavy laser turrets and ion cannons are also fired using this skill.

- If a character is piloting a starfighter, the ship may have weapons that are mounted on it with a fixed orientation. Prior to making a Gunnery check, the pilot may need to maneuver the craft in order to achieve a firing solution.
- Characters using Gunnery to fire turret-mounted weapons may need to hold their action until a pilot can maneuver the vehicle such that targets are within the weapon's firing arc.
- Complex targeting computers and automated weapons mounts are often used with large-scale weapons. Operating this equipment also falls under Gunnery.

Gunnery check difficulties are determined by the distance to the target or by relative silhouettes, depending on the weapon fired. The difficulty may be modified by maneuvers the character makes and specific combat situational modifiers as described in **Chapter VI: Conflict and Combat**.

MELEE (BRAWN)

All ranged weapons require some sort of ammunition, and many are loud. They typically have fragile components or require regular maintenance, which may require its own set of tools. By contrast, most melee weapons are inexpensive, virtually silent, and require little maintenance and no power beyond the strength of their wielder's limbs.

The majority of melee weapons depend upon the wielder's strength to inflict damage, but a few have their own energy sources. These weapon, such as vibroblades and force pikes, are much more technically sophisticated than a simple club. However, their core principles remain the same. When a character masters the art of striking with one melee weapon, the core concepts translate effectively to other melee weapons.

Any military training includes at least a basic course in melee combat preparation. In addition, characters who have spent time on primitive worlds may have learned to defend themselves with melee weapons. Aristocrats and nobles, in some systems, may also learn a number of melee techniques as part of their cultural traditions.

The difficulty of Melee checks is **Average (◆ ◆)**, the difficulty of all melee attacks. If the opponent is incapable of resisting, it might be easier at the GM's discretion. The difficulty may be modified by maneuvers the character makes and specific combat situational modifiers, as described in **Chapter VI: Conflict and Combat**.

RANGED (HEAVY) (AGILITY)

When fired upon a target at range, weapons that are held with two hands offer a more stable firing platform than those that are held in a single hand. These also often have longer barrels, providing a consistent fire pattern out to a much longer range. In the larger space required for such armaments, designers can often include a significantly larger ammunition reserve and may also make the weapon far more potent than smaller weapons. This combination can yield weapons that are substantially more deadly and more accurate.

There are countless varieties of rifles used throughout the galaxy. Some are simple slugthrowers, while common blaster rifles range in size from carbines to extended barrel sniper rifles. There are also a number of unique weapons, such as the Wookiee bowcaster. Any of these weapons depend upon the Ranged (Heavy) skill in their operation.

In addition to combat uses, Ranged (Heavy) weapons are commonly used for hunting purposes. Because of this, these types of weapons are seen on frontier worlds far more frequently than Ranged (Light) weapons. Characters who are focused on their wilderness survival skills may prefer the additional range that a rifle offers when confronting predators.

- Ranged (Heavy) weapons inflict wounds upon targets by default. A subset of the weapons in this category may have a Stun option, as do some specialized stun-only weapons.

Ranged (Heavy) check difficulties are determined by the distance to the target. The difficulty may be modified by maneuvers the character makes and specific combat situational modifiers as described in **Chapter VI: Conflict and Combat**.

RANGED (LIGHT) (AGILITY)

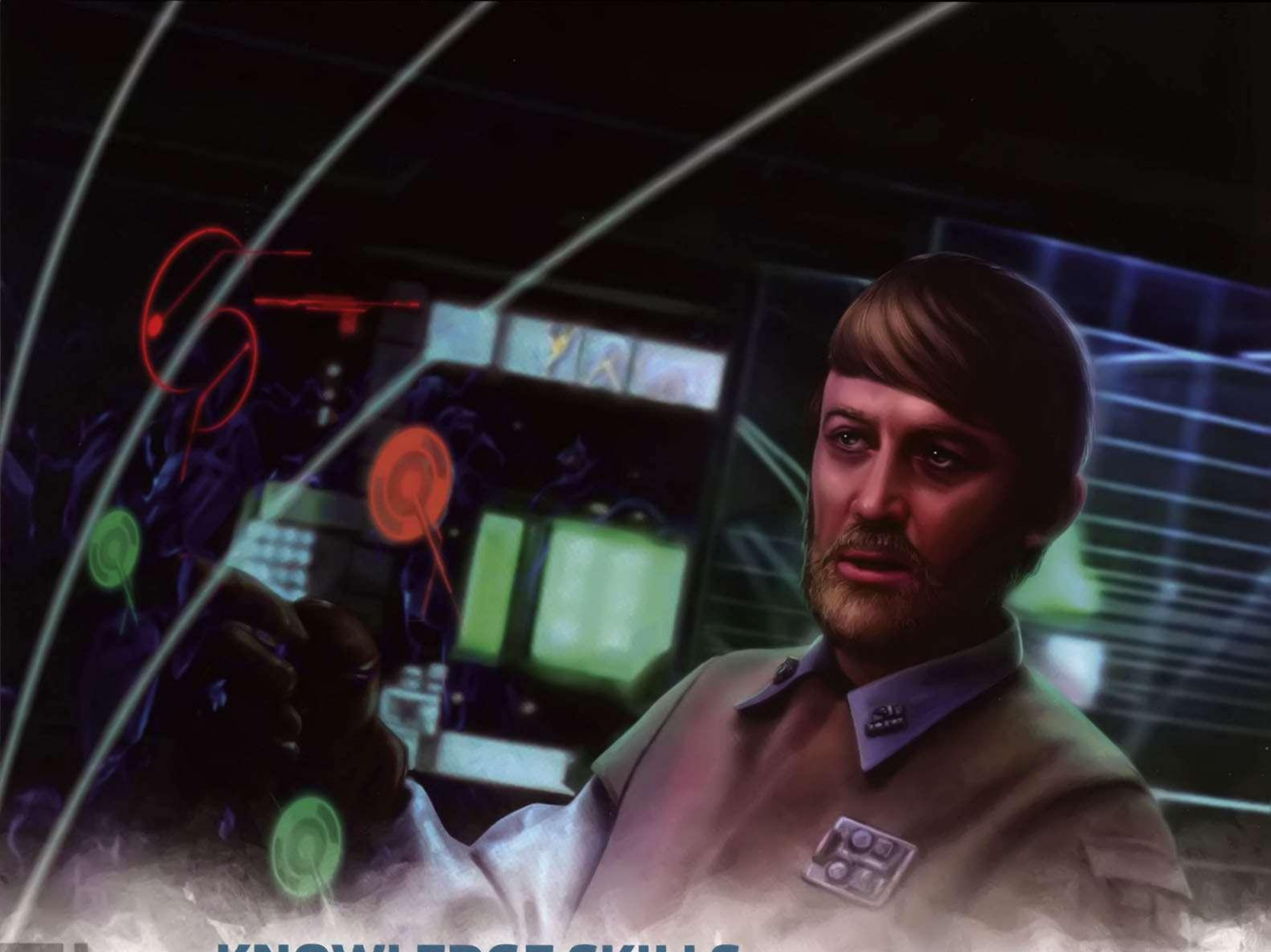
Many characters prefer to wield a weapon that can be effectively held with one hand, rather than carrying something larger. This may be a preference based upon the ease of concealment, or it could be simply a stylistic choice. Alternatively, some individuals feel that they must be able to keep a hand free, allowing them to, for example, pilot a speeder bike and fire a blaster pistol at the same time.

A broad selection of weapons falls under the category of the Ranged (Light) skill. It includes any weapon that can be fired with one hand, without the benefit of a brace or other support element. Specific examples include countless pistols, but also spears, nets, and thermal detonators. Some are so small as to be easily concealed, while others can only be wielded by the strongest of individuals.

The Ranged (Light) skill reflects the hand-eye coordination that a character has developed in conjunction with his intuitive grasp of wind resistance, gravity, and distance. Upon first arriving on a planet, an expert in this field may wish to practice his abilities so that he can learn how the world's environs might affect them.

- The vast majority of Ranged (Light) weapons inflict wounds against targets. Those that are capable of inflicting strain are specifically indicated and typically must be adjusted for use in that firing mode.
- Characters may wield a Ranged (Light) weapon in each hand, or wield a melee weapon that can reasonably be used one-handed and a Ranged (Light) weapon in the other hand. See page 224 for more information.

Ranged (Light) check difficulties are determined by the distance to the target. The difficulty may be modified by maneuvers the character makes and specific combat situational modifiers, as described in **Chapter VI: Conflict and Combat**.



KNOWLEDGE SKILLS

The actions that a character takes are often performed in reaction to his knowledge about a situation. Players can never be expected to know as much about life in the game setting as the characters who have lived there. Knowledge skills serve to bridge this gap. They enable a player to make decisions about his character's actions that are informed by what his character might know.

, , , , and may be spent with similar results among the different Knowledge skills. Additional represent the character recalling information or completing research with remarkable haste, while may be spent to learn minor but possibly information about the subject. may be spent to learn relevant, beneficial information concerning the subject, perhaps an understanding of a beast's particular weakness in the case of Knowledge (Xenology), or information concerning the familial strife between crime syndicates in the case of Knowledge (Underworld). may be spent by the GM to allow him to omit a vital detail about the subject at hand, while may be used to seed the character with misinformation and outright falsehoods.

CORE WORLDS (INTELLECT)

Those worlds closest to the Galactic Core are generally considered to represent the pinnacle of galactic culture and civilization—especially by those who dwell within those systems. Cultural traditions vary substantially from system to system (and even between planets within a given system). A few notions are particularly common among the worlds of the Core, but even with those, there are distinct exceptions. Perfectly acceptable behavior on one planet may represent grossly disruptive manners on another, even within this culturally distinct region of the galaxy.

Many hyperlanes connect the Core Worlds with the other portions of the galaxy. Because of this, visitors from foreign worlds are far more common here than in many other places. The Core Worlds represent centers of trade and diplomacy that can connect planets in disparate portions of the galaxy.

- If a character needs to identify a person's planet of origin without asking, he may make a Core Worlds check. This allows him to recognize traits of accent, dress, and mannerisms that are associated with a particular world.
- When interacting with someone from a Core World, a character might make a Core Worlds check to know what behaviors are considered necessary and polite, as opposed to ones that could be offensive.
- Characters who specialize in the acquisition and delivery of goods can make a this check to identify which markets are the best places to sell or purchase a particular cargo. They may also recognize any worlds where such goods could be illegal.

The difficulty of a Core Worlds check is generally proportionate to the rarity of the information involved. Common knowledge about Coruscant, for example, is far easier to recall than an obscure fact about a minor moon.

EDUCATION (INTELLECT)

Among most of the races and cultures of the galaxy, achieving literacy is a crucial first step towards adulthood. Even on worlds held most firmly in the Empire's grip, most individuals achieve at least this standard long before they reach physical maturity. Once literacy is attained, an individual's education generally expands to cover additional areas of expertise.

Typically, such an education includes at least a basic grounding in mathematics, the basic sciences, and enough understanding of engineering principles to perform basic repairs. Many also study the basics of philosophy, politics, and galactic history. From there, an understanding of the various dominant species and cultures across the galaxy provides a complement to a well-rounded education.

Characters must often rely upon these essentials in order to appropriately interact with the broader galaxy. To the uneducated, places beyond their home seldom make sense. Basic cultural variances may become overwhelming challenges.

- Any time a character needs to interact with a government entity, an Education check may be made to identify the best way to proceed.
- If a character needs to employ basic scientific knowledge in an analysis, his understanding of this field is represented by his Education skill.

Education also represents a default Knowledge skill. Any time a question comes up that doesn't obviously fall under one of the other Knowledge skills, an Education check may be used to determine the character's understanding of a particular subject matter.

The difficulty for an Education check is typically best represented by the rarity of the data in question. Characters who have a reference document at hand may receive substantial bonuses, but even using such a work requires an understanding of core principles.

LORE (INTELLECT)

Parts of the galaxy have been inhabited for more than a million years. During that time, countless civilizations have arisen, and many have gone extinct. Those civilizations that achieved interstellar travel communicated with one another and shared their histories. Over the millennia, some of these tales changed and grew into myths and legends. Many have a strong basis in truth, so much so that some of these stories still conceal a great deal of valuable information.

Characters with a particular interest in lost cultures and ancient legends may decide to try to turn this interest into a profession. Forgotten military outposts, ancient technologies, and half-remembered legends could all help to tip the scales of war. Other times, a character might stumble across an artifact connected to one of these legends—an item whose utility could far exceed its initial appearance. Knowing enough to capitalize on that connection might enable a character to progress toward accomplishing his Duty.

- Any time a character needs to decipher an ancient piece of writing or identify its context, he must make a Lore check.
- A character's knowledge of the legends associated with the exploits of an ancient hero is represented by the Lore skill.

A Lore check's difficulty is assigned by the obscurity of the information. Well-known legends may not even require a check, but the tales of a race that died out millennia ago may be nearly forgotten.

OUTER RIM (INTELLECT)

The systems of the Outer Rim are filled with independent worlds, many inhabited by those who enjoy their isolation and relative freedom. Because of this, the varied worlds exhibit an incredibly diverse mix of cultures and political systems. In many instances, they also exhibit a broad spectrum of different species that have developed a shared community founded on this diversity.

Because the range of cultures is so great, anything learned about the culture of one world is not necessarily relevant to those of other systems in the Outer Rim—even ones that are relatively close. However, there are common attitudes and archetypal settings that are consistent throughout this region of the galaxy. Further, those who travel regularly among these worlds do get to learn of one another, and there are countless dives frequented by those who ply the spacelanes.

- If a character needs to find a planet with a particular resource or service among the systems of the Outer Rim, he could make an Outer Rim check to identify the most appropriate and closest options.
- When determining the best location to acquire critical supplies, an Outer Rim check might reveal locations where the goods can be found at a reasonable price without Imperial scrutiny.
- At times when a character must interact with a person from an Outer Rim world, this knowledge skill could be used to determine the most appropriate social actions to take to establish a beneficial relationship.

The difficulty for an Outer Rim check is based upon the obscurity of the world and goods in question. This may also be modified based upon the specificity of the question posed.

UNDERWORLD (INTELLECT)

In some places, criminal elements control the government through less-than-legal machinations. In others, the crime families function as the only effective ruling force. In more traditionally governed areas, seedier elements are dependent upon secrecy and deception as the core elements of their practices. Before a character can even begin to establish contacts among a world's criminal elements, he must first understand which of these organizational structures are in play.

Once a character deciphers how he might establish a contact, he must next find out with whom he needs to speak. Different groups or individuals might control different parts of the criminal trade. A contact for gambling is likely different than one who deals in illicit pharmaceuticals, while a third individual is likely the point of contact for military-grade weapons. Depending upon a character's needs and the criminal elements active on a world, finding the right contact could be trivial or extremely time-consuming.

- The Underworld skill may be used to know which nearby worlds are the best locations for a particular type of illegal business.
- A familiarity with Underworld may be useful if the characters need to determine the most common methods that an opponent might use for a particular type of criminal activity.

When the criminal nature of a location or individual is well-known, recalling the relevant data should be relatively simple. The difficulty of the task should be much more challenging if the individual has gone to lengths to conceal his illegal activities.

WARFARE (INTELLECT)

The *Star Wars* galaxy has been shaped for millennia by warfare. From the ancient conflicts that established the Galactic Republic to the Clone Wars mere decades ago, warfare has played a large part in the history and lives of beings throughout the galaxy. Now, as the Rebel Alliance engages in its desperate struggle against the Galactic Empire, characters with knowledge on the workings of war are more important than ever before.

This skill covers a character's knowledge of conflict, both on the ground and in space. Many things factor into this, from training and insight on the strategies and tactics of modern warfare, to an awareness of the personnel and technology of the factions involved in the conflict, to knowledge gained from studying the other great wars throughout galactic history. Having a broad awareness of the workings and history of conflict allows a character to not only to survive, but to thrive in the Rebel Alliance.

- A character's knowledge of the strategies and tactics of warfare both on the ground and in space is represented by the Warfare skill.
- Any time a character wants to remember details about a significant event, organization, or individual who played a role in a galactic struggle, he should make a Warfare check.

The difficulty of the Warfare check is based upon how hard it would be to acquire the information the character wishes to know. Classified, highly localized, or ancient information is obviously more obscure, while standardized structures and patterns that the character has encountered before are much easier to remember.

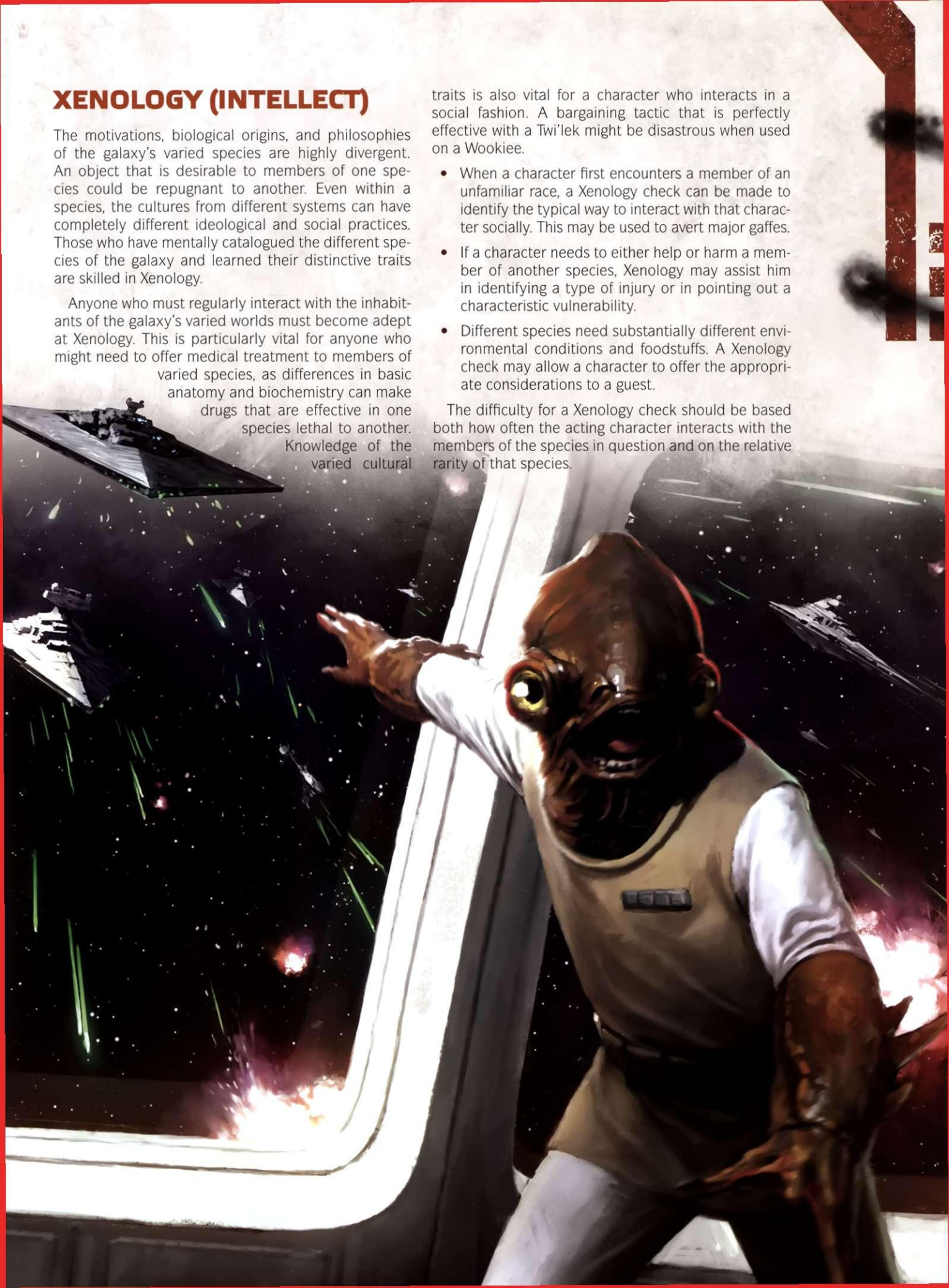
XENOLOGY (INTELLECT)

The motivations, biological origins, and philosophies of the galaxy's varied species are highly divergent. An object that is desirable to members of one species could be repugnant to another. Even within a species, the cultures from different systems can have completely different ideological and social practices. Those who have mentally catalogued the different species of the galaxy and learned their distinctive traits are skilled in Xenology.

Anyone who must regularly interact with the inhabitants of the galaxy's varied worlds must become adept at Xenology. This is particularly vital for anyone who might need to offer medical treatment to members of varied species, as differences in basic anatomy and biochemistry can make drugs that are effective in one species lethal to another. Knowledge of the varied cultural traits is also vital for a character who interacts in a social fashion. A bargaining tactic that is perfectly effective with a Twi'lek might be disastrous when used on a Wookiee.

- When a character first encounters a member of an unfamiliar race, a Xenology check can be made to identify the typical way to interact with that character socially. This may be used to avert major gaffes.
- If a character needs to either help or harm a member of another species, Xenology may assist him in identifying a type of injury or in pointing out a characteristic vulnerability.
- Different species need substantially different environmental conditions and foodstuffs. A Xenology check may allow a character to offer the appropriate considerations to a guest.

The difficulty for a Xenology check should be based both how often the acting character interacts with the members of the species in question and on the relative rarity of that species.



IV
TALENTS

"You know, sometimes I amaze even myself."
–Han Solo

Player Characters are often distinguished by their special abilities. Where a minor character might surrender to overwhelming odds, a hero is expected to dramatically defeat his foe and triumph. Talents set the PCs apart from the galaxy's rank-and-file, providing a game mechanic for Player Characters to perform tasks with superhuman flair and ability. These generally represent specialized techniques that a character has mastered, typically through intense practice and study. Talents are tightly linked to a character's identity, particularly his identity as represented by his profession. A character is likely to be more successful when engaged in actions for which he has both a skill and a talent appropriate to the situation.

It's important to also note that talents are focused for situational use. Generally speaking, talents have more narrow applications than skills. A character who intends to use a particular skill in a broad variety of ways might be better suited by advancing the skill as opposed to learning a talent. At the same time, a character involved in a situation for which his talents are appropriate could enjoy exceptional degrees of success.

TALENT TYPES

There are many different types of talents. Some are associated with an individual skill or closely related group of skills. These tend to be particular knacks that a character has acquired through the process of mastering that skill. In many cases they represent operational shortcuts—corners an experienced individual knows can be safely cut or likely methods he can follow. Other such talents are simply natural abilities that fit in particularly well with the use of that skill. These could include a particular mental process, a physical knack, or a learned pattern.

A number of talents are specifically associated with physical conflict. These combat talents represent techniques that a character likely learned through practice and experience. In a few instances, these abilities even seem superhuman to the uninitiated. However, their origins generally come from rigorous training and personal experience. Many are specifically associated with the abilities required to overcome a particularly capable opponent. Others

are more focused on avoiding the brunt of another's attacks. The nature of combat talents within a particular talent tree reinforces the archetypal nature of a particular specialization. Specializations that focus on avoiding physical conflict have fewer combat talents than those who are devoted to it, for example.

The Force-Sensitive Emergent tree (found in **Chapter VIII**) uniquely includes talents that are associated with Force manipulation. Rather than representing a modification of an individual's natural abilities, these talents are all linked to the character's understanding of the Force. Just as some characters acquire new physical abilities, the Force-Sensitive Emergent grows in his ability to manipulate the Force.

Every talent tree offers access to Dedication. This talent is the only way that a character can increase one of his characteristics after character creation is complete. It only appears once on each tree and generally is in one of the last slots.

TALENT RANKS AND PURCHASING THE SAME TALENT MULTIPLE TIMES

Many trees have multiple entries for a single talent. This is because many of the talents can be learned repeatedly. When a character learns a talent for the second—or later—time, he gains an additional rank in the talent. With few exceptions, there is no set limit to the number of ranks that a character can possess in a given talent. Instead, a character can learn as many ranks of each talent as are present on any of his currently available talent trees.

Talents that are not ranked can only be purchased a single time. If a character is advancing through a specialization tree and reaches a talent without ranks that he has already acquired from another specialization tree, then he counts as having purchased that talent on his new talent tree for the purpose of purchasing additional talents in that tree. (This does not require him to spend any experience points.)

EXAMPLE: PURCHASING RANKED TALENTS

Mary's character Zal has two ranks of Skilled Jockey from the Pilot specialization tree. When she later selects the Driver specialization tree, she may purchase up to two additional ranks of Skilled Jockey, bringing Zal to a total of four ranks of Skilled Jockey. However, if she had purchased the Brilliant Evasion talent, and later selected the Squadron Leader specialization, she would not have to spend XP for Brilliant Evasion again when she reached it on the tree.

TALENT TREES

Any time a player wishes to select a new talent for his character, he must first make certain that it is currently accessible from one of the character's available specialization trees. In order to navigate to a new talent, the character must have already purchased all of the preceding talents listed on the tree, so that he can draw a "line" from the top of the tree, through purchased talents, to the new talent. All such descents must follow the available lines shown on each tree. Note that for some trees, directly descending a column is not possible, because there is a break in the listing. In these cases, the character must first descend a neighboring column, and then follow the line over before moving up or down the tree to access a desired talent.

TALENT DESCRIPTIONS

A description for each of the talents used in **Age of Rebellion** follows. Every entry includes the information required for game play:

- **Activation** explains whether a talent is always in use (Passive) or if a character must take action to activate it (Active). If activation is required, the type of action necessary is indicated. Some talents can be activated on other characters' turns. If this is the case, the Activation line also includes the "out of turn" note.
- **Ranked** indicates whether a talent can be purchased multiple times (Yes) or only once (No).
- **Trees** references the specialization trees that provide access to the particular talent. Note that for ranked talents, some of these trees may allow the character to purchase the talent more than one time.
- The final paragraph details the specific game mechanics involved in using the described talent.

TABLE 4-1: TALENT LIST

Name	Activation	Ranked
Adversary	Passive	Yes
All-Terrain Driver	Passive	No
Anatomy Lessons	Active (Incidental)	No
Armor Master	Passive	No
Armor Master (Improved)	Passive	No
Bacta Specialist	Passive	Yes
Bad Motivator	Active (Action)	No
Balance	Active (Maneuver)	No
Basic Combat Training	Passive	No
Blooded	Passive	Yes
Body Guard	Active (Maneuver)	Yes
Bought Info	Active (Action)	No
Brace	Active (Maneuver)	Yes
Brilliant Evasion	Active (Action)	No
Bypass Security	Passive	Yes
Careful Planning	Active (Action)	No
Clever Solution	Active (Incidental)	No
Codebreaker	Passive	Yes
Command	Passive	Yes
Commanding Presence	Passive	Yes
Confidence	Passive	Yes
Contraption	Active (Action)	No
Convincing Demeanor	Passive	Yes
Coordinated Assault	Active (Maneuver)	Yes
Creative Killer	Passive	No
Crippling Blow	Active (Incidental)	No
Dead to Rights	Active (Incidental)	No
Dead to Rights (Improved)	Active (Incidental)	No
Deadly Accuracy	Passive	Yes
Debilitating Shot	Active (Incidental)	No
Dedication	Passive	Yes
Defensive Driving	Passive	Yes
Defensive Slicing	Passive	Yes
Defensive Slicing (Improved)	Passive	No
Defensive Stance	Active (Maneuver)	Yes
Disorient	Passive	Yes
Dodge	Active (Out of Turn)	Yes
Durable	Passive	Yes
Dynamic Fire	Active (Incidental)	No
Enduring	Passive	Yes
Exhaust Port	Active (Incidental)	No
Expert Tracker	Passive	Yes
Familiar Suns	Active (Maneuver)	No
Feral Strength	Passive	Yes
Field Commander	Active (Action)	No
Field Commander (Improved)	Passive	No
Fine Tuning	Passive	Yes
Fire Control	Active (Maneuver)	No
Forager	Passive	No
Force of Will	Active (Incidental)	No
Force Rating	Passive	Yes
Form on Me	Passive	No
Frenzied Attack	Active (Incidental)	Yes
Full Stop	Active (Maneuver)	No
Full Throttle	Active (Action)	No
Full Throttle (Improved)	Active (Maneuver)	No
Full Throttle (Supreme)	Passive	No
Galaxy Mapper	Passive	Yes
Gearhead	Passive	Yes
Greased Palms	Active (Maneuver)	Yes
Grit	Passive	Yes
Hard Headed	Active (Action)	Yes
Hard Headed (Improved)	Active (Action)	No
Heightened Awareness	Passive	No
Heroic Fortitude	Active (Incidental)	No
Hidden Storage	Passive	Yes
Hold Together	Active (Out of Turn)	No
Incite Rebellion	Active (Action)	No
Indistinguishable	Passive	Yes
Insight	Passive	No
Inspiring Rhetoric	Active (Action)	No
Inspiring Rhetoric (Improved)	Passive	No
Inspiring Rhetoric (Supreme)	Active (Incidental)	No
Intense Focus	Active (Maneuver)	No
Intense Presence	Active (Out of Turn)	No
Intimidating	Active (Out of Turn)	Yes
Inventor	Passive	Yes
Invigorate	Active (Incidental)	No
It's Not That Bad	Active (Out of Turn)	No
Jump Up	Active (Incidental)	No
Jury Rigged	Passive	Yes
Kill with Kindness	Passive	Yes
Knockdown	Passive	No
Know Somebody	Active (Incidental)	Yes
Knowledge Specialization	Active (Incidental)	Yes
Known Schematic	Active (Maneuver)	No
Let's Ride	Active (Incidental)	No
Lethal Blows	Passive	Yes
Master Doctor	Active (Incidental)	No
Master Driver	Active (Incidental)	No
Master Grenadier	Passive	No
Master Leader	Active (Incidental)	No
Master Merchant	Active (Incidental)	No
Master of Shadows	Active (Incidental)	No
Master Pilot	Active (Incidental)	No
Master Slicer	Active (Incidental)	No
Master Starhopper	Active (Incidental)	No
Mental Fortress	Active (Incidental)	No
Natural Brawler	Active (Incidental)	No
Natural Charmer	Active (Incidental)	No
Natural Doctor	Active (Incidental)	No
Natural Driver	Active (Incidental)	No
Natural Enforcer	Active (Incidental)	No
Natural Hunter	Active (Incidental)	No
Natural Leader	Active (Incidental)	No
Natural Marksman	Active (Incidental)	No
Natural Negotiator	Active (Incidental)	No
Natural Outdoorsman	Active (Incidental)	No
Natural Pilot	Active (Incidental)	No
Natural Programmer	Active (Incidental)	No

TABLE 4-1: TALENT LIST (CONT.)

Name	Activation	Ranked
Natural Rogue	Active (Incidental)	No
Natural Scholar	Active (Incidental)	No
Natural Tinkerer	Active (Incidental)	No
Nobody's Fool	Passive	Yes
Outdoorsman	Passive	Yes
Overwhelm Defenses	Active (Incidental)	Yes
Physical Training	Passive	Yes
Plausible Deniability	Passive	Yes
Point Blank	Passive	Yes
Powerful Blast	Passive	Yes
Quick Draw	Active (Incidental)	No
Quick Fix	Active (Incidental)	No
Quick Strike	Passive	Yes
Rapid Reaction	Active (Out of Turn)	Yes
Rapid Recovery	Passive	Yes
Redundant Systems	Active (Action)	No
Researcher	Passive	Yes
Resolve	Passive	Yes
Respected Scholar	Passive	Yes
Scathing Tirade	Active (Action)	No
Scathing Tirade (Improved)	Passive	No
Scathing Tirade (Supreme)	Active (Incidental)	No
Second Wind	Active (Incidental)	Yes
Selective Detonation	Active (Incidental)	Yes
Sense Danger	Active (Incidental)	No
Shortcut	Passive	Yes
Side Step	Active (Maneuver)	Yes
Situational Awareness	Passive	No
Sixth Sense	Passive	No
Skilled Jockey	Passive	Yes
Skilled Slicer	Active (Incidental)	No
Sleight of Mind	Passive	Yes
Smooth Talker	Active (Incidental)	Yes
Sniper Shot	Active (Maneuver)	Yes
Soft Spot	Active (Incidental)	No
Solid Repairs	Passive	Yes
Sound Investments	Passive	Yes
Spare Clip	Passive	No
Speaks Binary	Passive	Yes
Stalker	Passive	Yes
Steely Nerves	Active (Incidental)	No
Stim Application	Active (Action)	No
Stim Application (Improved)	Active (Incidental)	No
Stim Application (Supreme)	Passive	No
Stimpack Specialization	Passive	Yes
Street Smarts	Passive	Yes
Stroke of Genius	Active (Incidental)	No
Strong Arm	Passive	No
Stunning Blow	Active (Incidental)	No
Stunning Blow (Improved)	Active (Incidental)	No
Superior Reflexes	Passive	No
Surgeon	Passive	Yes
Swift	Passive	No
Tactical Combat Training	Passive	No
Targeted Blow	Active (Incidental)	No
Technical Aptitude	Passive	Yes
Time to Go	Active (Out of Turn)	No
Time to Go (Improved)	Active (Out of Turn)	No
Tinkerer	Passive	Yes
Touch of Fate	Active (Incidental)	No
Toughened	Passive	Yes
Tricky Target	Passive	No
True Aim	Active (Maneuver)	Yes
Uncanny Reactions	Passive	Yes
Uncanny Senses	Passive	Yes
Unstoppable	Passive	No
Utility Belt	Active (Incidental)	No
Vehicle Combat Training	Passive	No
Well Rounded	Passive	Yes
Well Traveled	Passive	No
Wheel and Deal	Passive	Yes
Works Like a Charm	Active (Incidental)	No

ADVERSARY

Activation: Passive
Ranked: Yes
Trees: NPC only
Upgrade the difficulty of any combat check targeting this character once per rank of Adversary.

ALL-TERRAIN DRIVER

Activation: Passive
Ranked: No
Trees: Driver
When piloting a vehicle using the Piloting (Planetary) skill, the character does not suffer the penalties for driving through difficult terrain.

ANATOMY LESSONS

Activation: Active (Incidental)
Ranked: No
Trees: Medic
After a successful attack with a personal (non-starship/vehicle) weapon, the character may spend one Destiny Point to add damage equal to his Intellect to one hit of the attack.

ARMOR MASTER

Activation: Passive
Ranked: No
Trees: Commando
When wearing armor, the character increases his total soak value by one.

ARMOR MASTER (IMPROVED)

Activation: Passive
Ranked: No
Trees: Commando
When wearing armor with a soak value of two or higher, the character increases his defense by one.

BACTA SPECIALIST

Activation: Passive
Ranked: Yes
Trees: Medic
Patients under the character's supervision heal one additional wound per rank of Bacta Specialist each time they heal a wound while recovering in a bacta tank or under supervised medical conditions or long-term care.

BAD MOTIVATOR

Activation: Active (Action)
Ranked: No
Trees: Mechanic
Once per game session, the character may take a Bad Motivator action to make a **Hard (◆◆◆) Mechanics check**. If successful, one device (subject to the GM's approval) spontaneously fails due to the character's involvement, or because it was about to fail anyway and the character noticed it (this is the character's decision).

BALANCE

Activation: Active (Maneuver)
Ranked: No
Trees: Force-Sensitive Emergent
Force Talent. When the character recovers from strain at the end of each encounter, he may roll his Force rating in Force dice. He recovers additional strain equal to the ○ rolled.

BASIC COMBAT TRAINING

Activation: Passive
Ranked: No
Trees: Recruit
Brawl and Ranged (Light) become career skills.

BLOODED

Activation: Passive
Ranked: Yes
Trees: Commando
The character adds □ per rank of Blooded to his checks to resist or recover from the effects of poisons, venoms, and other toxins. Reduce the duration of any related ongoing effects or damage from toxins, venoms, or poisons by one round per rank of Blooded to a minimum of one.

BODY GUARD

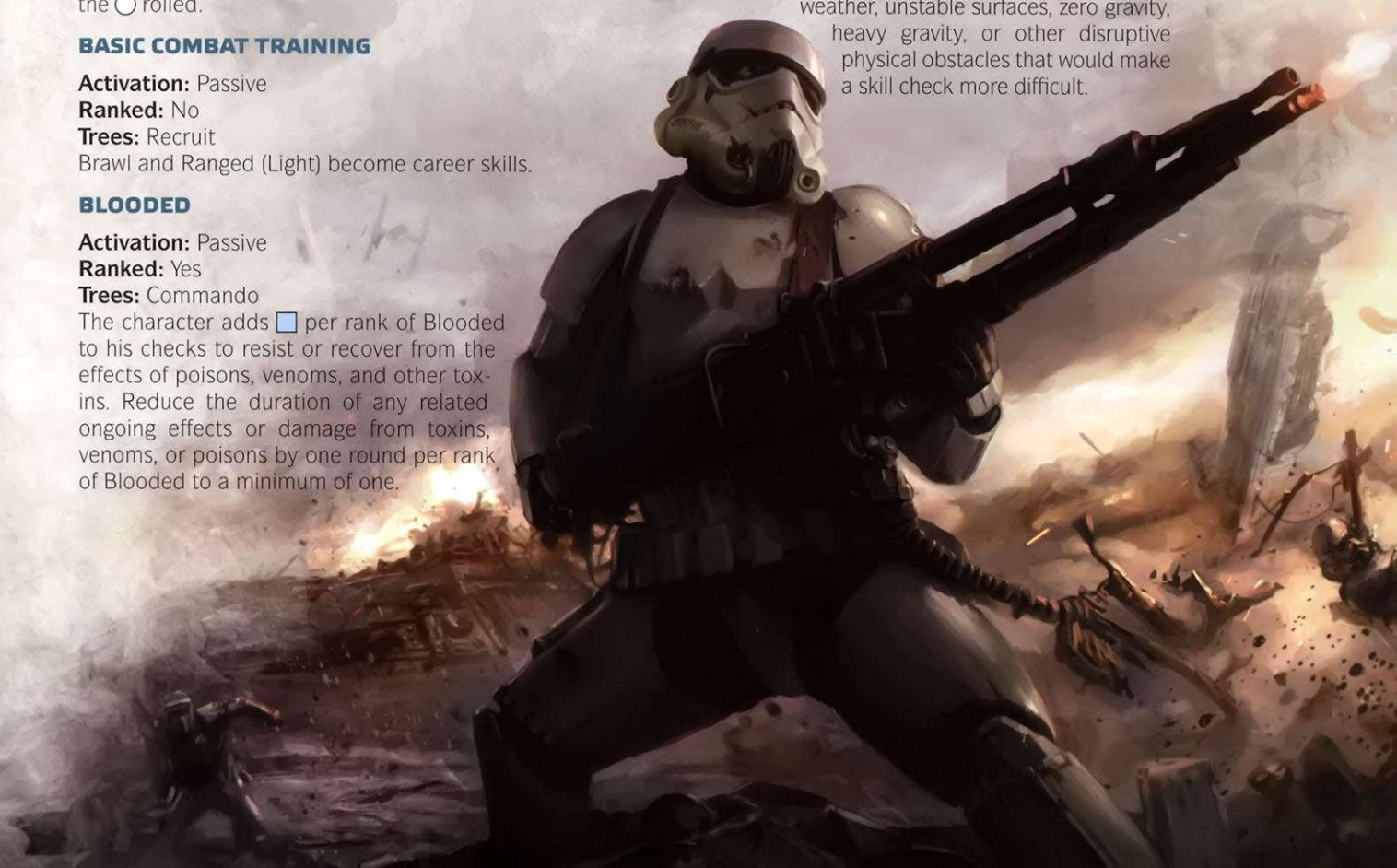
Activation: Active (Maneuver)
Ranked: Yes
Trees: Tactician
Once per round on the character's turn, the character may perform a Body Guard maneuver to protect one ally with whom he is engaged. He then suffers a number of strain no greater than his ranks in Body Guard. Until the start of the character's next turn, upgrade the difficulty of all combat checks targeting the protected ally a number of times equal to the strain suffered by the character.

BOUGHT INFO

Activation: Active (Action)
Ranked: No
Trees: Quartermaster
When required to make a Knowledge skill check, the character can instead make a Bought Info action. He spends a number of credits equal to 50 times the difficulty of the check and counts as succeeding on the check with one uncanceled ✲. At the GM's discretion, the character may not be able to use this ability if the information sought is particularly hard to find, or if the character is in a situation where he could not purchase information (such as marooned on a planet with no access to the HoloNet).

BRACE

Activation: Active (Maneuver)
Ranked: Yes
Trees: Gunner, Sharpshooter
As a maneuver, the character may Brace himself. This allows a character to remove ■ per rank of Brace from the next skill check based on changing conditions, inclement weather, unstable surfaces, zero gravity, heavy gravity, or other disruptive physical obstacles that would make a skill check more difficult.



BRILLIANT EVASION

Activation: Active (Action)
Ranked: No
Trees: Pilot, Squadron Leader
The character may make the Brilliant Evasion action when piloting a vehicle or starship. The character selects one opponent and makes an opposed **Piloting (Planetary** or **Space) check**. If he succeeds, the opponent's vehicle or starship cannot make any attacks against the character's vehicle for a number of rounds equal to the character's Agility. Brilliant Evasion can only be performed once per encounter.

BYPASS SECURITY

Activation: Passive
Ranked: Yes
Trees: Slicer
The character removes ■ per rank of Bypass Security from his Skulduggery and Computers skill checks made to disable a security device or open a locked door.

CAREFUL PLANNING

Activation: Active (Action)
Ranked: No
Trees: Scientist
Once per game session, the character can choose to introduce a "fact" or additional context directly into the narrative as if he had spent a Destiny Point.

CLEVER SOLUTION

Activation: Active (Incidental)
Ranked: No
Trees: Infiltrator
Once per game session, the character can choose to make one skill check using Cunning, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his cunning is helping him overcome this challenge.

CODEBREAKER

Activation: Passive
Ranked: Yes
Trees: Slicer
The character removes ■ per rank of Codebreaker from his attempts to break codes or decrypt communications. In addition, the character decreases the difficulty of his Computers or Intellect checks made to break codes or decrypt communications by one (this does not increase with additional ranks of Codebreaker).

COMMAND

Activation: Passive
Ranked: Yes
Trees: Commodore, Squadron Leader
The character gains □ per rank of Command when making Leadership checks (or other checks to inspire, lead, or rally an audience). Inspired targets also add □ per rank to any subsequent Discipline checks they make over the next twenty-four hours (this does not increase with additional ranks of Command).

COMMANDING PRESENCE

Activation: Passive
Ranked: Yes
Trees: Commodore, Tactician
The character removes ■ per rank of Commanding Presence from his Leadership and Cool checks.

CONFIDENCE

Activation: Passive
Ranked: Yes
Trees: Ambassador, Squadron Leader, Tactician
The character may decrease the difficulty of any Discipline check to avoid the effects of fear by one per rank of Confidence. If he decreases the difficulty to zero, he does not have to make a Discipline check.

CONTRAPTION

Activation: Active (Action)
Ranked: No
Trees: Mechanic
Once per game session, the character can take a Contraption action. With a successful **Hard (◆◆◆) Mechanics check**, the character can fashion a device to solve a current problem using the tools and parts on hand. This device must be approved by the GM and functions for the duration of the current encounter only. Those tools are destroyed in the process. ⊕ may be spent to allow the tools to be recovered to be reused later.

CONVINCING DEMEANOR

Activation: Passive
Ranked: Yes
Trees: Agitator
The character removes ■ per rank of Convincing Demeanor from his Deception and Skulduggery checks.

COORDINATED ASSAULT

Activation: Active (Maneuver)
Ranked: Yes
Trees: Tactician
The character may make a Coordinated Assault maneuver. If he does so, a number of allies engaged with him equal to his ranks in Leadership gain [Triumph] on combat checks they make until the beginning of the character's next turn. The range of this maneuver increases by one band per rank of Coordinated Assault.

CREATIVE KILLER

Activation: Passive
Ranked: No
Trees: Recruit
The character reduces the critical rating of all improvised weapons he is wielding by 2 (to a minimum of 1).

CRIPPLING BLOW

Activation: Active (Incidental)
Ranked: No
Trees: Sharpshooter
The character may voluntarily increase the difficulty of a combat check by one to deal a crippling blow. If he succeeds and deals damage to the target's wound threshold, the target suffers one strain whenever he moves for the remainder of the encounter.

DEAD TO RIGHTS

Activation: Active (Incidental)
Ranked: No
Trees: Pilot
The character may spend one Destiny Point to add additional damage equal to half his Agility rating (rounded up) to one hit of a successful attack made by ship or vehicle-mounted weaponry.

DEAD TO RIGHTS (IMPROVED)

Activation: Active (Incidental)
Ranked: No
Trees: Pilot
The character may spend one Destiny Point to add additional damage equal to his Agility rating to one hit of a successful attack made by ship or vehicle-mounted weaponry. This replaces the normal ability for Dead to Rights.

DEADLY ACCURACY

Activation: Passive
Ranked: Yes
Trees: Sharpshooter
Each time the character gains a rank of Deadly Accuracy, he must choose one combat skill. The character may add his basic training ranks in that combat skill as additional damage to one hit of a successful attack made with that skill with non-starship/vehicle weapons. He cannot choose the same combat skill twice.

DEBILITATING SHOT

Activation: Active (Incidental)
Ranked: No
Trees: Gunner
Upon making a successful attack with a starship or vehicle weapon, may spend [Triumph] [Triumph] to reduce the maximum speed of the target by 1 (to a minimum of 1) until the end of the next round. If the starship or vehicle was traveling its maximum speed, it has its current speed reduced to the new maximum.

DEDICATION

Activation: Passive
Ranked: Yes
Trees: Agitator, Ambassador, Commando, Commodore, Driver, Force-Sensitive Emergent, Gunner, Infiltrator, Mechanic, Medic, Pilot, Quartermaster, Recruit, Saboteur, Scientist, Scout, Sharpshooter, Slicer, Squadron Leader, Tactician
Each rank permanently increases a single characteristic of the player's choice by one point. This cannot bring a characteristic above six.

DEFENSIVE DRIVING

Activation: Passive
Ranked: Yes
Trees: Driver, Pilot, Squadron Leader
Any vehicle the character pilots has its defense rating on all zones increased by one per rank of Defensive Driving.

DEFENSIVE SLICING

Activation: Passive
Ranked: Yes
Trees: Slicer
When attempting to defend a computer system against intrusion (or when an opponent attempts to slice a computer owned or programmed by the character), the character adds ■ per rank of Defensive Slicing to his opponent's checks.

DEFENSIVE SLICING (IMPROVED)

Activation: Passive
Ranked: No
Trees: Slicer
When attempting to defend a computer system against intrusion, the character upgrades the difficulty of an opponent's dice pool a number of times equal to his rank of Defensive Slicing. This replaces the usual benefits from Defensive Slicing.

DEFENSIVE STANCE

Activation: Active (Maneuver)
Ranked: Yes
Trees: Infiltrator
Once per round on the character's turn, the character may perform a Defensive Stance maneuver to defend against incoming melee attacks. He then suffers a number of strain no greater than his ranks in Defensive Stance. Until the start of the character's next turn, upgrade the difficulty of all melee combat checks targeting the character a number of times equal to the strain suffered by the character in this way.

DISORIENT

Activation: Passive
Ranked: Yes
Trees: Scout
After hitting with a combat check, the character may spend ◆◆ to disorient his foe (see page 230). Disoriented targets add ■ to all skill checks. The target is disoriented for a number of rounds equal to the attacker's ranks in Disorient.

DODGE

Activation: Active (Incidental, Out of Turn)
Ranked: Yes
Trees: Ambassador, Medic, Infiltrator
When targeted by a combat check (ranged or melee) the character may choose to immediately perform a Dodge incidental to suffer a number of strain, then upgrade the difficulty of the combat check by that number. The number of strain suffered cannot exceed his ranks in Dodge.

DURABLE

Activation: Passive
Ranked: Yes
Trees: Commando, Gunner
The character may reduce a Critical Injury result he suffers by 10 per rank of Durable, to a minimum of one.

DYNAMIC FIRE

Activation: Active (Incidental)
Ranked: No
Trees: Recruit
When making a ranged attack while engaged with an opponent, the character may suffer 2 strain to reduce the ranged modifier added for being engaged by 1 for the attack. So, when firing a Ranged (Heavy) weapon, the character only increases the difficulty by 1 when engaged, and when firing a Ranged (Light) weapon, he doesn't increase the difficulty at all.

ENDURING

Activation: Passive
Ranked: Yes
Trees: Gunner, Mechanic, Recruit
The character gains +1 soak value per rank of Enduring.

EXHAUST PORT

Activation: Active (Incidental)
Ranked: No
Trees: Gunner
Before attacking a starship or vehicle, the character may spend 1 Destiny Point to ignore the effects of the Massive rule for the attack.

EXPERT TRACKER

Activation: Passive
Ranked: Yes
Trees: Sharpshooter
The character removes ■ per rank of Expert Tracker from his checks to find or follow tracks. Survival checks made to track targets take 50% less time than normal (this does not decrease with additional ranks of Expert Tracker).

FAMILIAR SUNS

Activation: Active (Maneuver)
Ranked: No
Trees: Commodore, Scout
Once per game session the character may spend a maneuver to make a **Hard (◆◆◆) Knowledge (Outer Rim)** or **Knowledge (Core Worlds) check**. If successful, the character is familiar with the type of planetary environment in which he finds himself. He knows whether the planet is likely to be inhabited and, if so, where habitation could be found. He also knows about environmental effects, hostile predators, or potential base locations.

FERAL STRENGTH

Activation: Passive
Ranked: Yes
Trees: Commando
The character adds 1 damage per rank of Feral Strength to one hit of his successful Brawl and Melee attacks.

FIELD COMMANDER

Activation: Active (Action)
Ranked: No
Trees: Squadron Leader, Tactician
The character may take a Field Commander action. By successfully passing an **Average (◆◆) Leadership check**, a number of allies equal to his Presence may immediately suffer one strain to perform one maneuver. This does not count against the number of maneuvers they may perform in their turn. If there are any questions as to the order in which allies act, the character using Field Commander is the final arbiter.

FIELD COMMANDER (IMPROVED)

Activation: Passive
Ranked: No
Trees: Squadron Leader, Tactician
When taking a Field Commander action, the character may affect allies equal to twice his Presence. In addition, he may spend ⊕ generated on his Leadership checks to allow one ally to suffer one strain to perform an action, rather than a maneuver.

FINE TUNING

Activation: Passive
Ranked: Yes
Trees: Driver, Mechanic
Whenever the character repairs system strain on a starship or vehicle, he repairs one additional system strain per rank of Fine Tuning.

FIRE CONTROL

Activation: Active (Maneuver)
Ranked: No
Trees: Commodore
When in a starship or vehicle, the character can make a Fire Control maneuver. If he does so, all combat checks from the starship or vehicle count the silhouette of the target as one higher than normal until the beginning of the character's next turn. This effect does not stack with multiple uses of the Fire Control maneuver.

FORAGER

Activation: Passive
Ranked: No
Trees: Medic, Scout
The character removes up to ■■ from his skill checks to find food, water, or shelter. Survival checks to forage take half the time.

FORCE OF WILL

Activation: Active (Incidental)
Ranked: No
Trees: Force-Sensitive Emergent
Once per game session, the character can choose to make one skill check using Willpower, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his willpower is helping him overcome this challenge.

FORCE RATING

Activation: Passive
Ranked: Yes
Trees: Force-Sensitive Emergent
Force Talent. Each rank permanently increases the character's Force rating by one.

FORM ON ME

Activation: Passive
Ranked: No
Trees: Squadron Leader
When the character performs the Gain the Advantage action (see page 247), a number of allied vehicles equal to his ranks in Leadership and within close range also gain the benefits of the action on the target. These allied vehicles maintain the benefits until they leave close range with the character or the character loses the benefits of Gain the Advantage.

FRENZIED ATTACK

Activation: Active (Incidental)
Ranked: Yes
Trees: Infiltrator
When making a Melee or Brawl combat check, the character may suffer a number of strain, then upgrade the ability of his combat check by that number. This number cannot exceed his ranks in Frenzied Attack.

FULL STOP

Activation: Active (Maneuver)
Ranked: No
Trees: Driver, Squadron Leader
When piloting a ship or vehicle, the character may take the Full Stop maneuver to immediately reduce the speed of the ship or vehicle to zero. The ship or vehicle then suffers one point of system strain for every point of speed it had before stopping.

FULL THROTTLE

Activation: Active (Action)
Ranked: No
Trees: Driver, Pilot
The character may push a ship or vehicle past its limits of speed. He may perform the Full Throttle action, attempting a **Hard (◆◆◆) Piloting check**. With success, the ship's top speed increases by one for a number of rounds equal to Cunning. The ship still cannot perform actions or maneuvers it could not perform normally (e.g., actions that have a minimum speed requirement).

FULL THROTTLE (IMPROVED)

Activation: Active (Maneuver)
Ranked: No
Trees: Driver, Pilot
The character may voluntarily suffer one strain to attempt Full Throttle as a maneuver. In addition, the difficulty of Full Throttle is reduced to **Average (◆◆)**.

FULL THROTTLE (SUPREME)

Activation: Passive
Ranked: No
Trees: Driver, Pilot
When the character successfully performs Full Throttle, the ship's top speed increases by two for a number of rounds equal to his Cunning, instead of one.

GALAXY MAPPER

Activation: Passive
Ranked: Yes
Trees: Commodore, Pilot
The character removes ■ per rank of Galaxy Mapper from his Astrogation checks. In addition, Astrogation checks take 50% less time (this does not increase with additional ranks of Galaxy Mapper).

GEARHEAD

Activation: Passive
Ranked: Yes
Trees: Driver, Mechanic
The character removes ■ per rank of Gearhead from his Mechanics checks. In addition, the credit cost to add mods to attachments decreases by 50% (this does not increase with additional ranks of Gearhead).

GREASED PALMS

Activation: Active (Maneuver)
Ranked: Yes
Trees: Quartermaster
Before making a social interaction check, the character may perform a Greased Palms maneuver and spend up to 50 credits per rank of Greased palms. For every 50 credits spent, the character upgrades the ability of the skill check once. How the money accomplishes this can be up to the player and GM, but could take the form of bribes, buying gifts, or even purchasing information that gives the character an advantage in the ensuing interaction.

GRIT

Activation: Passive
Ranked: Yes
Trees: Agitator, Ambassador, Commando, Commodore, Driver, Force-Sensitive Emergent, Gunner, Infiltrator, Mechanic, Medic, Pilot, Quartermaster, Recruit, Saboteur, Scout, Sharpshooter, Slicer, Squadron Leader
Each rank of Grit increases a character's strain threshold by one.

HARD HEADED

Activation: Active (Action)
Ranked: Yes
Trees: Mechanic, Saboteur
On any turn in which the character is staggered or disoriented, he may perform the Hard Headed action (this action may be specifically performed even though he is normally barred from performing actions when staggered). He makes a **Daunting (◆◆◆◆) Discipline check**. If he succeeds, he is no longer staggered or disoriented. The difficulty of this check decreases by one per additional rank of Hard Headed, to a minimum of **Easy (◆)**.

HARD HEADED (IMPROVED)

Activation: Active (Action)
Ranked: No
Trees: Mechanic, Saboteur
The character may use his Hard Headed action to recover from being incapacitated due to exceeding his strain threshold. On his next turn after being incapacitated, he may make a **Formidable (◆◆◆◆◆) Discipline check** as his Hard Headed action (this action can specifically be performed even though he is normally barred from performing actions). If he succeeds, decrease his strain to one below his strain threshold. The difficulty of this check decreases by one per rank of Hard Headed, to a minimum of **Easy (◆)**.

HEIGHTENED AWARENESS

Activation: Passive
Ranked: No
Trees: Scout
Allies within short range of the character add □ to their Perception and Vigilance checks. Allies engaged with him add □□ instead.

HEROIC FORTITUDE

Activation: Active (Incidental)
Ranked: No
Trees: Commando, Gunner
The character may spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Brawn- or Agility-related checks until the end of the encounter. He still suffers from the injury itself.

HIDDEN STORAGE

Activation: Passive
Ranked: Yes
Trees: Scientist
Any large equipment, vehicle, or droid that the character owns has one or more hidden compartments for smuggling appropriately sized gear. The number of compartments is up to the player, but cannot be enough to hold a total encumbrance value of items more than the character's ranks in Hidden Storage. The size of the compartments are proportional to the size of the vehicle or droid in question. Most humanoid droids

can only hold items equivalent in size to a one-handed weapon, whereas a silhouette 4 starship could conceal humanoids within its compartments. Any checks to detect these compartments have a **Formidable (◆◆◆◆◆)** difficulty.

HOLD TOGETHER

Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Commodore, Mechanic
The character may spend one Destiny Point to make a Hold Together incidental immediately after a vehicle or starship he has repaired this encounter takes damage resulting in hull trauma. The character explains why the apparently serious damage was in fact superficial, and the damage from the attack becomes system strain instead.

INCITE REBELLION

Activation: Active (Action)
Ranked: No
Trees: Agitator
Once per game session, the character can take an Incite Rebellion action to make a **Hard (◆◆◆) Coercion check**. If successful, a number of beings up to his ranks in Coercion become unhappy and try to take action against an organization or authority with power over them until the end of the encounter. This could be due to something the character did or said, or just because the beings were already unhappy with their position.

INDISTINGUISHABLE

Activation: Passive
Ranked: Yes
Trees: Ambassador, Force-Sensitive Emergent
The character's appearance is so common that people have a hard time identifying distinguishing traits. Opposing characters upgrade the difficulty of any checks made to identify him once per rank of Indistinguishable.

INSIGHT

Activation: Passive
Ranked: No
Trees: Force-Sensitive Emergent
Force Talent. Perception and Discipline become career skills.

INSPIRING RHETORIC

Activation: Active (Action)
Ranked: No
Trees: Ambassador
The character may take the Inspiring Rhetoric action; making an **Average (◆◆) Leadership check**. For each ✲, one ally within close range recovers one strain. For each ☺, one ally benefiting from Inspiring Rhetoric recovers one additional strain.

INSPIRING RHETORIC (IMPROVED)

Activation: Passive
Ranked: No
Trees: Ambassador
Each ally affected by Inspiring Rhetoric gains □ on all skill checks for a number of rounds equal to the character's ranks in Leadership; this does not stack with itself.

INSPIRING RHETORIC (SUPREME)

Activation: Active (Incidental)
Ranked: No
Trees: Ambassador
The character may voluntarily suffer 1 strain to perform Inspiring Rhetoric as a maneuver instead of an action.

INTENSE FOCUS

Activation: Active (Maneuver)
Ranked: No
Trees: Quartermaster, Scientist
Before making a skill check, the character may perform the Intense Focus maneuver. The character suffers one strain to upgrade the ability of the skill check once.

INTENSE PRESENCE

Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Ambassador
The character may spend one Destiny Point to recover strain equal to his Presence rating.

INTIMIDATING

Activation: Active (Incidental, Out of Turn)
Ranked: Yes
Trees: Agitator
When attempting a Coercion check, the character may suffer a number of strain to downgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed his ranks in Intimidating. When the character is the target of a Coercion check, the character may suffer a number of strain to upgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed his ranks in Intimidating.

INVENTOR

Activation: Passive
Ranked: Yes
Trees: Scientist
When constructing new items or modifying existing attachments (see **Chapter V: Gear and Equipment**), the character may choose to add □ or remove ■ from the check per rank of Inventor.

INVIGORATE

Activation: Active (Incidental)
Ranked: No
Trees: Force-Sensitive Emergent
Force Talent. Once per encounter, when an ally within short range attempts a skill check using the Brawn or Agility characteristic, the character may roll ⬡. Each ○ adds ✲ to the target's check; however, each ● adds ⟲ to the target's check.

IT'S NOT THAT BAD

Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Medic
Once per game session, when an ally is about to suffer a critical injury, the character can take an It's Not That Bad incidental to make a **Hard (◆◆◆) Medicine check**. If successful, the ally does not gain the Critical Injury and does not suffer any of its normal effects (although the attack that caused the Critical Injury still deals its damage as normal).

JUMP UP

Activation: Active (Incidental)
Ranked: No
Trees: Infiltrator, Recruit
Once per round on the character's turn, the character may stand up from prone or a seated position as an Incidental.

JURY RIGGED

Activation: Passive
Ranked: Yes
Trees: Gunner
The character chooses one personal weapon or piece of armor per rank of Jury Rigged. He may increase the damage of the weapon by one; decrease the Advantage cost on its Critical, or any single other effect by one to a minimum of one; or increase armor's ranged or melee defense by one. Alternatively, he can decrease the encumbrance of the item by two to a minimum of one. The bonus only applies so long as the character is using the item. If the item is ever lost or destroyed, the character may apply Jury Rigged to a new personal weapon or piece or armor.

KILL WITH KINDNESS

Activation: Passive
Ranked: Yes
Trees: Ambassador
The character removes ■ per rank of Kill with Kindness from his Charm and Leadership checks.

KNOCKDOWN

Activation: Passive
Ranked: No
Trees: Commando, Infiltrator
After hitting with a melee attack, the character may knock the target prone by spending a ⊕. If the target is larger than the acting character, it requires one additional ⊕ for each silhouette larger.

KNOW SOMEBODY

Activation: Active (Incidental)
Ranked: Yes
Trees: Quartermaster
Once per game session, when attempting to purchase a legally available item, the character may reduce its rarity by one step per rank of Know Somebody.

KNOWLEDGE SPECIALIZATION

Activation: Active (Incidental)
Ranked: Yes
Trees: Scientist
When the character first acquires this talent, he may choose one Knowledge skill. When making checks with that skill, he may spend ⊕ to gain additional ✲ equal to his ranks in Knowledge Specialization.

KNOWN SCHEMATIC

Activation: Active (Maneuver)
Ranked: No
Trees: Commodore
Once per game session, the character may spend a maneuver to make a **Hard (◆ ◆ ◆) Knowledge (Education) check**. Success means he is familiar with a building or capital ship's design. He now knows the location of critical components or facilities within the ship or vehicle, as well as his own location. He can also plan unconventional routes around obstacles. Additional ✲, ☋, or ⊕ results can reveal other useful information at the GM's discretion.

LET'S RIDE

Activation: Active (Incidental)
Ranked: No
Trees: Pilot, Scout, Squadron Leader
Once per round on the character's turn, the character may mount or dismount from a vehicle or beast, or slide into the cockpit or weapon station aboard a starship, as an incidental instead of a maneuver.

LETHAL BLOWS

Activation: Passive
Ranked: Yes
Trees: Sharpshooter
The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.

MASTER DOCTOR

Activation: Active (Incidental)
Ranked: No
Trees: Medic
Once per round, the character may suffer two strain to decrease the difficulty of his next Medicine check by one to a minimum of **Easy (◆)**.

MASTER DRIVER

Activation: Active (Incidental)
Ranked: No
Trees: Driver
Once per round when piloting a vehicle using the Piloting (Planetary) skill, the character may voluntarily suffer two strain to perform any action as a maneuver instead.

MASTER GRENADIER

Activation: Passive
Ranked: No
Trees: Saboteur
The character decreases the ☋ cost to activate the Blast quality on any weapon he uses by 1 to a minimum of 1. This includes the cost to activate the Blast quality if the weapon misses.

MASTER LEADER

Activation: Active (Incidental)
Ranked: No
Trees: Squadron Leader
Once per round, the character may suffer two strain to decrease the difficulty of his next Leadership check by one, to a minimum of **Easy (◆)**.

MASTER MERCHANT

Activation: Active (Incidental)
Ranked: No
Trees: Quartermaster
Before making a check when buying or selling items, the character may choose to suffer two strain. If the check succeeds, he sells the item for 25% more than base cost or buys it for 25% less.

MASTER OF SHADOWS

Activation: Active (Incidental)
Ranked: No
Trees: Infiltrator
Once per round, the character may voluntarily suffer two strain to decrease the difficulty of the next Stealth or Skulduggery check by one, to a minimum of **Easy (◆)**.

MASTER PILOT

Activation: Active (Incidental)
Ranked: No
Trees: Pilot
Once per round when piloting a starship (a ship piloted using the Piloting [Space] skill), the character may voluntarily suffer two strain to perform any action as a maneuver instead.

MASTER SLICER

Activation: Active (Incidental)
Ranked: No
Trees: Slicer
Once per round, the character may perform a Master Slicer incidental to suffer two strain and decrease the difficulty of the next Computers or other slicing-related check by one, to a minimum of **Easy (◆)**.

MASTER STARHOPPER

Activation: Active (Incidental)
Ranked: No
Trees: Commodore
Once per round, the character may suffer two strain to decrease the difficulty of his next Astrogation check by one, to a minimum of **Easy (◆)**.

MENTAL FORTRESS

Activation: Active (Incidental)
Ranked: No
Trees: Scientist, Slicer
The character may spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Intellect- or Cunning-related checks until the end of the encounter. He still suffers from the injury itself.

NATURAL BRAWLER

Activation: Active (Incidental)
Ranked: No
Trees: Infiltrator
Once per game session, the character may reroll any one Brawl or Melee check.

NATURAL CHARMER

Activation: Active (Incidental)
Ranked: No
Trees: Ambassador
Once per game session, the character may reroll any one Charm or Deception check.

NATURAL DOCTOR

Activation: Active (Incidental)
Ranked: No
Trees: Medic
Once per game session, the character may reroll any one Medicine check.

NATURAL DRIVER

Activation: Active (Incidental)
Ranked: No
Trees: Driver
Once per game session, the character may reroll any one Piloting (Planetary) or Gunnery check.

NATURAL ENFORCER

Activation: Active (Incidental)
Ranked: No
Trees: Agitator
Once per game session, the character may reroll any one Coercion or Streetwise check.

NATURAL HUNTER

Activation: Active (Incidental)
Ranked: No
Trees: Scout
Once per game session, the character may reroll any one Perception or Vigilance check.

NATURAL LEADER

Activation: Active (Incidental)
Ranked: No
Trees: Tactician
Once per game session, the character may reroll any one Cool or Leadership check.

NATURAL MARKSMAN

Activation: Active (Incidental)
Ranked: No
Trees: Sharpshooter
Once per game session, the character may reroll any one Ranged (Light) or Ranged (Heavy) check.

NATURAL NEGOTIATOR

Activation: Active (Incidental)
Ranked: No
Trees: Quartermaster
Once per game session, the character may reroll any one Cool or Negotiation check.

NATURAL OUTDOORSMAN

Activation: Active (Incidental)
Ranked: No
Trees: Commando, Tactician
Once per game session, the character may reroll any one Resilience or Survival check.

NATURAL PILOT

Activation: Active (Incidental)
Ranked: No
Trees: Pilot
Once per game session, the character may reroll any one Piloting (Space) or Gunnery check.

NATURAL PROGRAMMER

Activation: Active (Incidental)
Ranked: No
Trees: Slicer
Once per game session, the character may reroll any one Computers or Astrogation check.

NATURAL ROGUE

Activation: Active (Incidental)
Ranked: No
Trees: Infiltrator
Once per game session, the character may reroll any one Skulduggery or Stealth check.

NATURAL SCHOLAR

Activation: Active (Incidental)
Ranked: No
Trees: Scientist
Once per game session, the character may reroll any one Knowledge skill check.

NATURAL TINKERER

Activation: Active (Incidental)
Ranked: No
Trees: Mechanic
Once per game session, the character may reroll any one Mechanics check.

NOBODY'S FOOL

Activation: Passive
Ranked: Yes
Trees: Ambassador, Agitator
The difficulty of any Charm, Coercion, and Deception checks attempted against the character is upgraded once for each rank of Nobody's Fool.

OUTDOORSMAN

Activation: Passive
Ranked: Yes
Trees: Recruit, Tactician
The character removes ■ per rank of Outdoorsman from his checks to move through terrain or to manage terrain or environmental effects. Decrease overland travel times by 50% (this does not decrease with additional ranks of Outdoorsman).

OVERWHELM DEFENSES

Activation: Active (Incidental)
Ranked: Yes
Trees: Gunner
Upon making an unsuccessful attack with a starship or vehicle weapon, the character may spend ◔ ◔ per rank of Overwhelm Defenses. Reduce the defense rating in the defense zone targeted by the attack for the remainder of the encounter by 1 for every ◔ ◔ spent.

PHYSICAL TRAINING

Activation: Passive
Ranked: Yes
Trees: Commando
The character adds □ per rank of Physical Training to his Athletics and Resilience checks.

PLAUSIBLE DENIABILITY

Activation: Passive
Ranked: Yes
Trees: Agitator
The character removes ■ per rank of Plausible Deniability from his Coercion and Deception checks.

POINT BLANK

Activation: Passive
Ranked: Yes
Trees: Commando
The character adds 1 damage per rank of Point Blank to one hit of his successful Ranged (Heavy) or Ranged (Light) attacks made while at short range or engaged.

POWERFUL BLAST

Activation: Passive
Ranked: Yes
Trees: Saboteur
The character increases the Blast quality damage dealt by explosives, explosive weapons, and grenades he uses by 1 per rank of Powerful Blast.

QUICK DRAW

Activation: Active (Incidental)
Ranked: No
Trees: Recruit, Tactician
Once per round on the character's turn, he may draw or holster an easily accessible weapon or item as an incidental, instead of a maneuver. This talent also reduces the amount of time to draw or stow a weapon that usually requires more than one maneuver to properly prepare or stow, by one maneuver.

QUICK FIX

Activation: Active (Incidental)
Ranked: No
Trees: Sharpshooter
Once per game session, the character can choose to make one skill check using Agility, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his agility is helping him overcome this challenge.

QUICK STRIKE

Activation: Passive
Ranked: Yes
Trees: Scout, Squadron Leader
The character adds □ per rank of Quick Strike to his combat checks made against any target that has not yet acted in the encounter.

RAPID REACTION

Activation: Active (Incidental, Out of Turn)
Ranked: Yes
Trees: Driver, Commodore
The character may suffer a number of strain to add an equal number of ✲ to any Vigilance or Cool check to determine Initiative order. The number may not exceed his ranks in Rapid Reaction.

RAPID RECOVERY

Activation: Passive
Ranked: Yes
Trees: Pilot, Saboteur, Scout
When the character recovers strain after an encounter has concluded, he recovers one additional strain per rank in Rapid Recovery.

REDUNDANT SYSTEMS

Activation: Active (Action)
Ranked: No
Trees: Mechanic
Once per game session, the character can take a Redundant Systems action to make a **Easy (◆) Mechanics check**. If successful, the character may harvest components from a functioning device to repair a broken one, without breaking the functioning device. This allows the character to repair a broken device without having required spare parts, raw materials, or repair kits (the initial check does not suffer penalties for lacking repair kits, either). This only works, however, if the functioning device is at least the same size and technological level as the device being repaired (it's impossible to repair a starship with a blaster pistol).

RESEARCHER

Activation: Passive
Ranked: Yes
Trees: Scientist
The character removes ■ per rank of Researcher from his Knowledge checks. Researching takes 50% less time (this does not increase with additional ranks of Researcher).

RESOLVE

Activation: Passive
Ranked: Yes
Trees: Saboteur, Slicer
When the character suffers strain, he suffers one less strain per rank of Resolve, to a minimum of one. This does not apply to voluntary strain loss.

RESPECTED SCHOLAR

Activation: Passive
Ranked: Yes
Trees: Scientist
The character downgrades the difficulty of checks to interact with institutions of learning by one per rank of Respected Scholar.

SCATHING TIRADE

Activation: Active (Action)
Ranked: No
Trees: Agitator
The character may take the Scathing Tirade action by making an **Average (◆ ◆) Coercion check**. For each ☆, one enemy within short range suffers one strain. The character can also spend ; for every spent, one target already affected suffers 1 additional strain.

SCATHING TIRADE (IMPROVED)

Activation: Passive
Ranked: No
Trees: Agitator
Each enemy affected by Scathing Tirade suffers ■ on all skill checks for a number of rounds equal to the character's ranks in Coercion; this does not stack with itself.

SCATHING TIRADE (SUPREME)

Activation: Active (Incidental)
Ranked: No
Trees: Agitator
The character may voluntarily suffer one strain to perform Scathing Tirade as a maneuver instead of an action.

SECOND WIND

Activation: Active (Incidental)
Ranked: Yes
Trees: Recruit, Saboteur
Once per encounter, the character may use a Second Wind incidental to recover an amount of strain equal to his ranks in Second Wind.

SELECTIVE DETONATION

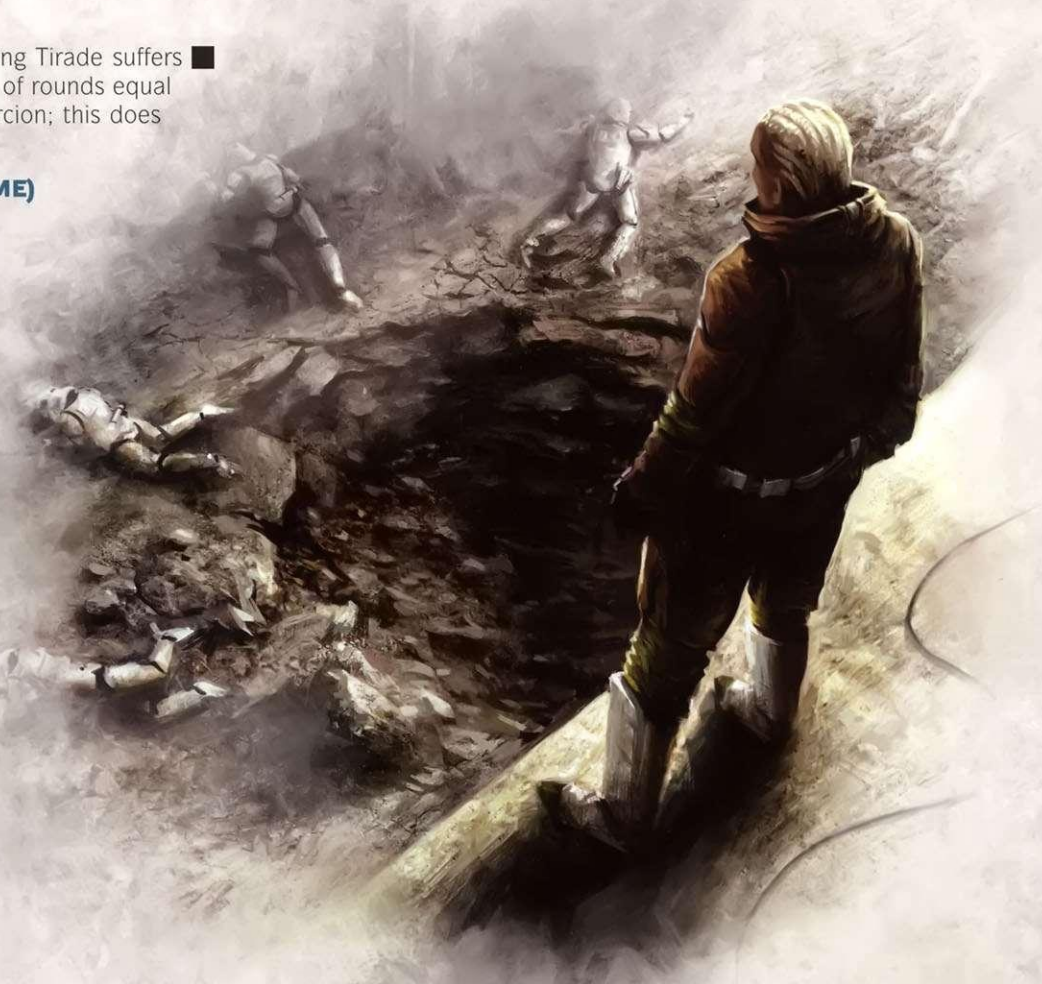
Activation: Active (Incidental)
Ranked: Yes
Trees: Saboteur
When using weapons with the Blast quality or explosive devices, the character may spend to exclude one target that would normally be affected by the explosion. Multiple targets may be excluded in this manner, but the total number may not exceed his ranks in Selective Detonation. The character may also spend to exclude multiple targets, as long as the total number of targets excluded does not exceed his ranks in Selective Detonation.

SENSE DANGER

Activation: Active (Incidental)
Ranked: No
Trees: Force-Sensitive Emergent
Force Talent. Once per game session, the character may remove ■ ■ from any one skill check.

SHORTCUT

Activation: Passive
Ranked: Yes
Trees: Scout
During a chase, the character adds □ per rank of Shortcut to his checks made to catch or escape an opponent.



SIDE STEP

Activation: Active (Maneuver)
Ranked: Yes
Trees: Tactician
Once per round on the character's turn, the character may perform a Side Step maneuver to try to avoid incoming ranged attacks. He then suffers a number of strain no greater than his ranks in Side Step. Until the start of the character's next turn, upgrade the difficulty of all ranged combat checks targeting the character a number of times equal to the strain suffered by the character.

SITUATIONAL AWARENESS

Activation: Passive
Ranked: No
Trees: Squadron Leader
When in a starship or vehicle with functional coms, allies within short range add ▢ to their Perception and Vigilance checks. Allies within close range add ▢▢ instead. This talent operates on planetary scale, not personal scale.

SIXTH SENSE

Activation: Passive
Ranked: No
Trees: Ambassador
The character gains +1 ranged defense.

SKILLED JOCKEY

Activation: Passive
Ranked: Yes
Trees: Driver, Pilot
The character removes ■ per rank of Skilled Jockey from his Piloting (Planetary) and Piloting (Space) checks.

SKILLED SLICER

Activation: Active (Incidental)
Ranked: No
Trees: Slicer
When making a Computers check, the character may spend ⊕ to gain some measure of control over the target system. Any further Computers checks within this system can be made as maneuvers.

SLEIGHT OF MIND

Activation: Passive
Ranked: Yes
Trees: Force-Sensitive Emergent
Force Talent. The character adds ▢ per rank of Sleight of Mind to his Stealth checks unless the being attempting to detect the character is immune to Force Powers.

SMOOTH TALKER

Activation: Active (Incidental)
Ranked: Yes
Trees: Quartermaster
When a character first acquires this talent, he chooses one skill: Charm, Coercion, Negotiation, or Deception. When making checks with that skill, he may spend ⊕ to gain additional ✲ equal to his ranks in Smooth Talker.

SNIPER SHOT

Activation: Active (Maneuver)
Ranked: Yes
Trees: Sharpshooter
Once per round before making a non-thrown ranged attack, the character may perform a maneuver to attempt a Sniper Shot. Sniper Shot increases the maximum range of his ranged weapon up to one range band per rank. For each rank beyond the normal maximum of the weapon, upgrade the difficulty of the check by one (this is in addition to the increased difficulty of the shot due to longer range).

SOFT SPOT

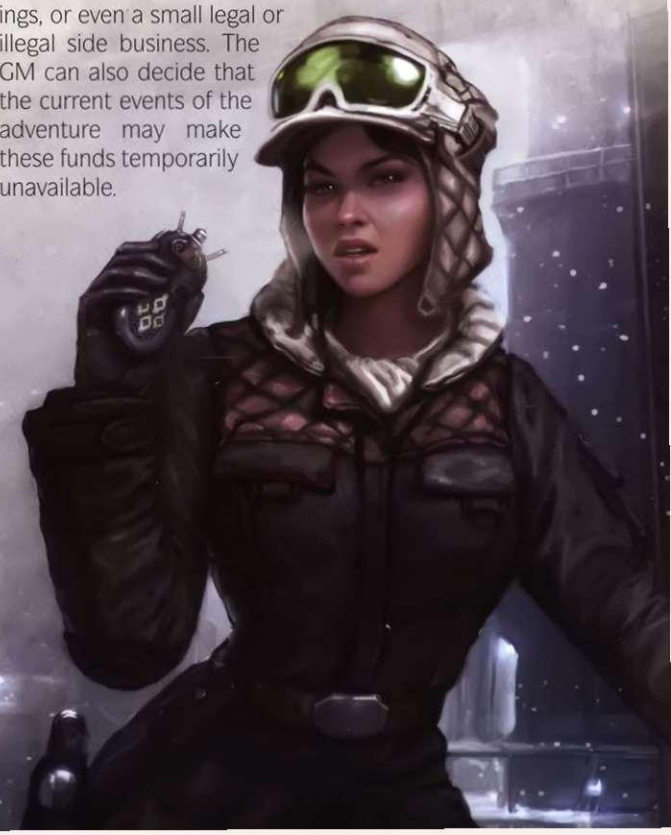
Activation: Active (Incidental)
Ranked: No
Trees: Infiltrator
After making a successful attack with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to his Cunning to one hit of the successful attack.

SOLID REPAIRS

Activation: Passive
Ranked: Yes
Trees: Commodore, Mechanic
Whenever the character repairs hull trauma on a starship or vehicle, he repairs one additional hull trauma per rank of Solid Repairs.

SOUND INVESTMENTS

Activation: Passive
Ranked: Yes
Trees: Quartermaster
At the beginning of each game session, the character gains credits equal to his ranks in Sound Investments times 100. How this money is earned is up to the player and GM, and could be actual investments, business dealings, or even a small legal or illegal side business. The GM can also decide that the current events of the adventure may make these funds temporarily unavailable.



SPARE CLIP

Activation: Passive
Ranked: No
Trees: Gunner, Recruit
The character does not run out of ammo on a ▽. Items with Limited Ammo quality run out of ammo as normal.

SPEAKS BINARY

Activation: Passive
Ranked: Yes
Trees: Scientist
The character grants □ per rank of Speaks Binary to any tasks he directs Non-Player Character droids to perform.

STALKER

Activation: Passive
Ranked: Yes
Trees: Scout
The character adds □ per rank of Stalker to his Coordination and Stealth checks.

STEELY NERVES

Activation: Active (Incidental)
Ranked: No
Trees: Ambassador
The character may spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Presence or Willpower related checks until the end of the encounter. He still suffers from the injury itself.

STIM APPLICATION

Activation: Active (Action)
Ranked: No
Trees: Medic
The character may take the Stim Application action. To perform this action, he must have access to drugs, a medpac, or stimpacks. He makes an **Average (◆◆) Medicine check**. If successful, one ally he is engaged with (including himself) increases one characteristic of the character's choice by one for the remainder of the encounter, and suffers four strain. A single character's individual characteristics may each only be increased once by Stim Application during an encounter.

STIM APPLICATION (IMPROVED)

Activation: Active (Incidental)
Ranked: No
Trees: Medic
As an incidental, when performing the Stim Application action, the character may increase the difficulty of the Medicine check to **Hard (◆◆◆)**. If he does so, the target of the action suffers one strain instead of four.

STIM APPLICATION (SUPREME)

Activation: Passive
Ranked: No
Trees: Medic
When performing the Stim Application action, each ⊕ may be spent to increase an additional characteristic by one.

STIMPACK SPECIALIZATION

Activation: Passive
Ranked: Yes
Trees: Medic
Whenever the character uses a stimpack, the target heals an additional wound per rank of Stimpack Specialization. The sixth stimpack and beyond each day still have no effect.

STREET SMARTS

Activation: Passive
Ranked: Yes
Trees: Agitator
The character removes ■ per rank of Street Smarts from his Streetwise and Knowledge (Underworld) checks.

STROKE OF GENIUS

Activation: Active (Incidental)
Ranked: No
Trees: Scientist
Once per game session, the character can choose to make one skill check using Intellect, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his intelligence is helping him overcome this challenge.

STRONG ARM

Activation: Passive
Ranked: No
Trees: Commando
Characters with the Strong Arm talent treat thrown weapons as if they had one step greater range, to a maximum of medium range.

STUNNING BLOW

Activation: Active (Incidental)
Ranked: No
Trees: Infiltrator
When making Melee checks, the character may choose to deal damage as strain instead of wounds. This does not ignore soak.

STUNNING BLOW (IMPROVED)

Activation: Active (Incidental)
Ranked: No
Trees: Infiltrator
When dealing strain damage with Melee or Brawl checks, the character may spend a ⊕ result to stagger his target (see page 230) for one round per ⊕ spent.

SUPERIOR REFLEXES

Activation: Passive
Ranked: No
Trees: Quartermaster
The character gains +1 melee defense.

SURGEON

Activation: Passive
Ranked: Yes
Trees: Medic
When this character makes a Medicine check to help a character heal wounds, the target heals one additional wound per rank of Surgeon.

SWIFT

Activation: Passive
Ranked: No
Trees: Tactician
The character does not suffer the penalties for moving through difficult terrain (he moves through it at normal speed, without spending additional maneuvers).

TACTICAL COMBAT TRAINING

Activation: Passive
Ranked: No
Trees: Recruit
Melee and Ranged (Heavy) become career skills.

TARGETED BLOW

Activation: Active (Incidental)
Ranked: No
Trees: Sharpshooter
On a successful attack during combat with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to his Agility to one hit of the successful attack.

TECHNICAL APTITUDE

Activation: Passive
Ranked: Yes
Trees: Slicer
For each rank, the character reduces the amount of time needed to complete computer-related tasks by 25%.

TIME TO GO

Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Saboteur
The character may spend 1 Destiny Point to perform a Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion. This may be performed out of turn. This incidental occurs after the character determines he would be hit by the blast, but before damage is applied.

TIME TO GO (IMPROVED)

Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Saboteur
When activating Time to Go, the character may allow one ally he is engaged with to also perform an out of turn Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion. This incidental occurs after the ally determines he would be hit by the blast, but before damage is applied.

TINKERER

Activation: Passive
Ranked: Yes
Trees: Scientist
The character makes one piece of equipment more modifiable. He chooses one piece of equipment and increases its number of hard points by one. He can only do this once per piece of equipment, but can modify a number of pieces of equipment equal to his ranks in Tinkerer. If he loses a modified piece of equipment, he may apply Tinkerer to a new one.

TOUCH OF FATE

Activation: Active (Incidental)
Ranked: No
Trees: Force-Sensitive Emergent
Force Talent. Once per game session, the character may add ☐☐ to any one skill check.

TOUGHENED

Activation: Passive
Ranked: Yes
Trees: Commando, Driver, Force-Sensitive Emergent, Gunner, Infiltrator, Mechanic, Medic, Pilot, Quartermaster, Recruit, Saboteur, Scout, Sharpshooter, Tactician
The character increases his wound threshold by two per rank of Toughened.

TRICKY TARGET

Activation: Passive
Ranked: No
Trees: Driver, Pilot, Squadron Leader
Any vehicle the character pilots counts as having a silhouette one lower than normal when being attacked, to a minimum of 0.

TRUE AIM

Activation: Active (Maneuver)
Ranked: Yes
Trees: Gunner, Sharpshooter
Once per round, before the character makes a ranged attack, he may perform a True Aim maneuver. By performing this maneuver, the character gains all the benefits for aiming and also upgrades his attack roll once per rank of True Aim.

UNCANNY REACTIONS

Activation: Passive
Ranked: Yes
Trees: Force-Sensitive Emergent
Force Talent. The character adds ☐ per rank of Uncanny Reactions to his Vigilance checks.

UNCANNY SENSES

Activation: Passive
Ranked: Yes
Trees: Force-Sensitive Emergent
Force Talent. The character adds ☐ per rank of Uncanny Senses to his Perception checks.

UNSTOPPABLE

Activation: Passive
Ranked: No
Trees: Commando
If the percentile roll made when the character receives a Critical Injury is 1 or is reduced to 1, the character does not receive the Critical Injury and suffers none of the effects.

UTILITY BELT

Activation: Active (Incidental)
Ranked: No
Trees: Scientist, Scout
The character may spend one Destiny Point to perform a Utility Belt incidental to produce a previously undocumented—but essential—small tool from his utility belt, satchel, or pockets, with a rarity no greater than (4). This cannot be a weapon unless the weapon has the Limited Ammo 1 quality.

VEHICLE COMBAT TRAINING

Activation: Passive
Ranked: No
Trees: Recruit
Gunnery and Piloting (Planetary) become career skills.

WELL ROUNDED

Activation: Passive
Ranked: Yes
Trees: Medic
The character chooses any two skills. They permanently become career skills.

WELL TRAVELED

Activation: Passive
Ranked: No
Trees: Recruit
Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills.

WHEEL AND DEAL

Activation: Passive
Ranked: Yes
Trees: Quartermaster
When he sells legal goods to a reputable merchant or business, the character gains an additional 10% more credits per rank of Wheel and Deal (based on the original selling price of the good or item).

WORKS LIKE A CHARM

Activation: Active (Incidental)
Ranked: No
Trees: Ambassador
Once per game session, the character can choose to make one skill check using Presence, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his social ability is helping him overcome this challenge.

V

GEAR AND EQUIPMENT

"Sir, if any of my circuits or gears will help, I'll gladly donate them."

–C-3PO

While the agents of the Rebel Alliance are typically skilled and determined, they could not prevail without proper equipment. Resourcefulness and technical know-how are necessities in the struggle against the Empire; most Rebel agents know not only how to shoot a blaster pistol, but also where to get their hands on a new weapon at short notice. The Alliance has many supply lines and sympathetic donors, though it must exercise constant and painstaking vigilance to keep such assets a secret.

All manner of weaponry and equipment are utilized by the Alliance. Bothan spies use listening devices and disguise kits to gain vital intelligence on the deployment of Imperial forces and the construction of new secret projects such as the contruction of the Death Star. Timed explosives are used to sabotage facilities and resources used by the Empire. Small arms and armor are used when Rebel forces meet Imperial stormtroopers in pitched battle.

However, the need for equipment, especially weaponry and spacecraft befitting a professional military force, is no small problem for the Alliance. Outside of areas in open rebellion, finding reliable suppliers who are willing to put their own lives at risk for the cause is not easy. Every time the Alliance uses alternative avenues of supply, they risk betraying their own values in the eyes of their sympathizers. To be certain, some of those who work with the Alliance make use of criminal contacts and unwilling dupes to ensure its survival, but the Alliance does not like to advertise this. Many supporters of the Alliance see themselves as ideologically opposed to oppression and injustice, whether it is meted out by the minions of a galactic Empire or the henchmen of a tin-pot crime lord. As such, the attitude of the Rebellion leadership to those within the ranks who might seek to benefit from illegal shipments of arms and equipment is "do it, but do it discreetly."

This chapter looks at some of the common pieces of weaponry and equipment used by members of the Rebel Alliance, and discusses how the Alliance goes about managing its resources.

THE GALACTIC ECONOMY

Even under the iron fist of the Empire, trade continues on most worlds much as it did in the days of the Galactic Republic. Hundreds of worlds produce myriad products that are shipped to all sectors of the galaxy along busy hyperspace routes. Traders and manufacturers regard the Imperial regime as both a threat and an opportunity. While the Empire is a little more exacting with regard to the excise it places on goods, and far more punitive in its punishment of those who fail to pay such dues, it is also less concerned with regulation and the exploitation of new markets and natural resources. Much as the Empire might like to, even it lacks the confidence to impose itself on the practices of the Corporate Sector and other centers of galactic trade.

Agents of the Rebel Alliance have to be very careful when dealing with the representatives of trade guilds and shipping consortiums. Many wealthy traders have enriched themselves due to relaxed regulations and are staunchly loyal to the Empire as a result. Even those who are not supporters of the Imperial regime are often so cowed by the Empire's military might that they would not risk an association with outlaws. Even though the men and women of the Rebel Alliance are effectively outlaws, they cannot operate without equipment and financial support.

Truly, without its own sources of funds and provisions, the Rebel Alliance would face inevitable defeat.

IMPERIAL CREDITS

There are a number of different currencies and financial systems at work in the galactic economy, but only Imperial credits are so widely accepted as to be considered a truly galactic currency. The Galactic Credit Standard was initially backed by the immense wealth of the InterGalactic Banking Clan (IGBC) of the planet Muunilinst. The indigenous Muuns displayed prodigious talents for mathematics and finance. Coupled with the fact that Muunilinst was a particularly mineral-rich world, these skills saw them grow wealthy enough to back a currency that could be used throughout the galaxy. The Empire dare not destroy the IGBC lest it be blamed for plunging the civilized galaxy into a deep recession, thereby losing Imperial support from the important Core Worlds. However, it does place its own administrators in positions where they can keep a close eye on the IGBC's business, and favors human-controlled banking organizations. This effectively limits the influence of the Muuns over the Imperial economy for the time being.

Credits come in the form of chips, bills, and coins, though the popularity of chips is declining, as investors and consumers fear that they may become worthless should the Empire suffer defeat. Credit chips and coins come in a number of denominations, ranging from one decicred (a tenth of a credit) to 5,000 credits. Some branches of the IGBC and its affiliates issue credit sticks that hold a varying amount of credits depending on the sales and purchases made by the holder. These credit sticks are notoriously hard to tamper with, and the penalties for forging credit are high, though that does not stop some scoundrels (and Rebels) from trying.

There are alternative economic systems in the galaxy, though they are relatively parochial and easily ignored. Indeed, some of those doing business within such a system may well prefer to take credits rather than local currency. Most parts of the galaxy deemed civilized will accept credits.

THE IMPORTANCE OF SELF-SUFFICIENCY

While the Rebel Alliance controls many resources and can rely on the aid of a number of sympathetic cultures and institutions, it still encourages frugality in its agents. There are a number of reasons for this. The Alliance needs to marshal its resources as efficiently as possible and must pay its debts so as not to make more enemies for itself. A disgruntled business partner may not only refuse to do business with the Alliance, but may go on to inform the Empire of all that they know in order to have their revenge.

Transactions using Imperial credits tend to leave a trail. Even those who are sympathetic to the cause can come under suspicion, followed by close scrutiny and auditing. Leasing equipment and employing mercenaries can be an attractive option to Alliance agents who find themselves short of all resources but credits, but such decisions need careful deliberation. Mercenaries are loyal to no one but their next paymasters. If work should come their way from those with Imperial sympathies, any intelligence they gathered while working alongside the Alliance becomes a highly lucrative asset.

In order to best mitigate these risks, members of the Rebel Alliance are expected to operate with minimal assistance once a mission is underway. The leaders and administrators of the Rebellion understand that emergency purchases and shaky alliances may have to be made in the heat of the moment, but they put great store in their agents, being able to sensibly plan for what they need and think on their feet. Those agents who repeatedly require new equipment or leave clues as to their activities are often sidelined in favor of more resourceful individuals. The best Rebel agents are not only able to make good use of the technology the Alliance provides to them, but they are also able to live like an impoverished fringer should the need arise.

ORDNANCE AND SUPPLY COMMAND

The Ordnance and Supply Command (OSC) is part of the command of the Rebel Alliance and is responsible for managing supplies and issuing warnings about shortfalls to all sectors of the galaxy in which the Alliance operates. If Alliance soldiers go without food or water, or if they are sent into battle without access to the correct weapons and support, it is the OSC which is ultimately responsible.

It is the duty of the OSC to keep track of the assets available to the Rebel Alliance and to come up with strategies in order to cope with shortages of equipment. An example of the sort of operation carried out at the behest of the OSC is the raid on the BFF-1 bulk freighter *Ars Opus*. The ship was carrying a number of R2 astromech droids intended for use by the Empire. The successful raid ensured not only that the Alliance gained access to much needed droids, but also that the Empire was simultaneously denied a valuable resource. As such, the operation was deemed a major coup for the OSC.

From the point of view of the PCs in a game of **Age of Rebellion**, the OSC can provide a vital lifeline, granting much needed supplies in times of desperation or ensuring that pieces of specialist equipment are made available for the missions most likely to make good use of them. The OSC may well contact the PCs with orders to carry out a raid to acquire new equipment, either for the PCs' own use or to disseminate throughout the Rebel Alliance. The OSC also requires information on the movement of important shipments. Building up a good relationship with members of the OSC can be a good way for a group of Rebels to ensure that they always have access to the best equipment, though they may well have to undertake a number of dangerous missions in order to warrant such a reputation.

The OSC is careful to target only those supplies destined for use by the Empire. It would do the Rebellion little good to garner a reputation for piracy.

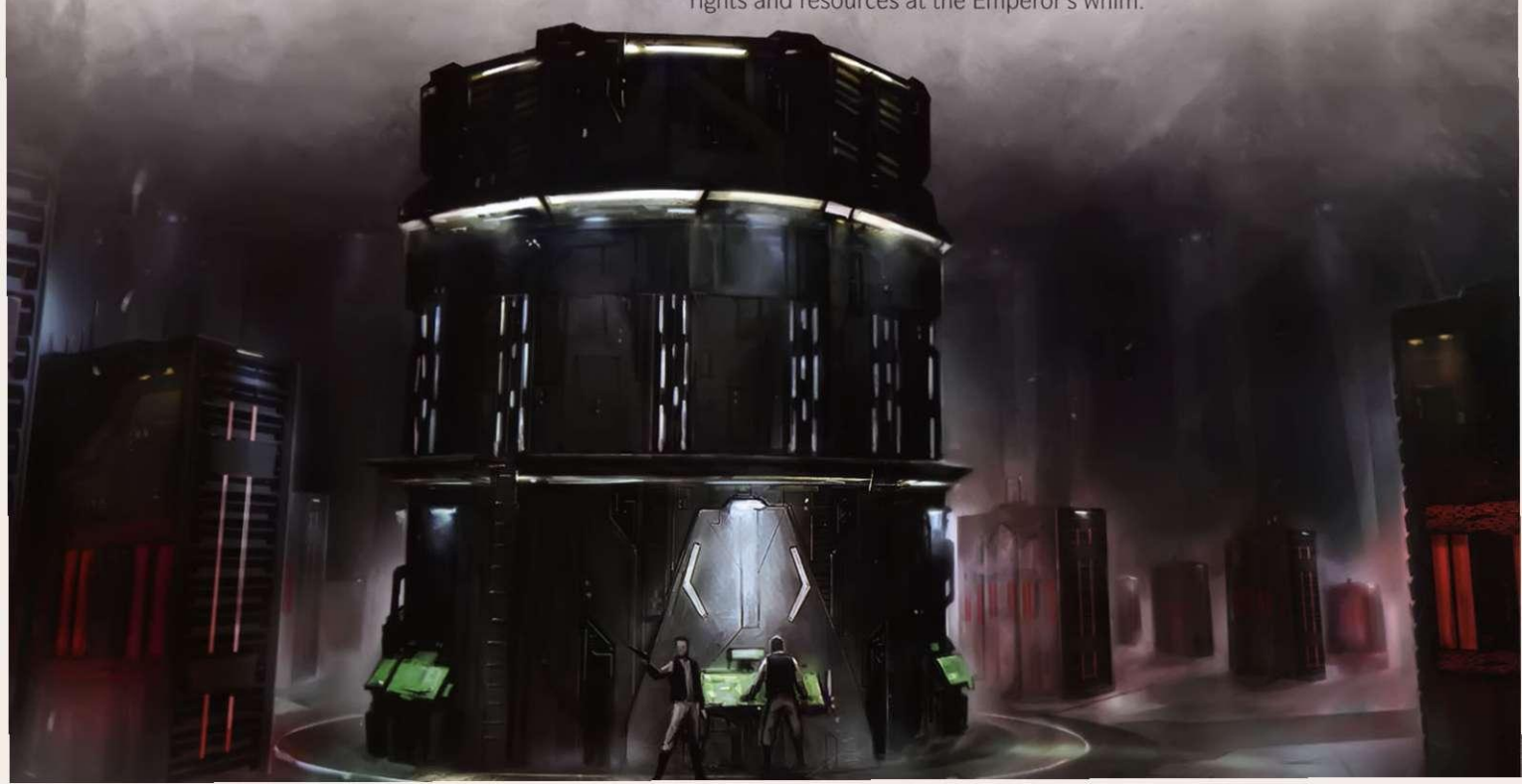
CORPORATIONS AND THE ALLIANCE TO RESTORE THE REPUBLIC

There are a number of corporate interests in the galaxy that have effectively thrown in with the Alliance. Some have even been overt about their desire to see the Empire overthrown, despite the plausibly lethal consequences of going rogue.

One such company is the Incom Corporation, famed for its reliable and innovative speeders and fightercraft. Incom designs and manufactures the X-wing fighter that has become an iconic part of Rebel fleets. The company, which was staunchly independent during the days of the Galactic Republic, proved resistant to attempts by the Empire to direct and control its business.

In fact, a response to these attempts to Imperialize the company, several key engineers and designers defected to the Alliance, taking prototype X-wing fighters with them. The Empire responded by purging the corporation, sentencing many of the remaining staff to hard labor in the Kessel spice mines. However, they were spared their fate when a Rebel raid intercepted the transport ships bound for the prison planet.

The Incom Corporation still works as part of the Galactic Empire, though it is devoid of the talent and drive for which it was once famous. Its key staff and assets are now integral components of the Alliance war machine. The fate of the company also provides a lesson to other organizations around the galaxy. Though many of them are effectively cowed by the Empire, or keen to exploit the opportunities created by the regime, others are dissident, well aware that they could be stripped of their rights and resources at the Emperor's whim.



RARITY

Some items are naturally more difficult to purchase than others, depending on where characters find themselves at any given time. After all, the galaxy is a big place, and the vagaries and intricacies of galactic trade mean that some items that are easy to find in certain locations are very difficult to find in others. Of course, some items are rare no matter where one goes, and likewise, some items are always common and inexpensive.

Rarity in **Age of Rebellion** is a simple way of measuring how difficult an item can be to find on a scale of 0–10, with 0 being the easiest to track down and 10 being the hardest. But, whether or not an item is available for purchase should never be solely a matter of rolling dice. Instead, the needs of the plot make it at least partially the Game Master's decision. Nevertheless, for simple items, rarity provides an easy way for the GM to determine whether something is available and to let the players easily track items down. Finding an item on a world requires a successful Negotiation check (although the GM may allow the character to use an appropriate Knowledge skill check instead).

Table 5–1: Rarity lists the rarities, the corresponding check difficulty to find items with those rarities, and examples of items with those rarities. **Table 5–2: Rarity Modifiers** lists some general modifiers that can be applied to an item's rarity, based on the technological status and general type of the world where the item is being sought. Some worlds may impose their own individual modifiers as well. Modifiers can raise an item's rarity above 10. For rarities higher than 10, the difficulty remains at **Formidable (◆◆◆◆◆)**, but the GM may upgrade the difficulty once for every rarity beyond 10.

TABLE 5-1: RARITY

Rarity	Difficulty	Examples
0	Simple (–)	Glow Rod
1		Long Range Comlink
2	Easy (◆)	Medpac
3		Scanner Goggles
4	Average (◆◆)	Blaster Pistol
5		Blaster Rifle
6	Hard (◆◆◆)	Cybernetic Limb
7		Bowcaster
8	Daunting (◆◆◆◆)	Thermal Detonator
9		Personal Stealth Field
10	Formidable (◆◆◆◆◆)	Lightsaber

THE BLACK MARKET

Not all goods are available on all planets. A city might outlaw weapons within its limits, and most planetary authorities forbid thermal detonators. Selling illegal goods is dangerous but lucrative for those with nerve, and finding them means dealing with greedy thugs and criminals.

Exactly what is illegal on each world is up to the Game Master or may be specified in that world's description. Finding an illegal item typically requires a Streetwise check. The difficulty generally depends on the rarity of the item (see **Table 5–1**), but the difficulty can increase based on the world's law enforcement capabilities (as determined by the GM).

Selling illegal goods also requires a Streetwise check with the same difficulty as above. If three or more ⚙ or a ▽ are generated, something has gone wrong; the buyer tries to rob the characters, or the local police arrive to arrest these brazen criminals, for example.

Finding black-market items always requires a Streetwise check, and the items may cost far more than the list price depending on their scarcity on a particular world. This varies from place to place, so the Game Master should determine if an item is restricted or not, to what degree, and what the difficulty is to track it down. Some items are marked with an (R) by their price, which means they are restricted and always count as black-market items.

Most black marketeers have established patterns, customers, and habits that allow them to stay in business. While the Rebellion has been known to deal with the black market, the Player Characters might not have these connections and may even be selling to a criminal who plans on turning around and reselling the goods again. For that reason, PCs selling illegal items net one-quarter of the listed price with a successful Streetwise check, one-half with ✲ ✲, and three-quarters with ✲ ✲ ✲ or higher.

Truly exotic and illegal items, like rare animals or exotic pets, can be sold for higher values, but this is based on the story and the difficulty it took to find them. The rules above present the general guidelines for buying and selling most illegal items.

SELLING AND TRADING

Selling legal items follows similar guidelines to selling illegal ones. Player Characters can generally sell an item for one-quarter of its cost on a successful Negotiation check, increasing that to one-half with ✲ ✲, and to three-quarters with ✲ ✲ ✲ or more.

There are some cases in which the PCs might wish to engage in trade, buying multiple items at one location,

then selling them at another location where they are rarer. These actions can be handled narratively, but if the GM wishes to use some mechanical guidelines for this process, these are some basic rules covering trading.

Trade works the same whether with black-market (restricted) items or with legal items. Selling the items follows the rules for selling items listed above, whether the items are black market or legal. However, when determining the sell price based on the success of the Negotiation check, first multiply the cost of the item based on the difference in the item's rarity between where the item was bought and where it's sold, referring to **Table 5–2: Rarity Modifiers** and **Table 5–3: Increased Costs When Trading**. Then take the new, increased cost and determine the sell price by the results of the Negotiation check.

Of course, these rules do not account for all sorts of details, such as buying in bulk, marketing and advertising, and myriad other factors that may affect prices. This is why the rules for buying, selling, and trading are all modifiable by the GM, and subject to his judgment. It is also important to note that these rules only apply when engaging in commercial trade. If the PCs sell a cargo load of blasters on a world using these rules, then later one of them buys a blaster on that world, he would normally pay the listed cost, without any increases. Remember, these rules are for engaging in trade only.

Always remember when engaging in intergalactic trade that the GM has final say as to how much an item is worth, which can also be based on narrative factors. For example, if the PCs collect some E-11 blaster rifles off dead stormtroopers, they may try to sell them. However, though a blaster rifle is not (R), it's still obviously an Imperial weapon. Some shopkeepers may refuse to purchase them, and others may offer a criminally low price for these goods, no matter how well the PCs roll on their Negotiation check. Finally, some may offer to buy the goods at a reasonable price, then turn around and betray the PCs to the Empire.

TABLE 5–2: RARITY MODIFIERS

Rarity Modifier	Circumstances
–2	Primary Core world such as Coruscant, Duro, or Corellia
–1	Other Core world
–1	World on primary trade lane
+0	Colony or Inner Rim world
+0	Civilized world
+1	Mid Rim world
+1	Recently settled world, out of the way world
+2	Outer Rim world
+2	Frontier world
+3	Wild Space world
+4	Uncivilized world

TABLE 5–3: INCREASED COSTS WHEN TRADING

Rarity Increase	Cost Increase
+0–1	x1
+2	x2
+3	x3
+4 or higher	x4

ENCUMBRANCE

AGE OF REBELLION emphasizes sweeping stories, epic tales, and fast action. Keeping track of the weight of every stimpack isn't fun, but knowing that a hero is loaded down with the weapons he just stole for the Rebellion is an important story element; so is having some idea of how many days' worth of rations a commando can carry while on an extended operation.

In general, players and the Game Master won't need to track a character's encumbrance (how much he's carrying on his person). Occasionally, however, it may play an important part in the story, and a player needs to know if the weight, mass, and collective bulk of the items his hero is wearing inhibits his actions.

ENCUMBRANCE VALUES

Every item of gear listed in this chapter has an encumbrance value. Most items that can commonly be carried have a value of 0 through 5—from relatively light objects (such as credit chips or light clothing) to heavier items (like blaster rifles or gaffi sticks). The encumbrance value of armor is discussed in more detail later, and is different when it's worn. When worn, the weight is distributed appropriately, and when armor is carried, it's treated as just another item.

Encumbrance doesn't strictly represent weight; it also represents mass, bulk, and how easy items are to carry. A well-fitting suit of armor adds very little encumbrance, while an armful of gimer sticks has a high encumbrance because they're tricky to carry.

Small items such as datapads, most pistols, or knives have an encumbrance value of 1 or 2. Medium items, such as blaster rifles, a satchel of thermal detonators, or a grappling hook and cord, have an encumbrance value of 3 or 4. Large or heavy items, such as cargo

crates, repeating blaster rifles, or a heavy toolbox, are valued at 5 or 6.

If it becomes critical to the story to have more detail, 10 loosely carried incidental items have an encumbrance value of 1. If they are stored in an effective manner—such as bowcaster quarrels in a quiver, or crystals in a pouch—then 20 incidental items have an encumbrance value of 1. If, for some reason, the character is unable to manage his gear in such a way, the GM may increase his overall encumbrance value by several points to reflect the difficulty in managing and carrying items by less efficient means. When carried, a living being generally has an encumbrance value of 5 plus their Brawn. A typical human, such as a soldier for the Rebel Alliance, has a Brawn of 2, and therefore a total encumbrance value of 7. A scholar from Garos IV, with a Brawn of 1, has an encumbrance value of 6. This may be modified by specific species' features, such as the fatty bulk of a Hutt or the hollow bones of an avian.

ENCUMBRANCE THRESHOLD

Characters have an "encumbrance threshold" of 5 plus their Brawn rating, which limits how much they can carry under normal conditions and without penalty. A total encumbrance value over the threshold means the hero is "encumbered," and suffers ■ to all Agility and Brawn checks for every point of encumbrance over his limit. This is cumulative with any ■ suffered for strain or other conditions, should any be in play.

Also, if a character is encumbered by an amount equal to or greater than his Brawn rating, he no longer earns a free maneuver each turn. The character can still perform up to two maneuvers, but each maneuver costs two strain. With a Brawn of 2, for example, a character would not get a free maneuver each turn if he's carrying 9 or more points of encumbrance.

LIFTING AND CARRYING EXCESSIVE ENCUMBRANCE

Characters shouldn't typically carry more than their encumbrance threshold. When necessity demands, however, they can do so for a short time (suffering the effects described above).

If a character needs to lift an object greater than his encumbrance threshold, such as an ally who has fallen off a gantry or ledge, he must make an Athletics check. The difficulty is **Simple (-)** if the object's encumbrance value is less than or equal to the character's encumbrance threshold. Increase the difficulty by 1 for every point over, up to a maximum additional encumbrance of 4 and difficulty of **Daunting (◆◆◆◆)**. A character with a Brawn of 2 and a threshold of 7, for example, tries to lift a rock with an encumbrance value of 10. That's 3 over, so the difficulty is **Hard (◆◆◆)**.

Additional characters may help, adding their raw Brawn to the encumbrance threshold. In the example, an Ithorian with a Brawn of 3 adds +3 to the encumbrance threshold for that specific task.

EXAMPLE

Arkhan and Cael have stolen a shipment of weapons meant for an Imperial base. Cael is trying to run with a crate of the weapons in his arms and has an encumbrance threshold of 8 (5 plus his Brawn of 3). The crate's encumbrance value is 5. Between the crate and Cael's heavy blaster rifle (encumbrance value 6), he is carrying 3 over his threshold, and thus makes a **Hard (◆◆◆) Athletics check**, loses his free maneuver, and suffers ■■■ to all Agility and Brawn-based checks until he drops the crate.

CONCEALING GEAR

Characters in **Age of Rebellion** frequently carry small arsenals on their persons. Sometimes a character wants everyone to see the massive disruptor slung over his shoulder and the heavy blaster pistol at his hip, knowing that intimidation can often stave off a fight. But sometimes a Rebel needs to slip in somewhere with a little extra help, such as when Leia entered Jabba's palace with a hidden thermal detonator.

Items with an encumbrance value of 1 or less can be hidden on a person easily. No checks are required for successful concealment unless a foe inspects the target up close—usually with a physical pat down. In the latter case, the searcher makes an opposed Perception check against the target's Stealth. Add □ to the searcher's check for every encumbrance point over 1 that is due to the hidden item. If there are multiple items, use the highest. The Game Master should adjust this based on the situation. An unusually large species might be able to easily conceal items with an encumbrance value of 2, for example.

The same rules can apply to similar situations—such as hiding a blaster rifle (encumbrance value 4) in a wagon of scrapped droid parts. The Game Master should decide what value of object can be hidden without notice, and add □ for every point over that.

ENCUMBRANCE AND VEHICLES

A ship's cargo hold can house the amount of encumbrance listed in its vehicle profile. Smuggling panels have varying limits. These small caches are usually secretly placed around the ship to avoid detection. Most smuggling panels have an encumbrance limit of 2 to 30 depending on their size and location.

COMBAT SKILLS

Skills represent the ability to use, identify, maintain, and care for the weapons in each category. For example, the Gunnery skill governs firing large mounted weapons such as a land-to-air laser turret—and is also used to diagnose problems, reset the system if it overheats, identify manufacturers, and so on. This section discusses combat skills as they relate to various weapons.

BRAWL

Brawl weapons are generally light and cover the wearer's hands. They are easy to wield in close quarters and often designed with handguards or grips to keep them from being dropped easily in a desperate scuffle. Cestus, brass knuckles, metal claws, vibrofists, and weighted gloves are all examples of brawling weapons, as are the various disciplines of unarmed combat. Many beasts and several of the more savage races fight with talons or claws, and their attacks are covered by Brawl as well.

An attacker must be engaged with his target to attempt a Brawl attack.

GUNNERY

Larger weaponry that generally requires a mount, turret, or placement to use effectively is covered by the Gunnery skill. It covers vehicle-mounted guns and most starship weapon systems, as well as stationary platforms for devices such as e-web repeating blasters, assault blasters, ion cannons, missile banks, laser turrets, proton torpedoes, and other armaments and ordnance.

Gunnery weapons cannot be used against targets engaged with the weapon and its user.

MELEE

Melee weapons can be either one- or two-handed and are generally larger than one foot in length. They vary greatly, from gaffi sticks and halberds to cortosis staves and vibroknives.

An attacker must be engaged with his target to attempt a melee attack.

RANGED (HEAVY)

Heavy ranged weapons are those that generally must be wielded in or directed with two hands, such as a bowcaster, heavy blaster, or flame projector. Heavy ranged weapons also include larger thrown items, such as spears or throwing axes.

Using a heavy ranged weapon while engaged with an enemy increases the difficulty of the check by two.

RANGED (LIGHT)

Light ranged weapons are those that can generally be wielded in one hand, such as a blaster pistol or other handgun. Light ranged weapons also include one-handed thrown items, such as bolas, knives, and grenades.

Using a light ranged weapon while engaged with an enemy increases the difficulty of the check by one.

ITEM QUALITIES

Some equipment features special qualities that add variety and depth to the vast array of armaments in the *Star Wars* universe. Some special qualities are inherent to certain items, while others are general qualities that can be applied by the Game Master to specifically tailor an item to the story.

Special qualities are generally either passive or active. Passive qualities are always on and require no activation on the part of the user. Active qualities must be triggered by the user, often by spending one or more to activate the effect.

Item qualities usually have a number associated with them. This is their rating. Ratings affect qualities in different ways, depending on the quality in question.

Active qualities require to activate unless otherwise stated in their description. Weapon qualities can only trigger on a successful attack, unless specified otherwise.

ACCURATE (PASSIVE)

Accurate weapons are easier to aim or wield, whether through design or technology. For each level of this trait, the attacker adds to his attack dice pools while using this weapon.

AUTO-FIRE (ACTIVE)

A weapon with Auto-fire can be set to shoot in rapid succession and potentially spray an area with bolts, flechettes, slugs, or other types of projectiles. The advantage in using Auto-fire is that it has the chance to hit multiple targets or hit a single target multiple times.

Attacking with a weapon on Auto-fire is generally less accurate, and the attacker must increase the difficulty of the attack check by . The user may choose to not use the Auto-fire quality on a weapon; in this case, he cannot trigger the quality but also does not suffer the aforementioned penalty.

If the attack hits, the attacker can trigger Auto-fire by spending . Auto-fire can be triggered multiple times. Each time the attacker triggers Auto-fire, it deals an additional hit to the target. Each of these counts as an additional hit from that weapon, and each hit deals base damage plus the number of uncanceled on the check.

These additional hits can be allocated to the target, or to other targets within range of the weapon. If the attacker wishes to hit multiple targets, he must decide to do so before making the check. Furthermore, if he wishes to hit multiple targets, his initial target must always be the target with the highest difficulty and highest defense (if this is two separate targets, the GM chooses which target is the initial target). The initial hit must always be against the initial target. Subsequent hits generated can be allocated to any of the other designated targets.

Auto-fire weapons can also activate one Critical Injury for each hit generated on the attack per the normal cost; the Critical must target the target of the specific hit.

BLAST (ACTIVE)

The weapon has a large spread, an explosive blast, or similar area of effect, like the detonation of a grenade or a warhead fired from a missile launcher. If the attack is successful and Blast activates, each character (friend or foe) engaged with the original target suffers damage equal to the weapon's Blast rating (plus an additional wound per as usual).

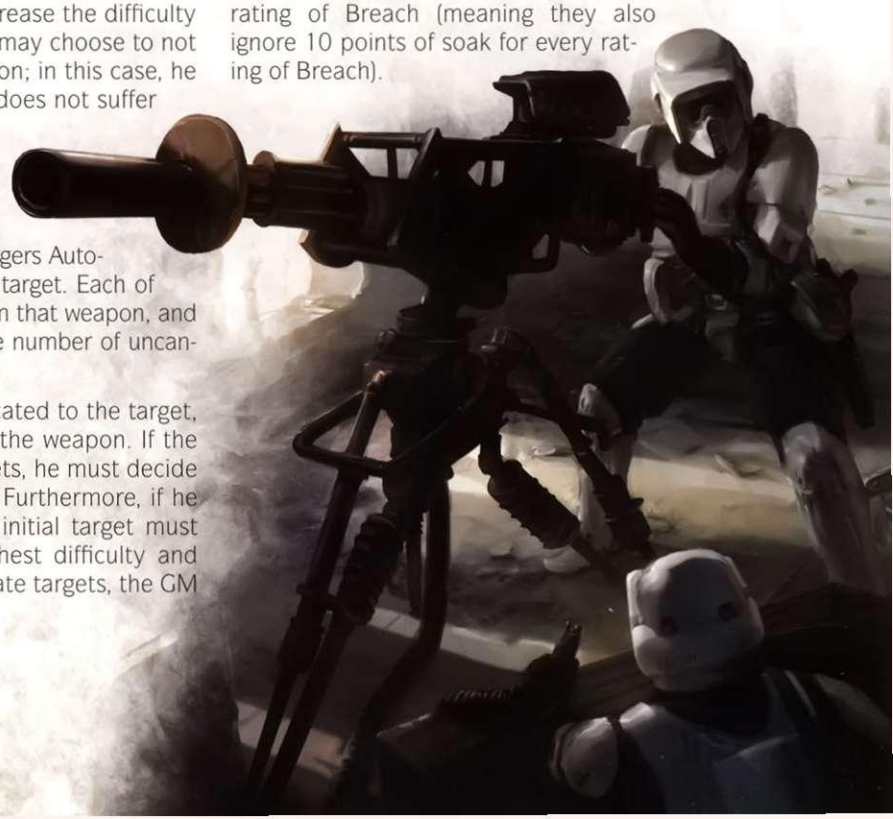
In a relatively small and enclosed area, the Game Master might decide that everyone in the room suffers damage.

If the Blast quality doesn't activate, the ordnance still detonates, but bad luck or poor aim on the part of the firer (or quick reactions on the part of the victims) means the explosion may not catch anyone else in its radius. However, the user may also trigger Blast if the attack misses by spending . In this case, the original target and every target engaged with the original target suffers damage equal to the Blast rating of the weapon.

BREACH (PASSIVE)

Weapons with Breach burn through the toughest armor, and are often heavy weapons or starship weapons.

Breach weapons ignore one point of armor for every rating of Breach (meaning they also ignore 10 points of soak for every rating of Breach).



BURN (ACTIVE)

Weapons with Burn inflict damage over time. If the attack is successful, the target continues to suffer the weapon's base damage each round for a number of rounds equal to the weapon's Burn rating. Damage is applied at the start of each of the target's turns.

A victim might be able to stop the damage by rolling around on the ground and making an Agility check as an action. This is an **Average (◆ ◆) Coordination check** on hard surfaces such as the hall of a spaceship, or an **Easy (◆) Coordination check** on grass or soft ground. Jumping into a body of water stops the damage immediately. Both situations assume the flame is from actual combustion rather than a chemical reaction. With the latter, there is usually little the victim can do.

CONCUSSIVE (ACTIVE)

The weapon's attack can leave the target shell-shocked from mighty blows or punishing shockwaves, unable to perform any but the most basic actions. The target is staggered (see page 230) for a number of rounds equal to the weapon's Concussive rating. A staggered target cannot perform actions.

CORTOSIS (PASSIVE)

Cortosis is an ore principally found in the Outer Rim. It is extremely rare and valuable, and was used primarily during the Clone Wars against the Jedi Knights. There are two varieties of Cortosis ore. The rarest versions can actually short out a lightsaber's blade, causing it to fail temporarily. The far more common Cortosis ore is still a miraculous substance, because when molded into armor, it forms an interlocking molecular bond that is extremely resistant to energy weapons.

Weapons with the Cortosis quality are immune to the Sunder quality. Armor with the Cortosis quality makes the wearer's soak immune to the Pierce and Breach qualities.

CUMBERSOME (PASSIVE)

A Cumbersome weapon is large, unwieldy, awkward, or heavy. To wield a Cumbersome weapon properly, the character needs a Brawn characteristic equal to or greater than the weapon's Cumbersome rating. For each point of Brawn by which the character is deficient, he must increase the difficulty of all checks made while using the weapon by one.

DEFENSIVE (PASSIVE)

Defensive weapons are particularly good at fending off incoming melee attacks. A character wielding a weapon with the Defensive quality increases his melee defense by the weapon's Defensive rating.

DEFLECTION (PASSIVE)

An item with the Deflection quality increases the wearer's ranged defense equal to its Deflection rating.

DISORIENT (ACTIVE)

A weapon with Disorient can daze an opponent. When Disorient is triggered, the target is disoriented (see page 230) for a number of rounds equal to the weapon's Disorient rating. (A disoriented target adds ■ to all skill checks he performs.)

ENSNARE (ACTIVE)

A weapon with Ensnare binds a foe and restricts his movements. When Ensnare is triggered, the target is immobilized (see page 230) for a number of rounds equal to the weapon's Ensnare rating. An Ensnared target may attempt a **Hard (◆ ◆ ◆) Athletics check** as his action on his turn to break free from the effect. (An immobilized target cannot perform maneuvers.)

GUIDED (ACTIVE)

Certain types of projectiles, such as guided missiles, may benefit from course alterations after being fired. If a character misses while firing a Guided weapon and if Guided is activated, he may make an attack check at the end of the round. The difficulty of the check is calculated by comparing the weapon's silhouette of 0 to the silhouette of the target (see page 249), and the check's ◆ equal the weapon's Guided rating. If the test is successful, the weapon strikes the target, and damage is dealt normally.

Guided requires ❍ ❍ ❍ to activate, unless otherwise specified in the weapon's description. Remember, the Guided effect can activate on its subsequent attacks, representing the projectile continuing to track the target.

"Spoofing" is a countermeasure designed to work against a particular type of projectile, such as flares designed to draw off infrared missiles. Spoofing directly increases the defense of the target against attacks with the Guided quality.

KNOCKDOWN (ACTIVE)

When knockdown triggers, the target is knocked prone.

Unless specified otherwise, Knockdown requires ❍ ❍ to trigger, plus one additional ❍ per silhouette of the target beyond one.

INACCURATE (PASSIVE)

Inaccurate weapons are weapons of a shoddy or inferior construction, which means they are less likely to be accurate or precise. Alternatively, the weapon's nature may inhibit accuracy. Inaccurate weapons add ■ to the attacker's dice pool equal to their Inaccurate rating.

INFERIOR (PASSIVE)

An Inferior item is a lackluster example of its kind, representing shoddy and poor craftsmanship. An Inferior weapon generates automatic ⚙ on all checks related to its use, and has its base damage decreased by one. Inferior armor has its encumbrance increased by one and its defense decreased by one. If it does not have defense, decrease its soak value by one, to a minimum of zero.

ION (PASSIVE)

Ion weapons are designed to affect electrical systems instead of dealing raw damage. They are fitted to ships to knock out opponents' shields, sensors, and engines. They are shorter range than laser weapons and deal larger amounts of damage, but their damage is dealt to the target (usually a vehicle) as system strain. The damage is still reduced by armor and soak. Droids are affected by ion weapons, taking damage to their strain threshold.

LIMITED AMMO (PASSIVE)

Some weapons fire particularly large or complex projectiles that cost significant numbers of credits or are themselves a complete weapon that, once launched, is expended. A weapon with the Limited Ammo quality may be used to make a number of attacks equal to its Limited Ammo rating before it must be reloaded with a maneuver. In addition, each shot expends one of a limited number of rounds of ammo, which, once used, must be purchased or otherwise obtained before firing the weapon again. This also applies to grenades and other "one use" weapons that have the Limited Ammo 1 quality (here, the user is not "reloading" the grenade, but drawing another to use—but mechanically they are equivalent).

LINKED (ACTIVE)

Some weapons, like the laser cannons fitted to the X-wing, are designed to fire together at the same target. This increases the possibility of a hit as well as the damage dealt. When firing a linked weapon, on a successful attack, the weapon deals one hit. The wielder may spend 🔱 🔱 to gain an additional hit, and may do so a number of times equal to the weapon's Linked rating. Additional hits from the Linked weapon being used may only be applied against the original target. Each hit deals the weapon's base damage plus the total uncanceled ✲ scored on the check.

PIERCE (PASSIVE)

An attack made with this weapon ignores one point of soak for each rank of Pierce. If the weapon has more ranks of Pierce than the target's total soak, it completely ignores the target's soak. For example, Pierce 3 against a soak of 2 ignores 2 points of soak, but the extra "point" of Pierce has no further effect.

PREPARE (PASSIVE)

Weapons with this quality require time to set up before being used. The user must perform a number of preparation maneuvers equal to the weapon's Prepare rating before making attacks with that weapon.

SLOW-FIRING (PASSIVE)

Slow-Firing weapons tend to be large, heavy, emplacement-mounted weapons like the turbolasers found on capital ships or planetary defense ion cannons. While they deal incredible damage, they need time to recharge or cool down between shots. A weapon's Slow-Firing rating dictates how quickly the weapon can be fired after an attack. For example, a heavy turbolaser with Slow-Firing 2 must wait two rounds after being fired before it can be fired again.

STUN (ACTIVE)

A weapon with Stun deals strain to the target. When the Stun quality is activated, it inflicts strain equal to the weapon's Stun rating.

STUN DAMAGE (PASSIVE)

Some weapons deal Stun damage instead of regular damage. In this case, the weapon deals damage as strain instead of wounds. This damage is still reduced by a target's soak.

A variant of this is a Stun setting. As an incidental, the wielder can choose to switch the setting of his weapon to "Stun." In this case, it does Stun damage as described above. When weapons with a Stun setting are used to deal Stun damage, their range changes to short and cannot be increased.

SUNDER (ACTIVE)

When activated, the attacker chooses one item openly wielded by the target (such as a weapon, shield, or item on a belt). That item is damaged one step: to minor if undamaged, from minor to moderate, or from moderate to major. If a weapon already suffering major damage is the target of a successful Sunder, it is destroyed.

Sunder requires 🔱 to activate. If activated multiple times in the same attack, each activation can be applied against the same weapon, potentially taking a weapon from undamaged to destroyed in a single attack.

SUPERIOR (PASSIVE)

A Superior item is a sterling example of its kind, representing masterful craftsmanship. A Superior weapon generates automatic 🔱 on all checks related to its use, and has its base damage increased by one. Superior armor has its encumbrance reduced by one and its soak value increased by one.

TRACTOR (PASSIVE)

Instead of firing searing beams of laser fire or crackling ion discharges, this weapon fires relatively harmless electromagnetic beams that ensnare ships and hold them fast in space. Tractor beams, like all weapons, are fired at their target using the appropriate skill check (generally Gunnery) with all suitable modifiers. Once the weapon hits its target, the target may not move unless its pilot makes a successful Piloting check with a difficulty equal to the tractor beam's rating. The tractor beam's rating is always noted in parentheses in the weapon's stats, next to the quality.

VICIOUS (PASSIVE)

When this weapon scores a Critical Injury or Hit, the character adds ten times the Vicious rating to the Critical roll. With Vicious 3, for example, the victim adds +30 to his Critical Hit result.

WEAPON CHARACTERISTICS

Each weapon has a variety of characteristics that define its abilities and make it distinct. All weapons share several characteristics, while many feature special qualities that add additional rules to their operation.

NAME

The general name of the weapon. This may be a broad label that applies to several closely related weapons.

SKILL USED (SKILL)

The combat skill used when attacking with this weapon.

BASE DAMAGE (DAM)

The base damage the weapon inflicts. This is the minimum damage inflicted if the attack with this weapon hits. Each net ✲ generated during the attack check adds one point of damage to this base damage rating.

CRITICAL RATING (CRIT)

Indicates the number of ☣ required to trigger Critical Injuries using this weapon. If the weapon's critical rating triggers, the character rolls percentile dice on the corresponding Critical Injury chart to determine the effect on the target. A Critical Injury can only be triggered on a successful hit that deals damage that exceeds the target's soak value.

Some weapons and talents modify this Critical Injury roll, potentially making a Critical Injury more or less effective. In addition, a character can only generate one Critical roll per hit on a target. However, if the roll generates enough ☣ to trigger the critical rating of the weapon multiple times, the character can choose to add +10 to the Critical Injury roll for each subsequent trigger.

EXAMPLE

Zal the Ace fires her blaster at a stormtrooper, generating a total of three Critical Injuries! Zal rolls one Critical, but adds +20 to the result.

RANGE

The range of the weapon. Range is measured in several broad range bands. Melee weapons require the attacker to be engaged with the target. Ranged weapons have ranges listed as short, medium, long, or extreme.

ENCUMBRANCE (ENCUM)

Encumbrance is, in essence, an abstract measurement of how heavy and awkward something is to carry and transport. The higher the encumbrance, the more difficult the item is to carry. More details on encumbrance can be found on page 165.

HARD POINTS (HP)

Many items can be customized, to an extent determined by the number of hard points they have. The vast majority of weapons have a limited number of hard points that determine how many attachments can be mounted on them. This is covered in greater detail on page 199.

PRICE

The price of the weapon on the open market. An (R) next to the price means the weapon is restricted and cannot be bought on the open market, in which case the price listed is the closest average black-market price.

RARITY

The rarity of the item, before modifiers (page 164).

SPECIAL

These are the qualities or other special rules each weapon possesses. More in-depth descriptions of these qualities can be found on page 168, while rules specific to a certain type of weapon are detailed in the weapon's description, starting on page 173.

WEAPON MAINTENANCE

Invariably, weapons start to wear down. Rolling ▽ results may indicate a weapon has malfunctioned, misfired, jammed, broken down, or otherwise been rendered inoperable or impaired until it can be repaired.

Low-tech weaponry that generally does not rely on energy cells or sophisticated programming (such as a bowcaster or gaffi stick) can be repaired with the Mechanics skill or the skill used to wield the weapon. More sophisticated weapons that rely on programming, circuitry, or electronics (such as a laser turret or missile launcher) can also be repaired with the Computers skill, or the combat skill used to wield the weapon (although Mechanics can always be used to repair a weapon).

Weapon repairs are generally classified as minor, moderate, or major. The magnitude of the required repairs indicates two things: the severity of any penalties applied to the user when trying to operate the defective weapon, and the difficulty rating of the necessary repairs. Repairing a weapon requires adequate time and tools, generally one to two hours per difficulty level. If a character attempts repairs in less time, he increases the difficulty by one. Likewise, if the character lacks the proper tools, he increases the difficulty by one. These factors are cumulative, so when repairing a blaster without the proper tools and in less time, the difficulty is increased by two.

The cost of the repairs is equal to a percentage of the weapon's base cost: 25% if it's a minor repair, 50% if it's a moderate repair, and 100% if it requires major work. Reduce the total by 10% for each ☺ received on the repair check if the PC is doing it himself. (A Non-Player Character weaponsmith won't reduce his price for his skill.)

TABLE 5-4: REPAIRING GEAR

Repair Required	Difficulty	Penalty for Use
Minor	**Easy (◆)**	One additional ■
Moderate	**Average (◆◆)**	One additional ◆
Major	**Hard (◆◆◆)**	Unusable

This does mean it's sometimes easier to buy a new weapon than fix an existing one, but that isn't always possible. It also doesn't include the price of any modifications that have been made, which aren't figured into the repair cost.

EXAMPLE

Vendri's blaster rifle has suffered a major malfunction. The base cost of the rifle is 900 credits, so it costs him 225 credits to make a minor repair, 450 to make a moderate repair, and 900 to make a major repair. Unfortunately, he's far away from any Rebel safe house he knows about, so he instead deals with the locals for 900 credits' worth of parts.

AMMO

The weapons in *Star Wars* are primarily energy-based. That, coupled with the action-packed and narrative-based gameplay in AGE OF REBELLION, means that players do not need to track ammunition for their characters' weapons. They are always assumed to have enough power packs or clips to handle whatever firefights they encounter. This carries over to primitive weapons such as slugthrowers.

There are a few exceptions to this, of course, the primary one being weapons with the Limited Ammo quality. This quality is used to represent weapons with deliberately limited clips, such as missile tubes and proton torpedoes, as well as one-use weapons such as grenades and nets.

Another exception is when weapons do run out of ammo, such as when a combat check generates ▽ that the GM spends to make the character's ammo run out. In these cases, the weapon is out until the end of the encounter, unless the character thought ahead and brought along extra reloads (see page 197).

TABLE 5-5: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Energy Weapons									
Holdout Blaster	Ranged (Light)	5	4	Short	1	1	200	4	Stun setting
Light Blaster Pistol	Ranged (Light)	5	4	Medium	1	2	300	4	Stun setting
Blaster Pistol	Ranged (Light)	6	3	Medium	1	3	400	4	Stun setting
Heavy Blaster Pistol	Ranged (Light)	7	3	Medium	2	3	700	6	Stun setting
Blaster Carbine	Ranged (Heavy)	9	3	Medium	3	4	850	5	Stun setting
Blaster Rifle	Ranged (Heavy)	9	3	Long	4	4	900	5	Stun setting
Heavy Blaster Rifle	Ranged (Heavy)	10	3	Long	6	4	1,500	6	Auto-fire, Cumbersome 3
Light Repeating Blaster	Ranged (Heavy)	11	3	Long	7	4	(R) 2,250	7	Auto-fire, Cumbersome 4, Pierce 1
Heavy Repeating Blaster	Gunnery	15	2	Long	9	4	(R) 6,000	8	Auto-fire, Cumbersome 5, Pierce 2, Vicious 1
Ion Blaster	Ranged (Light)	10	5	Short	3	3	250	3	Disorient 5, Ion
Disruptor Pistol	Ranged (Light)	10	2	Short	2	2	(R) 3,000	6	Vicious 4
Disruptor Rifle	Ranged (Heavy)	10	2	Long	5	4	(R) 5,000	6	Cumbersome 2, Vicious 5
Slugthrowers									
Slugthrower Pistol	Ranged (Light)	4	5	Short	1	0	100	3	
Slugthrower Rifle	Ranged (Heavy)	7	5	Medium	5	1	250	3	Cumbersome 2
Explosives and Ordnance									
Flame Projector	Ranged (Heavy)	8	2	Short	6	2	1,000	6	Burn 3, Blast 8
Missile Tube	Gunnery	20	2	Extreme	7	4	(R) 7,500	8	Blast 10, Cumbersome 3, Guided 3, Breach 1, Prepare 1, Limited Ammo 6
Frag Grenade	Ranged (Light)	8	4	Short	1	0	50	5	Blast 6, Limited Ammo 1
Armor-Piercing Grenade	Ranged (Light)	13	3	Short	1	0	100	6	Blast 4, Limited Ammo 1, Pierce 3
Stun Grenade	Ranged (Light)	8	NA	Short	1	0	75	4	Disorient 3, Stun Damage, Blast 8, Limited Ammo 1
Anti-Vehicle Mine	Mechanics	25	2	Engaged	4	0	(R) 1,400	6	Blast 2, Breach 4, Limited Ammo 1
Anti-Personnel Mine	Mechanics	12	3	Engaged	3	0	(R) 850	6	Blast 4, Vicious 4, Limited Ammo 1
Thermal Detonator	Ranged (Light)	20	2	Short	1	0	(R) 2,000	8	Blast 15, Breach 1, Vicious 4, Limited Ammo 1

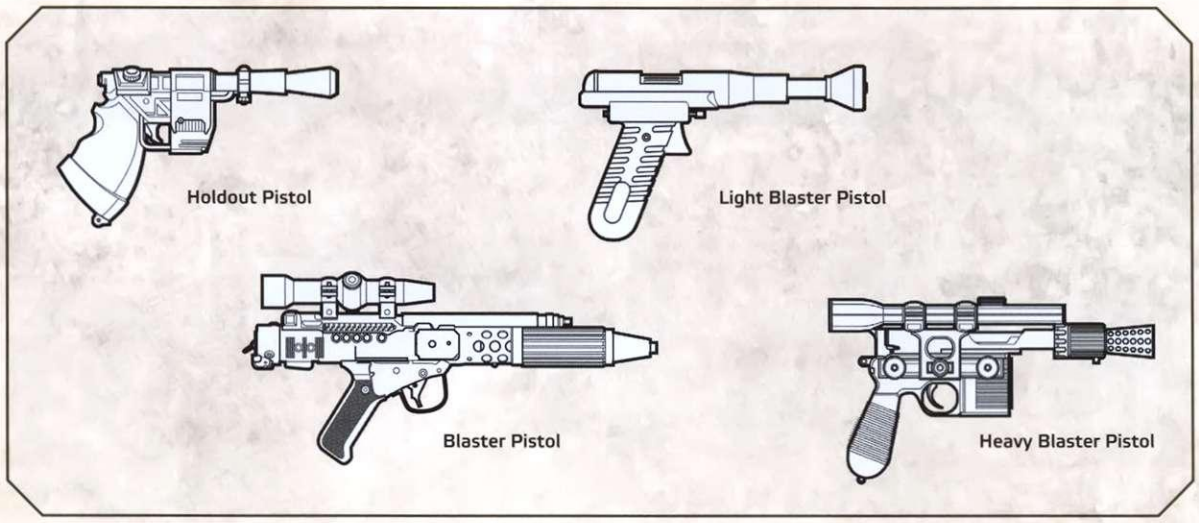
WEAPON DESCRIPTIONS

Arms production is one of, if not the most, lucrative and powerful industries in the galaxy. The average galactic citizen has myriad choices for offensive and defensive weaponry. There is a blaster, bludgeon, or blade to suit nearly every requirement or taste. The following list of weapons comprises those most commonly found in the armories of the Imperial Armed Forces and among the disparate operatives of the Rebel Alliance.

BLASTERS

The most common type of weapon in the galaxy is the blaster. Blasters come in a seemingly infinite array of shapes and sizes, from small holdout pieces that can be hidden in a sleeve or pocket to heavy repeaters used to mow down whole squads of infantry and destroy light vehicles. All blasters use some sort of highly pressurized volatile combustible gas, such as Tibanna gas, as their propellant. When the weapon is fired, the gas is pushed through a second chamber that "excites" the gas. The next compartment converts the gas into energy particles, which are then focused through a crystal of some sort. The end result is a dense packet of charged particles that can tear through everything from flesh to duracrete to armor alloys.

Most blasters can be set to Stun, a non-lethal, low-powered setting that overloads a target's nervous system and renders him temporarily paralyzed (see the Stun Damage quality, page 170). Blasters with this ability have it noted in their special qualities, listed as "Stun Setting." Stun may only be used at short range, no matter what the weapon's normal range is. Switching between "Stun" and "Kill" on such a weapon is relatively simple, and requires an incidental.



Blasters that deal only Stun damage, and no conventional damage, are known as stingbeams or simply stun blasters. Blaster carbines and all pistols, save for heavy blasters, can be purchased as stun blasters, at a cost equal to half the usual amount for the regular, full-powered version.

HOLDOUT BLASTER

Holdout blasters are lightweight, small-framed sidearms designed for ease of handling and concealment. They are especially popular among civilians, espionage agents, politicians, and others who need to go about armed but would rather not have it known. While every bit as deadly as their larger cousins, holdout blasters do suffer from both reduced range and stopping power thanks to the lighter charge and smaller amount of blaster gas they hold in their magazine. Holdout blasters are hard to find when concealed well, even with a physical pat-down. Anyone searching an individual carrying a concealed holdout blaster adds ■ to their Perception check.

Models Include: BlasTech HSB-200, Imperial Munitions Model 22T4 ISB Special, Gee-Tech No. 12 "Defender" Disposable MicroBlaster.

LIGHT BLASTER PISTOL

Combining the concealability of a holdout blaster with the performance of a standard blaster pistol, light blaster pistols are an excellent compromise between size and stopping power. Larger than holdout blasters, they are still easily concealed in a bag or about one's person and tend to be carried by those who need a blaster but wish to be discreet about the fact. They are also quite easy to obtain, thanks to lighter regulations imposed on them and to their somewhat dubious distinction as "sporting blasters" as opposed to combat weapons. Light blaster pistols are quite popular among the wealthy and powerful elite of the galaxy, especially those ornate and highly accurate weapons classified as sporting blasters. These weapons have also found a loyal following among espionage agents and individuals involved in clandestine or criminal activities. In addition, many species that are small in stature tend to carry light pistols because they are easier to carry and handle relative to the individual's size.

Models Include: Merr-Sonn Model 44, BlasTech DL-18, DDC Defender Sporter.

BLASTER PISTOL

The ubiquitous blaster pistol is the standard by which energy-based sidearms are measured throughout the galaxy. Blaster pistols come in a breathtaking array of styles, finishes, and configurations, from short-barreled belly guns used by back-alley killers to the sleek, efficient, deadly looking sidearms carried by the officers of the Imperial Navy. They are produced by a number of well-respected companies such as BlasTech and Merr-Sonn, and they are carried by everyone from farmers and nomadic traders to politicians and captains of industry. In general, blaster pistols have respectable range and stopping power, can penetrate most kinds of armor, and are versatile and reliable personal defense weapons.

Models Include: BlasTech DH-17, BlasTech SE-14c, Merr-Sonn Model 434.

HEAVY BLASTER PISTOL

Heavy blaster pistols are pure combat weapons, designed from the ground up to pack as much firepower into as small a frame as possible. Nearly as powerful as most blaster rifles, heavy blaster pistols tend to be large and bulky, as well as nearly impossible to conceal. With the ability to kill most sentients in one or two shots, and to penetrate even the hard plastoid armor worn by Imperial stormtroopers, heavy blasters are favored by bounty hunters, mercenaries, and Rebels and insurgents throughout the galaxy. The trade-off for all of this power in such a small package is that heavy blaster pis-

tols are slightly inefficient and use more power and gas per shot than lighter, more efficient models. In addition, thanks to their power and performance, the purchase and ownership of heavy blaster pistols is very heavily regulated by the Galactic Empire; possession of a heavy blaster pistol without the proper licenses and permissions carries both a heavy fine and, typically, a long stint in an Imperial prison.

During combat, Game Masters may make a heavy blaster pistol run out of ammunition by spending . This is in addition to the standard spending of as discussed on page 218.

Models Include: BlasTech DT-57 "Annihilator," BlasTech DL-44, SoroSuub SSK-7.

BLASTER CARBINE

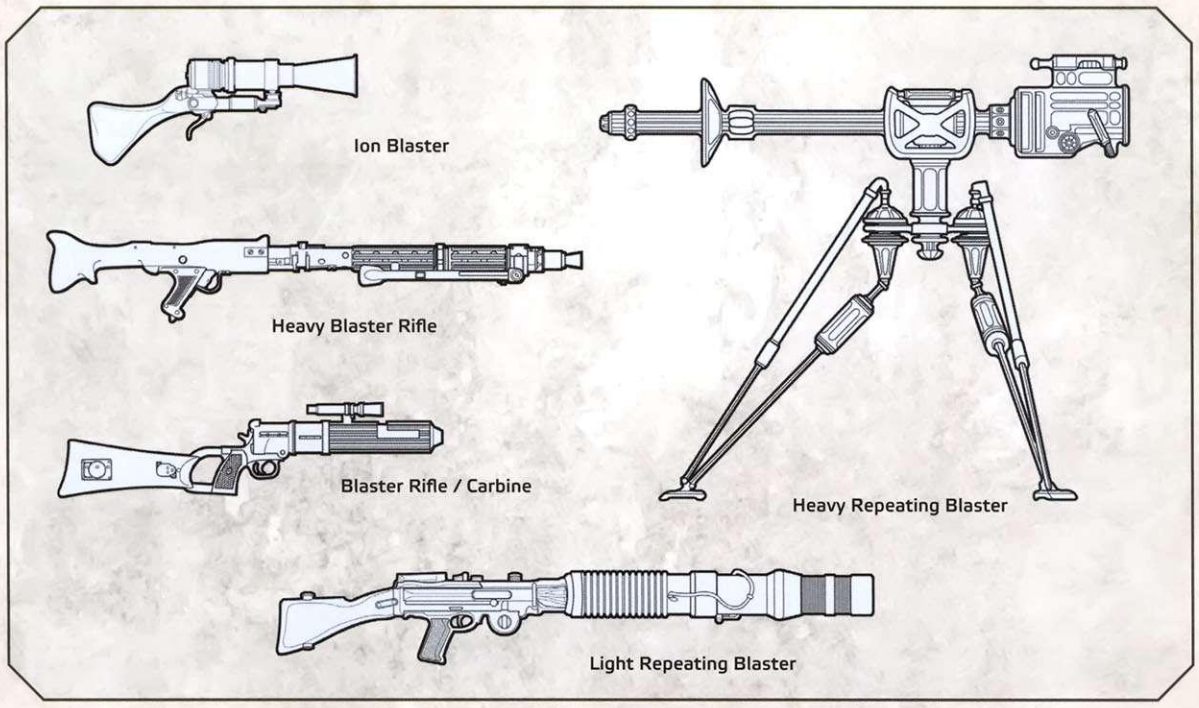
Blaster carbines are small-framed versions of full blaster rifles designed for use by vehicle crews, shipboard security, special forces operatives, and anyone requiring the power of a rifle in a smaller, easier to use package. They are typically equipped with a number of weight-reducing and size-reducing features such as folding stocks, short barrels, lightened frames, and the like. These features make them easier to use in confined spaces such as ships' corridors and inside buildings. Although they have the same level of stopping power as longer, bulkier rifles, they have a shorter range and are typically not as accurate due to their light weight and shortened barrel.

Models Include: BlasTech EE-3, BlasTech DC-15S, Baktoid Armor Workshop E5 Carbine.

BLASTER RIFLE

The tried-and-true blaster rifle rivals the blaster pistol in ubiquity and versatility throughout the galaxy. Countless civilian and military model blaster rifles are produced by every major arms manufacturer from BlasTech to Zenoti Arms, and they fill roles ranging from hunting and sporting weapons to military sharpshooter and infantry battle rifles. At their most basic, they are large-framed, long range, semi-automatic weapons that combine accuracy, range, and stopping power into an incredibly versatile package. Blaster rifles commonly feature long barrels; fixed alloy, composite, or wood stocks; and basic iron sights. Civilian models feature attachment points for optical sights, and a healthy aftermarket provides a wide variety of modifications to improve handling and accuracy. Military style blaster rifles can mount optics as well and, in addition, possess attachment points for a number of accessories such as bipods, slings, targeters, and bayonets to improve their battlefield effectiveness. While ownership of blaster rifles is only lightly regulated, possession of military-grade blaster rifles by civilians is strictly prohibited. Being caught with a military rifle by Imperial authorities is cause for a very long stay at an Imperial prison.

Models Include: BlasTech E-11, BlasTech DC-15, BlasTech A280, Czerka Arms 84-U.



HEAVY BLASTER RIFLE

Heavy, long ranged, and incredibly powerful, heavy blaster rifles are among the deadliest weapons in the galaxy. Favored by military snipers and big game hunters alike, heavy blaster rifles can be up to two meters long and typically feature particularly powerful accelerant gases, advanced XCiter technologies, upgraded galven circuitry, and precision-ground focusing crystals. With their upgraded, heavy duty internals, heavy blaster rifles throw a powerful bolt over long distances with pinpoint accuracy, are capable of easily piercing plastoid and heavy combat armor, and can even pose a serious threat to lightly armored groundspeeders and airspeeders.

Models Include: BlasTech RT-97C, BlasTech DLT-19.

LIGHT REPEATING BLASTER

Over two meters long and fed either from a standard power magazine or from a backpack-mounted power generator, light repeating rifles are used in militaries throughout the galaxy as light squad support weapons. With their high cyclic rate of fire and their excellent penetration and stopping power, light repeating blasters grant a squad of infantry the power to take on the toughest foes and even to engage with light and medium armored vehicles. Light repeating blasters are typically carried by a dedicated support gunner who has both the training and the tools required to use and maintain these deadly weapons. Light repeating blasters are heavily restricted and may only be legally purchased by state-operated forces such as the Imperial Army or planetary defense forces, or by private military contractors.

Models Include: BlasTech T-21, Merr-Sonn M-40 "Thunderbolt."

HEAVY REPEATING BLASTER

Heavy repeating blasters are among the heaviest portable weapons deployed on the galaxy's battlefield. They are massive, tripod-mounted, rapid-fire blaster cannons designed for heavy anti-personnel and light-to-medium anti-materiel work. These deadly support weapons consist of three components—the cannon itself, its tripod, and the heavy power pack that feeds it—and are carried into battle by a team of two-to-three infantrymen, each responsible for one or more of the weapon's pieces. Heavy repeating blasters tend to be weighty and cumbersome, and are slow to set up and break down for moving, especially if the gun team is under fire. Once they are deployed, however, a well-entrenched gun team can deal an incredible amount of damage to enemy troops and armor or cover wide swaths of a battlefield with their high rate of fire and extremely potent bolts. Like their lighter cousins, heavy repeating blasters are restricted to military ownership only. Civilians caught in possession of one of these powerful cannons face a long stay in an Imperial prison.

Thanks to their size and weight, heavy repeating blasters are nearly impossible to use effectively without being mounted to a tripod such as the one found on page 204. The weapon's cost includes the cost of a tripod and power pack. Setting up a heavy repeater requires the gun crew to spend three actions.

Models Include: BlasTech EWHB-12, BlasTech E-Web, Merr-Sonn Mk. II.

ION BLASTER

Ion blaster is a catch-all term for portable anti-vehicle and anti-droid weapons that fire bolts of ion energy (as opposed to blaster or laser energy). Generally carbine-sized, with squat, thickly insulated barrels, ionblasters are short-ranged, shoulder-fired long arms designed to take down droids and cyborgs, disrupt machinery, and disable vehicles, all with little-to-no collateral damage. They fire a concentrated blast of charged ions, similar to the output of ship-mounted and planetary defense ion cannons. While they cause havoc among machines, ion blasters cause little harm to sentient beings, giving them a sharp sting or a low-intensity burn like that of sunburn.

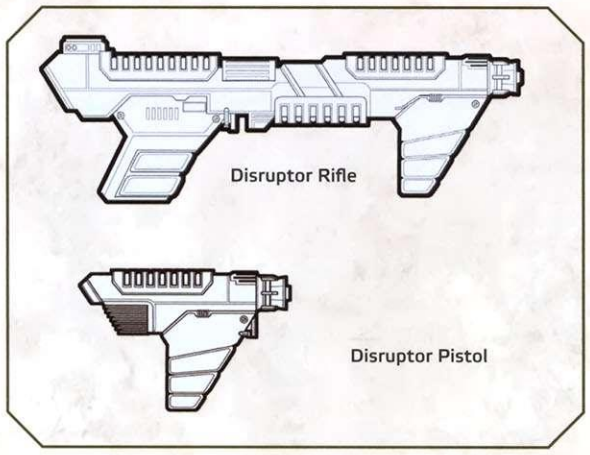
Used throughout the galaxy as a non-lethal means of controlling droids and sentients alike, these weapons are found in the armories of everyone from the Imperial Navy and the Coruscant Police Force to the scavenging Jawas of Tatooine and the agents of the sprawling Black Sun crime syndicate. Ion blasters have little effect on sentient beings and deal only strain damage to droids, cyborgs, and vehicles as dictated by their Ion quality.

Models Include: Merr-Sonn DEMP 2 Ion Carbine, scavenged Jawa scrap ion blaster.

DISRUPTOR RIFLE/PISTOL

Brutal weapons banned on most civilized worlds, disruptors are, perhaps, one of the most fearsome weapons in the galaxy. Essentially a highly modified blaster rifle, a disruptor weapon fires intense, densely packed beams of charged particles that have a disturbing tendency to completely disintegrate flesh rather than simply burning through it. To accomplish this, disruptor weapons have an oversized XCiter that keeps regular blaster gases at extremely high pressures; exceptionally precise and complex Galven circuitry; super-dense, high-contrast focusing crystals; and a specially designed actuating module with processing speeds far above those of common blaster rifles. All of this translates into one of the most powerful small arms in the galaxy, and one of the most reviled.

Few arms manufacturers make disruptors on any large scale; most are custom or small batch weapons



made for wealthy and powerful individuals or governments. Of those few, the Tenloss Syndicate is best known for mass-producing disruptors, a dubious distinction at best. Their largest market for disruptors is among the Black Sun criminal organization, but the Galactic Empire also has more than a few of Tenloss' disruptors in their armories. There is little legitimate demand for disruptors in the galaxy, and only a handful are produced in a standard year. Aside from their ugly reputation as terror weapons and the number of restrictions placed on them, disruptors are in such low demand mostly due to their impracticality. They have dreadfully short range, and require a massive amount of energy to produce their destructive blasts. They are also notoriously difficult to maintain, and tampering with or modifying them can prove just as deadly to their users as their enemies.

Disruptors may never benefit from upgrades or attachments that improve their range or grant multiple shots.

Whenever a target is hit with a disruptor, any Critical Injury results in a "Crippled" effect, unless the roll on **Table 6–10** would result in a more grievous injury.

Models Include: Tenloss DXR-6 Disruptor Rifle, Tenloss DX-2 Disruptor Pistol.

SLUGTHROWERS

Referred to by some historians as the weapon that humankind took to the stars, slugthrowers are an ancient weapon technology developed well before most sentient beings left their worlds to explore the galaxy. Considered crude and inefficient by most weapons experts and military scholars, and possessing a reputation as the weapon of provincials from exceedingly poor or isolated backwater planets, slugthrowers are among the most basic, easy to produce, and easy to maintain weapons in the galaxy.

At their most basic, slugthrowers use a chemical reaction to propel a solid projectile over great distances. Some are simple muzzle-loading weapons that use loosely packed gunpowder to fire lead or steel balls over short distances, while others use sealed metallic cartridges or even caseless ammunition containing primer, accelerant, and projectile in one small, self-consuming package.

SLUGTHROWER PISTOL

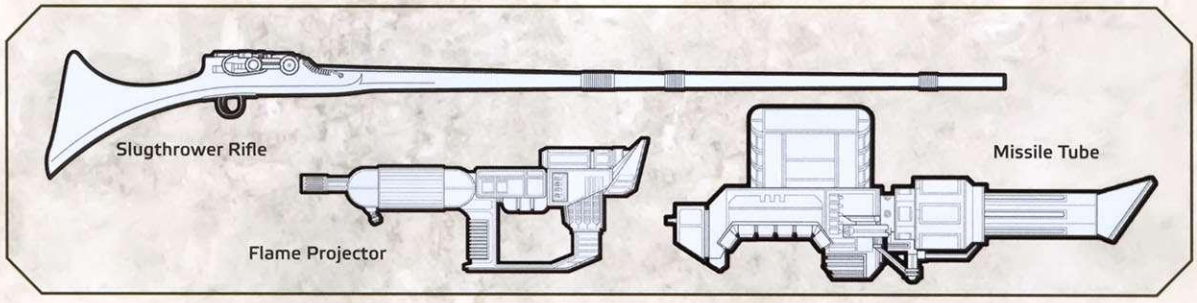
Like their more sophisticated energy-based cousins, slugthrower pistols are small, one-handed sidearms that fire lightweight ammunition from removable clips or magazines. A few are fed from open revolving cylinders. Slugthrower pistols are exceedingly rare thanks to the ubiquity of blaster technology. They are rarely seen outside of backwater worlds and historical collections. Some professional soldiers carry a slugthrower pistol as a backup or concealed weapon, especially those individuals hailing from low-tech worlds who have a soft spot for their homeworld's technology.

Models Include: ODS Striker, Barimoq Industries "Protector" Revolver, Morellian .48-caliber "Enforcer" Pistol.

SLUGTHROWER RIFLE

Slugthrower rifles are highly accurate, long ranged slugthrowers occasionally used by professional killers, bounty hunters, and sportsmen. Rugged and reliable, slugthrower rifles are produced as either single-shot bolt-action weapons or magazine-fed semi-automatic weapons. While not as sophisticated or as potentially destructive as a blaster rifle, they are still lethal weapons with a long reach that can, depending on their caliber and the properties of their ammunition, pierce even the heavy plastoid armor of Imperial stormtroopers.

Models Include: KiSteer 1284, Czerka Arms 6-2Aug2 Hunting Rifle, Czerka Arms Adventurer.



EXPLOSIVES AND ORDNANCE

While a blaster is the answer to most problems encountered on the battlefield, not even the ubiquitous E-11 can handle every tactical situation. There are cases when heavier, more destructive firepower is needed, as when dealing with a heavily entrenched enemy or a platoon of armored walkers. For situations such as these, most military and paramilitary forces issue a variety of heavy support weapons and hand grenades to their troopers so as to better deal with the constantly shifting tactical realities of the battlefield.

FLAME PROJECTOR

Terrifying anti-personnel weapons, flame projectors rank with disruptor weapons as some of the most reviled small arms in the galaxy. Used to clear bunkers and frightfully effective against massed, unarmored infantry, flame projectors use a number of volatile fuels to spray a searing cone of viscous flaming gel over short distances. Not only do they do massive damage on contact, but they continue burning through armor, clothing, and flesh for minutes, as the thick gel sticks to everything and is nearly impossible to remove.

Thanks to their broad reach, flame projectors can easily catch multiple targets in a single blast. When triggering a flame projector's Burn quality, the user may choose to apply it to any one target hit by the attack; this quality may be triggered multiple times, affecting a different target each time. The downside to this weapon's volatility and indiscriminate area of effect is that allies can easily be caught in its flames. Game Masters may spend ⚙ ⚙ or ▽ to apply a flame projector's Burn quality to an ally hit by the original attack.

Models Include: BlasTech X42 Heavy Flamethrower, CZ-28 Flamestrike Flame Cannon, Merr-Sonn C-22 Flame Carbine.

MISSILE TUBE

Missile tubes are shoulder-fired, portable launchers capable of firing a variety of small and deadly rocket-assisted warheads. Equipped with microrepulsors and sophisticated targeting systems, missile tubes grant an infantry squad or group of freedom fighters anti-armor, anti-airspeeder, and anti-materiel capabilities in one small, easy to use package. The warheads available for use in these launchers range from anti-tank missiles that can pierce even the strongest vehicle armor to miniaturized guided anti-aircraft proton missiles that can chase their flying targets for hundreds of kilometers.

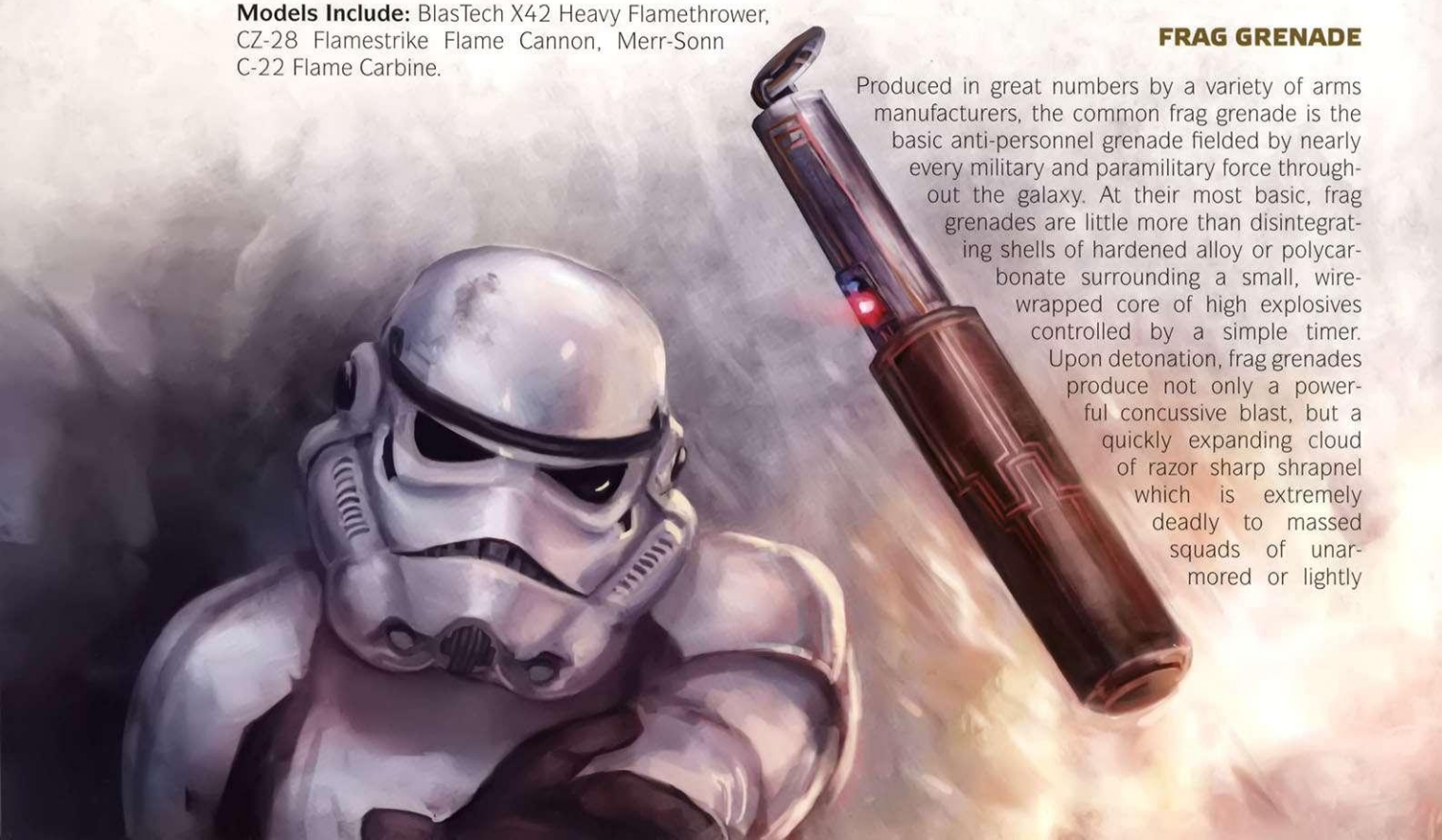
The most common models of missile tube feature three firing modes—infrared, grav-seeking, and line-of-sight—depending on the current warhead loaded. Infrared warheads home in on a vehicle's heat signature, which makes them especially useful against wheeled or tracked vehicles and walkers. Grav seekers detect the gravity-repelling effect of a vehicle's repulsor engines, and perform remarkably well against fast airspeeders. Line-of-sight, or direct-fire warheads, are typically used against slow-moving targets or fixed emplacements such as buildings, bunkers, or other fortifications. Infrared and grav-seeking warheads can be easily spoofed through the use of flares, smoke, repulsor decoys, or chaff dispensers, and use the Guided weapon quality in their attacks. Line-of-sight warheads are unguided. They lose the Guided quality but they cannot be spoofed by anti-missile countermeasures. All missile tubes, no matter what mode they are firing in, require one preparation maneuver before firing.

Additional ammo for the missile tube costs 500 credits per rack of six.

Models Include: Golan Arms HH-15, Merr-Sonn PLX-2M.

FRAG GRENADE

Produced in great numbers by a variety of arms manufacturers, the common frag grenade is the basic anti-personnel grenade fielded by nearly every military and paramilitary force throughout the galaxy. At their most basic, frag grenades are little more than disintegrating shells of hardened alloy or polycarbonate surrounding a small, wire-wrapped core of high explosives controlled by a simple timer. Upon detonation, frag grenades produce not only a powerful concussive blast, but a quickly expanding cloud of razor sharp shrapnel which is extremely deadly to massed squads of unarmored or lightly



armored combatants. Heavily armored troops, especially Imperial stormtroopers or those equipped with heavy battle armor, are largely immune to the effects of frag grenades and can often shrug off even direct hits.

Frag grenades can be set to detonate on impact or set with a timer to detonate up to 3 rounds after being activated at the beginning of the attacker's action. Some also have a "dead man's" or pressure switch that, once pressed, detonates immediately upon release.

Models Include: Merr-Sonn C-22 Fragmentation Grenade.

ARMOR-PIERCING GRENADE

Armor-piercing grenades, commonly known as AP grenades, are offensive grenades designed to give an individual trooper respectable anti-armor capabilities. Used as both anti-armor and anti-materiel weapons, most AP grenades use precisely calibrated shaped charges housed in specially designed casings to focus all of their explosive force on one small area. This allows them to be deployed against armored vehicles or structures with little collateral damage to the surrounding area. Despite their tightly focused area of effect, AP grenades still have a decent blast area. One or two tossed into a squad of Imperial stormtroopers or other soldiers in heavy armor can cause more damage than a whole handful of frag grenades.

Many AP grenades, especially those designed specifically for anti-armor and anti-materiel work, are equipped with either a magnetic or chemical adhesive system that allows them to be placed on walls, floors, and vehicle hulls for pinpoint demolitions and targeted sabotage.

Like frag grenades, AP grenades can be set to detonate on impact, set with a timer to detonate up to 3 rounds after being activated, or use a pressure detonator.

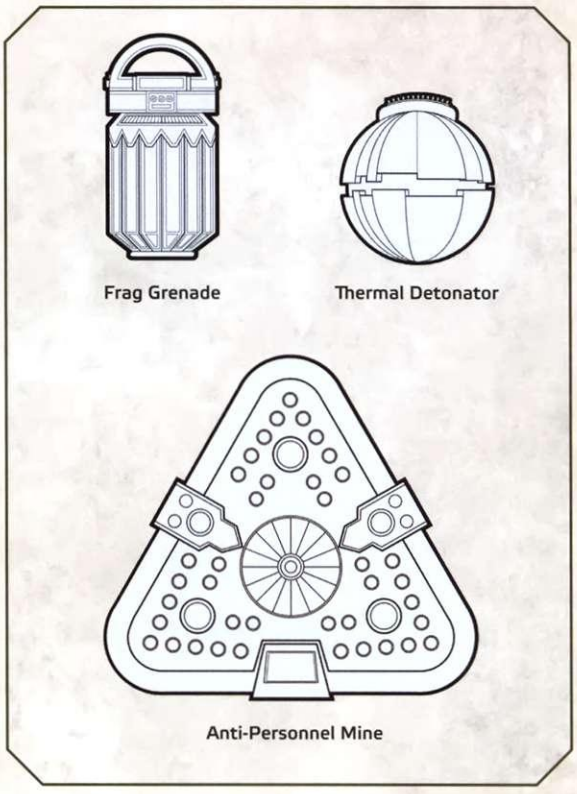
Models Include: Merr-Sonn Model 9 Armor Piercing Grenade, Merr-Sonn "Door Buster" Anti-Materiel Grenade.

STUN GRENADE

Stun grenades are ostensibly non-lethal defensive grenades used mainly for crowd control and riot suppression. They employ a number of different technologies, ranging from sonic pulses and concussion waves to blinding phosphorous strobes, designed to disorient and confuse enemy combatants, allowing them to be taken alive or more easily restrained.

Like frag grenades, stun grenades can be set to detonate on impact or set with a timer to detonate up to 3 rounds after being activated. Stun grenades rarely have pressure detonators.

Models Include: Merr-Sonn C-10 Stun Grenade, Imperial Arms "Starfire" Flash Bang Grenade.



ANTI-VEHICLE MINE

Anti-vehicle mines are large, heavy explosive devices designed to destroy walkers, speeders, and other landborne vehicles. When deployed, they are buried in shallow pits and covered with soil, leaves, duracrete, or other camouflaging agents. They feature both an adjustable pressure switch that can be set to detonate at a certain weight threshold and a proximity sensor that detects the presence of repulsor fields. When triggered, either by weight or by a landspeeder passing over them, their precision-shaped anti-armor charge detonates, damaging the typically soft underbellies of armored vehicles. Anti-vehicle mines are usually deployed in groups, depending on their intended use, and are used to protect fortifications and encampments as well as to deny vehicle access to battlefields and sensitive areas. While quite deadly, anti-vehicle mines present little danger to personnel, as even at their most sensitive setting, they require the weight of a vehicle or the presence of a repulsor field to activate.

Models Include: Merr-Sonn AV70, SoroSuub Model 12 Repulsor Mine.

ANTI-PERSONNEL MINE

Simple, deadly weapons deployed by countless military and paramilitary forces throughout the galaxy, anti-personnel mines are, outside of hand grenades, the most common portable ordnance in use. Cheap, easy to use, and frightfully efficient weapons, anti-

personnel mines come in a number of forms, from simple explosive devices buried in the ground that detonate when stepped on to sophisticated weapons that fire blaster bolts, gouts of fire, clouds of shrapnel, or other deadly ordnance designed to shred squads of approaching infantry. Much smaller and lighter than anti-vehicle mines, one or two anti-personnel mines can easily be carried by a single trooper. They are usually deployed with their larger cousins around fortifications and on the battlefield to protect assets or disrupt enemy troop movement, or as part of booby traps or sabotage. The major drawback to anti-personnel mines is, much like flame projectors and thermal detonators, they can inadvertently target allies. In addition, the production and use of these weapons is banned on many worlds due to the fact that unexploded mines can remain active and ready to kill on battlefields well after the fighting is over.

Models Include: Merr-Sonn LX-1 Laser Flechette Mine, Merr-Sonn SM-01 High Explosive Land Mine.

THERMAL DETONATOR

About the size of a common frag grenade, thermal detonators are one of the most feared and destructive pieces of portable ordnance in the galaxy. Instead of a standard explosive core, thermal detonators have a core of compressed baradium surrounded by a thermite-baradium casing. Upon detonation, a small explosion starts a chain reaction in the baradium core. The resulting massive fusion detonation releases a wave of incredibly deadly radioactive particles, which completely annihilate everything in their blast area. Thermal detonators are extremely unstable, thanks to the baradium used in their construction, and are often as much a danger to their users as their targets. Due to their instability and their sheer destructive potential, the production and use of thermal detonators is strictly prohibited on many worlds. In addition, they have a reputation similar to flame projectors and anti-personnel mines as little more than terror weapons.

Any ▽ result on a check involving a Thermal Detonator means that the device explodes prematurely. If this should occur, the wielder takes full damage from the thermal detonator unless he has a maneuver with which he can attempt to avoid the blast. If this is the case, the wielder takes only the Blast damage from the explosion.

Thermal detonators can be set to detonate on impact or after a delay of up to 3 rounds by using the built-in timer. When used in delay mode, the thermal detonator explodes at the beginning of the attacker's turn when it reaches its set time. In addition, most thermal detonators are equipped with a dead man's switch similar to frag grenades. Finally, thermal detonators are so potent that their Blast quality affects everyone and everything within short range of its intended target.

Models Include: Merr-Sonn Class-A Thermal Detonator.

BRAWL WEAPONS

Brawl weapons are simple, often easily concealed weapons that are worn on the hands as both a means of protection and a way to increase the damage of physical blows. While there are many kinds of brawl weapons in the galaxy, brass knuckles and shock gloves are the most common types available.

When using a brawl weapon, users add their Brawn characteristic to the damage dealt, unless the weapon description indicates otherwise. When a brawl weapon has its own stated damage, the inclusion of a plus sign next to the damage indicates that the user adds his Brawn to the damage dealt.

BRASS KNUCKLES

Known colloquially as "knuckle dusters" in many locations, brass knuckles are little more than a set of thick metal rings worn on the fingers and welded to a horizontal bar held in the fist. They are the smallest, simplest, and easiest to conceal type of brawl weapon. Among the more civilized places of the galaxy, brass knuckles are looked down upon as the weapons of petty criminals, bounty hunters, and other undesirables. In fact, their possession or use is severely restricted or outright banned on many worlds. Due to their small size, brass knuckles are quite easy to conceal in a pocket, pouch,

TABLE 5-6: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Brawl Weapons									
Brass Knuckles	Brawl	+1	4	Engaged	1	0	25	0	Disorient 3
Shock Gloves	Brawl	+0	5	Engaged	0	1	300	2	Stun 3
Melee Weapons									
Combat Knife	Melee	+1	3	Engaged	1	0	25	1	
Force Pike	Melee	+3	2	Engaged	3	3	500	4	Pierce 2, Stun setting
Lightsaber	Lightsaber	10	1	Engaged	1	0	(R) 10,000	10	Breach 1, Sunder, Vicious 2
Truncheon	Melee	+2	5	Engaged	2	0	15	1	Disorient 2
Vibro-ax	Melee	+3	2	Engaged	4	3	750	5	Pierce 2, Sunder, Vicious 3
Vibroknife	Melee	+1	2	Engaged	1	2	250	3	Pierce 2, Vicious 1
Vibrosword	Melee	+2	2	Engaged	3	3	750	5	Defensive 1, Pierce 2, Vicious 1

or compartment in easy reach until they're needed. Add ■ to a character's Perception check when attempting to find a set of brass knuckles on a person's body.

SHOCK GLOVES

Popular among infiltrators, law enforcement agents, and others needing a quick, non-lethal weapon easily at hand, shock gloves are an excellent addition to any Rebel's equipment loadout. They are produced in a variety of styles, from sleek hide gloves suitable for evening or formal wear to heavily armored gauntlets built to match battle armor. Shock gloves fit snugly over the hands and are threaded with tiny kinetic power generators and dozens of meters of superfine metallic thread that turns them from simple hand protection into extremely effective anti-personnel weapons. When an individual wearing shock gloves strikes a target, the gloves release stored energy in a burst of power that can knock even the toughest opponent unconscious in an instant.

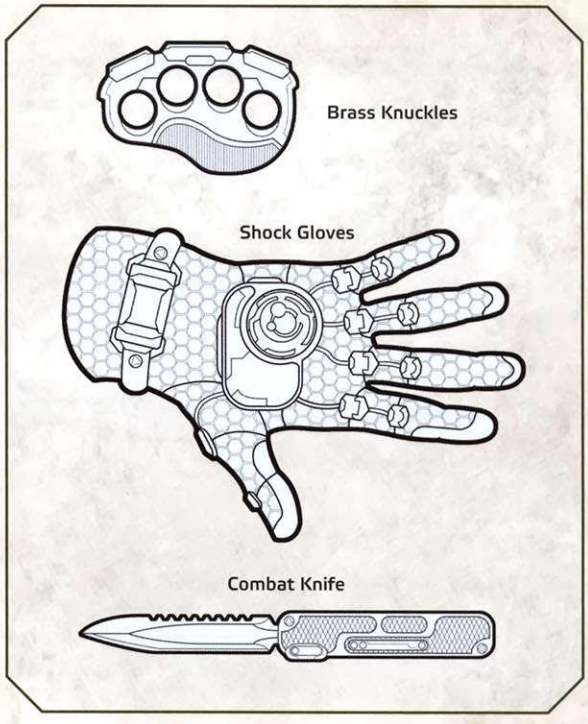
Models Include: Corellian Personal Defense X-21, Kamperdine "Slimline" Gloves.

MELEE WEAPONS

In a galaxy filled with deadly accurate blasters with bolts of charged particles that can burn through a ship's hull in an instant, not to mention explosives so powerful that the smallest can destroy an entire squad of infantry, a melee weapon seems an almost comical anachronism. In truth, the utility and deadliness of a well-honed blade or a heavy blunt object is as well-respected in modern times as at any point in galactic history. From the deadly combat knife of the Rebel commando, to the vibro-ax wielded by the savage pirate on the bridge of a captured ship, to the near-mythical lightsabers of the legendary Jedi, melee weapons still have their place on the modern battlefield.

To those who prefer them, melee weapons are the obvious choice for the well-armed soldier for a number of reasons. They are typically silent (save for the high-tech vibro weapons) and can even be improvised out of found materials in a desperate pinch. This allows for quick, quiet kills, a fact especially important to Rebel agents in the field. Larger weapons such as force pikes and vibro-axes have both a long reach and a high intimidation factor, often finishing an argument through their presence alone. Perhaps most importantly, melee weapons are extremely common, easy to make, and rarely subject to the same kinds of legal restrictions as blasters and slugthrowers.

When wielding a melee weapon, users add their Brawn characteristic to the damage dealt, unless the weapon description indicates otherwise. In a melee weapon's profile, the inclusion of a plus sign next to the damage indicates that the user adds his Brawn to the damage dealt.

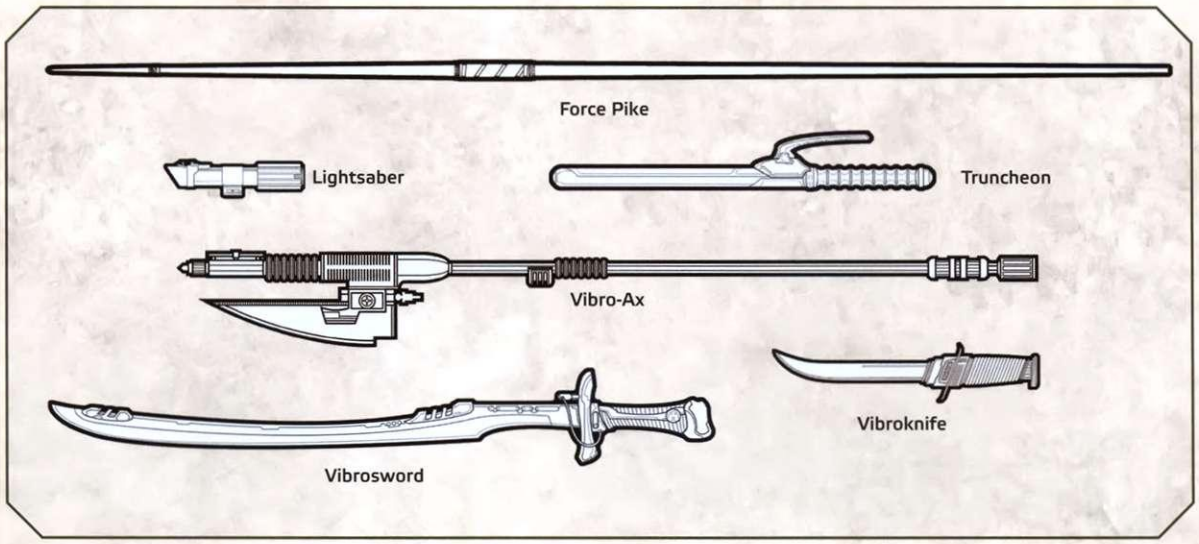


COMBAT KNIFE

Part tool, part weapon, and one of the most important pieces of a trooper's equipment, a good combat knife is worth its weight in aurodium. Produced in countless numbers in a dizzying array of styles, combat knives typically have a thin, razor sharp, hardened metal clip-point blade roughly fifteen centimeters long and mated to a polycarbonate or metal handle. The last few centimeters closest to the hand guard, if so equipped, feature a rugged serration that allows the knife to be used as a saw. Some more complex knives feature built-in tools such as wire cutters, compasses, and fire starters. Whatever their features, combat knives are incredibly handy, and more than one Rebel agent owes his life to his trusty blade.

FORCE PIKE

Designed by a number of manufacturers as a crowd control tool for military and law enforcement agencies, the force pike combines the deadliness of a vibro weapon and the utility of a stun weapon in one package. Roughly two meters long, these two-handed weapons are long metal poles tipped with sharp prongs that continually spark and buzz when active. Force pikes have two settings: vibrate and shock. On the vibrate setting, the prongs at the tip of the weapon generate a powerful vibro field that can rend flesh, shatter bone, and punch holes in artificial and natural materials. On the shock setting, the weapon generates a strong electrical charge that can be set to various levels of intensity, from the lowest setting, used to herd crowds, to the full charge that can knock a Wookiee unconscious with one good hit.



Force pikes are very easy to use, as it takes little actual skill to swing a rod around, and can cause incredible amounts of damage in the right hands. When set to its Stun setting, a force pike loses the benefit of the Pierce 2 quality.

Force pikes require two hands to wield.

Models Include: SoroSuub Controller FP

LIGHTSABER

For a thousand generations, before their ultimate destruction (and that of the Republic they protected) at the hands of Darth Sidious, the Jedi Order kept the peace on countless worlds with their wisdom, their powerful command of the Force, and with their legendary lightsabers. Long the symbol of a Jedi Knight, and a common symbol of the might and stability of the Old Republic, lightsabers are vanishingly rare on the modern battlefield. In **Age of Rebellion**, lightsabers are seldom seen outside of museums and are considered by professional soldiers and most members of the Rebel Alliance to be old-fashioned and a poor substitute for a good, reliable blaster.

To use, lightsabers require the Lightsaber skill, which is intentionally unavailable to Player Characters in this book. Characters coming across one of these rare weapons may still attempt to use it, but they do so without the benefit of the specialized training required to really get the most out of it. This is deliberate, as there are few people left in the galaxy who know how to properly use lightsabers. However, if the Game Master feels so inclined, he can create a Lightsaber skill as a custom skill for his players (selecting either Brawn or Agility as the base characteristic). Lightsabers cannot be Sundered.

TRUNCHEON

Made of metal alloys, wood, bone, polycarbonates, or other materials, truncheons are simple blunt weapons used by law enforcement agencies across the galaxy. These ostensibly non-lethal weapons are common in more enlightened areas where outright killing a criminal suspect is frowned upon.

VIBRO-AX

The vibro-ax is a long, heavy, savage, two-handed weapons popular among thugs, enforcers, and self-proclaimed tough guys throughout the galaxy. While there are many models on the galactic market, the average vibro-ax consists of a broad-bladed axe head mounted to a sturdy pole between one and two meters long. The axe head, typically built from sturdy and long-lasting alloys and sharpened to a razor edge, is equipped with a small ultrasonic vibration generator that enhances the weapon's intrinsic combat effectiveness. The combination of the weapon's weight, the leverage from its long handle, the sharpness of its blade, and its ultrasonic generator allows users to cleave limbs and heads from even the most heavily armored opponents.

A vibro-ax requires two hands to wield.

Models Include: SoroSuub BD-1 "Cutter" Vibro-Ax.

VIBROKNIFE

Vibroknives were the first mass-produced vibro weapons, and are the standard by which all vibro weaponry is judged. Little more than a combat knife with an onboard ultrasonic vibration field generator, the integrated ultrasonic generator causes the knife's blade to vibrate at incredibly high frequencies, greatly increasing its penetrative and destructive potential. They can

saw through most materials, are easily concealed, and offer their users even more versatility than a standard combat knife.

Models Include: Merr-Sonn Treppus-2 Vibroblade.

VIBROSWORD

Considered an atavism by many military scholars, vibroswords are incredibly popular among those for whom intricate swordplay and appreciation of a long, well-crafted blade is an ingrained part of their martial heritage. These weapons are a good compromise between form and function, combining the reach and weight of a traditional sword with the ultrasonic technology found in vibroknives and vibro-axes. They are produced in a variety of styles, from shortswords with thin, leaf-shaped blades to massive, two-handed blades carried across the shoulders, and can be as simple or as ornate as the user desires. While not as powerful as the legendary lightsaber, the vibrosword is still an incredibly effective weapon that can cut through nearly any material and has the benefit of not requiring its user to be a highly trained Jedi Knight.

Models Include: Merr-Sonn Damask-4 Duelist Sword, SoroSuub "Gladius" Vibro-Shortsword.

ARMOR

The usefulness of armor in modern warfare is constantly argued by military theorists, historians, and professional soldiers alike. On the one hand, a good flak vest or blast helmet can protect a Rebel against splinters, shrapnel, and glancing blows from blasters, but on the other hand, a solid hit can pierce even the toughest laminate armor. Many members of the Alliance wear armor more suited to the kind of skirmishing and guerrilla warfare for which they are known, such as lightly padded or heavy hide armors. The heaviest types of armor, battle armor and laminate, are largely used by the Imperial armed forces, the most famous being the imposing Imperial stormtrooper armor, which dehumanizes Imperial troops and presents a united face to the world under the Empire's sway.

ARMOR CHARACTERISTICS

Whether it's a simple blast helmet or a sophisticated suit of battle armor loaded with performance-enhancing systems, every piece of armor has the following characteristics in common. Armor also shares some characteristics with weapons, notably price, encumbrance, hard points, and rarity. The descriptions of the latter characteristics can be found on page 171.

DEFENSE

The armor's defense adds ■ equal to the defense rating directly to the attacker's dice pool. This reflects the armor's ability to deflect damage away from the wearer's body.

SOAK

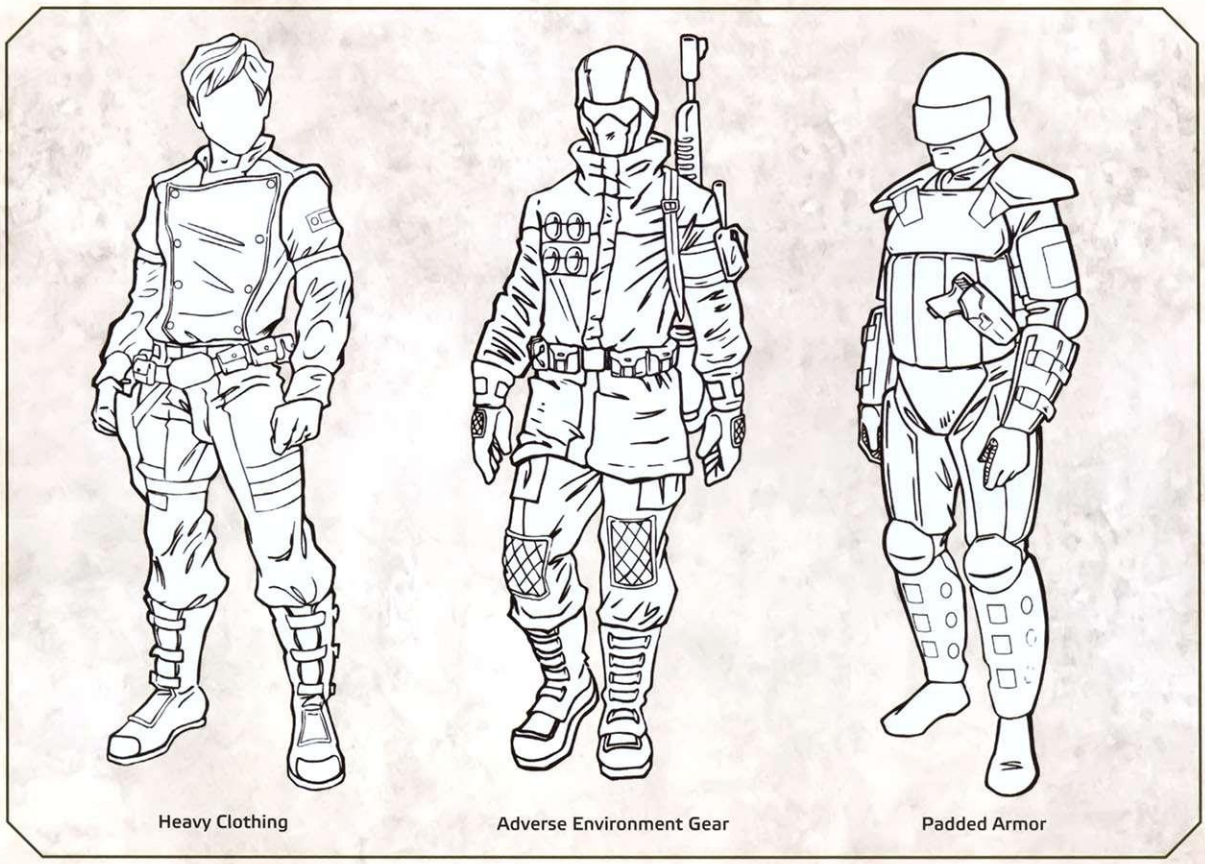
A suit of armor's soak is added to the wearer's Brawn, and that sum is subtracted from any incoming damage. If an attack causes 10 damage, for example, a soak of 2 plus a Brawn of 2 reduces the damage incurred by 4, to a total of 6 points of damage.

ENCUMBRANCE

Each full suit or discrete piece of armor has a listed encumbrance rating. Armor encumbrance rating only comes into play when a suit or piece of armor is carried instead of worn. When worn, armor's encumbrance rating is reduced by 3 points. More details on encumbrance can be found on page 165.

TABLE 5-7: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Adverse Environment Gear	0	1	500	2	1	1
Armored Clothing	1	1	1,000	3	1	6
Heavy Battle Armor	1	2	(R) 5,000	6	4	7
Heavy Clothing	0	1	50	1	0	0
Laminate Armor	0	2	2,500	4	3	5
Personal Deflector Shield	2	0	10,000	3	0	8
Padded Armor	0	2	500	2	0	1



Heavy Clothing | Adverse Environment Gear | Padded Armor

ARMOR TYPES

Below is a list of the most common types of armor worn by military and paramilitary forces throughout the galaxy.

ADVERSE ENVIRONMENT GEAR

In the course of their service to the Alliance, a group of Rebels may find themselves operating in some of the harshest, most inhospitable environments the galaxy has to offer. Whether the blistering heat of the Tatooine desert, the frigid cold of Hoth, or the sulfurous atmosphere of Ryloth, many worlds require the use of adverse environment gear. Specialized clothing that wicks away sweat or retains body heat, respirators and gas masks, sealed environment suits, polarized goggles, water recyclers, and reinforced gloves built to handle dangerous specimens are all examples of hazardous environment gear. Rebels equipped with the proper adverse environment gear may ignore ■ imposed by the environment in which they are currently operating. This only applies if their hazardous environment gear is appropriate for the current environment.

Models Include: Pretormin Environmental HS-90 Hazmat Suit, ScorSear 200 Survival Kit.

ARMORED CLOTHING

Available in a variety of styles from the workaday and utilitarian to the ultra-fashionable, armored clothing is an excellent option for those who need light, flexible protection. Armored clothing typically consists of various hides and textiles woven with layers of energy-dispersion mesh. While bulkier than normal clothing, armored clothing can be tailored to fit any taste and still retain its effectiveness. Lighter types rely solely on the energy-dispersion mesh and the strength of the material to provide protection, but more advanced types offer additional protection in the form of strategically located plastoid or ceramic armor plates sewn into the clothing. Reasonably subtle, it takes a thorough search of an individual's person to detect that he's wearing armored clothing, an action that requires an **Average (◆◆) Perception check**.

Models Include: Ayelixe Fabrico Armorweave, AKT Tuff1 Combat Jumpsuit.

HEAVY BATTLE ARMOR

Imperial heavy troopers, wealthy or well-equipped Rebel cells, and even some combat droids are equipped with heavy battle armor. Produced by a number of galactic corporations, heavy battle armor is a full suit of reinforced plastoid or ceramic armor that is designed to provide complete protection from small arms fire, splinters, shrapnel, and even some light sup-

port weapons. In practice, however, heavy battle armor typically protects only against a few of the lighter kinds of blasters and most slugthrowers, while being exceedingly bulky, heavy, hot, and restricting. Despite its shortcomings, heavy battle armor does provide adequate protection for infantry and can usually be sealed up to act as a makeshift spacesuit or hazardous environment suit.

Models Include: Mandalorian Shocktrooper Armor.

HEAVY CLOTHING

Heavy clothing is just that—sturdy, well-made articles of clothing built to withstand the rigors of life in the galaxy. While a thick hide jacket, reinforced mechanic's jumpsuit, or a thick woolen cloak doesn't offer much in the way of protection from blast, bolt, and blade, it's certainly better than nothing. Most Rebels wear heavy clothing as day-to-day wear for its durability and style.

LAMINATE ARMOR

The dreaded Imperial stormtroopers wear environmentally sealed suits of plastoid armor designed to deflect or negate the damage from incoming attacks. While it does provide quite a bit of protection from concussive damage, light blasters, and shrapnel, laminate armor won't stop a direct hit from heavier blasters. Suits of laminate armor consist of a number of form-fitted plastoid plates designed to protect important areas worn over a snug, reinforced armorweave body glove. These suits also typically include vision enhancements such as low-light filters, thermal imaging, and image magnification built into the helmet, along with on-board comlinks and environmental and diagnostic systems.

Models Include: Imperial Department of Military Research Stormtrooper Armor.

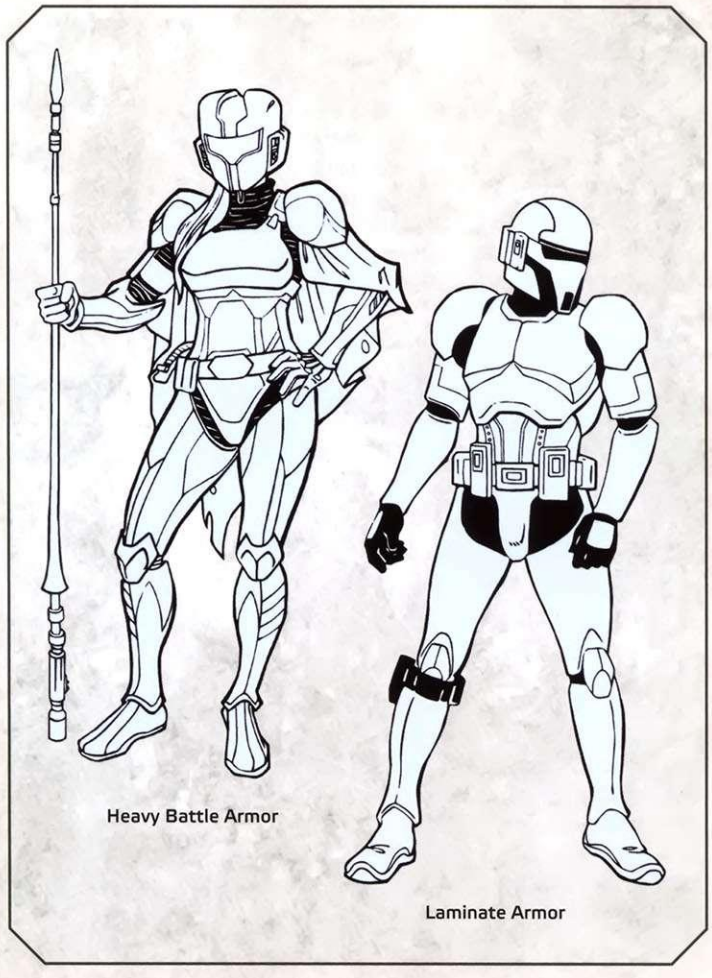
PERSONAL DEFLECTOR SHIELD

Rare, expensive, and difficult to use, personal deflector shields are one of the few types of personal armor capable of withstanding sustained blaster fire. While they can be found in many different styles and models, most personal deflector shields use limited scope ray/particle shields that deflect or completely block incoming fire. They are incredibly inefficient, requiring an immense amount of power to operate, and can only be used for short periods of time. When the wielder is using a personal deflector shield, the GM can spend any ◈ the wielder generates to have the shield run out of power for the remainder of the encounter. Typically, a PDS can be used for ten minutes before requiring a recharge. Recharging a personal shield requires three hours and access to the proper facilities. There are very few mass-produced examples of personal deflector shields, as the technology required to generate a shield powerful enough to stop blaster fire, but weak enough to not give the user extreme radiation poisoning, is rare. As such, those few units that can be found in the galaxy are usually custom-built one-offs that are often dangerous to wear.

PADDED ARMOR

Made of thick, reinforced, wear-resistant textiles woven with energy-dispersion mesh, this light armor is one of the most common forms of personal armor protection in the galaxy. While it provides little protection from a direct blaster hit, padded armor can shrug off glancing blows from energy weapons, and it absorbs shock waves and deflects shrapnel reasonably well. Padded armor also has the benefit of being relatively comfortable to wear, a blessing for the Rebel on a long deployment in the field, where he may have to work and sleep in his armor.

Models Include: Creshaldyne Industries Light Combat Armor.



GEAR

While perhaps not as glamorous or exciting as a blaster or starfighter, a Rebel's basic equipment is often the foundation upon which successful missions are built. Reliable communications, survival in hostile environments, repair and maintenance of precious, often irreplaceable equipment, and medical care for wounded comrades all require good logistics and wise use of available supplies. After all, even the best blaster is little more than decoration if its power pack fails.

COMMUNICATIONS EQUIPMENT

Good, clear lines of communication are the key to any military operation. The following is a small selection of common communications devices used throughout the galaxy.

COMLINK

Comlinks are the most common communication devices in the galaxy. Small, convenient, and easy to use, they come in a variety of designs; from complex handheld devices that can transmit audio, video, and data; to simple headset comlinks worn by Rebel commandos while in the field. Most are simple two-way devices that can transmit to and receive from a single mated unit at relatively long ranges over land and even into low orbit. There are also models that can transmit to multiple users at once or network whole squads together on the same frequency. Larger, longer-range models are carried in a satchel or backpack and can reach across entire planets and even well out into a solar system. Most comlinks, especially those made specifically for military or law enforcement use, can be encrypted for secure lines of communications. While they are largely foolproof, comlinks can be disrupted by certain terrain features, atmospheric disturbances, and deliberate signal jamming.

HOLO-MESSENGER

Small, complex devices about the size of a human hand, holo-messengers are used when a personal touch is needed in the sending of a message. Equipped with a small holographic display emitter, these devices can be used either to send a one-time recorded message or to act as a receive-and-display device for a holographic transmission. When used, the messenger projects its hologram either directly over the user's hand or anywhere he wishes (up to a meter away). Easily concealed and transported, holo-messengers are often used by various Rebel cells to send and receive secret messages.

THE RIGHT TOOL FOR THE JOB

Due to the narrative nature of the AGE OF REBELLION game system, not every discrete piece of equipment grants a bonus to gameplay mechanics. Instead, many pieces of gear assist Rebel agents in carrying out their various missions. A pair of macrobinoculars may help a Rebel spotter guide artillery fire, for example, or a commando's survival kit may possess just the right tool to overcome some obstacle. Whenever a character uses a piece of gear to aid in simple task that could normally be performed without the equipment, the Game Master and player can agree to add ■ to the dice pool.

Occasionally, a character's equipment makes otherwise impossible tasks possible. Comlinks allow characters to communicate over hundreds of kilometers, for example. In cases such as these, the equipment grants no additional bonus as it is simply fulfilling its purpose.

Finally, some pieces of equipment do offer specific bonuses or benefits in particular situations. In these cases, any benefits and their effects are listed in the equipment's description.

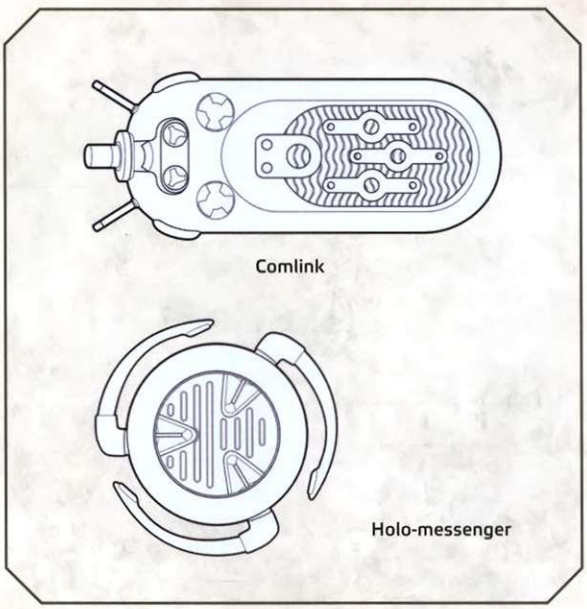


TABLE 5-8: GEAR AND EQUIPMENT

Item	Price	Encum	Rarity
Communications Equipment			
Comlink (Handheld)	25	0	0
Comlink (Long Range)	200	2	1
Holo-messenger	250	0	4
Drugs and Poisons			
Synthetic Anesthetic (1 dose)	35	0	4
Synthetic Neuroparalytic (1 dose)	(R) 75	0	6
Synthetic Neurotoxin (1 dose)	(R) 50	0	6
Cybernetic Enhancements and Replacements			
Cybernetic Arms (Mod V and VI)	10,000	-	6
Cybernetic Brain Implant	10,000	-	6
Cybernetic Eyes	7,500	-	6
Cybernetic Legs (Mod II and III)	10,000	-	6
Cybernetic Weapon Implant	4,000	-	7
Cyberscanner Limb	4,000	-	7
Immune Implant	5,000	-	6
Implant Armor	7,500	-	6
Prosthetic Replacement (Limb)	2,000	-	4
Prosthetic Replacement (Organ)	1,000	-	4
Scanning and Surveillance Equipment			
Electrobinoculars	250	1	1
General Purpose Scanner	500	2	3
Hand Scanner	100	0	2
Macrobinoculars	75	1	2
Scanner Goggles	150	0	3
Surveillance Tagger	(R) 175	0	4
Medical Equipment			
Bacta (Liter)	20	1	1
Bacta (Tank)	4,000	12	1
Emergency Medpac	100	1	1
Medpac	400	2	2
Stimpack	25	0	1
Synthskin/Synthflesh	10	-	1

Item	Price	Encum	Rarity
Infiltration and Espionage Equipment			
Advanced Flesh Camouflage Kit	(R) 2,500	2	7
Binders	25	0	0
BlackOps Data Breaker	(R) 1,000	1	6
Com Jammer	400	4	3
Com Scrambler	1,000	4	3
Disguise Kit	100	2	4
Electronic Lock Breaker	(R) 1,000	1	5
Personal Stealth Field	(R) 20,000	1	9
Restraining Bolt	35	0	0
Slicer Gear	500	2	4
Survival Gear			
Breath Mask/Respirator	25	1	1
Crash Survival Kit	300	5	2
Field Ration Packs	5	0	0
Spacesuit	100	4	1
Tent	100	4	1
Thermal Cloak	200	2	1
Tools and Electronics			
Climbing Gear	50	1	2
Datapad	75	1	1
Emergency Repair Patch	25	0	1
Extra Reload	25	1	1
Fusion Cutter	175	2	2
Fusion Lantern	150	2	2
Glow Rod	10	1	0
Military Field Manual	25	1	4
Tool Kit	350	4	2
Load Bearing, Carrying, and Storage Equipment			
Backpack	50	-	0
Load-Bearing Gear	100	-	3
Utility Belt	25	-	0

CONSUMABLES

One of the oldest and truest military aphorisms in the galaxy is "An army marches on its stomach," and the Rebel Alliance is no exception. While it's easy enough for a Rebel cell operating in a major metropolitan area like Coruscant or Coronet City to get their three square meals a day, the occasional drink, and other luxuries, a Rebel operative in the field must make do with what he can carry or scavenge. Not all consumables are beneficial; indeed, some are incredibly toxic and can, in small doses, maim or kill even a hardy individual. Poisons kill and disable; drugs and alcohol incapacitate, cloud judgment, and compromise motor functions in a potentially lethal (albeit enjoyable) manner.

There may be more types of alcoholic beverages than any other type of food or drink in the galaxy. Most are created as a byproduct of natural chemical reactions involving plant matter, though synthetic variants do exist as well. Depending on the world and culture, alcohol can be illegal, religiously taboo, included as ritual custom, commonplace, or even an established part of daily life. The prices vary wildly as well.

The price and quality of food also vary: from bland ration wafers, to simple and hearty meals served in military camps and spaceports, to the luxurious spread on the Emperor's personal table; there exists some comestible in the galaxy for every palate. Meals can range in cost from the incredibly inexpensive to the inordinately luxurious and costly, making the listing of a single price for food or drink both unnecessary and largely impossible. However, purchasing food or drink should seldom come up in a game, unless it adds to the narrative.

DRUGS AND POISONS

Despite a persistent and well-deserved negative reputation, drugs and poisons have been used to coerce, kill, and incapacitate for millennia. Produced in countless forms, from contact application to aerosols to simple food additives, the possession and use of poisons and illicit drugs is highly restricted and carries harsh penalties. While some have more subtle effects and can be used to alter a target's mind or extract information, most are designed simply to kill as quickly and efficiently as possible.

SYNTHETIC ANESTHETIC

This is a general anesthetic produced on many worlds for medical procedures and designed to render the user unconscious. Unsurprisingly, many Rebel operatives have found it valuable. This poison may be introduced into a target's body via aerosol deployment, food ingestion, or injection (via an applicator or dart). A single dose has an **Average (◆◆)** difficulty, while two or more doses combined into a single application have a **Hard (◆◆◆)** difficulty. The poison inflicts 5 strain if the target fails the check. If the check generates one to two ⚙, the target must also give up his free maneuver during his next turn (he may still take two maneuvers, however); if it generates ⚙⚙⚙ or more, he's staggered during his next turn. Finally, the GM can spend ▽ to make the target test against the poison again during the next round, as the poison remains in his system.

SYNTHETIC NEUROPARALYTIC

Poisons that paralyze a target but leave higher cognitive functions intact (and do not kill the target) are difficult to create and administer. Certain types do exist, however, and are popular among Rebels tasked with infiltration and targeted kidnapping of Imperial officials. This poison may only be introduced into a target via injection, as in an applicator or dart. Any dose size has a **Hard (◆◆◆)** difficulty. The poison immobilizes the target for 3 rounds if the target fails the check. In addition, each ⚙ generated inflicts 1 strain on the target, and the GM can spend ▽ to make the target test against the poison again during the next round, as the poison remains in his system.

SYNTHETIC NEUROTOXIN

This is a general poison synthetically produced on hundreds of worlds (often illegally) that affects the biochemical reactions of most creatures, sometimes fatally. This poison may be introduced into the target's body via aerosol deployment, food ingestion, or injection (via an applicator or dart). A single dose has an **Average (◆◆)** difficulty, while two or more doses combined into a single application have a **Hard (◆◆◆)** difficulty. The poison inflicts 5 wounds if the target fails the check. Each ⚙ generated inflicts one strain on the target as the effort of fighting the poison overwhelms him. Finally, the GM can spend ▽ to make the target test against the poison again during the next round, as the poison remains in his system.

CYBERNETIC ENHANCEMENTS AND REPLACEMENTS

Technology is an integral part of life on almost every world in the galaxy, and for some it is an integral part of their very bodies. Some cybernetic enhancements are visible, either because the wearer cares little for what others might think of his mechanical prosthesis or because he cannot afford better. Others are near-perfect duplicates of lost limbs or are hidden within the body; in either case few could tell the difference without the use of scanning devices.

Cybernetic enhancements and replacements generally increase skills or characteristics, providing raw bonuses to characters' abilities. The combination of XP-purchased increases and the increases provided by cybernetics can improve a character's skill or characteristic one step above the normal maximum (seven for characteristics, six for skills).

Each character may purchase and install a number of cybernetic enhancements and replacements equal to his Brawn rating, but no more.

The cybernetic enhancements listed here are obviously mechanical in nature. The exceptions are the BioTech Industries Repli-Limb Prosthetics. These do

not enhance the user as the other cybernetic devices do. However, they are designed to function identically to the original limb and to be covered with synthflesh, so that they look virtually indistinguishable from that which they replace.

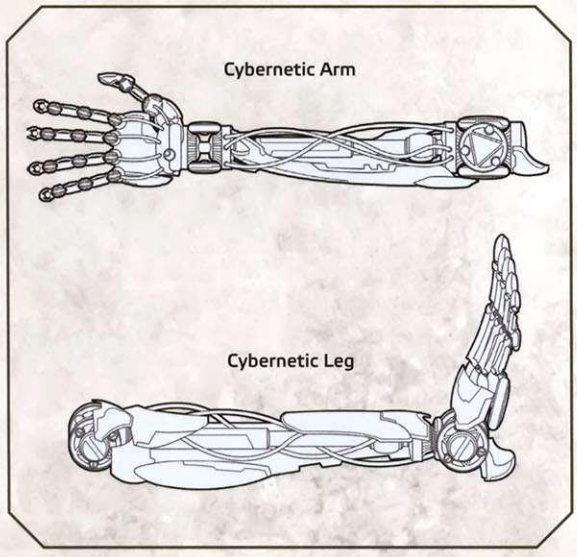
One drawback of cybernetic enhancements and replacements is that they can be affected by weaponry designed to disable technology, such as ion blasters or ion cannons. If hit by weapons that normally affect droids only, the cybernetic enhancement temporarily stops working for the remainder of the encounter or until it is repaired. The consequences of this depend on the enhancement in question and are left up to the GM, but they should make sense (for example, a character with two malfunctioning cybernetic legs would not only lose any bonuses from the legs, but would also be unable to walk).

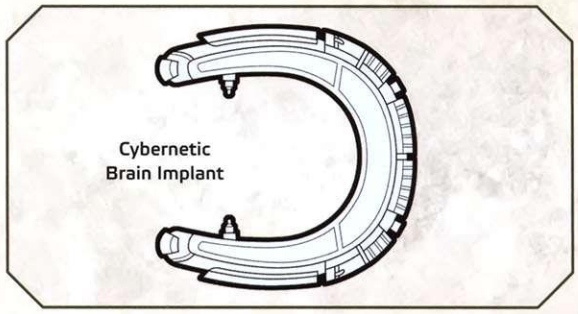
CYBERNETIC ARMS (MOD V AND MOD VI)

Cybernetic arms are designed to increase a being's strength or agility, depending on the model, and are built by companies such as BioTech for nearly every sentient species in the galaxy. While intended as simple replacements for lost limbs, many are sold to individuals who wish to increase their abilities by grafting technology directly to their bodies, rather than simply using it.

Mod V cyberarms provide +1 Brawn, while Mod VI cyberarms provide +1 Agility. If a character replaces both arms with cybernetic enhancements, both arms must be the same model, as they are designed to work in tandem. Modifiers from both arms do not stack.

Models Include: BioTech Industries Cyberarm Mod V and Mod VI.





CYBERNETIC BRAIN IMPLANT

These enhancements are miniaturized computer implants designed to augment the user's brainpower. The implant fits around the user's ears and the back of the his head, melding with the user's brain to achieve superior reasoning speeds as well as to store information for later analysis.

A cybernetic brain implant provides +1 Intellect and includes a comlink and computer access link.

Models Include: BioTech Borg Construct Aj^6 Cybernetic Implant.

CYBERNETIC EYES

Cybernetic eyes were designed to restore sight to the blind, either those who were blind from birth or who lost their sight due to disease or accident. While they are obviously mechanical, which some species find unsettling, they grant the user increased visual acuity and recognition.

Users with cybernetic eyes gain +1 Vigilance and Perception.

Models Include: Athakam MedTech Cybernetic Eyes Mod III.

CYBERNETIC LEGS (MOD II AND MOD III)

Loss of a leg can permanently sideline an individual, and it is especially hard on those who make their livings in physical fields such as the military or law enforcement. To assist those who have lost legs to accident or disease, many companies produce replacement cyberlegs. Unlike cyberarms, cyberlegs must be purchased and installed in pairs. Most are simple replacements tailored to the user's height, weight, and strength, but other, more advanced models can increase strength and agility just as cyberarms can.

Mod II cyberlegs provide +1 Brawn, and Mod III cyberlegs provide +1 Agility. Both legs must be replaced to gain these benefits.

Models Include: BioTech Industries Cyberleg Mod II and Mod III.

CYBERNETIC WEAPON IMPLANT

Popular among bounty hunters, assassins, and clandestine operatives, cybernetic weapon implants guarantee that no matter the situation, an individual is never without a personal protection weapon. Obviously mechanical, the artificial forearm houses a small blaster which can spring forth from a hidden compartment and deliver a hail of blaster fire before most foes are aware they are in danger.

A basic cybernetic weapon arm appears to be a regular cybernetic arm but features a retractable light blaster pistol that can be deployed as an incidental. The blaster is attached to the arm and cannot be removed, dropped, or disarmed.

Models Include: BlasTech Cybernetic Weapon Enhancement Mod VII, Athakam MedTech Synthlimb Blaster.

CYBERSCANNER LIMB

More than a simple cybernetic replacement, this cybernetic arm includes a basic scanner for medium range detection. Cyberscanner limbs typically display data on a holoprojector that appears above the user's open palm and can show nearby motion, lifeforms, energy signatures, and other common targets as desired. The Mod IV Scanner Limb incorporates a portable scanner and, unlike most cybernetics, is concealed by a synthflesh covering to disguise that there is anything out of the ordinary about the limb.

Models Include: Neuro-Saav Technologies Cyber-Scanner Limb, Fabritech ScanMaster Arm.

IMMUNE IMPLANT

Given the wide variety of life forms and the frequency with which many travel the galaxy, it's little wonder that the spread and containment of disease is of major concern to medical professionals and travelers alike. Most beings have to rely on treatment or some form of local resistance medication, but these can vary from world to world. Immune implants solve such problems with simplicity and efficiency through use of a subdermal, wide-spectrum defense drug cocktail designed to protect against almost every disease known. The Mod I implant is the most commonly used version, combining broad effectiveness and long-term results in a single package that rests just below the skin.

Possessing an immune implant grants the wearer + 1 Resilience.

Models Include: Athakam MedTech Immune Implant.

IMPLANT ARMOR

Favored by infiltrators, spies, and other clandestine operatives, implant armor is useful for occasions where obvious armor protection might be impractical. These thin ceramic-plasteel composite plates are implanted beneath the skin, where they can absorb enemy fire with little serious damage to vulnerable tissue.

Implant armor provides + 1 soak.

Models Include: TaggeCo Implant Armor Mod V, BioTech "Duraskin" Implant.

PROSTHETIC REPLACEMENTS

Given the often-violent nature of the galaxy and the dangerous weapons used to settle many disagreements, many losers (and winners) of such conflicts wind up with fewer fingers, arms, or legs than when they started. Others might have internal organs destroyed, or suffer from ruined eyes. While cloning technology and flesh regenerators can be used to repair such losses, few use this option, as it is expensive and often highly illegal. Instead, many opt for mechanical replacements.

For those seeking quality, unobtrusive replacements for lost limbs, prosthetic replacements are among the more popular options. These cybernetics are designed to provide functionality identical to that of the original limb or organ, and are installed with a synthflesh covering, making them almost indistinguishable from the organic component they replace.

Limbs and major organs (including sensory organs such as eyes and ears, as well as vital organs such as heart, lungs, livers, and more) can all be replaced with prosthetic replacements. They do not provide any bonuses or enhancements to the character, instead restoring him to normality. There are two general cost entries for prosthetic replacements; the first is for limbs, the second for organs. However, the GM should feel free to increase or decrease the costs depending on the specific circumstances.

Models Include: BioTech Industries Repli-Limb Prosthetic Replacements.

SCANNING AND SURVEILLANCE EQUIPMENT

Foreknowledge of an enemy's position and movements is essential to the success of any mission. Scanning and surveillance equipment is designed to keep a watchful eye on a target, typically from far off or from within a concealed area, and to transmit that data back to its users. These items are commonly used by law enforcement agencies to keep tabs on suspects, and by espionage agents in the course of their duties.

ELECTROBINOCULARS

Electrobinoculars are produced in a variety of shapes and styles based on their intended function and the species that designed them. They are, at their most basic, a pair of macrobinoculars with one or more integrated

optical enhancement systems, such as long range digital zoom, passive light amplification, thermal imaging, ultrasound imaging, and the like. They are commonly equipped with filters to adjust for exceedingly high levels of light, and many are equipped with recording and playback systems for the collection of data.

Electrobinoculars allow their user to see normally in low light, extremely bright conditions, and inclement conditions. They also provide magnification of targets up to ten kilometers away. When using electrobinoculars, characters may remove ■ from any Perception checks made to identify an object in low light or at long distances.

Models Include: Neuro-Saav Model TD2.3 Electrobinoculars, Fabritech "Longsight" Electrobinoculars, TaggeCo Model 3 Imperial Army.

GENERAL PURPOSE SCANNER

Common scanners are usually small, handheld devices designed to sense and record a variety of data. Simple and rugged, scanners are used by military scouts and Rebel cells for tracking and observing enemy movements. Depending on the make and model, a scanner can detect nearby life signs, heat signatures, different sources of radiation, the source and direction of various sounds, or any combination thereof. Some models scan in all directions, while others are unidirectional and must be pointed in the desired direction for scanning. Some even have integrated metal detectors and the ability to intercept and record comlink traffic. Scanners have an operational range usually up to one and a half kilometers.

Models Include: CryonCorp EnhanceScan General Purpose Scanner, Crozo Industrial Mineral Scanner, CUE GenScan.

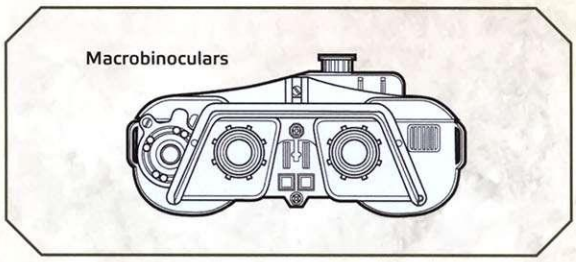
HAND SCANNER

The term "hand scanner" is a catchall designation used to describe a wide variety of handheld scanning devices used for specialized purposes. Medisensors, circuit tracers, materials fatigue and stress-fracture scanners, scanners designed to detect specific gases or minerals, and narrow-band comlink scanners are all examples of devices that fall under the hand scanner banner. Most hand scanners can be connected to larger computer systems for the collection and analysis of data.

Models Include: BioTech RFX/K Medisensor, Soro-Suub Model 808 Materials Integrity Scanner.

MACROBINOCULARS

Simpler, less expensive, and often more reliable than their complex electrobinocular cousins, macrobinoculars are a common sight throughout the galaxy. Used in a number of fields, from scouting and surveying to scientific pursuits and hunting, macrobinoculars use a combination of precision-ground magnifying lenses and simple technical upgrades, such as image stabilization, light filtering, and image sharpening to magnify targets and allow users to see over long distances. Preferred by many Rebels in the field due to their lack of complex electronics and their ease of use and maintenance, macrobinoculars are common among Rebel scouts and forward observers.



Models Include: Numerous variants.

SCANNER GOGGLES

Scanner goggles are a lighter, wearable version of electrobinoculars equipped with a more limited set of optical enhancements. Produced in a variety of styles, scanner goggles typically feature passive light amplification and thermal imaging, along with polarized lenses and a number of filters for different lighting situations. They are usually issued to Rebel commandos or infiltrators, as they grant many of the benefits of electrobinoculars while leaving the hands free. When worn, scanner goggles allow the wearer to see normally in dark conditions.

Models Include: Fabritech X-2000 Scanner Goggles, Torjeka B3, TaggeCo Luminator Goggles.

SURVEILLANCE TAGGER

Tiny and unobtrusive, surveillance taggers are small radio transmitting beacons used to aid in surveillance and tracking. Delivered to their targets by dart, remote, or other clandestine means, and staying affixed through the use of magnetic or chemical adhesive systems, surveillance taggers broadcast a heavily encrypted stream of data about their target back to their user. The data transmitted is usually a mixture of location, range, rate and direction of travel, altitude, and other metrics used to pinpoint the location of a target. Most models are short-ranged, requiring the user to stay relatively close to their target, and their signals are easily blocked by natural and artificial obstacles as well as by radio and data interference. More powerful models have broadcast ranges measured in kilometers, and can transmit their data through the densest city or the most rugged terrain. The prevalence of surveillance taggers, especially as used by the various departments of Imperial Intelligence, makes Rebel agents particularly uneasy. As such, repeated and thorough searches of clothing and vehicles are second nature to members of the Alliance.

Models Include: RTC SureSnoop, Astroserver Trail-Master, MechBlaze Observer Mk. I.

MEDICAL EQUIPMENT

The life of a member of the Alliance is a necessarily dangerous one. Fighting the tyranny of the Galactic Empire, with its powerful armed forces and dangerous web of intelligence agents, informants, and spies, can have deadly consequences for even the most vigilant Rebel operative. Good and immediate medical care is key to any operation, whether in the form of a simple medpac, a total-immersion bacta tank, or a well-equipped medical frigate. The availability of such care, or lack thereof, has turned the tide of more than one Rebel operation.

BACTA

An ancient healing technology, bacta is nothing less than miraculous. Developed thousands of years ago, it is a viscous, clear liquid within which live millions of genetically-altered and synthetic bacteria. Usable on nearly every species in the galaxy, bacta drastically increases the rate of healing and cures even the most grievous wounds with little-to-no scarring. Typically, patients are completely immersed in large bacta tanks where they stay suspended in the thick liquid while hooked up to life support systems. This takes quite a bit of infrastructure, and bacta tanks are relatively rare outside of large medical facilities and dedicated medical vessels. However, bacta can be administered by injection or by pre-treated patches, and is included in one form or another inside every medpac sold in the galaxy. The rules for healing wounds with bacta are found on page 233.

Models Include: Numerous variants.

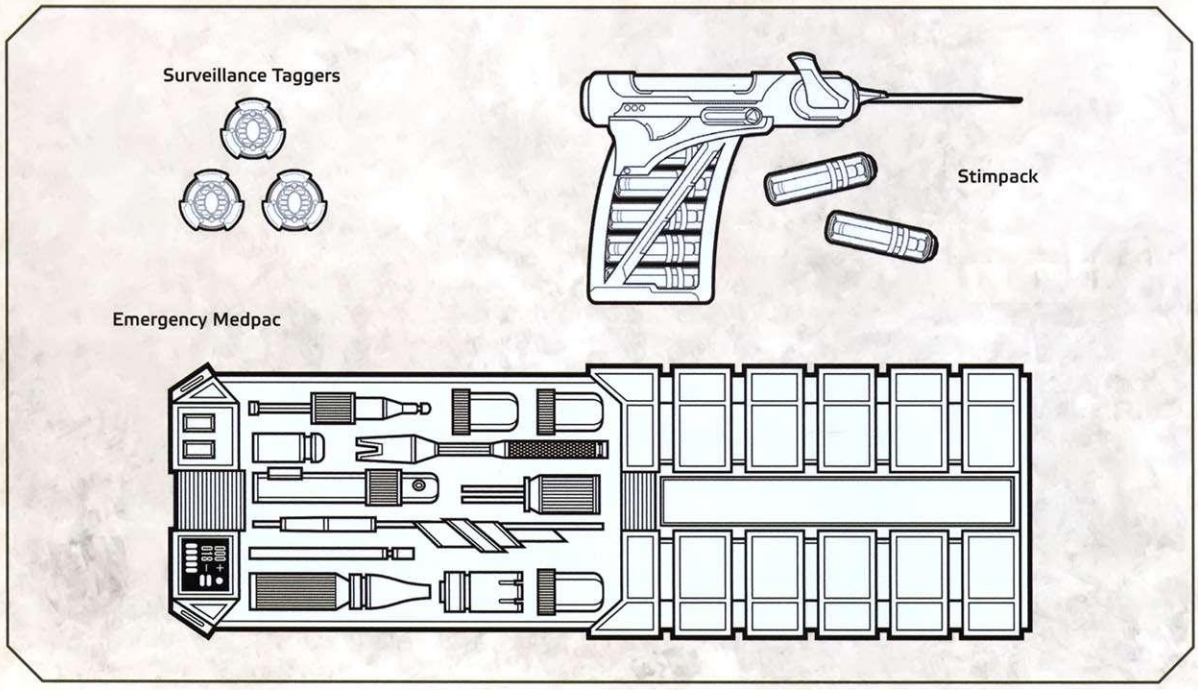
EMERGENCY MEDPAC

Emergency medpacs are prevalent wherever the threat of injury is higher than average. Small and easily portable, these lifesaving tools contain the basic supplies to heal small injuries as well as those needed to stabilize seriously wounded individuals for transportation to larger medical facilities. A standard emergency medpac (such as those found aboard most starships) contains a number of bandages and dressings; bacta patches; basic medical tools like scalpels, syringes, and forceps; blood coagulators; synthflesh applicators; and other necessities. More advanced models include a limited-function medical scanner that can monitor vital signs, as well as a small computer that includes a medical database, and can suggest treatment options based on data collected by the included scanner. Emergency medpacs allow characters to use the Medicine skill to heal others without penalty, as described on page 232.

Models Include: Athakam MedTech Survival Medpac, Chiewab GLiS Emergency Medpac.

MEDPAC

Often described by Rebel operatives as "a medical frigate you can fit in your pocket," a standard medpac is a larger and better-equipped version of the common emergency medpac. Carried by field medics and first responders, medpacs carry a full suite of surgical implements, a larger and more powerful mediscanner and diagnostic computer, advanced synth-nutrient replicators, spray splints, various basic medications, and anti-radiation/anti-biological contamination drugs, in addition to the equipment found in the emergency versions.



Standard medpacs allow a user to perform relatively complex medical procedures in the field. Like emergency medpacs, standard medpacs allow a character to use the Medicine skill without penalty as per the rules on page 232, and in addition grant ☐ to all Medicine skill checks. Also, thanks to their stock of stim applicators, these medpacs grant a group of Rebels the equivalent of one stimpack per scene, at the Game Master's discretion.

Models Include: Athakam MedTech First Responder, BioTech FastFlesh Medpac.

STIMPACK

Stimpacks are small, single-use auto-injector systems containing a powerful cocktail of bacta, painkillers, anti-inflammatories, antibiotics, and other medications designed for quick healing in the field. Stimpacks come in countless varieties tailored to the physiology of most known species, and are produced by most pharmaceutical corporations, especially Chiewab and Athakam.

Using a stimpack requires one maneuver, which covers the simple act of a character using the autohypo on himself or one other person. This immediately heals 5 wounds. While a character can use multiple stimpacks, doing so is an act of diminishing returns, as every stimpack used after the first heals one fewer wound. A second stimpack heals 4 wounds, a third 3 wounds, and so on. Using a sixth stimpack in a single day has no further effect, as the character's system is already so saturated with medications that additional stimpacks are useless (and could even cause harm at the Game Master's discretion). Once used, the chemicals within a stimpack stay in a character's system for one standard day, after which additional stimpacks have their full effect again. See page 233 for more information on stimpacks and healing.

Models Include: Numerous variants.

SYNTHSKIN/SYNTHFLESH

Synthskin and synthflesh are two versions of a synthetic, skin-like covering used in medicine and the production of cybernetic limbs. Sold as small patches, full sheets, or a thick gel, these products are used to heal abrasions, cuts, and other minor wounds, as well as for skin grafts and cosmetic surgeries. Synthskin is the more common type, and is used more often in emergency medical or surgical applications; synthflesh is typically used to cover mechanical items, such as cybernetic limbs or even whole droids, to disguise their artificial nature. Both varieties are produced by the major medical technology and pharmaceutical companies in the galaxy (although BioTech is by far the leader in the field) and both are designed to integrate seamlessly with the integumentary systems of nearly every sentient species in the galaxy.

Models Include: BioTech FastFlesh Synthskin Slap Patch.

INFILTRATION AND ESPIONAGE EQUIPMENT

Much of a Rebel's work is necessarily carried out in the shadows. The Alliance simply does not have the resources or personnel to face off head-to-head against the powerful war machine of the Galactic Empire, so to bring about the change they desire and to spread freedom throughout the galaxy, many Rebels wage a shadow war against the Empire. While spying, targeted assassinations, industrial espionage, sabotage, commerce raiding, and other violent and disruptive acts may have a reputation as cowardly and dishonorable among some, these tactics are extremely effective in the kind of guerrilla warfare being waged by the Alliance. Clandestine Rebel operatives use a number of specialized pieces of equipment to help them carry out their quiet attacks on Imperial infrastructure. The following list is just a small sampling of the kinds of tools used in clandestine work.

ADVANCED FLESH CAMOUFLAGE KIT

More comprehensive than a regular disguise kit, advanced flesh camouflage kits allow users to drastically change their appearance all the way down to a genetic level. They can be used to fool bioscanners and even impersonate other individuals, especially if the individual being impersonated was kind enough to "donate" a genetic sample, such as a lock of hair or a skin sample. The disguises created by a flesh camo kit are so good that seeing through them requires a **Formidable (◆◆◆◆◆) Perception check**. Most of the pieces of a flesh camouflage kit are perfectly legal separately, but most law enforcement agencies, and especially Imperial authorities, take a dim view of anyone carrying all of these pieces together.

BINDERS

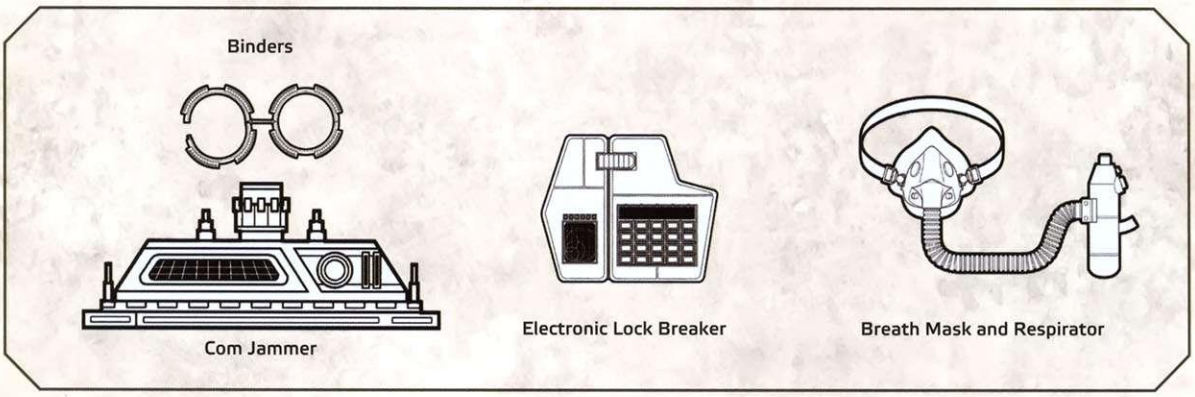
Binders are simple restraints used to keep prisoners subdued and manageable. They come in many shapes, sizes, and styles, and many are tailored for the strengths and weaknesses of different sentient species. Most law enforcement agents carry at least one set of binders, and many Rebel infiltrators use them when carrying out kidnappings or hostage rescues.

Breaking free from a set of binders requires either brute force or feats of agility and flexibility. The difficulty varies by the make and model of binder, but the most common restraints require a **Daunting (◆◆◆◆) Athletics** or **Coordination check** to escape.

Models Include: LSS Bind-1.

BLACKOPS DATA BREAKER

Data breakers are common tools used by slicers to force their way into secure systems. Essentially a data



battering ram, they are unsubtle tools used for expedience instead of finesse and stealth. Many are also data harvesting devices, recording everything encountered in a system while the slicer roots around for nuggets of information. Most organic Slicers carry one or two of these devices, but droid Slicer Player Characters can have them installed in their internal computer systems as well. Data breakers add □□ to any Computers check made to slice computers, but they also add □ to any attempts to locate use of a data breaker in a computer system due to the "noise" these devices make. Data breakers are highly illegal, and possession or use of one can land a Rebel operative in a maximum security Imperial prison for a very long stay.

Models Include: Numerous variants.

COM JAMMER

Using junk data transmitters, radio scramblers, and other esoteric means, com jammers are designed to shut down all radio communications within a given area. Smaller, less powerful versions can easily cause local communications blackouts, jamming all radio traffic within an area of a few kilometers, while larger and more powerful models can completely isolate an entire planet from the galactic HoloNet.

Counteracting the effects of a com jammer requires a Computers check, with a difficulty proportional to the distance from the jammer and the power output of said device. The closer and more powerful the com jammer, the harder the Computers check.

Models Include: Miradyne 1x Hail Com Jammer.

COM SCRAMBLER

Com scramblers are radio and data encryption suites used to secure communications in the field. They can be attached to most comlinks and vehicle-mounted radios, and only those individuals with a linked scrambler can decode the transmissions. Their small size and relative rarity make them easy to conceal, which is a serious plus as the use and/or possession of a com scrambler by civilians is a serious crime in most places ruled by the Galactic Empire. Using a com scrambler adds ■■ to any checks made to decode and understand an encrypted transmission.

Models Include: Chedak Mk. V Com Scrambler.

DISGUISE KIT

Most clandestine Rebel operatives are relatively nondescript in both their looks and personality, which assists them in their work by making it difficult for others to remember them. Even so, these agents often use disguises to further obfuscate their looks and confound their enemies. Disguise kits are simple collections of makeup, wigs, hairpieces, prosthetic features, and chromatic iris alternators; some even contain programmable skinweave for altering fingerprints, and DNA cloaks to spoof advanced genetic scanners. In addition, disguise kits contain basic camouflage paints for use in various environments to help an agent blend more easily into the surroundings. Many companies produce disguise kits. The vast majority of kits are tailored for specific species rather than being "general" disguise kits. After all, a Mon Calamari infiltrator using a wig and makeup designed for a human will garner the opposite of the desired effect.

Models Include: LV Labs Flex-Mask Disguise System, Mehrak Corporation QuickChange Theatrical Makeup.

ELECTRONIC LOCK BREAKER

Much of the information and materiel so desperately needed by the Alliance is kept behind securely locked doors, much to their chagrin. Electronic lock breakers go a long way in assisting the Rebels with their logistics and acquisitions in their struggle against the Empire. Most locking mechanisms in the galaxy, even those on the benighted and backwater worlds of the Outer Rim, use complex electronic systems rather than simple mechanical systems. Electronic lock breakers are small, powerful, limited-use slicing rigs designed to cut through the most common types of computerized locks. As with most equipment, there are a variety of models: from low-tech versions used to override simple civilian house and vehicle locks to heavily modified, military-grade lock slicers that can grant a user access

to the bridge of an *Imperial*-class Star Destroyer as if the user had the actual keys themselves.

Models Include: Locris Syndicated Securities "Skeleton Key" Locksmith's Tool.

PERSONAL STEALTH FIELD

The ultimate in personal stealth technology, personal stealth fields are rare and expensive, and well worth the price. Relics of the ancient past, these tools use a number of optical and light-bending technologies to render the wearer completely invisible to the naked eye. The major flaw with personal stealth fields is that they are incredibly unstable, and are prone to malfunctions (such as complete field collapse at a moment's notice). Those lucky enough to own one consider the ability to move undetected through even the most crowded, well-lit space well worth the price of the occasional malfunction. PSF users cannot be detected by sight, and any attempts to detect a user by other means, such as scent, motion, or sound, make their skill checks at a difficulty of **Formidable (◆◆◆◆◆)**. Any ⚙ or ▽ generated while using a personal stealth field may be used by the Game Master to indicate that the field flickers for a moment, or collapses altogether rendering the user visible.

Models Include: Numerous variants.

RESTRAINING BOLT

Restraining bolts are to droids what binders are to sentient creatures. Using magnetic clamps or chemical adhesives, restraining bolts attach to a droid's chassis and are used to restrict its actions, usually by means of a remote control. The most basic restraining bolts simply shut down a droid, allowing the user to bypass droid guards and incapacitate any droid witnesses. More advanced systems can be used to make a droid perform any action commanded by the person holding the restraining bolt controller.

Most droids cannot withstand the powerful programming overrides in a restraining bolt. However, Player Characters who are droids are made of sterner stuff than their NPC comrades, and can, with the right amount of effort, overcome a restraining bolt. PC droids may make a **Daunting (◆◆◆◆) Discipline check** to shake off the effects of a restraining bolt and act normally after one is applied. If the check fails, they may make another attempt at a later time, at the Game Master's discretion.

Models Include: Industrial Automaton Master Control Restraining Bolt.

SLICER GEAR

Slicers, talented computer jockeys who navigate the labyrinthine guts of computer code and mainframe systems as easily as an ace pilot navigates through an asteroid belt, use specially constructed gear to gain access to secure computer systems. Most are home-built from custom components and are illegal to greater or lesser degrees. These powerful personal computers are packed with bleeding-edge codebreaking software, encryption/decryption systems, data probes, credit chip spoofers, and various other nefarious tools. Like their users, pieces of slicer gear are highly unique; often a slicer can be identified by others of his kind by the electronic fingerprints left behind by his gear.

Models Include: Various unique models.

SURVIVAL GEAR

Rebels operating on unsettled worlds, in dangerous environments, or in the vacuum of space require special gear to protect them from environmental hazards. The following is a short list of some of the more common pieces of survival equipment used by Rebels in the field.

BREATH MASK AND RESPIRATOR

Designed to allow sentient beings to breathe in atmospheres that are typically dangerous to them, respirators and breath masks are some of the most common pieces of survival gear in existence. Every starship and military vehicle carries a breath mask for each crew member. Many survival kits include simple respirator plugs and face masks that can filter toxins and airborne pathogens. Some are even designed to be used underwater, using a synthetic gill technology to allow air-breathing sentients to breathe water, or otherwise carry their required atmospheric gases with them into the deeps. Most are bulky and uncomfortable to wear for long periods, although those built to allow for long-term survival in hostile atmospheres are made to be as comfortable as possible.

Models Include: Gandorthral Atmospherics Roamer-6.

CRASH SURVIVAL KIT

Popular among pilots and vehicle crews, crash survival kits are a necessary precaution for those who regularly travel through inhospitable areas. Small ships such as starfighters, gunboats, small freighters, and even escape pods will have one survival kit for each crew member, while ships with larger crews have kits designed to meet the emergency survival needs of a set number of individuals. Most survival kits include a thermal cloak, a multi-tool or survival knife, a distress beacon, two emergency comlinks, a spool of wire, ration bars, a basic medpac, two respirators, a water jug with filter, a glow rod, fifty meters of high-tensile microfiber line, ten ration packs, and an emergency flare gun. Military pilots, smugglers, and bounty hunters often include a small-frame blaster pistol as well.

Models Include: Pretormin Environmental Crash Survival Kit.

FIELD RATION PACK

Ration packs are issued to Imperial Army soldiers and stormtroopers and carried by Rebel field operatives. The rations are typically bland, flavorless affairs comprising a calorie-dense meal packed with necessary nutrients and vitamins in a small, easily portable bag or box. They employ a built-in chemical heater, and generally consist of a main entree, sides, and a dessert. Also included are disposable eating utensils and small, single-serving packets of spices and condiments. Each ration pack is good for one meal. Produced in a dizzying array of styles, the variety of rations available are suited to the metabolisms of most species in the galaxy.

Models Include: Adventure Hiker and Hunter Trail Rations, Chiewab Nutrition ReadiMeal.

SPACESUIT

Spacesuits are sealed, often lightly-armored environmental suits worn to protect sentients from the temperatures, extreme radiation, and vacuum of deep space. Typically tailored to specific species, they contain on-board life support systems as well as bio monitors that keep track of the wearer's physical state. Spacesuits have limited consumables, as they are designed for short operations, and typically have enough water and atmospheric gas on board for two or three hours of constant operation. Many variants also include a number of small, multi-directional maneuvering thrusters, built-in spotlights, comlinks, magboots, power couplings for hand tools, and any number of other handy accessories. Every spacesuit sold comes with an emergency repair kit that allows for quick fixes of tears, leaks, and bad gasket seals.

Models Include: TaggeCo Standard X.

TENT

Found in larger survival kits and sold separately by a number of companies, tents are portable shelters used to provide protection from the elements. Depending on the model, a tent can hold one to six individuals, and can be made from any material, from simple canvas to advanced durasilk with internal self-assembling memory supports.

Models Include: Numerous variants.

THERMAL CLOAK

Thermal cloaks are versatile pieces of equipment that can be worn or used as a blanket and provide protection from extreme heat and extreme cold. Use of a thermal blanket or cloak removes up to ■■ from any checks made to handle extreme heat or cold.

Models Include: Numerous variants.

TOOLS AND ELECTRONICS

Tools are what separate sentient beings from common animals, and the use of tools has been a staple of societal development for the entire history of the galaxy. Tools are used to perform specific tasks or to aid in their performance, and can be anything from a simple hammer to an advanced handheld plasma cutter. As is the case with weapons, when under duress, a clever and resourceful individual can make a tool from anything, although its usefulness and efficiency obviously suffer.

CLIMBING GEAR

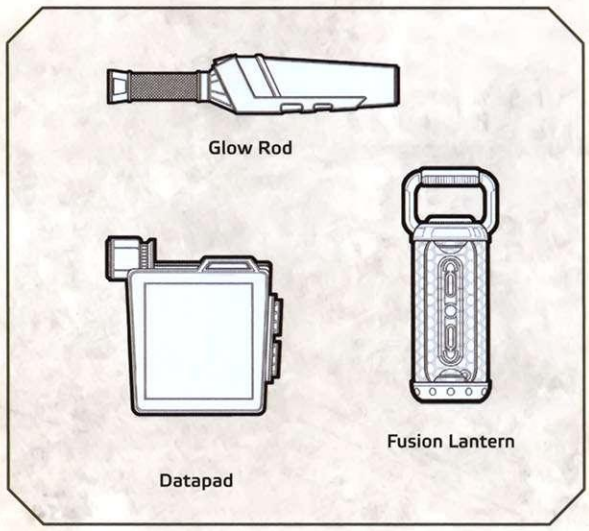
Climbing gear is a catchall term for tools used to scale and abseil steep or sheer surfaces. Whether a character is attempting to scale a stony cliff or the smooth transparisteel facade of an office tower, climbing gear is essential for anyone who needs to gain access to otherwise-unreachable places. Most sets of climbing gear include a few coils of synthrope or liquid cable, a hook or adhesive attachment, and a number of pitons, picks, hammers, and other tools used to secure lines.

Models Include: Pretormin Environmental Basic Climbing Gear.

DATAPAD

The ubiquitous datapad can be found in even the most remote galactic locale. A powerful combination of communications device, holo messenger, handheld computer, and personal database, datapads combine a number of common electronics in one easy-to-use package. Most have touch screens, but some use holographic imaging devices to project their data, and all can be connected to the galactic HoloNet. All datapads can be encrypted, and many have emergency data destructs that wipe their memory if they are lost or stolen.

Models Include: SoroSuub MX Ultra Pocket Valet.



EMERGENCY REPAIR PATCH

Used to perform temporary emergency repairs to keep machinery running until proper repairs can be done, nearly every mechanic in the galaxy keeps one or two of these handy patches on hand. Composed of a semi-flexible durasteel disk coated on one side with insulation and edged with auto-activating thermal welds, emergency repair patches come in a variety of sizes. From small enough to cover a blaster bolt hole, to meter-long sheets used to patch holes in starship hulls, emergency repair patches are as varied as they are versatile. They are designed to be quickly applied over a hole or tear in a ship's hull, droid's chassis, or machine's casing, keeping the vulnerable interior works of the machine safe and shoring up structural integrity.

Emergency repair patches are one-use items that can be utilized to gain the normal bonus for having the right tools for a job at hand. Likewise, droids can use them to heal wounds similar to the way an organic being employs a stimpack. Using an emergency repair patch requires a character to spend a maneuver. When applied to droids, emergency repair patches heal 3 wounds, and up to five can be used in a single day. Using a sixth emergency repair patch has no effect, as by that point the droid is so patched and jury-rigged together that further patches would be useless. It takes one day for a droid's self-repair routines, or some actual repairs, to restore its body to enough functionality to be able to take any benefit from emergency repair patches. See page 233 for more information.

Models Include: SoroSuub Pocket Tech.

EXTRA RELOAD

In the field, every Alliance operative knows that anything that can go wrong, will go wrong, and at the most inopportune time. One of the most common mishaps in the field is some piece of important gear running out of power, or a blaster running short on gas and energy. Energy cells are small replaceable batteries that keep most handheld devices running when not plugged directly into a power source. Extra reloads allow a character to ignore an "out of ammo" ▽ result with a ranged weapon. By spending a maneuver, a character can switch out a power pack or reload a weapon to get back into the action.

Models Include: Numerous variants.

FUSION CUTTER

These handheld, portable cutting torches are found throughout the galaxy in numerous industrial, technical, and even artistic operations. They use small, high-powered fusion batteries to produce intense plasma or laser beams used to weld metals together and to cut them apart, depending on the needs of the user. Their beams can easily cut through durasteel, duraplast, and even armored ship hulls with ease. Field mechanics often carry them into battle for emergency repairs of vehicles, droids, and other equipment. Fusion cutters can be adjusted to produce a fine, precise beam for welds or a broad, powerful beam good for brazing and cutting. Engineering and mechanic droids can have a fusion cutter directly installed in their chassis so that they always have one at hand, and they are especially common on astromech droids. In a pinch, a fusion cutter can be used as a close-quarters weapon, and can cause some incredibly frightful wounds. If used as a weapon, a fusion cutter has a range of engaged, deals 5 damage, has a critical rating of 3, and possesses the Breach 1, Burn 3, Sunder, and Vicious 3 weapon qualities.

Models Include: SoroSuub F-187.

FUSION LANTERN

Small, squat, and heavier than they look, fusion lanterns are a combination power source, light, and area heater. Extremely durable and with a reputation for reliability, fusion lanterns are common additions to travel and emergency survival kits. With the right connecting cables, fusion lanterns can be used to power all manner of tools and electronics.

Models Include: SoroSuub Powermax Fusion Lantern.

GLOW ROD

Glow rods are small, directional, handheld light sources used in many applications. They project a beam of bright light and can illuminate objects at respectable ranges.

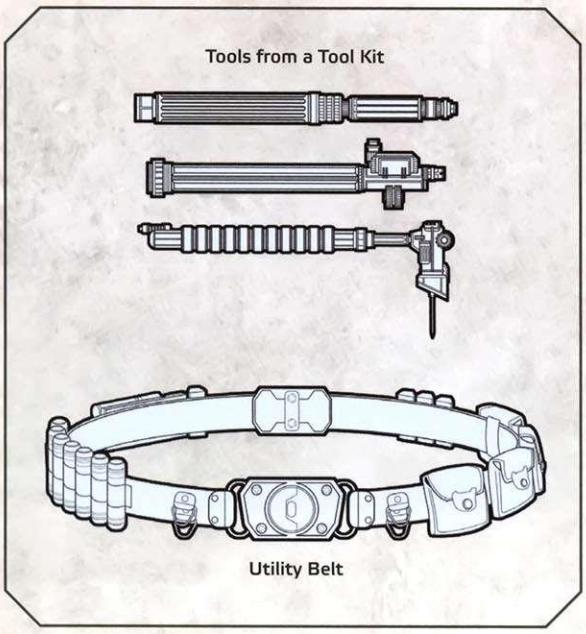
Models Include: Numerous variants.

MILITARY FIELD MANUAL

Field manuals are print or digital publications, issued to Imperial troopers and Rebel agents alike that focus on a variety of important topics. From comprehensive

UNIFORMS, CIVVIES, AND SUNDRIES

There are numerous pieces of gear that characters carry that are too mundane or inexpensive to track on their sheets. Chronos, writing implements, pocket knives, credit chips, street clothing, shoes, fancy hats, inexpensive jewelry and decorations, snacks, mementos, holos of friends and family; all of these things and more are details that can embellish and add personality to a character, but are not important enough to keep track of. Player Characters can assume they have any number of miscellaneous sundries on them, depending on what they feel their characters would actually carry.



manuals issued to members of the Imperial Navy to the underground publications used to instruct Rebels in guerrilla combat, field manuals can be found wherever troopers are common. Those used by the Empire are written by instructors at the Anaxes War College and other important military thinkers in the Empire's employ, while those used by the Alliance are either stolen from Imperial forces or written by experienced Rebels. Depending on the manual, once per scene a character may use the information found within to gain ☐ to any task at the Game Master's discretion.

Models Include: Imperial Army Field Manual FM-5-31 (Booby Traps), General Airen Cracken's Rebel Handbook.

TOOL KIT

In a galaxy dependent on advanced technology to hold its very fabric together, repair and maintenance of equipment is a constant task. From small precision tools used to repair droids and advanced computers to huge rolling boxes used by shipwrights in spaceports, tool kits are an essential piece of equipment. Whether general kits used for maintenance or custom-built sets for specific jobs, tool kits offer their users a wide variety of necessary tools for getting the job done. With the proper tools, there is little that a skilled and inventive technician can't accomplish if given the time and circumstances. Tool kits allow mechanics and technicians to perform most mechanical checks to repair devices, as well as to "heal" droids.

Models Include: Regalis Engineering 60-Piece Ship's Engineering Tool Kit.

LOAD BEARING, CARRYING, AND STORAGE EQUIPMENT

In the modern era of high-tech warfare, the amount of equipment the average trooper must carry is simply staggering. Not only does he need his weapon and some ammunition, but also various tools, scanners, optical enhancers, medical kits, rations, and other sundries designed to keep a soldier alive in the field. Imperial soldiers and stormtroopers have exhaustively long lists of required equipment, but even a Rebel operative in the field needs quite a bit of gear and the means to carry it.

BACKPACK

Backpacks are indescribably useful to the traveler or Rebel operative active in the field. Most are simple textile constructs with a number of compartments and external pouches good for carrying tools, survival equipment, trophies, or anything else a user could desire. More advanced models, such as those built for military use or back country adventuring, are reinforced, built from advanced textiles, and may have lightweight internal supports that allow for the easy carrying of incredible weights.

Backpacks increase the wearer's encumbrance threshold by 4.

Models Include: Adventure Hiker and Hunter Model 6 "Mule" Modular Backpack.

LOAD-BEARING GEAR

Load-bearing gear, or combat webbing, is a system used by soldiers to carry necessary equipment on their persons in easily accessible pouches. They are commonly made of hard-wearing reinforced textiles, and often with removable armor plates.

Load-bearing gear increases a wearer's encumbrance threshold by 3

Models Include: Imperial Armory M-4 Army Combat Webbing, AHH "Striker" Tactical Vest.

UTILITY BELT

Often worn in addition to combat webbing, or used as a component, utility belts are common items for Rebels in the field, where quick access to important tools is a life-saving necessity. Contents and configurations vary by user and by mission; many include integral holsters or gun belts.

Utility belts increase a wearer's encumbrance threshold by 1.

Models Include: Numerous variants.

CUSTOMIZATION AND MODIFICATIONS

The rules for gear and equipment in **Age of Rebellion** are used to represent typical devices of the sort described. In reality, a number of different manufacturers exist, and they produce weapons and devices in a vast array of designs and specifications. Furthermore, items of equipment are often modified by their owners to better suit their individual purposes and desires.

The statistics and rules for gear in **Age of Rebellion** are framed in fairly general categories to present clear, simple, and unified rules for their use, but the look of a character's gear can be tailored both cosmetically (meaning it has no game effect) and mechanically (which changes its basic rules or statistics).

In general, players can purchase attachments to customize their gear. Attachments are physical items that attach to or are installed in items, vehicles, and weapons to add capabilities or improve performance. Attachments have a set of base modifiers that they automatically grant when installed. Installing an attachment is a fairly simple process (as they are designed for easy installation) and simply requires a few minutes of uninterrupted work.

Attachments slot into the hard points listed in a piece of equipment's stat block. Each attachment gives the ship, vehicle, or weapon some sort of bonus or edge (an extra point or two of speed for a hot-rod ship engine, or more soak for a suit of armor, for instance). In most cases, that's as far as it goes. The player spends his money for his new attachment and he is left with an improved and unique piece of equipment specifically tailored to his needs. However, if the player wishes to further customize and personalize a piece of equipment, he uses the mod system.

MODDING ATTACHMENTS

Most attachments have a list of modifications (**mods**) that can be made to them. These are alterations a skilled mechanic can make to the attachment to grant additional bonuses or modifiers. The mods are listed under the attachment's **modification options**.

Each of these modification options are potential mods for the piece of gear in question. Some of the modification options have a number listed before them. This number indicates the number of times that particular modification can be made to that attachment. If there is no number, that modification can only be made once.

INSTALLING MODS

To install a mod, the Player Character attempting to customize an attachment selects the modification option he wishes to make. The PC must also have a tool kit, access to a suitable work area for a suitable amount of time, and 100 credits with which to buy parts for making the mod. The PC must then succeed on a **Hard (◆◆◆) Mechanics check**.

If he succeeds, the Player Character makes the alterations needed to modify the attachment and can now benefit from any bonuses the modification provides. If he fails, he may not try to install that particular mod on the attachment again; if he fails and generates one or more ▽ on the check, he has not only failed to install the mod but has broken the attachment in the attempt.

When second and subsequent mods are added to the attachment, the process becomes more arduous. Each additional mod installed on an attachment beyond the first increases the difficulty of the Mechanics check by one and costs an additional 100 credits.

TYPES OF MOD

The different types of mod fall into the following broad categories:

- **Damage mods:** These mods increase the damage dealt by the weapon.
- **Weapon quality mods:** These mods add a listed quality to the weapon. Some qualities have values that can increase. If this is the case, the mod is listed as "Quality (+1)." This indicates the mod adds 1 to the quality if it is already listed or adds the quality at rating 1 if it is not already present.
- **Innate talent mods:** These mods grant the user the listed talent only when he is wielding the gear and only affect that piece of gear. For example, if a blaster had the Innate Talent (Quick Draw), the user would be able to use Quick Draw when drawing or stowing that particular blaster, but could not use it with another piece of equipment.
- **Skill and characteristic bonuses:** These mods grant the user a bonus in the listed skill or characteristic as if he had +1 in that skill or characteristic while he actively uses the modified item.
- **Additional mod:** Some mods may not fall into any of the listed categories. If a mod does something specific and unique, it is described in its entry.

WEAPON ATTACHMENTS

The longer a Rebel lives with a weapon or suit of armor, the more likely it is that he will modify it in some way to increase its performance or otherwise better suit his tastes and needs. The following is a selection of common attachments and modifications that can be installed on personal weapons. Due to the very personal nature of customization, it is nearly impossible to catalog every possible modification a Rebel could make to his equipment. The following list, while detailed, is far from comprehensive.

It should be noted that, even taking a weapon's customization hard points into account, there is limited space on even the largest weapon, and only a few spots where attachments can be mounted. For example, under-barrel attachments such as bipods and auxiliary weapons can only be mounted to long arms like blaster rifles and slugthrower rifles. In addition, using under-barrel attachments as an example, rifle-sized weapons can only mount one under-barrel attachment due to space limitations. Players and Game Masters should use common sense when choosing attachments and are advised to pay close attention to the attachment descriptions, noting where attachments can be mounted and what weapons they can be mounted to.

AUGMENTED SPIN BARREL

Using an updated and streamlined Galven pattern and heavy-duty static pulse adapters, this custom barrel increases both the damage output and armor penetration of blaster rifles and heavy blaster rifles. The trade-off for all this extra stopping power is increased wear-and-tear on both the frame of the blaster and the barrel, leading to an increase in maintenance and down-time. This attachment can only be used with blaster rifles and heavy blaster rifles.

Models Include: Dolmax 242X "Penetrator" Augmented Spin Barrel, Arakyd HH780 HotShot Barrel, BlasTech Model 213 Perforator Barrel.

Base Modifiers: Increases weapon damage by 1. Adds ■ to all Mechanics checks when performing maintenance on this weapon.

Modification Options: 2 Damage +1 Mods, 1 Weapon Quality (Accurate +1) Mod, 1 Weapon Quality (Pierce +1) Mod.

Hard Points Required: 2.

Price: 1,750 credits.

BALANCED HILT

Good balance is a key component in any melee weapon. Professional weaponsmiths use modern, ultra-light materials to create a weapon that is not only lighter, but also more accurate in the hands of a skilled user. This attachment can be applied to any bladed weapon.

Models Include: None.

Base Modifiers: Grants the weapon the Accurate (+1) quality.

Modification Options: 1 Weapon Quality (Accurate +1) Mod, 1 Decrease encumbrance of weapon by one to a minimum of one Mod.

Hard Points Required: 2.

Price: 1,500 credits.

BIPOD MOUNT

Little more than a pair of folding or collapsible legs mounted beneath the barrel of a long arm, bipods are used to stabilize awkward or heavy weapons to improve their firing characteristics. Especially useful when firing from behind low cover or from a prone position, bipods are typically used on squad support weapons, or by sharpshooters and snipers to better steady their weapons. This attachment can only be applied to rifles, carbines, and light repeating blasters, and takes one preparation maneuver to set up.

Models Include: Czerka AA20 Marksman Bipod, Galactic Arms XA Classic Bipod.

Base Modifiers: Decreases weapon's Cumbersome rating by 2 when firing from a prone or crouched position (or can otherwise brace the bipod).

Modification Options: None.

Hard Points Required: 1.

Price: 100 credits.

BLASTER ACTUATING MODULE

Actuating modules are blaster modifications popular with mercenaries, bounty hunters, and anyone needing to make the first strike count. Adaptable to nearly any blaster pistol, this attachment is a simple upgraded blaster actuating module with custom firmware and a stronger electromagnetic accelerator that provides more powerful and more penetrating blaster shots. Unfortunately, this excess power takes its toll on the weapon; blasters so modified tend to develop reliability problems the longer they are used with this attachment. This attachment is only for use on Ranged (Light) blaster pistols.

Models Include: Dolmax Heavy Blaster Actuator, Arakyd 97R Enhanced Blaster Actuating Module, Soro-Suub X440 "Hammer" Blaster Actuating Module.

Base Modifiers: Increases weapon damage by 1. Adds ■ to all checks made when using this weapon.

Modification Options: 2 Damage +1 Mods, 2 Weapon Quality (Pierce +1) Mods.

Hard Points Required: 1.

Price: 500 credits.

TABLE 5-9: WEAPON AND ARMOR ATTACHMENTS

Name	Price	Encumbrance	HP Required	Rarity
Weapon Attachments				
Augmented Spin Barrel	1,750	-	2	4
Balanced Hilt	1,500	-	2	5
Bipod Mount	100	-	1	1
Blaster Actuating Module	500	-	1	4
Filed Front Sight	25	-	1	0
Forearm Grip	250	-	1	1
Marksman Barrel	1,200	-	2	4
Mono-Molecular Edge	1,000	-	1	5
Multi-Optic Sight	2,000	-	1	3
Serrated Edge	50	-	1	1
Shortened Barrel	250	-	1	4
Spread Barrel	1,725	-	2	4
Superior Weapon Customization	5,000	-	1	6
Telescopic Optical Sight	250	-	1	1
Tripod Mount	250	-	2	3
Under-Barrel Flame Projector	(R) 3,000	-	2	5
Under-Barrel Grenade Launcher	(R) 2,000	-	2	5
Weapon Harness	500	-	2	2
Weapon Sling	100	-	1	0
Weighted Head	250	-	2	3
Armor Attachments				
Cortosis Weave	10,000	-	2	8
Enhanced Optics Suite	1,750	-	1	3
Heating System	1,000	-	1	3
Optical Camouflage System	5,500	-	2	6
Strength Enhancing System	5,500	-	2	4
Superior Armor Customization	5,000	-	1	6
Thermal Shielding System	1,000	-	1	3
Vacuum Sealed	1,000	-	1	3

FILED FRONT SIGHT

An old assassin's trick, this is the simple act of removing the front sight of a blaster pistol via filing it off. A common modification to holdout blasters, along with removing their serial numbers, filing down the weapon's front sight allows it to be drawn more quickly from its holster and reduces the possibility of it becoming snared on clothing. Unfortunately, while this modification makes for easy concealment and drawing, it also reduces the weapon's accuracy, as it effectively makes it impossible to aim with any amount of precision. This modification may only be applied to pistol-sized weapons. Doing the work oneself requires an **Average (◆◆) Mechanics Check**. The listed price is used when paying someone else to perform the work.

Models Include: None.

Base Modifiers: Innate Talent (Quick Draw). Increases difficulty of combat checks to hit targets at ranges beyond short range by 1.

Modification Options: 1 Decreases the difficulty of checks to conceal the weapon by 1 Mod.

Hard Points Required: 1.

Price: 25 credits.

FOREARM GRIP

Little more than a vertical handgrip affixed below the barrel of a rifle-sized weapon, these are very popular modifications among mercenaries and professional soldiers across the galaxy. Designed to give the user better control over the weapon, especially in tight quarters, this attachment is often paired with a spread barrel attachment to optimize blaster rifles for close-quarters combat. This attachment can only be used on rifle and carbine-sized weapons (but not heavy rifles).

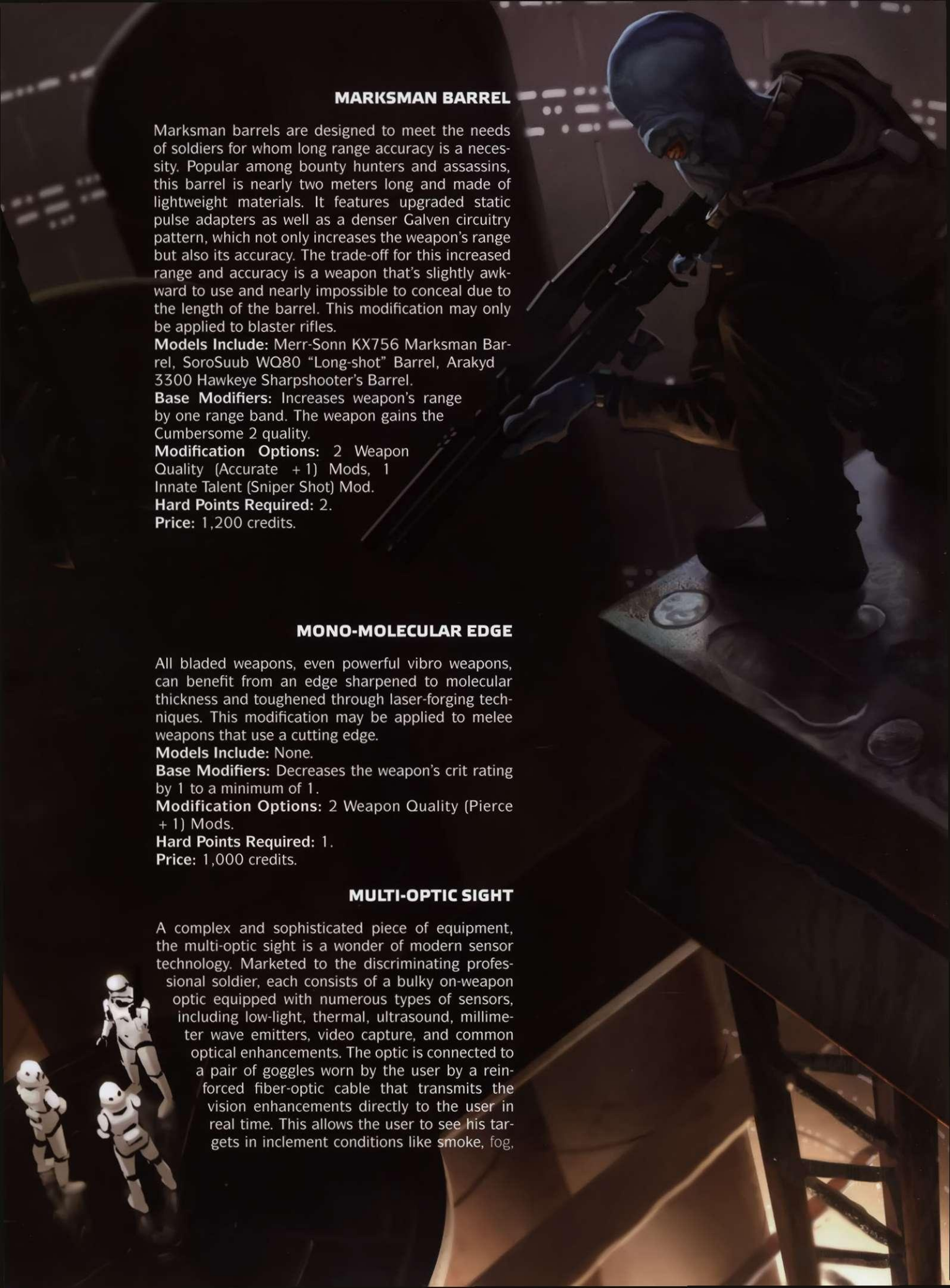
Models Include: Dolmax 14A Detachable Pistol Grip, Galactic Arms Model 9 Forearm Grip, Merr-Sonn AG44S Ergonomic Tactical Foregrip.

Base Modifiers: Decreases the additional difficulty of making Ranged (Heavy) checks with this weapon while engaged to an additional ◆ (rather than ◆◆).

Modification Options: 1 Innate Talent (Point Blank Rank +1) Mod, 1 Weapon Quality (Accurate +1) Mod.

Hard Points Required: 1.

Price: 250 credits.



MARKSMAN BARREL

Marksman barrels are designed to meet the needs of soldiers for whom long range accuracy is a necessity. Popular among bounty hunters and assassins, this barrel is nearly two meters long and made of lightweight materials. It features upgraded static pulse adapters as well as a denser Galven circuitry pattern, which not only increases the weapon's range but also its accuracy. The trade-off for this increased range and accuracy is a weapon that's slightly awkward to use and nearly impossible to conceal due to the length of the barrel. This modification may only be applied to blaster rifles.

Models Include: Merr-Sonn KX756 Marksman Barrel, SoroSuub WQ80 "Long-shot" Barrel, Arakyd 3300 Hawkeye Sharpshooter's Barrel.

Base Modifiers: Increases weapon's range by one range band. The weapon gains the Cumbersome 2 quality.

Modification Options: 2 Weapon Quality (Accurate +1) Mods, 1 Innate Talent (Sniper Shot) Mod.

Hard Points Required: 2.

Price: 1,200 credits.

MONO-MOLECULAR EDGE

All bladed weapons, even powerful vibro weapons, can benefit from an edge sharpened to molecular thickness and toughened through laser-forging techniques. This modification may be applied to melee weapons that use a cutting edge.

Models Include: None.

Base Modifiers: Decreases the weapon's crit rating by 1 to a minimum of 1.

Modification Options: 2 Weapon Quality (Pierce +1) Mods.

Hard Points Required: 1.

Price: 1,000 credits.

MULTI-OPTIC SIGHT

A complex and sophisticated piece of equipment, the multi-optic sight is a wonder of modern sensor technology. Marketed to the discriminating professional soldier, each consists of a bulky on-weapon optic equipped with numerous types of sensors, including low-light, thermal, ultrasound, millimeter wave emitters, video capture, and common optical enhancements. The optic is connected to a pair of goggles worn by the user by a reinforced fiber-optic cable that transmits the vision enhancements directly to the user in real time. This allows the user to see his targets in inclement conditions like smoke, fog,

and darkness. With some clever use, users can see around corners, under obstacles, and over cover. This attachment can be fit to any ranged weapon.
Models Include: Galactic Arms Model 44 Combat Optical Enhancer, Merr-Sonn 480.z1 "Beholder" Multi-Optic Sight, SoroSuub XAD Omnisight.
Base Modifiers: Removes up to ■ ■ on any checks to use this weapon due to smoke, darkness, or other environmental conditions that obstruct vision.
Modification Options: 2 Skill (Perception) Mods.
Hard Points Required: 1.
Price: 2,000 credits.

SERRATED EDGE

This is a simple and vicious modification commonly made to bladed weapons to increase their damage output. It simply alters the blade to give it a jagged, tearing edge that ensures extremely traumatic damage to flesh and bone. This modification may be applied to melee weapons that use a cutting edge.
Models Include: None.
Base Modifiers: Grants the weapon the Vicious (+1) Quality.
Modification Options: None.
Hard Points Required: 1.
Price: 50 credits.

SHORTENED BARREL

Shortened barrels are a handy modification used by spies, plain-clothes law enforcement officers, or anyone needing to conceal the fact that they're carrying a weapon. Little more than a shorter-than-stock replacement barrel, this attachment makes concealing a pistol on one's person much easier than usual. As an added bonus, the short barrel can, with some practice, make the act of drawing the weapon quicker and easier. This attachment can only be applied to Ranged (Light) pistol weapons.
Models Include: Arakyd SB4 "Stubber," SoroSuub SBSS Reduced Length Barrel.
Base Modifiers: Reduces the difficulty of checks made to conceal this weapon by 1. Reduces range by one range band to a minimum of short. If already short, add ■ to attack checks.
Modification Options: 1 Innate Talent (Quick Draw) Mod.
Hard Points Required: 1.
Price: 250 credits.

SPREAD BARREL

Commonly applied to blaster rifles and carbines, spread barrels are often used by members of the Rebel Alliance. Designed with the kind of close-quarters combat encountered in buildings and starship corridors in mind, this attachment replaces a blaster's stock barrel with one that is shorter, bulkier, broader, and equipped with a built-in flash hider. Using a stepped array of prismatic crystals, located at the end of the barrel just behind the crown, and a reconfigured Galven pattern, this barrel splits the blaster's beam into a number of smaller beams that exit the barrel in a spray or fan-like pattern. Used in a tightly packed space, such as a ship's corridor, these beams can strike multiple targets with one pull of the trigger. The trade-off for this, however, is a reduction in the weapon's range. This attachment can only be applied to blaster rifles and blaster carbines.
Models Include: BlasTech 8405 "Scattergun" Spread Barrel, SoroSuub 800 "Blunderbuss" Barrel, Arakyd Model 70 "Chain Lightning" Spread Barrel.
Base Modifiers: Grants weapon quality Blast (4). Reduces weapon's range by one range band to a minimum of engaged.
Modification Options: 2 Blast +1 Mods.
Hard Points Required: 2.
Price: 1,725 credits.

SUPERIOR WEAPON CUSTOMIZATION

Even the simplest weapon can benefit from a master craftsman's touch. A skilled weaponsmith can adjust a weapon to its owner's exacting specifications, increasing its performance and handling well above that of a stock weapon.
Base Modifiers: Grants the weapon the Superior quality.
Modification Options: None.
Hard Points Required: 1.
Price: 5,000 credits.

TELESCOPIC OPTICAL SIGHT

Popular with marksmen and snipers, this attachment consists of a long tube attached to the top of a weapon containing a number of very precisely ground lens elements protected by an impact-resistant housing. The lenses are polarized and treated with a glare-resistant coating which makes for a bright, clear view through the scope. It is equipped with necessary adjustments for position and range, and can even be upgraded with an ambient light amplification system. This attachment can be used on any ranged weapon that could logically benefit from the addition of a sight.
Models Include: Zikon Optics Model 40 Marksman Scope, Merr-Sonn 80Z Telescopic Optical Sight.
Base Modifiers: Reduces the difficulty of ranged combat checks at long and extreme range by one.
Modification Options: None.
Hard Points Required: 1.
Price: 250 Credits.

TRIPOD MOUNT

Designed for use with the heaviest portable weapons, tripods are a common sight among heavy weapon squads. Used in static weapon emplacements to support heavy squad support weapons such as the Imperial Army's E-Web heavy repeating blaster, tripods use a number of different technologies, from self-extending hydraulics to tiny, low-output repulsorlift generators to stabilize heavy weapons for firing. This attachment is only for use with Ranged (Heavy) and Gunnery weapons and requires two preparation maneuvers to set up.

Models Include: BlasTech 3R Heavy Weapon Tripod.

Base Modifiers: Decreases weapon's Cumbersome rating by 3 when set up. May not move the weapon (except to pivot) once tripod is set up.

Modification Options: 2 Weapon Quality (Cumbersome –1) Mods.

Hard Points Required: 2.

Price: 250 credits.

UNDER-BARREL FLAME PROJECTOR

Uncommon but highly effective, under-barrel flame projectors are designed to give infantry an extra punch at close range. Illegal on many worlds, and classified as a terror weapon, these flame projectors are typically used by only the most desperate or callous individuals. Essentially a scaled-down agricultural flame projector, this attachment fires a cone of searing flame and is quite effective at flushing enemies from cover and destroying flammable materials. This attachment can only be applied to rifle-sized weapons.

Models Include: Czerka "Firestorm" Under-Barrel Flame Projector, Merr-Sonn XR14 Sunsear Flame Projector, SoroSuub "Inferno" Auxiliary Flamer.

Base Modifiers: Enables weapon to fire using the following profile at the user's choice: (Ranged (Heavy); Dam 10; Crit 2; Range [Short]; Burn 5, Blast 2). Adds Cumbersome (+1) to weapon.

Modification Options: None.

Hard Points Required: 2.

Price: (R) 3,000 credits.

UNDER-BARREL GRENADE LAUNCHER

Under-barrel grenade launchers are designed to give single soldiers or squads heavy anti-infantry or light anti-vehicle capabilities in a small package. This attachment consists of a basic, smooth-bore barrel attached to a magazine with an automatic feed system. It carries up to six grenades and is fired by a simple press of a button. It adds extra weight to the weapon it's mounted to, however, which makes the entire assembly quite barrel-heavy. This attachment can only be applied to rifle-sized Ranged (Heavy) weapons.

Models Include: Czerka "Thumper" Under-Barrel Grenade Launcher, SoroSuub XA203 Auxiliary Grenade Launcher, Zone Control "Viper" Under-Barrel Grenade Launcher.

Base Modifiers: Enables weapon to fire grenades. This uses the grenade's profile, but uses the Ranged (Heavy) skill to fire and has medium range. Adds Cumbersome (+1) to weapon, and increases encumbrance by 2. Remember, grenades are Limited Ammo 1 weapons, and the launcher is thus Limited Ammo 1.

Modification Options: 5 Quality (Limited Ammo +1) Mods.

Hard Points Required: 2.

Price: (R) 2,000 credits.

WEAPON HARNESS

Designed to allow a single sentient to field even the heaviest portable weapon with no support, weapon harnesses are common among heavy weapon squads. Worn over the shoulders and belted around the midsection or torso, weapon harnesses consist of a series of load-bearing straps and harnesses connected to a gyro-stabilized, power-assisted boom arm to which a heavy weapon can be affixed. Powered by a tiny rechargeable power pack, the harness offers its user enhanced stability and strength when using heavy weapons. This Attachment can only be used with Ranged (Heavy) and Gunnery weapons.

Models Include: Arakyd WW480 "Goliath" Weapons Harness, Galactic Arms HR12 Power Harness, SoroSuub "Little Giant" Heavy Weapon Power Assist.

Base Modifiers: Decreases Cumbersome rating by 2.

Modification Options: 1 Innate Talent (Brace) Mod.

Hard Points Required: 2.

Price: 500 credits.

WEAPON SLING

Slings are lengths of hide or synthetic fabric designed to allow easy handling of long arms like blaster rifles and slugthrower rifles. They come in a dizzying array of styles, from the simple adjustable single-strap sling for carrying a weapon on the shoulder to multi-strap slings made of specialized materials that allow for any number of custom sling configurations. These attachments can only be used with Ranged (Heavy) weapons.

Models Include: Custom-Tooled Bantha Hide Sling, Tactical Three-Point Sling, Quick-Release One-Point Drop Sling.

Base Modifiers: Decreases Cumbersome rating by 1.

Modification Options: 1 Innate Talent (Quick Draw) Mod.

Hard Points Required: 1.

Price: 100 credits.

WEIGHTED HEAD

Bludgeoning weapons such as truncheons, clubs, and hammers do their damage through weight and impact rather than sharp edges or piercing spikes. This modification increases the weight and strength of the striking surface, allowing the weapon to deal more damage more quickly. This is accomplished by using heavier, denser materials in the weapon's construction, reinforcement of key components, or the addition of studs, ridges, or spikes to the business end. Reinforced knuckles can also be added to some weapons for a similar effect. This attachment may only be used on bludgeoning Brawl and Melee weapons.

Models Include: None.

Base Modifiers: Damage +1.

Modification Options: 1 Damage+1 Mod, 1 Weapon Quality (Concussive +1) Mod.

Hard Points Required: 2.

Price: 250 credits.

ARMOR ATTACHMENTS

Armor, like personal weapons, has a number of customization hard points and can be just as easily modified as a blaster or slugthrower. By design, armor attachments are more defensive in nature, leaning toward special coatings or environmental sealants, as well as enhanced optics and built-in communications. As with weapons, a fair amount of common sense on the part of the players and Game Master is required when modifying armor. Most suits of armor can only hold one environmental system, such as cold or heat resistance, or one type of optical enhancement in the helmet.

CORTOSIS WEAVE

Although uncommon, and considered by most to be useless and archaic, some armorers can modify a suit with a special energy-resistant mesh of rare cortosis ore. This makes the armor more resistant to penetration by energy weapons, but the result is rarely worth the price.

Models Include: Various types.

Base Modifiers: The armor gains the Cortosis quality.

Modification Options: None.

Hard Points Required: 2.

Price: 10,000 credits.

ENHANCED OPTICS SUITE

Built into a helmet, this system provides an individual with a host of specialized optical and audio sensors. Each system is equipped with passive light amplification, thermal signature readers, ultrasound pickups, millimeter wave emitters, video capture, and common optical enhancements. All of these sophisticated sensors increase the wearer's battlespace awareness and allow him to see items and other sentients in inclement conditions such as smoke, fog, and darkness.

Models Include: BioTech MULTI Enhanced Vision System, Atlas Corp Full-Spectrum Optical Enhancer, Neuro-Saav Anq-Y Enhanced Optics Suite.

Base Modifiers: Removes up to ■■ added to Perception, Vigilance, and combat skill checks due to darkness, smoke, or other environmental effects that obscure vision.

Modification Options: 1 Skill (Vigilance) Mod.

Hard Points Required: 1.

Price: 1,750 credits.

HEATING SYSTEM

Like thermal shielding, cold shielding is installed in armor to protect the wearer against dangerously low temperatures and frigid environments. Equipped with small, efficient heating elements and double-insulated against the cold, this attachment allows a wearer to survive in places where the ambient temperature can be dozens of degrees below freezing. Perhaps the most famous type of cold shielding is that built into the custom laminate armor worn by Imperial snowtroopers, specialists trained to operate in hazardous arctic conditions. This attachment can be installed on any armor that covers the entire body and can be sealed.

Models Include: Atlas Corp DL87 "Frostback" Armor Enhancement, Min-Dal Model 00 Heating System.

Base Modifiers: Reduces the difficulty of Resilience checks made to resist the effects of extreme cold by one. Removes up to ■■ added to checks due to extreme cold.

Modification Options: None.

Hard Points Required: 1.

Price: 1,000 credits.

OPTICAL CAMOUFLAGE SYSTEM

Popular with both military scouts and assassins, optical camouflage systems are a wonder of modern stealth technology. Using a series of phased array optical projectors combined with sound baffling equipment and thermal and radiation shielding, these attachments can render a wearer nearly invisible to the naked eye. The PAO projectors allow the wearer to blend in with his surroundings by mimicking them (similar to an animal with active camouflage abilities). The different radiation shields hide the wearer's body heat as well as any electromagnetic radiation from other sensors or communications gear. For all of its utility, however, this system is incredibly fragile and is not recommended for combat. This attachment can be equipped on any type of armor, but it is nearly useless on laminate and plastoid heavy armor, which is often too bulky and loud to mask properly.

Models Include: BioTech "Flicker" Displacement Field, Atlas Corp "Smokescreen" Stealth System, Merr-Sonn "Ghost" Optical Camouflage System.

Base Modifiers: Upgrades the ability of all Stealth checks twice while wearing this armor.

Modification Options: Innate Talent (Master of Shadows) Mod, 1 Skill (Stealth) Mod.

Hard Points Required: 2.

Price: 5,500 credits.

STRENGTH ENHANCING SYSTEM

Strength-enhancing systems easily convert a suit of full armor into a power-assisted suit. Composed of a matrix of electrically-controlled myomer synthetic muscle fibers backed up with nano-hydraulics, an SES increases a wearer's raw physical strength, allowing him to lift more and carry more for longer periods of time. This attachment can only be used with laminate armor or similar full-body hard armor suits.

Models Include: Atlas Corp Myomer Strength Enhancing System, Industrial Automaton Xr5 Power Assist, BioTech "Brute" Strength Enhancer.

Base Modifiers: Increases wearer's Brawn by one point while wearing this armor. This does not increase soak or wound threshold.

Modification Options: 2 Skill (Athletics) Mods, 2 Innate Talent (Brace) Mods.

Hard Points Required: 2.

Price: 5,500 credits.

SUPERIOR ARMOR CUSTOMIZATION

Any piece of armor can benefit from refitting at the hands of a skilled craftsman. A skilled armorsmith can add improved plastoid or durasteel plates, resize, reduce weight, and custom fit a suit to a wearer so that it fits him like a second skin. Of course, serious alterations such as these can make armor less customizable in other respects.

Models Include: None.

Base Modifiers: Gives the armor the Superior quality.

Modification Options: None.

Hard Points Required: 1.

Price: 5,000 credits.

THERMAL SHIELDING SYSTEM

Using both active and passive cooling systems, along with an insulated bodyglove and special coatings on the armor plates, this attachment allows a wearer to withstand dangerously high temperatures. This thermal shielding protects against open flames, molten rock and steel, intense heat, and even some forms of radiation. Unfortunately, the cooling systems are easily disrupted and can fail if the suit is exposed to undue abuse. This attachment can be installed on any medium or heavy armor that covers the entire body and can be sealed.

Models Include: Atlas Corp Model 451 Heat Exchanger, Kaminoan Armorsmiths "Salamander" Thermal Shielding System, Min-Dal 3100 Firebrand Suit.

Base Modifiers: Reduces the difficulty of Resilience checks made to resist the effects of fire and extreme heat by one. Removes up to ■■ added to checks due to extreme heat or fire.

Modification Options: None.

Hard Points Required: 1.

Price: 1,000 credits.

VACUUM SEALED

Full-body hard armor can be modified to seal against vacuum, turning the suit into a makeshift spacesuit for a limited time. This modification provides the armor with enough air and insulation to survive in vacuum for up to ten minutes and protects the wearer from toxic or otherwise hazardous environments. This modification can only be applied to laminate and battle armor.

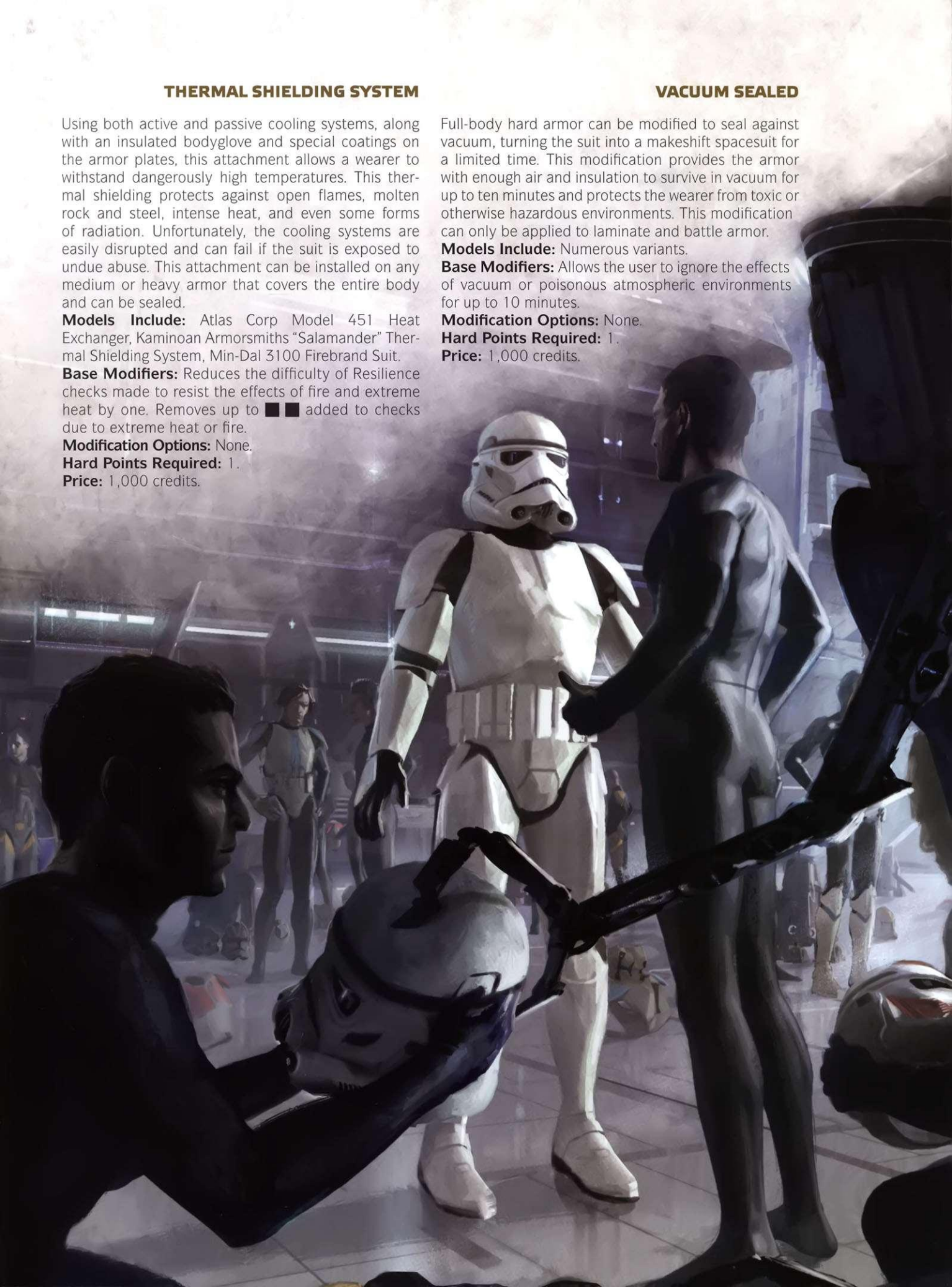
Models Include: Numerous variants.

Base Modifiers: Allows the user to ignore the effects of vacuum or poisonous atmospheric environments for up to 10 minutes.

Modification Options: None.

Hard Points Required: 1.

Price: 1,000 credits.



VI

CONFLICT AND COMBAT

"Right now I feel I could take on the whole Empire myself."

–Dak Ralter

The galaxy is a dangerous place. War between the Galactic Empire and the Rebel Alliance overwhelms many portions of the galaxy. Crime lords, pirates, mercenaries, and brigands thrive in the dark and lawless reaches, playing both sides of the galactic conflict. Covert operations, daring ambushes, and epic struggles are just day-to-day business for the Rebel Alliance.

NARRATIVE AND STRUCTURED GAMEPLAY

Most of the gameplay in **Age of Rebellion** is done on a narrative basis, with the GM describing events and the players describing their characters' actions and reactions to these events. Combat, however, requires more structured gameplay.

Narrative gameplay does not require the GM or players to keep track of the exact passage of time, and for the most part, this is perfectly acceptable. It's usually enough to know that actions may take a few minutes, hours, days, or weeks (or any other amount of time). Narrative gameplay is most often used in any situation where the precise order of actions is unimportant.

Conversely, structured gameplay is, at its heart, a rules system that breaks up a character's actions into what he could reasonably perform in a predetermined amount of time. It also gives each character in a scene the opportunity to perform actions in turn. It's most often used for playing through combat situations. How-

ever, the GM may decide to employ structured gameplay in certain non-combat scenes that he feels would benefit from requiring the players to clearly define their characters' actions within a rule set.

STRUCTURED GAMEPLAY OVERVIEW

When using structured gameplay to describe the sequence of events during a firefight, lightsaber duel, or hectic chase through the crowded streets of Coruscant, the game is broken down into a series of **rounds**, each of which is further broken down into a series of **turns**. During a single round, each Player Character and Non-Player Character gets one turn, during which they have the opportunity to accomplish tasks and perform various actions.

Rounds can last for roughly a minute or so in time, although the elapsed time is deliberately not specified. Players should keep in mind that a round lasts long enough for their character to move to a new location and perform an important action. They should also remember that although each round is broken up into turns that happen sequentially in gameplay, narratively the turns are occurring at roughly the same time.

Structured gameplay events (also called **encounters**) such as combat follow these steps:

STEP 1: DETERMINE INITIATIVE

At the beginning of the first round of combat, all players and GM need to determine in what order the characters will take their turns. Do the stormtroopers ambush the Rebel convoy, or does the Rebel scout get in the first shot? This is referred to as the **Initiative order**.

To determine the Initiative order, each Player Character and NPC makes a **Simple (–) Cool** or **Vigilance check** (for more information on which to use, see the **Cool or Vigilance?** sidebar). Once all Initiative checks have been made, the GM notes the results of each check and ranks them in order from the highest number of successes to the lowest. If two checks are tied, the check with more is ranked higher. If a Player Character and an NPC are still tied, the Player Character is ranked higher. This is the Initiative order.

COOL OR VIGILANCE?

Two different skills in Age of Rebellion can be used to determine Initiative: Cool and Vigilance. Which skill should be used in a particular situation is determined by the situation at hand.

Characters should determine their Initiative using the Cool skill when they are aware and ready for combat (or whatever situation results in using structured gameplay). For example, rolling to see who goes first in a quick-draw gunfight or springing an ambush on an unsuspecting enemy would require Cool, as Cool is a skill representing a character's ability to remain calm, collected, and focused on the task in front of him.

Characters should determine their Initiative using the Vigilance skill when combat (or another situation resulting in structured gameplay) begins unexpectedly. Two enemies walking around a corner and running into each other would each use Vigilance to determine Initiative, for example. Likewise, someone being ambushed would also use Vigilance to determine Initiative (and if they ended up going earlier in the Initiative order than their ambusher, clearly they were vigilant enough to spot the ambush at the last second).

It's important to note that different characters may use different skills to determine Initiative during the same combat, depending on their differing circumstances. Also, if the GM and players are unsure as to which of the two skills best applies to a given situation, they should default to using Vigilance.

STEP 2: ASSIGN INITIATIVE SLOTS

Once the GM has determined the Initiative order, he notes which results were generated by Player Characters and which results were generated by NPCs. The results generated by Player Characters become Player Character Initiative slots. The results generated by NPCs become NPC Initiative slots.

STEP 3: PARTICIPANTS TAKE TURNS

Beginning at the top of the Initiative order, the players and GM fill each Initiative slot one at a time with a character turn. If the Initiative slot is a Player Character Initiative slot, then the players agree on one Player Character to fill the slot from among the Player Characters who have not acted yet that round. That Player Character then takes this turn.

If the Initiative slot is an NPC Initiative slot, then the GM chooses one NPC to fill the slot from among the NPCs who have not yet acted that round. That NPC then takes this turn.

STEP 4: ROUND ENDS

Once all NPCs and Player Characters have taken a turn, the round ends. At this point, certain effects that last until the "end of the round" may end. The GM also determines if the ongoing action warrants additional rounds, or if it has been resolved. If the ongoing action continues, repeat step three using the same Initiative order generated in step 1. If the action has been resolved and the encounter is over, proceed to step 5.

STEP 5: ENCOUNTER ENDS

Once the action has been resolved, the GM ends the encounter. At this point, any character abilities that may only be used "once per encounter" reset, and any abilities that last "until the end of the encounter" expire. Each Player Character also has a chance to catch his breath and recover strain, and may take steps to help heal any incapacitated characters.

THE TURN

Each character (whether a Player Character or a Non-Player Character) gets one turn to act during each round. During this turn, the character can do any of a number of things, such as dash for cover, attempt to unlock a sealed blast door, or shoot his heavy blaster pistol at an opponent. The activities the character can perform during his turn are split into three categories: incidentals, maneuvers, and actions.

CINEMATIC COMBAT

Age of Rebellion strives to capture the pure cinematic thrill found in the *Star Wars* universe. Combat is frequent, fast-moving, and meant to showcase the talents and abilities of the Player Characters.

The unique dice system of Age of Rebellion helps push the story-driven nature of the game forward. Even a single attack roll generates enough options (some good, some bad) to give the Game Master sufficient information to make combat far more than just a matter of rolling to hit and rolling to wound. In turn, the players are strongly encouraged to provide interesting detail before rolling on an attack, in order to give the GM ideas for describing the results. Combat is similarly streamlined so the players do not bog down gameplay with too many tactical decisions; descriptions of their actions and the roll of the dice is sufficient to help visualize the violence.

INCIDENTALS

Incidentals are minor activities that characters can undertake that require extremely little time or effort. Dropping a broken comlink, speaking to a friend, or switching a blaster pistol to Stun mode are all incidentals. There is no hard limit to the number of incidentals a character may perform during his turn, although the GM may veto excessive numbers of them or decide they are complex enough to warrant counting as a maneuver. The following are examples of incidentals:

- Speaking to another character.
- Dropping an item held in one's hands.
- Releasing someone the character is holding.
- Minor movements such as shifting position, peeking around a corner, or looking behind a person.

MANEUVERS

Maneuvers are activities that aren't complex enough to warrant a skill check, but which still involve time and effort on the part of a character. Characters are allowed one maneuver during their turn, and certain circumstances may allow them a second maneuver as well (see below). The following are some examples of maneuvers:

- Aiming a weapon.
- Moving one range band closer or farther away from an enemy (for more on range bands, see page 221).
- Opening a door.
- Diving behind cover.
- Standing up.

ACTIONS

Actions are important activities that are vital to a character's accomplishment of his goals. Each character may normally only perform one action during his turn, and it will likely be the most important activity he undertakes during his turn. Actions almost always involve performing a skill check, although certain character abilities may require using an action to activate them. The following are some examples of actions:

- Slicing a computer.
- Opening a locked door.
- Firing a weapon.
- Punching or grappling an opponent.
- Instructing allies with a series of orders.
- Performing first aid on an ally.
- Sneaking up on a vigilant foe.
- Climbing a cliff.

Out of all of these options, the most common during combat is likely attacking an opponent. Attacking an opponent requires a combat skill check, sometimes referred to in shorthand as a **combat check** or simply an **attack**.

MANEUVERS

Because **Age of Rebellion** uses an abstract method of describing combat, movement is similarly described in broad strokes. Characters often do far more than shoot their blasters in combat, and this includes pulling out stimpacks to heal a wounded comrade, slicing through a computer's electronic defenses to open a blast door, or scaling a wall to get an advantage over their opponents.

Not all undertakings require a check. These minor activities, known as maneuvers, cover a wide range of activities that any character can perform. They require an investment of time and effort on the character's part, but they are simple enough that there's no chance of failure when doing them. Technically, characters perform maneuvers during narrative gameplay as well as during structured gameplay, or encounters. However, maneuvers are tracked and defined during encounters because characters' time and efforts are more limited by the frantic pace of conflict.

MANEUVER LIMITATIONS

Whether he is taking careful aim at an Imperial officer, diving for cover behind a stack of cargo crates, or patching up a wounded friend, a character may perform one free maneuver on his turn. He may also perform a second maneuver by voluntarily suffering two points of strain, thereby stretching himself to his limits in order to get more done. (Characters may also perform a second maneuver through a particularly successful skill check, or by other means listed elsewhere.) However, regardless of the source, **a single character may not perform more than two maneuvers during his turn**.

PERSONAL MANEUVERS VERSUS STARSHIP MANEUVERS

This section deals primarily with maneuvers performed on the personal level—individual characters moving about and performing tasks. Starships also perform maneuvers to represent their mobility, evasion, and special moves. To distinguish the two types of maneuvers, the default use of the term applies to personal level maneuvers. Starship maneuvers are specifically prefaced with the word "starship" for easy reference. More information about starship maneuvers can be found in **Chapter VII: Starships and Vehicles**.

MANEUVERS OUTSIDE A CHARACTER'S TURN

In some cases, a character may even be able to perform a maneuver when it's not his turn. A stormtrooper rolling horribly on a Stealth check to ambush a character may generate a number of failures on his check. The GM may decide that the blunder allows his would-be victim the opportunity to perform a maneuver, even though it's the stormtrooper's turn.

Any bonus maneuvers gained outside of a character's turn do not count toward the aforementioned limit of two maneuvers a character may perform during his turn—specifically because they occur outside of the character's turn. These additional maneuvers are generally awarded at the providence of the GM, and thus there is no hard-and-fast limit to the number of maneuvers that can be awarded in this manner. However, the GM would be wise to limit the number of out of turn maneuvers each character performs each round to one or two at most.

TYPES OF MANEUVERS

The following is a list of the maneuvers a character can perform during combat. Please note that this list is not exhaustive. The entire point of maneuvers is that they can cover any activity that is relatively easy to perform but still requires some amount of time and effort. While the maneuvers listed here are deliberately general to cover as many options as possible, if a player comes up with something he wants his character to do that is not covered by this list, he should not dismiss the idea out of hand. Instead, he should explain what he'd like to accomplish to the GM, who can decide if it can realistically be performed in a single maneuver.

Some activities may also require multiple maneuvers to perform. Generally, these maneuvers must be performed sequentially, without being interrupted by the character performing other maneuvers or actions, for the task to be successful.

AIM

Every shot counts once the blasters come out, and characters who eliminate their enemies first are more likely to walk away once the action dies down. During combat, a character can use the Aim maneuver to steady a weapon or line up a hit before attacking, granting a bonus to his next combat check. A character only gains the benefit of aiming if he remains in his current position and does not perform any additional maneuvers or actions before his next combat check. Any damage taken that exceeds the character's soak also negates the benefit of aiming.

Aiming provides the character with one of the two following bonuses:

- Gain ☐ on the next combat check. If the character spends two consecutive maneuvers aiming, he gains ☐☐ on the next combat check.
- Target a specific item carried by the target, or a specific part of the target. This could allow the character to attempt to strike or shoot a weapon from his opponent's hand, for example, or target an opponent's limb to cripple him. If the character spends one maneuver aiming to do this, his next combat check suffers ■■. If he spends two consecutive maneuvers aiming, the combat check suffers ■ instead.

ASSIST

Whether a character is trying to get a repulsorlift engine up and running or using a medpac on a wounded comrade, it never hurts to have a little bit of help. Performing the assist maneuver allows an engaged ally to add ☐ to his next check. Several characters can use the assist maneuver to add more bonus ☐ to the engaged ally's next check. All awarded bonus dice must be used on the assisted character's next turn; otherwise, they are discarded. The Game Master should use his own discretion when allowing characters to assist one another. Some actions simply do not benefit from assistance.

GUARDED STANCE

When a character is confronted by an angry Gamorrean with a vibro-ax, he may be inclined to defend himself rather than taking an ineffectual swing at his opponent. In such an instance, the character can take a maneuver to assume a guarded stance, which contributes to his defense against melee attacks. A character who performs this maneuver adds ■ to any combat checks he makes until the end of his next turn. However, he also gains melee defense +1 until the end of his next turn.

INTERACT WITH THE ENVIRONMENT

Often, a single maneuver is enough to interact with the environment around a character. This is a broad category of possible interactions, such as opening a blast door, ducking behind a wall, pressing a specific button on a control panel, or grabbing a blaster off of the ground. The following are additional specifically designed examples of interacting with the environment:

- **Moving a large item.** Flipping over a table, shoving a barrel into a pursuer's path, hefting a crate: all of these take a maneuver to perform.
- **Opening or closing a door.** Whether an electronic blast door or a primitive door with latches and hinges, opening or closing it takes a maneuver.
- **Taking cover.** Ducking behind a door jamb, crouching behind a crate, or peeking around a tree trunk: all of these allow the character to gain ranged

FLYING

Flight in Age of Rebellion is handled in two different ways. Vehicles and starships that fly use the rules found in **Chapter VII: Vehicles and Starships** to handle their flight. Some pieces of equipment allow individuals to mimic such flight and use these rules as well.

However, some creatures and individuals can fly, but not at the same speeds as vehicles or mechanical devices such as jump packs. In these cases, the creatures or individuals simply move from one place to the other by flying, but still use the rules presented in this chapter for situations such as combat. Their flight is handled mostly narratively, with a common-sense approach. For example, a flying creature could easily fly over difficult or impassable terrain, or fly over water without having to swim through it. It could cover vertical distances in the same way that individuals in this game cover horizontal ones. However, there are some points to keep in mind concerning flying creatures.

Creatures that can hover (such as insects and Toydarians, for example) rely on swiftly moving wings, bags of lighter-than-air gas, or other systems to move while staying above the ground. This type of movement follows the same game rules as those for other creatures, with the following exceptions: hovering creatures ignore difficult or impassable terrain as long as they can reasonably stay above it, and ignore the penalties for moving through water. They generally have to stay relatively close to the ground (within medium range) unless noted otherwise.

Creatures that can fly (such as most birds and mynocks) use aerodynamic principles such as lift to stay aloft. These follow all the same rules about terrain as creatures that hover. However, they have to maintain at least some speed to stay aloft, and thus while flying must spend one maneuver every turn to move (they can actually change position, or just circle or wheel in place and effectively remain where they are). Most flying creatures can move faster than hovering or ground creatures, and can move from long range to short range using a single maneuver.

defense 1 (and some cover can grant a ranged defense higher than 1, if particularly sturdy). It takes a maneuver to take cover, but once in cover, the character keeps the bonus unless the circumstances around him change such that he would no longer benefit from cover, or unless he moves out of cover.

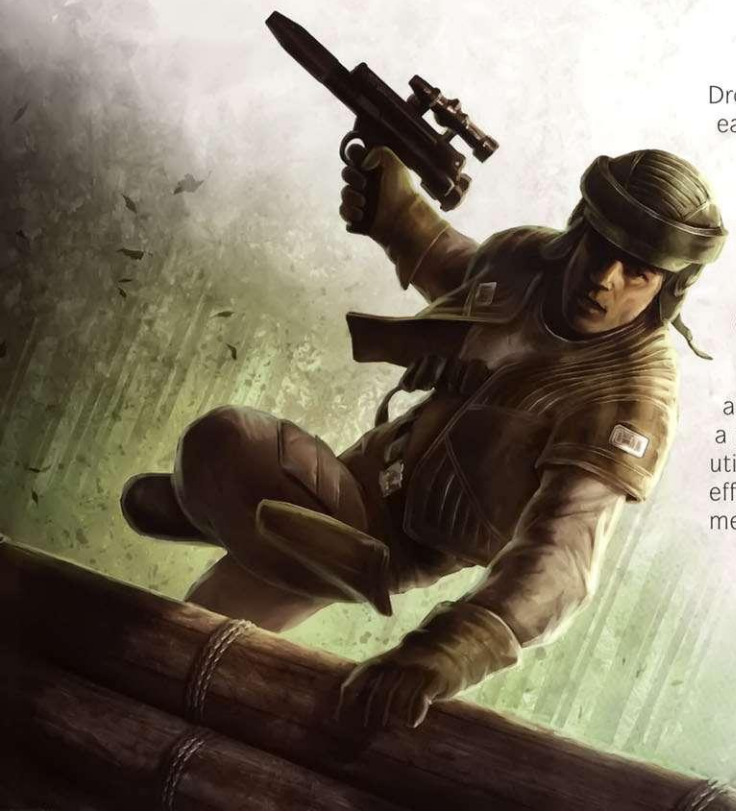
MANAGE GEAR

Managing items and equipment is accomplished by this maneuver, which can cover the following options:

- **Draw, holster, ready, or load a weapon.** This maneuver covers the basic manipulations of most weapons, such as drawing a vibroknife from its sheath, recharging a blaster rifle's energy cells (provided the character has additional ammo at hand—see page 197), or drawing and prepping a thermal detonator for use.
- **Draw something from storage, or put it away.** A character can perform a maneuver to retrieve an item from a pouch, backpack, satchel, bandolier, or some other accessible container. This maneuver can also be used to stow items in a similar fashion.

MOUNT OR DISMOUNT

Across the many worlds of the galaxy, beasts of burden are commonly used by characters to get from place to place. Mounting or dismounting a domesticated animal, such as a trained dewback or a tauntaun, requires a maneuver. (Successfully mounting an **untrained** animal, however, requires an **Average (◆◆) Survival check**, which could be made harder depending on how ornery the GM feels the animal is.) Similarly, mounting a vehicle, sliding into a cockpit, or otherwise taking position to pilot a vehicle, man a gunnery station, or the like requires a maneuver as well.



MOVE

One of the most important maneuvers a character can make is to move—from one piece of cover to the next, to a wounded ally's side, away from an assassin droid's integrated vibroblade, or out of range of an enemy's blaster pistol. The game defines several different broad types of movement. When characters move, they do one of the following:

- **Change range increment.** Performing this maneuver allows a character to move between short and medium range relative to another person or object. This also allows characters to move between medium and long range by performing two maneuvers, or between long and extreme range by performing two maneuvers. When covering long distances, multiple maneuvers do not have to be performed on the same turn, but the character is not considered to be in the new range increment until all required maneuvers have been performed. For more detail on determining range, see **Range Bands**, page 221.
- **Engage or disengage from an opponent.** If a target is already within short range of a character, the character can perform a maneuver to engage that target. If the character is engaged with an opponent or adversary, he must perform a maneuver to disengage with that opponent before moving to any other location. This only changes his range relative to his opponent from "engaged" to "short" and represents the effort of backing away and avoiding his opponent's attacks. Characters do not need to perform this maneuver to leave an engagement consisting only of friendly characters or allies.
- **Moving within short range.** Performing this maneuver allows an unengaged character to move to another position that is currently within short range of him.

DROP PRONE OR STAND FROM PRONE

Dropping prone and standing from a prone position each require a maneuver. Dropping prone allows the character to add ■ to all ranged attacks made against him, although he also must add □ to all melee attacks made against him.

PREPARATION

Some actions require additional preparation to perform safely. The preparation maneuver is generally performed in conjunction with another ability to confer a bonus, offset a penalty, or fulfill a requirement. The individual talents or abilities that utilize the preparation maneuver define its specific effect. It is sometimes abbreviated under the requirements as "prepare."

ACTIONS

During a character's turn, he generally has the chance to perform one primary activity. This is the character's action. Actions include any activity complex enough to warrant a skill check, such as slicing into a secured computer network, firing a blaster rifle, or leaping across a chasm.

ACTION LIMITATIONS

A character may only perform one action in a turn. Some characters may have abilities allowing them to perform an action as a maneuver. This does not violate the limit of one action per turn, however, as the action now counts as a maneuver.

TYPES OF ACTIONS

There are five major types of actions a character can perform during his turn: exchanging an action for a maneuver, spending the action to activate an ability or talent, activating a Force power, performing a skill check, and performing a combat check. The last, performing a combat check, is actually a variation on performing a skill check. However, enough unique circumstances surround it that it requires its own entry.

EXCHANGE AN ACTION FOR A MANEUVER

A character may exchange his action for an additional maneuver during his turn. He may then perform any maneuver he would be able to perform normally, following all the rules that govern maneuvers. However, he still may not perform more than two maneuvers during his turn, no matter how he gained access to them.

SPEND AN ACTION TO ACTIVATE AN ABILITY

Certain abilities and talents can require an action to activate. When a character spends an action to activate an ability or talent (even if spending the action does not require a check or any other activity on the character's part), he has used his action for his turn. He may not take a second action, unless he specifically has an ability that would grant him a second action.

ACTIVATE A FORCE POWER

Most Force powers require an action to use. These are covered in more detail in **Chapter VIII: The Force**.

PERFORM A SKILL CHECK

The most common actions that most characters take during their turn are actions that require a skill check to resolve. In other words, these are activities for which success is not guaranteed or for which the failure of the task may be important to the ongoing story. For example, walking from one place to another does not bring with it any inherent risk of failure (the characters are assumed to be competent enough to handle walking from one location to another), and even if they could fail, failing would not significantly change the ongoing story. However, trying to cross a chasm on a tightrope to escape pursuit brings an inherent risk of failure (falling and dying), and failing can advance the story (whether or not the character escapes pursuit). Therefore, a Coordination check would be called for, and if it occurred during an encounter, it would require an action to perform.

Most skill checks and what they can accomplish are covered in **Chapter III: Skills**. What a character can do with a skill outside of an encounter is the same as what he can do with it inside of an encounter. The only difference is that inside an encounter, he has certain time limits imposed. In fact, the GM can determine that certain activities may require more than one action to perform, if they would normally take a great deal of time (or are time-consuming enough that they cannot be performed while the encounter continues; the character must wait for the encounter to end before attempting the activity).

Combat checks, however, are unique enough that they require a separate description.

PERFORM A COMBAT CHECK

A PC makes a **combat check** when he uses a combat skill to attack a target—by firing a blaster, throwing a punch, or swinging a lightsaber, for example. This is also referred to as an **attack**. The combat skills in AGE OF REBELLION consist of the following: Brawl, Gunnery, Melee, Ranged (Light), and Ranged (Heavy). All of these skills are covered in **Chapter III: Skills**. However, in brief, Brawl pertains to hand-to-hand combat without weapons; Melee governs fighting with close combat weapons such as vibro-axes; Gunnery handles using heavy, crew-served weapons; Ranged (Light) covers fighting with pistols; and Ranged (Heavy) covers fighting with rifles and other ranged weapons.

First and foremost, keep in mind that a combat check is a skill check. It follows all of the rules and procedures for making a skill check, including the steps for assembling the dice pool. However, there are additional steps included in a combat check. All the steps a combat check follows are detailed here.

1. DECLARE AN ATTACK AND SELECT TARGETS

The character chooses to make an attack. He selects what skill he will use to make the attack, and if the skill requires a weapon to use, which weapon he will be using. He then declares the target of his attack.

TABLE 6–1: RANGED ATTACK DIFFICULTIES

Range Band	Difficulty
Engaged	**Easy (◆)** plus modifiers depending on weapon used; see page 223.
Short	**Easy (◆)**
Medium	**Average (◆◆)**
Long	**Hard (◆◆◆)**
Extreme	**Daunting (◆◆◆◆)**

2. ASSEMBLE THE DICE POOL

The character then assembles his dice pool based on the skill, its characteristic, and any applicable talents or other abilities. Certain conditions, such as the painful effect of a Critical Injury or an environmental effect such as fog or darkness, may also contribute dice to the dice pool. See page 26 for more information on building a dice pool.

The difficulty of a combat check depends on whether the attack is a ranged attack (using Ranged [Light]), Ranged [Heavy], or Gunnery) or a melee attack (using Melee or Brawn). Melee attack difficulties are always **Average (◆ ◆)**. Ranged attack difficulties depend on the distance the target is from the active character, or in other words, the range band the target occupies. **Table 6–1: Ranged Attack Difficulties** lists difficulties as they relate to different range bands. See page 221 for more information about range bands. Once the pool is assembled, roll the dice.

3. POOL RESULTS AND DEAL DAMAGE

Once the player rolls the dice pool for his character, he evaluates the results. As with any skill check, the check must generate more ✲ than ▼ to be successful.

When making a combat check, if the check is successful, each uncanceled ✲ adds +1 damage to a successful attack. If the attack affects multiple targets, the additional damage is added to each target.

4. RESOLVE ⚙ AND ⊕

Just as they can be spent in a non-combat skill check, ⚙ and ⊕ can be spent in a combat check to gain incidental beneficial effects. However, just as the rules governing encounters are somewhat more regimented than the rules governing narrative gameplay, so some of the options governing the spending of ⚙ and ⊕ are more clearly defined. In encounters, the player controlling the active character determines how his character spends ⚙ and ⊕, unless the GM has a specific reason to decide for him instead.

The first and foremost way to spend ⚙ and ⊕ in an attack is to activate a Critical Injury or active weapon quality. As described on page 171 and page 230, each weapon has a critical rating that consists of a numeric value. The user can spend that many ⚙

RANGED ATTACKS AND MELEE ATTACKS

Ranged attacks and melee attacks are two different types of attacks, meaning they are also two different types of combat checks. A ranged attack is an attack made with a ranged weapon of some sort, most likely an attack made using the Ranged (Light), Ranged (Heavy), or Gunnery skill. A melee attack is an attack made in close combat with an opponent, and with a weapon designed for use in close combat. Such an attack is most likely to be made using the Melee or Brawl skill.

to inflict one Critical Injury on the target, in addition to regular effects and damage. Remember, a Critical Injury can only be triggered upon a successful hit that deals damage that exceeds the target's soak value. For more information on Critical Injuries, see page 230.

Weapon qualities are special effects and abilities that apply only when a character is using that particular weapon—the vicious edge of a vibroblade, say, or the auto-fire capability of a heavy blaster rifle. Weapon Qualities come in two forms: active and passive. Active qualities require the user to spend a certain number of to trigger them. Generally this is , although some qualities may require more or fewer. Passive qualities always grant their effect. Some qualities may inflict effects on a target that, unless specified otherwise, are always applied in addition to other effects, Critical Injuries, and damage.

In addition to always counting as an additional , can be spent to activate weapon qualities as well. A may be spent to inflict one Critical Injury (no matter what the critical rating of the weapon is). In addition, a may be spent to activate one weapon quality, no matter how many it would normally take to do so.

However, there are other options for spending and as well. A list of the most common can be found on **Table 6–2: Spending and in Combat** on page 219. Keep in mind that these are not intended to be the only options available. As always, players and GMs may invent other ways to spend and , depending on the specific circumstances of the encounter. Any option that the players and GM agree upon can be viable.

5. RESOLVE AND

In the same fashion in which the controlling player determines how his character spends and in his combat check, the GM then determines how to spend any or generated in the check. Much as fortune might favor the player, bad luck and circumstance can conspire against him. By default, the GM determines how and are spent, although in some cases (such as checks made by NPCs) he may give the players the option to spend these instead.

Although many weapon descriptions include options for spending and , most do not for and —although this is not always the case. Some particularly volatile or dangerous weapons do have these options, and if they do, the options are detailed in the weapon's description. There are specific options for spending and in encounters, however, and the most common of these can be found on **Table 6–3: Spending and in Combat** on page 219. As with and , keep in mind that these are not intended to be the only options available. As always, GMs may invent other ways to spend and , depending on the specific circumstances of the encounter, and any option that the players and GM agree on can be viable.

6. REDUCE DAMAGE, APPLY TO WOUND THRESHOLD, AND APPLY CRITICAL INJURIES

When a character suffers damage, whether from a stormtrooper's blaster rifle or a rancor's massive claws, he reduces the damage received by his soak value. If any damage remains after this reduction, he suffers that many wounds. If the net result is zero or negative, the character suffers no wounds; his toughness and natural fortitude, in conjunction with any armor he might be wearing, have saved him from being injured. If the character suffers damage from multiple hits in an attack, he applies his soak value to each hit individually. For more information on damage and wounds, see **Wounds, Strain, and States of Health** on page 229.

EXAMPLE: APPLYING SOAK

Tendaar is wearing padded armor, and with his natural Brawn, he has a total soak value of four. A successful hit with a blaster pistol deals nine points of damage. His soak value absorbs four points of that damage, resulting in five wounds.

An attack may also generate a Critical Injury. This may occur because the weapon's critical rating was triggered, or because the target suffered a number of wounds greater than its wound threshold. More about critical ratings is explained in **Step 4. Resolving and** .

When a Critical Injury is inflicted, the attacker rolls percentile dice on **Table 6–10: Critical Injury Result** on page 231. The result of the dice roll indicates which Critical Injury is inflicted.

Some weapons and talents modify this Critical Injury roll, potentially making a Critical more or less effective. If an attack generates enough to trigger more than one Critical, the character makes a single Critical roll, adding +10 to the result for each additional time the critical rating is triggered.

TABLE 6-2: SPENDING AND IN COMBAT

Cost	Result Options
or	Recover 1 strain. Add to the next allied active character's check. Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel or a weak point on an attack speeder. Inflict a Critical Injury with a successful attack that deals damage past soak (cost may vary). Activate a weapon quality (cost may vary).
or	Perform an immediate free maneuver that does not exceed the two maneuver per turn limit. Add to the targeted character's next check. Add to any allied character's next check, including that of the active character.
or	Negate the targeted enemy's defensive bonuses (such as the defense gained from cover, equipment, or performing the Guarded Stance maneuver) until the end of the current round. Ignore penalizing environmental effects such as inclement weather, zero gravity, or similar circumstances until the end of the active character's next turn. When dealing damage to a target, have the attack disable the opponent or one piece of gear rather than dealing wounds or strain. This could include hobbling him temporarily with a shot to the leg, or disabling his comlink. This should be agreed upon by the player and the GM, and the effects are up to the GM (although **Table 6–10: Critical Injury Result** is a good resource to consult for possible effects). The effects should be temporary and not too excessive. Gain +1 melee or ranged defense until the end of the active character's next turn. Force the target to drop a melee or ranged weapon he is wielding.
	Upgrade the difficulty of the targeted character's next check. Upgrade any allied character's next check, including that of the current active character. Do something vital, such as shooting the controls to the nearby blast doors to seal them shut.
	When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up his blaster or destroying a personal shield generator.

TABLE 6-3: SPENDING AND IN COMBAT

Cost	Result Options
or	The active character suffers 1 strain. The active character loses the benefits of a prior maneuver (such as from taking cover or assuming a Guarded Stance) until he performs the maneuver again.
or	An opponent may immediately perform one free maneuver in response to the active character's check. Add to the targeted character's next check. The active character or an allied character suffers on his next action.
or	The active character falls prone. The active character grants the enemy a significant advantage in the ongoing encounter, such as accidentally blasting the controls to a bridge the active character was planning to use for his escape.
	The character's ranged weapon immediately runs out of ammunition and may not be used for the remainder of the encounter. Upgrade the difficulty of an allied character's next check, including that of the current active character. The tool or melee weapon the character is using becomes damaged (see page 172).

CUSTOM SKILLS IN COMBAT

Some players may have characters who use custom combat skills. This is acceptable within the game (as long as the GM is fine with it). However, many of the rules in this chapter are written with the five basic combat skills in mind and do not mention custom combat skills specifically. Thus, players need to determine beforehand whether these skills are used to make ranged attacks or close combat attacks. Ideally, they should determine to what existing skill their new, custom skill is most similar, and apply the same modifiers to their new skill that apply to the original skill.

DEFENSE

Defense, or more specifically, **defense rating**, is one of the factors determining how difficult it is to land a successful attack during combat. Defense rating represents the abilities of shields, armor, or other defensive systems to deflect attacks entirely, or to absorb or lessen incoming blows.

Defense rating is most commonly provided by shields, and as such is usually limited to vehicles and starships. However, a character may gain a defense rating through talents that increase his ability to dodge and absorb blows, armor designed to reflect and diffuse shots, or even expensive personal shield generators.

A character adds a number of ■ equal to his defense rating to all combat checks directed against him.

MELEE AND RANGED DEFENSE

A characters' defense rating can be characterized as one of three types: general defense rating, melee defense rating, or ranged defense rating. General defense rating works against all combat checks directed against the character. Melee defense rating only works against close combat checks directed against the character (Brawl and Melee checks). Ranged defense rating only works against ranged combat checks directed against the character (Ranged [Light], Ranged [Heavy], and Gunnery checks).

Multiple sources of defense do not stack. However, the character always uses the best defense rating available to him. If he possesses a defense rating of 1 against all attacks, but a defense rating of 2 against melee attacks, he applies the defense 2 against all close combat attacks.

SOAK

A character's soak value helps protect him from incoming wounds. Most creatures and characters have a default soak value equal to their Brawn rating. Most types of armor and other forms of protection provide additional soak (see **Chapter V: Gear and Equipment**).

When taking damage from attacks (any actions involving a combat skill check) or other sources of physical damage (such as being struck by a falling rock or being hit by a landspeeder), the character may reduce the damage taken by his soak value. After calculating the total amount of damage inflicted, subtract the total soak value from that damage total. The result is the number of wounds the character suffers. If the soak reduces the damage to zero or less than zero, then the character takes no damage. If the character suffers multiple hits from a single attack (such as from a weapon with Auto-fire), he may apply his soak to each hit separately.

Soak stacks when it is from different sources, such as heavy assault armor and subdermal plating. Multiple applications of the same source do not stack, however. A character cannot wear three suits of heavy assault armor and stack the soak bonuses from each.

Soak does not reduce strain inflicted on a target, except in specific instances (such as with weapons with the Stun damage quality).

RANGE BANDS

Age of Rebellion relies on broad terms to describe ranges and distances. Rather than have a player's attention focused on a grid, counting squares, Age of Rebellion uses more abstract means to represent position, distances, and ranges, thus allowing the players to focus on the action and the adventure.

The distance between two points—people, objects, or adversaries—is defined by general range categories. These range categories are used to determine how far a ranged attack can reach, how far apart two people are from each other, how much effort is needed to move between two places, and so on. The most common ranges are short, medium, long, and extreme range. Another relative position—engaged—exists to represent characters who are in extremely close proximity to each other.

THE FIVE RANGE BANDS

For ease of play, distance in Age of Rebellion is divided up into five different bands, from engaged to extreme. As always, the GM has the final say in determining the range between the attacker and the target.

With the engaged status and the range bands, the GM is free to describe things dynamically and set scenes without having to worry about exact distances. Exact distances in meters do not matter. The details and adventure come first, creating a vivid picture in the minds of the players while allowing the GM to quickly provide the mechanical information they need to use their actions and build strategies.

ENGAGED

To reflect two or more targets who are grappling or otherwise engaged in hand-to-hand combat, there is a special range status called engaged. Two characters engaged with each other are in very close proximity. A Soldier needs to be engaged with a target to hit him with his vibrosword. Two or more characters engaged with each other is called an engagement.

Engaged is also used to indicate that a person is close enough to an item to use it. A Slicer needs to be engaged with a security terminal to attempt to hack it. A Pilot needs to be engaged with his starship to board it. A Sharpshooter needs to be engaged with a tree if he wants to hide behind it for cover while scoping his target. The engaged status simply indicates that two things are close enough to each other to directly interact.

Consider engaged as a subcategory of short range. Obviously, someone can be slightly farther away if they're at short range, instead of being engaged with someone else. However, the difference in distance is relatively minor. Thus, spending a maneuver to move to engage someone or something is as much a matter of moving into combat cautiously enough to avoid receiving a blow unnecessarily as it is moving a physical distance.

SHORT RANGE

Short range indicates up to several meters between targets. Many thrown weapons and small firearms are most accurate at short range. Two people in short range of each other can talk comfortably without raising their voices. Moving to another spot within short range is usually easy to do and generally only requires one maneuver.

RELATIVE POSITIONING

Because of the narrative, abstract way in which distance is measured, both the players and Game Master must be aware of how positioning relative to two or more targets is measured. Once combat begins, the Game Master will tell each player where his character is relative to the opponents. It's then up to the player to track his range relative to those opponents as the battle progresses.

For example, during a battle within a huge hangar bay, the PCs are ambushed by four stormtroopers. Two approach from one side and two from the other. The GM indicates that each pair of stormtroopers is in the medium range band with respect to the characters. During their turns, the PCs split up to attack. Two of the PCs move toward one group of stormtroopers, getting within short range, and the other group moves to the opposite set of stormtroopers. Both groups of characters are now within short range of their respective targets, but at medium range from the other group of targets.

The difference between personal and planetary ranges of scale should be considered separately. At a planetary scale, two starships attacking each other at short range does not translate to being short at a personal range—the distance is considered far past extreme for a personal range, even with Ranged (Heavy) weapons. Similarly, two docked ships are considered engaged at a planetary scale, but a gun battle on the surface of either ship utilizes the personal range bands, in which characters may be at long or even extreme range from each other.

MEDIUM RANGE

Medium range can be up to several dozen meters away. More reliable pistols can reach to medium range, but few thrown weapons can reach this far. Two people within medium range of each other need to talk loudly to hear each other. Moving from short range to medium range takes little exertion, and generally requires one maneuver.

LONG RANGE

Long range is farther than a few dozen meters. Blaster rifles, mounted weapons, and weapons that use the Gunnery skill can reliably reach this far without too much trouble. Two people within long range of each other need to yell loudly to hear each other. Moving from medium range to long range requires two maneuvers, as it involves a greater distance and takes more time than moving between medium range and short range. This means that in most cases, a character cannot close the distance between short and long range in a single round, as it would take three maneuvers (one for short to medium, plus two for medium to long).

EXTREME RANGE

Extreme range is the farthest range at which two targets can interact. High-tech sniper weaponry and some vehicle-mounted armaments may reach out to this range. Two people at extreme range may not be able to hear each other even if they shout. Moving between long range and extreme range can be time-consuming and exerting, and it requires two maneuvers. This means that in most cases, a character can move the entire distance between long and extreme range in a single round, but will suffer strain or give up his action to do so.

PLANETARY SCALE RANGE

The distances and range bands presented in this chapter are based on the personal scale for characters. Starships and vehicles may use these range bands or much larger range bands, based on the needs of the story. On a planet's surface, personal scale range bands may suffice, while in the midst of a heated starship battle in the depths of outer space, the range bands represent much larger distances and positions.

A good guideline is that close range on planetary scale picks up where the extreme range of personal scale ends—it's the next step in ranged bands. However, the scale is so much bigger that a single person could never use maneuvers to move next to a target that's "close" to him on a planetary scale; the distance may be up to several kilometers and take hours of walking. Further range bands on a planetary scale would be even more extreme. See page 252 in **Chapter VII: Starships and Vehicles** for more details on planetary and starship-based ranges and distances.

ADDITIONAL COMBAT MODIFIERS

The prior sections cover the fundamentals of making a basic combat check. However, combat rarely occurs in a vacuum. Any number of things can modify a combat check, from environmental factors to actions the character chooses.

This section discusses those modifiers. The first part of this section covers conditional and situational modifiers; the second part covers outside factors such as environmental effects.

CONDITIONAL AND SITUATIONAL MODIFIERS

Character choices can modify combat checks in many ways, some good and some bad. These choices often provide additional benefits, as well.

MAKING RANGED ATTACKS AT ENGAGED TARGETS

Sometimes, characters may want to attack a target engaged with another character. If the target and the character with whom he is engaged are both enemies of the attacker, the attacker may not worry about whom he might hit. However, if one of the characters is an ally, then things become more dangerous.

When attacking a target engaged with an ally, the attacker upgrades the difficulty of the check by one (for more on upgrading difficulty, see page 28). In addition, if the attacker's check succeeds but he generates at least ◈, that ◈ is automatically spent to make the attacker hit one of the individuals engaged with the target (of the GM's choice), instead of the target.

MAKING RANGED ATTACKS WHILE ENGAGED

Sometimes, a character may want to make a ranged attack even though he's locked in hand-to-hand combat with an enemy. Such an action can be risky; a character may find it hard to take the time to line up a shot while an opponent is swinging a vibro-ax at him!

Any opponent engaged with a character when he makes a ranged attack (no matter who the target is), may add ■ to his next Brawl or Melee check against that character. He automatically loses this bonus if he and character are no longer engaged with each other.

In addition, the difficulty of some ranged attacks increases while engaged, and other ranged attacks become impossible. See **Table 6–4: Ranged Modifiers** for more information.

TABLE 6–4: RANGED MODIFIERS

Condition	Modifier
Engaged w/ Ranged (Light)	+1 difficulty
Engaged w/ Ranged (Heavy)	+2 difficulty
Engaged w/ Gunnery	May not make Gunnery checks when engaged with an opponent.

ATTACKING PRONE TARGETS AND ATTACKING WHILE PRONE

A character who is knocked down, unconscious, or willingly drops prone is considered prone.

Prone characters are easier to hit with certain combat checks and find it harder to use certain combat skills. A character gains □ when attacking a prone target with a Melee or Brawl check. A prone character suffers ■ when making a Melee or Brawl check from a prone position.

Prone characters are harder to hit with ranged attacks but suffer no penalties when making ranged attacks. When a character attacks a prone target with a Ranged (Light), Ranged (Heavy), or Gunnery check, he suffers ■.

Some attacks or weapons may cause a character to become prone. This is indicated in the individual weapon, talent, or creature attack entries. Getting knocked prone may be the result of a failed Coordination check or the activation of a weapon's special quality.

TWO-WEAPON COMBAT

A character may opt to carry a Ranged (Light) weapon or a one-handed melee weapon in each hand, increasing his volume of attacks at the expense of accuracy.

When attacking with two weapons, the character must be using weapons that can each be reasonably held and wielded in one hand. Generally, these weapons are Ranged (Light) weapons—such as pistols and grenades—and one-handed melee or brawl weapons. If it's unclear whether or not a weapon can be wielded one-handed, the GM makes the final determination.

To make the attack, the character performs a **combined check**. First, he designates one weapon as the primary weapon. When making the combined check, he will be attacking with this weapon. He then determines what skills and characteristics he would use when making attacks with his primary weapon, and with his secondary weapon (the other weapon he wields). Finally, he determines his target.

To assemble the dice pool for this check, the player compares the skills that would be used to make an attack with each weapon, and compares the characteristics that would be used to make an attack with each weapon. He then takes the skill that he has lower ranks in, and the characteristic that he has lower ranks in, and uses this skill and characteristic to assemble his dice pool. It's very possible that the ranks in either the skills or characteristics are equal, in which case he can use either. If both checks would use the same skill or characteristic, he simply uses that skill or characteristic.

He then compares the difficulty of the two combat checks he would make with each of his two weapons to hit his target, and selects the check with the higher difficulty. He then increases the difficulty by 1 if the two skills in the combined check were the same, and by 2 if they were different. He then makes the check.

If he succeeds, he hits with his primary weapon as normal. He may also spend or to hit with his secondary weapon as well. If both weapons hit, he may spend additional or to activate qualities from either weapon. Each hit deals its base damage, +1 damage per uncanceled success.

UNARMED COMBAT

Although most characters probably feel more comfortable going into a fight with a good blaster in their hand, there are times they must rely on their fists, feet, or other appendages. Of course, some species, such as Wookiees, positively relish a good brawl.

Characters fighting unarmed generally use the Brawl combat skill. Unlike other combat skills, the Brawl skill is designed to be used independently of any weapons (although there are some weapons that can be used in conjunction with the Brawl skill).

When making an unarmed combat check using Brawl, the character's attack has a base damage of his Brawn rating, a range of engaged, a critical rating of 5, and the Disorient 1 and Knockdown qualities. Finally, when making a Brawl attack, the attacker can choose to deal damage to the target's strain threshold instead of its wound threshold, still reducing the damage by the target's soak.

Unlike other weapons, Brawl weapons augment this basic attack. Brawl weapons can add damage to the attack (as indicated in the Brawl profile on page 180), and may have an improved critical rating and additional weapon qualities. When using a Brawl weapon, the user can choose to use its critical rating instead of the standard Brawl critical rating. He also adds the additional weapon qualities to the qualities already provided by the Brawl attack. If the weapon provides an improved version of an existing quality, the character uses the improved version.

GRAPPLING

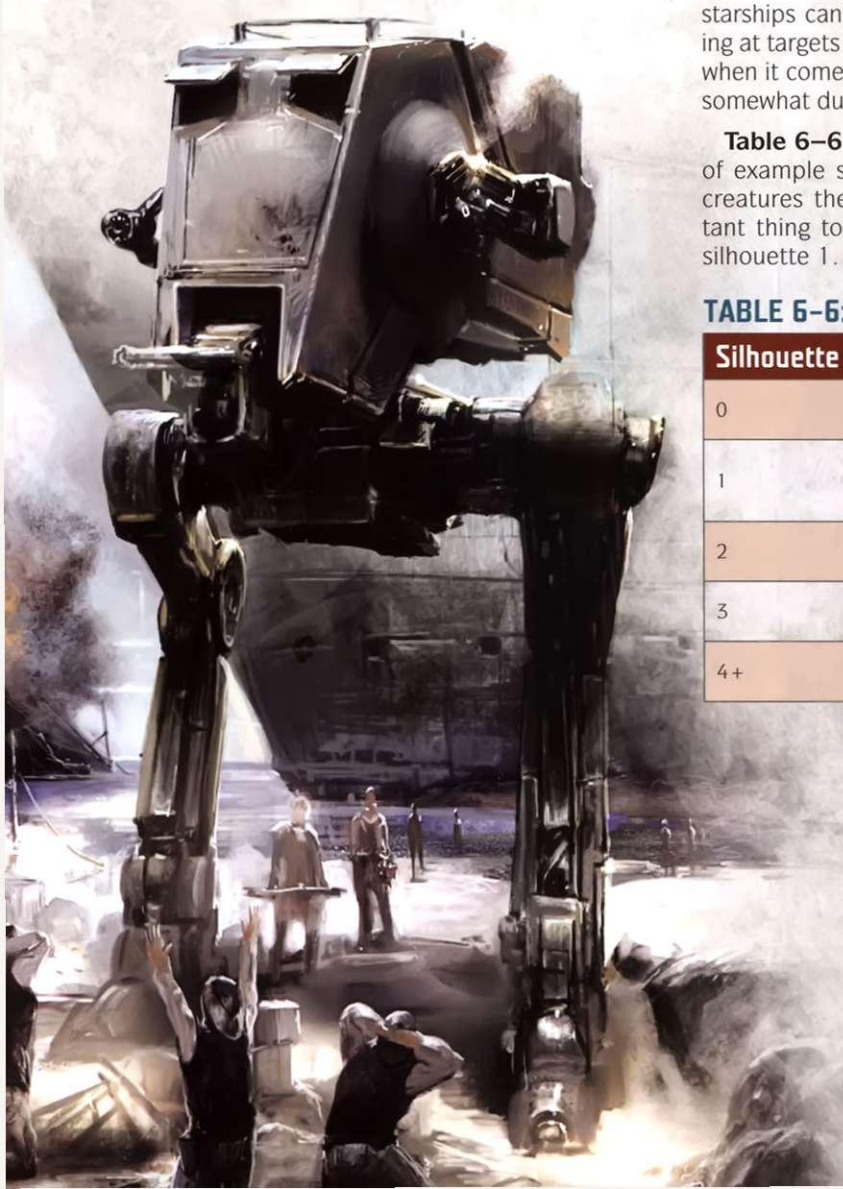
AGE OF REBELLION, being a more narrative game, does not possess specific rules for grappling. Instead, the unarmed combat rules have been designed to narratively cover multiple unarmed fighting techniques, including grappling. For this reason, the basic Brawl attack allows characters to deal damage to the target's strain threshold, and to knock the target prone and disorient him. This allows for the narrative of a grapple (which is often intended to incapacitate without killing) without additional rules.

TABLE 6-5: IMPROVISED WEAPONS

Size	Dam	Crit	Range	Encum	Special	Example
Small	+1	5	Engaged	1	–	Bottle, fist-sized rock, hydrospanner
Medium	+2	5	Engaged	3	Cumbersome 2	Two-handed rock, chair, holovid screen
Large	+3	5	Engaged	4	Cumbersome 4	Shovel, large tree branch, table, crate

IMPROVISED WEAPONS

Sometimes a character doesn't have a real weapon available and must make do with anything that is on hand. Swinging a broken bottle, heavy tool, large rock, or tree branch at a target are all examples of using an improvised weapon. Improvised weapons use the Melee skill, and as with all Melee weapons, the attacker adds his Brawn to the damage dealt. Just like weapons with the Inferior quality, improvised weapons generate one automatic ⚙ on any check. Improvised weapons deal damage based on their size and general weight, as described in **Table 6–5: Improvised Weapons**. Any attack roll that results in a ▽ or ⚙ ⚙ indicates that the improvised weapon breaks and is useless in further rounds of combat. Large improvised weapons also require two hands to use as long as the user is silhouette 1.



SIZE DIFFERENCES (SILHOUETTES)

Generally, it's a character's skill that governs his chances of hitting a target. However, some targets are easier to hit than others, usually because of their size. Size, or **silhouette**, is usually used to determine the difficulty of attacks made from vehicles or starships (as described in **Chapter VII: Starships and Vehicles**), as vehicle weapons are powerful and long ranged enough that relative sizes matter more than distance. However, silhouettes can affect attack difficulties in standard combat as well.

When a character makes an attack against a target with a silhouette 2 or more points larger than he is, he decreases the difficulty of the check by 1. When a character makes an attack against a target with a silhouette 2 or more points smaller than he is, he increases the difficulty of the check by 1. (Vehicles and starships can have an even more difficult time shooting at targets with greater differences in silhouette, but when it comes to characters, checks are only modified somewhat due to size.)

Table 6–6: Silhouettes and Characters has a list of example silhouettes that covers the size of most creatures the PCs may encounter. The most important thing to remember is that most characters are silhouette 1.

TABLE 6-6: SILHOUETTES AND CHARACTERS

Silhouette	Example
0	Jawas, Ewoks, astromech droids, any smaller creatures.
1	Humans, Wookiees, Gand, Rodians, Trandoshans, Twi'leks, humanoid droids, Bothans, and most humanoid species.
2	Dewbacks, wampas, tauntauns, banthas, most riding animals.
3	Rancors, krayt dragons, other large and dangerous creatures.
4+	There are some creatures in the galaxy even larger than those listed.

ENVIRONMENTAL EFFECTS

The galaxy is made up of countless environments, from the frozen wastes of Hoth to the steamy jungles of Yavin 4 and the kilometer-high skyscrapers of Coruscant. Characters can often find themselves fighting in hazardous or exotic circumstances ranging from the cold, hard vacuum of space to the infernal heat of a volcanic planet such as Mustafar. Canny combatants know that taking advantage of their environment can make all the difference between triumph and defeat in an engagement. The following sections cover rules imposed by those environments.

CONCEALMENT (DARKNESS, SMOKE, AND INTERVENING TERRAIN)

Concealment is a situation that occurs when a character is hard to spot because of environmental effects such as darkness, smoke, tall grass, or mist. Concealment imposes penalties on ranged attacks and sight-based skill checks such as Perception. Conversely, it can provide bonuses for other skill checks, such as Stealth.

The exact bonuses and penalties can be modified by the GM if needed. However, in general, concealment can be divided into levels based on how obscuring the concealment is. See **Table 6–7: Concealment** for examples of different types of concealment. In each case, the type of concealment adds a number of ■ equal to the "dice added" entry to any Ranged (Light), Ranged (Heavy), Gunnery, and Perception checks against targets with concealment. Alternatively, it adds a number of □ equal to the "dice added" entry to any Stealth checks made by a character with concealment. These bonuses or setbacks may also be added to other skills if the GM feels it's appropriate.

TABLE 6–7: CONCEALMENT

Dice Added	Examples
+1	Mist, shadow, waist-high grass.
+2	Fog; the darkness of early morning or late evening; thick, shoulder-high grass.
+3	Heavy fog; thick and choking smoke; the darkness of night; dense, head-high underbrush; and thick grass.

COVER

When the blasters start firing, most characters dive for cover. To keep things simple, being behind some sort of cover—a rock, crate, wall, or vehicle, for example—allows the character to gain a ranged defense of 1 and adds ■ to certain skill checks, such as Perception. A single ■ is sufficient for most situations, although the

GM may add additional ■ if the target is particularly well-covered, such if he is firing from within a trench, inside a blockhouse, or in any other prepared position. The same holds true for the increase in ranged defense.

DIFFICULT AND IMPASSABLE TERRAIN

Difficult terrain is a catchall description of terrain that is hard to move through or over. It can include tight passageways, slippery ice, thick undergrowth, loose rubble, shifting sand, or waist-deep water (or any number of other circumstances). Essentially, it's terrain that characters move through with difficulty. Characters entering or moving through difficult terrain must perform twice as many maneuvers to move the same distance they would in normal terrain.

Impassable terrain is a description of terrain that is simply impossible to move through via maneuvers. This includes sheer cliffs, walls higher than a character can reach through jumping, and deep pits. Impassable terrain is not always an insurmountable obstacle, but it's an obstacle that requires special skills to circumvent. Depending on the impassable terrain in question and the resources at the character's disposal, the GM may allow the character to overcome impassable terrain by using a skill, probably the Athletics or Coordination skill (see **Chapter III: Skills**). During an encounter, this means the character must spend at least one action (and possibly give up one or more maneuvers) to accomplish this.

GRAVITY

Although antigravity has existed in the galaxy for thousands of years, characters might still find themselves in a situation where they are away from an anti-grav device, floating in open space, or walking in the crushing gravity of a supergiant planet.

Normal gravity is the default and does not affect any skill checks, attacks, or the like. Most habitable planets possess gravity close enough to normal as to be unnoticeable. Starships and space stations also possess devices that provide normal gravity. However, sometimes the characters end up in an environment without normal gravity: a starship with artificial gravity that has been disrupted by damage, or a large planet with a higher-than-normal gravitational pull, for instance.

Stronger-than-normal gravity adds up to ■ ■ ■ to any Brawn-based skill checks (except Resilience checks) and to Coordination skill checks, depending on how strong the gravity is. Weaker-than-normal gravity adds up to □ □ □ to any Brawn-based skill checks (except Resilience checks) and Coordination skill checks, depending on how weak the gravity is.

Zero gravity, on the other hand, does not grant any □ or ■ to skill checks, because moving in zero gravity is completely different than moving in a gravity field. Characters can move in three dimensions in zero gravity, but they count all movement as through difficult terrain, due to having to constantly grab handholds, evaluate angles, and so-forth.

A character's encumbrance threshold does not change due to different gravity, and items still maintain their usual encumbrance. This is because an item's weight may change, but its size and mass (and therefore its inertia) do not. Those pesky details can prove an unpleasant surprise to inexperienced spacers who attempt to shift something large and heavy while in zero gravity.

WATER AND SWIMMING

Bodies of water such as lakes, rivers, oceans, and swamps are types of terrain encountered on most planets in the galaxy, and sometimes characters must cross them. Most species have some ability to swim through liquid water, although some species, such as Mon Calamari, are more adapted to it than others. Unless otherwise noted, characters treat any body of water as difficult terrain. The GM may also decide that some bodies of water, such as a river with a swift current or an ocean in a storm, are so difficult to move through that they require a successful Athletics check to swim in. In this case, swimming through the water requires at least one action as well as any number of maneuvers to traverse.

If completely submerged in water, a character can hold his breath for a number of rounds equal to his Brawn characteristic. Once this number is reached, the character starts to drown and is treated as suffocating on each successive round until he surfaces or finds some other source of air.

VACUUM

For spacers, vacuum is an all-too-familiar and extremely dangerous environment, lurking just outside the protective hull of their starship. Vacuum is not just the lack of breathable air; the lack of pressure and extreme heat or cold can cause veins to rupture, blood to boil, and delicate membranes to freeze or tear.

When exposed to vacuum without protective gear, a character may hold his breath for a number of rounds equal to his Brawn characteristic. Once this number is reached, the character begins suffocating. However, each round a character is exposed to vacuum, he also suffers 3 wounds. When the character exceeds his wound threshold, he is incapacitated and suffers one Critical Injury as normal, plus one additional Critical Injury each additional round he is exposed to vacuum (which likely will quickly result in death). This is in addition to the Critical Injuries he suffers from suffocating.

FIRE, ACID, AND CORROSIVE ATMOSPHERES

Fundamentally, the effects of fire, acids, and corrosive atmospheres are treated with the same rules. When characters are exposed to a fire, acid, or corrosive atmosphere, the GM determines how dangerous the situation is by applying a rating. This rating is generally between 1 and 10, although higher ratings may also apply. A lower rating typically indicates minor, low-heat fire or mildly corrosive liquid or atmosphere. The higher the rating, the hotter the fire or the more corrosive the atmosphere. See **Table 6–8: Fire, Acid, and Corrosive Atmospheres** for some examples of different ratings.

Each round, a character subjected to one of these hazards suffers wounds equal to its rating at the beginning of his turn. This damage persists until he is no longer exposed to the hazard. With some corrosive atmospheres, the GM may decide they do not cause damage unless inhaled. In this case, the character can hold his breath for a number of rounds equal to his Brawn before having to breathe and suffer damage.

It's primarily up to the GM to decide how long the damage from one of these sources lasts. Acids usually negate themselves after a certain period of time (as few as several rounds, or as long as several minutes or hours). Fires burn for as long as they have a fuel source, which again could be very briefly, or for a very long time. A corrosive atmosphere, on the other hand, usually deals damage as long as the character is exposed to it.

Putting out fire/neutralizing acid: A victim might be able to stop the damage caused by these hazards by rolling around on the ground and making a Coordination check. This is an **Average (◆ ◆) check** on hard surfaces such as the deck of a spaceship, or an **Easy (◆) check** on grass or soft ground. Jumping into a body of water stops the damage immediately. In the case of acid, it's up to the GM to determine if the same procedures negate the damage, or if the character must apply some neutralizing substance instead. The only way to stop taking damage from a corrosive atmosphere is to leave it.

TABLE 6–8: FIRE, ACID, AND CORROSIVE ATMOSPHERES

Rating	Example
1–2	Campfires, mildly caustic substances such as concentrated industrial cleansers, air filled with ash and fumes from a heavy fire.
3–5	Flammable liquids and flame projectors, dangerous substances such as industrial acids, air contaminated by chemical leaks.
6–9	Welding torches, weaponized acids, atmospheres with substantial parts dangerous gases such as ammonia.
10+	Lava, blast furnaces, atmospheres completely made of unbreathable and hazardous gases such as ammonia methane mixes with acid vapors.

SUFFOCATION

A suffocating character suffers 3 strain at the beginning of each of his turns, until he is no longer suffocating (how to stop suffocating depends entirely on the circumstances that led to the character suffocating in the first place, but usually involves reaching a breathable atmosphere, or removing something preventing the character from breathing). Once he exceeds his strain threshold, the character is incapacitated. In addition, at the beginning of each of his subsequent turns, if the character is still suffocating, he suffers one Critical Injury. This continues until he stops suffocating or he dies.

FALLING

Gravity kills. If a character falls from a height, the GM should determine the distance between where the character falls from and his point of impact below, then apply the closest comparable range band. Then, consult **Table 6–9: Falling Damage** to determine the damage suffered. Damage is reduced by soak; however, the strain suffered is not.

A character can reduce the damage taken from falling by making an **Average (◆ ◆) Athletics or Coordination check**. Each ✲ reduces the damage suffered by one, while each ☯ reduces the strain suffered by one. A ⊕ could, at the GM's discretion, reduce the overall distance fallen by one range band as the character grabs onto a handhold or does something else to slow his fall.

TABLE 6–9: FALLING DAMAGE

Range	Damage	Strain
Short	10	10
Medium	30	20
Long	Incapacitated, Critical Injury at +50	30
Extreme	Incapacitated, Critical Injury at +75 (or death at GM's discretion)	40

WOUNDS, STRAIN, AND STATES OF HEALTH

In the fast-paced, high-action setting of **Age of Rebellion**, characters are sure to find themselves in the thick of things, and are likely going to pick up a few cuts and bruises along the way. A character's health is tracked using two separate yet similar systems: strain and wounds.

WOUNDS AND WOUND THRESHOLD

A wide variety of effects can inflict physical damage: blaster shots, an angry wampa's claws, frag grenades, falling, etc. Damage to a character's physical body is tracked using wounds. Each point of damage inflicts 1 wound on a character. A character can only withstand so many wounds before he is incapacitated. This is represented by the character's wound threshold.

EXCEEDING WOUND THRESHOLD

When a PC suffers wounds greater than his wound threshold, he is knocked out and incapacitated until his wounds are reduced so that they no longer exceed his wound threshold (likely through healing). **He also immediately suffers one Critical Injury**. In some rare and dire circumstances, this could result in the PC's death.

When Non-Player Characters and creatures suffer wounds greater than their wound threshold, they are defeated (unless they are a high-level opponent such as a nemesis). Being defeated by exceeding their wound threshold usually entails death, but the overall interpretation is up to the GM. The GM can decide that they pass out due to shock, are so crippled that they can no longer fight, are knocked unconscious, or any other option that fits his plans for the ongoing narrative. Since non-nemesis characters do not track strain separately, but apply strain damage as wounds to their wound threshold, what happens once they are defeated may also depend on whether they were defeated due to strain damage or wound damage.

When wounds exceed a character's wound threshold, the player should track the number of wounds by which his character has exceeded the threshold, to a maximum of twice the wound threshold. The character must heal wounds until his wounds are below his wound threshold before he is no longer incapacitated.

STRAIN AND STRAIN THRESHOLD

While wounds and injury represent potentially life-threatening damage, a number of other stressors and effects can impair a character. Collectively, this is referred to as strain. Any effect that impairs the character, but does not inflict physical harm or wounds, is considered strain. Spending hours wandering through Tatooine's blistering deserts, suffering a minor shock from an electric console, being battered around the inside of a trash compactor—all of these could represent types of strain. Weapons with a Stun setting or other effects that impair or hinder a character also inflict strain.

Additionally, effects that cause stress, fear, anxiety, or emotional turmoil also generate strain. Losing one's cool in combat during a bombardment, being berated by a superior officer, waking up to realize one has been imprisoned by the Hutts, or being boarded by an Imperial search team while smuggling goods could all represent incidents that result in strain on a character.

STATES OF HEALTH

Player Characters may pass through several states of health over the course of their adventures. The state of health is a general representation of their overall fitness or well being.

A character is unwounded and operating at peak performance if he is currently suffering from no wounds and has no injuries.

A character is wounded if he has any number of wounds below his wound threshold. At this point, he's suffered a few cuts, bruises, and scrapes. However, he has not taken any permanent or incapacitating damage. He's a bit battered, but he's still hale and hearty overall.

A character is critically injured if he is currently suffering from any number of Critical Injuries, regardless of how many wounds he may have. Critical Injuries are actual injuries that have some sort of detrimental effect. A character may be critically injured and wounded.

A character is incapacitated once he has suffered more wounds than his wound threshold or more strain than his strain threshold. Incapacitation means that a character is unconscious and no longer able to act until the number of wounds he is suffering is decreased below his wound threshold.

Since exceeding a character's wound threshold triggers a Critical Injury, it's possible for an incapacitated character to also be critically injured.

Strain can accumulate slowly as environmental effects or be gained in chunks when a PC is rattled by an effect that doesn't cause damage but which still impairs him.

Characters can also voluntarily suffer strain to trigger certain effects. The most common use is to voluntarily suffer two points of strain to gain one additional maneuver during a character's turn.

Some special talents may require the character to suffer one or more points of strain to activate.

EXCEEDING STRAIN THRESHOLD

When a character has suffered strain greater than his strain threshold, he becomes incapacitated until his strain is reduced so that it no longer exceeds his strain threshold. He is likely unconscious, or may just be so dazed and staggered that he's completely unaware of his surroundings and unable to interact with them.

When Non-Player Characters and creatures suffer strain, they generally apply the strain directly to their wound threshold (unless they are a nemesis and track strain separately).

CRITICAL INJURIES

A particularly dangerous type of wound is a Critical Injury. A Critical Injury is often the result of an attack during combat, but characters can also suffer one from exceeding their wound threshold or through other means. Each time a character suffers a Critical Injury, the player rolls d100 on **Table 6–10: Critical Injury Result** to determine the injury's severity rating and effects.

The short-term effects of some injuries are temporary, and may only disorient or afflict the character for a brief amount of time. Other injuries are more serious and represent some sort of long-term debilitation or impairment. These injuries continue to affect the character until he receives the proper medical treatment to recover from the injury.

Regardless, a Critical Injury remains with the character until it is properly healed; even if the short-term effect of the Critical Injury has passed, the status of having a Critical Injury remains. Each Critical Injury a character suffers from adds +10 to any subsequent Critical Injury check. Essentially, Critical Injury is cumulative, and left untreated, even a number of relatively minor Critical Injuries can lead to devastating results.

OTHER ONGOING STATUS EFFECTS

Characters can suffer status effects beyond being wounded or incapacitated. These status effects can change what a character can do during an encounter, and can be very dangerous. Alternatively, the power to inflict them on others can be a very potent ability indeed.

STRAIN DAMAGE AND CRITICAL INJURIES

Although not always likely, some attacks that deal strain damage (notably stun weapons) can also trigger Critical Injuries. Although this may seem odd, it actually makes sense. When a Player Character inflicts a Critical Injury on an adversary that can be incapacitated by a single Critical Injury (such as a minion), then they are simply incapacitated by being rendered unconscious. If a PC or nemesis NPC suffers a Critical Injury from a stun weapon, the outcome can be anything from adverse long-term effects from the stun weapon to tangential injuries from being stunned (for example, the character could be knocked off balance and take a nasty crack on the skull when he hits the ground). Of course, since these Critical Injuries would have to be triggered by the players or GM, both parties can always decide that a Critical Injury would not make sense in that narrative, and choose not to trigger them.

STAGGERED

A **staggered** character cannot perform actions (including downgrading actions to maneuvers). Most effects that stagger a character last for a set duration. If a set duration is not specified, the staggered effect lasts until the end of the character's next turn. If a character is staggered multiple times, each instance increases the total duration of the effect by the instance's specified duration, but may not increase the total duration beyond the scope of the present encounter.

IMMOBILIZED

An **immobilized** character cannot perform maneuvers (including maneuvers purchased via strain or spending). Most effects that immobilize a character last for a set duration. If a set duration is not specified, immobilization lasts until the end of the character's next turn. If a character is immobilized multiple times, each instance increases the total duration of the effect by the instance's specified duration, but may not increase the total duration beyond the scope of the present encounter.

DISORIENTED

A **disoriented** character adds ■ to all checks he makes. Most effects that disorient a character last for a set duration. If a set duration is not specified, disorientation lasts until the end of the character's next turn. If a character is disoriented multiple times, each instance increases the total duration of the effect by the instance's specified duration, but may not increase the total duration beyond the scope of the present encounter.

TABLE 6-10: CRITICAL INJURY RESULT

d100	Severity	Result
01 – 05	Easy (◆)	**Minor Nick:** The target suffers 1 strain.
06 – 10	Easy (◆)	**Slowed Down:** The target can only act during the last allied Initiative slot on his next turn.
11 – 15	Easy (◆)	**Sudden Jolt:** The target drops whatever is in hand.
16 – 20	Easy (◆)	**Distracted:** The target cannot perform a free maneuver during his next turn.
21 – 25	Easy (◆)	**Off-Balance:** Add ■ to the target's next skill check.
26 – 30	Easy (◆)	**Discouraging Wound:** Flip one light side Destiny Point to a dark side Destiny Point (reverse if NPC).
31 – 35	Easy (◆)	**Stunned:** The target is staggered until the end of his next turn.
36 – 40	Easy (◆)	**Stinger:** Increase difficulty of next check by one.
41 – 45	Average (◆◆)	**Bowled Over:** The target is knocked prone and suffers 1 strain.
46 – 50	Average (◆◆)	**Head Ringer:** The target increases the difficulty of all Intellect and Cunning checks by one until the end of the encounter.
51 – 55	Average (◆◆)	**Fearsome Wound:** The target increases the difficulty of all Presence and Willpower checks by one until the end of the encounter.
56 – 60	Average (◆◆)	**Agonizing Wound:** The target increases the difficulty of all Brawn and Agility checks by one until the end of the encounter.
61 – 65	Average (◆◆)	**Slightly Dazed:** The target is disoriented until the end of the encounter.
66 – 70	Average (◆◆)	**Scattered Senses:** The target removes all □ from skill checks until the end of the encounter.
71 – 75	Average (◆◆)	**Hamstrung:** The target loses his free maneuver until the end of the encounter.
76 – 80	Average (◆◆)	**Overpowered:** The target leaves himself open, and the attacker may immediately attempt another free attack against him, using the exact same pool as the original attack.
81 – 85	Average (◆◆)	**Winded:** Until the end of the encounter, the target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers.
86 – 90	Average (◆◆)	**Compromised:** Increase difficulty of all skill checks by one until the end of the encounter.
91 – 95	Hard (◆◆◆)	**At the Brink:** The target suffers 1 strain each time he performs an action.
96 – 100	Hard (◆◆◆)	**Crippled:** One of the target's limbs (selected by the GM) is crippled until healed or replaced. Increase difficulty of all checks that require use of that limb by one.
101 – 105	Hard (◆◆◆)	**Maimed:** One of the target's limbs (selected by the GM) is permanently lost. Unless the target has a cybernetic replacement, the target cannot perform actions that would require the use of that limb. All other actions gain ■.
106 – 110	Hard (◆◆◆)	**Horrific Injury:** Roll 1d10 to determine which of the target's characteristics is affected: 1–3 for Brawn, 4–6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. Until this Critical Injury is healed, treat that characteristic as 1 point lower.
111 – 115	Hard (◆◆◆)	**Temporarily Lame:** Until this Critical Injury is healed, the target cannot perform more than one maneuver during his turn.
116 – 120	Hard (◆◆◆)	**Blinded:** The target can no longer see. Upgrade the difficulty of all checks twice. Upgrade the difficulty of Perception and Vigilance checks three times.
121 – 125	Hard (◆◆◆)	**Knocked Senseless:** The target is staggered for the remainder of the encounter.
126 – 130	Daunting (◆◆◆◆)	**Gruesome Injury:** Roll 1d10 to determine which of the target's characteristics is affected: 1–3 for Brawn, 4–6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. That characteristic is permanently reduced by 1, to a minimum of 1.
131 – 140	Daunting (◆◆◆◆)	**Bleeding Out:** Every round, the target suffers 1 wound and 1 strain at the beginning of his turn. For every 5 wounds he suffers beyond his wound threshold, he suffers 1 additional Critical Injury. Roll on the chart, suffering the injury (if he suffers this result a second time due to this, roll again).
141 – 150	Daunting (◆◆◆◆)	**The End Is Nigh:** The target will die after the last Initiative slot during the next round.
151+	–	**Dead:** Complete, obliterated death.

DEATH

The dangerous galaxy of **Age of Rebellion** puts the Player Characters in treacherous situations, and even the most stalwart character cannot survive everything. A time may come when a PC faces his ultimate fate and perishes.

If a character ever rolls (or, through multiple or untreated Critical Injuries, otherwise suffers) a result of 151 or higher on **Table 6–10: Critical Injury Result**, he dies. A dead character cannot be brought back to life. Similarly, a destroyed droid character may not be restored—it's assumed that his central processing unit was irrevocably damaged. Either way, the player should move on and create a new character to continue the adventure.

For more on the death of a Player Character, see **Chapter IX: The Game Master**.

RECOVERY AND HEALING

While characters can be afflicted with various ailments and types of damage, there are thankfully several options for recovery. Recovery can vary in time and effectiveness, based on the resources and expertise available to the characters. With the proper resources and sufficient time, characters can recover from virtually any encounter.

RECOVERING FROM WOUNDS

There are several ways that characters can recover from wounds. Some allow for natural, if slow, healing, and others require access to high-tech medical facilities.

NATURAL REST

For each full night's rest, the character recovers one wound, regardless of the character's current state of health. At the end of each full week of rest, the character may attempt a Resilience check to recover from one Critical Injury. The difficulty is equal to the Critical Injury's severity rating. On a successful check, the character recovers from the Critical Injury and is no longer affected. On a failed check, the character retains the Critical Injury effect, but still recovers one wound. A ⊕ result means the character can heal one additional Critical Injury.

Droids benefit from natural rest like any other character, as their subroutines and automated systems attempt self-repairs.

MEDICAL CARE

A character may attempt a Medicine check to help a character heal wounds. Each character may only receive one Medicine check each encounter, as there is only so much that good first aid can do to help a character.

The difficulty of the check is based on the target's current state of health. On a successful check, the target recovers a number of wounds equal to the number of successes generated by the Medicine roll and an amount of strain equal to the number of ☣ generated.

A character may also attempt to help someone recover from a Critical Injury by making a Medicine check with a difficulty equal to the severity rating of the Critical Injury (see **Table 6–11: Medical Check Difficulty**). A character may attempt one Medicine check per week per Critical Injury.

TABLE 6-11: MEDICAL CHECK DIFFICULTY

State of Health	Difficulty
Current wounds equal half or less of wound threshold	Easy (◆)
Current wounds equal more than half of wound threshold	Average (◆◆)
Current wounds exceed wound threshold	Hard (◆◆◆)
Recover Critical Injury	Critical Injury Severity Rating

A character may attempt to heal his own normal wounds or recover from his own Critical Injuries with Medicine, but doing this himself increases the difficulty of the Medicine check by two. In addition, attempting a Medicine check without the proper equipment (see page 192) increases the difficulty of the check by one.

Droids cannot benefit from medical care. However, they do receive the same benefits from Mechanics checks, based on the same guidelines and difficulty ratings as their Medicine-based equivalents. All of the guidelines and rules governing Medicine checks also govern Mechanics checks to heal droids, with the exception that a droid using Mechanics to heal himself only increases the difficulty by one, rather than two. Simply put, most droids can avoid feeling "pain" and have the self-diagnostic routines and programming to better understand how to repair themselves.

BACTA TANKS

Characters can also recover using a bacta tank. The rate of recovery depends on the character's state of health. A wounded character recovers at a rate of one wound every two hours. An incapacitated character recovers at a rate of one wound every six hours.

At the end of each twenty-four-hour period, the character may attempt one Resilience check to remove one Critical Injury. The difficulty is equal to the Critical Injury's severity rating. On a successful check, the character recovers from the Critical Injury and is no longer affected. On a failed check, the character retains the Critical Injury effect, but still recovers one wound.

OIL BATHS (DROIDS ONLY)

Droids cannot benefit from a bacta tank. However, droids can benefit from an oil bath. An oil bath is specifically designed to help droids recover from damage and ill effects. Every hour spent in an oil bath reduces one wound, as the lubricant helps facilitate the droid's self-diagnostic systems. Oil baths do not restore Critical Injuries, which are instead done with Mechanics checks.

STIMPACKS

Stimpacks are auto-injection tubes filled with medicine, bacta, and painkillers. They are field-ready emergency health recovery products. Stimpacks heal a fixed number of wounds with no roll necessary. However, the drawback is that stimpacks offer diminishing returns over the course of a day. Characters must spend a full night's rest or wait at least twenty-four hours before stimpacks can be used at their full effectiveness again.

The first stimpack used on a character automatically recovers 5 wounds. The second stimpack only recovers 4 wounds, the third stimpack recovers 3 wounds, and so on. This means that a sixth stimpack will have no effect, as the target's body is too over-saturated with the medicine for it to be effective.

It requires one maneuver to inject a stimpack. The character administering the stimpack must be engaged with the target to treat them. A character with a free appendage may apply a stimpack to himself with one maneuver as well.

For healing Critical Injuries, a successful Medicine check based on the injury's severity is required. Stimpacks have no effect on Critical Injuries.

EMERGENCY REPAIR PATCHES (DROIDS ONLY)

Droids cannot use stimpacks. However, they benefit from repair patches in a similar fashion as stimpacks, including the limit of five per day. However, emergency repair patches only heal 3 wounds per use (although their viability does not reduce over time). Fixing a droid's Critical Injuries requires Mechanics checks with a difficulty set by the Critical Injury's severity rating.

RECOVERING FROM STRAIN

Fortunately, recovering from strain is fairly easy. Taking a moment to catch his breath, eating a good meal, or spending time relaxing with friends are all ways a Player Character might recover from strain.

At the end of an encounter, each player can make a **Simple (-) Discipline** or **Cool check**. Each ✲ recovers one strain. Furthermore, a good night's rest generally removes all strain a character has suffered. It's also rumored that some Jedi have mastered a technique that allows them to ignore the effects of strain, or ease the minds of others to help them recover more quickly.

RECOVERING FROM CRITICAL INJURIES

Since lingering Critical Injuries make subsequent injury more and more dangerous, they should be treated as quickly and efficiently as possible. Critical Injuries vary in severity, which represents the difficulty of any corresponding Medicine check to treat and remove the injury.

It's important to note that even if the effect of a Critical Injury has expired, the Critical Injury still persists until treated. For example, with a Critical result of "23," which indicates the Off-Balance Critical Injury, the character adds ■ to his next skill check. Even after this effect has been applied, the Off-Balance Critical Injury still exists and will linger until treated, making subsequent Critical Injury rolls against the character that much more dangerous to him.

VII

STARSHIPS AND VEHICLES

"Concentrate all fire on that Super Star Destroyer!"

–Admiral Ackbar

In *Star Wars*, agile landspeeders choke the streets of massive planet-sized cities, suspended in midair by antigravity repulsorlift generators. Graceful airspeeders patrol the skies of a thousand worlds, their powerful ion engines propelling them to breathtaking velocities. Starships great and small rocket into space from backwater starports and hurtle through hyperspace, making a trip of thousands of light years with little more effort or fanfare than if traveling to a marketplace.

The universe presented in **Age of Rebellion** is so reliant on such transportation technologies as to be inseparable from them. Vehicles take on almost talismanic importance to their captains and crews, treated as living things by those who love them. A vehicle may be the only home some spacers have. Presented in this chapter are a number of the more common types of starships and vehicles found in the galaxy, together with the rules governing them.

VEHICLE CHARACTERISTICS

From the tiniest, fastest swoop bike to a massive and lumbering *Imperial*-class Star Destroyer, all ships and vehicles share a number of characteristics. These characteristics delineate such attributes as the strength of a ship's shields or how quickly a speeder accelerates off the line. The characteristics described here cover the bulk of important mechanical information about starships and vehicles.

Handling: The measure of a ship or vehicle's agility and how well it responds to its pilot.

Speed: A ship or vehicle's raw speed and how quickly it accelerates.

Silhouette: An abstract of the general size of a vehicle.

Defense: A ship's first line of defense against attack and accident. Typically representative of a ship's ray shields and particle shields, defense also represents any factors, technological or otherwise, that prevent damage from reaching a vehicle's armor.

Armor: The measure of a ship or vehicle's armor, similar to soak on the personal scale.

Hull Trauma Threshold: A reflection of the sturdiness of a ship or vehicle's construction and its ability to sustain damage and keep operating.

System Strain Threshold: The limit to which a ship or vehicle can be pushed or knocked about before important systems overload or shut down.

Customization Hard Points: The number of spots available on a ship or vehicle for customization and upgrade.

HANDLING

Generally speaking, handling reflects a ship or vehicle's inherent agility and the ways in which it responds to its pilot and crew. While a huge capital ship may lumber slowly through its maneuvers, smaller and faster craft are likely to be much more agile. Handling is dictated by a number of factors. While size is certainly the most obvious—a T-65 X-wing or B-wing starfighter is, by nature, more maneuverable than a *Victory*-class Star Destroyer—other factors such as shape, control systems, mass, or just general awkwardness all contribute to handling.

In game terms, a ship or vehicle's handling characteristic dictates the number of □ or ■ it adds to a player's dice pool when making Piloting checks. Baseline handling is 0, with extremely agile ships adding □ and slow or plodding ships adding ■ to all Piloting checks. Pilots add ■ equal to a ship's negative handling value or □ equal to a ship or vehicle's positive handling value.

SPEED

An abstraction of both speed and acceleration, a ship or vehicle's speed characteristic dictates how fast an object moves relative to its environment and what maneuvers are available to the pilot. The listed speed is a "maximum" value the ship or vehicle can travel. A pilot can always choose to go slower than his maximum speed. Speed 0 indicates a stationary ship or vehicle, with higher values indicating an increased speed. (Speed 1, for example, might be a slow-moving AT-AT walker or ponderous transport ship, while speed 5 might be a nimble TIE fighter or cloud car.)

SILHOUETTE

Much like the speed characteristic, silhouette is an abstract number, used to describe a ship or vehicle's size and mass relative to other ships and vehicles. Silhouette factors heavily into scale and is used to calculate the difficulty of attacking targets of different sizes. Generally, large ships are easy to hit, and small ships are hard to hit. Some ships, such as the *Lancer*-class frigate, are exceptions to this rule, as they are large ships fitted with smaller, lighter guns than their size and class would suggest, filling specific roles within fleets.

Silhouettes range from 0 to 10 (or even higher). Silhouette 0 is smaller than a human (such as a specific starship component, a Jawa, or an astromech droid), and silhouette 1 is about the size of an adult human. Most starfighters and light freighters range from silhouette 3 to 4. Silhouette 10 and up is reserved for the very largest of space stations or starships.

STARSHIPS, VEHICLES, AND SCALE

Starships and vehicles follow the same basic rules for interaction and operation outlined in **Chapter I: Playing the Game** and **Chapter VI: Conflict and Combat**. However, due to their increased size and mass, starships and vehicles necessarily operate on a different scale, referred to as the planetary scale.

When dealing with a vessel's weapons, armor, and hull trauma threshold, every point is equal to ten points of the equivalent characteristic in the personal scale. For example, a laser cannon with a base damage of three mounted to a starfighter, deals 3 points of damage when fired at another spacecraft, but 30 points of damage when fired at a human. Conversely, a human-sized blaster rifle would need to deal 10 points of damage to a starship to inflict even 1 point of damage to it.

Note that planetary scale weapons deal massive amounts of damage to individuals. Most hits automatically deal enough wounds to far exceed a character's wound threshold, meaning the target will automatically be incapacitated for the remainder of the encounter. However, some GMs may feel this is insufficient to represent the fearsome power of a starship weapon when turned on an individual. In these cases, the GM should feel free to add +50 to the resulting Critical Injury roll. (Also, those "hit" by a planetary scale weapon might be on the periphery of the blast zone, explaining why they survived somewhat unscathed.)

Also note that to avoid having weapons such as blaster pistols dealing Critical Hits to heavily armored starships, their damage must exceed a starship's armor before the shot can inflict a Critical Hit.

Planetary scale weapons that have the Blast quality are particularly effective at decimating ground targets, even if their explosive radius does not allow them to hit multiple targets in space. Against ground targets, starship blast weapons hit their primary target and every additional target within short range (at personal scale), instead of just every target engaged with the original target.

STARSHIPS AND PERSONAL SCALE

Just because starships and vehicles generally operate in planetary scale, this does not mean the GM cannot have them operate in personal scale. Two vehicles that are at close range of each other can also be at medium range in personal scale, or even engaged with each other (two speeders pulled up next to each other is a perfect example). The important thing to remember is that all of the personal range bands exist within the close range band for planetary scale. This can also be one of the rare cases where it makes narrative sense that a starship weapon with Blast, such as a proton torpedo, would hit multiple vehicles at once.

HULL TRAUMA THRESHOLD

Hull trauma threshold is the only thing that stands between a starship pilot and the cold and unforgiving vacuum of space. It's a reflection of a ship or vehicle's sturdiness and resistance to damage. The strength of a capital ship's keel, the sturdiness of a speeder truck's chassis, and the general spaceworthiness of a starfighter's spaceframe are all measured by hull trauma threshold. Like the wound threshold of a Player Character, hull trauma threshold represents the amount of physical damage that a ship or vehicle can suffer before it is either crippled or destroyed. Hull trauma threshold is measured in planetary scale, meaning that one point of hull trauma equals ten wounds on an individual.

SYSTEM STRAIN THRESHOLD

System strain threshold represents how well a ship or vehicle's internal systems handle the workaday abuse heaped on them by their owners and the galaxy at large. It is an aggregate of the efficiency and status of computer and navigation systems, engines and hyperspace drives, power generators, and a host of other delicate systems necessary to ensure peak performance. Once a ship or vehicle suffers strain exceeding its system strain characteristic, its systems begin overloading and shutting down until they can be repaired or rebooted. This negatively affects a vehicle's performance and can even temporarily cripple it on occasion, causing larger complications for its crew and passengers.

The factors that can cause a ship or vehicle to suffer strain are numerous and varied. Most commonly, a vehicle suffers strain due to the actions of its crew as they push it to (or beyond) its breaking point. Pushing sublight engines past their safe operating limits while outrunning a pursuer or firing weapons until their barrels glow are prime examples of this kind of strain. Vehicles also suffer strain due to freak accidents caused by excess , environmental hazards like rogue asteroids or ionized nebulae, or the effects of special weapons such as ion cannons.

One difference between system strain and regular strain is that system strain cannot be recovered by spending . It can only be restored through actions taken by the crew, or it recovers one system strain for every full day spent without suffering more system strain.

CUSTOMIZATION HARD POINTS

Every starship and vehicle produced in the galaxy is customizable to some degree. While many, like starfighters and most military vessels, are built for specific purposes and have very little room for modification, other civilian and commercial ships and vehicles are designed to be modular for ease of personalization and customization. The majority of freighters and transports fall squarely into this latter group, with highly modular hulls that can be configured in myriad ways to carry any kind of cargo imaginable. To this end, all ships and vehicles have a number of customization hard points that can be used to tweak a vehicle's performance, characteristics, or armament to suit the needs of its owners.

The number of customization hard points a ship or vehicle possesses is determined more by its make and model than by its size. A *Firespray*-class patrol boat is relatively small, yet easy to customize due to its construction, while a massive, kilometer-long *Imperial II*-class Star Destroyer has little to no customization potential despite its size, due to the specialized nature of its mission and design.

ATMOSPHERIC AND SUBLIGHT SPEED

Not all speeds are created equal in Age of Rebellion. Vehicles operating within a planet's atmosphere are necessarily slower than ships in space, where there is no friction or gravity working against a vessel's drives and limiting its speed. Thus, a vehicle traveling at one speed within an atmosphere may be moving more slowly than a vehicle traveling at the same speed in space. For example, an airspeeder with a speed of 4 traveling in atmosphere is slower than a starship with a speed of 4 traveling through space. In addition, starships with transatmospheric capabilities (typically anything of silhouette 5 or smaller) move at drastically lower speeds in atmosphere, even though their speed ratings stay the same. For example, a starfighter moving at speed 5 in atmosphere is moving slower than if it were traveling at speed 5 in space. This is due to the fact that, while they can operate in atmosphere, most starships are not optimized for it. Instead of having aerodynamic hulls and wings with variable control surfaces, they have to force their way through the air using drives and repulsorlifts.

PROTECTION

To protect their passengers, crews, and precious cargos, ships and vehicles in the *Star Wars* galaxy use a number of methods to avoid or deflect damage. In general terms, a ship or vehicle's protection is an amalgam of its maneuverability, the durability of its hull or chassis, the strength of its shields, and the thickness of its armor. Some ships have obscure types of protection such as focused gravity waves, clusters of point defense laser cannons, or launchers full of micro-missiles used to intercept incoming starfighters, shuttles, and ordnance. Whatever form these protections take, **Age of Rebellion** divides them into two discrete statistics: defense and armor.

DEFENSE

Defense reflects a ship or vehicle's ability to completely deflect or reduce the damage of incoming attacks or collisions through use of deflector shields, point defense systems, raw speed, or other, more esoteric, technologies. This is a crucial protective system, the first line of defense for the majority of space-going vessels and even some ground vehicles. Defense works the same as described on page 220; each point of defense adds ■ to any incoming attack roll made against a ship or vehicle. The amount of ▼ generated by the ■ added to the attacker's dice pool has the potential to greatly reduce or even negate any damage from the attack or collision, and the ⚙ generated also lessens the chance of Critical Hits.

SILHOUETTE AND DEFENSE ZONES

Ships (and those rare vehicles with defense) have a number of defense zones dictated by their silhouette. Anything with silhouette 4 or lower has two defense zones: forward and aft. Ships with silhouette 5 or higher have four defense zones: forward, aft, port, and starboard. Every ship comes with a pre-set defense rating for each of its defense zones, dictated by its computer system and the factory settings of its shield generators. The maximum amount of defense a ship or vehicle can have in any of its defense zones is four points, regardless of its size. For example, the sturdy BTL-A4 Y-wing attack starfighter has a silhouette of 3 and two defense zones, forward and aft. The default setting of the Y-wing's defense rating is one point of defense to the forward zone, and one point aft.

Most types of defense, especially the common ray and particle deflector shields found on the ships of the majority of spacefaring species, can be assigned or "angled" to different zones to shore up defense where it's needed the most. This is done by re-routing power from one zone to another, reducing the defense at one part of the ship to bolster it somewhere else. In the case of the Y-wing above, if it were being pursued by a TIE fighter, the pilot could re-route power from the forward defense zone to the aft defense zone, giving the Y-wing two points of defense aft and none forward until the power is reset. The Y-wing adds ■ ■ dice to the TIE fighter's attacks, but any attacks made against the forward defense zone suffer no ■.

Each ship and vehicle has a chart displaying its default shield settings by defense zone. For ships with silhouette 4 and lower, this is represented by two numbers, one for the forward zone and one for the aft zone. For ships of silhouette 5 or higher with multiple defense zones, this is represented by four numbers indicating the forward zone, the port zone, the starboard zone, and the aft zone.

ARMOR

Armor is a starship's second line of defense, and the only protection available to the majority of ground vehicles. It soaks up damage from attacks and impacts that are able to penetrate a ship's defense. The more passive of the two types of protection, starship and vehicle armor is made of a number of materials ranging from common durasteel to rare carbon composites and advanced polycarbonites. Much like personal body armor worn by Player Characters, a ship or vehicle's armor soaks a number of damage points equal to its rating. As it is based on planetary scale, one point of a ship's armor is equivalent to ten points of soak on a personal scale.

SHIPYARD STANDARD SYSTEMS

The number and variety of starships at large in the galaxy is staggering. Despite this, nearly every starship shares a number of common components required to travel safely among the stars. Ground vehicles also share some of these systems, primarily comms and sensors.

Sublight Engines: Sublight engines drive starships through realspace at speeds approaching that of light. They provide both transatmospheric and intrasystem capabilities to ships of all sizes, from the tiniest starfighter to the massive, kilometer-long Imperial Star Destroyers. The most common sublight engine is the ion drive, a tried-and-tested technology that uses fusion reactors with hypermatter cores to produce highly charged ions for thrust.

Hyperdrive: Hyperdrives were the key technology that allowed the foundation of galactic society as it exists today. These delicate drives allow a ship to enter hyperspace, an alternate state of reality that allows travel at speeds many times that of light. Hyperdrives are rated on a class scale of descending numbers that reflect the relative superluminal speed of a drive, with lower numbers denoting faster drives. Civilian hyperdrives are typically between class 3 and 4, although faster drives can be obtained. Most ships are equipped with a backup hyperdrive for use should the primary hyperdrive fail. These are typically exceedingly slow and are only really useful for short-range trips.

Navicomputer: Ranging from the sophisticated and powerful computer arrays used aboard military capital ships to the astrogation buffer in an R2 astromech droid, navicomputers are primarily used to generate and solve the incredibly complex calculations needed to make a safe jump through hyperspace.

Escape Pods/Ejection Systems: All ships, and many airspeeders, are equipped with emergency escape systems that allow a ship's crew to evacuate the ship in case of catastrophic damage. Most airspeeders and starships up to silhouette 3 are equipped with ejection seats that blast the pilot and any crew free of the disintegrating ship. Ejection seats are equipped with tiny maneuvering thrusters and a small repulsorlift engine designed to bring a pilot safely back to land in the case of ejection. Use of ejection seats is common in atmosphere, and many flight suits are designed to offer limited vacuum protection. Ships of silhouette 4 or larger are equipped with enough escape pods to evacuate the ship's crew and any passengers. These escape pods are pressurized and have enough consumables to keep their occupants—typically four to six sentients—alive for five standard days.

Sensors: Sensors grant a vehicle's crew a constantly updated, 360-degree view of their immediate surroundings. Sensors operate at different range bands depending on their ship and relative strength, and although powerful, can be fooled or jammed altogether by numerous technologies. Sensors operate in two modes: passive and active. Sensors operating in passive mode operate at low power and see everything around the ship up to their maximum range band. Using sensors in passive mode requires no skill check, as they are largely automatic and are relaying the minimum amount of data their programming provides. Sensors operating in active mode are more powerful and focused, however. When operating in active mode, sensors can see one range band farther than their listed maximum range, but can only see in one of the ship's fire arcs (forward, aft, port, or starboard). Using sensors in active mode requires an **Easy (◆) Computers check** modified by any ambient radiation, atmospheric disturbances, terrain such as forests or mountains (or asteroids or nebula in space), or active jamming on the part of whatever is being scanned.

Comms: "Comms" is shorthand for a ship or vehicle's means of communication. Standard comms are subspace transceivers with a range equal to that of the vehicle's sensors. If a ship has short-range sensors, for example, it also has short-range comms. Comms are typically unencrypted, easily intercepted, and easily jammed, although numerous modifications can be made to a ship's comm systems to make any signals transmitted or received more secure.

Transponder: Every space-going vessel possesses a subspace transponder. The subspace transponder broadcasts the vessel's registry, hull number, ownership, and other pertinent information on a special frequency that can be picked up by any vessel or subspace comm array at close range. The transponder also operates as a distress beacon in the event that a ship suffers some kind of critical emergency. It is considered a serious crime in the Empire to tamper with a transponder in any way, and evidence of an altered transponder is probable cause for a ship to be stopped and boarded by Imperial officers. This doesn't stop those who value their anonymity from doing so, however.

STARSHIP AND VEHICLE WEAPONS

Starship and vehicle weapons range from the light repeating blasters found on speeder bikes to the massive turbolaser batteries on the flanks of an Imperial Star Destroyer. However, in **Age of Rebellion**, every ship or vehicle-class weapon shares a number of common characteristics. These weapons are very similar to the weapons found in **Chapter V**, with some noted differences.

- **Range:** This is the maximum range of the weapon. Starships and vehicles use a larger scale to measure ranges than personal scale.
- **Damage:** This number is the base damage the weapon inflicts with a successful attack. For every ✲ generated during the attack, the attacker adds +1 damage to the base damage.
- **Critical Hit Rating:** This number is the amount of 🔱 required to trigger Critical Hits with the weapon. If enough 🔱 is generated and a Critical Hit is triggered, the character firing the weapon rolls 1d100 on **Table 7–9: Critical Hit Result** on page 258 to determine the Critical Hit's effect on the target. Some weapons and talents modify this Critical Hit roll, potentially making it more or less effective. In addition, a character can only generate one Critical Hit per hit on a target. However, if the roll generates enough 🔱 to result in multiple Critical Hits, the character can choose to add an additional +10 per additional Critical Hit to the roll result.
- **Fire Arc:** The direction or directions a weapon can be fired, based on its mounting. These are specified in individual vehicle profiles. Fire arcs are discussed in further detail in the **Fire Arcs** sidebar.
- **Special Qualities:** Many weapons, such as ion cannons, tractor beams, and repeating blasters, have additional special qualities that affect their performance. Descriptions of these special effects are found on page 168 of **Chapter V: Gear and Equipment**.

BLASTER CANNONS

Known colloquially as "flash cannons," blaster cannons are heavy, crew-served versions of the common personal blaster. Although they are less powerful than laser cannons, blaster cannons are highly effective against infantry and light vehicles and are typically found mounted to atmospheric vehicles and smaller spaceships. Blaster cannons come in several versions of varying power.

AUTO-BLASTER

Auto-blasters are rapid-fire variants of common blaster cannons. Advanced XCiter technology and highly specialized actuating modules means these weapons achieve high cyclical rates of fire, spraying a hail of shots with a single pull of the trigger or push of a button.

TABLE 7–1: STARSHIP AND VEHICLE WEAPONS

Name	Range	Dam	Crit	Qualities
Auto-Blaster	Close	3	5	Auto-fire
Blaster Cannon (Light)	Close	4	4	
Blaster Cannon (Heavy)	Close	5	4	
Concussion Missile Launcher	Short	6	3	Blast 4, Breach 4, Guided 3, Limited Ammo 3, Slow-Firing 1
Ion Cannon (Light)	Close	5	4	Ion
Ion Cannon (Medium)	Short	6	4	Ion
Ion Cannon (Heavy)	Medium	7	4	Ion, Slow-Firing 1
Ion Cannon (Battleship)	Medium	9	4	Breach 3, Ion, Slow-Firing 2
Laser Cannon (Light)	Close	5	3	
Laser Cannon (Medium)	Close	6	3	
Laser Cannon (Heavy)	Short	6	3	
Proton Torpedo Launcher	Short	8	2	Blast 6, Breach 6, Guided 2, Limited Ammo 3, Slow-Firing 1
Quad Laser Cannon	Close	5	3	Accurate 1, Linked 3
Tractor Beam (Light)	Close	—	—	Tractor 2
Tractor Beam (Medium)	Short	—	—	Tractor 4
Tractor Beam (Heavy)	Short	—	—	Tractor 6
Turbolaser (Light)	Medium	9	3	Breach 2, Slow-Firing 1
Turbolaser (Medium)	Long	10	3	Breach 3, Slow-Firing 1
Turbolaser (Heavy)	Long	11	3	Breach 4, Slow-Firing 2

FIRE ARCS

Every ship and vehicle has four fire arcs: forward, aft, port, and starboard. Each fire arc covers an area of the ship in a ninety degree arc extending from the center point of the ship. Depending on where on a ship's hull a weapon is located, and on the manner in which it is mounted, a weapon can cover one or multiple fire arcs. Fixed weapons cover only one fire arc. For example, the laser cannons mounted in the nose of the BTL-A4 Y-wing are fixed forward and can only hit enemies in the forward fire arc. Turret-mounted weapons, such as the turbolasers mounted to the CR90 corvette, can traverse to cover any fire arc required, which is listed as "Fire Arc All" in the weapon's description.

Some ships also have Dorsal (top) and Ventral (bottom) fire arcs. Weapons mounted on a ship's dorsal surface cannot hit ventral targets, and ventral-mounted weapons cannot engage threats approaching from the ship's dorsal side. For example, the ventral-mounted laser cannon on a YT-1300 light freighter has a ventral fire arc of All, which means it can engage any threat approaching from below the ship, but must reposition itself to engage enemies coming in from above.

ION WEAPONS

Ion weapons are anti-ship and anti-vehicle weapons designed to disable rather than destroy their targets. They use ion turbine generators to create masses of negatively charged particles, which are fused with plasma and released as blasts or pulses. The negatively charged particles interfere with a target's electrical systems, shorting circuits, corrupting computers, and forcing system shutdowns in an effort to subdue it or make it easier to destroy via more traditional means. Although this weapon is designed to do almost no physical damage, collateral damage such as fried circuits, fused joints, and even fires may occur due to the intense energy surges.

LASER WEAPONS

These weapons use focused light beams combined with charged particles to produce long range, accurate, and incredibly damaging blasts of energy. The number one choice for anti-vehicle and anti-personnel work, laser weapons make a fine complement to the lower yield blaster.

LASER CANNON

The standard anti-ship weapons mounted to starships, laser cannons are found on nearly every class of ship from the smallest starfighter to the mightiest capital ship. Preferred over blaster cannons for their damage and accuracy, laser cannons can be paired in batteries or mounted separately. Light and medium laser cannons are often found on starfighters and freighters. Heavy laser cannons are mounted to capital ships as secondary weapons to deal with smaller ships. Lasers are also often mounted to military ground vehicles.

QUAD LASER CANNON

Quad lasers are dedicated anti-starfighter weapons consisting of four small-caliber laser cannons linked to a single firing mechanism and slaved to a sophisticated fire-control system. They fire four laser blasts with every pull of the trigger and can quite easily fill the space around a ship with enough kilojoules of energy to destroy even the toughest starfighter or patrol boat.

TURBOLASER

Massive, heavy-caliber weapons with incredible energy requirements, turbolasers are the largest weapons mounted to starships. Turbolasers can punch clean through an opponent's shields, armor, and hull with a single blast, the lightest easily hulling small ships and the heaviest battering down the defenses of the largest cruisers. The trade-offs are their heavy power requirements, their slow recharge time, and their difficulty in tracking and hitting small, fast targets like starfighters.

TRACTOR BEAMS

Tractor beams are modified shield generators that project a beam of energy that can ensnare starships. Used on orbital shipyards, planetary starports, space stations, and many starships, tractor beams are commonly used to guide vessels safely into slips and docking bays, as well as to handle cargo. When mounted to warships, they can be used offensively to capture enemy vessels and draw them into docking bays for ease of boarding.

ORDNANCE

Ordnance provides vehicles and starships with a powerful one-use weapon that can punch through armor or even lock on to opponents and track them. These projectiles are propelled by small sublight drives and carry high-yield warheads designed to give small ships a heavier punch against large ships or to take out enemy starfighters or airspeeders before the opponent can close to engage. Most ordnance contains a sophisticated guidance system and vectored thrusters that allow it to track its target and even come around for another pass if it misses the first time.

LIMITED AMMO AND STARFIGHTERS

Sometimes starfighters or other small ships have weapons such as proton torpedoes or concussion missile launchers that have the Limited Ammo quality. Although normally Limited Ammo weapons can be reloaded with a maneuver once exhausted, starfighters generally carry only one payload of torpedoes or missiles, and must be reloaded back at a base or carrier starship. They cannot be reloaded in mid-flight, and especially not in mid-combat!

CONCUSSION MISSILES AND GRENADES

The more common and less powerful of the two types of shipboard ordnance, concussion missiles are found on all manner of spacecraft, from tiny starfighters to capital ships. Roughly a meter long, a concussion missile employs special warheads, combining a hardened durasteel penetrator that uses kinetic force to pierce through a ship's armor and a shaped high-explosive charge that causes damage through both explosive force and concussive shock. Concussion missiles are primarily anti-fighter weapons used to quickly deal crippling damage to starfighters and patrol boats, although they perform well against larger targets as well.

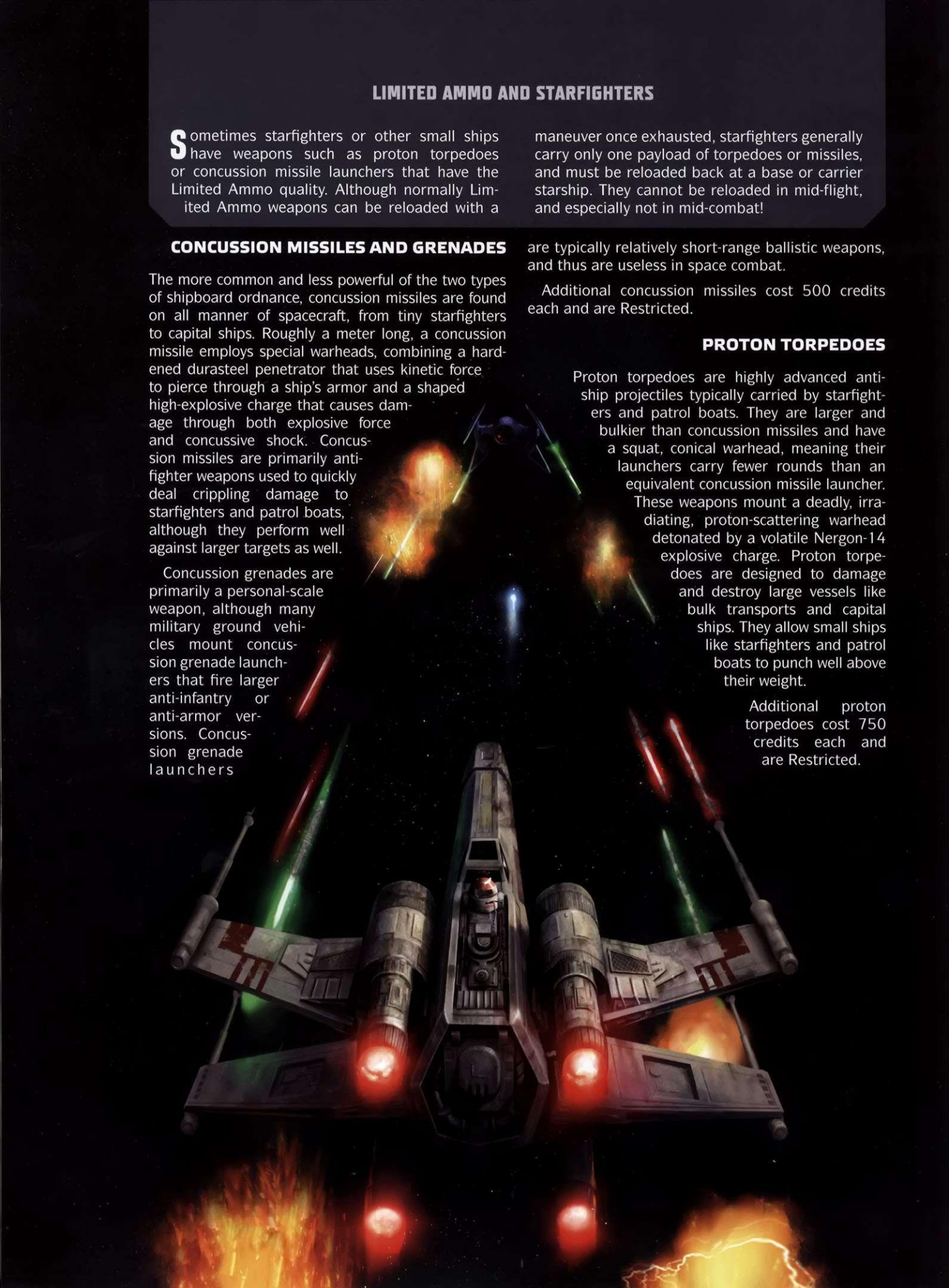
Concussion grenades are primarily a personal-scale weapon, although many military ground vehicles mount concussion grenade launchers that fire larger anti-infantry or anti-armor versions. Concussion grenade launchers are typically relatively short-range ballistic weapons, and thus are useless in space combat.

Additional concussion missiles cost 500 credits each and are Restricted.

PROTON TORPEDOES

Proton torpedoes are highly advanced anti-ship projectiles typically carried by starfighters and patrol boats. They are larger and bulkier than concussion missiles and have a squat, conical warhead, meaning their launchers carry fewer rounds than an equivalent concussion missile launcher. These weapons mount a deadly, irradiating, proton-scattering warhead detonated by a volatile Nergon-14 explosive charge. Proton torpedoes are designed to damage and destroy large vessels like bulk transports and capital ships. They allow small ships like starfighters and patrol boats to punch well above their weight.

Additional proton torpedoes cost 750 credits each and are Restricted.



STARSHIP AND VEHICLE COMBAT

Combat engagements between starships and vehicles—from dogfights in the space over a war-torn planet, to speeder chases through the crowded streets of a Core World—function using the same basic combat rules as found in **Chapter VI**. Starship and vehicle combat is not intended to be a completely separate rules system. Instead, it is designed to be an added layer of detail on the standard combat rules that allows players to run structured gameplay encounters using starships, vehicles, characters, or any combination thereof.

When running encounters using starships and vehicles, it is important to note that starships with silhouette 5 or higher have some different rules governing their actions. This is because these ships are quite a bit larger than starfighters and freighters, with crews of dozens or even hundreds of individuals.

COMBAT OVERVIEW

Starship and vehicle combat in **Age of Rebellion** follows the same basic order and rules as those detailed in **Chapter VI: Conflict and Combat**. It is listed again here for ease of reference.

STEP 1: DETERMINE INITIATIVE

Before the first salvos are fired, all players and NPCs need to determine the order in which they will take their turns. This is referred to as the **Initiative order**.

To determine the Initiative order, each Player Character and NPC makes a **Simple (–) Cool** or **Vigilance check** (for more information on which to use, see the **Cool or Vigilance?** sidebar on page 211). Once all Initiative checks have been made, the GM notes the results of each check and ranks them in order, from highest to lowest. If two checks are tied, the check with more is ranked higher, and if they are still tied, PCs are ranked higher than NPCs. This is the Initiative order.

COMBAT AND THE PILOTING SKILL

During combat involving Starships and Vehicles, Player Characters and NPCs are often called upon to make Piloting checks to control their vehicles, take certain actions, and avoid disastrous outcomes. Whenever a Piloting check is called for, the piloting character or NPC must make a check using either Piloting (Planetary) or Piloting (Space) depending on the vehicle. For the sake of brevity, the specific version of the Piloting skill is not defined and it is up to the GM to adjudicate which skill is most appropriate.

STEP 2: ASSIGN INITIATIVE SLOTS

Once the GM has determined the Initiative order, he notes which results were generated by Player Characters and which results were generated by NPCs. The results generated by Player Characters become Player Character Initiative slots. The results generated by NPCs become NPC Initiative slots.

STEP 3: PARTICIPANTS TAKE TURNS

Beginning at the top of the Initiative order, the players and GM fill each Initiative slot one at a time with a character turn. If the Initiative slot is a Player Character Initiative slot, then the players agree on one Player Character to fill the slot from among the Player Characters who have not acted that round. That Player Character then takes this turn. If the Initiative slot is an NPC Initiative slot, then the GM chooses one NPC to fill the slot from among the NPCs who have not acted that round. That NPC then takes this turn. Note that some starships can have multiple crew members in them.

STEP 4: ROUND ENDS

Once all NPCs and Player Characters have taken a turn, the round ends. At this point, any effects that last until the "end of the round" end. The GM also determines if the ongoing action warrants additional rounds, or if it has been resolved. If the ongoing action continues, repeat step 3 using the same Initiative order generated in step 1. If the action has been resolved and the encounter is over, proceed to step 5.

STEP 5: ENCOUNTER ENDS

Once the action has been resolved, the GM ends the encounter. At this point, any character abilities that can only be used "once per encounter" reset. Each Player Character also has a chance to catch his breath and recover strain, and can take steps to help heal any incapacitated characters.

SMALL CRAFT COMBAT

Combat between small, one-person ships like starfighters and patrol boats or speeder bikes and single-seat airspeeders is relatively straightforward. The pilot, as the sole crew aboard, has one starship maneuver and one starship action (or two starship maneuvers) during his turn. This means he can fly and fight aboard his ship, or concentrate solely on flying. Small craft combat (especially with high-speed vehicles like airspeeders, speeder bikes, or starfighters) is quite abstracted. As they are constantly moving and striving with one another for the upper hand (thanks to their incredible

speed and agility), it would be nearly impossible to map out every move a starfighter makes. Instead, the Game Master and players describe the actions the characters and NPCs take, embellish them with narrative flair, then make their skill checks to resolve the actions.

CAPITAL SHIP COMBAT

Combat in larger, capital-class starships of silhouette 5 or higher is, by necessity, more abstract due to the complexity of the vessels and the number of crew members involved. Similar to combat in small craft, capital ships can only perform one starship maneuver and one starship action (or two starship maneuvers) during their turn. This is not an inherent quality of the ship, however; it's based on the pilot or captain's actions and starship maneuvers. Along with the pilot, each additional crew member aboard can use his actions and starship maneuvers to man weapons, operate sensors, move about the ship, and generally engage in combat along with the pilot. This all happens in the same round, and is subject to Initiative order just like personal combat. Something to remember concerning ship combat with vehicles of this immense size is that each ship is likely to have hundreds or thousands of crew. GMs and players should not track all of their Initiative slots and actions during combat. Instead, only focus on those individuals who are actually doing things pertinent to the ongoing encounter, and feel free to ignore the rest.

COMBAT TURNS

Much like personal combat, combat between starships and vehicles in **Age of Rebellion** is largely an abstract, narrative-driven activity designed for quickness and ease of use. This is meant to better reflect the frenetic, cinematic, action-adventure style of *Star Wars* and to avoid bogging down a game session with the minutiae of charts and grid maps. This means that the maneuvers a starship performs are open to narration and the interpenetration of both the Game Master and the players.

In **Age of Rebellion**, Player Characters follow the same rules of combat as detailed starting on page 209. This means they can perform one action and one maneuver during their turn. They may also be able to perform a second maneuver by either suffering strain or spending ⟲, although no player may ever take more than two maneuvers during his turn.

MANEUVERS

Less involved than actions, maneuvers are simple activities that do not typically require a skill check. Beyond all the maneuvers in personal combat, there are several maneuvers that apply specifically to starships and vehicles. These additional maneuvers follow the usual rules governing maneuvers (see page 213). In addition (and especially in larger starships), characters are assumed to be able to perform any personal maneuvers such as dropping prone, managing gear, or interacting with the environment (although the GM and players should use common sense as to what a character can and cannot do given the situation). This also includes maneuvers such as aiming, since a character can aim with a quad laser turret just as he can aim with a blaster rifle. In general, all the maneuvers listed starting on page 213 apply in all forms of combat (with a certain level of common sense).

When ships or vehicles are in encounters, they should always track their current speed. A ship may be operating at any speed from zero to its maximum; however, accelerating and decelerating takes maneuvers to accomplish.

A starship or vehicle with a silhouette between 1 and 4 can benefit from one Pilot Only maneuver per round, and can benefit from a second Pilot Only maneuver if it suffers two system strain (Pilot Only maneuvers are ones that affect the movement of the ship itself, and ships may only move so fast and so far). If the starship has a single pilot, the pilot must also suffer 2 strain (or downgrade his action to a maneuver) to perform two maneuvers, as per combat rules. Some ships can have multiple pilots, in which case each can perform a Pilot Only maneuver and only the ship suffers the strain. However, these ships are rare.

A starship or vehicle with silhouette 5 or higher can only benefit from one Pilot Only maneuver in a round.

ACCELERATE/DECELERATE

Pilot Only: Yes
Silhouette: Any
Speed: Any
The pilot may increase or decrease the ship or vehicle's current speed by one, to a minimum of 0 or a maximum of the ship's maximum speed rating.

FLY/DRIVE

Pilot Only: Yes
Silhouette: Any
Speed: Any
This starship maneuver reflects the simple act of moving the ship or vehicle closer or farther away from something at its current speed. The number of starship maneuvers required for a ship or vehicle to move through a given number of range bands is dependent on its speed. It is important to remember that range is based on the moving ship's perspective, and is not a measure of actual physical distance. Moving between one range band and the next always takes two maneuvers regardless of speed, with the following exceptions detailed below:

- **Speed 0:** The ship or vehicle is not moving and cannot use this starship maneuver until it accelerates.
- **Speed 1:** One starship maneuver to move within close range of a target or object, or two starship maneuvers to move from close to short range or from short range to close range.
- **Speed 2–4:** One starship maneuver to move within close range of a target or object, or to move from close to short range or from short to close range. Two starship maneuvers to move from close to medium or medium to close range.
- **Speed 5–6:** One starship maneuver to move within close range of a target or object or to move from close to medium range or from medium to close range. Two starship maneuvers to move from close to long or long to close range.

EVASIVE MANEUVERS

Pilot Only: Yes
Silhouette: 1-4
Speed: 3+
Evasive Maneuvers reflects a pilot's efforts to avoid incoming fire, collision, or other calamity. Executing Evasive Maneuvers upgrades the difficulty of the dice pool once for all attacks made against the ship until the end of the pilot's next turn. While this makes the ship executing the starship maneuver harder to hit, it also makes it harder for the ship executing the starship maneuver to hit anything else. Executing Evasive Maneuvers likewise upgrades the difficulty of the dice pool once for all attacks made by the ship until the end of the pilot's next turn. Evasive Maneuvers can only be undertaken by ships or vehicles of silhouette 4 or lower. Anything larger is typically too slow or awkward to perform Evasive Maneuvers.

STAY ON TARGET

Pilot Only: Yes
Silhouette: 1-4
Speed: 3+
This reflects a pilot's concentration and his ability to shut out combat-related stresses and distractions to make sure a target is hit or an adversary destroyed. Until the end of the pilot's next turn, all combat checks from the vehicle or vessel executing this maneuver upgrade the ability of the dice pool once. Unfortunately, while he is concentrating so hard on his target, the pilot blocks out all other threats and is an easier target for opponents. Any combat checks made targeting a ship executing this starship maneuver also upgrade their ability once until the end of the pilot's next round. This starship maneuver is restricted to small vessels like starfighters and patrol boats; only ships or vehicles of silhouette 4 or lower can Stay on Target.

PUNCH IT

Pilot Only: Yes
Silhouette: 1-4
Speed: Any
This maneuver allows a ship or vehicle to go immediately to its maximum speed rating from any other speed, by throwing the throttles to maximum and overloading the ship or vehicle's drives. While expeditious, it also puts undue strain on a ship or vehicle. When executing this starship maneuver, the ship or vehicle suffers one point of system strain for every point of speed between the ship's current speed and its maximum speed.

For example, the pilot of a YT-1300 light freighter is hiding from an Imperial Navy patrol at speed 0 in the lee of a large asteroid. Suddenly, he is set upon by a pair of TIE fighters, decides that discretion is the better part of valor, and Punches It. He immediately throws his throttles to their maximum setting, and the ship jumps to life. While he escapes unharmed and is able to jump to hyperspace, the sudden acceleration causes deals three points of strain to his ship.

This starship maneuver is restricted to ships of silhouette 4 or lower, as larger vessels have too much mass to accelerate so quickly.

ANGLE DEFLECTOR SHIELDS

Pilot Only: No
Silhouette: Any
Speed: Any
Using this maneuver, a crewmember with access to the shield controls can reassign up to one point of defense from one defense zone to another. For example, a player could shore up a vessel's forward defense zone with a point from its aft defense zone. This maneuver only works if the ship or vehicle has defense that can be reassigned, as with deflector shields.

ACTIONS

In combat involving starships or vehicles, there are some additional actions characters may perform that specifically apply to the ship or vehicle they are operating. Some of these actions are labeled as Pilot Only actions. A starship or vehicle may benefit from only one Pilot Only action per round, no matter how many crewmembers are aboard her. (Pilot Only actions are actions that affect the movement of the ship itself, and ships may only move so fast and so far.)

Remember, any of the actions listed starting on page 216 of combat can also be performed in combats involving ships or vehicles, within the bounds of common sense.

BLANKET BARRAGE

Pilot Only: No
Silhouette: 5+
Speed: 0-3
The gunner uses the ship's weapons to raise a curtain of fire around the ship, protecting it from starfighters. Any smaller vessel attempting an attack run will have to brave a hurricane of heavy weaponry.

When performing the Blanket Barrage action, the character makes an **Average (◆ ◆) Gunnery check** and selects all weapons of a single type (heavy turbolasers, medium ion cannons, etc.) within one or more of his ship's firing arcs. Those weapons count as firing that round. Until the end of the character's next turn, all vehicles with silhouette 4 or smaller upgrade the difficulty of any combat checks made against the ship once, plus one additional time per ☋ ☋ scored on the Blanket Barrage Gunnery check. If their combat check generates ⚙ ⚙, they suffer one automatic hit, which deals half the base damage (rounding up) of the type of weapon used in the Blanket Barrage action. If their combat check generates ▽, they suffer one automatic hit dealing the base damage of the type of weapon used in the Blanket Barrage action.

At the GM's discretion, the Blanket Barrage might not cover all arcs of the ship (if the ship has no aft weaponry, for example, it may leave an opening aft), and some ships might be able to approach from this direction and avoid suffering the penalties from Blanket Barrage.

CONCENTRATED BARRAGE

Pilot Only: No
Silhouette: 5+
Speed: 0-3
The gunner directs the vehicle's fire to focus on a precise point on the opponent's hull. Focusing fire in this way has the potential to deal significant damage.

When performing the Concentrated Barrage action, the character fires all weapons of a single type (heavy turbolasers, medium ion cannons, etc.) within a single firing arc. This action requires at least two weapons to use, and

it cannot be used if there are not two weapons of a single type in the chosen firing arc. Although he is firing multiple weapons, he makes a single combat check, as per the rules for the Performing a Combat Check with Vehicle Weapons action. If the attack succeeds, the character may spend ❍ once to add damage equal to the number of weapons involved in the attack to one hit of the attack.

The Concentrated Barrage action can only be used to target ships with a silhouette 5 or higher.

DAMAGE CONTROL

Pilot Only: No
Silhouette: Any
Speed: Any
As a ship's hull shakes and rattles beneath the abuse of an enemy's laser cannons, sparks fly and systems begin to fail. The Damage Control action is an attempt to mitigate such stress, whether it's caused by combat or accident. Using this action, any Player Character who makes a successful Mechanics check recovers one point of system strain. The difficulty of the Mechanics check is determined by the strain the ship is currently suffering. Damage Control can be attempted as many times as needed to reduce a ship's system strain to zero (with the caveat that a single character can still only perform one action per turn, of course).

Likewise, a skilled mechanic can even repair some of the damage dealt to a vehicle during an ongoing fight, although this is much trickier. In general, PCs can only attempt one Damage Control check to reduce hull trauma (by one point per success) per encounter—there are only so many repairs that can be accomplished without the facilities of a proper shipyard. In addition, the GM is the final arbiter as to whether a Player Character can attempt repairs of hull trauma at all (a snubfighter pilot could not climb out of his cockpit during a dogfight to patch his wing, nor could a speeder biker reattach one of his control surfaces while driving through a forest).

Characters can also use this action to repair Critical Hits the ship is suffering from. The difficulty of repairing a Critical Hit is listed on **Table 7–9: Critical Hit Result**. Checks to repair Critical Hits can be attempted multiple times, until the Critical Hit is repaired.

TABLE 7–2: DAMAGE CONTROL DIFFICULTY

Total Strain	Total Hull Trauma	Difficulty
System strain less than half system strain threshold.	Hull trauma less than half vehicle's hull trauma threshold.	Easy (◆)
System strain equal to or more than half vehicle's system strain threshold.	Hull trauma equal to or more than half vehicle's hull trauma threshold.	Average (◆◆)
System strain exceeds vehicle's system strain threshold.	Hull trauma exceeds vehicle's hull trauma threshold.	Hard (◆◆◆)

GAIN THE ADVANTAGE

Pilot Only: Yes
Silhouette: 1-4
Speed: 4+
This action reflects the constant, frantic give-and-take of a dogfight between small craft like starfighters and patrol boats or high-speed vehicles such as airspeeders. It allows a pilot to gain the upper hand on a single opponent so that he positions himself for a better attack during the following round. To execute this starship action, the pilot makes a Piloting check, the difficulty of which is determined by the relative speeds of the ships or vehicles involved in the attack. These difficulties are outlined in **Table 7–3: Speed Advantage Difficulty**. If the check succeeds, the pilot ignores all penalties imposed by his own and his opponent's use of the Evasive Maneuvers starship maneuver until the end of the following round. In addition, the pilot also chooses which defense zone he hits with his attack. If he fails his check, he fails to gain the advantage from the attempt and still suffers the effects of any Evasive Maneuvers.

Once the advantage has been gained, on the following turn the opponent may attempt to cancel out the advantage by using Gain the Advantage as well. This works as described earlier, but his check is one step more difficult for each time he or his opponent has successfully Gained the Advantage against the other.

TABLE 7–3: SPEED ADVANTAGE DIFFICULTY

Difference in Speed	Difficulty
Initiating ship is traveling at the same speed as the target ship.	Average (◆◆)
Initiating ship's speed is one or more higher than target ship.	Easy (◆)
Initiating ship's speed is one lower than target ship.	Hard (◆◆◆)
Initiating ship's speed is two or more lower than target ship.	Daunting (◆◆◆◆)

ADDITIONAL SHIP AND VEHICLE ACTIONS

Pilot Only: No
Silhouette: Any
Speed: Any

When aboard a vehicle in combat, those who are not piloting or firing weapons may still want to contribute to the encounter. Although the number of options open to them is limited only by a player's creativity, **Table 7–4: Additional Starship and Vehicle Actions** has a list of actions passengers can attempt during encounters. The table lists the actions by name, the skill required, the check's attendant difficulty, and the results of a success (GMs should modify the difficulty of the check if they see fit, and can also keep players from using certain skills that may not make sense in a certain situation). These actions are all covered by the Perform a Skill Check action, and are by no means an exhaustive list. However, they do serve to provide a range of ideas.

OVERWHELMING BARRAGE

Pilot Only: No
Silhouette: 5+
Speed: 0-3

The gunner disperses the vehicle's fire to overwhelm the target with a multitude of shots, hitting it and every adjoining vehicle. This tactic is often used to overwhelm formations of enemy ships and vehicles.

When performing the Overwhelming Barrage action, the character fires all weapons of a single type (heavy turbolasers, medium ion cannons, etc.) within a single firing arc. This action requires at least two weapons to use, and cannot be used if there are not two weapons of a single type in the chosen firing arc. Although he is firing multiple weapons, he makes a single combat check, as per the rules for the **Performing a Combat Check with Vehicle Weapons** action. If the attack succeeds, the character may spend ⚙ to deal one additional hit to one vehicle that is at short range from the original target, plus

TABLE 7-4: ADDITIONAL STARSHIP AND VEHICLE ACTIONS

Action	Skills and Difficulty	Results
Plot Course	**Average (◆◆) Astrogation check or Hard (◆◆◆) Perception check**	The crewmember studies the terrain ahead and plots a course that should take the vehicle safely through it. On a successful check, each success reduces the ■ suffered for difficult terrain by 1.
Copilot	**Average (◆◆) Piloting check**	The crewmember serves as the vehicle's copilot, managing systems and auxiliary equipment to allow the pilot to focus on flying or driving. On a successful check, each success downgrades the difficulty of the pilot's next piloting check by 1.
Jamming	**Average (◆◆) Computers check**	The crewmember uses the vehicle's systems to jam the communications of enemy vehicles. On a successful check, the enemy must make an **Average (◆◆) Computers check** to use its communication systems. The difficulty increases by one for each additional ✲ ✲, and the jamming affects an additional target for each ⚙ spent.
Boost Shields	**Hard (◆◆◆) Mechanics check**	The crewmember reroutes power from other systems to boost the defensive systems of a vehicle. This only works if the vehicle already has a defense rating. On a successful check, the vehicle suffers 1 system strain and increases the defense of one defense zone by one until the beginning of his next turn. Additional ✲ increase the duration by one round per ✲.
Manual Repairs	**Hard (◆◆◆) Athletics check**	In some cases, repairs can be as simple as a sturdy metal plate welded over a damaged system. If the GM allows it and the crewmember has the proper tools for the job, the crewmember can attempt to use the Damage Control action with Athletics rather than Mechanics. If successful, he may remove 1 point of hull trauma from the ship, plus 1 additional point for each additional ✲ ✲. Remember, this follows the limitations of the Damage Control action, and thus may only be attempted once per encounter.
Fire Discipline	**Hard (◆◆◆) Leadership or Discipline check**	The crewmember forgoes fighting to analyze the opponents' tactics and direct his fellows to greater accuracy with their weapons fire. If successful, the next crewmember firing a weapon aboard the ship can add □ to his check. Each additional ✲ ✲ grants this to an additional crewmember. In addition. the crewmember may spend ⚙ ⚙ ⚙ to allow every hit from shipboard weapons to inflict 1 system strain on their target as well as regular damage until the beginning of his next turn as the carefully timed shots pummel shields and overload systems.
Scan the Enemy	**Hard (◆◆◆) Perception check**	The crewmember uses the ship's scanners to study the enemy. If successful, he learns what weapons the ship has, its modifications, and its system strain and hull trauma thresholds. If he spends ⚙ ⚙ he can also learn its current system strain and hull trauma levels.
Slice Enemy's Systems	**Hard (◆◆◆) Computers check**	The crewmember uses powerful shipboard computers to attempt to disrupt the systems of an enemy vehicle. If successful, he reduces the defense of one zone on the target vehicle for one round per ✲. A ⊕ may be spent to disable a weapon system for one round, and ⚙ ⚙ may be spent to inflict 1 system strain on the target vehicle.
"Spoof" Missiles	**Average (◆◆) Computers check or Hard (◆◆◆) Vigilance check**	The crewmember tracks incoming attacks and uses vehicle systems to disrupt their tracking systems, or even times incoming missiles and drops flares and chaff at the opportune moment. If successful, any attacks against the crewmember's ship or vehicle using weapons with the Guided quality upgrade their difficulty by one (plus an additional upgrade for every additional ⚙ ⚙) until the start of the crewmember's next turn.

one additional vehicle for every 10 weapons involved in the attack. Vehicles hit in this way must have a silhouette equal to or higher than that of the original target. For example, firing 10 weapons allows the attacker to hit two additional targets with ⟲, firing 20 weapons allows him to hit three additional targets, and so on. The extra hit can be triggered multiple times, but cannot target any ships that have already been hit during this action.

These hits deal the weapon's base damage, +1 damage per ✲ on the check.

PERFORM A COMBAT CHECK WITH VEHICLE WEAPONS

Pilot Only: No
Silhouette: Any
Speed: Any
This is similar to the Perform a Combat Check action on page 216, with some minor differences in implementation due to the differences between vehicles and individuals. For this reason, the steps to perform a combat check are repeated, with the differences written in each step, instead of the differences being listed without context.

Each weapon on a starship or vehicle may only be fired a maximum of once per round unless a rule specifically allows otherwise.

1. DECLARE AN ATTACK AND SELECT TARGETS

With the enemy ship lined up in his gun sights and the sound of his targeting systems in his ears, the character chooses to make an attack. He selects the skill he will use to make the attack (usually the Gunnery skill, although some vehicles may have weapons on them requiring the Ranged [Heavy] skill instead). Most combat checks aboard a starship or vehicle are made using the starship or vehicle's weapons. Remember, **a particular starship or vehicle weapon can only be used once per round**, no matter how many characters there are aboard the ship.

2. ASSEMBLE THE DICE POOL

Before pressing the firing stud and sending a barrage of laser fire at his target, the character must assemble a dice pool based on the skill used, its characteristic, and any applicable talents and abilities he possesses. Certain conditions, such as the effect of a Critical Injury, a Critical Hit inflicted on the ship or vehicle, or an environmental effect, may also contribute dice to the dice pool. See page 26 for more information on building a dice pool.

The difficulty of combat checks when firing from vehicles or starships is based on comparing silhouettes of the firing ship and the targeted ship (even if the target of the attack is not a vehicle or starship) and is outlined in **Table 7–5: Silhouette Comparison**. This reflects the fact that large ships find it difficult to hit small, fast vessels, and their bulk makes them an easy target for those same small craft. Thanks to the advanced targeting computers installed in most starships, the range of a shot has no bearing on the attack's difficulty; if the target is within range, a starship can hit it. The check is further affected by modifiers brought on by starship maneuvers, talents, terrain, or any other modifiers at the Game Master's discretion.

When attacking a ship of silhouette 4 or lower, the defender chooses which defense zone the attack hits. Smaller ships are more agile and constantly in motion, meaning that during combat they are continually juking, dodging, evading, and generally positioning themselves so that their strongest defense zone is always facing their attacker. When attacking a ship of silhouette 5 or higher, the defense zone affected by the attack is determined by the position of the ships in combat. The relative positions of ships in combat is determined by both the Game Master's and the Player Characters' actions and is illustrated through the cinematic gameplay style inherent in **Age of Rebellion**.

TABLE 7–5: SILHOUETTE COMPARISON

Difference in Silhouette	Difficulty
Firing vessel has the same silhouette as target, or the silhouette is 1 larger or smaller than the target.	**Average (◆◆)**
Firing vessel has a silhouette 2 or more points smaller than the target vessel.	**Easy (◆)**
Firing vessel has a silhouette 2 points larger than the target ship.	**Hard (◆◆◆)**
Firing vessel has a silhouette 3 points larger than the target ship.	**Daunting (◆◆◆◆)**
Firing vessel has a silhouette 4 or more points larger than target ship.	**Formidable (◆◆◆◆◆)**

3. POOL RESULTS AND DEAL DAMAGE

Once the player rolls the dice pool for his character, he evaluates the results. As with any skill check, the check must generate more ✲ than ▼ to be successful.

When making a combat check, after calculating overall success, each remaining ✲ adds +1 damage to a successful attack. If the attack affects multiple targets, the additional damage is added to each target. Remember, most weapons on vehicles or starships deal damage on planetary scale, meaning each point of damage is the equivalent of 10 points of damage on a personal scale.

4. RESOLVE ⟲ AND ⊕

As with every skill check, ⟲ and ⊕ can be spent to gain incidental beneficial effects on a combat check. However, just as the rules governing encounters are somewhat more regimented than the rules governing narrative gameplay, some of the options governing the spending of ⟲ and ⊕ are more clearly defined. In encounters, the player controlling the active character determines how his character spends ⟲ and ⊕ unless the GM has a specific reason to decide for him instead.

The first way to spend and in an attack is to activate Critical Hits or active weapon qualities. As described on page 171 and page 257, each weapon has a critical rating that consists of a numeric value. The user can spend that many to inflict one Critical Hit on the target in addition to regular effects and damage. (If the target is an individual, it inflicts a Critical Injury as per page 230.) For more information on starship and vehicle Critical Hits, see page 257. Remember, the attack must deal damage past armor to inflict a Critical Hit.

Weapon qualities are special effects and abilities that apply only when using that particular weapon. They come in two forms, active and passive. Active abilities require the user to spend a certain number of to trigger them. Generally this is , although some qualities require more or less. Qualities can inflict effects on a target that, unless specified otherwise, are always in addition to other effects, Critical Hits, and damage.

In addition to always counting as an additional , can be spent to activate these abilities as well. may be spent to inflict one Critical Hit (no matter what the critical rating on the weapon is) on a successful attack. In addition, may be spent to activate one weapon quality, no matter how many it would normally take to do so.

However, there are additional options for spending and in starship or vehicle combat. A list of the most common can be found on **Table 7–6: Spending and in Starship and Vehicle Combat**. As in regular combat, this list is not intended to be absolute, but to provide guidelines for players and GMs.

5. RESOLVE AND

In the same fashion in which the controlling player determines how his character spends and in his combat check, the GM determines how to spend any and generated in the check. By default, the GM determines how and are spent, although in some cases (such as checks made by NPCs) he may give the players the option to spend these instead.

Unlike and , most weapons do not have specific options for spending and , although this is not always the case. Some particularly volatile or dangerous weapons do have these options, and if they do, the options are detailed in the weapon's description. There are specific options for spending and in starship encounters, however; the most common of these can be found on **Table 7–7: Spending and in Starship and Vehicle Combat**. As with and , keep in mind that these are not intended to be the only options available. As always, GMs can invent other ways to spend and , depending on the specific circumstances of the encounter, and any option that the players and GM agree on can be viable.

6. REDUCE DAMAGE, APPLY TO HULL TRAUMA THRESHOLD, AND APPLY CRITICAL HITS

When a ship or vehicle suffers damage, it reduces that damage by its armor (fulfilling the same purpose as soak on individuals). If any damage remains after this reduction, the vehicle suffers that much hull trauma (applied against its hull trauma threshold). If the net result is zero or negative, the vehicle suffers no hull trauma. See page 256.

A successful attack can also generate a Critical Hit, which is similar to a Critical Injury. This can occur because the weapon's critical rating triggered or because the target accumulated hull trauma greater than its hull trauma threshold. When a Critical Hit is inflicted, the attacker rolls percentile dice on **Table 7–9: Critical Hit Result** on page 258. The result of the dice roll indicates which Critical Hit is applied.

Some weapons and talents modify this Critical Hit roll, potentially making a Critical Hit more or less effective. In addition, the attacker can spend the critical rating cost multiple times on a single hit, adding +10 to the result for each additional Critical Hit beyond the first. Note that talents and qualities that specifically affect Critical Injuries do not affect Critical Hits (so the Vicious quality, for example, would have no effect on a ship or vehicle).

TABLE 7-6: SPENDING AND IN STARSHIP AND VEHICLE COMBAT

Cost	Result Options
or	Add □ to the next allied active character's Piloting, Gunnery, Computers, or Mechanics check. Notice a single important point in the ongoing conflict, such as a fatal flaw in an enemy ship's course or a weak point on an attack speeder. Inflict a Critical Hit with a successful attack that deals damage past armor (cost may vary). Activate a weapon quality (cost may vary).
or	Perform an immediate free maneuver, provided the active character has not already performed two maneuvers in that turn. Add ■ to the targeted character's next Piloting or Gunnery check. Add □ to any allied character's next Piloting, Gunnery, Computers, or Mechanics check, including the active character.
or	When dealing damage to an opposing vehicle or ship, have the shot temporarily damage a component of the attacker's choice rather than deal hull damage or system strain. The effects of this are up to the attacker and the GM, and should make logical sense. For example, damaging a ship's shield generator should drop its defense to 0 until the generator is repaired (ideally with a Mechanics check). However, it should not be too debilitating. See **Tables 7–10** and **7–11** on page 259 for some possible components to disable. Ignore penalizing terrain or stellar phenomena until the end of the active character's next turn. If piloting the ship, perform one free Pilot Only maneuver (provided it does not break the limit of maximum number of Pilot Only maneuvers in a turn). Force the target ship or vehicle to veer off, breaking any Aim or Stay on Target maneuvers.
	Upgrade the difficulty of the targeted character's next Piloting or Gunnery check. Upgrade any allied character's next Piloting, Gunnery, Computers, or Mechanics check. Do something vital to turning the tide of battle, such as destroying a capital ship's shield generator or losing a pursuing ship in an asteroid field.
	When dealing damage to an opposing vehicle or ship, have the shot destroy some important component of the attacker's choice rather than deal hull damage or system strain, leaving it completely inoperable until fully repaired. As with the above option for disabling a component, this should be agreed upon by the GM and player, but could include destroying the engines of a fleeing ship, taking out their hyperdrive, or blowing off weapons. See **Tables 7–10** and **7–11** on page 259 for some possible components to destroy.

TABLE 7-7: SPENDING AND IN STARSHIP AND VEHICLE COMBAT

Cost	Result Options
or	If piloting a ship, sudden maneuvers force the ship to slow down by 1 point of speed. The active character loses the benefits of a prior maneuver (such as executing Evasive Maneuvers or Aim) until he performs the maneuver again. The character's active ship or vehicle suffers 1 system strain. (This option may be selected more than once.)
or	An opponent may immediately perform one free maneuver in response to the active character's check. Add □ to the targeted character's next Piloting or Gunnery check. The active character or an allied character suffers ■ on his next action.
or	The Initiative slot being used by the active player drops to last in the Initiative order. The active character grants the enemy a significant advantage in the ongoing encounter, such as drifting straight into his line of fire, decreasing the difficulty of any checks made against the active character's ship or vehicle by one until the beginning of that character's next turn.
	The primary weapon system of the active character's ship (or the particular weapon system he is manning if he is acting as a gunner) suffers the effects of the Component Hit Critical (see page 258). This does not count toward the ship's accumulated Critical Hits. Upgrade the difficulty of an allied character's next Gunnery, Piloting, Computers, or Mechanics check, including the current active character. The active character suffers a minor collision either with one of his opponents within close range or with the stellar phenomena/terrain he is flying or driving through.
(plus failed check)	The active character suffers a major collision either with one of his opponents within close range or with the stellar phenomena/terrain he is flying or driving through.

VEHICLES AND MINIONS

When using starships and vehicles in combat, a GM can still use the rules for minions to streamline and speed up encounters. With single-pilot vehicles such as speeder bikes, airspeeders, or starfighters, this process if very similar. Simply combine two to four of the same vehicles (and piloted by the same minion NPC profile) into a single minion group. This group of vehicles operates as a single entity, which can narratively be described as flying in formation, or at least a loosely clustered mob. Just as with minion groups of NPCs, starship or vehicle minion groups attack once as a group (upgrading the skill check if their "group only" skills allow this) and take damage as a group. They all select the same maneuvers and move to roughly the same locations as well.

Larger capital ships or heavy vehicles are generally never treated as minions—nobody wants to have to fight a minion group of two to four Star Destroyers, after all. However, they can have minion groups operating within them. A capital ship with multiple weapons should have their weapons operated by minion gunners. Such a ship generally has multiple weapons of the same type firing in the same arc. A GM can group multiple weapons of the same type and with the same firing arc on the same vehicle or ship and have them fire as a single minion group. This means all the weapons fire as one at the same target, upgrading their check if the minion gunners have Gunnery as a group skill. This speeds up the turns of capital ships (since they generally have a large number of guns to fire) and represents the ability of capital ships to hit other vessels through sheer volume of fire.

Remember, however, when using minion groups on a single capital ship or vehicle, the vehicle is still what takes damage, not the minion group.

PLANETARY SCALE RANGE BANDS

Like personal combat, starship and vehicle combat utilizes broad and abstract range measurements referred to as planetary scale range bands. Planetary scale range bands follow the same rules as regular range bands, found on page 221. The only difference is that planetary scale range bands operate on a much larger scale.

As stated on page 222, close range on planetary scale picks up where personal scale leaves off. However, the scale is so much bigger that a single person could never use maneuvers to move next to a target that's "close" to him on a planetary scale—the distance may be up to several kilometers and take an hour of walking to cover. Further range bands on a planetary scale would be even more extreme.

This isn't to say that ships and vehicles (especially smaller vehicles such as landspeeders), can't operate in standard range bands. Any ship or vehicle able to move could cover the distance measured by standard range bands quickly, and individuals would measure their range to a vehicle or ship using standard range bands. However, because ships and vehicles can cover those distances so quickly, it makes little sense for them to measure distances in such (relatively) small increments. This goes doubly true for starfighters and airspeeders, which can cover kilometers of distance in seconds.

Therefore, vehicles and starships use a second set of range bands, referred to as **planetary scale range bands**. As mentioned previously, the shortest range band in planetary scale ("close range") encapsulates all range bands in personal scale. This means a ship or vehicle able to move to a point within close range is also covering the equivalent of all five range bands' worth of distance in personal scale. This also means even the shortest range starship and vehicle weapons have the range of the largest personal-scale ranged weapons.

CLOSE RANGE

Close range in planetary scale is slightly farther than extreme range in personal scale, and it can cover everything from a few dozen meters up to several kilometers in distance between two points. This might seem like a great deal of space, but most vehicles can cover this distance in several minutes at worst and micro-seconds at best.

On the surface of a planet, most ground vehicles engage at close range, using their larger heavy blasters and laser cannons to hit targets a regular soldier would have trouble seeing, much less hitting. In the air and in space, close range is the metaphorical "knife fight"

PLANETARY SCALE IN SPACE AND ON THE GROUND

Planetary scale range bands can represent longer or shorter distances, depending on whether the encounter is taking place in space or on (or just above) a planet's surface. This is because space is a much larger environment than any ground-based environment. Without air friction and terrain to hinder movement, starships can move much faster than even the fastest airspeeder. This is why each planetary scale range band talks about the distances represented in space and on the ground.

range, in which dogfights between snubfighters or high-performance airspeeders take place. Capital ships endeavor to stay out of close range of each other, as it is essentially point-blank for their weapon batteries. Two large warships slugging it out at close range can tear each other to bits in short order.

SHORT RANGE

Short range in planetary scale is anything up to roughly several dozen kilometers away. On the surface of a planet, this is far enough that vehicles no longer engage each other with line-of-sight weaponry (although artillery weapons can still pound opponents with indirect fire).

In space, short range is just out of dogfighting range and beyond the range of most starfighter and patrol boat weapons. However, most self-propelled weapons can hit targets within short range, so these smaller vessels often carry concussion missiles and proton torpedoes to extend their reach. Short range is still uncomfortably close for capital ships, though not quite as brutally point-blank as close range.

MEDIUM RANGE

On the surface of a planet or inside a planet's atmosphere, something is within medium range if it is within roughly fifty kilometers, long enough that only the most powerful artillery weapons can engage it.

In space, something may be within medium range at a somewhat longer distance, up to a few hundred kilometers. This is far beyond the reach of most starfighter weapons, but at the ideal range of most of the big guns mounted on capital ships. Thus, most capital ship engagements happen at medium range, with starfighters dogfighting between them.

LONG RANGE

Long range on a planet's surface can be anywhere from a hundred to two hundred kilometers away. Engagements never happen at this distance, at which enemies appear as flickering phantoms on the screens of each side's scanner systems.

In space however, long range can be up to several thousand kilometers away. At this point, engagements between ships become rare, with only the largest capital ship weapons able to bridge the gulf.

EXTREME RANGE

On a planet's surface, extreme range is the far edge of a vehicle's scanners, far enough that weapons cannot hope to reach.

In space, extreme range is likewise beyond the range of almost all starship weapons, even those mounted on capital ships. At extreme range, opposing ships are still jockeying for position before engaging each other, and both sides still have the chance to break off and escape.

STELLAR PHENOMENA OR TERRAIN

Space is full of obstacles, from simple asteroids and fiery comets to strange gravitational anomalies, nebulae, even dreaded black holes. When a ship passes near or through one of these treacherous obstacles, the pilot might need to make an appropriate Piloting check, even if he is attempting a starship maneuver that typically wouldn't require one. This starship maneuver's difficulty is based on the ship's speed (as it is generally easier to avoid an obstacle while traveling at a reduced speed) and silhouette (as it is usually easier to dodge something in a smaller ship than in a larger one).

These rules also apply to vehicles driving on the surface of a planet or flying in a planet's atmosphere. The basic concepts are the same: smaller, more agile vehicles are more likely to avoid a fatal collision with the local terrain than larger, cumbersome vehicles.

When making the Piloting check, the difficulty is equal to the vehicle or starship's current speed or half of its silhouette (rounded up), whichever is higher. The lower of the two values indicates how many times the difficulty of the check is upgraded. So a TIE fighter flying through an asteroid field at top speed (speed 5) would make a Piloting check with a **Formidable (◆◆◆◆◆) difficulty**. He would then take half his silhouette (base of 3, divided in half and rounded up to 2) and upgrade the difficulty of the check by that value. In the end, the poor TIE pilot has to make a check against ◆◆◆ and ●●.

However, a Jawa sandcrawler with a speed of 1 and silhouette of 4 driving through a canyon would only be an **Average (◆◆) check**, with one die upgraded to a ●. In this case, the slow speed of the sandcrawler works to the Jawa pilot's advantage, even if the vehicle is fairly large and unwieldy.

Failing these checks does not mean the ship or vehicle crashes (although failing and generating ▽ might well result in a crash). Instead, it means that the pilot has been unsuccessful in navigating through the situation. He drops his speed by one, and does not reach wherever he was attempting to go (if he was trying to reach a specific location at medium range from him, for example, he remains at medium range from the location).

NAVIGATION HAZARDS

While even the tiniest speck of debris can pose a threat to a starship hurtling through the void, not all astronomical features are created equal. Piloting a ship through a well-charted nebula is one thing, but threading a ship through a densely packed asteroid field while being chased by Imperial fighters is another matter entirely. If local space is hazardous enough, the Game Master can add ■ to a player's Piloting check.

CELESTIAL HAZARDS AND DIFFICULT MANEUVERS

Ship captains or vehicle drivers might find themselves in situations where they are already in the thick of an asteroid field or nebula (or a swamp or scree-covered hillside) and need to perform an action that requires a Piloting check. In this case, the player makes his Piloting check as specified in the description of the action (not the check specified by his speed and silhouette). He does, however, add the specified number of ■ dictated by the difficulty of the obstacles; see **Table 7–8: Navigation Hazard Setback Dice** for reference. The Game Master can also choose to upgrade the difficulty of the check based on the speed of the vehicle or ship. In general, he should upgrade the difficulty once if the speed is 1 to 3, and twice if the speed is 4 to 6.

TABLE 7–8: NAVIGATION HAZARD SETBACK DICE

Number of ■	Planetary Description	Space Description
-	Flat, clear terrain. Roads, firm fields, grassy plains, or (if flying) clear skies and good weather.	An easy, relatively unchallenging navigational situation. A broad, loosely packed asteroid field, for example, or a thin, calm nebula.
■	Somewhat trickier terrain. Scattered trees, dense undergrowth, rolling hills, sand dunes, or windy weather.	A tricky but not seriously daunting set of obstacles. Flying over high mountains on a moon, or a thicker asteroid field or nebula.
■■	Dangerous terrain. A thick forest, steep and rock-covered hills, or flying in atmosphere during a violent storm	A dangerous astronomical feature. Flying around or through a fracturing comet, or navigating through a particularly dense and turbulent asteroid field.
■■■ +	Very risky terrain. Sheer cliff faces, deep swamps, lava with only a thin crust of hardened rock, or speeding through a canyon only just wide enough for the vehicle to fit through are all examples of flying or driving across this type of terrain.	An extremely dangerous situation calling on every ounce of a pilot's skill and coolness. Navigating the Maw, flying close to a deadly pulsar, flying through asteroid tunnels, or other dangerous and foolhardy pursuits.

THE CHASE

There are some cases in starship or vehicular combat when two or more characters want to engage in a chase. In this case, the standard rules for combat can be modified slightly to represent this.

The most important thing to remember in a chase is that a great deal of the action is going to be narrative in nature. Skill checks can and will resolve the outcome of the chase, but the action during the chase is mostly narrative, and therefore up to the GM and players to describe.

To resolve a chase, the GM first should determine how far away the two vehicles start from each other. If the chase consists of two ground vehicles, such as speeder bikes or landspeeders, the GM may want to use personal scale range bands. If, on the other hand, the chase consists of two airspeeders, starfighters, or even capital ships, he should probably use planetary scale range bands.

Once he's determined starting distance, the chased and the pursuer should make a competitive Piloting check, with the type of Piloting check being dependent on the vehicles being used. The difficulty of the check depends on the circumstances of the chase. A pursuit through clear space with no terrain could be a **Simple (-) check**. Conversely, if the terrain is actually a factor, then the difficulty should be set using the rules found on the opposite page, which means pilots will likely need to balance their need for speed with the dangers of running into possibly fatal obstacles.

Once both parties have made their check, compare total successes (as with every competitive check). If the pursuer wins, he closes the distance between him and his prey by one range band. If the chased wins, he opens the distance between him and his pursuer by one range band. In addition, if the winner is traveling faster than the loser, he opens or closes the distance by an additional number of range bands equal to the difference in relative speeds.

It is up to the GM at what point the chase resolves, but in general, it should end if the pursuer is able to close the gap so that he is engaged (or at close range) with his prey, or if the chased is able to open the distance to beyond extreme range.

If the chase is taking place as part of a larger encounter (such as two characters on speeder bikes chasing each other while the rest of the group fights a larger battle), then the GM should have the parties involved in the chase make their competitive check at the beginning of the round, before anyone takes their turn. Then all characters take their turns as normal, with those involved in the chase having a turn to boost their speed, attack the person they're pursuing, or even try to make emergency repairs while they continue their pursuit (however, they cannot use their turn to take maneuvers that would move their position relative to the other members of the chase until the chase is over). It's important to note that the positions of those involved in a chase are likely changing relative to the rest of the party, and it's up to the GM and players as to where they go. Remember, the chase rules represent how far away the members of a chase are from each other, not how far they travel or where they actually go. This part is the narrative aspect of a chase discussed previously.

Finally, it's important to note that these rules can also be used to play out a foot chase, the only differences being that the difficulty of the chase would be a set difficulty, the speed of all participants would be equal, and the competitive check would probably be Athletics.

TAKING DAMAGE

As is the case with Player Characters in personal combat, there are two types of damage ships and vehicles suffer in **Age of Rebellion**: system strain and hull damage. System strain is similar to the strain suffered by Player Characters, and reflects light, temporary damage caused by glancing blows or pushing a vessel to the limits of its capabilities. Hull damage is more serious and, consequently, more life-threatening. This is actual, physical damage that makes its way past the ship's defenses and becomes hull trauma. Hull trauma is permanent until repaired.

HULL TRAUMA

A ship's hull trauma threshold is a measure of a ship or vehicle's sturdiness and build quality. When a ship suffers damage in excess of its armor, the excess converts into hull trauma. When hull trauma exceeds a ship or vehicle's hull trauma threshold, one of two things happens. For vehicles silhouette 3 or smaller and of no particular importance (a common TIE fighter or a landspeeder full of faceless thugs for example), it simply explodes, killing the pilot and any passengers. Alternately, at the Game Master's discretion, the vehicle could simply be disabled. For larger vehicles such as stock light freighters or anything silhouette 4 or larger (or a smaller ship such as a starfighter or a landspeeder with a Player Character inside it), the vehicle immediately suffers a Critical Hit from **Table 7–9: Critical Hit Result** on page 258. Additionally, the ship's systems shut down, it reverts to emergency power, its sublight drives sputter out, and the ship is adrift. At this point, the ship is a near-lifeless hulk, effectively out of combat, and likely being evacuated.

If the pilot or crew of a crippled ship with hull trauma that exceeds its hull trauma threshold is particularly desperate or foolish, they may attempt some temporary repairs to either escape or rejoin the fray. By scavenging parts from ruined systems, raiding the hold for any spares, and bypassing damaged components, along with a **Hard (◆◆◆) Mechanics check**, the crew can bring the ship back to some semblance of life. The ship reduces its hull trauma to one below its hull trauma threshold but suffers the following penalties: speed is reduced to 1, handling is reduced to –3, and all weapon systems are inoperable until fully repaired. If the ship reenters combat in this fragile state, any attack that inflicts hull trauma immediately generates a Critical Hit, with +30 added to the roll on **Table 7–9: Critical Hit Result**. All of these effects persist until the ship can be dry-docked and repaired.

COLLISIONS

There are occasions when vehicles or starships will run into the terrain around them, or into another nearby vehicle or starship. In these cases, there are two possible collisions: glancing blows (minor collisions) or head-on hits (major collisions). These collisions can be mitigated by a ship's defenses; particle shields in particular are specifically designed to absorb impacts.

In the case of a minor collision, all vehicles or starships involved suffer a single Critical Hit. Subtract the ship's defense times 10 from the roll; if the result is zero, the ship's shields or other defenses have nullified the collision entirely, and the Critical Hit is canceled. In the case of a major collision, all vehicles or starships involved suffer a single Critical Hit as well. However, only subtract the ship's defense multiplied by 5 from the roll. If there are multiple defense values on multiple facings of the ship, the GM chooses which facing is hit, based on what the ship or vehicle was doing at the time.

At the GM's discretion, some particularly large vehicles and vessels might be able to ignore collisions with very small vehicles or vessels. However, larger ships and vehicles have a harder time avoiding collisions with larger asteroids or terrain features.

SYSTEM STRAIN

System strain works the same way as strain suffered by characters. A vehicle that suffers strain in excess of its system strain threshold quickly finds itself in an untenable situation. Generators overload, reactors shut down, shields fall, engines go dead, electrical fires start, and all manner of electrical mayhem occurs as one by one, essential systems go offline and the ship becomes unresponsive. Until the crew can make repairs, the ship becomes helpless, adrift in space or hurtling along a course from which it can neither deviate nor escape.

In game terms, when a ship or vehicle exceeds its system strain threshold, the ship's speed drops to 0 during the following round. The majority of its systems (such as engines, weapons, and shields) cease operating as well. This means it cannot move, its weapons cannot shoot, and its defense drops to 0. This might be a relatively minor situation if this is a ship flying through deep space or a vehicle safely sitting on the ground—or a more dangerous situation if the ship was flying near something with a gravitational pull.

While the situation aboard a ship that has exceeded its system strain threshold is indeed dire, not all is lost.

Any crew member can aid the ship in recovering strain by performing repairs and damage control such as rebooting systems, bypassing fried circuits, and putting out electrical fires. This is accomplished through the Damage Control action.

Ships and vehicles do recover from system strain slowly over time. For every full day a ship or vehicle spends without taking more system strain, it reduces its total system strain by one.

CRITICAL HITS

Occasionally a lucky, well-placed shot or collision with a particularly large or dangerous object does more to a ship than bounce harmlessly off the shields or scuff up the armor. Ion cannon blasts can short out systems; searing laser beams can pierce shields, armor, and hull alike to incinerate crew alive; and rogue asteroids can tear a ship's innards out, leaving her powerless and adrift in the cold dark of deep space.

These rare occurrences are reflected by the results on **Table 7–9: Critical Hit Result**. A number of factors can lead to a ship suffering a Critical Hit. For example, it might suffer enough hull trauma to exceed its hull trauma threshold, or a successful combat check could generate enough ⚙ or ⊕ to trigger a weapon's critical rating. Remember, an attack's damage also has to exceed a target's armor to deal a Critical Hit, which is important when firing small arms at something using armor instead of soak. When an attacker generates a Critical Hit, he rolls on **Table 7–9: Critical Hit Result**, and his target suffers the listed effects. Critical Hits are divided into four color-coded severity levels, which dictate the difficulty of the check required to repair the Critical Hit, as listed in the table. These difficulties can be further modified at the GM's discretion.

Once a ship or vehicle suffers a Critical Hit, it counts as suffering that Critical Hit until it is repaired. This status counts even if the effects of the Critical Hit only last a single round. While a ship or vehicle is suffering the effects of a Critical Hit, any additional Critical Hits generated against it add +10 to the roll on **Table 7–9: Critical Hit Result** per existing Critical Hit.

COMPONENT CRITICALS

Of all the Critical Hit results, these have the potential to be the most devastating (outside of those that completely destroy a vessel). Component Hit Criticals functionally disable, either temporarily or permanently, critical systems on a target vessel and can lead to a number of complications. There are two charts for Component Hit Criticals on page 259, one for small ships of silhouette 4 or lower, and one for large ships of silhouette 5 or higher. The effects of most of these Critical Hits stack, and a ship can suffer more than one Component Hit Critical.

REPAIRING HULL TRAUMA

While system strain and the results of many Critical Hits are temporary, hull trauma is more permanent. Repairing hull trauma requires three things—proper facilities, money, and time—the latter two usually in abundance. Proper facilities have enough tools, light, parts, and workspace to make the repairs to the vehicle. This could be anything from an orbital space station or groundside spaceport (in the case of a starship), or simply a well-stocked garage (in the case of a walker or landspeeder).

TABLE 7-9: CRITICAL HIT RESULT

d100	Severity	Result
01–09	Easy (◆)	**Mechanical Stress:** The ship or vehicle suffers 1 point of system strain.
10–18	Easy (◆)	**Jostled:** A small explosion or impact rocks the vehicle. All crew members suffer 1 strain and are disoriented for one round.
19–27	Easy (◆)	**Losing Power to Shields:** Decrease defense in affected defense zone by 1 until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer 1 point of system strain.
28–36	Easy (◆)	**Knocked Off Course:** A particularly strong blast or impact sends the ship or vehicle careening off in a new direction. On his next turn, the pilot cannot execute any maneuvers and must make a Piloting check to regain control. The difficulty of this check depends on his current speed.
37–45	Easy (◆)	**Tailspin:** All firing from the ship or vehicle suffers ■■ until the end of the pilot's next turn. All crewmembers are immobilized until the end of the pilot's next turn.
46–54	Easy (◆)	**Component Hit:** One component of the attacker's choice is knocked offline and is rendered inoperable until the end of the following round. For a list of ship components, see **Table 7–10: Small Ship or Vehicle Components** or **Table 7–11: Large Ship or Vehicle Components**, depending on target ship silhouette.
55–63	Average (◆◆)	**Shields Failing:** Reduce defense in all defense zones by 1 point until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer 2 points of system strain.
64–72	Average (◆◆)	**Navicomputer Failure:** The navicomputer (or in the case of a ship without a navicomputer, its R2 unit) fails, and the ship cannot make the jump to hyperspace until the Critical Hit is repaired. If the ship or vehicle is without a hyperdrive, the vehicle or ship's navigation systems fail, leaving it flying or driving blind, unable to tell where it is or where it's going.
73–81	Average (◆◆)	**Power Fluctuations:** The ship or vehicle is beset by random power surges and outages. The pilot cannot voluntarily inflict system strain on the ship (to gain an extra starship maneuver, for example) until this Critical Hit is repaired.
82–90	Hard (◆◆◆)	**Shields Down:** Decrease defense in affected defense zone to 0, and decrease defense in all other defense zones by 1 until this Critical Hit is repaired. While the defense of the affected defense zone cannot be restored until the Critical Hit is repaired, defense from other zones can be assigned to protect that defense zone as usual. If the ship or vehicle is without defense, suffer 4 points of system strain.
91–99	Hard (◆◆◆)	**Engine Damaged:** The ship or vehicle's maximum speed is reduced by 1 point, to a minimum of 1, until the Critical Hit is repaired.
100–108	Hard (◆◆◆)	**Shield Overload:** The ship's shields completely fail. Decrease the defense of all defense zones to 0. This Critical Hit cannot be repaired until the end of the encounter, and the ship suffers 2 points of system strain. If the ship or vehicle is without defense, reduce armor by 1 until the Critical Hit is repaired.
109–117	Hard (◆◆◆)	**Engines Down:** The ship or vehicle's maximum speed is reduced to 0 until the Critical Hit is repaired, although it continues on its present course thanks to momentum. In addition, the ship cannot execute any maneuvers until the Critical Hit is repaired.
118–126	Hard (◆◆◆)	**Major System Failure:** One component of the attacker's choice is heavily damaged and is inoperable until the Critical Hit is repaired. For a list of ship components, see **Table 7–10: Small Ship or Vehicle Components** or **Table 7–11: Large Ship or Vehicle Components** depending on target ship silhouette.
127–133	Daunting (◆◆◆◆)	**Major Hull Breach:** A huge, gaping tear is torn in the ship's hull, and the ship depressurizes. For ships and vehicles of silhouette 4 and smaller, the entire ship depressurizes in a number of rounds equal to the ship's silhouette. Ships and vehicles of silhouette 5 and larger tend to be highly compartmentalized and have many safeguards against depressurization. These ships don't completely depressurize, but parts do (the specifics regarding which parts depressurize is up to the GM; however, each section of the ship or vehicle that does lose air does so in a number of rounds equal to the vehicle's silhouette). Vehicles and ships operating in an atmosphere can better handle this Critical Hit. However, the huge tear still inflicts penalties, causing the vehicle to suffer the Destabilized Critical Hit instead (see next entry).
134–138	Daunting (◆◆◆◆)	**Destabilized:** The ship or vehicle's structural integrity is seriously damaged. Reduce the ship or vehicle's hull trauma threshold and system strain threshold to half their original values until repaired.
139–144	Daunting (◆◆◆◆)	**Fire!:** Fire rages through the ship. The ship or vehicle immediately takes 2 points of system strain, and anyone caught in the fire takes damage as discussed on page 228. A fire can be put out with some quick thinking and appropriate skill or Vigilance and/or Cool checks at the Game Master's discretion. Once going, a fire takes one round per 2 of the ship's silhouette points to put out.
145–153	Daunting (◆◆◆◆)	**Breaking Up:** The vehicle or ship has suffered so much damage that it begins to come apart at its seams, breaking up and disintegrating around the crew. At the end of the following round, the ship is completely destroyed, and the surrounding environment is littered with debris. Anyone aboard the ship or vehicle has one round to get to an escape pod, bail out, or dive for the nearest hatch before they are lost.
154+	–	**Vaporized:** The ship or vehicle is completely destroyed, consumed in a particularly large and dramatic fireball. Nothing survives.

Once a ship is in a slip or dry dock for repairs, each point of hull trauma restored costs roughly 500 credits. This cost is highly variable, however, and can fluctuate dramatically based on the Player Characters' reputation, the overall damage to the ship, the scarcity of parts, and countless other factors. The final cost for repairs, like many other aspects of **Age of Rebellion**, is left to the Game Master's discretion. The time required is also variable and is left to the Game Master's discretion. A good rule of thumb is that light damage (up to a quarter of a ship's total hull threshold) should take an amount of time measured in days, while any damage over that takes weeks or even months to repair, depending on the severity of the damage.

If it proves imprudent or impossible to get to a proper maintenance facility, the GM might choose to allow the PCs to repair their vehicle using scavenged parts and their own ingenuity. However, these repairs should be somewhat inferior to the real thing, hard to perform (requiring several **Hard [◆◆◆] Mechanics checks** or **Daunting [◆◆◆◆] Mechanics checks**) and time-consuming. In short, they should be an arduous plot point for the PCs to overcome, not a cheapskate way to avoid getting work done at proper facilities.

TABLE 7-10: SMALL SHIP OR VEHICLE COMPONENTS

Component	Description
Support Droid	Typically an astromech, the droid is knocked out of commission until it can be repaired. If this droid is a Player Character, it immediately suffers 10 strain.
Ejection System	The pilot and/or crew are unable to escape the ship in an emergency until this system resets or is repaired, depending on the severity of the Critical Hit.
Weapon System	One weapon system of the attacker's choice is knocked offline.
Sensors	Sensor range is reduced by one range band. If the ship's sensors are already limited to close range, they are knocked offline completely, and the ship is effectively blind until the sensors are rebooted or repaired, depending on the severity of the Critical Hit.
Comms	The comms are knocked offline, and the ship can neither send nor receive any electronic signals or data.
Sublight Engines	The engines are slightly damaged and the ship's speed is reduced by 1 point.
Hyperdrive	Either the hyperdrive or navicomputer are damaged, and the ship cannot make the jump to hyperspace.
Shields	The ship's defense is reduced by 1 point in all defense zones.

TABLE 7-11: LARGE SHIP OR VEHICLE COMPONENTS

Component	Description
Landing Gear	The ship's landing gear is stuck. Any attempt to land a ship that cannot deploy its landing gear results in two points of hull trauma and 2 points of system strain. This only applies to ships of silhouette 5 or less; anything larger is unable to enter a planet's atmosphere.
Weapon System	One weapon system of the attacker's choice is knocked offline.
Sensors	Sensor range is reduced by one range band.
Comms	The comms are knocked offline, and the ship can neither send nor receive any electronic signals or data.
Sublight Engines	The engines are slightly damaged, and the ship's speed is reduced by 1 point.
Hyperdrive	The hyperdrive is damaged, and the ship cannot make the jump to hyperspace.
Shields	The ship's defense is reduced by 1 point in all defense zones.
Landing Bay	One of the vessel's landing bays is knocked out of commission. The severity of the damage is ultimately left to the Game Master's discretion, and could result in anything from a temporary inability to launch or recover ships from this bay, to a failure of the docking bay shield and a total decompression of the entire compartment.
Cargo Hold	The ship is hulled, and one of the cargo holds is exposed to vacuum. Cargo may be damaged or lost, and anyone in the cargo hold takes damage according to the Game Master's discretion.
Bridge	The bridge is damaged. No starship maneuvers or starship actions may be executed aboard the ship until the damage is repaired. In addition, the ship continues on its course at its current speed, and cannot be stopped or its course changed until the damage is fixed.

INTERSTELLAR TRAVEL

Despite the fact that the advent of the galaxy-shrinking hyperdrive has made travel between stars commonplace, the galaxy is still largely an unimaginably vast, empty void dotted here and there with tiny islands of civilization. The distances involved in space travel are much larger than those on a planet's surface. Where a trip of a thousand kilometers overland is considered quite long on a planet, traveling the same distance into space from the surface barely takes a ship into orbit. On the other hand, a trip of hundreds of thousands of kilometers, from a planet to its moon, for example, can be considered a short hop.

When traveling aboard a starship, there are two types of travel: sublight travel and hyperspace travel.

SUBLIGHT TRAVEL

Sublight travel happens in realspace while a ship is running under her sublight engines. Traveling from a planet's surface to one of its moons or flying between planets in the same system are trips that are undertaken at sublight speeds. These journeys are measured by hundreds of thousands and millions of kilometers. Even at the incredible speeds at which starships travel in realspace, such trips can require many days to complete. **Table 7–12: Sublight Travel Times** presents a number of examples of rough travel distances and times to help both the Game Master and the players estimate the time required for their trip and plan accordingly. These are simply guidelines, however, and should not be taken as hard fact. There are any number of obstacles or extenuating circumstances that could shorten or lengthen a trip, from exceedingly heavy traffic to a freak meteor shower to the appearance of an Imperial fleet in orbit. Ultimately, the Game Master should remember that the exact length of any trip at sublight speeds is left to his discretion, and such movement happens, essentially, at whatever speed the plot requires.

TABLE 7–12: SUBLIGHT TRAVEL TIMES

Trip Time	Example
5–15 minutes	Time needed to fly from a planet's orbit to a safe hyperspace jump distance.
30–90 minutes	Time needed to fly from a planet's surface to one of its moons.
6–12 hours	Time needed to fly from one planet to another within the same star system. This time varies a great deal depending on the relative position of the planets in question and any stellar phenomena between them.
12–72 hours	Time needed to fly from the center of a star system to its furthest limits. Again, this time varies greatly depending on the size of the system and any obstacles or stellar phenomena encountered along the way.

HYPERSPACE TRAVEL

Whereas sublight travel is how ships move between the planets of a single star system, hyperspace travel is how they travel between the stars themselves. Essentially another dimension accessed through the fantastic technology of the hyperdrive, hyperspace allows starships to travel at many times the speed of light, shortening a trip that would take thousands of years at sublight speeds to a handful of days or weeks. Although it is a mature technology, and ships travel relatively stable hyperspace routes that are updated constantly, traveling through hyperspace is still a dangerous proposition.

Although it has been studied and scrutinized for as long as the sentient spacefaring races have used it, the exact nature of hyperspace remains a mystery. What is known about it is that hyperspace is essentially an alternate dimension that exists conterminously with realspace. This means that anything traveling through hyperspace is traveling the same direction in realspace. It is this conterminous nature that allows for the mapping of hyperspace and the establishment of hyperspace routes. The relationship between objects in realspace and their reflection in hyperspace is well documented. Objects, especially large objects with powerful gravity like planets and stars, cast a shadow in hyperspace, and thus they exist in both planes at once. For example, if a star exists at a certain location, its reflection exists in the same location in hyperspace. The hyperspace shadows possess the same mass and gravity in hyperspace as the objects that cast them possess in realspace. For all intents and purposes, they physically exist in hyperspace and present a serious and concrete obstacle in both planes.

Due to the existence of hyperspace shadows, there is no straight, fixed hyperspace route from one end of the galaxy to another. Ships moving through hyperspace must navigate around these obstacles as they do in realspace. This is why fixed, well-established hyperspace routes exist between major population centers in the galaxy, although fixed is a relative term due to the fact that the galaxy is constantly in motion and, therefore, so are its hyperspace lanes.

Navigating even the most well-documented hyperspace route entails a raft of incredibly complex calculations, which are largely handled by a ship's navicomputer. Although the navicomputer does the bulk of the work, a ship's captain or, in those ships large or lucky enough to have one, its astrogator, still needs to enter coordinates and double-check the computer's final calculations. Under ideal conditions, this requires an **Easy (◆) Astrogation check**. As conditions are rarely ideal for those fighting against the Empire, the Game Master

should use the modifiers in **Table 7–13: Astrogation Modifiers** to increase the difficulty of the Astrogation check to reflect the circumstances under which it is being made.

TABLE 7–13: ASTROGATION MODIFIERS

+ ◆	Description
+◆◆◆	Damaged or missing astromech droid or navicomputer.
+◆	Quick calculations or entry into hyperspace under duress, typically while escaping pursuit.
+◆	Ship is lightly damaged.
+◆◆	Ship is heavily damaged.
+◆	Outdated, corrupt, or counterfeit navigation charts or navicomputer data.

Once a ship is actually in hyperspace, there is little for the crew and passengers to do but sit back and enjoy the ride. All hyperspace routes have an average duration, measured in hours or days, based on the time required for a ship equipped with a Class 1 hyperdrive to make the trip under ideal conditions. Again, conditions are rarely ideal when dealing with hyperspace travel; transit times can be shortened or lengthened due to any number of complications. As with sublight travel, the time it takes to travel between star systems is left to the Game Master's discretion. When deciding the length of time needed for any given trip through hyperspace, the GM should consult **Table 7–14: Hyperspace Travel Times** for general guidelines in determining the trip's duration. These average times are modified by a ship's hyperdrive class, and can be further modified by the Game Master at his discretion due to complications with the Astrogation check, fluctuations in the route, outdated charts, or any other reason he sees fit.

Of course, most starships (especially civilian vessels) do not have a Class 1 hyperdrive. To determine the actual travel time for a starship, first determine the hyperdrive travel time. The GM should consult **Table 7–14**; then, using that information as a basis, he can estimate the actual travel time between the two points. Then, he multiplies this travel time by the hyperdrive's Class. So, the time for a Class 1 hyperdrive remains the same. However, a ship with a Class 2 hyperdrive would take twice as long to get somewhere, a Class 3 hyperdrive would take three times as long, and so on.

FATAL ENCOUNTERS

Of all the well-documented hazards of traveling through hyperspace, none is more feared or more potentially devastating than a collision with a mass shadow. Although every hyperspace-capable ship is equipped with a number of sensors and failsafes designed to drop the ship immediately into realspace if it passes dangerously close to a gravity well or mass shadow, accidents do happen; there are many documented cases of a ship in hyperspace colliding with a planet or flying into the heart of a star. This, obviously, spells certain death for the entire starship and anyone aboard. In certain, very rare cases, the starship can even come out of hyperspace far too close to a planet's surface and crash at dangerous speeds. This could even do considerable damage if it has the misfortune of impacting a city or other population center. It is the fear of both such occurrences that keeps a dedicated corps of explorers, astrogators, and cartographers busy keeping hyperspace charts up to date.

TABLE 7–14: HYPERSPACE TRAVEL TIMES

Distance Traveled	Average Duration
Within a sector	Ten to twenty-four hours.
Within a region	Ten to seventy-two hours.
Between regions	Three days to one week.
Across the galaxy	One to three weeks.

VEHICLE PROFILES

Reliable atmospheric and ground transportation is as important to military success as are starfighters and Star Destroyers. Landspeeders and walkers are used to ferry troops and goods to and from battlefields, airspeeders lend air support to armies and patrol the skies in service to law enforcement, and primitive wheeled and tracked vehicles trundle about typically doing duty as heavy attack vehicles or armored transports. Planetary vehicles in **Age of Rebellion** fall into a few broad categories that encompass a wide variety of walkers, speeders, and ground cars.

SPEEDERS

Ubiquitous and reliable, speeders can be found on even the most backwater worlds in the Galaxy. The standard ground and air transportation technology, they are produced in two general types: landspeeders and airspeeders.

Landspeeders are the personal, commercial, and military vehicle of choice throughout the galaxy. They are produced in countless numbers by hundreds of well-respected manufacturers such as SoroSuub and Incom. With their low-powered repulsorlift generators, landspeeders have an average altitude of less than one hundred meters and can carry a mixture of passengers and cargo. Landspeeders are cheap, efficient, reliable transportation with designs that run the gamut from swoops and speeder bikes to small, two-person runabouts to massive freight transporters. Speeders ignore hazards and the effects of terrain lower than their operating altitudes.

Just as common as their land-bound cousins, airspeeders are found anywhere speeders are common. In general, airspeeders are small-to-medium-sized atmospheric craft with aerodynamic hulls, powered by a combination of repulsorlift generators and either ion drives or air-breathing jet thrusters. Even the smallest airspeeders can reach dizzying altitudes, and many can even enter low orbit if need be. In their multitude, they fill a variety of civilian and military roles that are unsuitable for the common landspeeder or the expensive and high-maintenance starfighter.

STORM IV CLOUD CAR

The first high-atmospheric airspeeder to be classified as a cloud car, the Storm IV was built by Bespin Motors for use by Cloud City's Bespin Wing Guard. Designed as a fast patrol and interdiction craft, the Storm IV is a sturdy, reliable airspeeder composed of two single-occupant armored pods joined by a central spar. The port side pod holds the pilot and is equipped with a number of sophisticated sensors and an advanced navigation system. The starboard pod holds the craft's gunner along with the targeting and fire-control computers. While the Storm IV isn't equipped with the advanced life support systems found in starfighters or other spacecraft, each pod is pressurized and provides oxygen for the kinds of high-altitude work for which the craft was built. Along with their individual sensor suites, both the pilot and gunner have a 360-degree field of view through the heavy transparisteel canopies that top each cockpit and along with the sensors, give them unparalleled visibility in flight. While Storm IVs are typically used in patrol and interdiction roles, they can also be used in more martial roles to provide air support for law enforcement.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR
2	4	+1	0 - - 0	1

HT THRESHOLD	SS THRESHOLD
5	7

Vehicle Type/Model: Cloud Car/Storm IV.
Manufacturer: Bespin Motors.
Maximum Altitude: 100 kilometers.
Sensor Range: Short.
Crew: One pilot, one gunner.
Encumbrance Capacity: 8.
Passenger Capacity: 0.
Price/Rarity: 30,000 credits/5.
Customization Hard Points: 2.
Weapons: Forward-mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

ALLIANCE T-47 AIRSPEEDER

Vehicle Type/Model: Airspeeder/T-47.
Manufacturer: Incom Corporation.
Maximum Altitude: 175 meters.
Sensor Range: Close.
Crew: One pilot, one co-pilot/rear gunner.
Encumbrance Capacity: 6.
Passenger Capacity: 0.
Price/Rarity: 18,000 credits/3.
Customization Hard Points: 2.
Weapons: Forward-mounted twin heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

Aft turret-mounted electromagnetic harpoon (Fire Arc Rear; Damage –; Critical Hit –; Range [Close]; Tractor 3, Knockdown, Limited Ammo 1).

Initially designed as a cargo tender and shipyard tug, the T-47 is a rugged, wedge-shaped airspeeder that is both reliable and easy to modify. Built for low altitude work, this vehicle seats two crew members back to back in a cramped but well laid out cockpit, with the pilot facing forward and the systems operator facing aft. While ostensibly an industrial labor vehicle, the T-47 was designed with an eye toward end-user modification. Numerous redundant systems, universal power couplings, and modular data input areas allow the vehicle's abilities and systems to be tailored to many tasks, including combat. The Rebel Alliance uses modified T-47s as fast ground attack airspeeders. Loaded with heavy blaster cannons and heavy armor, they make excellent fightercraft despite their low altitude, and they have shown a surprising ability to operate in extremes of heat and cold with little problem.

ELECTROMAGNETIC HARPOON

Mounted in a remote-operated turret aft of the cockpit, the T-47's electromagnetic harpoon was designed with towing in mind. Controlled by the speeder's systems operator, or by the pilot in a pinch, the harpoon consists of a pneumatic cannon that launches a short durasteel rod connected to a few dozen yards of high-tensile braided cable. The rod is tipped with a powerful electromagnetic disc that receives its power through the harpoon's cable, which is in turn connected to a powerful winch located in the hull beneath the cannon. When the harpoon strikes its target, such as a shipping container or a ship's hull, for example, the electromagnet holds fast and enables the cargo handler to reel in whatever he's speared for ease of hauling. While not a weapon per se, the harpoon can be used to knock down personnel or droids, move obstacles, ensnare large creatures or vehicles, and generally create havoc.

74-Z SPEEDER BIKE

A militarized version of Aratech's popular 74-Y, the 74-Z is a high-performance speeder bike used by the Imperial Army as a scout, courier, and fast combat transport. Roughly four and a half meters long, the 74-Z is little more than a powerful repulsorlift engine with a saddle and some rudimentary controls strapped to it. The pilot controls the bike via two sets of handlebar-mounted controls and two sets of footrest controls. 74-Zs used by the Imperial armed forces are equipped with on-board comlinks, simple optical sensors, and a close-range comlink jammer.

Vehicle Type/Model: Speeder Bike/74-Z.
Manufacturer: Aratech Repulsor Company.
Maximum Altitude: 25 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 5.
Passenger Capacity: 1.
Price/Rarity: 3,000 credits/4.
Customization Hard Points: 2.
Weapons: Forward-mounted light repeating blaster—this weapon's entire profile uses personal scale, not planetary scale. (Fire Arc Forward; Damage 11; Critical 3; Range [Extreme]; Auto-Fire, Pierce 1).

WALKERS

Walkers are a compromise between rugged but sorely limited groundcars and versatile but high-maintenance repulsorlift vehicles. Using two or more multi-jointed legs and kept upright by sophisticated gyro-stabilization systems, walkers are used in a number of civilian and military roles ranges from exploration and reconnaissance to combat and troop transport. Walkers ignore penalties from light terrain, and ignore penalties from difficult terrain comprising hazards lower than half the vehicle's height.

ALL TERRAIN ARMORED TRANSPORT

Part troop carrier, part heavy assault carrier, and part terror weapon, the Imperial Army's All Terrain Armored Transport is one of the heaviest vehicles on the modern battlefield. Designed both to carry full platoons of Imperial soldiers with their combat gear and to demoralize and strike terror into enemy combatants, AT-ATs are massive, lumbering, quadruped walkers covered in near-impregnable armor and armed with an array of heavy lasers and blaster cannons. They have four spindly yet incredibly strong legs atop of which perches a hump-backed cargo compartment that holds the embarked troops as well as a quartet of speeder bikes. A massive armored pilot compartment projects forward from the cargo compartment at the end of a short, articulated armored tunnel, adding to the vehicle's animal-like appearance.

In combat, AT-ATs plod forward in a seemingly unstoppable group, softening up targets at range with their weapons and preparing the field for the deployment of their troops. Once they reach their target, the troops disembark via cables deployed from the port side hatch and take to the field. Once their troops are deployed, they typically hold their ground, providing fire support and weathering enemy fire with their powerful armor. Thanks to their sophisticated sensors and command and control systems, AT-ATs are also often used as mobile command centers, allowing a high-ranking general officer to lead his men from the front in relative safety. They have few weak spots, although they have shown a disturbing tendency to lose their footing on unstable ground or if they become entangled in an obstacle. Imperial engineers have chalked this up to an error in the gyro-stabilization systems, but have yet to fix the problem.

Vehicle Type/Model: Heavy Assault Walker/AT-AT.
Manufacturer: Kuat Drive Yards.
Sensor Range: Short.
Crew: One pilot, one co-pilot/gunner, one vehicle commander, one engineer, one loadmaster.
Encumbrance Capacity: 100.
Passenger Capacity: 40 troops with full combat gear.
Price/Rarity: 150,000 credits (R)/5.
Customization Hard Points: 3.
Weapons: Forward-mounted twin heavy laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 1).
Forward-mounted twin heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

ALL TERRAIN SCOUT TRANSPORT

The Imperial Army's AT-ST is a medium-sized bipedal walker designed as a fast force reconnaissance vehicle. Unlike their larger, heavier AT-AT siblings, AT-STs are quite fast and agile. Deployed either in tandem for long range reconnaissance or in squadrons when supporting troops or armor, the AT-ST consists of a lightly armored, slab-sided command pod set atop a pair of thin reverse-articulated legs. The command pod can rotate through 180 degrees, allowing the walker to bring its weapons quickly to bear without having to change the position of its legs, an extremely useful feature when fighting in rough or broken terrain. They are armed with a versatile mix of blasters and ordnance, and can fill both antipersonnel and light anti-armor roles with ease. While certainly capable, AT-STs have a reputation as relatively fragile, high-maintenance vehicles. Their drive systems are especially finicky, requiring many, many hours of maintenance, and an inattentive pilot can easily become entangled in obstacles or heavy ground cover.

Vehicle Type/Model: Reconnaissance Walker/AT-ST.
Manufacturer: Kuat Drive Yards.
Sensor Range: Short.
Crew: One pilot, one gunner.
Encumbrance Capacity: 18.
Passenger Capacity: 0.
Price/Rarity: 75,000 credits (R)/5.
Customization Hard Points: 1.

DEPLOYING WALKERS

While armored walkers are mainly the purview of the Imperial Army, it is the Navy's responsibility to carry them and their crews through the galaxy and deposit them safely at their intended theaters of battle. To this end, the Navy employs two dedicated landing craft designed to carry and deploy AT-series combat walkers as quickly as possible. The smaller of the two vessels is the *Theta*-class AT-AT barge, capable of carrying a single AT-AT and typically shipped aboard smaller capital ships such as *Victory* and *Imperial*-class Star Destroyers. The larger, more sophisticated dropship is the Y-85 Titan, a massive, slab-sided ship capable of carrying four AT-AT walkers along with four AT-ST walkers for support and reconnaissance. The sheer size of the Titan dropships limits how they can be shipped, and they are mainly found on larger line-of-battle ships such as battlecruisers and the gigantic Super Star Destroyers.

GROUND VEHICLES AND TERRAIN

Vehicles that travel on or in close proximity to the ground are affected by natural and artificial terrain features that can make piloting more difficult. Depending on its difficulty and makeup, terrain reduces a vehicle's speed. In addition, just like with starfighters, the speed the vehicle is moving determines the difficulty of any Piloting (Planetary) checks that might need to be made to navigate the area. In addition, the terrain involved may add further complications to the check.

TABLE 7-15: DIFFICULT TERRAIN

+ ■	Terrain
-	Light terrain. Rough gravel roadways; clear, dry fields; low hills; and light urban ground or air traffic.
+■	Medium terrain. Deep mud or standing water less than fifty centimeters deep. Also soft, drifting sand; dense undergrowth; ancient ruins; and heavy urban ground or air traffic.
+■■	Heavy terrain. Fast-flowing water over a meter deep; rocky, unstable terrain; thick forests; narrow, winding streets; ruined cities; urban ground or air traffic so heavy that it has completely stopped. Wheeled vehicles typically cannot pass this type of terrain, but tracked vehicles and walkers can.

Weapons: Port-mounted light blaster cannon (Fire Arc Forward; Damage 4; Critical 4; Range [Close]).

Starboard-mounted concussion grenade launcher—this weapon's entire profile uses personal scale, not planetary scale (Fire Arc Forward; Damage 10; Critical 4; Range [Close]; Blast 8, Breach 1, Limited Ammo 15).

Chin-mounted twin heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

STARSHIP PROFILES

Shipbuilding is, perhaps, the most important industry in the galaxy. The design, production, operation, and maintenance of countless types of space-going vessels employs billions of sentients, from Coruscant to the farthest reaches of the Outer Rim. The entire known galaxy is tied together with a complex network of hyperspace lanes and trade routes, traveled endlessly by all manner of ships, from fast and deadly starfighters to lumbering transports to the dagger-shaped vessels of the Imperial Navy. In war, as in all other aspects of galactic life, starships play a crucial role. The importance of starships and the power they possess is best represented by the established, unbending might of the Imperial Navy and the burgeoning power of the ragtag fleets of the Rebel Alliance. It is widely believed that only through naval power can the Galactic Civil War be won.

STARFIGHTERS AND SHUTTLES

Starfighters and shuttles are the smallest space-going craft listed in the Anaxes War College ship classification system. Starfighters fill an important force projection role in both the Imperial Navy and the Alliance to Restore the Republic. They are small, fast, short-ranged, one- or two-position aerospace craft typically carried into battle in larger transports or capital ships. Designed for speed and deployed in groups, fighters fill a number of roles in battle, from space superiority and pursuit/interception to escort, strike, and bombing. Arms and ordnance loadout is dependent on the craft and can often change from mission to mission, but starfighters commonly carry some combination of laser or blaster cannons, ion weapons, and ordnance launchers for delivering proton torpedoes and concussion missiles. Shuttles are typically lightly armed and armored utility craft used for troop and cargo transport, boarding and landing, and other low-risk or light combat roles. Both the Imperial Navy and the Alliance Fleet put great stock in the power of starfighters. It is a rare warship that doesn't carry at least a handful of these powerful small craft.

RZ-1 "A-WING" LIGHT INTERCEPTOR

Recently developed as a joint venture between Incom and the Rebel Alliance's Underground Engineering cell, the A-wing light interceptor is the fastest and currently the rarest fighter in the Alliance arsenal. The brainchild of General Jan Dodonna and former KSE engineer Walex Blissex, the RZ-1 is an evolution of two previous fighters: the R-22 Spearhead and the Clone Wars-era Delta-7 light interceptor. It is a lightweight, lightly-armed fighter capable of incredible straight-line speed as well as superior maneuverability, and it is every bit the match for the fast-moving Imperial fighters like the TIE/in and TIE/d. In practice, the A-wing is deployed to engage Imperial fast movers with its laser cannons and to harry smaller capital ships with concussion missiles while heavier fighters such as X-wings and B-wings deal with the larger Imperial fightercraft. It also makes for a very competent scout vessel and is equipped with data recording equipment and a powerful electronics countermeasures suite.

Dubbed "the missile with a man in it" by test pilots, the RZ-1 mounts twin Novaldex J-77 sublight engines, which produce enough thrust to move a ship many times the A-wing's mass. Coupled with a revolutionary hull pattern that combines inherently unstable design characteristics with a powerful flight control system, this tiny fighter can outpace and outmaneuver even the quickest enemy fighters. All of this speed and maneuverability comes at a cost, however. The ship is incredibly unforgiving to fly and requires intense concentration and high levels of prowess on the part of its pilots. It is also the most fragile fighter in the arsenal, having been designed to rely on its speed and agility to protect it rather than armor plating or heavy-duty hull fittings.

Hull Type/Class: Starfighter/RZ-1 "A-wing".
Manufacturer: Incom/Alliance Underground Engineering.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: One pilot.
Encumbrance Capacity: 4.
Passenger Capacity: 0.
Consumables: One week.
Price/Rarity: 150,000 credits/6.
Customization Hard Points: 1.
Weapons: Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 6, Linked 1, Slow-Firing 1).

Special Equipment: Miradyne Ltd. 4X-Phantom Sensor Jammer. Blocks all sensors within range, counting its ship or vehicle's silhouette as one smaller when being fired at. Immediately notifies all ships in a star system, or within one hundred kilometers if planetside, to the ship or vehicle's existence.

T-65B "X-WING" MULTI-ROLE STARFIGHTER

Incom's T-65B X-wing is the Rebel Alliance's primary force projection starfighter. A powerful, capable, easy to fly starfighter, the X-wing combines speed and hitting power into a potent package. These new fighters were brought into the Alliance Fleet to replace the aging Koensayr Y-wings and to provide more versatility in starfighter operations for Alliance commanders. Designed by Rebel sympathizers within Incom's fighter design bureau, these ships were acquired by the Rebellion after a daring raid orchestrated by Alliance intelligence and Incom executives on a lightly guarded Incom test facility netted the Rebels not only two full squadrons of brand-new fighters, but also the plans for building them. The blueprints were immediately disseminated to numerous shipyards under Rebel control, and production started within weeks of the raid.

X-wings are a true multi-role fighter, extremely effective in numerous missions from reconnaissance to attack to ship-to-ship dogfighting. With its four powerful Incom 4L4 engines and advanced avionics, the X-wing is more than a match for the Imperial TIE fighters, and its loadout of four linked T&B laser cannons and proton torpedo launchers makes it a serious threat to gunboats and small capital ships, especially when X-wings are deployed in large groups. In large battles, the X-wing acts as an escort fighter, keeping enemy fighters away from slower-moving attack fighters and bombers and protecting the precious Alliance capital ships. Thus far, the X-wing has proven to be an incredible asset to the Alliance. Some Rebel tacticians suggest that it is the game changer the Alliance needs to succeed against the Empire. Thanks to its numerous high-profile victories in its short service and to the daring way in which it was acquired, the X-wing has quickly become a symbol of Rebel ingenuity, resilience, and fighting spirit.

Hull Type/Class: Starfighter/T-65B X-wing.
Manufacturer: Incom Corporation.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: None–astromech droid socket.
Sensor Range: Close.
Ship's Complement: One pilot, one astromech droid.
Encumbrance Capacity: 10.
Passenger Capacity: 0.
Consumables: One week.
Price/Rarity: 120,000 credits/5.
Customization Hard Points: 1.
Weapons: S-foil-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 6, Linked 1, Slow-Firing 1).

BTL-A4/BTL-S3 "Y-WING" ATTACK STARFIGHTER

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR
3	4	+0	1 - - 1	3

HT THRESHOLD	SS THRESHOLD
12	10

Hull Type/Class: Starfighter/BTL Y-wing.
Manufacturer: Koensayr Manufacturing.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: None–astromech droid socket.
Sensor Range: Close.
Ship's Complement: One pilot (one gunner in BTL-S3).
Encumbrance Capacity: 10.
Passenger Capacity: 0.
Consumables: One week.
Price/Rarity: 80,000 credits/4.
Customization Hard Points: 1.
Weapons: Turret-mounted twin light ion cannons (Fire Arc Forward [Fire Arc All for S3 Variants]; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 8, Linked 1, Slow-Firing 1).

The old and trusty Y-wing has served the Rebel Alliance since its inception. Initially classified as a space superiority fighter, and occasionally used in that role when X-wings or A-wings are unavailable, the Y-wing is a dedicated medium attack fighter used to destroy ground targets, space stations, and capital ships. Heavily armored and armed with an array of heavy laser cannons, ion cannons, proton torpedoes, and proton bombs, the Y-wing poses a serious threat to Imperial ships and infrastructure, despite its age and various drawbacks. With the introduction of newer, faster ships, and the realignment of its mission, the Y-wing's popularity among Alliance pilots has waned in recent years. Most Rebel pilots prefer the glory and drama of flashy new ships and dogfighting as opposed to driving "bomb trucks" (as X-wing and A-wing pilots refer to attack craft). There are, however, a dedicated corps of attack pilots who prefer the slow and steady Y-wing, and these old ships still see a fair amount of combat, especially in older or poorer Rebel cells.

In keeping with their role as attack craft, Y-wings are equipped with thick armor and heavy shields to protect them while they close with their target. With their powerful engines, sturdy protection, and heavy weapons loadout, they are uniquely suited to a role that requires them to fight their way to their target under heavy fire, deliver their ordnance, and fight their way out again. Despite a well-deserved reputation for reliability, their age and a number of typically strange, Koensayr-style design decisions make these venerable fighters relatively maintenance intensive. This has led frustrated crews and technicians to permanently remove the fighters' cosmetic hull plating to provide easier access to internal systems; it's a rare Y-wing that flies with these plates intact.

The Alliance uses two versions of the Y-wing, the A4 and S3. The former, a one-person fighter, is the most common in use by the Alliance. The S3 model is a two-position variant that seats a pilot and a rear gunner/sensor officer who takes on some of the work of the ship's astromech droid.

A/SF-01 "B-WING" HEAVY FAST ATTACK STARFIGHTER

Like the fast and deadly A-wing, the B-wing heavy attack fighter is a relatively new addition to the Alliance arsenal. Designed by Alliance commander Gial Ackbar and produced by the Verpine shipbuilding consortium Slayn & Korpil, the B-wing is the largest, most heavily armed fighter in the Alliance arsenal. Relatively rare due to their high cost and complex design, these ships are also the most visually striking of the Alliance's fightercraft. They have a long, thin, blade-like fuselage that serves as a weapons platform with two small retractable S-foils that rotate around a heavily armored, ovoid pilot compartment. When deployed, they have a slim cruciform cross-section that, paired with their ability to rotate out of harm's way, makes them quite hard to hit despite their size. In combat, they spin like dervishes, their rotating hulls bringing their powerful weapons to bear on targets in an instant while the pilot stays still and correctly oriented in his capsule. They have a strange kind of grace that not even Imperial pilots deny. In their first few deployments, they carried the day as much through surprise and novelty as through their inherent fighting qualities; the Imperial pilots were often too stunned, or too wracked with laughter at these gangly fighters, to effectively fight back.

B-wings, like their older Y-wing cousins, are dedicated attack fighters. They are specifically designed to destroy capital ships and orbital installations using ion weaponry and heavy ordnance such as proton torpedoes and proton bombs. They are heavily armored and shielded, and

ANAXES WAR COLLEGE STARSHIP CLASSIFICATION SYSTEM

During the lead-up to the Clone Wars, as the reconstituted Republic Navy went through its massive rearmament, the ancient Republic Navy War College at Anaxes sought, among other things, to codify known ship classes into a well-organized and intuitive list. A committee was formed to study all the known ship classes used by various major naval forces throughout the Republic and to use that data to create a flexible, easy-to-use classification system for sub-capital and capital class warships. After much debate, the military historians, academy instructors, and veteran naval commanders who made up this reclassification committee settled on seven general classes of warship. These were, in order of size from smallest to largest: corvettes, frigates, cruisers, heavy cruisers, Star Destroyers, battlecruisers, and dreadnoughts. Starfighters were given their own classification, and existed largely outside of the capital ship classification system. In addition, three broad categories designated gunships, cruisers, and battleships were developed for use as shorthand during naval engagements. These broader categories grouped warships of different classes together based on size, armament, and role. Since its inception, the Anaxes War College System has endured with little alteration. Even today, both the Imperial Navy, whose officers are still trained at Anaxes, and the ragtag Alliance fleet still adhere to the ship classes that were laid down all those decades ago.

equipped with a quartet of heavy S&K sublight engines usually mounted on heavy gunboats and light capital ships. This gives them an incredible straight-line speed, especially given their great mass and awkward shape, and makes them extremely effective at their given mission. B-wings are still very rare in Alliance squadrons. They cost a mint of credits to build, are considered finicky maintenance hogs due especially to their surprisingly delicate gyro-stabilization system, and the Alliance has few pilots who can fly them effectively. Thanks to this, they are still an uncommon sight in Rebel formations Even so, their reputation precedes them, and the Imperial Navy knows that they're in for serious fighting when the Rebels bring B-wings to a fight.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR
3	4	-1	2 - - 1	3

HT THRESHOLD	SS THRESHOLD
15	6

Hull Type/Class: Starfighter/A/SF-01 B-wing.
Manufacturer: Slayn & Korpil.
Hyperdrive: Primary: Class 2, Backup: None.
Navicomputer: Yes.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 15.
Passenger Capacity: 0.
Consumables: One week.
Price/Rarity: 150,000 credits/6.
Customization Hard Points: 1.
Weapons: Hardpoint-mounted light ion cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion, Linked 2).

Hardpoint-mounted heavy laser canon (Fire Arc Forward; Damage 6; Critical 3; Range [Short]).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 8; Linked 1, Slow-Firing 1).

Cockpit hardpoint-mounted autoblasters (Fire Arc Forward; Damage 3; Critical 5; Range [Close]; Auto-fire).

TIE/LN STARFIGHTER

The tiny and fragile TIE/ln has been the primary space superiority fighter of the Imperial Navy for decades now. Light, fast, and nimble, SFS's TIE/ln is a bare-bones, no-nonsense fighter designed for deployment in large groups to overwhelm enemy combatants with sheer numbers, as opposed to precision fighting and flying. Considered largely disposable, as are their pilots, TIE/ln fighters have extremely light hulls, thin armor, and no shields. They possess no internal life support systems, no hyperdrive, and only the barest of avionics. Every bit of fat was trimmed from the initial design, resulting in a screamingly fast and shockingly agile fighter, albeit one with a very high attrition rate.

TIE/ln fighters are the most common in the Imperial arsenal. They fight in swarms, using their speed and agility to out-maneuver opponents and employ pack hunting tactics to destroy targets by chewing away at them with their light laser cannons (as opposed to using heavy weapons). Rebel pilots refer to this as "death by a thousand cuts," comparing TIE pilot tactics to those of small, fierce hunting dogs bred to stalk rodents and vermin. Although Alliance pilots have any number of derogatory nicknames for the standard TIE/ln and its pilots, there is no mistaking their effectiveness. Their ability to project the Empire's force throughout the galaxy is without question.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR	HT THRESHOLD	SS THRESHOLD
3	5	+3	0 - - 0	2	6	8

Hull Type/Class: Starfighter/TIE Series.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 4.
Passenger Capacity: 0.
Consumables: Two days.
Price/Rarity: 50,000 credits (R)/4.
Customization Hard Points: 0.
Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

TIE/IN INTERCEPTOR

Referred to as "fast movers" by many Alliance fighter pilots, the Imperial Navy's TIE/in light interceptor is one of the most feared fightercraft in the Empire's arsenal. A development of the standard TIE/ln space superiority fighter, the TIE interceptor is even faster, more agile, and, if possible, more fragile than its hangar mates. These fighters are reserved for the finest pilots in the Imperial Navy, as their inherently unstable design and lightning fast agility require an incredible amount of flying prowess to tame. Relatively rare among Imperial fighter squadrons, TIE/in squadrons are typically reserved for front-line battle groups. There, they are used as shock troops, screaming in on enemy fighters and destroying them with their powerful quad-linked heavy blaster cannons before their unfortunate targets know what's hit them.

TIE/in interceptors and their pilots are regarded by their counterparts in the Alliance with a mixture of respect, admiration, and dread. They are considered to be mad or suicidal, or probably both, by those with the luxury of a shielded fighter with a reliable hyperdrive, systems that the TIE/in pilots must do without. Their skill as pilots is without question, and the bravery they show entering combat in their extremely fragile and near-uncontrollable fighters engenders grudging respect from even the most hard-line Rebel in the fleet. TIE interceptors are not to be underestimated, a lesson learned the hard way by many a cocky or ill-prepared Alliance pilot.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR	HT THRESHOLD	SS THRESHOLD
3	6	+3	0 - - 0	2	6	10

Hull Type/Class: Starfighter/TIE Series.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 4.
Passenger Capacity: 0.
Consumables: Two days.
Price/Rarity: 75,000 credits (R)/5.
Sensor Range: Close.
Customization Hard Points: 0.
Weapons: Wingtip-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

TIE/D "DEFENDER" MULTI-ROLE STARFIGHTER

The TIE defender is the latest evolution of SFS's Twin Ion Engine fighter series, and perhaps its most radical departure. Most of the familiar design cues are there—the spherical cockpit, the solar collectors in the wings, the twin SFS ion engines, but beneath the relatively familiar skin is a completely different fighter than what has come before. Designed to counter the wave of new and extremely competent Alliance fighters, such as the indomitable X-wing and the hard to kill B-wing, the TIE/d was built from the ground up to be a competent and durable multi-role fightercraft. Unlike its simpler, ostensibly disposable cousins, the TIE/d is heavily armored, shielded, and even equipped with a hyperdrive. Its pilots are the cream of the crop, high-ranking ace pilots culled from interceptor squadrons who have survived multiple sorties against the Alliance and who have proven themselves loyal to the Emperor beyond a shadow of a doubt.

As a multi-role fighter, the defender carries a broad mix of weapons, from long range laser cannons to blasters to ordnance launchers, all of which allow it to excel in both fighter combat and attack roles. In their short career in the Imperial Navy, TIE defenders have proven to be highly effective, albeit frightfully expensive in raw unit cost, training time, and maintenance, and are referred to as "X-wing Killers" among their pilots and crews.

SIENAR FLEET SYSTEMS M-G-2 GENERAL PURPOSE WARHEAD LAUNCHER

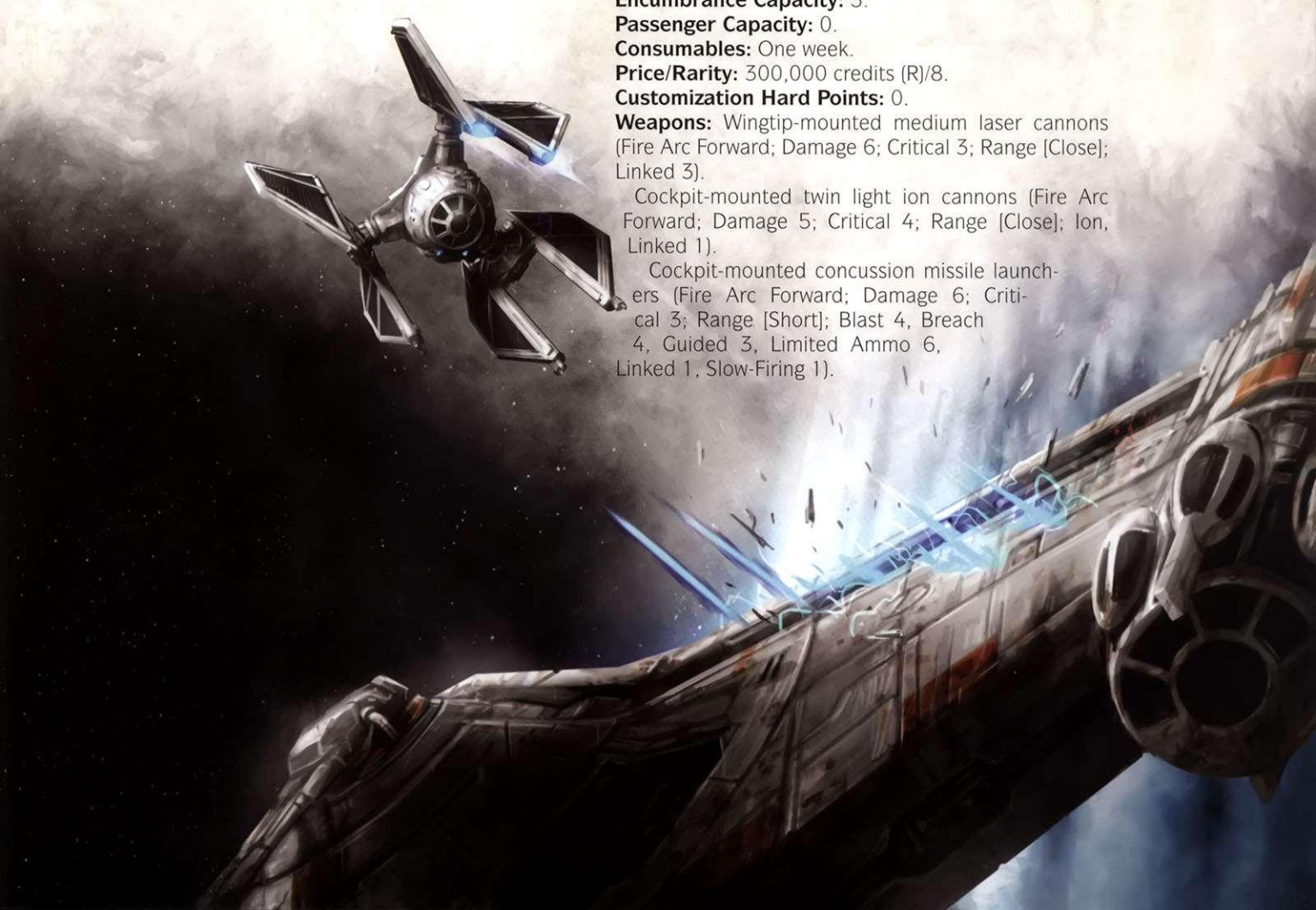
The versatile M-g-2 launcher allows the TIE/d to carry any type of fighter-scale ordnance in any combination. This allows the ships' loadouts to be tailored to specific missions, making them one of the more versatile fighters in the galaxy. As they can mount any combination of proton torpedo, concussion missile, proton rocket, or even more esoteric launched ordnance, there is no standard characteristic for the launcher. Instead, the damage caused by this weapon is determined by the type of ordnance carried, and is largely left to the Game Master's discretion.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR	HT THRESHOLD	SS THRESHOLD
3	4	+2	1 - - 1	3	10	10

Hull Type/Class: Starfighter/TIE Series.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: Primary: Class 2, Backup: None.
Navicomputer: Yes.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 5.
Passenger Capacity: 0.
Consumables: One week.
Price/Rarity: 300,000 credits (R)/8.
Customization Hard Points: 0.
Weapons: Wingtip-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

Cockpit-mounted twin light ion cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Cockpit-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 6, Linked 1, Slow-Firing 1).



TIE/SA TACTICAL BOMBER

An uncommon sight within the Imperial Navy fighter community, the TIE/sa is a dedicated bomber and attack fighter equivalent to the Alliance's Y-wing and B-wing fighters. Slow and relatively sturdy for a TIE series fighter, TIE bombers feature a twin-boom hull design that contains the pilot and all the ship's control systems in the starboard pod and a multi-purpose launcher and ordnance magazine in the port pod. Coupled with their elongated form and their canted solar collectors, they are unmistakable in a formation, a trait that is both a blessing and a curse to their pilots. While their shape announces them as the heavy hitters and lets their enemies know that the gloves are, in fact, off, it also makes them incredibly conspicuous, standing out as primary targets for enemy interceptors and anti-fighter weapons.

Despite their slow speed, lack of agility, and reliance on faster fighters to escort them to their targets, TIE bombers are incredibly effective attack craft. Their ability to carry numerous types of ordnance makes them quite versatile, and although not designed as such, they can pose quite a threat to enemy fighters, especially as their slow speed allows them to out-maneuver faster ships. Their proton bombs are death to even the most well-armored light capital ship or space station; it's a rare planetary fortification that can stand up to a concentrated bombing campaign by these fighters.

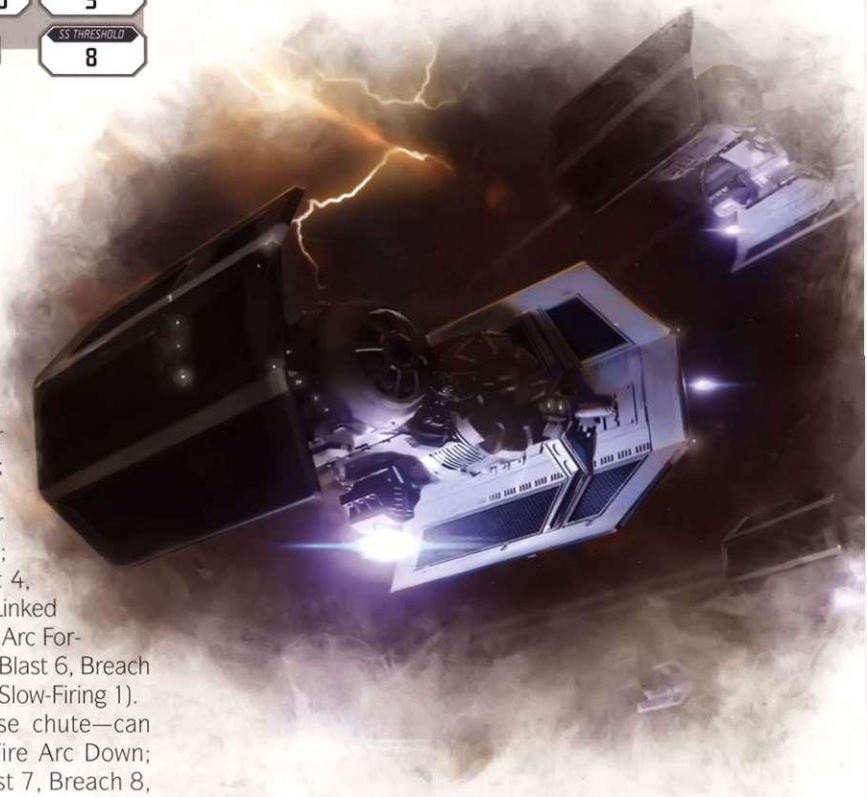
Hull Type/Class: Starfighter/TIE Series.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 10.
Passenger Capacity: 0.
Consumables: Two days.
Price/Rarity: 110,000 credits (R)/5.
Customization Hard Points: 0.
Weapons: Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted launchers firing either concussion missiles (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 12, Linked 1, Slow-Firing 1) or proton torpedoes (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 12; Linked 1, Slow-Firing 1).

Ventral-mounted proton bomb release chute—can only be used against surface targets (Fire Arc Down; Damage 7; Critical 2; Range [Close]; Blast 7, Breach 8, Limited Ammo 16).

TIE/SH VIP SHUTTLE AND TIE/BR BOARDING SHUTTLE

The TIE/sa is, perhaps, the most versatile of the TIE starfighters. With its second hull and modular components supplied by SFS, the TIE/sa can be converted to a number of different configurations. Two of the more common are the /sh VIP shuttle and the /br boarding shuttle. The VIP shuttle replaces the ordnance launchers and the bomb delivery system with a small, well-appointed passenger pod suitable for up to four individuals. These small craft are typically used as ships' boats to ferry admirals, captains, and other high-ranking Imperial Navy officers to and from their commands. The TIE/br trades the heavy ordnance for an extended passenger pod capable of carrying a full squad of stormtroopers and all of their equipment. The pod is also equipped with a forward boarding hatch with docking clamps and powerful plasma cutters for cutting through ship hulls. These variants have the same performance characteristics as the standard TIE/sa, and the TIE/sh mounts a shield generator that provides defense value of 1/1.



LAMBDA-CLASS T-4A LONG RANGE SHUTTLE

The T-4a is a common utility shuttle in service with the Imperial Navy. Slow, sturdy, and reliable, these armed shuttles fill a number of roles from VIP transport to troop carrier and can carry immense amounts of cargo when correctly configured. They feature a modular interior that can be tailored to nearly any need and are considered the workhorse of the Imperial fleet. *Lambda*-class shuttles are also remarkably heavily-armed and armored for shuttlecraft, featuring numerous laser and blaster weapon emplacements, and their shields would do credit to a light cruiser. Thanks to their solid design and versatility, these ships are often the target of ship thieves. Some modified versions even serve in the Alliance fleet as landing craft and long range reconnaissance ships.

Hull Type/Class: Shuttle/Lambda.
Manufacturer: Sienar Fleet Systems and Cygnus Spaceworks.
Hyperdrive: Primary: Class 1, Backup: Class 10.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot, one navigator, one gunner, one comms operator, and one engineer.
Encumbrance Capacity: 200 (without passengers).
Passenger Capacity: 20.
Consumables: Two months.
Price/Rarity: 140,000 credits (R)/6.
Customization Hard Points: 2.
Weapons: Two forward-mounted twin light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

Two forward-mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Aft retractable twin light blaster cannons (Fire Arc Aft; Damage 4; Critical 4; Range [Close]; Linked 1).

SENTINEL-CLASS LANDING CRAFT

A product of the same SFS/Cygnus Spaceworks collaboration that produced the T-4a *Lambda*-class shuttle, the *Sentinel*-class is the Imperial Navy's primary assault ship and landing craft. Similar to the *Lambda*-class in form and function, these ships are heavily armored and shielded and mount powerful engines that make the ship surprisingly fast and agile for a vessel of its size and mass. *Sentinels* can carry up to six squads of stormtroopers, along with all of their equipment, or an equivalent amount of cargo including small vehicles such as speederbikes and even AT-ST walkers.

Hull Type/Class: Shuttle/ Sentinel.
Manufacturer: Sienar Fleet Systems and Cygnus Spaceworks.
Hyperdrive: Primary: Class 1, Backup: Class 10.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot, one navigator, one gunner, one comms operator, and one engineer.
Encumbrance Capacity: 200 (without passengers).
Passenger Capacity: 20.
Consumables: Two months.
Price/Rarity: 140,000 credits (R)/6.
Customization Hard Points: 2.
Weapons: Forward-mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

Forward-mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Aft retractable twin light blaster cannons (Fire Arc Aft; Damage 4; Critical 4; Range [Close]; Linked 1).

GUNSHIPS

Gunships, as defined by the Anaxes War College System, are the smallest vessels that can be classified as warships. Considered sub-capital ships, gunships are typically corvettes, heavy space transports, and other, often civilian vessels such as freighters and yachts, operating as warships in theater. Gunships are typically assigned picket, escort, and anti-starfighter roles, as well as commerce raiding and convoy duty.

VIGIL-CLASS CORVETTE

Produced by Kuat Drive Yards for the Imperial Navy, the *Vigil*-class corvette is the smallest vessel in the iconic Star Destroyer class of ships. Lightly armed and armored, it shares the dagger-shaped hull and large crew of its larger siblings, and operates as both a picket and reconnaissance vessel as well as an escort ship for larger, cruiser-sized ships. Their command decks sit flush with the hull, all the way aft over the main drive thrusters. This gives the *Vigil*-class a smaller silhouette and protects the crew better than the tall, exposed control towers found on larger KDY vessels. For its primary armament, the *Vigil*-class carries a trio of turret-mounted heavy turbolasers on the dorsal hull, giving it quite a heavy punch for so small a vessel. In addition, smaller turbolaser turrets are scattered over the ship's hull along with smaller, anti-starfighter laser cannons. Thanks to their size and role, these vessels rarely serve in the line of battle with larger types of Star Destroyers. Instead, they patrol trade routes, serve as battlegroup leaders for small, backwater fleets, and operate as lone cruisers among the fringes of the Inner and Outer Rim, battling pirates and smugglers and rooting out Alliance agents.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR
5	3	-1	2 / 2 / 2 / 1	5

HT THRESHOLD	SS THRESHOLD
55	35

Hull Type/Class: Corvette/Vigil.
Manufacturer: Kuat Drive Yards.
Hyperdrive: Primary: Class 2, Backup: Class 10.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 200 officers, enlisted, and troops.
Encumbrance Capacity: 1800.
Passenger Capacity: 200.
Consumables: One year.
Price/Rarity: 3,500,000 credits (R)/5.
Customization Hard Points: 0.
Weapons: Three dorsal turret-mounted twin light turbolaser batteries (Fire Arc All; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

Three dorsal twin heavy laser cannon turrets (Fire Arc All; Damage 6; Critical 3; Range [Short]; Linked 1).

Forward-mounted medium tractor beam emitters (Fire Arc Forward; Damage –; Critical –; Range [Close]; Tractor 4).

CR90 CORVETTE

A versatile light capital ship, Corellian Engineering's CR90 corvette is a small, multi-purpose vessel popular with both military and civilian organizations. Long and sleek, the CR90 has a distinctive, wasp-waisted profile with a narrow midships section flanked by a massive bank of eleven Girodyne ion turbine engines aft and a broad, hammerhead bridge and crew section forward. These vessels are remarkably fast and agile for ships of their size. Used during the Clone Wars alongside CEC's aging CR70 corvettes, the CR90 benefits from their high-output reactor and CEC's modular design philosophy. They can be configured as a troop carrier, cargo hauler, passenger liner or consular ship, or even a heavily armed light escort vessel or pocket cruiser.

In their standard configuration as lightly armed passenger and cargo liners, these corvettes mount a pair of T&B twin turbolasers in dorsal and ventral midships turrets as their main weapons. Along with the turbolasers are four heavy laser cannons, two to a side, mounted dorsally in turrets on the midships hull section. Thanks to their modular nature and high power output, CR90s can mount two to three times as many weapons without sacrificing any performance, which makes them well-suited to running blockades and acting as heavy escorts for cash-strapped militaries. Their price, versatility, and ostensible position as civilian transport vessels make the CR90 corvettes extremely attractive to the Rebel Alliance. Many of these vessels serve in the disparate Alliance fleets, filling multiple roles and often carrying contraband to and from worlds where their presence rarely causes alarm. However, the Imperial authorities have gotten wise to this, and CR90s are often detained and searched on the flimsiest pretense to ensure that they are not being used to aid and abet the Rebellion.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR	HT THRESHOLD	SS THRESHOLD
5	3	-1	2 / 1 / 1 / 2	5	50	25

Hull Type/Class: Corvette/CR90.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 2, Backup: None.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 30–165 depending on configuration.
Encumbrance Capacity: Up to 2500 depending on configuration.
Passenger Capacity: Up to 600 depending on configuration.
Consumables: One year.
Price/Rarity: 1,200,000 credits/5.
Customization Hard Points: 4.
Weapons: One dorsal and one ventral turret-mounted twin medium turbolaser battery (Fire Arc All; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1).

Two port and two starboard turret-mounted light turbolasers (Fire Arc Port and Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1)

YV-929 ARMED TRANSPORT

A rarity among Corellian Engineering vessels, which have always been cargo vessels first and foremost, the YV-929 was designed from the keel up as an armed transport. Classified as a light freighter similar to the popular YT-1300 and YT-2400 series, the 929 is a bulky, heavily armed and armored transport vessel designed to operate in hostile areas of space without armed escort. Unlike the iconic saucer shaped ships that typically come from CEC's shipyards, the 929 series is a hard-edged, slab-sided ship described as a "flying brick" by those familiar with it. It carries a wide array of laser and ion weaponry, as well as a powerful concussion missile launcher, and its shields are exceedingly powerful for a ship of its size and class. Its large, powerful drives provide immense thrust, propelling the ship to speeds surprising in so bulky a ship, and its cargo holds are relatively vast despite all of the military-style systems.

A number of these vessels have fallen into Alliance hands, where they are used as blockade runners and fast transports. While this state of affairs has understandably angered Imperial officials, who have levied numerous sanctions and fines against CEC, they continue to sell these capable ships to anyone with the credits.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR	HT THRESHOLD	SS THRESHOLD
4	3	-1	2 / - / - / 1	4	23	15

Hull Type/Class: Armed Transport/YV-929.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: One pilot, one co-pilot, two gunners.
Encumbrance Capacity: 80.
Passenger Capacity: 6.
Consumables: Six months.
Price/Rarity: 380,000 credits/6.
Customization Hard Points: 1.
Weapons: Two triple light blaster cannons (Fire Arc Forward and Port, or Forward and Starboard; Damage 4; Critical 4; Range [Close]; Linked 2).

Turret-mounted twin light ion cannon (Fire Arc Forward; Port and Starboard; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Two forward and one rear-mounted concussion missile launchers (Fire Arc Forward or Rear; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Linked 1, Limited Ammo 10 [each]).

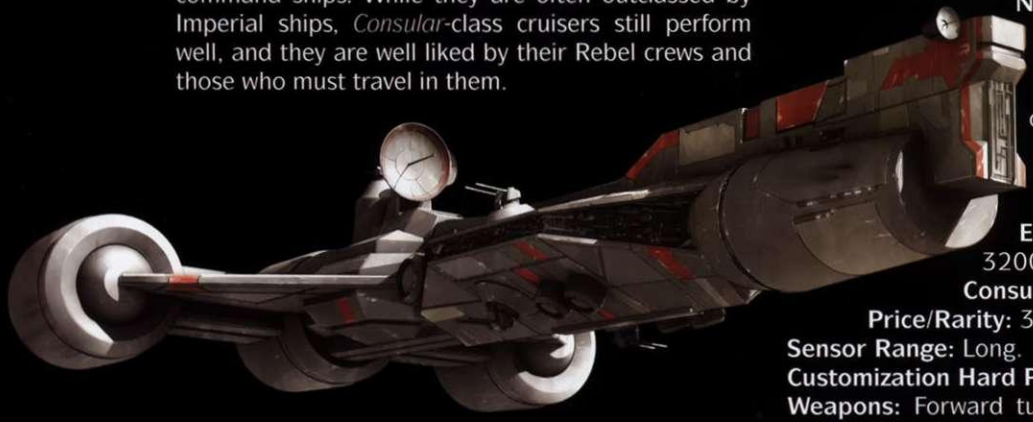
CRUISERS

Cruisers are the workhorses of most space-going navies. Usually frigates and various classes of light and medium cruiser do much of the heavy lifting, both in and out of combat. They escort convoys; support larger, heavier lines of battle ships; maintain blockades; and serve in a wide variety of non-combat roles, from hospital ships to refuelers and tenders. Cruisers are also the ships most commonly encountered alone, as they often undertake long solo missions where they are tasked with searching out and destroying enemy shipping and combat vessels. Kuat Drive Yards' *Nebulon-B* frigate is a perfect example of one of these hardworking vessels.

CONSULAR-CLASS LIGHT ASSAULT CRUISER

In service since before the Clone Wars, CEC's *Consular*-class light cruiser is yet another outdated, outgunned ship pressed back into combat duty by the cash-strapped Rebel Alliance. Related to Corellian Engineering's CR70 and CR90 corvettes, the *Consular*-class served the Old Republic as an unarmed VIP transport, carrying diplomats and other government officials throughout the galaxy on official business. In the deep crimson livery of the Republic Diplomatic Corps, these ships cut a dashing figure with their bluff-bowed, wasp-waisted profile. Lightly crewed, they carried their VIPs in style in a detachable, modular "salon pod" slung beneath the ship's command deck. Large enough for a handful of people, and extremely well-appointed with all of the privacy and communications technology required by a diplomatic mission, the Consulars were among the most recognizable vessels in space before the fall of the Old Republic.

Few of these once proud ships survived the rise of the Empire. Many were destroyed, and those that weren't were mothballed or broken apart and recycled. However, a few have been brought back into service by the Alliance, armed with a motley array of laser cannons and turbolasers and used as light assault carriers and command ships. While they are often outclassed by Imperial ships, *Consular*-class cruisers still perform well, and they are well liked by their Rebel crews and those who must travel in them.



MODULAR PASSENGER PODS

The modular bow pods are one of the most unique of the Consular's many features. Easily switched out with the proper port facilities, they allow the old ships to fill a number of roles. Below are some of the most common, but there are countless variations.

Salon Pod: Salon pods are luxurious facilities designed to carry up to ten individuals in comfort and style. They offer high-end furnishings and a powerful comms suite that allows the pod's inhabitants to make secure transmissions to and from their base of operations. In addition, they are heavily shielded against electronic listening devices and posses a number of systems designed to preserve privacy.

Command Pod: Command pods are Spartan affairs crammed with powerful sensors and computer systems designed to grant a commander up-to-the-minute information on his current situation. A fleet commander operating from within a command pod gains ■ to any checks made to command his ships or troops.

Boarding Pod: Boarding pods are heavily reinforced pods designed to deliver a squad of troops to an enemy ship. Incredibly strong and equipped with powerful sublight thrusters, boarding pods are built to smash through a ship's armor and hull using shaped explosive charges and plasma cutters, whereupon the troops carried within may take the enemy ship.

Hull Type/Class: Light Cruiser/Consular.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 2, Backup: Class 14.
Navicomputer: Yes.
Ship's Complement: One ship's captain, one pilot, one co-pilot, one navigator, one comms operator, four engineers.
Passenger Capacity: Up to 16 depending on configuration.
Encumbrance Capacity: Up to 3200 depending on configuration.
Consumables: Eight months.
Price/Rarity: 3,400,000 credits/5.
Sensor Range: Long.
Customization Hard Points: 4.
Weapons: Forward turret-mounted twin heavy ion cannon (Fire Arc Forward, Port, and Starboard; Dam-

age 7; Critical Hit 4; Range [Medium]; Ion, Linked 1, Slow-Firing 1).

One port dorsal and one port ventral twin light turbolaser (Fire Arc Port; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

One starboard dorsal and one starboard ventral twin light turbolaser (Fire Arc Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

GOZANTI-CLASS ARMED TRANSPORT

Powerful and reliable, the CEC/Gallofree Yards *Gozanti*-class armed transport is a cruiser-sized vessel used by numerous private and governmental organizations as a bulk cargo carrier and convoy escort. In service since the Clone Wars, these vessels are classified strictly as civilian ships and licensed to carry military-grade weaponry through different grandfathered laws that allow for private organizations to protect their own shipping. *Gozanti*-class transports are, despite their advanced age, surprisingly heavily-armed and armored. They carry a number of quad laser turrets and laser cannons, along with ordnance launchers, and are typically included in cargo convoys as combination freighters and escort vessels. Mixed in with a number of plodding, unarmed vessels, *Gozanti*-class ships usually go undetected as a threat until pirates or other criminals are among a convoy, when the armed transports open up with their weapons.

The majority of these ships are well past their useful life as combatants, and most spend their days shuttling cargo to and from worlds in the Outer Rim. Despite this, the Rebel Alliance has refurbished many of these aging vessels, bringing them up to a level of relative modernity that allows them to operate with respectable effectiveness in modern combat. They are employed by the Alliance as escort vessels, in line with their stated purpose, and even as small capital ships in times of desperate need. Some have even been converted to carry one or two starfighters in modified cargo bays, more as piracy deterrent than as offensive weapons, but effective nonetheless. More than one Imperial Customs patrol has been surprised by a *Gozanti*-class transport, a fact that has gained the Alliance the use of more than one of the Empire's vessels.

Hull Type/Class: Armed Transport/Gozanti.
Manufacturer: Gallofree Yards Incorporated and Corellian Engineering Corporation.
Hyperdrive: Primary: Class 3, Backup: Class 12.
Navicomputer: Yes.
Ship's Complement: One pilot, one co-pilot, one engineer, one comms/sensors operator, two loadmasters, six gunners.
Passenger Capacity: 12.
Encumbrance Capacity: 1,000.
Consumables: One month.
Price/Rarity: 200,000 credits/6.
Sensor Range: Long.
Customization Hard Points: 4.
Weapons: One dorsal and one ventral retractable turret-mounted quad laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Two port and two starboard retractable twin heavy laser cannons (Fire Arc Port or Starboard; Damage 6; Critical 3; Range [Short]; Linked 1).

Forward-mounted proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 6, Slow-Firing 1).

LANCER-CLASS FRIGATE

The Imperial Navy's *Lancer*-class frigate, a dedicated anti-starfighter vessel with an impressive reputation for power and reliability, has been in service since the end of the Clone Wars. A rarity in the Imperial order of battle, *Lancers* are armed with a number of accurate and deadly quad laser cannons that can fill every centimeter of space around them with crackling energy. Although frightfully effective, *Lancers* are expensive and have inordinately large crews. They are also a bit of a failed experiment, as with their light armament they can't take on ships of equal class, and their slow speed and poor maneuverability means that most fighters can simply outrun them. This, combined with the fact that most Imperial captains are happy to throw their TIE fighters away screening enemy fighters instead of filling a slot in their formation with a dedicated anti-starfighter vessel, means that the majority of *Lancers* currently in service are only active in and around the Outer Rim, where they fill interdiction and anti-piracy roles.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR
5	2	-1	2 / 1 / 1 / 1	5

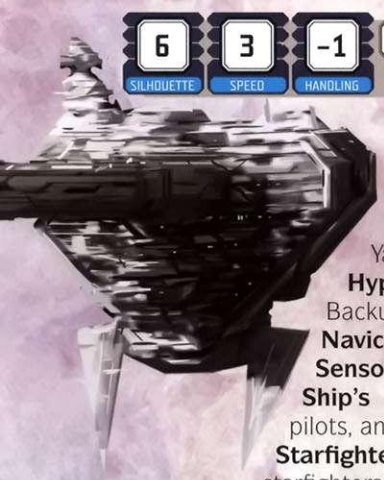
HT THRESHOLD	SS THRESHOLD
52	34

Hull Type/Class: Frigate/Lancer.
Manufacturer: Kuat Drive Yards.
Hyperdrive: Primary: Class 1, Backup: Class 15.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 800 officers and enlisted crew.
Encumbrance Capacity: 200.
Passenger Capacity: 40 troops.
Consumables: Six months.
Price/Rarity: 4,760,000 credits (R)/7.
Customization Hard Points: 0.
Weapons: Four dorsal, four ventral, four port, four starboard, and four forward turret-mounted quad laser cannons (Fire Arc All or Port or Starboard or Forward; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

EF76 *NEBULON-B* FRIGATE

Kuat Drive Yards' *Nebulon-B* frigate was built as a replacement for the Class-C frigate and was one of the first capital ships deployed to Imperial Navy fleets, coming into service alongside the first *Victory*-class and *Imperial*-class Star Destroyers. Designated an escort frigate by the Imperial Navy, these ships are typically assigned to roles considered beneath the expensive Star Destroyers, such as convoy escort, scouting, and picket duties. Long and deceptively fragile-looking, these vessels consist of a multi-deck forward section mated to a bulky aft engineering section by a single thin spar. They are powered by a KDY 8,000 anti-matter reactor, which develops thrust through a cluster of seven Kuat Galaxy-15 ion engines.

These frigates carry a surprising amount of weaponry for their size, including a dozen turbolasers, numerous light laser cannons, and even a trio of tractor beams. Along with the energy weapons, they can also carry two squadrons of twelve TIE/ln fighters docked to the central spar. Together with their heavy armor and sturdy shields, these make the *Nebulon-B* frigates formidable opponents. Much to the Imperial Navy's chagrin, a handful of these powerful frigates have fallen into the hands of the Rebel Alliance, either through capture, salvage, or the defection of their officers and crews. In fact, they are one of the most common capital-class vessels fielded by the Alliance, and many, if not most, fleet actions fought by the Alliance include *Nebulon-B* frigates on both sides of the fight. This has given rise to at least one Imperial admiral lamenting that, just once, he would like to destroy an Alliance ship that the Empire hadn't built.



SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR
6	3	-1	2 / 2 / 2 / 2	6

HT THRESHOLD	SS THRESHOLD
71	40

Hull Type/Class: Frigate/Nebulon-B.
Manufacturer: Kuat Drive Yards.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 920 officers, pilots, and enlisted crew.
Starfighter Complement: Twenty-four starfighters.
Encumbrance Capacity: 4,000, depending on configuration.
Passenger Capacity: 75 troops.
Consumables: Two years.
Price/Rarity: 8,500,000 credits (R)/7.
Customization Hard Points: 2.
Weapons: Six port and six starboard retractable turret-mounted medium turbolasers (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Three starboard, three port, three forward, and three aft retractable turret-mounted light laser cannons (Fire Port or Starboard or Forward or Aft; Damage 5; Critical 3; Range [Close]).

Three forward-mounted heavy tractor beam emitters (Fire Arc Forward; Damage –; Critical –; Range [Medium]; Tractor 6).

DREADNOUGHT-CLASS HEAVY CRUISER

Considered old and outdated at the outbreak of the Clone Wars, Rendili StarDrive's *Dreadnought*-class heavy cruiser is still considered one of the more capable vessels of its class and size in use today. Designed with heavy space combat and planetary occupation in mind, these powerful ships serve both the Imperial and Rebel Alliance Navies as workhorse cruisers. They fill a number of roles and are typically employed in missions that larger vessels cannot or will not undertake. They mount a strong mix of weapon systems and can carry a single squadron of starfighters in a dedicated hangar, a feature that is extremely attractive to the Rebel Alliance, whose commanders rely so much on fighter tactics. Although once quite common, *Dreadnoughts* are becoming increasingly rare as they succumb to fatigue, accident, combat, and parts scarcity. With their large crew requirement and antiquated systems, *Dreadnoughts* are often simply left to deteriorate in shipyards or in orbit above planets when they break down, as the Empire considers them not worth the price of repair. This doesn't stop the Alliance from salvaging and refitting them, however, and many a former Imperial *Dreadnought* has found a new and loving home in the Alliance fleet.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR
7	2	-2	1 / 1 / 1 / 1	7

HT THRESHOLD	SS THRESHOLD
100	40

Hull Type/Class: Heavy Cruiser/Dreadnought.
Manufacturer: Rendili StarDrive.
Hyperdrive: Primary: Class 4, Backup: 18.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: 9,000 to 16,000 officers, pilots, and enlisted crew, depending on configuration.
Starfighter Complement: Twelve starfighters.
Encumbrance Capacity: 7,500.
Passenger Capacity: 3,000 troops.
Consumables: One year.
Price/Rarity: 7,200,000 credits/6.
Customization Hard Points: 4.
Weapons: Five forward and five aft medium Dreadnought turbolaser batteries (Fire Arc Forward, Port, and Starboard or Aft; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 2).

Ten port and ten starboard light Dreadnought quad turbolasers (Fire Arc Port or Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 3, Slow-Firing 2).

Five port and five starboard heavy laser cannons (Fire Arc Port or Starboard; Damage 6; Critical 3; Range [Short]).

ADDITIONAL RULES

Massive 1: When making an attack targeting this starship, the Critical rating of any weapons used counts as 1 higher.

VINDICATOR-CLASS HEAVY CRUISER

The *Vindicator*-class heavy cruisers were designed by Sienar Fleet Systems to take the place of the elderly *Dreadnought*-class heavy cruisers as the standard, multi-role fleet cruiser for the Imperial Navy. Described as "A Star Destroyer that's been shrunk in the wash" by Alliance commanders, the *Vindicator* has the same thin, menacing, arrowhead-shaped hull as its larger *Victory*-class and *Imperial*-class siblings. With a thickly armored hull, heavy shields, and a broad and versatile array of offensive and defensive weaponry, Vindicators are assigned both as escorts and light battleships as well as solitary cruisers sent to hunt Alliance ships and maintain order in distant regions of the Empire. Many dashing young Imperial officers prefer the command of a *Vindicator* over that of a larger line of battle ship like the Imperial-II, as they often have more exciting missions and their common status as lone cruisers offer a much greater chance of personal glory and promotion for an enterprising and ambitious commander.

Hull Type/Class: Heavy Cruiser/Vindicator.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Ship's Complement: 2,551 officers, pilots, and enlisted crew.
Starfighter Complement: 24 starfighters.
Passenger Capacity: 400 troops.
Encumbrance Capacity: 7,500.
Consumables: Sixteen months.
Price/Rarity: 10,400,000 credits (R)/8.
Sensor Range: Long.
Customization Hard Points: 0.
Weapons: Five dorsal, five port, and five starboard medium turbolasers (Fire Arc Forward, Port, and Starboard, or Forward and Port, or Forward and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Five port and five starboard quad light turbolaser batteries (Fire Arc Forward and Port or Forward and Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 3, Slow-Firing 1).

Six forward, eight port, eight starboard, and eight aft point defense laser cannons (Fire Arc Forward or Port or Starboard or Aft; Damage 5; Critical 3; Range [Close]; Accurate 1).

One forward, one port, and one starboard heavy tractor beam emitters (Fire Arc Forward or Starboard or Port; Damage –; Critical Hit –; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher.

INTERDICTOR-CLASS HEAVY CRUISER

Based largely on the *Vindicator*-class hull and utilizing technology pioneered by the *Immobilizer*-418 cruiser, the *Interdictor*-class heavy cruiser is one of the most feared vessels currently in service with the Imperial Navy. The fear generated by these vessels doesn't stem from their offensive capabilities or from any secret weapon, but from the four gravity well generators they carry. Using these powerful gravity generation systems, an *Interdictor* can prevent fleeing starships from entering hyperspace in a certain region of space. They can even pull vessels out of hyperspace by causing a deadly hyperspace shadow that looks, to the collision avoidance systems in most ships, like the shadow of a planet or star. To an organization as heavily reliant on hit-and-run tactics as the Rebel Alliance, a vessel capable of pinning enemy ships in realspace, where they can be captured or destroyed at leisure, is a terrifying prospect indeed.

Interdictor cruisers typically travel in small battlegroups, supporting heavier lines of battle ships and being supported by frigates and starfighters. In battle, they use their gravity well generators to keep fleeing Alliance ships from entering hyperspace while the other vessels in the fleet make short work of them. As few as three or four Interdictors can completely isolate a star system from hyperspace, making them both a serious threat to the Alliance as well as an obvious target (and often the first ships fired on in an action). Far from helpless, these vessels also mount a respectable array of firepower in the form of a number of laser cannon

SFS G7-X GRAVITY WELL PROJECTORS

Gravity well generators produce a massive hyperspace shadow that can both prevent other ships from entering hyperspace and pull ships from hyperspace into realspace. In game terms, *Interdictor* cruisers generate a gravity bubble centered on the ship out to extreme range. Nothing within the bubble can enter hyperspace until it spends the maneuvers to travel past extreme range and outruns the Interdictor. This is a tall order, as all the while, fleeing ships will certainly be pursued by fighters and fired on by other, larger vessels.

As for ships being pulled from hyperspace, the actual effects are largely left to the Game Master's discretion. Should he so wish, and should the situation warrant, the Game Master may wish to let the players attempt to avoid a gravity well bubble created by an Interdictor, but the characters should have a very good reason for it, such as intelligence or some warning as to the presence of an Interdictor on their route.

turrets and anti-starfighter quad laser cannons. Luckily for the Alliance, these ships are quite rare due to the complex nature of their systems and the cost of producing them.

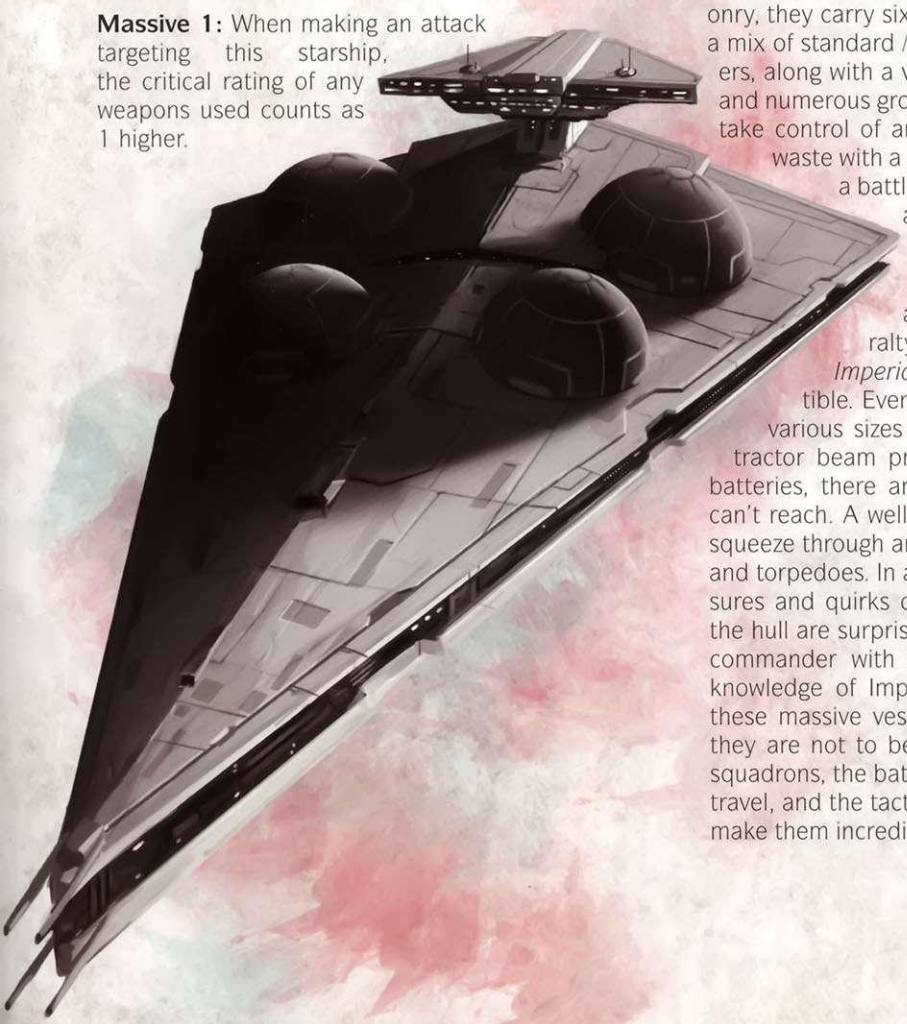
SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR
7	2	-2	3 / 3 / 3 / 2	5

HT THRESHOLD	SS THRESHOLD
75	65

Hull Type/Class: Heavy Cruiser/Interdictor.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 2,807 officers, pilots, and enlisted crew.
Starfighter Complement: 24 starfighters.
Encumbrance Capacity: 6,500.
Passenger Capacity: 80 troops.
Consumables: Sixteen months.
Price/Rarity: 15,400,000 credits (R)/8.
Customization Hard Points: 0.
Weapons: Five dorsal, five ventral, four port, four starboard, and two aft turret-mounted quad laser cannons (Fire Arc Forward or Port and Forward or Port and Starboard or Aft; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

ADDITIONAL RULES

Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher.



BATTLESHIPS

Massive, powerful ships of the line are considered battleships in the Anaxes War College System. These are the biggest warships in commission: the battlecruisers, dreadnoughts, and Super Star Destroyers that are thousands of meters long, carry tens or hundreds of thousands of crew, and mount enough firepower to reduce an entire planet to cinders. A single such vessel can easily turn the tide of a fleet engagement, and a group of these heavy hitters appearing in orbit can cause a recalcitrant system government to surrender before a shot is even fired.

IMPERIAL I-CLASS STAR DESTROYER

Considered the "face of the Imperial Navy," and one of the most powerful ships in current service, KDY's *Imperial I*-class Star Destroyer is the latest in a long line of frighteningly powerful line of battleships fielded by the Imperial Navy. Massive, imposing ships with a long arrowhead-shaped hull and a towering, heavily armored superstructure, these vessels were designed as much to intimidate and sow fear as they were to fight other battleship-type vessels. Probably the most common vessel in the Imperial fleet, they are over a kilometer long, heavily shielded, bristling with weapons, and manned by the best and brightest officers and crew the Navy has to offer. Along with their offensive weaponry, they carry six squadrons of TIE fighters, typically a mix of standard /ln fighters, interceptors, and bombers, along with a variety of shuttlecraft, landing craft, and numerous ground vehicles. A single *Imperial I* can take control of an entire planet, or simply lay it to waste with a powerful orbital bombardment, and a battlegroup led by such a vessel can lock an entire sector down with ease.

Despite their well-deserved reputation for power and resilience, and despite what the Imperial admiralty would have the galaxy believe, *Imperial*-class ships are far from indestructible. Even though their hulls are littered with various sizes of turbolaser turrets, ion cannons, tractor beam projectors, and anti-fighter weapons batteries, there are still blind spots where weapons can't reach. A well-flown fighter or small gunboat can squeeze through and deliver deadly blows with bombs and torpedoes. In addition, thanks to cost-saving measures and quirks of design, a few important parts of the hull are surprisingly lightly armored; a battlegroup commander with a brave squadron and a working knowledge of Imperial tactics can neutralize one of these massive vessels with surprising ease. However, they are not to be underestimated, and their fighter squadrons, the battlegroups with which they invariably travel, and the tactical know-how of their commanders make them incredibly tough nuts to crack.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT	ARMOR	HT THRESHOLD	SS THRESHOLD
8	2	-3	3 / 3 / 3 / 2	10	145	60

Hull Type/Class: Star Destroyer/Imperial I.
Manufacturer: Kuat Drive Yards.
Hyperdrive: Primary: Class 2, Backup: Class 8.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 37,085 officers, pilots, and enlisted crew.
Starfighter Complement: 72 starfighters.
Vehicle Complement: Numerous shuttles, landing craft, utility vehicles, landing barges, and AT- series walkers.
Encumbrance Capacity: 15,000.
Passenger Capacity: 9,700 troops.
Consumables: Two years.
Price/Rarity: 150,000,000 credits (R)/7.
Customization Hard Points: 2.
Weapons: Ten port and ten starboard heavy turbolaser batteries (Fire Arc Port and Forward or Starboard and Forward; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Ten dorsal heavy turbolaser batteries (Fire Arc Forward, Port, and Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Ten port, ten starboard, and ten forward light turbolasers (Fire Arc Port, Starboard, or Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).

Ten port and ten starboard battleship ion cannon turrets (Fire Arc Port and Forward or Starboard and Forward; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Slow-Firing 2).

Ten ventral battleship ion cannon batteries (Fire Arc Forward, Port, and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Fifteen port and fifteen starboard medium ion cannons (Fire Arc Port or Starboard; Damage 6; Critical 4; Range [Short]; Ion).

Ten heavy tractor beam emitters (Fire Arc Forward, Port, and Starboard; Damage –; Critical –; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 2: When making an attack targeting this starship, the Critical rating of any weapons used counts as 2 higher.

PRAETOR II-CLASS STAR BATTLECRUISER

One of the largest classes of ships commissioned in the Imperial Navy, the *Praetor II*-class battlecruiser is second only to the rare *Executor*-class Super Star Destroyer in size, mass, and destructive potential. Like all Star Destroyer-type warships, the *Praetor II* has a long, thin, arrowhead-shaped hull covered in bone-colored armor plating and bristling with all manner of turbolaser turrets, laser cannons, ion cannons, and anti-fighter weapon systems. Nearly five times as long as an *Imperial II*-class vessel, these massive ships are typically assigned as command vessels for sector fleets, rarely leaving their berths except in times of dire need or in the case of a full-fleet engagement somewhere within their sphere of influence. While they share many design queues with the other ships in the Star Destroyer line, Praetors lack the towering bridge and sensor superstructure found on the lighter *Imperial* and *Victory*-class ships. Instead, they have a broad, heavily armored bunker-like ridge that runs along the dorsal surface from amidships aft and extends over the stern. Most of the crew live and work in this area, as the rest of the ship is given over to machine spaces, control systems, and the other necessary engineering areas.

While the *Praetor II* battlecruisers have their weaknesses, it's incredibly difficult to leverage knowledge of them into any kind of victory. These vessels never travel alone; they are constantly tended to by battlegroups composed of a number of different vessel classes and surrounded by a thick cloud of vigilant TIE fighters. Their long range armament makes them difficult to reach, as they can hull an enemy heavy cruiser or battle ship well before the enemy can reach the Imperial forces. Those few Rebel fleets that have tangled with a Praetor have discovered that destroying one of these vessels is easier done through boarding or sabotage while it's docked as opposed to facing its planet-crushing firepower head-to-head.

Hull Type/Class: Star Battlecruiser/Praetor II.
Manufacturer: Kuat Drive Yards.
Hyperdrive: Primary: Class 2, Backup: Class 16.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 109,000 officers, pilots, and enlisted crew.
Starfighter Complement: 120 starfighters.
Vehicle Complement: Numerous shuttles, landing craft, utility vehicles, landing barges, and AT- series walkers.
Encumbrance Capacity: 78,000.
Passenger Capacity: 14,000 troops.
Consumables: Three years.
Price/Rarity: 700,000,000 credits (R)/9.
Customization Hard Points: 1.

Weapons: Thirty port and thirty starboard turret-mounted quad heavy turbolaser batteries (Fire Arc Forward and Port or Forward and Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 3, Slow-Firing 2).

Twenty dorsal and twenty ventral turret-mounted twin medium turbolaser batteries (Fire Arc All; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1).

Ten forward twin long ranged battleship ion cannon batteries (Fire Arc Forward; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Fifteen port and fifteen starboard turret-mounted twin battleship ion cannons (Fire Arc Forward and Port or Forward and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Ten hull-mounted heavy tractor beam emitters (Fire Arc All; Damage –; Critical –; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 3: When making an attack targeting this starship, the Critical rating of any weapons used counts as 3 higher.

VICTORY-CLASS STAR DESTROYER

Old, slow, weak, and roundly despised by most, if not all, officers and enlisted crewmen who have served aboard them over their long service to the Imperial Navy, the *Victory*-class Star Destroyers are considered the first true Star Destroyers produced by KDY. Built during the height of the Clone Wars, the *Victory*-class was designed as an all-purpose heavy line of battle ship meant to support planetary landings and take part in fleet actions. While considered fine ships at the time, they were rushed to production after many delays and political wrangling within the Navy and KDY, and the resulting ships required more maintenance and dry dock time than was considered right even in the heavily bureaucratic Republic. They suffered from a rash of problems (from burned-out hyperdrive couplings to a disturbing tendency to electrocute crewmen in their bunks) and the entire class quickly gained a reputation as unlucky ships and spacegoing coffins. When the Emperor ascended the throne and overthrew the Old Republic, the *Victory*-class ships were given a service life extension program, becoming the *Victory II*-class and promising increased combat performance and longevity and the elimination of all the old ships' problems.

This was not to be the case, however. Despite thorough rebuilds, the *Victory II*-class never eliminated all of its predecessor's issues. In addition, the development of new heavy cruisers and the Imperial and *Imperial II*-class Star Destroyers quickly rendered the old Victories obsolete despite their upgrades. Unloved by nearly everyone, many Victories were relegated to planetary garrison and light patrol duty in the farthest reaches of the Empire, and command of or assignment to one of the old Victories was seen as death to a Navy

man's career. Those that weren't sent out to the galactic backwater were sold out of the Imperial Navy to private organizations (such as the Corporate Sector Authority) or broken up for salvage. At the beginning of the Rebellion, a handful of *Victory II*-class ships were purchased or seized and used to great effect against the Empire. The location and condition of these vessels is currently unknown, and most are presumed to have been lost or captured.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR	HT THRESHOLD	SS THRESHOLD
8	1	-3	2 / 2 / 2 / 2	9	120	50

Hull Type/Class: Star Destroyer/Victory II.
Manufacturer: Kuat Drive Yards.
Hyperdrive: Primary: Class 1, Backup: Class 15.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 6,107 officers, pilots, and enlisted crew.
Starfighter Complement: Twenty-four starfighters.
Vehicle Complement: Numerous shuttles, landing craft, utility vehicles, and AT- series walkers.
Encumbrance Capacity: 6,500.
Passenger Capacity: 1,600 troops.
Consumables: One year.
Price/Rarity: 50,000,000 credits (R)/6.
Customization Hard Points: 4.
Weapons: Five port and five starboard light quad turbolaser batteries (Fire Arc Port and Forward or Starboard and Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 3, Slow-Firing 1).

Ten forward-mounted twin medium turbolasers (Fire Arc Forward; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Ten dorsal twin medium turbolasers (Fire Arc Forward; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Twenty assault concussion missile launchers (Fire Arc Forward; Damage 7; Critical 3; Range [Short]; Blast 4, Breach 5, Guided 2, Inaccurate 1, Slow-Firing 1).

Ten hull-mounted heavy tractor beams (Fire Arc All; Damage –; Critical Hit –; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher.

MC80 *LIBERTY* TYPE STAR CRUISER

Long and sleek with a decidedly bulbous, organic silhouette, these lovely vessels are among the few heavy line of battle ships possessed by the Rebel Alliance. Produced by Mon Calamari Shipyards, the MC80 ships were initially designed as long range exploration or pleasure craft, civilian vessels designed to cruise the stars for knowledge or carry passengers in luxury and style. Each one is unique, hand-crafted by talented Mon Calamari shipwrights to exacting specifications. Rivaling the *Imperial II*-class Star Destroyers in length and mass, these ships fell into the hands of the Alliance as the Mon Calamari people were liberated from their Imperial oppressors. Sturdy, well-built, and over-engineered, they were designed to stand up to the rigors of constant interstellar travel, a type of shipbuilding that took surprisingly well to combat roles.

Beneath the graceful, rolling lines of their hull plates, these ships mount a frightful array of heavy weapons, and their firepower and thickly armored hulls have taken more than one Imperial battlegroup by surprise. In addition to their firepower, MC80 ships also carry up to ten squadrons of fighters, along with numerous shuttles, landing ships, and utility craft. Extremely powerful and versatile, they are also difficult to maintain, as they are all unique and there is hardly any component commonality between ships. This fact more than anything causes the Alliance to show caution in how and where they deploy these vessels, as each one is nearly irreplaceable.

Hull Type/Class: Heavy Star Cruiser/Liberty.
Manufacturer: Mon Calamari Shipyards.
Hyperdrive: Primary: Class 1, Backup: Class 9.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 5,400 officers, pilots, and enlisted crew.
Starfighter Complement: 36 starfighters.
Vehicle Complement: Numerous shuttles, landing craft, and utility vehicles.
Encumbrance Capacity: 70,000.
Passenger Capacity: 1,200 troops.
Consumables: Two years.
Price/Rarity: 104,000,000 credits/7.

Customization Hard Points: 4.
Weapons: Twelve forward, twelve port, twelve starboard, and twelve aft twin heavy turbolaser batteries (Fire Arc Forward, Port, and Starboard or Forward, Port, and Aft or Forward, Starboard, and Aft, or Aft, Port, and Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Five forward, five port, five starboard, and five aft twin battleship ion cannon batteries (Fire Arc Forward, Port, and Starboard or Forward, Port, and Aft or Forward, Starboard, and Aft, or Aft, Port, and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Six hull-mounted heavy tractor beams (Fire Arc All; Damage –; Critical –; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 2: When making an attack targeting this starship, the Critical rating of any weapons used counts as 2 higher.

SHIP AND VEHICLE MODIFICATIONS

The ships and vehicles used by the Rebel Alliance tend to be old, outdated, second- or third-hand vessels in desperate need of work that have been plying the spacelanes for decades, if not centuries. Many are veterans of the Clone Wars and have seen an incredible amount of combat and general abuse. They are pressed into combat roles they may or may not have been designed to fill against a vastly superior military force, and are expected to perform well and return their crews safely; a tall order indeed. As a ship's crew works and fights aboard her and gets to know her various attributes, both positive and negative, it is not uncommon for them to make various modifications to the ship to increase her performance against Imperial adversaries. By tinkering with existing systems, or through the purchase of existing parts and modification packages, a skilled and dedicated crew can improve a ship's general comfort and performance beyond what her designers initially imagined. More powerful sublight engines, faster hyperdrives, better sensors, and other, more esoteric modifications are commonplace among the ragtag fleet of the Rebel Alliance.

STARSHIPS, VEHICLES, AND MODS

Like personal equipment, starships and vehicles can benefit greatly by being modded. Ships and vehicles follow the rules for attachments and mods as discussed in **Chapter V: Gear and Equipment**. The only difference is that installing a mod on a ship or vehicle costs ten times as much, due to their greater size and complexity.

TABLE 7-16: ATTACHMENTS

Attachment	Price	Rarity	HP
Advanced Targeting Array	4,000	4	1
Electronic Countermeasures	3,000	6	1
Enhanced Armor	2,000 x silhouette	3	2
High-Output Ion Turbine	5,300	5	1
Hydraulic Control Circuits	1,000	7	2
Hyperdrive Generator	6,400	4	1
Reinforced Shield Generator	3,800	5	2
Retrofitted Hanger Bay	5,000 x silhouette	3	2
Upgraded Comms Array	4,800	6	1
Upgraded Weapons	Varies	Varies	Varies

ATTACHMENTS

The following is a small selection of common attachments seen on the ships and vehicles used by the Rebel Alliance. They run the gamut from docking clamps and larger engines to hidden compartments and more powerful weapons. This is not intended to be a comprehensive list, but it is meant to be representative of what can be done to customize a spacecraft. Game Masters are encouraged to design their own attachments to fit their players' tastes and the needs of their campaigns, and more options for attachments will appear in future supplements.

ADVANCED TARGETING ARRAY

Advanced targeting arrays use sophisticated holo-imaging to present a pilot or gunner a detailed, three-dimensional view of his target. Installation of an ATA increases the accuracy of a ship's weapons, and allows gunners to get more shots on target, increasing their effectiveness in combat.

Models Include: Taim & Bak LR-375a Sureshot Advanced Targeting Array, Fabritech KR-770 "Sharpshooter" Targeting Computer, Koensayr Manufacturing 840.z Holo-Targeting Suite.

Base Modifiers: Upgrades the ability of Gunnery checks when firing mounted weapons by 1.

Modification Options: 1 Additional upgrade Mod, 1 Innate Talent (Sniper Shot) Mod, 1 Innate Talent (True Aim) Mod.

Hard Points Required: 1.

Price: 4,000 credits.

ELECTRONIC COUNTERMEASURES SUITE

Designed to blind and deafen enemy ships, an electronic countermeasures suite transmits a dense stream of white noise and junk data that fogs sensors and jams comms traffic within close range of the broadcasting ship. This may be applied to all starships and vehicles.

Models Include: Fabritech 995 Stormcloud ECM Suite, Miradyne 4x-Phantom Short-Range Sensor Jammer (starfighters only), KDY 220-SIG Tactical Combat Jammer (capital ships only).

Base Modifiers: Blocks all sensors within range, counting the ship or vehicle's silhouette as 1 smaller when attacked. Immediately notifies all ships in a star system, or within 100 kilometers if planetside, of the ship or vehicle's existence.

Modification Options: 1 Increase difficulty by 1 when making subsequent attacks with the Guided quality Mod.

Hard Points Required: 1.

Price: 3,000 credits.

ENHANCED CARBON-DURASTEEL ARMOR

Produced by numerous starship manufacturers, these armor plates are made from a complex lattice of carbon nanotubes embedded with spun threads of durasteel. This modification may be applied to all starships and vehicles.

Models Include: Ferro-Magnesium Armor Plate, Cerro-Ablative Sheets.

Base Modifiers: Adds 1 point to starship armor and reduces starship handling by 1.

Modification Options: None.

Hard Points Required: 2.

Price: 2,000 credits per point of starship or vehicle silhouette.

HIGH-OUTPUT ION TURBINE

Upgraded engines increase a ship or vehicle's raw, straight-line speed at the cost of lower reliability. This modification may be added to any ship or vehicle.

Models Include: Girodyne Ter40 High-Output Ion Turbine, Sienar Fleet Systems SFS-220 Ion Drives, Koensayr Manufacturing R800 Ion Ramjet.

Base Modifiers: Adds 1 point to a ship's speed and reduces system strain threshold by 1.

Modification Options: None.

Hardpoints Required: 1.

Price: 5,300 credits.

HYDRAULIC CONTROL CIRCUITS

Common on ships used by the Rebel Alliance, hydraulic control circuits are a throwback to an earlier era of shipbuilding. Instead of using traditional conductive material pressed into composite wafer boards to transfer electromagnetic energy, HCCs use countless, near-microscopic transparisteel tubes full of highly conductive liquid metal similar in its composition to mercury. Held under pressure and regulated by a series of valves, this metal controls the flow of energy. This can be added to non-fighter starships.

Models Include: Corellian Engineering Corporation Hydraulic Control Circuits, Santhe/Sienar Hardened Circuitry, Fabritech Insulated Circuitry.

Base Modifiers: Ships equipped with these attachments suffer half damage from weapons possessing the Ion quality after damage is reduced by armor. When installed, reduce handling and system strain threshold by 1.

Modification Options: 1 Defender chooses ship component affected by Ion weapon quality, as opposed to the attacker Mod. 1 Increase system strain threshold by 1 Mod.

Hard Points Required: 2.

Price: 1,000 credits.

HYPERDRIVE GENERATOR

Upgraded hyperdrive generators increase a vessel's speed through hyperspace, allowing it to complete journeys in a fraction of the time.

Models Include: Isu-Sim SSP05 Hyperdrive Generator, SFS S/ig-30 Hyperdrive System, KDY JumpStar Hyperdrive Generator.

Base Modifiers: Reduces a ship's hyperdrive class by 1 to a minimum of 1.

Modification Options: 2 Reduce hyperspace rating by 1 to a minimum of .5 Mods.

Hard Points Required: 1.

Price: 6,400 credits.

REINFORCED SHIELD GENERATOR

A good defense is crucial to keeping Rebel starships fighting the good fight. Hardened shields upgrade a ship's stock particle and ray shielding to make them stronger and to make the shields easier to manage.
Models Include: KDY 880 Palisade Shield Generator, Phoah-Kingsmeyer 721a AEGIS Shield Generators, Sienar SH-2/a.Z Shield Reinforcement.
Base Modifiers: 1 additional point of defense to one defense zone of choice.
Modification Options: 2 One additional point of defense to one defense zone of choice Mods.
Hard Points Required: 2.
Price: 3,800 credits.

RETROFITTED HANGAR BAY

Some starships or large vehicles can be modified to carry smaller vehicles (with a maximum silhouette of 2 smaller than the carrier) in a converted cargo hold or other compartment. The hangar bay modification includes launch and recovery systems as well as fueling, traffic control, and maintenance facilities. This may only be used on ships or vehicles with a silhouette of 5 or more.
Models Include: None.
Base Modifiers: Allows a ship or vehicle to carry smaller vehicles (with a maximum silhouette of 2 smaller than the carrier) in a converted cargo hold or other compartment. Silhouette 5 vehicles can carry a total silhouette of 5, silhouette 6 vehicles can carry a total silhouette of 20, and silhouette 7+ vehicles can carry a total silhouette of 60. The total silhouette is calculated by adding together all carried vehicles' silhouettes. For instance, a silhouette 5 vehicle could carry 2 silhouette 2 vehicles (speeder bikes, for example) in its retrofitted cargo bay, whereas a silhouette 6 vehicle could carry 10 speeder bikes. Common sense and GM judgment apply when determining what vehicles can and cannot fit in a hangar bay.
Modification Options: 5 Additional +1 maximum silhouette capacity Mods.
Hard Points Required: 2.
Price: 5,000 credits per point of starship or vehicle silhouette.

UPGRADED COMMS ARRAY

Upgraded comm systems are powerful subspace comms arrays that can be fitted to most ships in the galaxy.
Models Include: Chedak Communications Frequency Agile Subspace Transceiver (FAST), SFS Ranger Long Range Transceiver, Fabritech 44Q/r Multi-Band Transceiver.
Base Modifiers: Increases the range of shipboard communications by 1 range band.
Modification Options: 2 One additional range band Mods.
Hard Points Required: 1.
Price: 4,800 credits.

UPGRADED WEAPONS

This upgrade reflects the simple act of mounting more or heavier weapons on a starship or vehicle. When replacing an existing weapon on the ship, the new weapon has the same firing arc as the original. When adding a weapon to a new location on the ship, the GM must decide what firing arc makes the most sense.
Models Include: Arakyd Flex Tube Proton Torpedo Launcher, ArMek SW-6 Heavy Ion Cannon.
Base Modifiers: See **Table 7–17** for a list of what weapons can be mounted to what kind of ship. This is not an exhaustive list, but provides a series of guidelines that can be applied for other, non-standard weapons as well.
Modification Options: None.
Hard Points Required: 0 if replacing an existing system. 1 if adding a new weapon system. Weapon systems combining two or more weapons always cost 1 hard point, even if replacing an existing system.
Price: Varies.

TABLE 7–17: UPGRADING WEAPONS

Weapon	Price/ Rarity	Compatible Silhouette
Auto-Blaster	3,000/3	2-10
Blaster Cannon (Light)	4,000/2	2-10
Blaster Cannon (Heavy)	5,000/3	3-10
Concussion Missile Launcher	7,500/5	3-10
Ion Cannon (Light)	5,000/5	3-10
Ion Cannon (Medium)	6,000/6	5-10
Ion Cannon (Heavy)	7,500/7	6-10
Ion Cannon (Battleship)	10,000/8	8-10
Laser Cannon (Light)	5,500/4	3-10
Laser Cannon (Medium)	7,000/4	3-10
Laser Cannon (Heavy)	7,500/5	4-10
Proton Torpedo Launcher	(R) 9,000/7	3-10
Quad Laser Cannon	8,000/6	4-10
Tractor Beam (Light)	6,000/4	4-10
Tractor Beam (Medium)	8,000/5	5-10
Tractor Beam (Heavy)	10,000/6	5-10
Turbolaser (Light)	(R) 12,000/7	5-10
Turbolaser (Medium)	(R) 15,000/7	6-10
Turbolaser (Heavy)	(R) 20,000/8	6-10
Linking two or more weapons of the same type (this adds the Linked quality to the weapon, with a value equal to the additional weapons added)	+half the cost of the weapon per additional weapon	As weapon

VIII

THE FORCE

"My ally is the Force and a powerful ally it is."

–Master Yoda

The Force is a presence in all things. Most people are unaware of the Force or blind to the extent of its significance. Those few who are able to perceive the presence of the Force are termed Force-sensitives, though few of them are able to exercise the ability to utilize the power of the Force.

Throughout galactic history, various civilizations have used the Force, harnessing it to technologies or developing mystical traditions that teach techniques to develop the potential of Force-sensitives. Two monastic orders, the Jedi and the Sith, were dedicated to developing such techniques, though they did so from divergent perspectives. The two orders played a major role in galactic history, but under the benighted rule of the Galactic Empire, attempts to understand and use the Force have been suppressed. All evidence of the Jedi Order has been destroyed, and Force-sensitives sympathetic to their perspective are persecuted. As for the Sith, their own traditions limit their number to two: a master and an apprentice. These two currently command great power as Emperor Palpatine and Lord Vader.

The Force is a difficult thing to define, existing as it does in everything and seemingly limitless in its potential. In its totality, the Force exists in a state of balance, encompassing both fear and hope, love and anger, joy and sorrow. Even talented Force-sensitives struggle to correctly comprehend the Force as a whole, and tend to generalize it according to positive and negative aspects. As such, the Force is understood to have a light side encompassing those aspects of the Force deemed benevolent, and a dark side encompassing those aspects of the Force deemed malevolent.

Some Force users, particularly the Sith, contend that the dark side of the Force is easier to use and facilitates greater feats of power than the light side. Other Force users have contested this, and point to the fact that in years gone by, the greatest of the Jedi were the equal of the most powerful Sith lords. However, the notion that utilizing the dark side provides an easy route to power is a commonplace belief throughout the galaxy.

THE FORCE IN THE GALAXY

It is said that there are only a few scholars left who talk of the Force frankly with any degree of authority. There will be those who contend with this opinion, pointing out the numerous belief systems that claim knowledge of the Force. The existence of such groups is an indisputable fact, but they are so far removed from a thorough and disciplined understanding of the Force that their putative insights are dismissed as pseudoscientific pretension or pure flummery.

Those who insist that the nature of the Force is still rigorously taught in some areas of the galaxy may cite religious orders such as the B'omarr monks of Tatooine, a band of zealots who claim that in order to best contemplate the Force, one must physically remove the brain from the body and rehouse it within a mechanical life-support unit. More cynical voices may note that the very fact that the Empire allows such orders to exist is proof in itself that they fail to achieve the mastery of the Force of which they so idly boast. To the more pessimistic Rebels, those who hanker after the days of the Galactic Republic with dwindling hope of ever seeing it restored, true understanding of the Force died the day Emperor Palpatine and Darth Vader turned on the Jedi Council and killed them all.

Most, but not all, sentient species in the galaxy have a connection to the Force and include individuals who are Force-sensitive. Some are more sensitive than others; some, such as the Toydarians and the Hutts, are especially resistant to the mind tricks played by practiced Force users. Typically, Force sensitivity is hereditary, passed down from generation to generation. However, this is not always the case, and sometimes a Force user of note comes from a family with no history of Force sensitivity. In the days of the Jedi, Force-sensitive individuals were discovered at a young age and brought to the Jedi temple on Coruscant for training. Those days are over.

Under the rule of the Galactic Empire, Force-sensitives are hunted and destroyed, or corrupted by the Emperor and Darth Vader to serve the dark side. Those who discover that they have a connection to the Force have to teach themselves and are best advised to keep their talents a secret, lest an acquaintance inform Imperial authorities.

A few sanctuaries survive within which Force-sensitives may find refuge. As mentioned earlier, a number of eccentric religious orders exist around the galaxy. The leadership of such orders claim insights into the Force and promise personal enlightenment to those who follow their strictures. Such orders certainly welcome Force-sensitive individuals and even offer them effective succor from the depredations of the Empire, but the reality of the situation is that no such security is guaranteed. These institutions exist at the Empire's sufferance. Should any such order gain a reputation as a haven for Force-sensitives, it would find itself under increasing scrutiny and risk of persecution.

Many Force-sensitives join groups of outlaws, engaging in piracy and smuggling in order to make a living without having to answer to the Empire. Such a way of life is fraught with danger in itself, as the many bounty hunters who earn their living by tracking down fugitives from Imperial justice are well aware that the rewards on offer are even higher when the quarry is a Force-sensitive.

The Rebel Alliance provides perhaps the best haven for a Force-sensitive. Not only are they dedicated to the overthrow of the Galactic Empire, but they are the only organization of note in the galaxy that preserves some knowledge of what it was to follow the traditions of the Jedi. Rumors abound of how the battle of Yavin was won by a powerful young Force-sensitive at the controls of an X-wing starfighter. His trust in the Force is said to have inspired him when making the bombing run that destroyed the Death Star and humiliated the Empire.

Due to the news of this victory, many throughout the galaxy who suspect that they might be Force-sensitive are eager to join the Alliance and take up arms against the Empire. There are rumors that within the Rebel ranks there are grizzled campaigners who fought alongside the Jedi in the days of the Republic. Aspiring young Force-sensitives are told that by working with the Rebel Alliance they may find the information they need to track down holocrons, organic crystal devices that contain a wealth of information about Jedi teachings and history. There are even stories told that Jedi Knights still exist in the galaxy, hiding from the eyes of Imperial agents and willing to take on suitable Force-sensitives as their apprentices.

FORCE DICE

The twelve-sided, white Force die ⬣ is the seventh narrative die used in **Age of Rebellion**. On it are white circular symbols representing the light side of the Force ●, and black circular symbols representing the dark side of the Force ○.

The Force die is unique among the dice in **Age of Rebellion** because, unlike the other dice, the Force die does not generate symbols that contribute toward success or failure. In addition, the Force die's light and dark side symbols do not cancel each other out. Instead, the Force die generates resources, both light and dark, available for the players to use.

THE FORCE IN AGE OF REBELLION

With the exception of droids and members of a few particular species, any character can be a Force-sensitive in **Age of Rebellion**. Being Force-sensitive is very different from being a Jedi, as only years of study in the techniques and teachings of the Order entitle a Force user to such an accolade. Most Force-sensitives would not be able to achieve the degree of skill necessary to become a fully fledged Jedi Knight, and in the modern age, the Jedi have been so thoroughly expunged that finding a qualified teacher in their techniques is a practical impossibility.

In this game, the ability to use the Force is represented by a character's Force rating. Most characters have a Force rating of 0. This does not mean they are wholly cut off from the Force, as everything in the galaxy is affected by it, but it has no tangible impact on their day-to-day existence as they perceive it. Force-sensitive characters who do apprehend the Force always have a Force rating.

FORCE-SENSITIVE CHARACTERS

Being Force-sensitive allows a character to unlock certain special abilities and the means with which to activate and use Force powers, which are discussed later in this chapter.

Certain specialization trees may only be chosen by Force-sensitive characters, and particular talents are for their exclusive use. In addition, certain talents and abilities may affect Force-sensitive characters in different ways to characters who do not have a Force rating. There are some abilities that may only affect Force-sensitive characters, and others to which Force-sensitives may be effectively immune. If this is the case, it will be noted in the description of the talent or ability in question. Talent trees exclusive to Force-sensitive characters have this fact noted in their description.

BECOMING FORCE-SENSITIVE

In **Age of Rebellion**, the simplest way to become a Force-sensitive character is to choose the Force-Sensitive Emergent specialization on the following page. This specialization is fundamentally the same as the ones starting on page 61 and is considered a specialization in all respects. However, there are some additional points of which to take note.

The Force-Sensitive Emergent specialization is a universal specialization, and the experience cost to take it is ten times the total number of specializations that the character would have with (and including) the new specialization. While this means that the specialization costs the same as a career specialization, universal specializations are not career specializations.

There are other ways in which a character could become Force-sensitive. For example, if groups have access to **Edge of the Empire**, a player may decide to use the Force-Sensitive Exile specialization instead of the Force-Sensitive Emergent specialization. This would be suitable, as there is room in the ranks of the Alliance for such characters, though the Force-Sensitive Emergent is somewhat more typical of those who join the Rebellion.

FORCE-SENSITIVE EMERGENT

The Rebel Alliance stands for the restitution of the values and structures that were set aside during the rise of Emperor Palpatine. As Force users have been among those persecuted under the Imperial regime, many of them sympathize with the goals of the Rebellion. As a result of this, one of the Rebel Alliance's most underestimated assets is a cadre of amateur Force-sensitives who could prove decisive in the struggle against the Empire. Or at least, they would be if they were properly identified and trained.

Within the ranks of Rebel organizations, Force-sensitives are safe from the Empire and have access to one of the few remaining societies in the galaxy that still openly acknowledges and encourages an understanding of the light side of the Force. While the Jedi Order has been shattered by the Empire, there are many within the Rebel Alliance who remember them and their teachings. While few Force-sensitives are ever fortunate enough to receive training from an actual Jedi, at least in the Alliance they can learn about the Order's traditions and techniques from sympathetic sources.

While they were regarded by the citizens of the galaxy as a benevolent order dedicated to the promotion of peace and harmony throughout the galaxy, the Jedi Knights also had a well-deserved reputation as fierce warriors, particularly when it came to close-quarters fighting with their signature weapon, the lightsaber. While few Force-sensitives hope to develop such prowess, or come to possess a lightsaber of their own, they do tend to develop some skill at martial arts. In fact, a little training in hand-to-hand combat is recommended, both as a method of self-protection and because the associated regimen is said to help put one in the right frame of mind to contemplate the Force.

The Force-Sensitive Emergent specialization does not have any career skills associated with it. When a character purchases this specialization, he automatically receives a Force rating of 1 (if he did not already have it). However, if the character already has a Force rating of 1 or higher, it does not improve when he purchases the Force-Sensitive Emergent specialization.

Just like other specializations, the Force-Sensitive Emergent specialization can be taken at character creation or at any subsequent point. This represents the fact that some Force-sensitives do not become aware of their potential until a relatively late stage of their lives.

Universal: Force-Sensitive Emergent Talent Tree

Gain Force Rating 1

ACTIVE

PASSIVE

FORCE TALENT

INSIGHT
Perception and Discipline become career skills.
COST 5

UNCANNY SENSES
Add ▢ per rank of Uncanny Senses to all Perception checks.
COST 5

INDISTINGUISHABLE
Upgrade difficulty of checks to identify character once per rank of Indistinguishable.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

UNCANNY REACTIONS
Add ▢ per rank of Uncanny Reactions to all Vigilance checks.
COST 10

TOUGHENED
Gain +2 wound threshold.
COST 10

SLEIGHT OF MIND
Add ▢ to all Stealth checks unless the opposition is immune to Force powers.
COST 10

SLEIGHT OF MIND
Add ▢ to all Stealth checks unless the opposition is immune to Force powers.
COST 10

UNCANNY SENSES
Add ▢ per rank of Uncanny Senses to all Perception checks.
COST 15

UNCANNY REACTIONS
Add ▢ per rank of Uncanny Reactions to all Vigilance checks.
COST 15

GRIT
Gain +1 strain threshold.
COST 15

INDISTINGUISHABLE
Upgrade difficulty of checks to identify character once per rank of Indistinguishable.
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 20

SENSE DANGER
Once per session, remove ■■ from any 1 check.
COST 20

TOUCH OF FATE
Once per session, add ▢▢ to any 1 check.
COST 20

BALANCE
When the character recovers strain at the end of the encounter, he may add ⬡ per Force rating. He recovers additional strain equal to ◯ generated.
COST 20

INVIGORATE
Once per encounter, may add ⬡ to a check using Brawn or Agility made by an ally in short range. ◯ add ✲ and ● add ⚙.
COST 25

FORCE OF WILL
Once per session, make one skill check using Willpower rather than the characteristic linked to that skill.
COST 25

FORCE RATING
Gain +1 Force rating.
COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

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FORCE POWERS

The primary means by which a Force user manipulates the Force is not unconscious. A true Force user can deliberately tap into the Force to change and manipulate himself and his surroundings. The Force can allow someone to do things others may see as fantastic or even unbelievable: levitating items, blocking blaster shots with one's hands, controlling the minds of others, and even predicting the future.

Force powers are the means by which a Force-sensitive character accomplishes those tasks. In **Age of Rebellion**, Force powers are broad and overarching abilities that allow Force-sensitive characters to perform impressive and fantastic feats.

Each Force power focuses on a particular task that can be performed through the manipulation of the Force. The initial purchase of each Force power costs 10 experience, although once purchased, the user may spend additional experience to further customize and enhance his power.

ACTIVATING POWERS

Most Force-sensitives use their Force powers through a variant of **Age of Rebellion**'s core mechanic, assembling a dice pool and rolling it to see if the power resolves successfully. However, unlike most skill checks, Force power checks do not generate successes. Instead, they generate resources that are spent to fuel a power's effects in the game.

Unless stated otherwise in the power's description, activating a Force power is an action. When a Force-sensitive character attempts to activate a power, he creates a dice pool that consists solely of a number of Force dice equal to his Force rating. He then rolls the dice. Every light side result ○ generates 1 Force point the character may spend to fuel the power's abilities. Every dark side result ● generates no Force points, and is disregarded.

However, the dark side of the Force is always offering easy power, tempting a Force user to give in and accept its aid. A Force-sensitive character may choose to allow 1 or more ● to generate additional Force points—in addition to the ○. The consequences that come with this choice can be dire, and can gravely affect the individual who gives in to this temptation. Full-fledged Jedi and other powerful Force users suffer unique penalties for doing this that are not detailed here. However, nobody is completely immune from the consequences of choosing the quick-and-easy path. A Force-sensitive character in **Age of Rebellion** who wishes to use 1 or more ● to provide Force points for his power must flip 1 Destiny Point from light to dark. If there are no light side Destiny Points to flip, he may not use ● at all. He then suffers strain equal to the number of results he wishes to use.

The long-term consequences of constantly tapping into the dark side of the Force are left up to the roleplaying of the player and the GM. However, both should keep in mind that the dark side is born of fear, anger, and hatred, and these emotions should be present in the Player Character.

Once a Player Character assembles his available Force points, he consults his Force power and determines how he will spend them. Most of a power's abilities require 1 or more Force points to activate. Unless specified otherwise, each ability may be activated multiple times.

Once the Force power has been resolved, this concludes the character's action. A Force power is always "successfully" activated, even if the check does not generate any Force points to spend on the power.

ONGOING EFFECTS

Most of a Force power's effects last for a specific length of time and then end. Some effects last only for the duration of the action, while others may last for several rounds, or even minutes or days. However, some Force power effects are known as **ongoing effects**. Unlike other effects, ongoing effects last until the Force user deliberately ends them.

Some Force powers have no ongoing effects, while others have ongoing effects exclusively. However, most Force powers have a mix of ongoing and standard

DARK SIDE FORCE USERS

Age of Rebellion assumes that any Player Character Force users are, at their core at least, reasonably "good" individuals, not evil devotees of the dark side. However, there may be cases in which a player decides his character has fallen to the dark side, and embraced it. Provided the GM allows the player to use this character, the rules for dark side Force use are a mirror of light side Force use. In the case of a dark side Force-sensitive character, the check is still made as normal. However, the ○ are counted as Force points, while the ● are discarded. If the dark side Force user wishes to use light side results to generate additional Force points, he must still flip 1 Destiny Point from light to dark and suffer strain equal to the number of results he wishes to use.

The GM may also wish to use NPCs or adversaries who are dark side Force users. In this case, they follow the rules for dark side Force users as described above unless their descriptions specify otherwise. However, the GM would flip a Destiny Point from dark to light instead.

FORCE POWERS AND NARRATIVE

The powers presented in AGE OF REBELLION are intended to fit with the game's narrative style, and as such are left intentionally broad in scope. If players find ways to use their characters' Force powers outside of their predefined boundaries, the GM should consider allowing it, provided it is not abusive and adheres reasonably closely to the power's original design. In essence, players are encouraged to be creative with their Force powers, as are GMs.

For example, a Force-sensitive character might notice a colleague losing his step and falling off a nearby balcony. Even though the players are not in structured time, the GM could reasonably allow the Force-sensitive character to immediately check his Move power and see if he can catch his friend before he hits the ground below.

effects. To activate an ongoing effect, the Force-sensitive character does not need to spend Force points. Instead, he must **commit** a number of Force dice ⬡ to fuel this effect (the number required is listed in the individual effect). Each committed ⬡ may not be used in any future checks (either checks to activate Force powers or the rare skill checks that include ⬡) as long as this ongoing effect is maintained. The ongoing effect may be maintained as long as the Force user likes, although realistically the GM may determine that certain circumstances may require him to end the ongoing effect. In essence, the Force user temporarily reduces his Force rating by his total committed ⬡.

An ongoing effect may be ended at the end of any subsequent character turn as an incidental.

FORCE POWER BREAKDOWN

Each Force power can be divided into two sections: the power's basic form, and its upgrades. When a Force-sensitive character purchases a Force power, he immediately gains access to the most basic form of the power. This is the first row of the Force power tree, when consulting the power's visual breakdown. The basic form is the Force power at its simplest, and provides the foundation for all of the upgrades that accompany the Force power.

The Force power's upgrades are the means by which players can customize the Force powers their characters access, modifying them to serve their needs and their characters' personalities. Upgrades are purchased with experience points, and each upgrade may only be purchased if it connects to the basic form or a previously purchased upgrade. The experience cost of each upgrade is listed in its box.

UPGRADES

Force power upgrades are grouped into several different categories, as described below:

- **Strength:** Strength upgrades amplify the basic effect of a power, making the power more potent.
- **Magnitude:** Magnitude upgrades increase the number of targets affected by the power, allowing the user to affect multiple items or individuals with a single action.
- **Duration:** Duration upgrades increase the length of time of the power's effects.
- **Range:** Range upgrades increase the distance from which the Force power can affect its targets.
- **Control:** Control upgrades add new effects to Force powers, or modify existing effects (adding or changing the way the Force-sensitive character spends Force points).

These categories remain the same for each Force power, although how they modify the Force power depends on the power itself. For example, the Duration upgrade for Influence increases the length of Influence's effect by one minute or one round of combat per upgrade, whereas the Duration upgrade for Sense increases the number of times its ongoing effects can be triggered each round. Some Force powers may not have each category of upgrades, depending on the power and how it works.

FORCE TALENTS

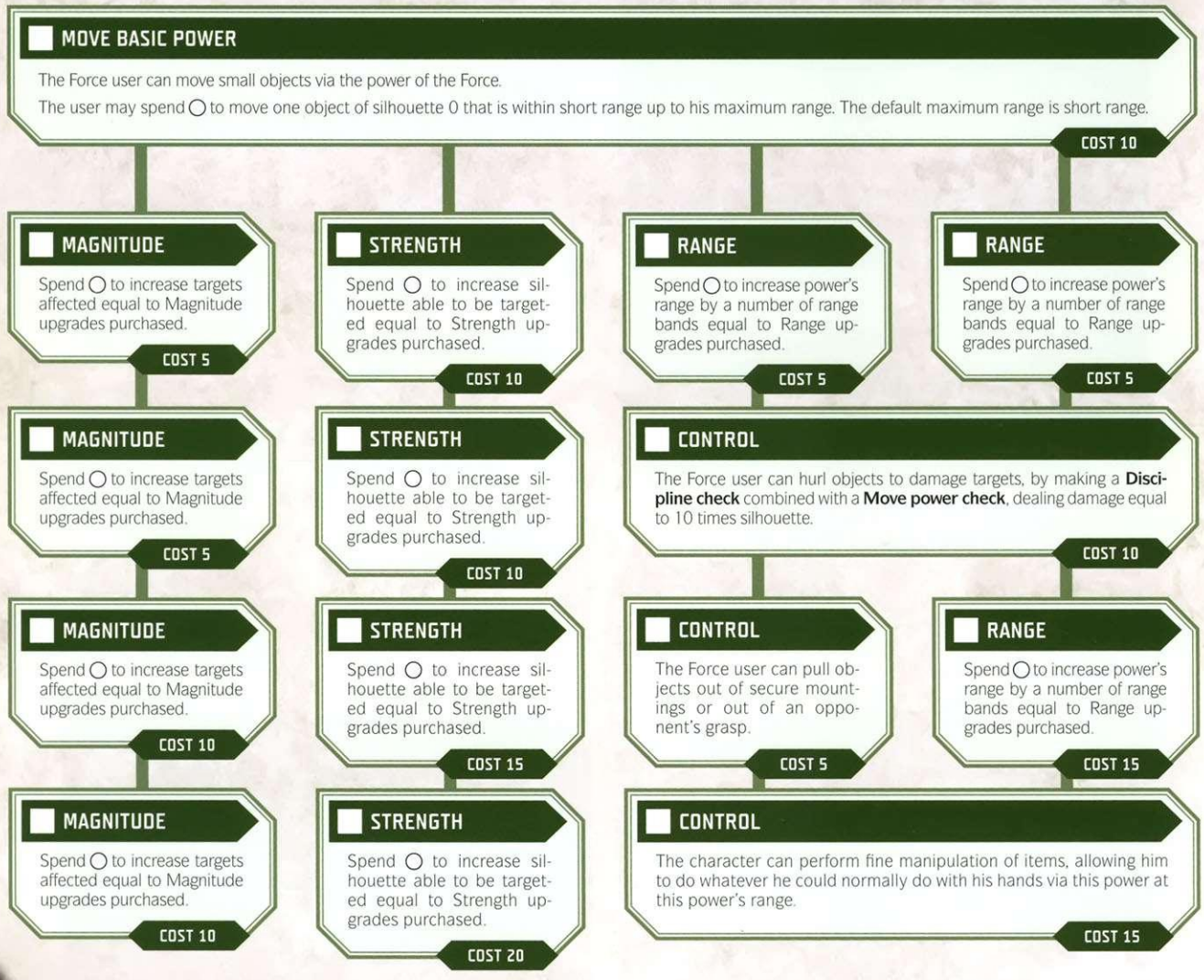
The Force-Sensitive Emergent specialization possesses a number of unique talents, referred to as Force talents. Force talents are talents available only to individuals who possess a Force rating. They represent the Force's ability to aid an individual in minor ways, but are not complex enough to be individual Force powers. Often, these talents represent the character's ability to unconsciously tap into the Force; they are his instinctual awareness of the Force and surroundings.

Force talents follow all the rules for talents, with the additional caveat that they can only be used by individuals who have a Force rating of 1 or higher.

Force Power Tree: Move

Prerequisites: Force Rating 1 +

FORCE ABILITY



FORCE POWER: MOVE

Many Force users develop the ability to shift objects without physically handling them, moving matter with the power of the mind. Those with a modicum of training in the skill can cause small objects to slowly and painstakingly rise, fall, or travel in space. True masters of the Force are rumored to be able to hurl starships about or juggle heavy crates in the air. Other applications of the power allow for Force users to manipulate control panels or computer keyboards at a distance. There is thought to be no limit to what a Force user could move with the application of enough concentration, though acquiring the proper perspective with which to move larger or more complex objects is beyond all but the most confident practitioners.

The Move power is one with a great degree of utility. Force users on spy missions can use it to acquire datapads or keys that might otherwise be out of reach. Saboteurs can use it to place explosives or ruin equipment by moving components out of place. Those in battle can disarm opponents by snatching weapons from their grasp, or alternatively, they may just bludgeon them with nearby objects.

When moving items, the default speed is slow and deliberate, not fast enough to inflict injury or allow for fine manipulation.

BASIC POWER

At its most basic, Move allows the Force user to move small objects that are near him. It has one basic effect.

The user may spend ◯ to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

UPGRADES

Move's upgrades include the ability to move a greater number of objects at once, to move increasingly large objects, and to move objects over farther distances. Some upgrades give the Force user different ways to use the power, though most are cumulative improvements to the abilities described by the basic power.

Control Upgrade: The Force user gains the ability to move objects fast enough so as to be difficult to dodge and capable of inflicting damage. Resulting impacts deal damage to both the target and the object being moved. The Force user makes a Discipline check with a difficulty equal to the silhouette of the object being thrown, and makes a Move power check as part of the pool. To successfully hit the target, he must gain enough Force points to move the object from its starting location to the target, then he must succeed on the check. The damage is resolved following all the rules for ranged attacks. Silhouette 0 objects deal 5 damage while other objects deal damage equal to 10 times their silhouette. The number of targets affected by a single object is up to the GM, but in general a single object should only affect a single target, unless the object is particularly large. If the player wants to use multiple objects to hit multiple targets, he may do so by using the rules for hitting multiple targets with the Auto-fire quality. This attack follows all the rules for ranged attacks, including ranged defense and aiming.

Control Upgrade: The Force user gains the ability to pull objects off secure mountings or from an opponent's grasp.

Control Upgrade: The Force user gains the ability to perform fine manipulation of items, allowing him to do whatever he could normally do with his hands to a held item. If this power is used to manipulate something such as a control board the controls count as an object of silhouette 0.

Strength Upgrade: Spend ◯ to increase the maximum size of objects a character can move by a number equal to the number of Strength upgrades purchased.

Range Upgrade: Spend ◯ to increase the maximum range at which the Force user can move objects by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time. However, remember the Force user must still spend Force points to activate the power's actual effects.

Magnitude Upgrade: Spend ◯ to increase the number of targets affected equal to the number of Magnitude upgrades purchased. The Force user may activate this multiple times, increasing the number of targets by this number each time. However, remember that the Force user must still spend Force points to activate the power's actual effects.

MOVING AND DURATION

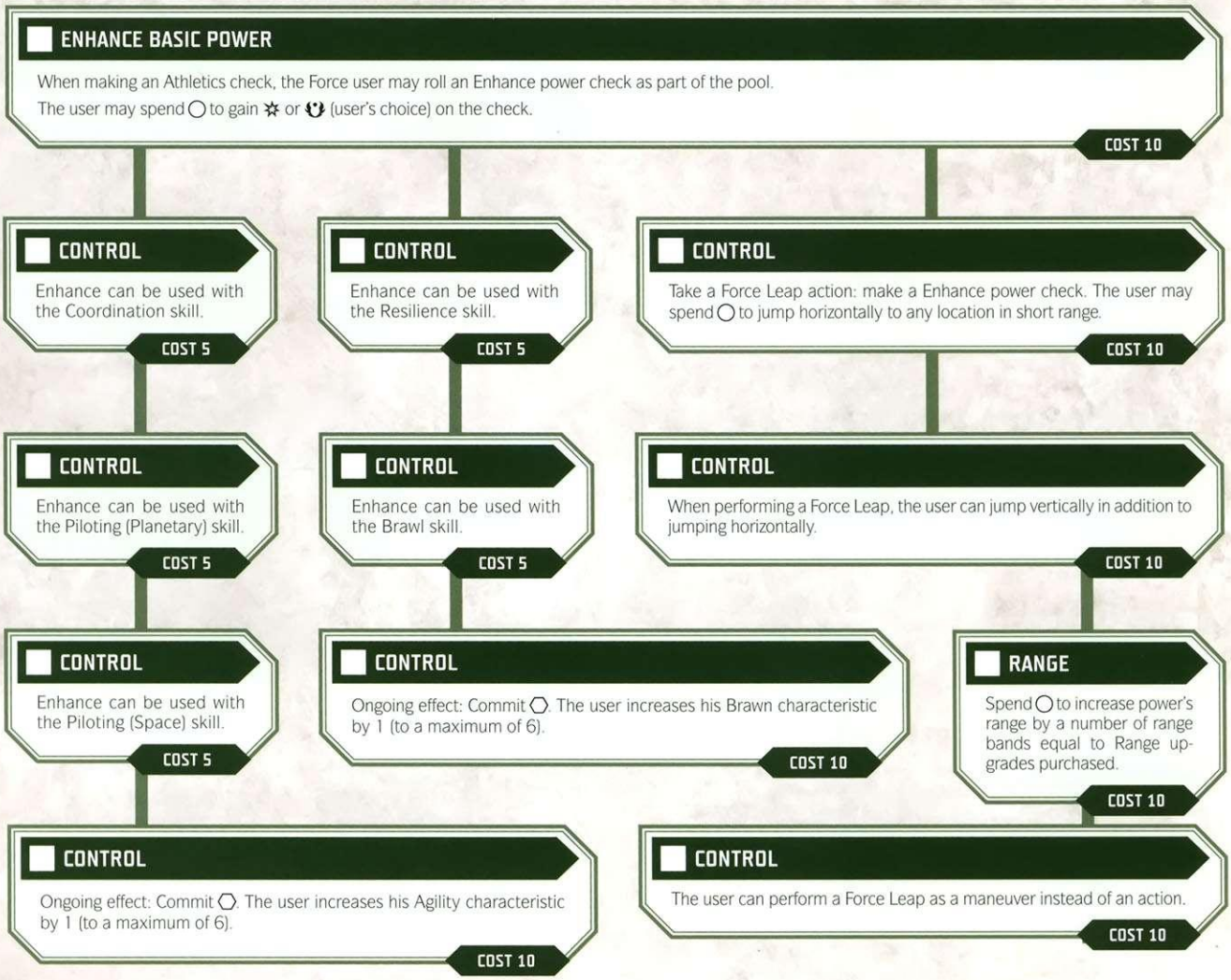
As written, the Move power does not have a set duration. This is intentional. During narrative gameplay, the duration can be as long as it needs to be; in general, users will be moving items from one point to another. If they do need to keep an item suspended for a short period of time, that's perfectly acceptable and does not require a second check. Of course, if they do need to keep an item suspended for a long period of time (more than several minutes), the GM can decide to require a second check, or start inflicting strain on the Force user as they attempt to maintain the power.

The same holds true for durations during encounters. Generally, Force users suspend items for a single round when they use the Move power. If they wish to lift an item for multiple rounds, the GM could treat that as an ongoing effect, requiring the Force user to commit ⬣ to maintain the power. For particularly large items (silhouette 2 or larger, for example), the GM can also inflict strain equal to the silhouette each round the Force user maintains the power. However, this is up to the GM, based on the circumstances of the encounter.

Force Power Tree: Enhance

Prerequisites: Force Rating 1 +

FORCE ABILITY



FORCE POWER: ENHANCE

One of the most straightforward ways in which Force users utilize the power of the Force is to imbue their own bodies with energy and strength. Making leaps that might otherwise be deemed impossible, moving at high speeds, or harnessing physical strength well beyond the capacity of most sentient beings, are all equally viable. In this way, the Force becomes an almost literal fuel for feats of endurance and power. Most Force users find it a relatively simple thing to use the Force in order to overcome their own physical limitations and shrug off the effects of fatigue. With a little practice, most Force users are able to expand the arenas in which they can use the Force beyond that of mere brute strength. They are able to concentrate the Force into assisting them with acts of dexterity and acrobatics.

BASIC POWER

When making an Athletics check, the Force user may roll an Enhance Power check as part of the pool. He may spend ○ to gain ✲ or ❨ (his choice) per point on his check. This counts as a normal Force power check in every way—it is simply combined with the overall skill check.

UPGRADES

Upgrades are available that work in two distinct ways. The Force user may choose to develop the power of the ability by improving his natural abilities, enhancing his existing skills and eventually even improving his body's natural capabilities using the Force. Alternatively, the Force user can employ the power to achieve physical feats not otherwise achievable by other beings, leaping long distances or incredible heights.

Control Upgrade: Enhance can be used with the Coordination skill.

Control Upgrade: Enhance can be used with the Piloting (Planetary) skill.

Control Upgrade: Enhance can be used with the Piloting (Space) skill.

Control Upgrade: This power gains the Ongoing effect: Commit ⎔. The Force user increases his Agility characteristic by 1 (to a maximum of 6).

Control Upgrade: Enhance can be used with the Resilience skill.

Control Upgrade: Enhance can be used with the Brawl skill.

Control Upgrade: This power gains the Ongoing effect: Commit ⎔. The Force user increases his Brawn characteristic by 1 (to a maximum of 6).

Control Upgrade: The Force user can take a Force Leap action to make an Enhance power check. He may spend ◯ to jump horizontally to any location within short range. He can use this to leap over obstacles or impassable terrain but cannot leap directly vertically.

Control Upgrade: When taking a Force Leap action, the Force user can leap to any location in range vertically as well as horizontally.

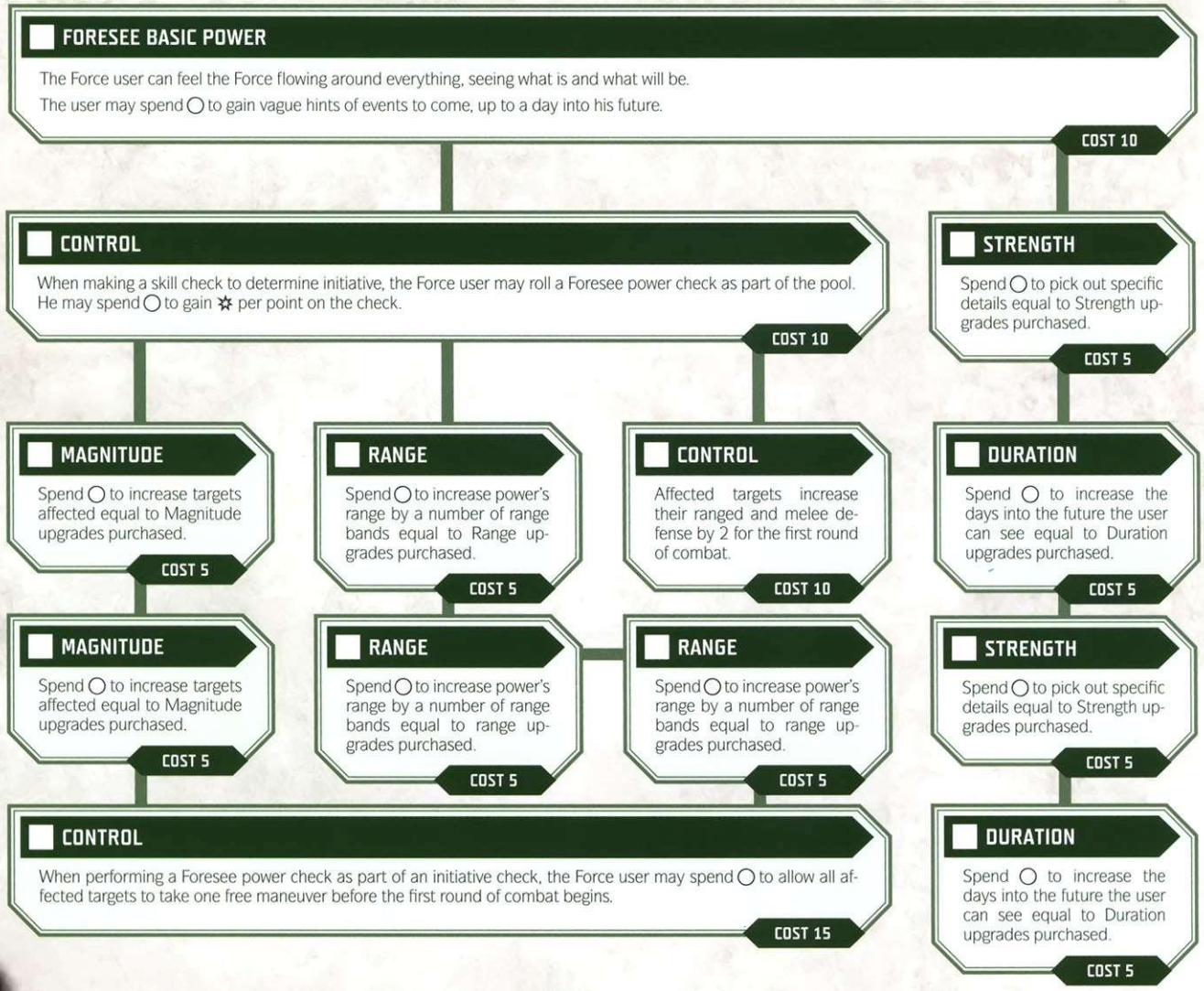
Range Upgrade: Spend ◯ to increase the maximum range the Force user can jump by the number of Range upgrades purchased. The Force user may not activate this multiple times. Remember that the Force user must still spend Force points to activate the power's actual effects.

Control Upgrade: The Force user only needs to use a maneuver to perform a Force Leap, instead of an action.

Force Power Tree: Foresee

Prerequisites: Force Rating 1 +

FORCE ABILITY



FORCE POWER: FORESEE

Force users often have precognitive flashes, experiencing waking dreams or visions about people and situations through their abilities. These powers are rarely so clear and obvious as to provide unequivocal visions of the future, but are certainly enough to give a Force user pause for thought when he has a "bad feeling about something."

The power of foresight has been used in countless different ways by countless different Force users throughout history. Some use it to gain vague images far into the future, while others use it to predict the movements of their foes or see an unexpected event in their near future.

BASIC POWER

The most basic form of Foresee allows the character to look into the Force to see vague hints of his near future. These hints may be blurry visual images, brief samples of sound, or simple emotions. The basic power cannot see anything more than a day into the future.

The user may spend ○ to gain vague hints of events to come in the next day of his own, personal future.

UPGRADES

Foresee's upgrades work in two distinct manners. The first set of upgrades serve to further enhance the character's ability to intuit the actions of others in the short term, particularly in combat rounds. Other, more esoteric, advantages of the power allow the Force user to

reach further into the future, pulling specific details from events to come.

Control Upgrade: When making a skill check to determine initiative, the Force user may roll a Foresee power check as part of the pool. He may spend ◯ to gain ✲ per point on his check. This counts as a normal Force power check in every way—it is simply combined with the overall skill check.

Magnitude Upgrade: The Force user may spend ◯ to affect engaged allies with the power as well. This increases the number of people affected equal to the number of Magnitude upgrades purchased. The Force user may activate this multiple times, increasing the number of targets multiple times. However, remember that the Force user must still spend Force points to activate the power's actual effects.

Control Upgrade: When performing a Foresee power check as part of an initiative check, the Force user may spend ◯ to allow all affected targets to take one free maneuver before the first round of combat begins.

Range Upgrade: The Force user may spend ◯ to increase the range at which he can affect his allies with this power by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time. However, remember that the Force user must still spend Force points to activate the power's actual effects.

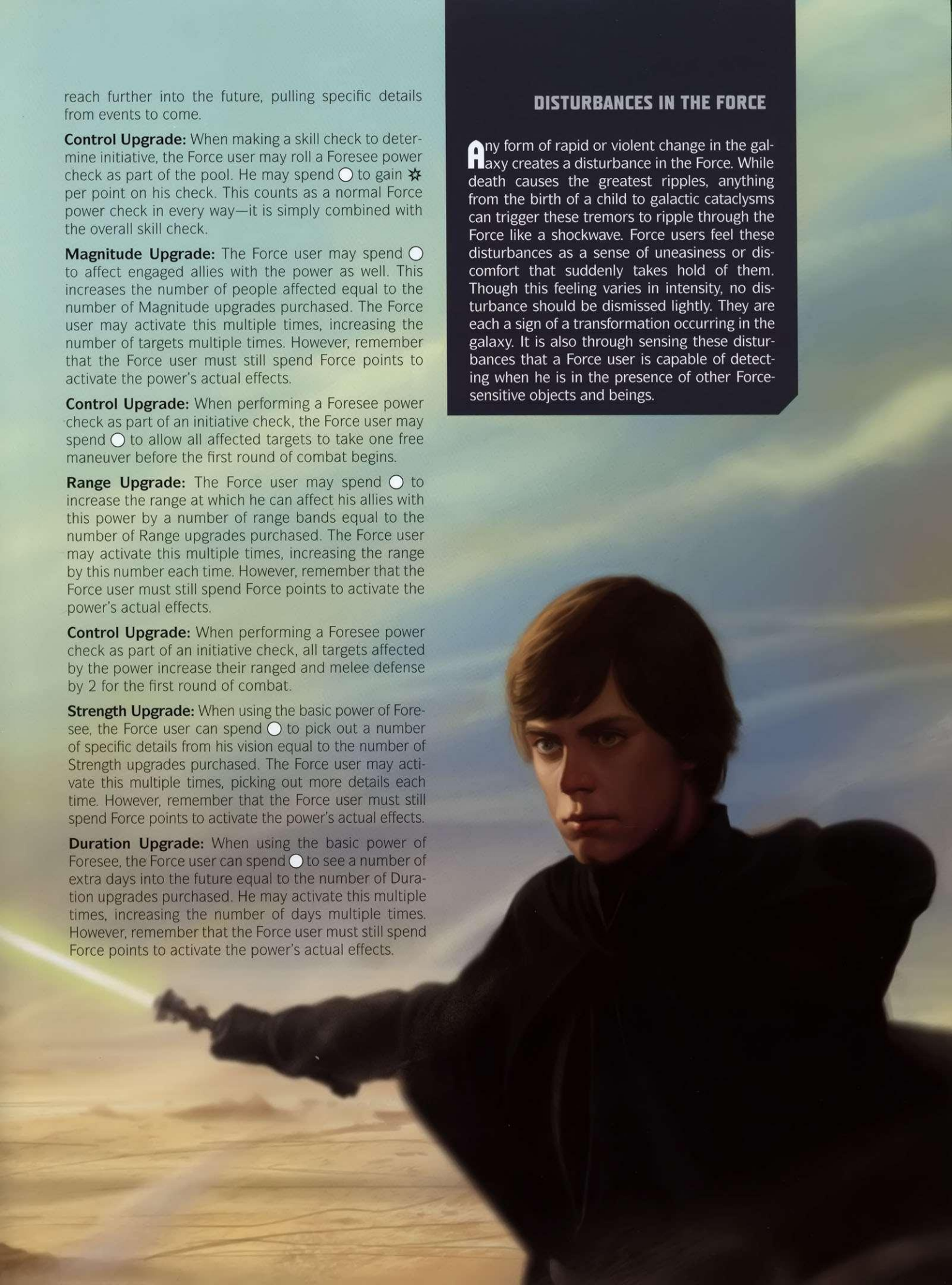
Control Upgrade: When performing a Foresee power check as part of an initiative check, all targets affected by the power increase their ranged and melee defense by 2 for the first round of combat.

Strength Upgrade: When using the basic power of Foresee, the Force user can spend ◯ to pick out a number of specific details from his vision equal to the number of Strength upgrades purchased. The Force user may activate this multiple times, picking out more details each time. However, remember that the Force user must still spend Force points to activate the power's actual effects.

Duration Upgrade: When using the basic power of Foresee, the Force user can spend ◯ to see a number of extra days into the future equal to the number of Duration upgrades purchased. He may activate this multiple times, increasing the number of days multiple times. However, remember that the Force user must still spend Force points to activate the power's actual effects.

DISTURBANCES IN THE FORCE

Any form of rapid or violent change in the galaxy creates a disturbance in the Force. While death causes the greatest ripples, anything from the birth of a child to galactic cataclysms can trigger these tremors to ripple through the Force like a shockwave. Force users feel these disturbances as a sense of uneasiness or discomfort that suddenly takes hold of them. Though this feeling varies in intensity, no disturbance should be dismissed lightly. They are each a sign of a transformation occurring in the galaxy. It is also through sensing these disturbances that a Force user is capable of detecting when he is in the presence of other Force-sensitive objects and beings.



IX

THE GAME MASTER

"Who's the more foolish: the fool, or the fool who follows him?"

–Obi-Wan Kenobi

Welcome to the first step in becoming an **Age of Rebellion** Game Master. Running a roleplaying game comes with both challenges and immense rewards. This chapter focuses on helping a new Game Master get the information needed to run a successful **Age of Rebellion** game that captures the feel of *Star Wars*. Both novice and experienced GMs should find that this chapter contains useful information for handling both the rules and the storytelling aspects of the game.

The Game Master is crucial to any **Age of Rebellion** game. He lays out the setting for the adventure, helps to adjudicate the rules, and guides players as they make their way through the story. While each player typically portrays a single character, the Game Master portrays every other character the players encounter over the course of the game, otherwise known as Non-Player Characters (NPCs). The GM describes every scene and location, and interprets the rules into specific outcomes that everyone can understand. Game Masters should be prepared to understand and convey the story and to deal with the unexpected—players can and do change course during the middle of a game.

Just remember that the primary goal of this, or any other roleplaying game, is to have fun. **Age of Rebellion** is intentionally designed to move the narrative forward, rather than focus on the minutiae of the rules. Also remember that no one is perfect. If you discover that you or your players interpreted the rules incorrectly, don't worry about it! As long as the story continues without problems, note what happened and be prepared for it the next time such situations come up.

This chapter delves into specific methods for GMs to run and plan their games. It provides guidance in preparing and running the first game session, using published adventures, creating new stories, and developing a full-fledged campaign. It includes adventure creation guidelines and mechanical advice for good encounter design. It provides advice for dealing with players and group dynamics in and out of the game. It gives specific GM guidance for using Duty and Contribution to the Rebel Alliance in character and story creation. It also advises on dice pool interpretation and how to maximize its use during the game.

HOW TO RUN AN AGE OF REBELLION GAME

Running an **Age of Rebellion** game session requires players, planning, rules knowledge, and an interest in creating a fun and immersive story. This section guides new and experienced Game Masters through a typical game, from the first game session onward. The first several sections, from **Recruiting Players** through **Continuing the Story**, are intended for beginner GMs. The advice in the remaining sections is intended for GMs with at least a session or two of experience and can be safely skipped by GMs preparing for their first game.

ASSEMBLING THE PLAYERS

The book that you have in your hands is just the first step in starting your game. The next thing to do is get a group of players together. The first place to look, of course, is among your pool of friends who might be interested in playing. Ideally, an **Age of Rebellion** game should consist of the Game Master and anywhere between three and six players. Of course, you can play a game with different numbers, but this range provides diversity in both characters and story arcs. Having too many players can increase the difficulty of tracking the action and can leave people without enough to do during critical scenes.

Another option is to look for players at your local gaming store. Many stores provide both places to play and sign-up sheets for interested players. It's a great way to meet new people and play exciting games in which you learn how different players handle different situations. Game conventions are also the perfect place to meet new players and GMs alike.

The best campaigns are those that get played on a regular basis. Choose players who are both available at the times you set aside for games and committed to showing up on time and ready to play. Of course, things happen, and game sessions may get delayed—try to stick to a regular schedule so everyone remembers the important information and keeps the story moving forward. A large gap between sessions is a surefire way to kill the momentum built up in a narrative-heavy game like **Age of Rebellion.**

PREPARING AND RUNNING THE FIRST SESSION

The key to any good game is preparation. Having a clearly defined adventure in mind, along with a grasp of the Non-Player Characters, story arcs, rewards, and plot twists goes a long way to ensure that both the players and the GM will enjoy the game. That said, the GM shouldn't let perfection get in the way. Game Masters do not have to have every rule, character, and plot point memorized to start an adventure. As the GM and players progress, familiarity with the rules comes naturally. The GM should encourage more experienced players to provide guidance to beginners and be ready and willing to provide hints and suggestions that increase rules knowledge and move the story along.

Before any adventure, the GM should get familiar with any unusual or special rules that are part of the story. That way, when the players hit that particular scene, he'll be prepared to adjudicate the rules without stopping. Everyone learns through play, so players should be allowed to attempt new things or find creative and interesting uses for skills and abilities. Unless a character attempts something truly impossible, allowing them to at least make the attempt and learn from the experience is the best thing for the GM to do.

The GM should learn the basics of combat—attacks, movement, and damage—before attempting to run an adventure. Combat is easily the most rules-intensive part of **Age of Rebellion**, and it's important to keep the action moving and players on the edge of their seats. The GM is there to portray the antagonists in a game, but is not himself the enemy of the players and should maintain a neutral stance in adjudicating the rules.

The GM should treat NPCs as unique individuals with their own motivations and goals. Not every NPC is out to get the players, and even combatants may not fight to the death.

PLAY HOW YOU WANT TO PLAY!

The main purpose of **Age of Rebellion** is for everyone to have fun. This rulebook may seem daunting in its size and scope, but the truth is that not everything inside will apply to every game. Both the players and the Game Master should focus on the story and excitement of the game, letting the rules serve as a guide to making the narrative flow, rather than becoming a roadblock that gets in the way. While the GM does have final say in the way that the story moves along, the players have just as much say in adding flavor and options to every session. It's okay to let everyone cut loose every once in a while and explore alternative paths. Game Masters should expect the unexpected! However, everyone involved should be respectful of the intended storyline and allow the GM to rein things in, while still maintaining the fun.

DICE ETIQUETTE AND PROTOCOL

Dice rolling is central to playing **Age of Rebellion**. The dice used in this game go beyond a simple indication of success or failure. The GM and players use the results of the dice pool to inform the story.

Players should always roll the dice where everyone can see the results. While this prevents players from cheating, it also allows the GM to see the exact die symbol results. While not every roll needs creative interpretation, it is a helpful story guide. See page 311 for further advice.

The GM should normally roll his dice in the open as well. Like the players' rolls, the GM's results are open to interpretation. More importantly, the players have ways to influence the dice pool, and therefore need to see it most of the time. There are times where the GM may want to conceal the results. Occasionally, an adversary will try something that may affect the Player Characters, but they would only become aware of it if the roll doesn't go the adversary's way. In this case, the GM probably doesn't want to tip the adversary's hand by revealing the results.

Rolling dice in private affects the game in several ways. If the GM always conceals the roll, the players cannot influence rolls as the system expects. Often, the GM interprets rolls in the name of providing a better game experience for everyone at the table. This usually occurs when a Player Character faces death, or if one side suffers a string of poor results or bad luck. This type of interpretation is allowed, built into, and expected in the **Age of Rebellion** system, making it much easier to roll in the open.

Also, the GM should avoid fudging too many results. It detracts from gameplay and the players' sense of achievement. If they believe their success and failure come only at the whim of the GM, they quickly lose in interest in playing.

CHARACTER CREATION

Character creation is a vital part of any game. The GM should work closely with the players during the character creation step, as this step affects both the style of the game and the enjoyment of the players. Prior to character creation, the GM should tell the players what sort of overall adventure he has in mind, so they can make informed decisions about their characters' archetypes, talents, and abilities.

It is often useful to create characters around a group concept. **Age of Rebellion** has built-in mechanics and story hooks for campaigns operating out of starships or a hidden Rebel base. In this case, it's easy to conceive of a group concept based around a ship or base's crew, all working on behalf of the Rebellion.

BUILDING CHARACTERS AROUND AN ADVENTURE

In most cases, the players are informed of the type of adventure that the Game Master has in mind. They should know the general time frame, the starting point of the adventure, any important backstory elements, and details that affect players' choices of career, species, Motivation, and background.

For example, if a Game Master intends to run an adventure in which the characters are a crack commando squad infiltrating an Imperial moon base, certain character choices should be considered. Do they have enough combat-oriented characters to take out the enemies? Is at least one character capable of healing wounded comrades? Do they need a pilot to get them in and out of danger?

It's okay to break the mold a bit regardless of the campaign. If, in the above scenario, a player is determined to portray a politician-type character, then the GM should work with the player to fit the idea into his plans. Perhaps the character is sent to help sow discontent among the native population, or knows secrets inside the base's computers that only he can interpret.

BUILDING ADVENTURES AROUND CHARACTERS

If the Game Master is more experienced, he may choose to flip the concept of character creation on its head and build his adventures around the Player Characters. In other words, the players start by designing the characters they want to play, without worrying too much about how those characters will fit into the adventure ahead. This allows players to try out characters that they normally wouldn't play with the knowledge that the GM will tailor the game to include them.

Once the players have created their characters, the GM should gather up their information and spend some time crafting an adventure around their concepts. Comparing the characters' Motivations and Duties is an excellent resource for adventure ideas. Ideally, players should also come up with a more detailed backstory for the characters in order to give the GM additional inspiration. Even a paragraph or two should provide a wealth of ideas.

This method does come with its problems, however. In some cases, a player might come up with a character that proves difficult (or almost impossible) to mesh with the others in any reasonable manner. Or, a player may provide an overly detailed background with the

hope that the Game Master incorporates all the ideas, regardless of how improbable. To prevent this, the GM should make it clear to the players ahead of time that any concepts brought to the table are subject to change. This is not to say that the GM should completely rewrite a character or radically alter some core concept, but things such as Duty or some skills may get changed, either prior to play or early in the game as the Game Master tweaks the adventure.

More so than in other games, in a game that is built around the characters, the GM should encourage players to add elements and ideas as the game progresses. A Duty that seemingly didn't apply much early in a session may suddenly become a perfect plot point at the player's suggestion.

CHARACTERS OPEN TO INTERPRETATION

Some players may not have the time or motivation to flesh out their character before play. This is common in one-off games or when a new player is brought into a preexisting adventure or campaign. The character might simply be a collection of abilities and statistics, without any real history or defined personality. Instead of looking at this as a drawback, encourage the player to fill in the blanks during the game.

In particular, the details of a character's Motivation and Duty could be left intentionally vague. For example, the character may have the Motivation Cause [Local Politics] without initially defining what locale he supports. This is fine as long as it's not allowed to go undefined for too long; otherwise, the Motivation or Duty becomes irrelevant and makes no direct impact on the game mechanics.

Alternatively, a player may find that his original choice of specializations, skills, or talents just isn't working for him as the adventure goes on. Since players should enjoy themselves when playing, the Game Master can work with the player to make the changes necessary to bring the character closer to what the player had in mind. It's best to start small, such as modifying points spent on abilities, swapping talents, or changing certain skills. Even changing the character's species has relatively little impact on play. Changing careers, however, is far more time consuming, ultimately creating a completely different type of character.

LEARNING TO PLAY

Learning how to play **Age of Rebellion** isn't difficult and simply requires a bit of time for everyone to familiarize themselves with the rules. The first few sessions of any game focus on learning the mechanics of the game system. Over time, the GM and players will become familiar enough with the core rules to look them up less frequently, allowing everyone to focus on the narrative and roleplaying.

Roleplaying is a collaborative process. The GM is there to provide the story, move the characters along, and interpret the rules, but he is just as much "along for the ride" as the players. While players frequently turn to the Game Master for explanation, he should in turn ask the players to fill in details and provide ideas for how situations play out. The GM should be fair and impartial, treating each player with the same level of respect and attention. However, in order to keep the game moving, the Game Master's word is final when it comes to both story and interpretation of the rules.

MAKING CHARACTERS AND THE FIRST SESSION

When the GM and players decide to start up an **Age of Rebellion** game, they need to first create the Player Characters. The first game session might involve nothing but giving the players time to create their characters and go through the basic rules. Players should be given enough time to craft their character to their liking and to talk among the other players to describe their concept and history and synch up Motivations and Duties. The GM should quickly review finished characters, mainly looking for obvious mistakes.

Once the Player Characters are created, the GM may decide to wait for the next session to begin play or may jump in immediately with the adventure's opening scenes. The first session should be easy, showing the basics of how to assemble and interpret dice pools, the basics of combat and damage, and how Duty and Contribution will affect the characters in later sessions.

Don't worry too much about getting every rule precisely right or stopping at every action to look up the rules. Focus on letting the players get used to their characters and flex both their roleplaying skills and

combat abilities. This proficiency and understanding of the rules comes to everyone at a different rate, so make sure that the players are enjoying themselves while they pick up the skills they need.

If the GM uses a published adventure, it guides the story for him. However, if the GM creates his own session, he should try to keep it as simple as possible, introducing new actions and concepts a little bit at a time. He should plan at least one personal-scale combat encounter, a roleplaying-focused encounter, and some time for the Player Characters to interact and get to know each other. Later on, the GM can add space combat, Force use, and other specialized rules. Note that it's natural for character creation and combat to run slower the first few sessions. Play speed increases as everyone learns the rules.

ROLLING THE DICE

The custom *Star Wars* **Roleplaying Dice** and symbols are often unfamiliar and intimidating to new players. The GM can get the players comfortable with this part of the system by running them through a few example dice rolls. Before the adventure, and perhaps before character creation, the GM should roll the following sample checks, using the stats from a pre-generated character or one of the adversaries in **Chapter XII: Adversaries**. The GM should read the **Dice Pool Evaluation: Success** and **Failure** sidebars on pages 312 and 313 for sample dice pool interpretations.

- Melee attack
- Ranged attack
- Skill checks
- Initiative
- Destiny Points

CONTINUING THE STORY

Once the players finish the first session, the GM should take a small amount of time before or at the start of the next session to gauge their impressions. Find out if the players are satisfied with their characters' concepts, ability choices, Motivations and Duty, and other key factors before moving on. If the campaign is to continue, the GM should also reward XP (see page 316) and give other rewards such as credits or equipment.

The GM should ask if any core mechanics (especially those listed in **Rolling the Dice** above) are confusing and need clarification. The early stages of any adventure are the best times for players to change or completely rewrite their characters before moving forward. Some players may find that their original choices weren't properly thought out or may have discovered something new that better suits their play style. Players changing or creating new characters at this stage should not be penalized for doing so.

ABSENT PLAYERS

Absent and no-show players are a common problem for GMs. Such absences can disrupt or derail a storyline, so it is best if the GM plans ahead to deal with absences.

If the player isn't there, find a reason for the character to be off-screen during the session. There are a number of plausible reasons: maybe he's sick, wounded, training, taking care of other business, fixing the ship, or even in the brig.

If the absent player's character is central to the session or the encounter at hand, someone else may run the character. If the character holds secret knowledge unknown to the rest of the group, the GM may run the character. Otherwise, it is recommended that someone from the group, or the group as a whole, run the character. It is normally considered bad form to allow serious injury or death to occur to the character while being controlled by someone else.

If the character is absolutely critical to the storyline, sometimes it is best to cancel the session and play when everyone can attend. Obviously, this should be the last resort. However, when the story itself has a major event that everyone wants to be a part of, cancellation is often the best route to avoid disappointment and hurt feelings by the absent player.

Once everyone is satisfied with his or her characters, the GM may choose to continue with the original storyline or start something new, using the previous session as one-off training. The GM could begin his own unique adventure or use a published adventure. See the adventure and campaign creation sections later in this chapter.

MANAGING THE PARTY

Once the Game Master has assembled the party of players and begins a game, he'll have to find a way to keep the players focused on the table. Even when the group is comprised of friends, managing the party may prove challenging. Players may disagree on rules or the course of the story. Schedule conflicts may prevent sessions or force the group to deal with a missing player. Personality conflicts between players may make things tense or make the rest of the group uncomfortable.

Most of the time, none of these issues are enough to derail a campaign or split the group. However, it can happen. Conflict can still make for some uncomfortable sessions, even when properly addressed. This section contains advice to help prevent or diffuse these situations.

TABLE RULES

Table rules are guidelines about behavior during a game that all the players agree upon. This goes above and beyond the rules adjudicated by the Game Master. Table rules include dice etiquette, refraining from participating in other activities outside the game, or even rules about eating or drinking at the table. There are no set rules for every group—every collection of players and Game Masters are comfortable with some things and uncomfortable with others. New players in particular should be told of table rules before the start of a session, so they aren't blindsided when they do something with which the rest of the group disagrees. Some of the most common areas that require these unwritten rules are described below:

Off-Topic Discussions: Gaming is a social gathering and an entertaining pastime. Players often joke and talk among themselves. While this is all fine, it can derail a dramatic moment or otherwise disrupt gameplay. This is especially true when the GM is only focused on one or two players. The amount of discussion allowed or tolerated depends very much on the group, but players should be considerate of others if asked to focus on the game at hand.

Distractions: Much like off-topic discussions, distractions at the table should be minimized. This includes laptop computers, tablets, phones, music players, TVs, and anything else that draws the players' attention away from the game.

Dealing with Metagame Talk: Sometimes even game-related discussions can be a distraction. During game play, particularly combat, players often attempt to coordinate their characters' actions. While some planning is acceptable, talk in the middle of a combat round should be discouraged if the characters are not in a situation that allows it. A secondary problem occurs when a player suggests actions to another player. While this can be helpful to new players, it can lead to unrealistic coordination. It may irritate other players at the table if it occurs every session. See **Player Knowledge vs. Character Knowledge** on page 310.

Note Passing: There may be times when a character wants to act on knowledge that no other Player Character has, and he wants to conceal his actions. The player and GM may pass notes to each other to secretly progress that part of the storyline. Both are generally acceptable, but the GM should be careful not to let it dominate the game or overly frustrate players left out of the loop. Plus, writing, passing, and reading notes also takes time away from the entire group.

HOUSE RULES

House rules are rules created by the group when dealing with a peculiarity of the rules from this book or the creation of an entirely new rule to deal with a situation that isn't covered at all. House rules may be suggested by anyone, but should only be implemented with a unanimous vote by all the players, with the Game Master casting the final vote. House rules should typically deal with corner-case scenarios, although the group could decide to replace some of the rules from this book with their own. The latter should rarely occur, however, since the system designed for **Age of Rebellion** works with other elements of the rules in the book—replacing one rule may unbalance others.

INTRODUCING NEW PLAYER CHARACTERS

Bringing a new player into an existing group can be exciting. It is often necessary to replace players who leave during a long campaign. A new character shakes up the group dynamics and brings out new or unexpected opportunities within the game. However, not all additions go smoothly, and considerations should be made regarding the storyline and the enjoyment of the group as a whole.

Before adding a new player, the group should discuss whether that person meshes well with the current game and group. The GM could discreetly discuss the situation with each player to minimize hurt feelings if some players object to the new person.

When the new player arrives at the table, the group and GM should bring him up to speed on the current story, table rules, and any house rules in use.

When the new character arrives in the game, there should be an accompanying story reason for him to join the group. The GM can create it, but it works best when it includes ideas from the new player and the existing group. The new character may be a friend, relative, or associate of the Player Characters, or he might be introduced by an NPC. It's also possible that his character was a seemingly minor NPC run by the Game Master. An adventure specifically created to introduce the Player Character is a good way to integrate the new character within the existing campaign.

If the new player is also new to **Age of Rebellion** or RPGs in general, he may need help learning the rules and terminology. While the GM can and should aid him, it is often better for a player to act as a mentor. This frees the GM to concentrate on the game and the entire group, while the individual player gets specific advice or instructions about how to use the game mechanics at their required times. Seating the new player next to the mentor minimizes disruptions from rules discussions during the game.

GROUP DYNAMICS

Two major categories of group dynamics are in play at the gaming table. One is between the players, while the second is between their characters. Both are important to having fun during the game. Ideally, the players enjoy playing with each other, and their characters have enough in common to associate with each other without large amounts of tension. Disruptions to either of these cases can diminish the fun of playing.

WHEN THE PARTY DISAGREES

Roleplaying is highly situational. During a game, the story may reveal paths that seem smarter or more appealing to one player than to another. Normally, any disagreements about gameplay are resolved with the players working it out among themselves. In fact, disagreements and character conflicts can make for great roleplaying and add a layer of reality to the game. There are times, however, when two players butt heads and neither backs down, causing the game to stop.

If tempers flare or the players simply cannot come to any sort of compromise, the Game Master should make a decision that keeps the game moving. This could be as simple as taking a break during the session or postponing the game for another session.

Remember, the Game Master has the final say in both the rules and the story (see **The Game Master's Role**, page 310). The Game Master may alter the path of the adventure in such a way as to circumvent any sticking point between players, either giving them something that appeals to them both or to neither one. Compromise between the Game Master and the players is always the optimal choice. The party should be careful to avoid lingering disagreements, as they can lead to bad feelings and possibly break up the group.

WHEN THE PARTY SPLITS UP

There are times during an adventure when the party is forced to split up. This may be a choice or the situation may occur naturally, such as when a collapsing bridge separates the party. When the party is split up, the Game Master should strive to bring the disparate groups back together sooner rather than later, for a few reasons.

First, splitting the party weakens the group as a whole, making them vulnerable to threats that could otherwise be handled as a unified front. Characters might find themselves lacking their most powerful warriors, healers, technicians, or vital equipment, a situation only made worse if they are in the middle of combat.

Second, splitting the party also splits the attention of the Game Master. Time must now be evenly split between two or more groups. Depending on each mini-group's situation, this could go from seconds to several minutes before the GM can turn his attention to the next group. If one group is involved in combat and the others are not, many players may get bored as they see that more attention and time is given to those in combat, who in turn get frustrated when the thrill and excitement of fighting is paused while the GM addresses the other party's situation.

In some cases, the players might physically separate from the table and go to different rooms or areas, to avoid overhearing or disrupting a scene that their characters are not part of and cannot influence. See **Player Knowledge vs. Character Knowledge** on page 310.

Splitting the party is acceptable and expected for limited durations. It is least disruptive to the game as a whole if the GM keeps all the players at the table. Splitting the party for longer-term situations can add to the story, but must be carefully managed. The GM might even consider running separate sessions in extreme cases.

WHEN THE GAME GOES AMOK

Sometimes a gaming group just breaks down. Players may disagree or fight. Other players may get easily distracted or leave the game, slowing play down to a crawl. Some players may stop caring about the course of the adventure, convincing other players to go off on unrelated tangents. Inexperienced or immature players may even cause chaos for the sake of mayhem.

USING *STAR WARS* CANON (OR NOT)

One interesting aspect of the *Star Wars* universe is, at the time of this writing, almost everything that is officially published is considered part of the official history. Anything officially licensed but not produced directly by Lucasfilm (i.e. outside of the movies and TV shows) is referred to as the EU, or Expanded Universe. With 35 years of material and counting, it is a huge resource for newcomers to get a handle on a universe that spans thousands of years.

When running a *Star Wars* game, the GM should decide early on whether he is going to stick with *Star Wars* canon as his stories develop. In most cases, it is not a big issue. If the storyline does not involve notable characters and events from official stories, the game plot may peacefully coexist with the universe at large.

However, some GMs and players feel constrained by the knowledge that their heroes aren't the center of the universe, or are unable to affect certain galactic events. It is the GM's prerogative to use as much or as little *Star Wars* canon as he feels comfortable with. If the GM wants to run a game based on an alternate version of events, or one where known events can come out differently, that is perfectly acceptable. However, he should inform his players.

When this happens, it's time for the Game Master to halt play, step back, and let the players know that the game is in peril. In most cases, this is more than enough to bring everyone back on track and focus on the game. If not, the Game Master should bring up the issues that are causing problems and work them out with the group.

Sometimes, the party's actions completely depart from the story. How strictly the GM tries to keep to the envisioned storyline depends on the GM's philosophy. Most allow the characters to pursue their own course for awhile, inserting clues, new NPCs, or events that eventually bring them back to the planned plot. Most freewheeling GMs might completely jettison their storyline and react to the characters' new actions and goals. Flexibility within the story is one key to great gaming sessions. Neither approach is wrong, unless the players become unhappy with the outcome.

RUNNING THE GAME

Successfully running a game is a balance between using the rules as written and handling unplanned situations. The GM keeps track of many different aspects of the game: character Motivations and backstories, character advancement, and all the statistics of the NPCs, not to mention knowing where the PCs are in the story and where they are going next. This section provides guidance on how to handle specific rules and other elements during the game session itself and how they interact.

THE GAME MASTER'S ROLE

The Game Master is the final arbiter of all rules discussions. Whenever an issue with the rules comes up, the GM should listen to the player's suggestions and concerns, weigh the consequences, and make a decisive judgment. This is not intended to make the Game Master the tyrant of the gaming table, but to keep things smooth, equal, and moving forward. As in any sporting event, the officials are there to maintain an even playing field, not tip the balance in favor of one side or another.

If a disagreement about the rules comes up, the players should accept the decision by the Game Master to keep the story moving. After the session, the Game Master and players should discuss the specific rules (or decision) to make sure that everyone understands the reasoning behind it and to prevent it from becoming an issue in later sessions. If it doesn't break the narrative, a GM may retroactively change an incorrect ruling, chalking it up as part of learning the game. The Game Master is not required to do so, however.

If the Game Master or players are unsatisfied with a particular rule or come up with something not otherwise covered in the book, the group may institute house rules to cover those situations. Avoid "rules-lawyering," where the minutiae of a rule is discussed and argued in hopes of gaining some advantage.

PLAYER KNOWLEDGE VS. CHARACTER KNOWLEDGE

Many times, a player realizes that something occurring in the game, such as a particular unusual rule being used, a familiar scene from the *Star Wars* movies ("the small furry creatures come out of the woods, armed with spears") and so on, that grants him knowledge that his character simply would not know. This could cause the player to react in ways that make sense from the "overhead view" of the game, but not at all from a character's specific point of view.

If the players are new to the **Age of Rebellion** game (or roleplaying in general), one of the earliest lessons the Game Master should teach them is the separation between player knowledge and character knowledge. Make it clear that no character, even the NPCs played by the Game Master, is omniscient and knows everything that's going on.

Players should remember that although **Age of Rebellion** does not rely on maps and other visual aids, things such as line of sight or range of hearing still apply. When players make tactical decisions, remind them to put themselves in the point of view of their character and think about what they might be able to sense from their angle.

Although the players might be experts in all things *Star Wars*, their characters do not retain the same level of knowledge. Players should be careful when it comes to offering a bit of information or knowledge that "everyone knows." Not every character in the galaxy knows of the great Sarlacc in the deserts of Tatooine or the names of the key characters from the *Star Wars* movies.

The same applies to characters portrayed by the Game Master. Although a main villain might appear to always be one step in front of the Player Characters, his information might change if the PCs do something surprising or take great efforts to hide their actions. Don't get too caught up in the details, however. Just use common sense when it comes what a character is experiencing or what he would reasonably know.

INTERPRETING THE DICE POOL

One of the GM's primary responsibilities is to interpret the results of dice rolls. Given that the exact makeup of each dice pool varies wildly, it gives the GM and the players many opportunities to translate the results into narrative effects.

The dice symbols generated by each check go well beyond the simple task of indicating success or failure. Success indicated by a ⬡ can mean something different than if it occurs on an ◆ or □. In this case, it might indicate the character's skill overcame all other challenges. If the same results occurred using a □, the character may have benefited from pure luck. The GM should inform the story via the dice whenever possible.

□ and ■ indicate the influence of fortune and misfortune in the results. Failure indicates that the inherent difficulties in the situation, terrain, or task at hand were too much to overcome. Success indicates that the luck, the Force, or a beneficial circumstance affected the outcome.

⬡ and ⬢ represent the character's trained skill versus the most difficult challenges. Similar to the ◆ and ◆, success indicates that the character's training has prevailed, while failure indicates that the circumstances were just too difficult to surpass.

and indicators are often less clear-cut in their influence on the dice pool. Sometimes, they may trigger certain abilities or effects built into talents or special abilities. More often, they give the GM or player the opportunity to describe how the results place the character in a better or worse position than before the action.

and indicators should generate excitement at the game table. indicates a critical success, which should also grant the character an advantage in the scene. indicates a critical failure, which should disrupt the character and make the situation much worse.

Usually, the makeup of the dice pool does not evenly align dice types that are in direct opposition to each other. Instead, ✲, ➤ and other indicators will be spread across different dice in different numbers. It will often be up to the GM to decide which of the ✲ and ➤ are relevant to the story interpretation.

BOOST & SETBACK DICE USAGE

Boosts and Setbacks are basic GM tools for manipulating fortune and misfortune in the game. Beyond the normal guidelines for setting difficulty within the dice pool, □ and ■ enable the GM to allow characters to try unusual ideas during play. The players enjoy the chance to try creative solutions within the game, and the GM can regulate the difficulty through the addition of more ■ instead of saying no to the idea. Note that □ and ■ are not normally upgraded to other dice types—the easier or harder the situation at hand, the greater number of □ or ■ dice.

Alternatively, □ may be used to reward a Player Character for good planning or creative thinking. They may also be used in situations not covered by the rules. If the Player Character comes up with a good idea and the GM allows it, he may add □. This is especially encouraged if the idea is in keeping with the spirit of the *Star Wars* movies and stories.

USING STRAIN

Strain is a non-lethal way for characters to suffer physical and psychological effects beyond wounds and significant injuries. See page 229 for a complete description of strain. For the GM, strain represents an opportunity to add mechanical emphasis and consequences to narrative aspects of the scene or combat.

In combat, strain effects dictated by the GM should be limited to give the players the opportunity to voluntarily suffer strain for an additional maneuver or to use talents. Extreme environments or circumstances may occasionally increase the amount of strain the GM inserts into the encounter. Environmental strain should be less of a concern during the average combat.

In scenes outside of combat, strain adds weight to environmental effects. Enduring long periods of exposure to heat, cold, radiation, or unusual weather, like sandstorms, causes strain. Psychological pressure may also induce strain. This kind of strain may come from strong emotional reactions to loss, extreme anger, frustration, or another reaction that distracts a character from the task at hand.

When assigning strain, the GM should consider how all of the different sources might interact in an encounter or scene. Creating a scene in which strain is a primary component is perfectly fine, but having a scene accidentally overwhelmed with strain can alter the narrative in unexpected ways. Typically, the GM should assign 1 or 2 points of strain for a given effect. Environmental effects may inflict strain, and the amount of strain inflicted can serve as an indication as to how dangerous the effect is.

DICE POOL EVALUATION: SUCCESS

What do the following dice pool results have in common?

Pool 1

Pool 2

Pool 3

Each of these dice pools indicates a successful check. At least one ✲ appears in each pool. Assume that these pools represents a commando attacking a stormtrooper. Below are interpretations of these results.

Dice Pool 1—Success with a Slight Advantage: The ✲ appearing on the ◆ are canceled by the ▼ showing on one ◇ and one □. One of the ☋ on the next ◆ is canceled by the single ۞ showing on the second ◇, and the uncanceled ✲ appears on the ⬣. The commando's superior shooting has bested the stormtrooper's armor and training, leaving the commando in a slightly advantageous position.

"Your quick shot strikes the stormtrooper, leaving a smoking hole in his armor. You think you'll have no trouble sliding behind cover as he reels from the hit."

Dice Pool 2—Successful but Vulnerable: The ☋ on the ◆ is canceled by the ۞ showing on one ◇, and the ✲ on one ⬣ is canceled by the ▼ on the other ◇. The remaining ⬣ shows one ✲, but the two □ each have uncanceled ۞. The commando's shot grazes the stormtrooper, who remains well-protected by his defenses and ready to retaliate.

"Your shot penetrates the foliage concealing the stormtrooper, but only grazes him. He remains difficult for you to see and hit, and you aren't sure where his next shot will come from."

Dice Pool 3—I Have You Now: The ✲ and ☋ of the ■ are canceled by the ▼ on one ◇ and the ۞ on the □. The two ☋ of the first ◆ are canceled by the two ۞ of the other ◇. The remaining ◆ shows ✲ and ☋, and the ⬣ shows a ⊕! The commando beats relentlessly on the cornered stormtrooper, striking a staggering blow despite the stormtrooper's armor.

"You trap the stormtrooper between the speeder and the wall, inhibiting his movement and catching him below the chin. The solid hit knocks his helmet off, leaving him alive but completely stunned."

DICE POOL EVALUATION: FAILURE

What do the following dice pool results have in common?

Pool 4

Pool 5

Pool 6

Each of these dice pools indicates an unsuccessful check. No uncanceled ✲ appear in any of these pools. Assume that the first two pools represent a commando encountering a scout trooper. The last represents a standard skill check. Below are interpretations of these results.

Dice Pool 4—Not So Sneaky: The ■ is showing ✲ and ☻, but is canceled by the □ showing ⚙ and the ◇ showing ▼. The ◆ shows ☻, but is canceled by ⚙ showing on the ⬢. The ⬢ shows one uncanceled ▼. The commando fails to sneak past the scout trooper.

"You try to sneak past the scout trooper sentry on the hill. The fog density negates his height advantage, but he's smart enough to realize that. You try to sneak behind some debris, but you knock it over, and he spots you anyway."

Dice Pool 5—Fear Keeps You in Line: The first ◆ shows ✲ and ☻, countered by the first ◇ showing ▼ and ⚙. The second ◆ shows ☻, canceled by ⚙ from the second ◇. The ⬢ shows ✲, but is countered by the □ showing a ▼. One uncanceled ⚙ symbol remains on the second ◇, and the ⬢ shows ⚠! The commando fails a fear check when he is surprised by the sudden appearance of a scout trooper at his vehicle's hatch.

"As you head for the hatch, you catch sight of an Imperial scout trooper blocking your way, blaster drawn. The surprise appearance shocks you completely. You stay there frozen, momentarily unable to move or go for your gun."

Dice Pool 6—Harder Than It Looks: The ◇ showing ▼ and ⚙ cancels both ◆. One uncanceled ⚙ remains on the □. The commando fails to climb a rough wall in a driving rainstorm.

"As you try to climb the wall, you realize the rain has made it far slicker than it looks. You fail to make any headway, and your first attempt has loosened the few decent handholds this far down."

USING FEAR

In **Age of Rebellion**, characters are subjected to untold numbers of horrible and frightening events, creatures, and situations. Dangerous creatures lurk in the darkness of Imperial-held planets or are used as weapons of shock and awe on the battlefield. The Empire relies on suspicion, terror, and unspeakable acts to keep the galaxy in its iron grip. War, famine, combat, terrifying enemies, and horrific environmental hazards may instill fear in even the most hardened of characters. Fear interferes with character actions and goals. It may reduce a character's effectiveness, make him hesitate, or cause him to flee.

Within the game, fear is countered by the Discipline skill (see page 122) and occasionally the Cool skill (see page 120). As with any other skill check, the GM sets the difficulty and adds the appropriate dice to the character's dice pool. Interpreting the dice pool results is key to determining the effects of fear, even on a successful roll. The Discipline or Cool skill check represents the character's ability to act in the face of fear, not necessarily the level of fear a character may feel.

EXAMPLE

A character has been horribly burned by fire in the past. When confronted with a sudden, overwhelming burst of flame, his terror comes to the surface. A successful Discipline check means he overcomes the fear to act and run through the flames, hopefully to safety. The next time, however, his fear may overcome him, rooting him in place as the flames come closer.

WHEN TO MAKE A FEAR CHECK

Any time Discipline or Cool is used to counter fear, it is called a fear check. Not every frightening situation requires a fear check. Such checks should be restricted to unusual circumstances or the first time a character experiences a particularly frightening situation. An ambush by stormtroopers doesn't require a fear check. If a character is suddenly dropped into a pit of rancors, however, a check is appropriate.

The frequency of fear checks is determined by the GM. Typically, once a fear check is rolled, the GM should not require another check for the same source during the same encounter, unless the circumstances significantly change. The GM might require more fear checks in a story where fear is a key element. A character who watches his companions perish in front of him or watches his home planet destroyed might be required to make more checks to reflect his ongoing concern and stress.

Typically, the effects of fear are determined by the results of a Discipline check. However, if the character has had time to prepare for the situation, and is not taken by surprise, the GM may allow the character to make a Cool check instead.

DETERMINING FEAR DIFFICULTY

The difficulty of a fear check is a combination of circumstance and the individual experiencing the fear. No two people respond the same way to a frightening situation. Where an untrained civilian might freeze in fear when a fight breaks out, a trained Rebel soldier may act with confidence and effectiveness. This is not to say that the soldier is necessarily unafraid; it simply means he is better able to deal with the fear.

Example circumstances and difficulties are shown in **Table 9–1: Fear Guidelines**. The difficulty is initially set to reflect a frightening situation for a person without prior experience with the type of event in question. The difficulty of the check can also be upgraded, depending on the circumstances at hand. Upgrades usually depend on the circumstances of the check or the details of the creature or character causing the fear. For example, confronting a grim warrior in black armor and carrying a lightsaber could at the very least be a **Daunting (◆◆◆◆) check**. However, knowing that the warrior is Darth Vader, who hunted down and killed the Jedi and is a Dark Lord of the Sith, can upgrade the difficulty of the check three times. The GM may add ■ to represent other aspects of the situation, such as surprise, and he may also add □ and other beneficial dice if powerful allies or other aids support the character's resolve.

EFFECTS OF FEAR

The GM should interpret the results of the dice pool. Some creatures or talents may dictate aspects of the results of a fear check they trigger. The GM may also create additional effects. ⚙ and ⚙ carry effects

TABLE 9-1: FEAR GUIDELINES

State of Fear	Difficulty	Example
Minimally Afraid	**Easy (◆)**	Somewhat overmatched in combat; a minimally dangerous creature; a minor threat to one's safety.
Moderately Afraid	**Average (◆◆)**	Obviously overmatched in combat; a dangerously aggressive creature; a credible threat to one's safety and minimal threat to one's life.
Very Afraid	**Hard (◆◆◆)**	Battlefield combat; a pack of aggressive creatures; a major threat to one's safety and moderate fear for one's life.
Mortally Afraid	**Daunting (◆◆◆◆)**	Terrifyingly intense combat; confronting a large and dangerous creature such as a rancor; overwhelming fear for one's life.
Utterly Terrified	**Formidable (◆◆◆◆◆)**	A hopeless and terrifying situation; combat against things incomprehensible to one's mind; being attacked by a squad of AT-ATs; fear so crippling that sanity cracks.
Confronting something reputed to be dangerous	1 difficulty upgrade	Confronting an Imperial Intelligence agent; fighting Boba Fett.
Confronting something known to be dangerous and very rare.	2 difficulty upgrades	Being trapped in the gullet of a krayt dragon.
Confronting something known to be extremely dangerous and unique	3 difficulty upgrades	Fighting the Emperor.

regardless of success or failure. If multiple fear checks are needed, ⚙ and 🎭 of later rolls may cancel out effects from earlier rolls.

Suggested minimum failure effects are:

- **Failure:** The character adds ■ to each action he takes during the encounter.
- **Threat:** The character suffers a number of strain equal to the number of ⚙. If the check generates ⚙ ⚙ ⚙ or more, the character can be staggered for his first turn, instead.
- **Despair:** The character is incredibly frightened, which increases the difficulty of all checks by one until the end of the encounter.

Suggested success interpretations are:

- **Success:** The character avoids any fear effects, except those triggered by ⚙.
- **Advantage:** Gain □ on the character's first check. If spending multiple 🎭, grant □ to an additional player's first check.
- **Triumph:** Can be spent to cancel all previous penalties from fear checks, or spent to ensure the character need not make any additional fear checks during the encounter, no matter the source.

CHARACTER DEATH

Part of the appeal of playing **Age of Rebellion** is portraying heroic characters engaged in exciting and dangerous situations. The galaxy is a perilous enough place in times of peace; during the era of the Rebellion, continuous warfare and turmoil means that death is a constant companion. Even the heroic individuals portrayed by the Player Characters sometimes succumb to mortal wounds.

Death of Player Characters is unlikely to occur in most game sessions, but there's always the risk. Some players may become distraught, disappointed, or angry at the death of their character, especially when the player has invested a great deal of time and care into its creation. The GM should strive to handle such situations fairly, perhaps even coming up with some way to prevent the character's death. However, this should be avoided as much as possible, both to avoid implications of favoritism, and to maintain the threat of Player Character death in the future. If players feel that their actions do not have consequences, then it's less likely the game will retain integrity.

When a Player Character does die, the player should be allowed to begin creating a new character. The player should give the Game Master some time to determine how to insert him into the existing story at a point that makes sense for the new character, ideally without disrupting the flow of the story.

PLAYING A CHARACTER

As in most roleplaying games, in **Age of Rebellion,** each player portrays a single, heroic character, and the Game Master plays the part for every other character in the game. Breathing life into a character is one of the most rewarding parts of the game ; each player should strive to make his character unique and memorable.

GIVING YOUR CHARACTER A VOICE

One of the most entertaining parts of playing any roleplaying game is making characters unique and interesting. Players have the advantage of focusing on one character at a time and may invest an enormous amount of time into crafting a character's backstory, personality, and quirks. The character's Motivation and Duty are

driving forces behind his personality. The Game Master should encourage players to use these tools as a skeleton on which to add interesting touches. Many players enjoy literally giving their character a separate voice. If a player has a knack for accents, allow him the freedom to use that voice when the character speaks directly. Not everyone has such skill, of course. For players who want to play their characters straight; using the player's own voice is perfectly acceptable.

A character is what you make it. Even two characters that are identical on paper, with the same Motivation and Duty, can be portrayed in vastly different ways. That spark of life doesn't come from the rules or the type of character played—it comes from the player himself. During play, players should write down interesting or unusual aspects about their characters. Perhaps after recovering from an old Critical Injury, the PC now walks with a slight limp and constantly complains about the ache. Some Game Masters ask their players to provide a brief description of what their characters look like, along with the clothes they typically wear and the gear they carry.

CAST OF THOUSANDS

For some Game Masters, the idea of portraying every other being in the galaxy may seem impossible. However, the job of the Game Master is to move the story along and let the players have fun, not create an entirely unique personality and backstory for every NPC they meet.

The exceptions, of course, are the villains and important NPCs, who should be created using the same character creation rules as those for the Player Characters. These NPCs should be well-defined in both personality and purpose.

For "stock" NPCs, it's sufficient to give them one particular personality trait to help the Player Characters remember them. Archetypes work well here: the exceedingly bored bureaucrat, aggressively rude bouncer, or laconic mechanic. However, to make even stock NPCs notable, it's fine to mix things up and break type. While you don't have to give a unique voice to each character, small inflections also help, such as a lisp, drawl, or halting way of speaking. The players are more likely to remember the cantina owner prone to breaking out in song than the terse, glass-wiping stereotype.

IMPROVISING

One of the most important skills for any GM to master is improvisation, both for dialogue and for thinking on one's feet due to changes in the story. Even when running published adventures with pre-scripted NPC dialogue and plotted-out stories, there are still many times when the GM must react to unexpected questions or actions. The Game Master should be prepared to alter the adventure based on the way the game plays out in order to keep the plot moving forward. If the players come up with something for which the GM is unprepared, he must be able to improvise entirely new scenes or NPCs on the fly.

AWARDING EXPERIENCE POINTS

The GM should award experience points after every session. The amount awarded is typically 10 XP per Player Character for a session of two or three major encounters and a handful of minor ones. An additional 5 XP bonus may be generated for reaching key milestones or completing story arcs. Playing to a PC's Motivation also grants 5 XP per session at the GM's discretion. The GM may consider awarding an extra point or two of XP for exceptional roleplaying or highly clever thinking. Published adventures may recommend specific XP rewards.

The GM should give the players an idea of the source of their XP. For example, they may receive 5 XP for capturing an Imperial shuttle and another 5 XP for blowing up an Empire communications station. Any bonus XP awarded should definitely be explained to the players, so they may aspire to those standards in future sessions.

USING MUSIC AND PROPS

One of the great advantages of running a game in the *Star Wars* setting is the availability of music. The movie soundtracks add instant atmosphere to a game session. Beginning an adventure with the opening fanfare and the main title score instantly sets an unmistakable tone. Running the soundtracks at low volume in the background of the game session can add ambiance. Another approach is to play selected tracks at the proper moments to add to the situation at hand. Nothing fills the players with a bit of apprehension and says "The Empire is here" like playing *The Imperial March* just before announcing a Star Destroyer has arrived to ruin their day.

With the multitude of *Star Wars* toys, models, replicas, and other products available, it is also easy to use them as props during the game. Starship models, books with detailed pictures, and toy weapons can all be adapted for use at the table, or can serve as an example. However, not all toys set the appropriate mood. A detailed X-wing model can add an interesting angle to an in-game discussion about the craft. A preschooler's version of the same X-wing may not have the same effect.

TABLE 9-2: SPENDING EXPERIENCE

Options	Cost	Prerequisites
May spend experience to purchase ranks in any skill, up to rank 5.	Career skills cost five times the purchased rank in experience. Non-career skills cost five times the purchased rank in experience, plus 5 additional experience.	Whether for a career or non-career skill, each rank must be purchased sequentially. (Rank 2 must be purchased before rank 3, and so on.)
May spend experience to purchase talents within specializations.	Depends on talent's position within specialization tree.	Talents may only be purchased if they are on the first level of a specialization, or if they are connected by a bar to a talent already purchased.
May spend experience to purchase new specializations.	New specializations cost ten times the total number of specializations the character will have. Non-career specializations cost 10 additional experience.	None.

SPENDING EXPERIENCE POINTS

When awarding XP, the GM should keep in mind what his players will be able to spend experience points on and what the costs are. This is covered on page 102, but is reprinted here for convenience. This only covers spending experience points after character creation.

TASKS BETWEEN SESSIONS

During the time between when one session ends and the next begins, the players and Game Master should take stock of certain factors. The Game Master should have players check their character sheets to make sure that they received and spent any XP gained from previous sessions, and he should grant any that may have been forgotten prior. The GM should also alter the group's current Duty and Contribution as needed. Players should revise their character information to take into account changes in equipment and to record new abilities, skills, or talents gained through XP.

It's strongly recommended that both the Game Master and the players keep notes throughout play to remind them about what has transpired. These include important names, information learned through the adventure, any ongoing effects (particularly Critical Injuries or damage to their starship, if they have one), and goals for the next session, if any.

Sessions do not necessarily pick up immediately where the previous ones left off. The Game Master may include downtime for the characters in which a certain amount of time passes and events take place that do not require the player to make checks. For instance, a Rebel spy might spend this "downtime" receiving training for his next mission, or a soldier might perform several routine but uneventful patrols. There is no need to play out mundane events. The GM and players should be ready to summarize what has occurred during the downtime between adventures.

POST-GAME ANALYSIS AND IMPROVEMENT

Feedback between players and the Game Master is important to see what's working in the game and what isn't. In the early stages of learning the game, the GM should end each session with a brief recap of important events and a discussion of what went well and what was confusing. Players should bring up rules that they don't quite understand so the GM can both clarify and plan ahead for the future, and they should provide feedback about how they think the game is going. Some players prefer giving feedback or asking questions one-on-one, and the GM should provide time to any players who prefer to talk specifics in this manner.

Feedback goes both ways. If the Game Master believes that a player isn't having fun or is disrupting the group in some way, then he should pull that player aside to let him know. The goal of this feedback is to both improve the way that the game is played and to increase the enjoyment for everyone involved.

PLAYER CHARACTERS AND THE REBELLION

AGE OF REBELLION focuses on the action that takes place during the time between Episode IV *A New Hope* and Episode V *The Empire Strikes Back*. In this era, the ragtag forces of the scattered Rebellion square off against the immense and extremely powerful Galactic Empire. It is a time when freedoms are drastically curtailed, injustice is pervasive, and those who do not obey the Empire are crushed beneath its heel.

And yet, hope persists. Led by Princess Leia Organa, the Rebel Alliance fights to preserve what few freedoms remain and overthrow the shackles of Imperial rule. Small and scattered throughout the galaxy, the severely outnumbered Rebellion fights back the only way that it can—with subterfuge, espionage, ambushes, and rallying the spirits of freedom-loving beings throughout the galaxy.

The Player Characters represent some of the Rebellion's best and brightest. Their skills, abilities, and talents are used to hit the Empire where it hurts the most in hopes of regaining the freedoms and liberties lost with the rise of the Emperor. The challenges are enormous, and the effort required in overcoming them monumental, but the PCs are a cut above the rest. The PCs' allies in the Rebellion—the foot soldiers, commandos, pilots, gunners, medics, and spies—toil, fight, cheer for victory, and sometimes die, serving as a backdrop for the Player Characters to shine and change the fate of the galaxy. No matter their backgrounds, skills, or methods, the Player Characters and their actions are vital to the war effort. The Rebel Alliance needs them more than ever if the Empire is to be brought to its knees.

PART OF A BIGGER PICTURE

The war between the Rebel Alliance and the Empire is vast, covering the entire breadth and width of the galaxy. Over the course of decades, untold battles were fought between these two forces, with the Rebels claiming both victories and defeats. While immensely important to the outcome of the conflict, the events shown in the *Star Wars* movies were only one part of the war. Untold numbers of Rebels fought to overthrow the grip of the Empire, mainly in places briefly (or not at all) mentioned in the movies and books. In short, the scenes from the *Star Wars* movies are just part of a bigger picture.

The adventures of the Player Characters fit into the canvas of the fight between the Rebellion and the Empire. Just as Luke Skywalker, Han Solo, and Leia Organa have their place in the story, so too do the Player Characters. The stories created by the Game Master represent these "unsung moments" that played just as important a part as those shown in the movies.

There are two different ways that the Game Master can incorporate the Player Characters into the overall narrative shown in the *Star Wars* movies. First, the players could take part in key scenes from the movies, but "off-screen" from the specific exploits of the famous characters. Second, the Player Characters explore new ground, adventuring on other planets or being a part of other key events that were not shown, but which are still important to the Rebellion.

The most important aspect to remember is that the Player Characters are not beholden to the structure of the Rebel Alliance. They are free to help with the war effort any way that they see fit. This may mean donning uniforms and heading to the front lines or acting as "specialists" who benefit the cause through different kinds of adventures.

OFF-SCREEN OF MAJOR SCENES

In this scenario, the Player Characters are participating in the same scenes as the major characters from the *Star Wars* movies. The PCs might catch a fleeting glimpse of these key figures, but otherwise do not interact with them. For example, the Player Characters could be part of a crack commando squad ordered to hold off the Imperial Forces as they made their way inside the Rebel Base during the Battle of Hoth.

The downside to this type of scenario is that the players ultimately know the outcome. Using the example above, the Player Characters know that their efforts are ultimately in vain and the base gets overrun. This is fine, however, so long as the Game Master provides goals and situations specifically concerning the PCs. Perhaps they are tasked with blowing up the base's mainframe before evacuation so it doesn't fall into the Empire's hands. If circumstances change, they may have to come up with an alternative solution for finding their way to the Rebels' rendezvous location.

UNTOLD ADVENTURES

The war between the Alliance and the Empire went on for decades and spread to every corner of the galaxy. While some battles are the stuff of legends—the Battles of Yavin, Hoth, and Endor, for example—these were just a few chapters in the story. Countless battles were waged on distant planets and the space between. This scenario works best for Game Masters who wish to write their own adventures, taking the Player Characters to exotic locations found in either the *Star Wars* Expanded Universe or entirely new places. Regardless of where they go, however, the Player Characters have a duty to fight the Empire wherever it is found.

HANDLING COMMAND AMONG PLAYER CHARACTERS

If the Player Characters are each given a specific rank, it's quite possible that one character will be assigned as a commander. The players need to decide how to handle this authority during play. As with dealing with NPC superiors, subordinate PCs are expected to follow their commander's orders. Some players balk at the idea of being told what to do by another player. Avoid having this situation turn into an actual confrontation and remind players that the goal is for the PCs to get along and move the story forward. A player sticking to the letter of the law, but not necessarily the spirit, shouldn't be punished... immediately. An overly demanding superior or insubordinate PC could find himself in front of a review board between sessions.

In short, don't let players get too committed to the power that comes with rank!

When using this setup, the Game Master is free to create new planets, moons, bases, and other locations. The goal is to design the location or adventure in a way that still feels like *Star Wars*, even if the planet's name is new to the players' ears. The familiar tropes of a "used and beat-up universe," droids, species intermingled, and the ever-present threat of the Empire should still be in the background.

It's equally important to make it clear that the Player Characters' actions have an important, even crucial, purpose in the war effort. After an adventure, the Game Master may inform the Player Characters how their actions affect the overall war, perhaps weaving them into the events shown on the screen.

THE CHAIN OF COMMAND

Although loose when compared to the rigid hierarchy of the Empire, the Rebel Alliance is built around a military structure. Individuals are given ranks and expected to follow orders from superiors and command subordinates beneath them. That said, the needs of the Rebellion mean that the concept of rank and subordination is flexible. The Rebellion utilizes countless "specialists"—individuals with skills, talents, and positions that are crucial to the war effort, but which do not require them to don a uniform and say "yes, sir" every time a captain gives them an order. This freedom allows the Player Characters to belong to a military-styled organization without the baggage that comes with it. They are specialists whom Alliance needs and it is willing to give latitude to in order to do what's best for the effort in their own way.

Depending on the type of adventure or campaign the Game Master wants to run, attention should be paid to how "military" the game feels. Some players may want to play a military-focused game, in which they are part of cohesive units. This gives them the benefit of access to weapons, gear, and vehicles drawn from the supply pools, but comes with the structure that some players may find confining. It's best to make the Player Characters special ops personnel, giving them greater latitude out in the field and keeping the pressures and rigidity of military life outside of combat in the far background.

Chapter XI: The Rebellion provides a more in-depth look at the ranks and structure of the Rebel Alliance.

Age of Rebellion is about action, not military tribunals and disciplinary committees. Unless the Player Characters commit some grievous (or traitorous) act or are guilty of gross negligence, the Game Master should steer clear from doling out military justice to them. The occasional dressing-down by a ship's captain or short stint in the brig, however, is a good way to remind errant players about the consequences for some of their unwise decisions.

PLAYER CHARACTERS AND SUPERIORS

As a part of the Rebel Alliance, the Player Characters are assumed to fall somewhere in the hierarchy and rosters of a military operation and, as such, they will receive orders from superior officers at some point. The Game Master needs to figure out what level of "engagement" the Player Characters will have with their superior officers. In most adventures, it's acceptable to keep the Player Characters' superiors mostly off-screen, giving orders at the start of the session or throughout the session. This way works best, since it allows the Game Master to set things in motion through a proxy NPC and to alter the adventure with additional orders if things get off track or it is time for the next adventure..

Things get more complicated when a superior officer accompanies the Player Character. While it makes sense for the PCs to follow orders, avoid having the officer micromanage them. The PCs should be allowed to make their own decisions and perform their own actions. The best thing to do is to have the officer provide initial instructions and orders, then fall back and act as just another NPC, contributing to the scene only when necessary (and adding his own blaster fire when combat occurs).

PLAYER CHARACTERS AND SUBORDINATES

Sometimes the Player Characters are tasked with commanding a group of lower-ranked soldiers or Alliance personnel. This could include additional squad members beyond the Player Characters. Rebels are loyal and dedicated; they are soldiers trained to follow orders. As long as the commanding Player Character does not order them to do anything truly suicidal, the subordinates will do what they are told, within their capabilities. PCs should be reminded that they are responsible for any subordinates and reap the consequences if they are killed, captured, or compromised in some way.

When running allied NPCs alongside Player Characters, it's best to treat the allies as a single group, rolling a single dice pool for attacks or skill checks. Unique or more powerful allied NPCs should be treated separately, especially if they have specific talents or skills that could come into play.

FOLLOWING ORDERS VS. TACTICAL IMMEDIACY

There's a saying among soldiers: "No plan survives contact with the enemy." This means that even the most thought-out, detailed, and contingency-laden plan may crumble when the realities of the battlefield set in. Planned airdrops may never arrive. Intelligence incorrectly assesses the strength of the enemy. Sometimes equipment just doesn't work when you need it to.

The Rebellion is pragmatic in its approach for giving orders to its soldiers. Orders are given and expected to be carried out. However, given the overwhelming odds stacked against them, Rebels often find themselves having to alter a mission in order to carry it out, or even to survive. This means that Player Characters are free to do what they wish in order to complete a mission. Of course, they may have to explain themselves afterward, particularly if the outcome resulted in collateral damage or some other unforeseen twist. Otherwise, players should not be concerned about how the actions of their characters may not fall immediately in line with the goals of Alliance High Command.

THE PRICE OF WAR

War is hell. Collateral damage is part of any conflict and civilians can get caught in the crossfire or perish beneath indiscriminate bombing. While the Empire cares little for the plight of unwitting civilians, the Rebellion strives to keep the loss of life to a minimum. This decree is hardwired into the Rebellion's primary goal, and troopers are constantly reminded that the people who might get killed as a result of their actions are the same ones they are trying to free from the yoke of the Empire.

Seeing the horrors of war should make an impact to both character's Motivation and Duty. Some Motivations may get strengthened or tested by witnessing the results of war and the brutality of the Empire. Indeed, war acts as a lens, focusing a person's true nature to a fine point. The Duty of a character may similarly be affected—a PC with the Duty to destroy every TIE fighter he sees may be forced to witness the destruction caused as his targets plunge into a populated civilian area. Does this cause him to question his Duty? Similarly, a Player Character utterly dedicated to the

war effort may pass by innocents in need of food or medical attention, since those resources are best utilized by the Alliance itself. Does ignoring the need bolster his Duty? The GM should look at the incidental side effects of the war to see what impact it makes on each Player Character throughout the adventure.

MISSIONS FOR THE REBELLION

Belonging to the Rebel Alliance is fraught with danger. As members of the Alliance, the Player Characters find themselves put into harm's way on a regular basis. Orders from command may come well in advance, with planning, logistics, and the personnel to get the job done right; or it may arrive at the last minute, and the Player Characters must think on their feet and improvise to achieve the mission's goal.

Age of Rebellion is designed to allow the Game Master to create and run a Rebellion-focused game any way that he sees fit. Both real-world history and that of the *Star Wars* setting have plenty of examples of various ways to run a campaign set in a galaxy of conflict. Even within a single campaign, the Player Characters might find themselves taking on a wide variety of missions—starship battles at the fringes of an asteroid field, house-to-house combat in the streets of a besieged capital city, and stealthy runs inside a vehicle manufacturing plant to blow it up.

While the players belong to and receive orders from the Rebel Alliance, they are also free to handle most situations using their own discretion. The Rebellion is spread out enough through the galaxy that the High Command doesn't have the luxury of planning every detail, nor the personnel to guarantee success. Indeed, the Rebel Alliance encourages improvisation and quick thinking, rapidly promoting those who show initiative in the face of adversity.

TYPES OF MISSIONS

The term "mission" is used to describe orders given to the Player Characters by the Rebel Alliance. Missions carried out by the Player Characters for the Rebel Alliance might be short and simple or long and complex. A single mission might be described as a single encounter (assaulting a bunker), an adventure (travel to the ruins of Alderaan to look for a damaged probe that survived), or a whole campaign (hunt down and eliminate all Imperial forces on a given planet).

While there's no way to cover every single type of mission the Player Characters might receive, described here are some broad guidelines for common types, what they might involve, and ways for the Game Master to implement them in play. Any one of the missions described here could be an encounter, adventure, or campaign in its own right.

AMBUSH MISSIONS

Considering the forces it's up against, the Rebel Alliance relies heavily on ambushing the Empire whenever possible. Depending on its specific goals, an ambush could be result in complete eradication of the target or lead to its capture. Rebels target lightly-armed and -armored supply caravans and cargo ships to help fuel the war effort, capturing all manner of weapons, ammunition, food, armor, and, most importantly, additional intelligence. The elite Alliance Special Forces are masters of the ambush, striking even daunting targets with incredible efficiency.

Ambushes require stealth, excellent intelligence, and sufficient personnel and weaponry to succeed. Many larger ambush missions happen because of successful reconnaissance and espionage missions that took place before them (see **Reconnaissance Missions**, on page 323). Ambushes work best when the enemy is far from any meaningful support or caught in difficult terrain, such as winding canyons, swamplands, or a narrow corridor of an asteroid field. Timing is critical, as one false step could alert the enemies too soon or allow them to escape.

Ambushes are best run as single encounters, as most of the mission involves setting up in a single location and waiting for the enemy to arrive—not very exciting for a sustained set of sessions.

ESTABLISH AND DEFEND MISSIONS

Although relatively few in number, the Rebel Alliance does have bases, outposts, and important depots scattered throughout the galaxy. These locations are critical to the continued war effort and are heavily defended to prevent their loss—the Rebels simply don't have the resources to let too many fall into enemy hands.

There's more to a defense mission than standing guard on a wall with a blaster rifle and pair of electrobinoculars. Player Characters are tasked with making regular patrols outside the location's perimeter, assembling larger ordnance for defense, or looking for weak points to strengthen fortifications. Beyond the Empire, the Rebels may have to deal with hostile native forces that take a dim view to their presence.

The Player Characters may be ordered to set up a new base of operations, depot, waypoint, or safe house for the Alliance. This could be as simple as landing on a remote moon and protecting the engineers as they build a new base or as difficult as clearing out an already-occupied location (linking this with an Assault Mission, see **Full Assault Missions** on page 324).

Avoid making defense missions boring affairs for the players. It's fine to send them out on a mission or two in which nothing much happens, only to lull them into a sense of security. The enemy will use many of the same tactics as the PCs, perhaps releasing a false transmission that pulls the Player Characters out to investigate, opening the location up to an attack. Even if the location is heavily attacked, a siege also becomes just as boring over time. Look for ways to inject greater tension into the situation, such as including of an AT-AT that is capable of exploding open the base's blast doors, or making the PCs hold onto the location just long enough for a shuttle to arrive and take them to safety.

One fine example of an "establish and defend" mission (from the Alliance perspective) is the epic Battle of Hoth from Episode V *The Empire Strikes Back*.

HIT-AND-RUN MISSIONS

The most common method of direct action against the Empire, a hit-and-run involves choosing a single, relatively easy target, swooping in fast, hitting hard,

and getting out as soon as possible. Salvage and capture of equipment or personnel is not the purpose. Starships and other vehicles are picked for speed and heavy firepower but have little in the way of armor or staying power—the best defense is speed.

Hit-and-run missions are best suited for single encounters, although an adventure could be built around first getting to the target or extricating the party after the assault, especially if things go wrong.

SABOTAGE MISSIONS

The Rebellion learned long ago that one of the best ways to cripple the Empire is to strike at its infrastructure. Sabotage missions are a blend of espionage and mayhem, with the Player Characters infiltrating or blasting their way into a vital location and doing some damage. Key infrastructure locations are targeted, such as bridges, water and food processing plants, traffic control droid units, and power stations. Sabotage missions are intended to disrupt the enemies' plans and make their lives miserable.

Sabotage missions need not be initially destructive. The Player Characters may be ordered to infiltrate an Imperial base and slice into the computer network to deliver a piece of malicious code that shuts down the deflector shields at crucial moment. Depending on the circumstances, the PCs may have to go under-cover and pose as civilians (or the enemy), or sneak in under the cover of darkness to hit their target and get out.

The effort to destroy the shield generator on the forest moon of Endor in *Return of the Jedi* is a good example of a sabotage mission.

RECONNAISSANCE MISSIONS

In order to plan for further missions, reconnaissance missions are vital to the Rebellion. Unlike espionage missions, reconnaissance involves military or paramilitary units getting close to the enemy and making note of troop movements, defensibility, weapon strength, and other important information.

Stealth is crucial for the success of any reconnaissance. Starships and vehicles used for these missions are typically stripped down to the bare essentials, using the best available counter-sensor technology, or are perfectly ordinary (and unarmed) vehicles meant to blend in with other traffic. Unit sizes for these missions are kept to a minimum. Many recon missions are sent out on foot, so weapons are light and meant to get the recon team out of danger rather than into it; most other gear is intended for camouflage, or for recording and evaluating the data the team acquires.

Reconnaissance missions are further complicated by the fact that backup may be non-existent. Retrieval of a reconnaissance team might be aborted if the team misses a narrow window of time, at which point they're on their own to find a way back to safety. Due to risk of capture, recon teams might receive little additional information to minimize the possibility of giving vital information back to the enemy on which they were sent to spy.

The key to running an interesting and exciting reconnaissance mission is to first provide the Player Characters with a clear goal beyond "go observe the enemy encampment." Provide them orders to procure specific information, such as the location of a particular spaceship (that might be hidden inside one of several hangars), or timing the exact moment when a base's shields drop to allow troops to exit. Characters also have to deal with roaming patrols, the deactivation of sensors, minefields, and finding a way back out once the information has been gathered.

ESPIONAGE MISSIONS

The Rebels rely heavily on gathering intelligence to stay alive and further the cause. An intricate web of spies, moles, and double agents keep a steady of flow of information back to the Alliance High Command. A branch of the Rebellion known as Alliance Intelligence plans and executes the most important missions, sometimes without the knowledge (or approval) of the High Command itself. The premier Bothan Spynet provides regular and crucial intelligence, but at a high cost, both in credits and the in fact that the Bothans sell their information to the highest bidder.

Espionage missions typically involve operatives going undercover, disguising themselves to pass without suspicion. The exact purpose of an espionage mission varies, but can include slicing into Imperial networks, stealing vital plans or experimental equipment, planting false information and, in some cases, assassination. The risks are enormous, as captured spies are guaranteed "vigorous" interrogation, imprisonment, and most likely, death. To increase their chances for survival, Player Characters sent on such missions are provided with an array of specialized gear and weapons meant for easy concealment or disguised to appear as harmless and easily overlooked items.

Considering the specialized skills and specific situations associated with espionage, these types of missions are best used for adventures or campaigns built specifically around them. While there's always a place for a tough soldier handy with a blaster rifle, a party of Player Characters built for combat on the battlefield will find themselves seriously handicapped in many espionage scenarios. However, the Alliance is always short of capable individuals and the PCs may find themselves called up for such a mission, despite their backgrounds and skills.

RESCUE MISSIONS

Rescue missions involve attacking or infiltrating a guarded location in order to liberate an ally. One of the most dangerous missions possible, this task is usually reserved for crack commandos and elite, highly-trained forces with a variety of skills; they are more

difficult if the enemy is aware of plans to extricate the target. Rescue missions require careful planning to get to the location unnoticed, breach any defenses (sometimes without drawing any attention), locate the target, and then repeat the process in reverse, often with blaster fire coming from startled guards. Making things even more difficult, the Player Characters must find the target or targets and bring them out alive and preferably unharmed.

Rescue missions require a good blend of careers and skills to succeed—stealthy individuals who can disable guards quietly, medics to treat any wounded (especially the target of the rescue mission), tech-minded characters capable of bypassing locked doors or jury-rigging an explosive, and pilots to get everyone out alive.

Rescue missions are perfectly suited for the types of scenarios run in **Age of Rebellion**, blending a mix of subtlety and combat. If things seem to go too easily for the Player Characters, it's easy enough to add an unexpected change in guard shifts, incorrect maps showing the location of the targets, or even targets who are injured or downright unhelpful, despite the fact that they are getting rescued.

The retrieval of Princess Leia from the Death Star in Episode IV *A New Hope* is an example of a rescue mission.

FULL ASSAULT MISSIONS

The most rare and risky of missions is the full assault, in which the full weight of a Rebel unit is brought to bear directly upon the enemy. While stealth and subterfuge do factor into the equation, the main focus is on overwhelming strength, armor, and firepower. Space battles might include a dozen capital ships and hundreds of fighters. Mass combat could see a blend of tanks, walkers, and heavy artillery blasting away with missiles and ion cannons. On a personal level, troopers by the hundreds, armed with blaster rifles and grenades, inch their way across the cratered battlefield to get in close to the Imperial Forces.

Make sure to give the Player Characters specific goals to achieve during a full assault mission, such as capturing a laser cannon battery, destroying the flagship of the enemy fleet, or overtaking a command bunker. Also, give the PCs secondary objectives to give them the flexibility to change their mission plans or have more to do if they succeed in the original order.

Two of the best examples of the full assault mission from *Star Wars* include the Battle of Hoth (from the Empire's perspective) and the attacks on the two Death Stars at the conclusion of Episode IV *A New Hope* and Episode VI *Return of the Jedi*.

USING DUTY

Duty is a core narrative and game mechanic in **Age of Rebellion** (see page 46 for more information). Duty represents the unique way in which a Player Character contributes to the Rebellion, and can influence the choices PCs make and the path an adventure takes. Depending on how a GM utilizes Duty, it can just be a motivator for PCs to go above and beyond, or it can be a tool used to introduce unexpected opportunities and plot twists.

GMs are encouraged to use Duty creatively throughout the course of the adventure and campaign. Since the Player Characters can gain Duty at character creation, as well as earn it though their actions, GMs should make sure to reward players with high Duty scores for their commitment and accomplishment. This can be done through tangible rewards, or by integrating more plot hooks for that PC based on his Duty triggering. The GM should take every opportunity to use these hooks during the adventure or campaign. Published adventures may include suggested ties to certain types of Duties.

GUIDING STARTING DUTY SELECTION

During character creation, each player either selects his character's Duty type himself or randomly determines it (see page 46). Parties may end up with a wide variety of Duties or a limited number of types shared between PCs. The GM generally should not limit the types of Duty in a game but may want to work with the players if they want to use it to craft a specific, interesting backstory for their characters.

The players should not be allowed to optimize or manipulate Duty to gain a substantial benefit from it. Duties are meant to grant periodic, large rewards that reinforce good roleplaying and character progression.

Alternatively, the GM (or players) may select or come up with new types of Duty to fit a specific campaign or story arc. The Duty may be a driving force behind an adventure or campaign, rather than a periodic responsibility. The GM should make sure that any Player Characters with a Duty less important to the plot are not forgotten, and are highlighted from time-to-time.

USING THE DUTY CHECK

Before each game session, the GM makes a Duty check (see page 48). The greater the group's Duty is, the greater the chance that it will come directly into play during that session. When triggered, the GM should note which Player Character's Duty is activated and how that PC's specific Duty manifests itself.

The mechanical bonuses of the Duty check on some PCs can be significant. A particularly exciting result (rolling doubles) should have a major story impact during the session. If the Duty affects more than one PC, the GM should consider altering the plot for the session to reflect the sudden change. However, if the GM decides it would derail the story at a critical juncture, he can delay the actual encounter. The mechanical bonuses should still remain in effect—perhaps the PCs become informed of the possible opportunity and are excited about it, even if they can't immediately attend to the situation.

TABLE 9-3: GROUP CONTRIBUTION RANK GUIDELINES

Contribution Rank	Reputation Among Alliance	Reputation Among Empire
0–1	New recruit or untested collaborator, still under suspicion. Gets access to basic equipment and vehicles. Recruit to corporal rank.	Faceless Rebel scum. Little intelligence value if captured. Re-education possible, otherwise imprisonment. Not worth the effort to hunt down individuals.
2–4	Tested soldier or trusted collaborator. Respected and trusted by Alliance. Gets access to better tactical-level equipment and vehicles. Sergeant to warrant officer rank.	Minor notoriety. Limited but useful tactical intelligence value if captured. Re-education possible, but unlikely. Execution after interrogation. Use of bounty hunters to capture/eliminate is rare, but possible.
5–8	Veteran soldier or important collaborator. Very respected by the Alliance. Gets access to corvette/gunship-level starships and minor strategic intelligence. Lieutenant to captain rank.	Moderate notoriety. Possible strategic intelligence value. Re-education not possible. Imprisonment (and lifelong interrogation) standard practice. Use of bounty hunters to capture is an option.
9–13	Top brass or vital collaborator. Highly respected by the Alliance. Minor, but notable political power. Gets access to corvette/gunship-level starships and sensitive info. Major to colonel rank.	Major notoriety. Extremely high intelligence value if captured. Use of bounty hunters and Imperial assassins authorized for capture/elimination. No chance of re-education. Imprisonment (and lifelong interrogation) standard practice. Failure to report this character's whereabouts is considered a severe crime.
14+	Member of the Alliance High Command. Immense political power. Extremely revered and respected by allies. Access to capital-grade starships. Commander, general, or admiral ranking.	The Empire's Most Wanted. Entire fleets used to locate and eliminate. Capture or death key to destruction of the Rebellion. Immense intelligence value. Failure to report this character's whereabouts is considered treason.

USING THE CONTRIBUTION RANK

The party's Contribution rank indicates the group's dedication and value to the Rebel Alliance. It represents the number of times a group has made large, meaningful contributions to the Rebellion. Where the Contribution rank number falls dictates how much authority and influence the Player Characters have when dealing with other members of the Rebel Alliance, as well as how much of a threat the PCs pose to the Empire. As a group's Contribution rank goes up, the more sway that group has in choosing missions and getting access to more and better resources, including equipment, vehicles, starships, and any other assets it could need.

The higher the Contribution rank of a group, the greater access the group has within the Alliance. Although the Player Characters are in no way obligated to join the military portion of the Alliance, suggestions are provided for granting the military ranks they would be promoted to based on Contribution rank; the GM is free to ignore granting ranks if he chooses (see **Table 9–3: Group Contribution Rank Guidelines**).

As Player Characters rise in respect and power within the Rebel Alliance, so too does their notoriety rise within the Empire. The names of the PCs come up more and more during interrogations of prisoners, and Imperial Intelligence Officers start digging into the PCs' pasts (if possible) to find ways to strike back at them outside the battlefield. At low Contribution ranks, the PCs barely register on the Empire's sensors beyond being "Rebel scum that must be destroyed." As the PCs grow in reputation and power, however, the Empire brings more resources to bear to capture or kill the them, including bounty hunters and even the dreaded Imperial assassins.

This fame and/or notoriety makes traveling to some planets more complicated. PCs with a high Contribution rank find themselves thronged and well-respected on Alliance-held planets. However, if the PCs go to Empire-held or neutral planets, they could find themselves the subject of scorn, snubbing, or worse; opportunistic individuals may contact the Empire to pass along the PCs' location, whether in hopes of a reward or as their nationalistic duty. **Table 9–3: Group Contribution Rank Guidelines** gives a general idea of what sorts of perks or problems the Player Characters face when dealing with the Alliance or Empire.

MANAGING ALLIANCE REWARDS

When the PCs' combined Duty value exceeds 100, the Alliance rewards them for their contribution by supplying them with resources in the form of equipment, vehicles, starships, or other assets. There are guidelines for what the PCs are allowed to obtain on page 50, but ultimately, it's up to the GM to decide if certain resources are available to the party or not.

The Rebel Alliance is a large organization of people, but they do not have unlimited resources. When the PCs are deciding what rewards they would like from the Alliance, the GM can set boundaries as to what they are allowed to select based on the Rebellion's resources and the type of campaign the GM would like to run. For example, as the PCs' Contribution rank starts to get higher, many large and powerful ships may become available to them. If the GM does not want to run a campaign focused on large-scale starship combat, he may decide that the Rebellion does not have ships of this scale, or the crews to man them, to spare.

The same applies to equipment. The GM has final say regarding the Rebel Alliance's available selection.

USING CHARACTER MOTIVATIONS

Motivations are built-in story and roleplaying hooks for both the player and the GM. The player uses Motivations to inform his character's reactions to specific situations, offering a level of thought or detail beyond simply responding to the situation as presented. The GM uses Motivations to link the characters more intimately with the ongoing storyline. Players adhering to their characters' Motivations should be rewarded with additional XP, as well as more interesting plot lines.

MANAGING MOTIVATIONS

The GM should track player Motivations and how they may interact with a prepared adventure. Motivations, especially those determined randomly, may conflict with the Player Character goals of a published adventure or GM-created story. After initial character creation, the GM should be able to better predict how their Motivations may interact with the intended plot.

Players may keep their Motivations secret, possibly going as far as establishing a decoy Motivation to cover their real one. Secret Motivations add to the depth and tension of the game, but also harbor possible story (and party) disruption when the secret is revealed. If the party has widely divergent Motivations, the GM should be prepared to step in should player feelings be hurt if opposing Motivations are revealed.

The GM may simplify the impact of Motivations on the story by encouraging characters with similar or compatible Motivations to combine them. Some Motivations also work well with certain types of Duty. If the characters have divergent Motivations and types of Duty, the GM may minimize the story complexity by de-emphasizing Motivation for those players who seem less interested in using the mechanic, or by incorporating it into fewer adventures.

Characters should not often change their Motivation (see **Changing Motivations** on page 107). When they do so, it should be for compelling story reasons, not because the bonus XP is too difficult to gain. Some Motivations may naturally end because the characters conclude a story integral to the Motivation. Some Motivations change slowly, as a new Motivation begins to dominate the character's life or thinking. Change to Motivations should also be reflected in the adventure or campaign.

INCORPORATING MOTIVATIONS INTO THE STORY

The GM should allow the player to dictate how important his character's Motivation is to his experience. Whereas Duty is intended to be an outside force that permeates character interaction and the ability to function within the adventure, Motivation focuses on the character's internal drive and how that influences his interaction with the galaxy. If the player wants to focus on his personal story, or consistently gain the XP awards from adhering to his Motivation, the GM is encouraged to incorporate his Motivation in the adventure more often.

Not all Motivations need to provide deep story hooks. If a player is more comfortable reacting to situations as they unfold, rather than dealing with a super-secret background history with surprise appearances by past enemies or events, then the GM should allow them to play to that style. Some players are happy to simply use their Motivation to justify their current actions.

The potential interaction of character Motivations and Duty can inspire the GM to weave a complex storyline, complete with surprises from the past or unknown connections between characters. This approach works best if the details trickle out during the adventure, foreshadowing larger revelations. However, an unexpected connection or reveal can add more tension or shock to an already climactic scene.

Motivation XP bonuses should not be automatically achievable in every game session. If possible, the GM should use rewards or story issues to make sticking to a Motivation a real choice. The character gains the bonus XP, but loses out on some other reward and causes difficulty with the plot or other characters. Sticking to a Motivation should be an interesting, and sometimes difficult, choice. Otherwise, the bonus XP is too easily achievable.

REWARDING MOTIVATIONS

Mechanically, the reward for adhering to a Motivation is simple: 5 XP per session, with a one-time 10 XP reward for an exceptional session, occurring once in the character's life. Additional rewards are not usually necessary, as they become the regular awards normally integrated into the campaign.

Players should be rewarded for sticking to their Motivations, especially when circumstances in the game may cause them to stray from their ideals. Outside of the XP rewards given at the end of a session, a player who adheres to his character's Motivation should receive some sort of in-game reward, such as a useful item, helpful information, or an advantageous situation. This reward works best when the character adamantly sticks to his Motivation, even if it runs counter to the goals of the group or otherwise impacts play.

Conversely, characters not sticking to their Motivation shouldn't receive a penalty. Motivations are there

to guide a character's choices, not dictate them. In fact, there are many times in which a character must set aside his own Motivation for the betterment of the group or to move the story along. From a rules sense, if a character doesn't follow his Motivation with conviction throughout a session, he merely doesn't receive additional XP at the end.

If a player consistently neglects or avoids his character's Motivation, it's a sign that perhaps the player is struggling with making the Motivation work, or doesn't understand how best to implement it during the game. At the end of such a session, the GM might consider talking to the player about altering the specific version of the Motivation to something that fits the player's concept. For example, a character with the Belief (Species Rights) Motivation might find himself more involved with fighting for freedom for everyone and decide to change it to Belief (Freedom).

Alternatively, the GM could allow the player to change his Motivation from one type to another—Belief to Quest, for example. This should be avoided if the original motivation is built into the GM's plans or would otherwise deeply impact the story.

CREATING NEW MOTIVATIONS

The potential for character Motivations extends beyond the three primary Motivations and their specific examples included in **Age of Rebellion**. Future products will detail additional Motivations. GMs or players may create their own Motivations using the following guidelines:

- Check to see if the proposed Motivation fits as either a Belief, Connection, or Quest. If not, it is a new Motivation.
- Check to see if the proposed specific Motivation fits with any of the existing specific Motivations. If so, consider using the listed Motivation instead.
- Create a new category, if needed. Try creating a short list of specific Motivations with the new category to test if it is broad enough.
- Establish the expected types of stories likely to come from the new Motivation, so the GM and player fully understand the intended driving force behind it.
- Make sure the new Motivation is something the character will have to work to maintain. Avoid Motivations that easily give up their XP awards every session through actions a character might normally take in any game session anyway, regardless of story.
- Offer the new Motivation to the other players, unless it is intended to remain secret in the game.

CREATING ENCOUNTERS, ADVENTURES, AND CAMPAIGNS FOR AGE OF REBELLION

Adventures are the core of each game session. Creating new adventures can be one of the most exciting and enjoyable aspects of becoming a Game Master. Creating an interesting story that is also fun and mechanically balanced is challenging. This section focuses on the creation of the three elements of any **Age of Rebellion** game: encounters, adventures, and campaigns, and on helping the GM meld them together in ways that are thematically appropriate for the setting.

AGE OF REBELLION VS. OTHER *STAR WARS* ADVENTURES

Age of Rebellion is focused on the epic conflict between the Rebel Alliance and the Empire, and the ultimate destiny of the galaxy. The time frame fits into the timeframe during the original trilogy of *Star Wars* movies. The fight against the might of the Empire by soldiers, freedom fighters, saboteurs, spies, and partisans in battles both large and small is the central theme of the adventures. Stories about the purge of the Jedi and the slow reemergence of those gifted in the Force will be addressed in detail in upcoming supplements.

USING PUBLISHED ADVENTURES

Using published adventures gives the GM a prime example of how an **Age of Rebellion**-style adventure works. It also allows players from different gaming groups to have shared experiences, allowing them to compare how an adventure developed and the differences in their final outcomes. However, while published adventures are useful, the GM will likely find he needs to create his own adventures to extend the story or bridge gaps between official adventures.

SETTING THE STAGE

Age of Rebellion is built around three types of settings: encounters, adventures, and campaigns. Encounters are individual scenarios during a gaming session that together make up an adventure. Adventures are grouped together to put together campaigns.

Regardless of the scenario, every **Age of Rebellion** game has fundamental building blocks that help define the mode of a game, along with the types of NPCs the Player Characters will encounter and ways for the GM to start, progress the story, and finish. This section describes the basic points found in any game and how to make encounters, adventures, and campaigns fun and exciting.

MODES OF PLAY

Before the Game Master begins any **Age of Rebellion** adventure or campaign, he and the players should decide what mode or style of play they want in the game. Are they looking for non-stop action, full of combat and explosions? Are they more interested in roleplaying, dialogue, and intrigue? Do they want to span the galaxy or keep things in a few key locations? Determining the mode of play goes a long way in shaping everything about any encounter, adventure, or campaign. There are two main modes of play: one that focuses on roleplaying and the other concerned with combat and action. Neither is better or worse, and most games use a blend of the two, either within individual encounters or alternating combat or intense actions with deep interaction and plotting with other characters.

EMPHASIS ON ROLEPLAYING

These types of games put the players deep in a rich tableau of characters, intrigue, and interaction with other characters. The story is king, as players are more focused on finding out the how and why of a situation than on merely blowing it up. Players are just as likely to banter and argue with their main villain or enemies as they are to shoot at them.

However, even the most roleplay-intensive game needs action to keep things from getting stale or to ramp up the excitement. When combat happens, it's just as important to the story's evolution, as it is an injection of much-needed action. After a combat encounter, characters may spend just as much time interrogating prisoners or talking among themselves about what just happened.

This mode of play encourages dialogue between players and the Game Master. Improvisation and quick thinking are critical, as players tend to ask questions that are unexpected or can potentially derail the plot. Lots of talking takes up time, as well, and particularly chatty players could keep the story moving at a very slow rate unless the GM makes a conscious effort to

move things along. Players who want to play a game emphasizing roleplaying tend to invest a great deal of time and effort into their character's personality and backstory, so the GM should be prepared to craft adventures and campaigns more around the players than on providing set pieces for the PCs to explore. The GM should also make it clear that all types of characters are necessary for the game. Combat-oriented characters should still be given chances to use their impressive martial skills whenever possible and not get "left behind" when dealing with NPCs.

GUNS BLAZING

This mode of play emphasizes everything about combat. The Player Characters solve most of their situations with blasters, grenades, X-wings, and capital-class starships. Encounters are built around moving from one combat to the next, with enough variety to allow characters with different fighting styles, such as hand-to-hand or starship combat, to shine. On the whole, the "guns blazing" mode of play focuses around the mechanics of the game, letting roleplaying move slightly further into the background.

This is not to say that roleplaying is not an important part of the game. It just means that the players spend their time describing their actions in great detail, painting a vibrant, action-packed scene for everyone to add to. Missions are straightforward: go assault this bunker, take out the fleet's flagship, or defend a transport convoy from attack. As with roleplay-focused games, combat-oriented games still need a variety of character types to move the story along. No character should be penalized for creating a character that isn't solely geared toward shooting at everything.

Following the rules and the mechanics of **Age of Rebellion** is critical to keeping this mode of game moving forward. The Game Master should become very familiar with both the combat rules and how talents and skills work to keep the action from losing momentum. Stopping to read about the basics of combat is guaranteed to frustrate most players who enjoy this kind of game.

SETTING THE TONE: LIGHT AND DARK

Just as the Force has two sides, so too do roleplaying games. Some games are light in tone, touching briefly (or not at all) on the side effects of character action and consequences. Other games are far darker, looking at the grittier side of things. In addition to deciding if a game will focus more on roleplaying or combat, so too should the Game Master, along with the players, decide how light or dark a tone they want to take.

Light-toned games move along at a rapid pace and are usually very cut-and-dry in terms of morality and ethics: the PCs and the Alliance are good and must persevere. The Empire is evil and must be destroyed. Civilians are rarely, if ever, caught in the crossfire, and the effects of war and violence are glossed over. A light-toned game may also be more humor-oriented, although the GM should avoid allowing such games to turn downright silly or outlandish. *Star Wars* has its moments of humor to be sure, but the struggle between the Alliance and the Empire lends a somber backdrop that no one can forget.

Dark-toned games deal with more adult themes. Players find their characters in murkier territory when dealing both with the enemy and with their own allies. Not every citizen of even the most loyal Imperial-controlled planet agrees or supports the Empire. Some members of the Rebel Alliance are just as likely to fight on behalf of the cause as to advance their own personal agendas. Traitors and deserters are commonplace. Additionally, GMs running dark-toned games should describe the horrors of war in detail. After an encounter, civilians may lay dead at the feet of the soldiers around them. Historic buildings may crumble and fall after incessant shelling. If the GM decides to pull out all the stops, then disease, hunger, and terrible wounds may be the norm in war-torn areas.

ASSEMBLING THE CAST

Every encounter, adventure, and campaign needs a cast of memorable characters. Sometimes, the major characters are outlined first, with the story developing around their goals and actions. Sometimes the plot comes first, generating characters to fulfill certain roles or cover aspects of the story. Usually, the characters and plot are developed together and complement each other.

CREATING NON-PLAYER CHARACTERS

The Game Master is responsible for portraying all of the other characters in the game. Populating the galaxy with a variety of unique characters may seem daunting, but it is simpler than it appears. There are three major types of Non-Player Characters in an **Age of Rebellion** game, described below.

In order to keep things interesting, the Game Master should strive to inject most NPCs with a small dash of personality to make them memorable. Something as simple as a strange accent or quirk will make even the most plain of NPCs something that the PCs will remember. The GM can also use **Table 9–4: Fifty Personality Traits** for more ideas.

STOCK NPCS

Stock NPCs are the unnamed masses the Player Characters encounter, negotiate with, and battle in most game sessions. They are often minions or rivals (see **Chapter XII: Adversaries**, page 409). Stock NPCs in an **Age of Rebellion** adventure include the average stormtrooper, stalwart Rebel soldier, and so on. Many stock NPCs don't even need statistics, or can rely on standard stats provided in this book or others. Stock

TABLE 9-4: FIFTY PERSONALITY TRAITS

If you're having trouble coming up with something unique about a Non-Player Character, roll on the table below once or twice to provide some inspiration on providing a personality for that character. Ignore opposing or inappropriate results.

d100	Personality Trait	d100 Roll	Personality Trait
01–02	Angry	51–52	Easily startled
03–04	Morose	53–54	Jovial
05–06	Perky	55–56	Nervous tic
07–08	Allergic	57–58	Grossly overweight
09–10	Suspicious	59–60	Aggressive
11–12	Fidgets	61–62	Bad breath
13–14	Bad odor	63–64	Amorous
15–16	Helpful	65–66	Condescending
17–18	Easily distracted	67–68	Missing limb
19–20	Vain	69–70	Lapses in language
21–22	Raspy voice	71–72	Very old
23–24	Silent	73–74	Unusual voice
25–26	Obsequious	75–76	Fearful of germs
27–28	Out of style	77–78	Giggles incessantly
29–30	Childish	79–80	Clueless
31–32	Chatty	81–82	Hates droids
33–34	Dry-humored	83–84	Dim-witted
35–36	Absent-minded	85–86	Snooty
37–38	Gluttonous	87–88	Brash
39–40	Dressed flamboyantly	89–90	Gearhead
41–42	Bored	91–92	Hard of hearing
43–44	Wracking cough	93–94	Gruff
45–46	Xenophobic	95–96	Conniving
47–48	Rude	97–98	Missing eye
49–50	Walks with limp	99–00	Hiding something

NPCs usually don't have much of a backstory, or at least not one that directly influences the adventure. They tend to be short-term contacts or adversaries.

VILLAINS

Most adventures and campaigns include one or more major villain opposing the Player Characters. While the villain could be something generic, like the Empire, it is much more effective to make him or her an individual person or small group roughly equal in power. This puts a face on the action of which the villain is a part. This is especially helpful when the faction is unlikely to be defeated by the Player Characters. The villain can be defeated, even if the overall organization cannot. The villain may be known from the beginning or may be revealed as the plot develops.

Major villains must be memorable (see **Creating Memorable NPCs**, page 332). They are most effective if their handiwork is seen in operation, even when they are not around. Villains must do evil, villainous things to motivate the Player Characters and set up a rivalry for good roleplaying. That's not to say every villain must be evil incarnate, but major villains should be worse than the average bad guy.

Villains in an **Age of Rebellion** adventure or campaign usually come from the Empire itself, but almost anything is possible. The most likely candidates include force commanders, special operations units sent to deal with the Player Characters, mercenaries, or even a Moff. Not every villain need be directly in the Imperial Army or Navy, however. Sympathetic civilians, especially those wielding tremendous political or financial

clout, could make the Player Characters just as miserable, especially if the villain can bring the Empire's attention squarely on the party.

RECURRING CHARACTERS

Recurring characters are those whom the Player Characters encounter on a regular basis. They usually have names, and often the GM will create specific stats for each. Recurring characters might be enemies or allies of the Player Characters. They can be anything from a roughly-equal Imperial commander facing off against the characters' unit to major villains dedicated to the PCs' destruction. They are typically rivals or nemesis adversaries (see **Chapter XII: Adversaries**, page 409).

Recurring characters help make the galaxy a more familiar place. They also save the GM a lot of planning time. It's much easier to rely on an old favorite character than come up with a new one for every session. The GM should find ways to integrate them into the storyline. Turning background characters into leading characters is a way to build a more layered and interesting story. It may also encourage the players to take a greater interest in other recurring characters.

CREATING MEMORABLE NPCS

Creating an entertaining and memorable ally or enemy is challenging. As such an NPC must engage the Player Characters' interest, it's usually worth the extra effort. Ideally, players should enjoy interacting with these characters and recall them fondly well after the game is over.

There is no single formula for creating a successful character. Books and other resources that discuss characters in novels and stories are equally helpful when researching better character creation. However, there are character elements with which every GM can start.

Select the character's species. Most species have distinct background or physical elements that enhance or limit their role in the game. The chances of the PCs encountering a Wookiee in the Imperial Navy are next to nil. In fact, one of the aspects of **Age of Rebellion** is the human-centric dominance of the Empire. Other species can and do have their place in the Imperial scheme but are mostly relegated to support roles, including indentured servants and slaves. The Alliance, however, is filled with a broad swath of species, all trying to overthrow the Empire. Don't be afraid to include a mix of species in any group of Rebels.

Select the character's most influential homeworld and what they learned from it. Even characters who move around the galaxy are influenced by the attitude or environment from their original or current home planet.

Select the character's current and former professions. Especially focus on how the character's current profession influences his actions. Even NPCs have a past exploitable by the GM or other players.

Create the character's personality. This is a wide-open category. Personality traits run the gamut from arrogant and overbearing to kind and wise. Pick a few basic traits

and highlight them when interacting with the Player Characters. Personalities for allies should have a least one redeeming feature. In **Age of Rebellion**, allies can, and often should, be dedicated to the cause of the Rebellion. Enemies are commonly thoroughly committed to the doctrines of the Empire, but these traits can be held in check to pursue personal goals.

Describe the character's physical appearance. Characters in *Star Wars* have no shortage of tattoos, cybernetics, distinctive armor, signature clothing, scars, unusual hairstyles, and other memorable physical attributes. Major characters should have an immediately recognizable quality. This is especially true of Imperial villains, noted for their homogeny and uniformed look.

Develop the character's voice. Selecting the accent, pitch, or tone of a character's voice is a crucial element in differentiating them from other characters. If the GM is not good at or comfortable with accents or other voices, he should at least describe the character's voice from time-to-time. For more information on this, see **Giving Your Character a Voice**, page 315.

Outline how the character treats others. Plan not only how the NPC will interact with the Player Characters, but how his friends and enemies will as well. The NPC may not treat everyone the same or fairly, and the differences can reveal more layers of the character to the players.

Consider the character's connection to the Force. While the Jedi and powerful Force users are not the focus of **Age of Rebellion**, characters with lesser abilities can make for unexpected enemies and allies.

CREATING AND RUNNING ENCOUNTERS

Encounters are the building blocks of adventures, which in turn are used to assemble campaigns. Encounters represent a single, notable event in the game, such as combat or a roleplaying scene that involves making several skill checks to move the story along. Depending on the group's play style and the amount of time available, a session typically includes anywhere from two to four encounters. This section describes ways to craft fun, exciting, and interesting encounters for your adventure.

CONTROLLING ENCOUNTER DIFFICULTY

Building a balanced and fair encounter is an exercise in controlling combat and environmental difficulties. While not every encounter needs to be a fair fight, most of the time, the Player Characters should have a decent chance of winning or escaping. Adversaries in combat encounters consist of minions, rivals, and nemeses (see **Chapter XII: Adversaries**). When selecting adversaries, the GM must compare their attack skills and defenses with those of the Player Characters. If they use comparable dice, they are appropriate individual opponents. If the Player Characters are outnumbered, their opponents should include more minions and rivals, which are less of a threat individually, but are more effective in numbers. Individually, their combat abilities should be one or two dice lower than those of the Player Characters.

Balancing narrative scenes is less of a concern. Mechanically, such scenes are usually focused on skill checks. The GM simply needs to confirm that any adversaries he selects have a roughly even chance of opposing the Player Characters' skill checks. However, it is perfectly acceptable for opponents to have greater skills and abilities in these scenes, especially when dealing with beginning Player Characters.

KEEPING ENCOUNTERS EXCITING

One of the key tasks for the Game Master is to keep encounters exciting and the players engaged. Even the most intense firefight can sometimes devolve into both sides hunkered down and snapping off shots in hopes of doing some damage, forcing the encounter down to a crawl. The best way to keep combat exciting is to inject unexpected events: The truck that the PCs are hidden behind suddenly takes off. The platform they are standing on buckles when an errant shot takes out a support. Anything that makes the players think on their feet is good for combat.

During play, the GM should watch for signs that players might be getting bored or in a rut. Are they talking among themselves rather than focusing on the fight? Are they distracted by something outside the game table? Are they lost in thought when you call their name to let them know it's their turn? If the GM sees these signs, he should ramp up the action and throw something unexpected at the Player Characters.

USING OTHER DANGERS

Beyond the threat of adversaries, encounters might involve other types of situations that prove just as dangerous. Environmental hazards, such as lava, vacuum, or fire, pose just as much of a threat as a stormtrooper with a blaster rifle. In these types of encounters, the skills and abilities of the characters are more important than combat skills: Athletics to swim across a raging river, Piloting to steer the PCs' transport though a narrow ravine, or Coordination to cross a narrow ledge to get to safety.

Environmental or situational hazards can also be added to a combat encounter to make it all the more dangerous. As a rough guide, the inclusion of some hazards, such as a blazing fire, should count as a single adversary in its own right when determining the num-

ber of enemies the Player Characters will face in an encounter. Of course, if the intention for the encounter, especially a climactic scene, is to up the risk, then additional dangers may simply get added on to make the PCs' task more challenging.

PACING IN ENCOUNTERS

While most encounters will be very straightforward on the surface, many have their own internal pacing to allow multiple events to occur. Even a "simple" combat could have certain stages when things happen, such as the arrival of reinforcements, a countdown of turns until a bomb blows up or the starship in the hangar takes off, or the closing of a blast door to separate the party. When planning encounters, the GM should note when events occur or what conditions trigger them, in addition to creating conditions that end the encounter beyond the death of one side or the other.

The narrative structure of the dice pool should always serve as a guide for coming up with ideas to make encounters exciting. A particularly good or bad roll (especially any ⊕ or ⊗ that appear) should signal an abrupt change in the dynamic.

CREATING AND RUNNING ADVENTURES

Creating a good adventure means concocting an entertaining and plausible plot. Adventure ideas may come from innumerable sources, but it takes the GM to weave them into a playable game session. Complicating matters is the fact that player actions alter the plot almost immediately. Since players have a habit of moving the story in unexpected directions, it falls to the GM to create an adventure adaptable to change, and to take multiple possible outcomes into account.

THE STORY ARC

Much like a novel or other story, an adventure story arc should contain a beginning, middle, and climactic end. The beginning introduces the situation and the antagonists. The middle develops the events and the character actions. The end ties up the major plot points in a dramatic finish.

PACING IN ADVENTURES

Star Wars adventures should be fast-paced. While there is a place for investigation, political intrigue, or slower events, they should be interspersed among chases, skirmishes, dramatic confrontation, and outright battle scenes. The GM should keep the action moving along at all times. Action does not mean outright combat. The GM should dispense with any encounter or scene that feels overly mundane, especially if it can be explained in a narrative.

Star Wars adventures are often at their best if the GM keeps the action fast-paced and quick-moving. If the players are at a loss as to how to proceed, the GM should feel free to give them just enough additional information to move them along to the next scene. If the players spend too long mulling over a certain situation or become stalled over a specific plot point, the GM can introduce something new to react to (see the **...And Stormtroopers Kick In the Door** sidebar on this page). The other benefit of doing this is that it makes the players feel like they are part of a larger world that moves forward even when they do not.

DRAMATIC ACTION IN ADVENTURES

Not every scene or encounter must involve high drama. However, major events should have a dramatic focus. The GM should create major moments that significantly impact the overall storyline. The outcomes of these encounters should have real consequences for the plot. The characters will lose their means of escape from the planet if they don't capture the shuttle. If the TIE fighter patrols are not entirely eliminated, the Empire will be alerted to the presence of the characters' strike group, putting the whole mission in jeopardy. Most dramatically, the characters might not make it through the adventure alive. Failure to succeed in one part of an adventure sets up a chain of events, making it more difficult or almost impossible to succeed as the storyline progresses.

...AND STORMTROOPERS KICK IN THE DOOR

When things get slow in a particular scene, a classic trick from old noir novels and adventure serials (on which the concept of *Star Wars* was based) is having someone with a gun kick in the door. This unexpected event breaks the slow pace or even boredom of a scene by forcing the Player Characters to act. This works best using stock characters or otherwise low-powered enemies, rather than the main villain or other major NPCs—a handful of troopers, say, or a group of nameless mooks who are out to get the PCs.

This trick should be used sparingly and only when it makes sense. Doing it too often means the PCs may never get a chance to rest, regroup, or come up with their own solutions to move the story forward. Make sure that it also makes sense in the context of the situation; it's ludicrous if the characters are deep in space aboard their own ship, for instance.

Another way to look at this trick is simply to throw something sudden, but plausible, at the players when things get slow: a lone TIE fighter on patrol spots the PCs' starship, a predator leaps into the PCs' camp, or a sudden flash flood takes the PCs unaware.

ENCOUNTER VARIETY

Each adventure should feature a variety of encounter types. This presents a greater opportunity for characters of every type to contribute significantly to the story. Most adventures should be a mixture of combat, roleplaying, exploration, and confrontation encounters. Some may mix investigation, training, and other forms of play less common in the core *Star Wars* experience. Encounters should also vary in location and adversaries. For more detail, see **Creating and Running Encounters** on page 333.

DEVELOPING INDIVIDUAL ADVENTURES

When creating the campaign, it is not necessary to fully flesh out all adventures at the beginning. The GM may develop each adventure in order. By waiting until the adventure is needed, the GM may adapt the specifics to the exact situation as it has developed in the game. At this point, the adventure concept should be outlined and developed. New locations should be mapped out and the appropriate NPCs created or noted. Below is a sample adventure concept, using one of the examples from the campaign sample described in **Creating and Running a Campaign**, page 336.

Example Adventure Concept: The Player Characters are ordered to infiltrate an isolated Imperial space station to gather information on the location of the sector's bloodthirsty Moff.

Sample Adventure Story Arc Progression:

The Alliance has located a relatively unguarded vessel in a nearby system. The Player Characters must con, bluff, or assault their way into the vessel to take it over. They can then make their way to the space station, which they find deep within an asteroid field.

The Player Characters arrive at the station and must make their way to the core computer system. They discover the presence of an Intelligence officer on his way to see the Moff. The PCs' bluff is uncovered, and they must fight their way out of the station, hopefully capturing the Intelligence officer in the meantime.

The Player Characters find that their vessel has been placed on automatic lockdown, and they must locate the controls that release it. Once freed, they must navigate their way back through the asteroid field and attempt to get back to their home base with the vital information.

DIRECTING THE SESSION

An **Age of Rebellion** session should focus on the struggle of the Rebel Alliance against the Empire. While the Player Characters are free to go about their business as they wish, they should be driven to achieve the Alliance's goals; overthrowing the Empire should come before any pursuit of their own personal goals. GMs should keep this distinction in mind when playing NPCs, especially when improvising new characters and situations on the fly.

PRIOR TO THE START OF PLAY

Character creation or adjustment should be completed before the start of play. Duty adjustments should also be discussed and completed at this time. The GM makes the Duty check (page 48), and determines whether the group's Duty triggers, and if so, which player's Duty triggers specifically. He then decides whether he wants to bring up that Player Character's Duty in the adventure or leave it alone, with possible negative consequences.

THE OPENING SCROLL

Every *Star Wars* movie starts with scrolling text that explains the immediate situation to the audience. It gives a little bit of context to the opening scene and foreshadows major plot developments. The GM should write his own opening scroll for adventures he creates. It helps tie into the overall *Star Wars* feeling and provides an easy introduction for the players. The GM should mimic the scroll style, limiting the text to the bare bones of what is required to set up the opening scene. *Star Wars*: Episode IV *A New Hope* does this in three long sentences. The GM should leave any descriptions regarding the opening scene out of the scroll. Those descriptions should be part of the read-aloud text after the scroll.

SCENE WIPES

Star Wars movies use screen wipes to transition from scene to scene, jumping forward in time and/or changing locations. GMs can use metaphoric

screen wipes to transition between encounters, especially if significant time has passed. This can be used to cover long periods of travel, switch between groups in a party that has split up for a long period of time, and cover mundane actions that have no effect on the plot.

ENDING THE SESSION

Ending a session is different than ending the adventure. Ending a session occurs midstream, when the players do not have enough time to complete the adventure in one sitting. The players should note the current status of their characters and jot down the exact situation they left to easily remind everyone where the game should pick up next time. Sessions are often ended on cliffhangers, to keep the suspense and excitement alive until the next session. The GM may decide to award XP for longer sessions. Otherwise, he may elect to award it all at once, when the adventure is complete.

ENDING THE ADVENTURE

An adventure is typically finished once the major plotline is complete. If the adventure is part of a larger campaign, some subplots or story elements may carry over to the next adventure. As stated in **Setting the Stage**, page 329, campaign story arcs typically span many adventures. The GM should award XP and grant other rewards at this time. Players are free to advance their characters between adventures.

CREATING AND RUNNING A CAMPAIGN

Campaigns are to adventures what the *Star Wars* saga is to individual movies. A campaign is a long-term story arc in which the action that occurs within the story of each adventure adds to the arc. Campaigns give the players time to play, develop, and advance their characters. Running a highly detailed campaign is not necessary; a GM might opt to run largely unconnected adventures with the Player Characters as the only constant. However, developing a larger story arc gives the players the chance to attain a greater goal that is not logically attainable in a single adventure.

WHAT IS AN AGE OF REBELLION CAMPAIGN?

As with **Age of Rebellion** adventures, the campaigns highlighted in this game emphasize the struggle and conflict between the Rebel Alliance and the Empire. The Player Characters are sympathetic members of the cause, serving as soldiers, pilots, spies, scouts, and specialists to boost the Alliance wherever possible. The Empire's reach is vast, covering huge swaths of the galaxy, meaning the characters could find themselves almost anywhere, performing a wide variety of missions. Depending on the type of campaign the GM wants to run, the Player Characters could find themselves on the front lines of any number of battlefronts, on a variety of planets, or deep in space. They may plunge into the dark and seedier portions of the galaxy, as best described in **Edge of the Empire**, dealing with smugglers, crime lords, and bounty hunters as often as they confront Imperial forces.

Since the conflict affects everyone, the connections the Player Characters have run the full range from innocent civilians to idealistic agitators; from jaded warriors haunted by the things they have seen to dedicated soldiers maintaining a cool, militaristic demeanor as they wage a war with the odds stacked against them. During this time of civil war, however, no one is as they appear. Sympathizers, traitors, cowards, and martyrs can all make their appearance in a campaign.

Age of Rebellion focuses on the actions of the Player Characters as they undertake missions on behalf of the Alliance. However, while individual Rebel soldiers may serve out their duty solely on the battlefield, the Player Characters are not held back by any such restrictions. They use their considerable skills and talents however they are needed, from espionage and intelligence gathering to hefting their blasters and fighting shoulder-to-shoulder with their comrades on the front lines.

OUTLINING THE CAMPAIGN

Campaigns are made of multiple adventures, usually three or more, requiring several game sessions to complete. Some campaigns may last weeks, months, or even years in real time. When creating a new campaign, the GM should outline the major events, locations, and characters of the story arc. It isn't necessary to understand every connection to every story idea from the beginning. A loose, logical progression of major events will form a skeletal plot that can be detailed as play proceeds. Much like adventures, a campaign usually has a beginning, middle, and end, though they may use multiple adventures within each act.

LINEAR AND NON-LINEAR CAMPAIGNS

Like adventures, campaigns may use a linear or non-linear progression of stories. Linear progressions allow one story to build directly on the events of the previous adventure. However, they tend to restrict Player Character freedom to take the story in unexpected directions. The GM must spend time and resources to keep the Player Characters on track, and the players might feel railroaded if it disrupts their illusion-of-choice too much.

A non-linear campaign takes more planning but allows for a lot more flexibility in play. In a non-linear campaign, the results of an adventure dictate which adventure comes next. When outlining the campaign, the GM creates a flowchart or tree of adventures, where a positive or negative (or other) outcome links up with an adventure that is based on that result. Some adventures may be skipped by the Player Characters, depending on the exact layout of the chart. GMs who

like to give the players a lot of leeway in the direction of the campaign may find that the non-linear approach allows the story arc to proceed easily, even if the circumstances or specifics change.

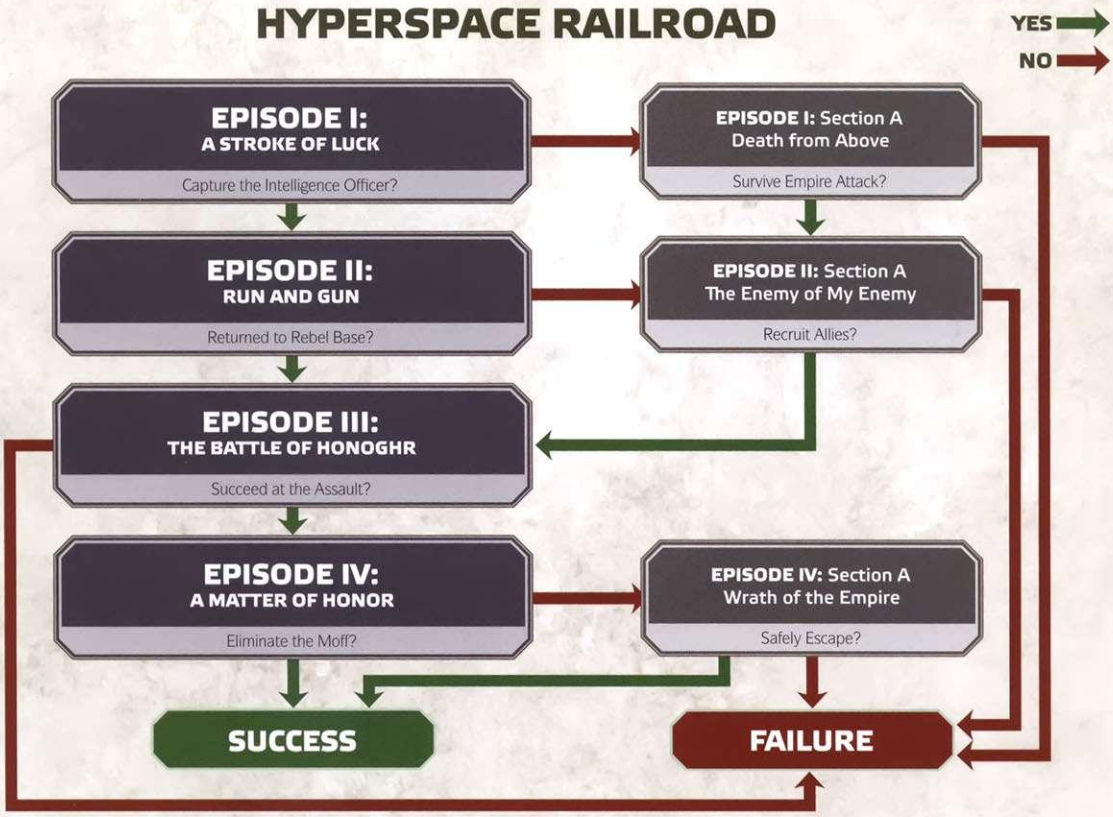
Example Campaign Concept: "The Bigger They Are." The Player Characters are tasked with locating and hunting down a Moff in a particular sector of the Mid Rim. The sadistic and frightening Moff has been hitting Rebel bases with a heretofore unseen ferocity. In order for the Alliance to have a chance to survive in this vital area of the galaxy, the Moff must be brought down. The Player Characters may have previous history with the Moff, perhaps having been captured and tortured by him early in his career or blaming him for the death of their friends and family.

Sample Linear Campaign Basic Outline:

- **Episode I: A Stroke of Luck.** The Player Characters are ordered by the Alliance to infiltrate a small, isolated space station in the Mid Rim and gather information about troop movements and the location of the Moff. During their investigation, the PCs discover the presence of an Imperial Intelligence officer at the station, awaiting repairs to his vessel before going off to meet the Moff. The PCs are discovered and must flee, possibly attempting to capture the officer beforehand.
- **Episode II: Run and Gun.** The PCs must return to their main base, located on Chandrila, with the Empire in hot pursuit. The PCs are attacked at several points and must stop at a pirate-held planet to make repairs. Once there, they discover that the Moff has placed a bounty on their vessel, drawing the attention of many bounty hunters, some of whom find the Player Characters' starship hidden in the crystal valleys of the planet. Eventually the PCs make it back to the Rebel base alive with the Intelligence officer in tow; during the trip, he has done his best to sow discontent among the party.
- **Episode III: The Battle of Honoghr.** Armed with new and precious information, the Player Characters are placed in charge of a special operations unit tasked with assaulting the Moff's secret palace, located on Honoghr. The Alliance mounts a massive assault force to act as a distraction while the Player Characters break through the walls and shields, which can withstand bombardment.
- **Episode IV: A Matter of Honor.** The Player Characters must locate the Moff within the secret base while the battle rages around them. The Moff is prepared for the Player Characters, however, having used the Intelligence officer as a mole to feed the PCs false information. A massive counterattack against the Rebel base will take place unless the Moff's reign of terror is stopped.

Sample Campaign Flowchart/Tree Outline:

See below for a campaign tree. This tree builds on the linear campaign above, and adds the following possible adventures (presented on the next page).



- **Episode I: Section A: Death from Above.** The Intelligence officer carries vital information for the Moff, including the location of several Rebel outposts in the immediate area of the space station. As the PCs make their escape from the space station, they receive distress calls on secure channels from smaller Rebel outposts, claiming they are under attack. The Player Characters must choose whom to assist and whom to leave to their own fate.
- **Episode II: Section A: The Enemy of My Enemy.** With their forces scattered and the Rebel plan in shambles, the Player Characters must travel to other nearby (and neutral) systems in hopes of persuading the inhabitants to take up arms against the Empire and help overthrow the Moff. Some planets prove more stubborn than others to win over. On one planet, the PCs must engage in ritual combat with a champion to earn the respect of the people.
- **Episode IV: Section A: Wrath of the Empire.** If the Player Characters fail to kill or capture the Moff, the Player Characters find that the campaign to rid the sector of the Alliance has intensified. With nowhere else to hide, they must locate key personnel of the Rebellion and take them to safety somewhere else in the galaxy.

INCLUDE A MAJOR VILLAIN

Like adventures, campaigns usually include at least one major villain opposing the Player Characters. Creating such a villain and including him in individual adventures is described in **Villains**, page 331.

The Game Master needs to keep a few factors in mind when creating and using a major villain for a campaign. Like Player Characters, major villains (or any important NPCs) gain XP and increase their skills and abilities over time. As the PCs grow in power, so too should the villain on a one-to-one basis to keep him strong enough to be a threat to the Player Characters. Even in sessions where the PCs didn't directly confront the villain, the Game Master should grant XP to the villain to take into account training and other adventures he was engaged in off-screen.

Of course, a major villain could merely serve as an "invisible" threat, making the PCs' lives miserable but rarely appearing in person. In this scenario, the villain makes his presence known through proxy agents, holo-messages, and messages sent directly to the PCs. This saves the villain for direct confrontation in later scenes. In this scenario, the villain may be intentionally built with far more power than the PCs in early sessions, being roughly equal in abilities by the time the PCs meet him face-to-face.

SELECTING LOCATIONS

The *Star Wars* galaxy is filled with fantastic locations and exotic environments. GMs should select spectacular locations when creating their adventures and campaigns. For example, the frozen wastes of Hoth, the arboreal forests of Endor, and the sweeping deserts of Tatooine all offer drastically different environments with their own flavor and hazards. While some adventure types may be run at any of these locations, they will otherwise be enhanced by selecting one that complements the NPCs and envisioned plot. **Age of Rebellion** locations span the entire galaxy, so the GM should use his imagination in choosing novel and exciting places to set adventures. Even if the location itself isn't particularly dangerous or exotic, the inhabitants might be, providing even more ideas for the Game Master to use in creating encounters and adventures.

Selecting individual encounter locations is also important. They should be interesting in some fashion, whether through location, layout, environment effects or hazards, or even the characters or creatures they encounter. Avoid setting final battles or encounters in mundane locales or hallways. These should be epic locations that add greatly to the atmosphere and actual gameplay. For more on using locations in encounters, see **Controlling Encounter Difficulty**, page 333.

ADVENTURES & ENCOUNTERS INSPIRED BY MOTIVATION

The flexible nature of the campaign format allows GMs to insert adventures or encounters prompted by sudden character actions, which are motivated by their Motivation or Duty. When planning a campaign, the GM should outline several encounters and a couple of adventures appropriate to the Player Characters' Duty and Motivation incentives. Prepared encounters make these spontaneous actions easier for the GM to deal with on the fly.

If the GM prefers a style of campaign that relies much more on player decisions than on GM plotting, he should regularly mine the Player Characters' Duty and Motivation for encounter ideas. Entire adventures and campaigns may be constructed around these two mechanics and the situations they produce.

PLANNING REWARDS

Every adventure in the campaign should have built-in rewards. Rewards may be money, equipment, vehicles, influence, or something less tangible but equally valuable to the Player Characters. Receiving a promotion, receiving a favor, and being introduced to an influential figure are examples of intangible, but valuable, rewards.

Story rewards are also a must for adventures. Not every encounter needs this, but the completion of an adventure should alter the amount of Duty the characters and party carry forward. Rewarding players for adhering to their Motivations also keeps the party happy.

Rewards at the end of the campaign should tie directly to the overall plot and be impressive enough to satisfy or impress the players. If the Player Characters continue in a follow-up campaign, be careful when doling out the rewards, and be ready for them to come into play in the next campaign.

DEALING WITH PARTY CHANGES

Long-running campaigns increase the likelihood that one or more players leave before the campaign is finished. Fortunately, the extended storylines provide multiple situations in which a character could leave or a new character be introduced. GMs should look for natural opportunities to do so, such as between adventures or when the players are in a starport or other location where they might meet a new addition to the crew or party.

Usually, a player leaves due to scheduling conflicts, as other life events influence playing time. However, if one or more players leave because they are not enjoying the campaign, the GM should get feedback from them and the remaining players and consider altering the game. If the remaining players are okay with the current direction and there is little the GM can do to keep the departing players, there may not be much to change. However, if the players are not enjoying the campaign and the GM can do something about it, he definitely should alter it. This applies to published adventures as well as original work.

EXAMPLE MOTIVATION ENCOUNTERS

Quest (Influence): Before a mission, the Player Character becomes aware of incriminating evidence against an equally ranked ally, also jockeying for promotion. Gathering the evidence guarantees the PC getting the promotion instead, but puts undue risk on the rest of his squad as they deviate from the mission plan.

Belief (Freedom): While based on a neutral planet, the Player Character witnesses (legal) slavery among the populace. The PC is presented with an opportunity to free some slaves from their cruel masters, but he must deal with a standing order not to interfere with local customs and laws.

Connection (Military): The Player Character's rival from flight school is made commander of another X-wing squadron. During an ambush, the rival begins goading the PC into doing more and more dangerous maneuvers to see who will come out on top, potentially putting both squadrons at risk.

EXAMPLE DUTY ENCOUNTERS

Internal Security: An officer has been attached to the PCs on their mission to escort a political prisoner back to base. The officer provides no information as to his mission and shows an unusual interest in the prisoner's well-being. The PC catches the officer using a previously unknown hyperwave communicator, but cannot decipher to whom he is speaking. The PC must investigate whether the officer is what he claims, or if he's actually a spy or double agent.

Recruiting: Upon arrival at a new planet, the Player Character encounters a group of perfect candidates for the cause: young, healthy firebrands who hate the Empire with a passion. Unbeknownst to the PC, they also belong to the local crime syndicate. Upon chatting them up to gauge their interest, the gang's boss takes notice and begins causing trouble for the meddling PC and the party.

Tech Acquisition: During a mission to blow up a weapons depot, the Player Character stumbles upon a secret laboratory that holds a cache of powerful, but experimental, weapons. The Player Character must find a way to gather as much weaponry and data about it as possible while not jeopardizing the mission as the Empire's reinforcements arrive.

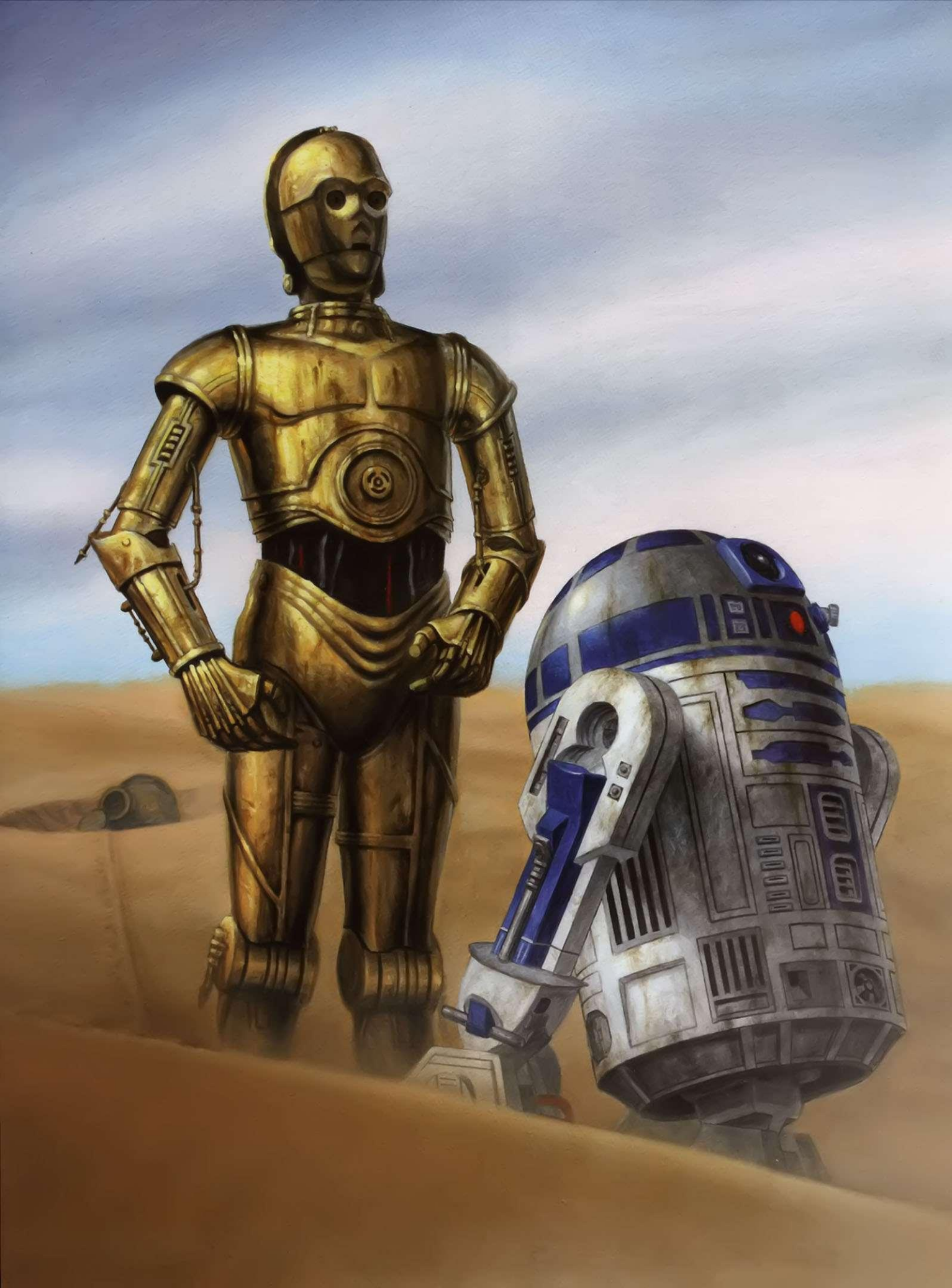
KEEPING THE CAMPAIGN ON TRACK

Keeping the campaign moving forward can be challenging when the players take the story in unexpected directions. Remember, most campaign outlines can withstand a lot of flexing and adjustment. Feel free to insert additional adventures, perhaps special adventures to deal with an unexpected twist, into the outline at any time. If the players want their characters to follow a path that is completely inappropriate for the campaign or create subplots along the way, it is usually time to run an individual adventure or series of encounters to play out the situation.

CONCLUDING THE CAMPAIGN

The conclusion of a campaign should be the highlight of the entire story arc. Being *Star Wars*, it should include an impressive skirmish or battle, along with a dose of personal drama for one or more characters. All major plots and subplots should be resolved logically and satisfactorily to the players.

Many campaigns end early due to unforeseen circumstances or player or GM fatigue. If interest is waning, the GM should end the game in a satisfying way, rather than letting it fall apart. Concluding a long-running campaign is often a major feat that the players and GM should rightly celebrate beyond the game.



ADJUDICATING DESTINY POINTS

Destiny Points are a useful and powerful aspect of any **Age of Rebellion** game. Destiny Points provide characters, both the PCs and villains, a chance to alter their fate during gameplay. However, this concept is capricious and fleeting, sometimes changing a character's destiny for ill as often as for his benefit. Destiny Points also represent the influence of the light and dark sides of the Force on the characters' actions and lives. Light side points are used to gain a positive, beneficial outcome, while the GM utilizes dark side points to obstruct and confound the players in their choices.

Since all beings in the universe are made of both the light and dark sides of the Force, so too can they utilize the light and dark to change their fate. A decent, heroic character may find temptation, fear, or anger driving him to use dark side points and suffering the consequences. Non-Player Characters portrayed by the GM, especially the allies of the Player Characters, may benefit from the occasional use of light side points. See page 34 for a complete explanation of Destiny Points mechanics.

DESTINY POINT USE

When used properly, Destiny Points prove a powerful way to change the flow of a game in a character's favor. However, due to their fickle nature, Destiny Points are a limited resource, and it takes experience to know when to use them and when to hold them in reserve. Newcomers to the game may be reluctant to spend Destiny Points for fear of having them unavailable when a more important or critical situation arises. The GM should encourage Destiny Point use throughout the game. He should spend points regularly to replenish the light side pool and to highlight the integral role of destiny in the *Star Wars* setting.

The players may decide to ration Destiny Point use, and it is within their rights to form a strategy. Beyond keeping points for their own use, they might also hoard them to prevent the GM from using them at critical moments. This is a good occasional tactic, but if it becomes a regular problem, the GM should balance things out by holding back a few points for his use.

Ideally, there should be a free flow of Destiny Points throughout the game. While not every die roll needs to be influenced, the GM should use Destiny Points often when major NPCs are involved or critical moments arise. Overuse in lesser situations may annoy or demoralize the players, especially if things don't go their way.

More subtly, the sudden and consistent use of Destiny Points against consecutive die rolls can highlight the difficulty of the Player Characters' current approach. Perhaps the dark side is stronger in this location. Perhaps the Player Characters have taken the wrong path and this is the way the Force is telling them there might be a better approach. By using Destiny Points instead of ■ to fulfill this role, the GM hints at the influence of the Force over the situation, instead of a naturally occurring environmental, physical, or political hindrance.

A NARRATIVE AID

Destiny Points represent a character's connection to the universe and everything within it. When a character utilizes a Destiny Point, he pulls on the strings of these connections to alter his path in some way and, by connection, the story. The players may spend Destiny Points to improve their characters' immediate situations.

PURE LUCK

Sometimes a character just gets lucky. A stray shot during an ambush opens a locked door for the character to escape through. The narrow bridge collapses just as the character makes the last step, plunging the enemies behind him to their doom. Or the tried-and-true method of hitting the failing hyperdrive with a hydrospanner finalizes the connection that turns it on. Pure luck works in many situations, but should not be relied on too often, or it stretches credulity.

COMMON SENSE

The simplest solution is often the correct one. Destiny used in this way allows the character to find the most logical reason for the outcome. A character who finds himself fighting for his life when the hull is breached could use a Destiny Point to rationalize that his character donned his spacesuit before a battle, even if it was not expressed prior to battle. Or, an astromech droid could conceal a repair kit in its storage compartment on the off chance that it needed immediate assistance. When using a Destiny Point in this way, the player should come up with a reasonable idea for why things are where they are at that particular time—if the reasoning is too outlandish, the GM might insist upon a more practical explanation.

SYNCHRONICITY

Characters with a mystical or philosophical bent might find that the universe shapes itself to provide odd coincidences at the right moment. On the surface, synchronicity may seem nothing more than pure luck, but destiny has a way of making certain coincidences too meaningful to be ignored. However meaningful coincidences work out is up to the Game Master and players. For example, a PC encountering the unconscious guard he spoke to several hours ago who happens to have the datapad that the PC knows contains the password to turn off the tractor beam holding the party's ship. That PC may see the Force guiding and shaping the universe to flow in his direction.

COMPATIBILITY WITH EDGE OF THE EMPIRE

The *Star Wars* galaxy is a vast and diverse place. There is much more to it than just the conflict between the Rebel Alliance and the Galactic Empire. Smugglers, bounty hunters, and fringers of all kinds struggle to survive in the dark corners of the galaxy while the mysterious power of the Force lies untapped after the fall of the Jedi Knights.

To represent these other facets of the *Star Wars* setting, there are two other *Star Wars* roleplaying games made by Fantasy Flight Games: **Edge of the Empire** and **Force and Destiny**. These games both use the same rules system as **Age of Rebellion**, and can be used alongside this game to create a richer *Star Wars* experience.

This section offers clarifications and guidance for playing **Age of Rebellion** alongside **Edge of the Empire**. For guidance on playing **Age of Rebellion** with **Force and Destiny**, see the Game Master chapter of **Force and Destiny**.

OBLIGATION AND DUTY

The biggest difference between characters from **Age of Rebellion** and characters from **Edge of the Empire** is Obligation and Duty. These two aspects of a character—chosen during step 2 of character creation in either game—emphasize the character's ties to the themes of that game line. When playing with a group comprising Player Characters from both games, the two mechanics can be used in several different ways depending on what kind of game the Game Master (or the group as a whole) wants to run.

OBLIGATION ONLY

In this type of game, all the Player Characters have only Obligation, and Duty is ignored entirely. Players who wish to play characters from **Age of Rebellion** in this type of game simply use step 2 of character creation from the **Edge of the Empire** Core Rulebook in place of the normal step 2 from **Age of Rebellion**.

This way of playing is perfect for campaigns focusing on the underworld and fringes of the galaxy, or for running pre-made adventures from the **Edge of the Empire** game line. In this style of game, characters from **Age of Rebellion** can be represented in many different ways. They could be ex-Rebellion members who quit for a life of profit, mercenaries with military training, or active members of the Rebellion trying to settle their last debts before taking the fight to the Empire.

DUTY ONLY

In this type of game, all the Player Characters only have Duty, and Obligation is ignored entirely. Players who wish to play characters from **Edge of the Empire** in this type of game simply use step 2 of character creation from the **Age of Rebellion** Core Rulebook in place of the normal step 2 from **Edge of the Empire**. Focusing on the characters' ties to the Rebellion and the fight against the Empire, this mode of play is great for running pre-made adventures from the **Age of Rebellion** game line. **Edge of the Empire** characters in this type of game could be freelancers hired by the Rebellion to help in the fight for pay, young fringers who dreamed their entire lives of going to war, or old veterans with a vendetta against the Empire.

BOTH OBLIGATION AND DUTY

In this type of game, all the Player Characters have both Duty and Obligation. When creating characters for this game, players perform step 2 from both **Edge of the Empire** and **Age of Rebellion**. However, when choosing to take on extra Obligation or reduce starting Duty to receive benefits at character creation, **the character can only do one or the other, not both**. This results in a group of PCs who each have both an Obligation and a Duty, both with their own unique values.

Much as Han Solo owed a debt to Jabba the Hutt, but still felt a sense of duty to the Rebel Alliance, this type of game represents a group of characters who have ties to both the Rebellion and their old lives, whatever those may be. The GM creates two separate charts, one for Obligation and one for Duty, and at the beginning of each session he checks against both. This way of playing the two games together requires the GM and players to keep track of a lot of information, but it can result in some very entertaining and rewarding storytelling.

MIX AND MATCH

Most of the elements in **Edge of the Empire**, **Age of Rebellion**, and **Force and Destiny** can simply be brought into any of the other game lines with the GM's permission and very little extra work. Species, equipment, adversaries, Force powers, and many other elements of the game all use the same rules regardless from which book they came. Using these elements together is not only allowed, but encouraged (as long as it fits into the GM's campaign, of course).

EITHER OBLIGATION OR DUTY

In this type of game, each player in the game has a choice at character creation of whether to use Duty or Obligation with his character. When at step 2 of character creation, each player chooses to use step 2 from either **Edge of the Empire** or **Age of Rebellion**, regardless of which game he is making a character in. This results in a varied and realistic party of characters, each driven by the narrative mechanic most appropriate for them.

During play, the Game Master creates two separate charts, one for Obligation and one for Duty, and at the beginning of each session he checks against both. Because the group is split between the two different mechanics, each table will represent roughly half the Player Characters. Because of this, the GM should apply Obligation and award Duty at the scale recommended for the size of the group of people using the relevant mechanic, not the total group size. This guarantees that the mechanics scale properly to the number of people, and stay relevant and interesting to the players.

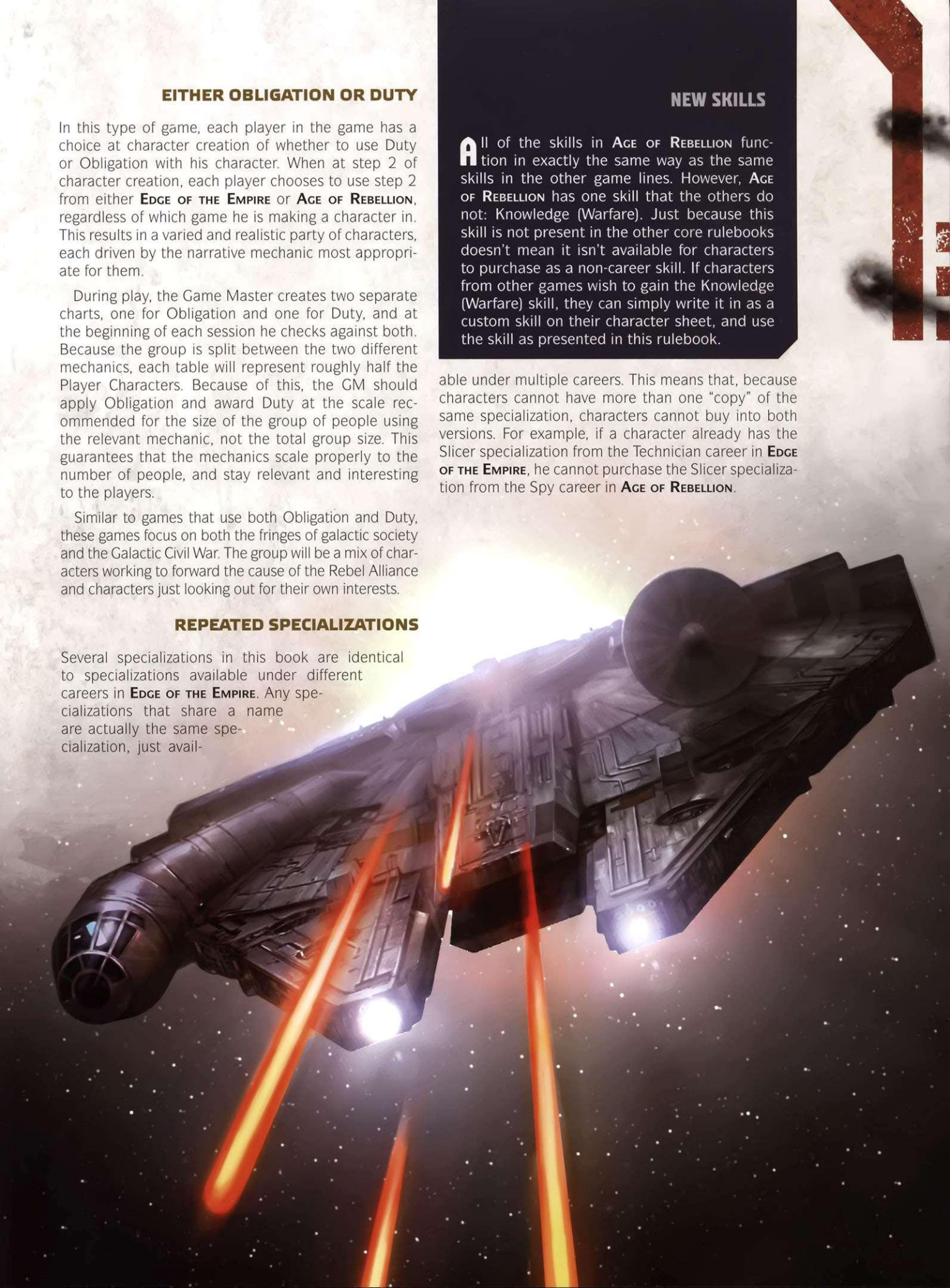
Similar to games that use both Obligation and Duty, these games focus on both the fringes of galactic society and the Galactic Civil War. The group will be a mix of characters working to forward the cause of the Rebel Alliance and characters just looking out for their own interests.

REPEATED SPECIALIZATIONS

Several specializations in this book are identical to specializations available under different careers in **Edge of the Empire**. Any specializations that share a name are actually the same specialization, just available under multiple careers. This means that, because characters cannot have more than one "copy" of the same specialization, characters cannot buy into both versions. For example, if a character already has the Slicer specialization from the Technician career in **Edge of the Empire**, he cannot purchase the Slicer specialization from the Spy career in **Age of Rebellion**.

NEW SKILLS

All of the skills in **Age of Rebellion** function in exactly the same way as the same skills in the other game lines. However, **Age of Rebellion** has one skill that the others do not: Knowledge (Warfare). Just because this skill is not present in the other core rulebooks doesn't mean it isn't available for characters to purchase as a non-career skill. If characters from other games wish to gain the Knowledge (Warfare) skill, they can simply write it in as a custom skill on their character sheet, and use the skill as presented in this rulebook.



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THE GALAXY

"You would prefer another target? A military target? Then name the system!"

–Grand Moff Tarkin

The *Star Wars* galaxy is vast and wondrous, with myriad species, spectacular worlds, interstellar hazards, and more. While most citizens of the galaxy stay close to their homeworlds, endless opportunities await the ambitious and the daring, or the troubled and the desperate. Everyone sees the galaxy from his own point of view. To Imperials, it is something to be controlled, dominated, and exploited. To the Rebels, is something to be freed, liberated, and saved for the good of all. For those living at the fringes of society, it is simply something to be survived and perhaps, if they're lucky, an opportunity to be unlocked.

Few travelers stop to think about how vast the galaxy actually is. There are an estimated four hundred billion stars in the galaxy. Most star systems are uninhabitable, and many have more than one star. After a great deal of research, galactic cartographers and astronomers placed the number of habitable systems at 3.2 billion. Of those, only 69 million or so have sufficient population for Imperial membership and only about 1.75 million planets are fully represented and integrated into the Galactic Empire.

Many travelers might be surprised to know that only about twenty-five percent of the galaxy has been formally surveyed. While there are large regions of unexplored space—such as the isolated Unknown Regions and the ever-shrinking borders of Wild Space—there are still vast, divided areas within Known Space that may never have had more than a single survey droid pass through in recent centuries. Of course, the vast majority of stars have been mapped from a distance, even if not properly explored. Still, isolated pockets of unexplored space can be found throughout the galaxy, especially around star systems that are expected to be uninhabitable or are isolated by natural interstellar features.

Millions of habitable planets mean that a mind-numbing number of species exist in the galaxy. More than five million intelligent species are logged in Imperial databases. The vast majority have likely never engaged in interstellar travel or colonization on a large scale. However, given the availability of interstellar travel, and the multitude using it, is possible to regularly meet species one has never seen before.

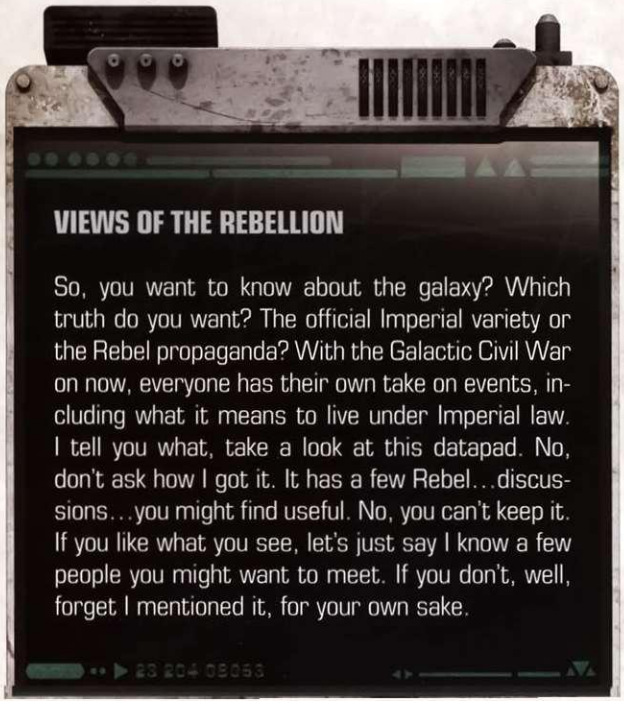
THE GREAT HYPERLANES

Hyperspace travel makes galactic civilization possible. Without it, interstellar travel would take far too long to support a government or trade system on a galactic scale. Though its origins are buried in the ancient past, the hyperdrive is the firmly established technology behind exploration, transportation, and warfare.

Hyperspace itself is an alternate dimension that allows starships to achieve velocities beyond the speed of light. However, such travel is inherently risky, and one cannot typically make a hyperspace jump in a straight line between two distant destinations. Objects of sufficient mass, such as planets or stars, project correspondingly sized hyperspace shadows that interfere with and endanger navigation. Hyperspace oddities and hazards also occur, especially in areas with a lot of gravitational activity, such as the core of the galaxy. Ships straying too close to a mass shadow may be damaged, destroyed, or violently forced out of hyperspace. The fact that every star, planet, and object in the galaxy is in a state of constant motion means that a ship's trajectory must be altered, even when on a known and established route.

Established hyperlanes, or hyperroutes, provide the safest paths of travel. These well-mapped routes are the backbone of galactic transportation. They are constantly monitored and mapped by agencies of the galactic government (currently the Imperial Space Ministry), and updated star maps are available at virtually any starport. Lesser-known, illegal, secret, and smuggling routes also exist; maps can be obtained through illicit—or at least privately available—sources. Hyperspace travel without using a known route is possible, but it is usually slower and very dangerous.

Because safe routes change subtly from trip-to-trip, hyperspace travel times vary. Travel times are affected by the ship's hyperdrive speed (called a multiplier), the capability of the astrogator to plot an efficient path, the accuracy of the available star chart, and the natural ebb and flow within hyperspace that affects each passage. Ships making parallel hyperspace jumps together are normally, but not always, affected by similar hyperspace conditions, making their arrival times and relative positions comparable to each other.



VIEWS OF THE REBELLION

So, you want to know about the galaxy? Which truth do you want? The official Imperial variety or the Rebel propaganda? With the Galactic Civil War on now, everyone has their own take on events, including what it means to live under Imperial law. I tell you what, take a look at this datapad. No, don't ask how I got it. It has a few Rebel...discussions...you might find useful. No, you can't keep it. If you like what you see, let's just say I know a few people you might want to meet. If you don't, well, forget I mentioned it, for your own sake.

MAJOR GALACTIC HYPERLANES

The major hyperlanes are centuries old. Well-traveled and well-mapped, they connect to some of the most important sectors and systems in the galaxy. They're also the best patrolled, raising the stakes for criminals, Rebels, and others seeking to avoid government detection or interference. The greatest routes are described below, with a list of notable locations associated with each route. They are listed more or less in order from Coreward to Rimward (with the exception of the Hydian Way, which starts at its northernmost point, in relation to Galactic North).

PERLEMIAN TRADE ROUTE

The Perlemian Trade Route is one of the oldest and most traveled hyperlanes in the galaxy. Starting 25,000 years ago, it extended the early Republic deep into the northeastern quadrant of the galaxy, from Coruscant out to Ossus and the Tion Cluster. It intersected with early connections to Hutt Space. It runs from Coruscant (currently called Imperial Center), through the Tion Hegemony in the Outer Rim, out to Wild Space. The route is one border of the Slice (see page 373), and its existence, combined with regional political pressures, led to a rapid colonization of the eastern side of the galaxy. It crosses the Hydian Way at Brentaal, and the Corellian Run at Imperial Center (Coruscant).

Notable Locations: Imperial Center (Coruscant), Brentaal, Taanab, Roche, the Wheel, Ossus, Rhen Var, Felucia, Raxus, and the Tion Cluster.

CORELLIAN RUN

The Corellian Run was founded around the same time as the Perlemian Trade Route, and is the opposite border of the Slice. The route provided Corellia with galactic influence throughout its history, up to modern times. It is one of the galaxy's most important trade and military routes. The Corellian Run starts at Imperial Center (Coruscant), bends around the Deep Core, and goes through much of the Core Worlds territory before extending in an almost straight line to the Outer Rim and beyond.

Notable Locations: Imperial Center (Coruscant), Corellia, Duro, Gamorr, Bacrana, New Cov, Christophsis, Rodia, Tatooine, Geonosis, and Ryloth.

CORELLIAN TRADE SPINE

Originally connecting Corellia to Duro, the Corellian Trade Spine now extends to the southern end of the galaxy. The Trade Spine isn't as prosperous as other routes, as the regions in service are less developed and populated. It intersects with the Rimma Trade Route at Yag'Dhul and with the Hydian Way at Terminus.

Notable Locations: Corellia, Duro, Bestine, Yag'Dhul, Bespin, Hoth, and Terminus.

RIMMA TRADE ROUTE

The Rimma Trade Route serves important systems and sectors in the southern areas of the galaxy. Tapani sector merchants originally created the Rimma Trade Route to run from the Colonies towards Abregado-rae and out to the distant Kathol sector at the edge of the galaxy. The Herglic Trade Empire and the Tapani spurred expansion into the southern regions. The Rimma intersects with the Corellian Trade Spine at Yag'Dhul, and the Hydian Way at the strategically important Eriadu.

Notable Locations: Abregado-rae, Thyferra, Yag'Dhul, Sullust, Eriadu, Sluis Van, Dagobah, and Kathol sector capital Kal'Shebbol.

HYDIAN WAY

The Hydian Way is the only major hyperlane to span the entire galactic disk. Pieced together from many small routes, the Hydian Way extends from the southern areas, through the Core Worlds, and to the northeast edge of the galaxy, ending at the Corporate Sector. While the route has fewer influential systems in its path, it links to many greater and lesser routes throughout the galaxy. It crosses the Perlemian Trade Route at Brentaal, the Corellian Run at Denon, the Rimma Trade Route at Eriadu, and the Corellian Trade Spine at Terminus.

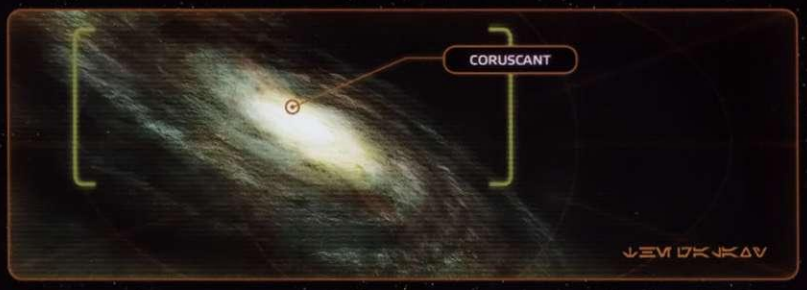
Notable Locations: Corporate Sector capital Bonadan, Telos, Mandalorian Space, Taris, Brentaal, Denon, Malastare, Eriadu, Mustafar, and Terminus.

PLANETS, STAR SYSTEMS, SECTORS, AND REGIONS

Planets are typically the smallest political and cultural unit recognized by the galactic government. Only the oldest and most powerful had their own Imperial Senator. Most have a planetary governor who oversees the entire star system, except in systems with multiple planets of significant population or influence.

In the early days of the Republic, star systems were organized into sectors containing fifty worlds with a significant population, regardless of physical size. Nonstop exploration and colonization forced changes to the system to keep from overwhelming galactic governance. Under the Galactic Empire, sectors became more important as political units and for military organization. Groups of sectors were collected into oversectors, allowing the Imperial military to conduct operations across sectors with less political interference. Areas of active military campaigns became priority sectors.

Regions are the largest territory designations of galactic governance. The term "region" has varied from era to era, sometimes referring to areas later divided into sectors. In the Empire, the term typically refers to a galactic-scale area defined in part by the timing of its settlement within the history of galactic governmental expansion, such as the Colonies or Expansion Region.



THE GALAXY

GALACTIC EAST

GALACTIC NORTH

GALACTIC SOUTH

GALACTIC WEST

MAJOR TRADE ROUTES OF THE GALAXY:

1. Perlemian Trade Route
2. Corellian Run
3. Corellian Trade Spine
4. Rimma Trade Route
5. Hydian Way

COREWARD

SPINWARD

TRAILING

RIMWARD

Mon Calamari
Munto Codru
Drongar
Pakuuni
Dellalt
Iego
Florn
Tion Cluster
Caluula
Toola
Raxus
Jaminere
Troiken
Quermia
Farana
Bonadan
Vaynai
Makem Te
Cadinth
Murkhana
Mytus
Corporate Sector
Desevro
Ossus
Almania
Sembla
Lianna
Zygerria
Gallinan
Belderone
Trian
Cadomai
Felucia
Colonex
Trogar
Rhen Var
Elom
Nam Chorios
Tiss'Sharl
Ziost
Stenos
Korriban
Ruuria
Lucazec
Arda
Listehol
Mirial
Gordian Reach
Vjun
Thila
Maridun
Telos
Ord Radama
Yavin
Ventooine
Anteeny
Thalassia
Pho Ph'eah
Phindar
Serenno
Toprawa
Junction
Mandalo Space
Edusa
Celanon
Vandyne
Tangrene
Nez Peron
Botajef
Mandal
Maltha Obex
Ord Cestus
Axxila
Bandomeer
Dathomir
Halmad
Vinsoth
Taris
Lorrd
Ciutric
G'wenee
Bimmiel
Argazda
Nulli
Shaum Hii
Borgo Prime
Birgis
Er'Kit
Agamar
Akuria
Ithor
Genas
Ketaris
Sernpidal
Generis
Urce
Belkadan
Gravlex Med
Horuz
Phaeda
Helska
Plooma
Ord Trasi
Dantooine
Ord Mantell
Gree
Molbok
Ord Centrell
Ord Biniir
Onnda
Dubrillion
Mygeeto
Garqi
Imperial Remnant (40 ABY)
Jaemus
Muunilinst
Bastion
Bescane
Entralla
Bofosk
Fornax
Uba
Yaga Minor
Iridonia
Comra
Kalee
Valc
Aeten
Keitum
Adumar
Ansion
Nirauan
Namadii
Krif'Dor
The Red Twins
Esfandia
Ankus
Ilum
WILD SPACE

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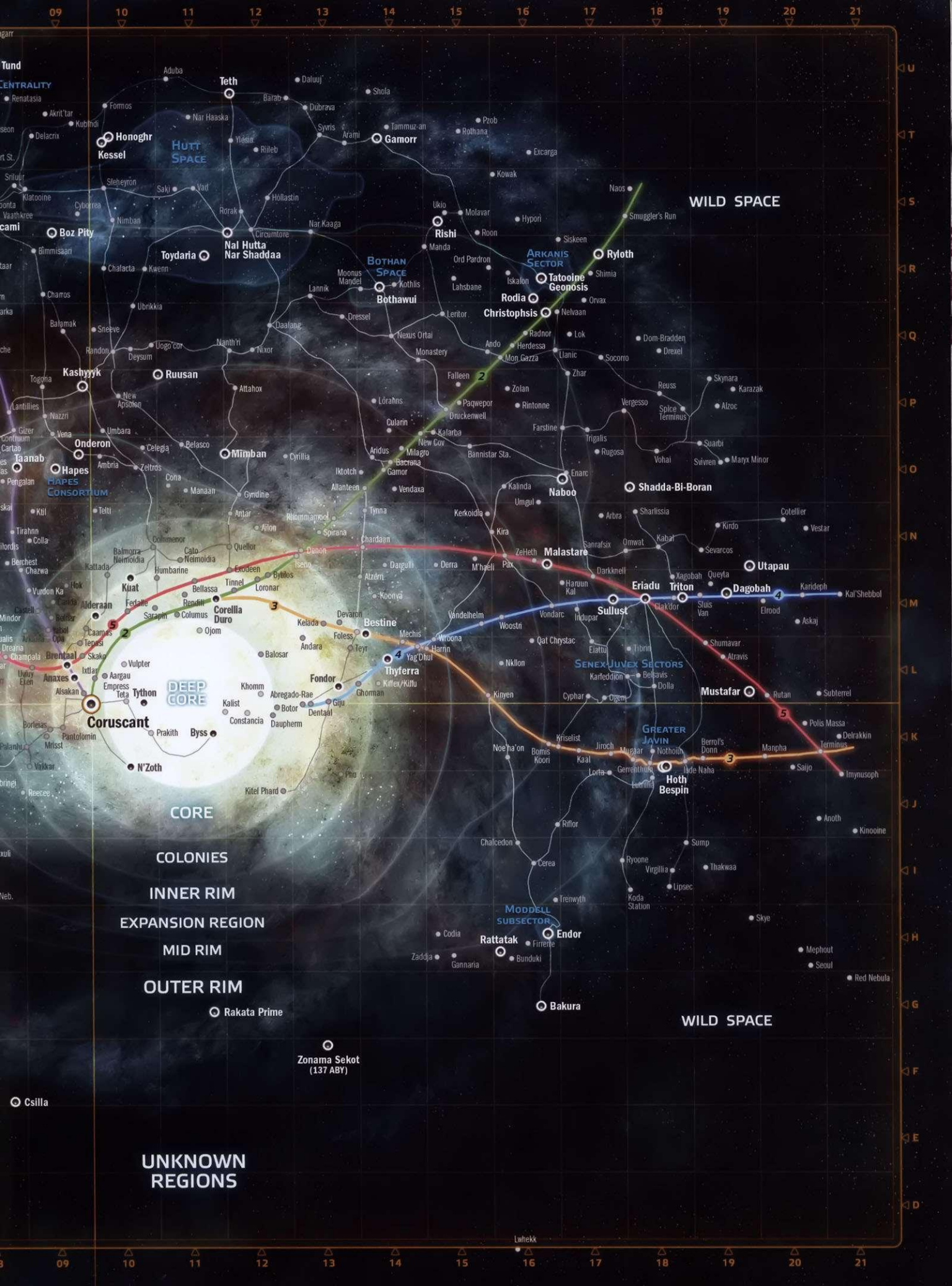
U T S R Q P O N M L K J I H G F E D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U T S R Q P O N M L K J I H G F E D
Tund
CENTRALITY
Renatasia
Akrit'tar
Kubindi
Delacrix
Honoghr
Kessel
HUTT SPACE
Formos
Nar Haaska
Aduba
Teth
Barab
Daluuj'
Dubrava
Shola
Pzob
Rothana
Syvris
Tammuz-an
Arami
Gamorr
Excarga
Kowak
Naos
WILD SPACE
Smuggler's Run
Hyporí
Molavar
Uklo
Rishi
Roon
Siskeen
Ryloth
Shimia
Tatooine
Geonosis
ARKANIS SECTOR
Iskalon
Lahsbane
Ord Pardron
Manda
BOTHAN SPACE
Moonus Mandel
Kothlis
Bothawui
Rodia
Orvax
Nelvaan
Christophsis
Leritor
Dressel
Lannik
Ubrikkia
Charros
Balamak
Snieeve
Daalang
Nexus Ortai
Radnor
Lok
Herdessa
Ando
Monastery
Mon Gazza
Llanic
Socorro
Drexel
Dom-Bradden
Falleen
Zhar
Zolan
Paqwepor
Druckenwell
Rintonne
Lôrahns
Culurin
Kalarba
New Cov
Aridus
Milagro
Bacrana
Gamor
Bannistar Sta.
Farstine
Trigalis
Rugosa
Vergesso
Spice Terminus
Reuss
Skynara
Karazak
Alzoc
Suarbi
Vohai
Svivren
Manyx Minor
Enarc
Naboo
Kalinda
Umgul
Shadda-Bi-Boran
Arbra
Sharlissia
Cotellier
Kirdo
Vestar
Kira
Kerkoidia
Tynna
Rhommamool
Spirana
Ailon
Antar
Gyndine
Manaan
Cona
Zeltros
Ambria
Cyrillia
Mimban
Belasco
Celegia
Umbara
Vena
Nazzri
Lantillies
New Apsolon
Attahox
Ruusan
Kashyyyk
Toggria
Ktil
Telti
Tirahnn
Colla
Onderon
Taanab
Hapes
HAPES CONSORTIUM
Pengalan
Berchest
Chazwa
Vurdon Ka
Hok
Carida
Castell
Mindor
Dreana
Champala
Brentaal
Ixtlar
Vulpter
Aargau
Empress Teta
Tython
Alsakan
Anaxes
Uvuvy Elen
Skako
Tenasi
Caamas
Opa
Ojom
Alderaan
Fedalle
Saraphi
Columus
Rendili
Corellia
Duro
Bellassa
Tinnel
Loronar
Kuat
Humbarine
Exodeen
Byblos
Kattada
Balmorra
Neimoidia
Cato Neimoidia
Quellor
Commenor
Danon
Isenio
Dargulli
Derra
Atzérri
Koonya
Chardaan
Devaron
Kelada
Bestine
Foless
Teyr
Andara
Balosar
Mechis
Wroona
Harrin
Yag'Dhul
Thyferra
Kiffex/Kiffu
Ghorman
Fondor
Giju
Dentaal
Botor
Abregado-Rae
Khomm
Kalist
Constancia
Daupherm
DEEP CORE
Coruscant
Prakith
Byss
Borleias
Pantolomin
Mrisst
Palanhu
Vakkar
N'Zoth
Reecee
Kitel Phard
Pnu
CORE
COLONIES
INNER RIM
EXPANSION REGION
MID RIM
OUTER RIM
Rakata Prime
Zonama Sekot
(137 ABY)
Csilla
UNKNOWN REGIONS
Lwhekk
Malastare
ZeHeth
Pax
M'haeli
Sanrafsix
Omwat
Kabal
Sevarcos
Darkknell
Harruun Kal
Vandelhelm
Woostri
Vondarc
Indupar
Sullust
Eriadu
Clak'dor
Xagobah
Queyta
Triton
Utapau
Dagobah
Karideph
Kal'Shebbol
Sluis Van
Elrood
Askaj
Shumavar
Atravis
Tibrin
Elattu
Qat Chystac
Nkllon
SENEX-JUVEX SECTORS
Karfeddion
Bellavis
Dolla
Cyphar
Ogem
Kinyen
Mustafar
Rutan
Subterrel
Polis Massa
Delrakkin Terminus
Manpha
Berrol's Donn
Nothoin
Mugaar
Jiroch
Kaal
Lorta
Gerrenthuku
Kuruliia
Hoth
Bespin
Jade Naha
Saijo
Imynusoph
GREATER JAVIN
Kriselist
Noe'ha'on
Bomis Koori
Riflor
Chalcedon
Cerea
Sump
Ryoone
Virgillia
Thakwaa
Lipsec
Koda Station
Anoth
Kinooine
Trenwyth
MODDELL SUBSECTOR
Codia
Rattatak
Firrerre
Endor
Zaddja
Gannaria
Bunduki
Skye
Mephout
Seoul
Red Nebula
Bakura
WILD SPACE

THE DEEP CORE

The Deep Core is the astronomically chaotic, star-packed region orbiting a massive black hole at the center of the galaxy. Given the high density of star systems and the extreme fluctuations in the gravitational field, hyperspace travel through the Deep Core is extremely difficult, if not impossible, and always highly dangerous. Very few navigational routes exist, and most of them are closely guarded Imperial secrets.

INTO THE CORE

Given the difficulty of penetrating the Deep Core, galactic expansion naturally radiated outwards, along easier paths toward the Rim and open space. While a few Deep Core systems are inhabited, most are not, or are too difficult to reach and survey.

Despite the difficult location, a few Deep Core worlds had a great impact on galactic history. It is believed the origins of the Jedi and the Force came from one of the isolated Deep Core worlds. One of the galaxy's most influential systems in ancient times was Empress Teta, a major supplier of carbonite and one of the original sources of human expansion into the galaxy.

For much of galactic history, the Deep Core was largely ignored by the rest of the galaxy. However, Chancellor Palpatine seized on the opportunity presented by the Clone Wars to secretly scour the region for new hyperspace routes and usable worlds. His secret alter ego turned some of the data over to Separatist forces to launch a surprise attack on Coruscant. The rest of the information he kept secret. It's rumored that he silenced anyone involved in the scouting missions.

Some of the Empire's most tightly guarded secrets are the routes into the Deep Core. The Emperor established the Deep Core Security Zone, making any travel in the Deep Core illegal without the proper permits and authorizations from the Imperial Security Bureau and the Bureau of Ships and Services (BoSS). Travel within the Deep Core is strictly regulated and controlled with extreme security. Only a handful of systems are ever open to receive hyperspace traffic, usually only two to three ships at a time. Known worlds are largely unpleasant and unlikely to draw the typical merchant or tourist traffic. They include prison planets, industrial worlds, and endangered or enslaved mining colonies.

The Emperor ordered some systems colonized by Imperial decree to form heavily protected "fortress worlds." Not only do these worlds add to the Deep Core's extreme security, some also protect the way to the Emperor's personal retreat on the planet Byss. They also protect Prakith, home to the Emperor's feared, Force-wielding High Inquisitors.

NOTABLE LOCATIONS

The following are areas of interest within the Deep Core, at or before the rise of the Empire.

Byss: Byss is the Emperor's ultra-secret personal retreat and foremost fortress world. It is located at the end of a dangerous Byss Run hyperroute. Access is strictly regulated, and even knowing of the world's existence can be a death sentence. Most of those few who have heard of it believe it to be a myth or mere propaganda. See page 375 for more information.

Byss Run: This is an intensely unstable and dangerous hyperspace route from Empress Teta to Byss, via Prakith. The Empire maintains navigational aids to keep the secret route viable. Much of the Byss Run was used by General Grievous to attack Coruscant, using an unstable path starting beyond the Byss Run at Abregado-rae in the Core Worlds.

Empress Teta system (Koros Major): Empress Teta is still a producer of carbonite, after thousands of years of mining and production. The Emperor's Deep Core exploration efforts start in this system. It remains one of the more easily and frequently visited systems in the Deep Core.

Koros Trunk Line: The ancient, main hyperroute for the majority of travelers into the Deep Core is the Koros Trunk Line. It has long been chiefly used for transporting carbonite from Empress Teta to Coruscant and beyond.

Prakith: This is the fortress world of the High Inquisitors and their headquarters, the Citadel Inquisitorius. Prakith is well defended both in space and on the ground. This world serves as a training ground for the dark-side-wielding Inquisitors, and holds their most secure prison.

Tython: Tython is a largely inaccessible planet where the Force was thought to have been originally discovered in the ancient past. Early worshipers of the light side left the planet and eventually became the first Jedi Knights.

DEBRIEFING SUMMARY—LT. MERWON CORR, IMPERIAL DEFECTOR

Analyst's note: *The following statements are excerpts from Alliance Intelligence's post-defection debriefing of Lt. Merwon Corr. As a known former ISB agent, Lt. Corr's credibility is questionable. Agents and others utilizing this data should be aware that it may contain misinformation at best and outright traps at worst. In particular, Lt. Corr's insistence that Byss is more than the Emperor's long-rumored mysterious retreat seems sure to be an Imperial ruse.*

You have to understand how dangerous the Deep Core is, even for Imperial starships. The difficulties are twofold. One is the navigational challenges and hazards created by the natural conditions within the region. It would be simplistic to say that the deeper you get into the Core, the more difficult the conditions. While generally true, the reality is some areas are easier to travel through than others. Getting to a well-known system on an ancient, well-known route like Empress Teta via the Koros Trunk Line is physically possible, if more challenging than the average hyperspace jump. Getting to a world without a hyperroute is extremely dangerous, and nearly suicidal. We lose, I mean they lose, scouts and other ships that make regular runs through the Deep Core on a regular basis.

Even if you get past the physical limitations, you have the Imperial patrols and bureaucracy to deal with. It's not just the natural barriers that keep people out. The Empire set up the Deep Core Security Zone specifically to keep anyone from poking around. You can get in, of course, provided you obtain the right paperwork, permits, and permissions. And you better get them. Anyone found within the Zone without it is arrested immediately. Drop into the wrong system without a proper access code, you might not survive long enough to argue your point. Of course, most people can't pass the background checks, by design more often than not.

Want to go on your own anyway? Making a jump without using an approved route risks smashing into a sophisticated mine or other hazard scattered about the hyperlanes and likely arrival points designed to wipe out unauthorized ships. Random patrols, scout ships, and swarms of probe droids keep an eye on the safest routes. Not coincidentally, they also keep the Imperial astrogation charts up-to-date, which is no small feat.

Why all the security? You've heard the stories. Take your pick. The Empire wants any resources it finds for itself. The worst Imperial prisons in the galaxy are there. The Emperor's hidden retreat holds many secrets. Maybe the Emperor doesn't want anyone going near the supposed ancient homeworld of the misguided Jedi. Maybe he's protecting the galaxy from the evils of the dark side of the Force. Maybe he's training them himself. After all, you do know that the Citadel Inquisitorius, home to those evil, Force-wielding terrors, is deep in the Deep Core. They may not be Jedi, but they know some of their tricks, that's for certain.

I think the stories are all true, after a fashion. I've seen too many ambitious and/or gullible nobles make some sort of pilgrimage out to Byss and never return. Sure, Byss is real. The Emperor's private playground, as near as I can tell. No, I didn't bring proof. There isn't any. Someone will probably kill me just for acknowledging its presence. If half of the stories I've heard are true, well, I'd rather fight with the Rebels than become a mindless slave or pawn in the Emperor's schemes. Less than a pawn, really.

Here's some hard evidence you will believe. This data chip details half a dozen Imperial prison worlds in and near the Deep Core. Not only that, this datapad holds the permits and everything you need to look like an approved supply freighter. It won't last long, as the codes change all the time, but if you hurry, it might hold long enough to rescue your friends. What friends? That's what this list holds. Rebel agents and sympathizers. Go ahead, look at it. I bet there are names on there you didn't even know were missing yet, or thought were dead long ago.

THE CORE WORLDS

The Core Worlds region is the governmental and cultural center of the galaxy. The Core Worlds were once the heart of the Republic. Now they form the seemingly unbreakable political and commercial backbone of the Galactic Empire. The region consists of a semicircular ring of star systems around the north, east, and south sides of the Deep Core. Every major hyperlane starts in or intersects with the Core Worlds.

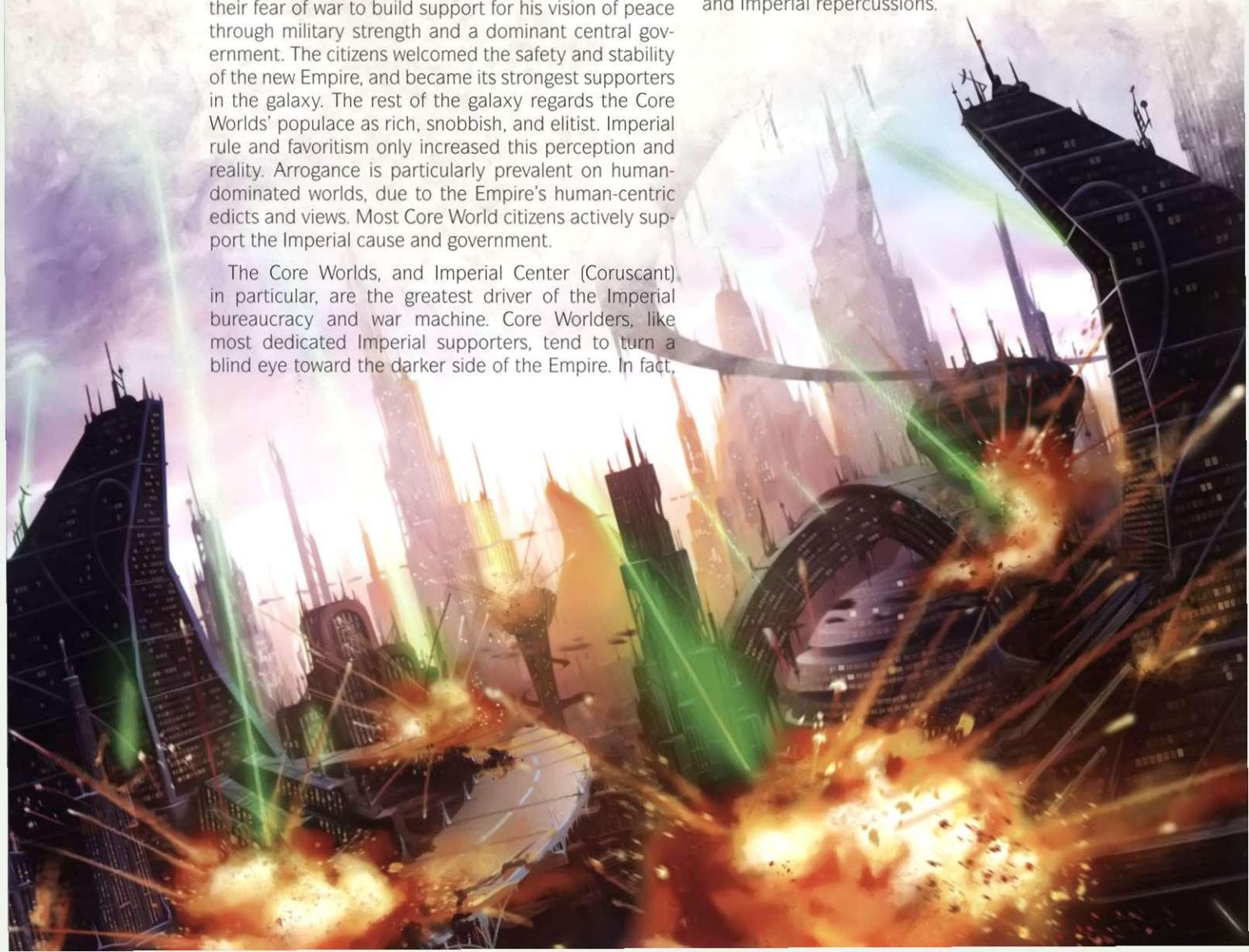
CORE WORLD DOMINANCE

The Core Worlds are among the most ancient civilizations of the Republic. From the central worlds, exploration radiated outward toward the rim of the galaxy. With it came governmental, societal, and economic expansion that funneled vast amounts of wealth back to the Core Worlds. These densely populated planets are among the most powerful in the galaxy.

The Clone Wars shattered the Core Worlds' long-held notions that they were largely beyond the reach of major wars or widespread violent conflict, unlike "less civilized regions." Chancellor Palpatine manipulated and used their fear of war to build support for his vision of peace through military strength and a dominant central government. The citizens welcomed the safety and stability of the new Empire, and became its strongest supporters in the galaxy. The rest of the galaxy regards the Core Worlds' populace as rich, snobbish, and elitist. Imperial rule and favoritism only increased this perception and reality. Arrogance is particularly prevalent on human-dominated worlds, due to the Empire's human-centric edicts and views. Most Core World citizens actively support the Imperial cause and government.

The Core Worlds, and Imperial Center (Coruscant) in particular, are the greatest driver of the Imperial bureaucracy and war machine. Core Worlders, like most dedicated Imperial supporters, tend to turn a blind eye toward the darker side of the Empire. In fact, they remain ignorant of its worst evils, which are hidden and obscured by the Emperor, his aides, and the Imperial bureaucratic machine. Disturbing, unsavory, and outright evil events that do come to light are dismissed as dissident Rebel lies and propaganda. Imperial viewpoints are further expressed and supported by organizations like COMPNOR (Commission for the Preservation of the New Order). COMPNOR simultaneously suppresses anti-Imperial sentiments, and pushes the Emperor's social and governmental attitudes and goals.

Given the region's attitudes, it's not surprising that the Rebel Alliance finds it difficult to build public support for its efforts in the Core Worlds. With a general population that is all too happy to turn Rebel sympathizers over to the Imperial authorities, security and secrecy is of the utmost importance to Rebel operatives. Open support of Rebel or anti-Imperial activities is swiftly crushed by Imperial security and the military. ISB agents and other police authorities relentlessly pursue any hint of Rebel activity. Core Worlders are horrified at even the slightest hint or accusation of being a Rebel sympathizer, fearing the inevitable social and Imperial repercussions.



NOTABLE LOCATIONS

The following are areas of interest within the Core Worlds, at or before the rise of the Empire.

Abregado-rae: Located in the Borderlands region of the Core Worlds, Abregado-rae is a center of manufacturing and trade. It marks the start of the Rimma Trade Route but is not especially influential in galactic affairs. This is partly due to the fact that its operations and attitudes are more like those of an Outer Rim world than a Core World, including a rich smuggling tradition.

Alderaan: Alderaan was one of the original worlds of the Republic, a home to early human colonists. The planet was destroyed by the Death Star in an attempt to intimidate the Galactic citizenry into submission before the Empire, and to wrest the location of a secret Rebel base from Princess Leia Organa. The rocky, shattered remains of the planet are called The Graveyard. See page 374 for more information.

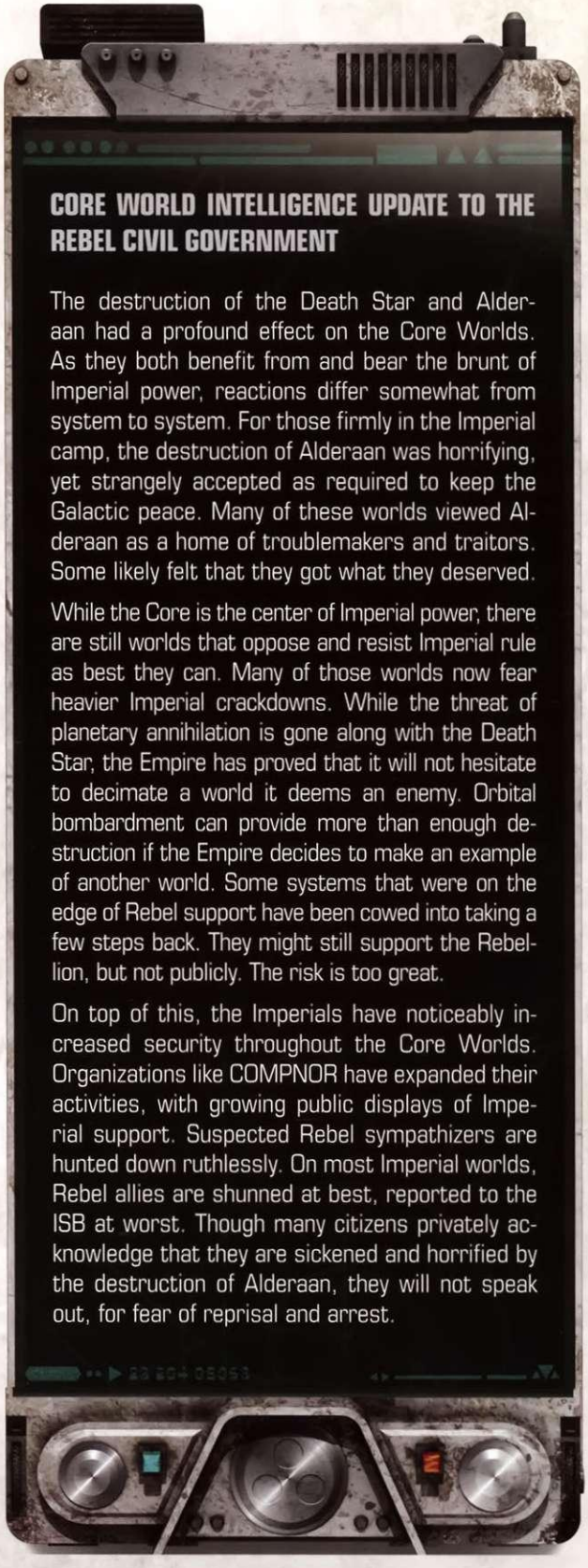
Caamas: The homeworld of the pacifist, scholarly Caamasi species was completely devastated by orbital bombardment by mysterious forces several years ago. The Caamasi still adhered to the Old Republic ideals, which brought them into direct conflict with the Empire. The survivors relocated to other worlds, including the doomed Alderaan.

Chandrila: A pleasant world known for commerce and political candor. Its inhabitants are often philosophical, and the planet avoided major war for millennia. It is the homeworld of Mon Mothma, founder and leader of the Alliance to Restore the Republic. See page 376 for more information.

Corellia: Corellia is the beneficiary and founder of two major hyperlanes that intersect the system, the Corellian Run and Corellian Trade Spine. It is an unusual planetary system, consisting of five inhabited worlds, two of which orbit the ancient and mysterious Centerpoint Station. Three species call Corellia home: humans, Selonians, and Drall. Corellia is famous for its shipyards and the free-spirited attitude of its human citizens. Despite this, the Empire keeps strict control over the system, in part due to the importance of the Corellian Engineering Corporation and its vital shipyards.

Corulag: Corulag is dedicated to Emperor Palpatine's New Order. It is home to the prestigious Corulag Academy, a highly acclaimed and sought-after military school. Bright young cadets from the Core Worlds seek to jumpstart their promising careers, spurred on and guided by their noble families, political insiders, and corporate sponsors.

Dentaal: The population of Dentaal was recently decimated by the Candorian plague. Billions of lives were lost to the incurable disease. The Empire blames the Rebellion for unleashing a biowar agent that went far beyond expectations, while the Rebellion blames the Empire for secretly releasing the disease in retaliation



CORE WORLD INTELLIGENCE UPDATE TO THE REBEL CIVIL GOVERNMENT

The destruction of the Death Star and Alderaan had a profound effect on the Core Worlds. As they both benefit from and bear the brunt of Imperial power, reactions differ somewhat from system to system. For those firmly in the Imperial camp, the destruction of Alderaan was horrifying, yet strangely accepted as required to keep the Galactic peace. Many of these worlds viewed Alderaan as a home of troublemakers and traitors. Some likely felt that they got what they deserved.

While the Core is the center of Imperial power, there are still worlds that oppose and resist Imperial rule as best they can. Many of those worlds now fear heavier Imperial crackdowns. While the threat of planetary annihilation is gone along with the Death Star, the Empire has proved that it will not hesitate to decimate a world it deems an enemy. Orbital bombardment can provide more than enough destruction if the Empire decides to make an example of another world. Some systems that were on the edge of Rebel support have been cowed into taking a few steps back. They might still support the Rebellion, but not publicly. The risk is too great.

On top of this, the Imperials have noticeably increased security throughout the Core Worlds. Organizations like COMPNOR have expanded their activities, with growing public displays of Imperial support. Suspected Rebel sympathizers are hunted down ruthlessly. On most Imperial worlds, Rebel allies are shunned at best, reported to the ISB at worst. Though many citizens privately acknowledge that they are sickened and horrified by the destruction of Alderaan, they will not speak out, for fear of reprisal and arrest.

for the planet's rejection of Imperial rule. The Rebels have the inside story, as former Imperial storm commando leader Crix Madine defected to the Rebel Alliance over his role in the events.

Duro: Duro is the homeworld of the Duros species. The Duros were among the earliest spacefaring societies, predating even the modern hyperdrive. They originated and blazed a great number of hyperroutes, including the early portion of the Corellian Trade Spine. They developed and colonized the systems they discovered to great economic effect. Eventually, the surface of their homeworld became overwhelmed by industry and sprawling automated corporate farms. Due to high pollution and terrible conditions, the Duros live in orbital cities or elsewhere offworld. The Empire continues to strip what little remains of the planet's natural resources for use in Duros's shipyards.

Imperial Center (Coruscant): Imperial Center is the newly renamed traditional Republic capital world of Coruscant. It is the center of galactic culture and influence, as well as the origin point on Republic and Imperial navigation charts. It is a dense, multi-level, planet-wide city, with the dregs of society far below the dominant and prominent surface world. See page 379 for more information.

Kuat: Kuat is vital to the Empire as home of the strategically important Kuat Drive Yards and builder of the iconic and dominating Imperial Star Destroyer, as well as other ships and vessels. Kuat is completely ringed by an orbital stardock for starship manufacturing, which produces thousands of ships a year. Hundreds of millions of workers inhabit the orbital ring. The Empire maintains high security around the system at all times, requiring ships to approach and leave the system through specific hyperspace routes, usually routed through nearby systems as waypoints to deter Rebel attack and other disruptions.

Ralltiir: Ralltiir is home to an extensive banking system that influences important financial markets in the galaxy. Various agents and actions worked to steer these markets toward Imperial support. However, after Rebel sympathizers tried to counter this, the Empire invaded and seized direct control. In response, the Rebels target the system with raids and other covert operations.

Rendili: Rendili is home to one of the galaxy's largest starship producers, Rendili StarDrive. Rendili supported the Separatists during the Clone Wars, but the effort was limited by its own home fleet's loyalty to the Republic. Chancellor Palpatine manipulated the situation to take such fleets under more direct governmental control. Rendili StarDrive also lost out on Imperial contracts as a result.

REBEL ROUSER

It's true! Rebel starfighters struck an Imperial convoy out of Balmorra! Blew a nice new Imperial cruiser to pieces. That's the third attack in three weeks. I'd say the Rebels are getting serious, with that kind of military hardware flying around, making open attacks. If they can blow up the Death Star with only starfighters, I'd say any target is in serious trouble.

I bet it's a build up to the Ghorman protests. Ever since Alderaan, things have only become more restless around here. Plenty of angry people to join the throngs of protesters. Sure it's dangerous, but are we going to put up with open death and destruction from our Core World masters yet again? When is it going to stop? Sure I'm going. You should too. You know, strength in numbers.

No? We have to show the people we won't live under a government that destroys—no, *obliterates*—its own worlds. You know Tarkin was behind Alderaan, right? Just like Ghorman. Sure, he's dead now, thanks to the Rebels, but there are plenty of Imperials just waiting for that next promotion to Moff or Grand Moff or whatever he was.

Oh, so another protest won't change much, is that it? You want to do more? Seriously? Good. I have a deal for you. You're a decent pilot, right? No? Mechanic? That's fine, too. I know exactly who needs a few good mechanics to repair a few, um, damaged starfighters. Interested? Low pay, high danger, improved moral footing sound good to you? Great. Come with me.

THE COLONIES

The Colonies form the first ring of major galactic exploration and expansion beyond the Core Worlds. The Colonies are the second most densely populated region after the Core Worlds themselves, and magnitudes greater than the galaxy at large. The Colonies extend in a semicircular pattern around the similarly explored Core Worlds region.

Settlement of the Colonies started before the establishment of the Republic. Explorers and colonists extended the power and ambition of the Core Worlds from which they came. Primitive generation ships predated hyperspace-capable craft, making the colonization effort all the more remarkable. Due to the limitations of travel and communications, many worlds broke away from the original rulers within a few generations. The ongoing conflicts between the Colonies and their homeworlds proved to be a driving force in the establishment of a galactic government.

COLONIAL POWER

Though the region still struggles for the prestige it feels it deserves, the Colonies hold some of the wealthiest worlds in the galaxy. Compared to the outer territories, the Colonies are culturally advanced and an economic powerhouse in their own right, though the Core is reluctant to ever acknowledge this fact. The region has been a source of political strife and change throughout the history of the Republic. The Colonies believe themselves to be at the economic forefront, combining power and wealth with raw materials needed throughout the galaxy.

With the development of the Colonies came the advancement of galactic standards and laws aimed toward curbing abuses of power both governmental and corporate. Much of this was due to the fact that major galactic struggles often erupted from conflicts with and within the Colonies themselves. Due to this reputation, the Empire keeps careful watch over the region. They deal harshly with any troublesome areas, seeking to prevent any antigovernment sentiment from growing into a major threat to Imperial power.

Despite the manipulation of contracts to keep the region both happy and under Imperial control, a growing resentment towards the government continues to build. Imperial crackdowns like the Ghorman atrocity add dramatically, if quietly, to these sentiments. The Rebellion is actively exploiting these feelings by deploying agents and military resources into the region. While ramping up clandestine efforts, the Rebellion brings more citizens to its secret training facilities every day.

NOTABLE LOCATIONS

The following are areas of interest within the Colonies at or before the rise of the Empire.

Arkania: A cold, tundra-covered world located between the Perlemian Trade Route and the Hydian Way, Arkania is the homeworld of the native Arkanians and their genetically modified offshoots, who are treated as lesser beings. The Arkanians are scientifically minded, but often unscrupulous in their dealings and experiments.

Balmorra: Balmorra is of critical importance to the Imperial military. It is a heavily industrialized world, best known for producing weapons and vehicles for the Imperial army. It is one of the primary manufacturing locations for the AT-ST walker.

Byblos: A major manufacturer of military equipment, Byblos is a heavily populated world on the Corellian Run. The planet's unique architecture features enormous towers of up to 5,000 levels, with each tower dedicated to a specific function. The world is also known for Byblos Drive Yards, which produces airspeeders and other flying vehicles.

Cato Neimoidia: Cato Neimoidia is best known as a Neimoidian "purse world." It is an independent colony, and once was one of the wealthiest planets in the galaxy. It served as a major Separatist stronghold in the Clone Wars, until it was captured by Republic forces. It is known for its unusual bridge cities, which are underslung from enormous natural rock arches. Though it is uncommon, both the Empire and the Rebellion occasionally conduct covert operations, and counter operations, involving local underworld figures.

Commenor: Commenor is well-known for its independent spirit. The Rebel Alliance established a secret starfighter base on its largest moon, Folor. Rogue Squadron fighter pilot Tycho Celchu defected to the Alliance at Commenor.

Devaron: Devaron, the homeworld of the Devaronians, is located near the Corellian Trade Spine. It is a mountainous world covered with deep valleys, lakes, and major rivers. Devaronian females tend to remain on their homeworld, while the males wander the planet or the galaxy at large.

Fondor: Fondor's orbital shipyards make it another important Imperial military manufacturing complex. The shipyard is responsible for building Darth Vader's monstrous new flagship, the Super Star Destroyer *Executor*. The construction of the ship caused infighting and intrigue among Imperial admirals and rivals of Darth Vader.

Ghorman: Located along the Rimma Trade Route, Ghorman is best known as the site of a major public Imperial atrocity. In response to an antitax demonstration, the Imperial commander Wilhuff Tarkin landed his ship (sent to collect the taxes) on top of the demonstrators. Tarkin was promoted to the rank of Moff as a reward. However, the brutal event serves as a rallying cry against the Empire throughout the Colonies and by Rebel agents and other dissidents across the galaxy.

Giju: Giju is the homeworld of the Herglics and the center of their pre-Republic empire. They once colonized and still control systems light years away from their homeworld, stretching out to the Inner Rim. Their influence extended along the Rimma Trade Route, and they were one of the first species to join the Republic. The Herglics initially resisted the establishment of Imperial rule. Their efforts were short-lived, however, as Imperial forces brutally took control. The Herglics have since submitted to their fate as virtual slaves to the Empire.

Mrlsst: Mrlsst is a swampy planet known for its prestigious universities, scholars, and scientists. Their research into cloaking technology has garnered Imperial grants for further study, but has produced no working models as of yet.

Namadii Corridor: The Namadii Corridor is an important hyperspace route between Imperial Center (Coruscant) and Bilbringi in the Inner Rim, though it extends to Namadii in the Mid Rim.

Neimoidia: Neimoidia is the Neimoidian homeworld, originally colonized by the Duros. The world is regularly overshadowed by the nearby Core Worlds, an irritation endured for centuries by the Neimoidians. Since backing the Separatists and Trade Federation during the Clone Wars, they have receded in galactic importance following their defeat and the rise of the Empire.

Procopia: Procopia, located in the southern reaches of the Colonies, is the capital world and heart of the old Tapani Empire. It now serves as capital of the Tapani sector. Procopia's inhabitants, the Tapani, still exert economic and political influence throughout the area.

THE INNER RIM

Originally called just "the Rim" when first opened for exploration and settlement in the early Republic, the Inner Rim gained its current name after scouts continued into the Expanded Rim, now known as the Expansion Region. The shape of the populated area is roughly semicircular, with a northeastern bulge and narrowed eastern zone in the Slice, between the Trellen Trade Route and the Corellian Run.

The Inner Rim marks the original boundary of civilized, explored space. In its early days, it was the great frontier: raw and rugged. Corporate concerns and rapid colonization quickly pushed the frontier further out, actually distorting the shape of the Inner Rim region in the process. Those avoiding the corporate exploitation of the Expanded Rim also avoided the eastern edge, creating the northeastern bulge. It wasn't long before the Inner Rim was well within the realm of Republic commerce and politics.

INNER TURMOIL

The Inner Rim holds a great variety of worlds, many in major agricultural and industrial roles. Within the Slice, population density is similar to that of the Colonies, but it drops off quickly in other areas. Culturally speaking, the Inner Rim is the dividing line between the core of the galaxy and the outlying sectors. As such, the residents are a bit unique, looking up at the Core regions, and down on their ever distant neighbors. Like those in the Colonies, the citizens of the Inner Rim harbor a well-known undercurrent of jealousy for their neighbors closer to the core.

Despite its distance from the Galactic Core, the Inner Rim worlds produce some of the most sought-after goods in the galaxy. While it is an important industrial zone, the Inner Rim holds two main sources of critical healing substances. These are Manaan for kolto (especially in the ancient Republic), and Thyferra for bacta. With the rising Galactic Civil War, Thyferra in particular naturally attracts Rebel interests, as securing a reliable

MARTIAL LOGISTICS

Well of course the system was under martial law. This is the Inner Rim. It's a restless place, and the Empire doesn't ever forget it. If you want to operate here, you best get used to it. Otherwise, I'll ship you right back to the Outer Rim, where you can continue your suddenly stagnating Rebel career at a, oh, I don't know, maybe a Tatooine listening post or something.

Now, since you've gone and stirred up Bestine yet again, we'll have to let things cool off there before another group of defectors shows up to join up. You don't have any humans on your crew, right? Good. I mean, I don't care, but for this mission, that's helpful. I need you to make a bacta run out to Thyferra.

No, it isn't that simple. We don't work with the cartel, when we can avoid it. That means sneaking around. We've made contact with one of the Vratix resistance groups. They're willing to sell us bacta, but they really don't like humans. It's a problem, sure, but we're working on it. Well, slowly working on it. The point is, I need you to fly in, buy enough bacta to fill your ship's hold, and bring it back here. If the cartel figures out what's going on, they're every bit as bad as the Imperials. They're often better equipped and better paid, which makes them better motivated. If they catch you, you'll be lucky if you even need a bacta tank to recover. Many who cross the cartel end up on the wrong side of a blaster. Think of it this way, every bit of that bacta you bring back helps another Rebel live to fight another day. Maybe even you.

and affordable source of bacta is critical to any large-scale war effort.

The Galactic Civil War is only the most recent of the regularly occurring wars and conflicts throughout the Inner Rim's history. Some of the earliest secessionist fighting in the Clone Wars erupted at the Gotal home system of Antar. The Inner Rim harbored the closest border of continuous Separatist space towards the core regions. The region was centered on the intersection of the Rimma Trade Route and the Corellian Trade Spine, but stretched all the way to the Outer Rim.

The Imperials have neither forgotten, forgiven, nor completely trust systems with a Separatist past. Inner Rim worlds are often under martial law, and they are regularly threatened with it. The increasingly oppressive conditions provide an increasingly fertile region for Rebel agents in search of recruits and sympathizers. As the citizenry grows restless, significant numbers are relocating to the less-regulated Expansion Region. Others try to counter the Empire on their own terms, at various levels of dissent and resistance.

NOTABLE LOCATIONS

The following are areas of interest within the Inner Rim, at or before the rise of the Empire.

Antar: The Gotal homeworld of Antar IV has a highly unusual orbit around its gas giant star, which causes extreme variations in the amount of light striking the planet on any given day. The Gotals are well-adapted to their unique conditions. There is generally no organized central government. Given the planet's Separatist past, The Imperials closely watch the system for any signs of Rebel activity or sympathetic actions, a task made more difficult by the decentralized nature of Gotal society.

Bestine: Once regarded as yet another nondescript colony world, Bestine now serves as a rallying point for the Rebellion, as well as a demonstration of Imperial power to the rest of the galaxy. Several years ago, the Empire forcibly relocated the established colony in order to make way for a new naval shipyard, making and breaking many promises in the process. The system became a hotbed of overt Rebel activity, starting before the Battle of Yavin. The system has seen sporadic starship battles between Rebel ships and Imperial Star Destroyers. Defections to the Rebellion are also more common at Bestine than elsewhere, yielding such important resources as the starship *Rand Ecliptic* and pilot Biggs Darklighter.

Bilbringi: Bilbringi is a lifeless system rich in raw materials needed for starship construction. It is home to a very well-defended Imperial orbital shipyard, and is the Inner Rim end of the Namadii Corridor hyperspace route.

Denon: Denon is a completely urbanized world. It is a lesser version of Imperial Center (Coruscant), with much less power and prestige. An increasingly loyal Imperial world, it seeks to improve its position within the Empire. Its efforts have not gone unnoticed, but rather stand out in the restless Inner Rim. There has been a slow-but-noticeable increase in Imperial military traffic through the system lately. Rebel agents find it more like a Core World when they try to recruit or to establish operations on the planet.

Hapes: Hapes is the name of a cluster of stars and an ancient world not far from the Perlemian Trade Route. Isolated from surrounding space by gas and ionized particles, it is largely autonomous, standing apart from the Empire, as it did the Republic. As it is mainly focused on its own internal political affairs, it draws little interest from the Rebels or the Empire.

Manaan: Manaan is the water-covered homeworld of the aquatic Selkath species. Since the Old Republic, Manaan has been the only known source of kolto, a strong healing substance. In modern times, Manaan is better known as a resort world, if not a popular one. The Empire seized control of the world years ago, and rumors of secret Imperial activity persist.

Myrkr: Myrkr is an extremely obscure world, barely known as a smuggler's hideout even in the best-informed underworld circles. The trees have a natural metal content that make sensor scans difficult. The planet's greatest secret is that it is home to the ysalamiri. These creatures naturally repel the Force, completely defeating the Force abilities of Force-sensitive individuals.

Onderon: Onderon is covered in wild, lethal jungles. It has a single huge, fortified settlement called Iziz to hold back the aggressive native beasts. It also has an ancient reputation for savagery and evil. One of Onderon's moons, Dxun, holds the tomb of the ancient Sith Lord Freedon Nadd, and at certain times, it actually passes close enough to Onderon for an atmospheric bridge between the worlds. The Imperial Army has a large ordnance center on the planet, and the Rebels, not coincidentally, have successfully bolstered a resistance movement within Iziz. Clashes between the two forces occur with increasing frequency and intensity.

Taanab: Taanab is an agricultural world and exporter of foodstuffs. The planet is most famous for the recently reported "Battle of Taanab," where Lando Calrissian creatively defeated pirate raiders who menaced the world.

Thyferra: Thyferra is the homeworld of the Vratix species, the inventors of bacta. With the rise of the Empire, two corporations, Xucphra and Zaltin, negotiated a deal with the Imperial government to control virtually all of the galaxy's bacta. These human-owned companies that now dominate Thyferra's government are collectively known as the Bacta Cartel. The Rebel Alliance routinely clashes with the Bacta Cartel in and out of the system. Conflicts range from minor skirmishes to open combat, such as starfighter raids, as the Rebels seek to protect their bacta sources on Thyferra and beyond. The cartels also keep the Vratix as virtual slaves. Some Vratix are now resisting, but many dissidents blame the humans for their problems.

Yag'Dhul: Yag'Dhul is the bizarre homeworld of the Givin species. The planet's three moons and complex orbit generate extreme tidal forces that expose portions of the world to hard vacuum. The Givin naturally resist such conditions, and became shipbuilders and mathematicians as a result.

Zeltros: The homeworld of the Zeltrons, an attractive, freewheeling, celebratory species best known for its never-ending desire and ability to have a good time. Invasions invariably fail when the occupiers are overwhelmed by the Zeltrons' natural pheromones. Imperial officials have difficulty enforcing Imperial law under these conditions, but as the Zeltrons are pacifists, they neither pose a threat to nor possess much desire to join the Rebels.

THE TROUBLE WITH EXPANDING THE ALLIANCE

At a galactic scale, I'm telling you, the Rebels are still nothing more than a nuisance. Sure, they destroyed the Death Star, and that can't be ignored, but where is the widespread public support? Where are the planets flocking to their side? I mean, the Separatists had more political pull over the galaxy during the Clone Wars. Granted, they had the big corporations on their side, as well as Senators, plus they could buy armies of battle droids...but they still turned entire sectors and important star systems to their cause. You'd think that some of those systems would still be up for escaping the Empire, at the very least.

I grant you that there are troublesome systems or sectors. Take our own Expansion Region, for example. So the Rebels destroy the occasional Imperial starship, or disrupt sector-wide communications for a few hours. What does that change? The Empire has thousands upon thousands of ships. They even build them here. The loss of one vessel, or one squadron, or one fleet hardly diminishes their galactic power. I'm just saying that I don't see any sign of massive star fleets or invading Rebel armies anywhere. I don't like the Empire any more than you, but opposing it is just...suicide.

Again, look at the Expansion Region. The Separatists were strong here. The economy is terrible. There are a lot of reasons to hate the Empire. There are ample places to hide just about any kind of facility you'd like to set up. Pick an abandoned mining world just about anywhere, and you have a ready-made hidden base. Give people paying jobs, and they'll follow whoever has the credits, I bet.

Yes, I know. I've heard the same rumors and seen the same news stories. The Rebels might be doing all of that. But here's the point. Is it enough to significantly change anything, or are they just making everyone's lives miserable and, frankly, putting us all at risk? I don't know. It seems like it plays right into the Empire's hands, giving them reasons to crack down on all of us. I'm no fan of the Empire, but the Rebels are going to have to show a lot more public support before I go along with them.

THE EXPANSION REGION

The Expansion Region is one of the galaxy's primary regions for manufacturing and heavy industry. The region underwent extreme corporate development and extensive mining over the centuries. With a significant percentage of the mines played out, the region has suffered economically for the past few centuries. The Expansion Region has an irregular shape, with a very thin band in the northern reaches of the region and a wider bulge in the eastern and southeastern areas. The population density of the region is far less than that of the Core Worlds, or even the Inner Rim.

While the Inner Rim was still developing, explorers and corporate opportunists surged into the region known at the time as the Expanded Rim. A boom was well underway before the area was officially opened for colonization. Corporations quickly established major mining colonies and industrial complexes on the worlds they seized. The operations were so disruptive they distorted the shape of the Inner Rim region, producing its northeastern bulge.

ECONOMIC FLUX

Eventually , the Expanded Rim was renamed the Expansion Region, and further exploration and development became an experiment in corporate governance and control. Mega-corporations and guilds controlled entire star systems and clusters, efficiently stripping them of any usable materials, which they shipped back to the inner regions or processed them in local industrial and manufacturing complexes.

Wars and conflicts in the early years changed the exploration and settlement efforts, pushing them further westward in the region. Eventually, these more successful and diverse sectors sought to culturally distance themselves, calling their area the Trailing Sectors.

The northern sectors lagged in development. In response, the Republic granted their development and governing rights to the Expansionist Oligarchy. Unfortunately, the corporate conglomerates of the Oligarchy abused their power, reducing the citizenry to near-poverty conditions. Once the scandal broke, the Senate

removed the Oligarchy from power, in a move that has replayed across the Expansion Region over the centuries. Corporate control gave way to Republic representation, but the companies still exert influence over the region. This experiment eventually led to the development of the Corporate Sector, far out in the Outer Rim.

In recent centuries, the mines of the original colonies in the Slice region played out, plunging the area into an unstoppable economic decline. The systems and corporations struggle with what remains, and conditions are unlikely to improve. The economic problems combined with traditional corporate power primed large areas within the region for joining the Separatists during the Clone Wars.

After the war, the Empire moved to stabilize the economic situation by creating major staging areas for Imperial cargo and military fleets. This included efforts to relocate portions of the population, as well as take advantage of Inner Rim refugees who fled to the Expansion Region in hopes of finding better opportunities and less oppressive conditions. They only contributed to the economic issues, especially employment.

While the economic revival bolsters the Empire's standing with the population, the Rebel Alliance still finds plenty of disgruntled citizens willing to reject the Empire once and for all. The Rebels exploit the long-abandoned systems and mines for bases and training facilities. They also target corporations friendly to the Empire, though they must strike a careful balance as any action that reduces economic opportunities also hurts their cause in the view of the public.

NOTABLE LOCATIONS

The following are areas of interest within the Expansion Region, at or before the rise of the Empire.

Bacrana: Bacrana is one of the Imperial Navy's largest regional staging areas, and home to one of the interstellar corporations that control many of the local systems. The Rebels are highly active in the sector, having established a secret military base, training facility, and multiple safe houses there. The system and sector have become major Rebel flashpoints in the Expansion Region.

Cathar: Cathar is the homeworld of the species of the same name, feline beings who live in large city-trees. It is best known for suffering a devastating attack during the ancient Mandalorian Wars, before the world joined the Republic.

Dorin: Dorin is the home planet of the Kel Dor species. Black holes restrict hyperspace travel in this area. Dorin's atmosphere is toxic to most offworld species, and the Kel Dor themselves must wear breath masks and protective eyewear offworld.

Iktotchon: Iktotchon is the homeworld of the Iktotchi species. Known for their pre-cognitive abilities, they foresaw the conditions of the new Empire. Many returned to Iktotchon to escape the dark times, and new orbital colonies were built to accommodate those returning to the system. The Empire blockaded the system, but neither side seems willing to openly press the issue. However, Iktotchi who remain outside the system are increasingly joining the Rebel Alliance.

Kinyen: Kinyen is the homeworld of the Gran species. They once maintained a meticulously balanced and peaceful civilization, but they restricted it to the Gran only. When they resisted Imperial orders to open their world, they were met by a devastating orbital bombardment. The incident turned many Gran to join or sympathize with the Rebellion.

Tierfon: Tierfon holds an active secret underground Rebel starfighter outpost housing a small number of X-wing fighters. The Tierfon Yellow Aces squadron operated from the base prior to the Battle of Yavin, with several pilots participating in that famous engagement.

THE MID RIM

The Mid Rim opened for colonization after the Expansion Region's booming growth subsided. The Mid Rim is known as a relatively peaceful and somewhat boring region of the galaxy. Its eastern areas (within the Slice) developed first, with the northern and southern regions growing significantly after the opening of the Hydian Way. The region's eastern side is significantly wider than the northern and southern portions, while the northern area is barely connected to the rest of the region. The eastern edge borders Hutt Space, which has intruded into the Mid Rim at many points throughout history. Population density is significantly lower than in any of the interior regions.

Unlike its Coreward neighbor, the Mid Rim enjoyed a relatively organized and lengthy colonization period. While corporations plundered the Expansion Region, a different type of colonist arrived in the Mid Rim. Some were idealistic organizations, such as religious groups or ambitious, radical political groups. The Mid Rim enjoyed effective governance and general security, thanks in no small part to the simultaneous opening of the Outer Rim to colonization. Those avoiding or fleeing Republic interference opted for the more distant Outer Rim, bypassing Mid Rim worlds completely.

MIDDLE OF THE PACK

Much of the Mid Rim remains unexplored, or only nominally surveyed. Its systems tend to be clustered around the major hyperlanes. While the region has a reputation for relative peace, the vast open areas allow pirates to operate more easily than in the central regions. As a result, pirates have been a major problem in the Mid Rim for centuries.

During the Clone Wars, much of the eastern Mid Rim territory within the Slice was dominated by Separatists. The conflict allowed a temporary incursion of Hutt influence and control. Some areas remained contested by the two factions for the duration of the war. The Separatists heavily influenced travel in the Mid Rim, holding portions of the Perlemian Trade Route, Corellian Run, and the entirety of the Rimma Trade Route as it passed through the Mid Rim.

Despite the region's substantial Separatist influence and support during the war, it has been remarkably loyal to the Empire, due to the large areas in the northern and southern reaches that remained loyal to the Republic. Imperial efforts to crack down on piracy easily garner the support of the Mid Rim citizenry. The Empire has offered relative stability following years of war.

NOTABLE LOCATIONS

The followings are areas of interest within the Mid Rim, at or before the rise of the Empire.

Ando: Ando is a water world and home to the Aqualish species, which thrives on its small islands and floating cities. Once a Separatist world, the Aqualish who live there are still restless and chafe under the Empire, which controls the world as a police state. Uprisings still occur on occasion but are always swiftly broken up by the Imperial overlords.

Bimmisaari: Bimmisaari is the homeworld of the Bimms, two separate (but peaceful and cooperative) species that share the same name. One species is native to the planet, while the other is a near-human strain. So far, they remain distant from the Galactic Civil War, thanks in part to their relative isolation and remote location.

Bothawui: Bothawui is the homeworld of the Bothans and the center of Bothan Space. Some believe the Bothan Spynet contributes to the Mid Rim's peacefulness and stability. Officially, Bothawui is neutral in the Galactic Civil War, a position made possible by the Empire's surprisingly light touch when dealing with the Bothans. However, intrigue is the name of the game with Bothans; their spynet secretly serves the Rebels, funneling information about virtually every aspect of the Empire to them. The information ranges from the mundane to ultrasecret reports on new ships, Imperial activity, and the highest personnel in Imperial leadership.

BOTHAN SPYNET INNER RIM STABILITY REPORT EXCERPT

The stability of commerce and peace throughout the Inner Rim continues to be threatened first and foremost by the region's traditional pirate menace. Imperial crackdowns tend to follow a pattern where a planetary governor or, until recently, an Imperial Senator, complains loudly enough to cause local political problems. Regional Imperial task forces are regularly reassigned and moved from one hotspot to another. While this helps quell the politicians and bureaucrats, it only rarely completely eliminates a pirate threat.

This behavior continues to provide a method to subtly influence the orders and distribution of region-wide Imperial forces. Relocation of some Imperial forces is possible by boosting the appearance of pirate attacks, or boosting the political pressure calling to counter the attacks. With proper planning, it may be possible to orchestrate the addition or removal of ships to or from certain sectors or systems, when advantageous to our purposes to do so. Additionally, the pirates themselves remain open to manipulation through our traditional methods, though we could and should use that power to influence Imperial activity, per above.

A second threat to stability and security is the growing Rebel activity in the region. Thanks in part to Imperial success against the pirates, the Rebellion is slow to take hold here, as elsewhere. However, with continued direction from us, both explicit and subtle, that should increase greatly over the coming months.

Boz Pity: Boz Pity is a graveyard world used by regional systems to hold their dead. It gained some notoriety during the Clone Wars' Outer Rim Sieges. Otherwise, it has no living population, though it has drawn attention on occasion from pirates or Rebels seeking to establish bases of operation. As such, the Empire keeps tabs on the world to see if more is going on than burial of the dead.

Centares: Centares is an industrial trade world at the outer edge of Mid Rim space. It is a kickoff point for those headed into the reaches of the Outer Rim and a welcome bit of civilization for those returning.

Cerea: Cerea is a relative paradise, peaceful and remote. Cereans live in harmony with nature, while visitors reside in technologically enabled compounds. Though they were pulled into the Clone Wars, the Cereans remain isolationist and virtually unheard from under Imperial rule.

Falleen: Falleen is the homeworld of the reclusive species of the same name. The Falleen resent the Empire for using an orbital bombardment to stave off and destroy a lethal biological agent that escaped from an Imperial lab. Prince Xizor currently heads the powerful Black Sun criminal syndicate, and he holds Darth Vader personally responsible for the bombardment of Falleen.

Iridonia: Iridonia is the homeworld of the Zabrak species. Due to its extremely harsh environmental conditions, including fiercely powerful storms and lethal seas, many Zabrak have relocated to other worlds.

Ithor: Ithor is a center of botanical and biological commerce. Their influence extends throughout the galaxy via their spacefaring herdships. The Ithorians consider the surface of their planet sacred, and live in floating herd cities to minimize their impact on it. The Empire intimidated and coerced the peaceful Ithorians into handing over generations of scientific and botanical studies.

Kashyyyk: Kashyyyk, the homeworld of the Wookiees, is a world of extremely dense forests with trees thousands of meters tall. The Wookiees live mainly in the treetops, as Kashyyyk's ecology tends to become more lethal the closer one gets to the forest floor. The Empire officially occupied and enslaved the Wookiees after the Clone Wars. In the ensuing decades, Wookiee slave labor has been used in countless Imperial and corporate projects, including the building of the Death Star. Kashyyyk is a tightly controlled and highly subjugated world.

Malastare: Malastare is an active world on the Hydian Way. Several sapient species share the world, including the Gran and the Dugs. The Gran live in the urban areas, while the Dugs live among the trees and wild lands. The Gran regard and use the Dugs as a labor force. The Empire placed a human governor in control of the planet, much to the annoyance of the local population.

Naboo: Naboo is the homeworld of the Gungans but is largely ruled by a human government established long before the creation of the Empire. It is the homeworld of Emperor Palpatine, who once was its Republic Senator, as well as Queen Amidala and others who played significant roles in the Clone Wars and the rise of the Empire. Naboo, now a subjugated world, houses one of Palpatine's private retreats. Despite, or perhaps because of, its Imperial heritage, Naboo has an active anti-Imperial resistance movement.

Ord Mantell: Ord Mantell is a haven for scoundrels, smugglers, and gamblers. It is nearly lawless, and has been for most of its history. However, it also has a growing Imperial presence ever on the lookout for covert Rebel activity and conducting criminal crackdowns. Due to astrogation complexities, the planet is nearly a required stopover for those transiting from the Entralla Route to the Celanon Spur hyperlane.

Roche: Roche is the home system of the insectoid Verpine species, which lives in a massive asteroid field. The Empire has virtually enslaved the Verpine for their expert engineering skills, which fuel the Imperial military industrial machine. Despite Imperials stationed within the asteroid field to keep the Verpine in line, the Rebels have secretly enlisted Verpine help, most notably in designing the B-wing starfighter.

Ruusan: Ruusan is an ordinary world in the Mining Guild with a major role in Jedi history. A millennium ago, the Sith were essentially destroyed as a major force in the galaxy for hundreds of years. The Brotherhood of Darkness was consumed by a thought bomb at the last battle of Ruusan during the Light and Darkness War. The location is now known as the Valley of the Jedi.

Ubrikkia: Ubrikkia is a manufacturing center for the famous Ubrikkian Industries and its subsidiaries. Repulsorlift vehicles, military craft, droids, and more come from various Ubrikkian factories.

The Wheel: The Wheel is an aptly named, enormous wheel-shaped space station located on the Perlemian Trade Route. It is known for its casinos and gladiatorial arenas. Ships of almost any size can dock with the station. The Wheel currently enjoys a special kind of immunity, and Imperial ships are not allowed to approach. The station pays taxes to the Empire to maintain this status.

THE OUTER RIM TERRITORIES

The Outer Rim Territories are the outermost official regions in Known Space. They are by far the most expansive and least-explored areas—a wide swath of space tracing the Rim three-quarters of the way around the galaxy. The area's extreme distance from Imperial Center (Coruscant) and the Core Worlds has always been both a great asset and major hindrance to its prosperity. As with the Republic before it, the Empire's control and influence varies greatly from system to system and from sector to sector. Though the region's reputation for lawlessness and danger is well-deserved, this is often simply not the case in the Outer Rim's more highly developed systems and sectors.

Despite its remoteness, the Outer Rim has played a significant role in galactic politics, economics, and warfare since ancient times, well before the origins of the Republic. The expanding Hutts clashed with the Tion Hegemony and Xim the Despot before the Perlemian Trade Route connected Coruscant to the region. Since that time, exploration and colonization of the Territories has been irregular and haphazard.

The rate of Outer Rim exploration was closely tied to the extension of the major hyperlanes into the farthest reaches of the galaxy. The earliest development expanded from the Perlemian Trade Route in the northeastern quadrant, around the Jedi world of Ossus and the Tion Hegemony. The presence of Hutt Space slowed and deterred colonization of the Slice, driving colonists to seek worlds away from Hutt influence and interference. Similarly, difficulties with various Sith and Mandalorian attacks and invasions struck the development of the northern area. Exploration picked up in the southern reaches with the extension of the Rimma Trade Route, the Corellian Trade Spine, and the Hydian Way.

Republic control over the Outer Rim has varied greatly over the ages, with each system often responsible for its own security. Power struggles between regional factions, isolationist systems, and militant species all contributed to the difficulties of maintaining order. Beyond that, significant criminal enterprises found a great haven in the Outer Rim, sometimes officially sanctioned by corrupt and disreputable governments and corporations.

OUTER REACHES

Chancellor Palpatine used the Outer Rim as a great game board in his bid to take control of the Republic. Using the politics of Outer Rim trade conflicts to propel himself into the position of Chancellor, Palpatine then orchestrated the Clone Wars through the creation of the Separatist movement. This enabled him to oversee the creation of a powerful central government and military to counter the growing Separatist threat in the Outer Rim.

The Clone Wars destabilized political control in the Outer Rim. The Hutts took advantage of the situation to extend Hutt Space to cover more than three quarters of the Outer Rim portion of the Slice. The Separatists controlled most of the rest, plus about half of the northern reaches. They also held a large, continuous region along the Hydian Way and Rimma Trade Route.

After the Clone Wars, the Empire used its ever-growing military might to reestablish control over significant areas in the Outer Rim. The Hutts were pushed back to their traditional holdings, more or less. Outer Rim citizens often welcomed the return of civilized trade and transport. However, some systems and sectors benefited more than others. Some felt that oppressive actions were all too common within the Empire. Over time, Imperial political realities, interference, and military interventions started to wear on the independent-minded Outer Rim residents.

Rebel sympathy is at its highest in the Outer Rim. However, given its enormously diverse civilizations, species, and geography, there is no consensus on the war. Worlds that fare extremely well under the Empire enthusiastically support the Imperials. For the most remote fringe worlds, little has changed with the rise of the Empire. They must rely on themselves for their own security and destiny.

Rebel recruiting, training, and missions generally operate with the greatest freedom and effectiveness against targets in the Outer Rim. The anti-Imperial and criminal atmosphere make it easier to obtain badly needed weapons and supplies, though the more noble-minded Rebel leadership tries to take care regarding with whom they deal. While dealing with unsavory characters comes with the job when running a rebellion, agents and recruiters try to steer clear of the worst offenders and most fearsome crime lords.

NOTABLE LOCATIONS

The following are areas of interest within the Outer Rim, at or before the rise of the Empire.

Bespin: Bespin is a gas giant and home to the Tibanna gas mining colony of Cloud City. The city fell under Separatist control during the Clone Wars, but it now operates independently. It has popular resorts, casinos, and major gambling events, making it something of a tourist destination in addition to its mining activities.

Christophsis: Christophsis is a crystalline planet that suffered greatly as a major Clone Wars battleground. Once loyal to the Republic, it is now equally loyal to the Empire.

Colu (Clak'dor VII): Clak'dor VII is the homeworld of the Bith species. The planet was ecologically destroyed by a civil war, forcing the Bith to live within sealed, domed cities. It was a Separatist world during the time

OUTER RIM REBEL RECRUITING

It's a mistake to think that just because the Empire's reach is diminished in much of the Outer Rim, the people feel free to join the Rebellion. It's also a mistake to think that just because some of the Rebellion's biggest victories and staunchest allies are in the Outer Rim, other systems will follow suit. The Rebellion uses the Outer Rim for many of the same reasons as everyone else. It's a long way from the Imperial strongholds, there are a lot of systems to hide in, and there is no shortage of those looking to avoid or get back at the Empire. While it's a better recruiting ground than other regions in the galaxy, people do not automatically sympathize with the Rebellion.

Of course, the Empire also knows all of these reasons and more. They know the Rebellion is out here, they know we're recruiting, and they're doing everything in their power to prevent that and destroy us at the same time. You have to be every bit as careful out here as you would in a Coreward region. Maybe more so, if you don't want to attract too many bounty hunters. Rebels and Rebel sympathizers often mean credits to those people, and the better a Rebel you are, the more you're worth. In fact, while we have to worry about informants and spies in our operations galaxy-wide, it can be worse out here. A lot of those living in the Outer Rim are already on shaky moral ground; the opportunity to make a few credits by betraying a few strangers can be all too tempting. Some are professional criminals, while others are simply selfish scum.

Still, if the danger wasn't worth it, we wouldn't be sending you out. The fact is, we need more people on our side. If we're going to topple the Emperor, we need more than idealists and the betrayed and the fed-up. We need entire star systems and sectors, but the only way to get there is to convince one individual at a time. This is especially true when there's no major event to influence public opinion in a dramatic way.

The destruction of the Death Star helped. Actually, just the existence of the Death Star helped. Unfortunately, Alderaan did too. Every unjust or just plain evil Imperial act should push more people to our side. We need to be there to convince them we can win.

of the Clone Wars, but it has subsequently begun to chafe under Imperial rule.

Dantooine: Dantooine, an active world in the ancient Republic, holds the ruins of an ancient Jedi academy and training center. Dantooine was home to the Rebel Alliance's main headquarters until the discovery of an Imperial tracking device forced a near-instant evacuation and relocation to Yavin 4. Imperials are also active on Dantooine, primarily as researchers, though they do watch for any signs of Rebels returning to their abandoned base.

Elrood: Elrood is a major Outer Rim commerce and manufacturing center and the capital of Elrood sector. It nominally supports the Empire, though many citizens would prefer to be independent, and it has a well-deserved reputation for enforcing very strict rules to maintain order.

Eriadu: Eriadu is the capital world of the Seswenna sector. It is Grand Moff Tarkin's homeworld and his influential family's traditional power base. Eriadu was loyal to the Republic during the Clone Wars. It has since become an enormously important Imperial Outer Rim power base, and the citizenry is extremely pro-Imperial. Eriadu is more similar to a Core World than any Outer Rim planet.

Endor: Endor is a virtually unknown, remote system. The Forest Moon of the gas giant Endor has been completely isolated by the Empire, though very few in the galaxy have even noticed.

Felucia: Felucia is a wild, untamed world with dangerous animals and exotic, fungal plants. Felucia was a major battleground during the Clone Wars. The Empire maintains small research outposts on the planet.

Gamorr: Gamorr is the homeworld of the Gamorrean species. The planet is often in a state of war due to the ever-present squabbling between Gamorrean clans. It once held a lesser Sith training facility. Imperial efforts to bring control to the world have largely failed, and they limit their presence to selected cities and their own fortified zones.

Gand: Gand is the homeworld of the species of the same name. It is ruled by a totalitarian monarchy. Gand settlements are small colonies separated by dense mists. The environmental conditions led to the creation of the Gand Findsmen, who hunt fugitives through the mists. Some individual Gand have joined the Rebel Alliance.

Geonosis: Geonosis is the ringed homeworld of the Geonosian species. It is located in close proximity to the Tatooine system and served as an early base for the Separatists. It was the site of the first major battle of the Clone Wars. The Empire has taken control of the planet's impressive manufacturing facilities.

Hoth: The frozen, inhospitable world of Hoth is largely ignored by the galaxy, aside from the occasional pirate or criminal using it as a base or hideout. See page 378 for more on Hoth.

THE EXPANDING *STAR WARS* UNIVERSE

This chapter covers the broad basics of the galaxy as a whole, at the time of the Empire. By using both Rebel and Imperial viewpoints, it is meant to show the state of the Galactic Civil War, as well as introduce new players to the vast, expansive universe from the movies and into the stories beyond. It also serves to remind longtime fans where recognizable worlds and regions can be found in the galaxy.

At over thirty years old and counting, *Star Wars* stories new and old continue to be popular. With new novels, graphic novels, fictional reference books, TV shows, and games releasing every year, no single source can keep up. Future *Star Wars* roleplaying game products will, of course, continue to provide more material about many areas. Hopefully, this chapter will inspire Game Masters and players to seek out more information about locations that stir their interest. It's a big universe.

Kessel: Kessel is the location of the legendary Kessel Run, a treacherous hyperspace route bounded by a cluster of black holes and used by smugglers to avoid Imperial patrols. Kessel is an Imperial-controlled prison planet where glitterstim spice is mined. Illicit trade in glitterstim is still pervasive, right under the Empire's collective nose.

Mon Calamari (Mon Cala, Dac): Mon Calamari is the homeworld of both the surface-dwelling Mon Calamari and the subaquatic civilization of the Quarren. This water-covered world was enslaved by the Empire but has recently freed itself. It is one of the few openly rebellious worlds. See page 377 for more on Mon Calamari (Dac).

Mandalore: Mandalore is the homeworld of the Mandalorians, an ancient, warrior-based culture. The Mandalorians once ruled large swaths of the galaxy. After having suffered their own internal clashes during the Clone Wars, the Mandalorians struggle to maintain their traditional culture and hold little influence beyond their own system and sector.

Mustafar: Mustafar is an obscure, volcanic world mined by the Techno Union. Darth Vader killed the last members of the Separatist Council on Mustafar before losing to Obi-Wan Kenobi in an epic lightsaber battle. The planet is currently under Imperial control.

Polis Massa: This system holds the home asteroid field of the Polis Massans and is mined via attached stations. It was the secret birthplace of Luke Skywalker and Leia Organa.

Rodia: Rodia, in the Tyrius system, is the homeworld of the Rodian species. It is a jungle-covered planet, with huge environmental shields protecting major cities from their surroundings. Clan politics dominate Rodian life, which is typically violent. The Rodians are far too interested in their own struggles to be overly concerned about Imperial control.

Ryloth: Ryloth is the homeworld of the Twi'lek species. The planet is subject to radical weather and rotational patterns, which produce heat storms that warm the world. Many citizens live underground. The Empire controls Ryloth.

Socorro: Socorro is desert world featuring a popular shadowport, millions of inhabitants, and no organized government.

Sluis Van: Sluis Van is the homeworld of the Sluissi, a species famous for their technical and starship skills. The world is a major Imperial shipyard, heavily guarded by a series of battle stations.

Sullust: Sullust is the homeworld of the Sullustans. It is dominated by the SoroSuub corporation, which is in league with the Empire. See page 380 for more on Sullust.

Taris: Taris is a city-planet (ecumenopolis) that held a central role in the ancient Jedi, Sith, and Mandalorian wars. The planet's influence and stature has diminished over time, and it is now under Imperial control.

Tatooine: Tatooine is the homeworld of the Jawa and Sand People (Tusken Raider) species. It is a desert world, and is either the origin or homeworld of many influential figures in the galaxy's recent history. It is under Imperial control after having being wrested from the Hutts following the Clone Wars. Jabba the Hutt and his illegal operations remain a dominant force across Tatooine.

Teth: The Empire took over Teth and turned it into the capital of Baxel sector and, nominally, Hutt Space. The Hutts reestablished their influence through their own underhanded methods, and as such, Teth's Imperial Moff is assumed to be corrupt.

Telos: Destroyed thousands of years ago by a Sith fleet and rebuilt by the Republic, Telos's civilian population has suffered atrocities under Imperial rule.

Utapau: Utapau is the homeworld of two intelligent species, the Pau'ans and the Utai. The world is under Imperial control, after once having served as a secret location for the Separatist Council during the Clone Wars.

Yavin: Yavin is the gas giant that the moon Yavin 4 orbits and is named for. It was the location of the Rebellion's most important secret Rebel base. See page 381 for more information on Yavin.

Ziost: A central world for the ancient Sith, Ziost was the site of numerous battles and power struggles. After the Clone Wars, the system was purged from Imperial navigation charts and other information stores.

WILD SPACE

Wild Space has long been the term for minimally explored areas at the fringes of Known Space. Most of Wild Space appears at or near the outer sections of the Outer Rim, but pockets of nominally explored space may be found almost anywhere in the galaxy. Due to continuous efforts to explore and colonize system after system, Wild Space is the ever-changing edge of the map. Wild Space represents great opportunities to independent, corporate, and government scouts. Discovering a new civilization with which to trade, or a new world rich in precious metals and ore, can make the discoverer famous. While the scouts might get a substantial bonus for a great find, the real credits are to be made by the traders and developers to follow.

Wild Space is dangerous. Just getting into the area can be tricky due to nonexistent or outdated astrogation data. Initial contact with a new species rarely goes smoothly, and most scouts aren't fully equipped diplomatically or officially to deal with the situation. Plenty of those worlds may be registered as uninhabited or unknown, but scouts never know when a lost colony, smuggler's den, or underworld base might suddenly appear. Such settlements are rarely happy to be discovered.

During the Clone Wars, Wild Space made for convenient hiding places and staging areas for the Separatists. Whether through ties to mega-corporations or to the various industrial and mining guilds, they had a wealth of proprietary scouting information unavailable to the Republic. Both during the war and in the dark times afterward, desperate refugees sometimes fled into Wild Space. Now Imperial scouts search the regions for new territory and any sign of Rebel activity. Rebels too search Wild Space for suitable planets for bases or safe worlds.

WILDLY UNKNOWN

We appreciate your desire to help the Rebel Alliance. While your scout ship isn't well-suited to combat or clandestine work, we do have a mission for which you—and your ship—are uniquely qualified. We don't get to do this very often, so even though you won't be taking on the Empire directly, you will be helping the Alliance tremendously.

We want to send you on an exploration mission. We have a collection of unexplored or underexplored areas we hope are hiding worlds suitable for a new base, or a new safe world. Basically, somewhere the Empire doesn't know about. Somewhere nice is preferred. Somewhere livable is acceptable. Anything too entertaining, well, we'd love to see some holos of bizarre planets, but let's not get carried away.

Now, some of these areas are in Wild Space, some are in the Unknown Regions. Hit Wild Space first. It's simply unexplored, and relatively easy to get into and out of—aside from the sketchy navigational data. For the Unknown Regions—well, I hope you're a great navigator. These areas are right along the border, and they'll still make your navicomputer smoke and whimper.

That reminds me. Report in before you enter the Unknown Regions. We'll want some clue where you went if we need to send someone after you…assuming we can find someone crazy enough to follow.

–Rebel Briefing Officer

NOTABLE LOCATIONS

The following are areas of interest within Wild Space, at or before the rise of the Empire.

Bakura: Though colonized a century and a half ago, remote Bakura remained largely isolated from the galaxy. The original colonists believed in the Cosmic Balance, and this belief continues to the modern day. Not long after the Battle of Yavin, an Imperial fleet forced Bakura to join the Empire. Bakura manufactures repulsorlift coils, which interests the Imperials.

Indoumodo: This lush world is mainly known as the homeworld of the poisonous kouhun creatures. The world is located near the end of the Corellian Run. Assassins and other poisoners travel to the world to gather the creatures for use as untraceable killing machines.

Kamino: The homeworld of the Kaminoans, this was the source of the Republic's clone armies during the Clone Wars. The water-covered world is still under strict Imperial control. Kamino is an extragalactic system located in an area of Wild Space beyond the Outer Rim, in a dwarf satellite galaxy near the Rishi Maze.

Kesh: This world holds an ancient, long-lost colony of Sith. After accidentally crashing on the planet in the time of the Old Republic, the survivors managed to set up their own civilization, which evolved and expanded over the centuries. No government, corporation, or other official entity is aware of Kesh's existence.

Mytus: Mytus is in a section of Wild Space beyond the Corporate Sector and Trianii Space, on a secret hyperspace route from Farana. Mytus holds Star's End prison, which houses prisoners in stasis. The prison was heavily damaged several years ago during a "visit" by Han Solo and Chewbacca.

THE UNKNOWN REGIONS

The "Unknown Regions" is the official term for unexplored space beyond the Known Worlds. As such, this area continually shrinks in size as civilization—originally the Republic and now the Empire—has expanded through the ages. In modern times, the term most often applies to the unexplored western side of the galaxy, naturally barred from normal hyperspace travel. The area is so massive that it could hide entire interstellar civilizations that have never contacted each other, much less the rest of the galaxy.

The Unknown Regions remain a source of outrageous tales and sinister threats. Galactic civilization views the area as a combination of romantic frontier and a source of unexpected horror. It is a place that has produced new threats and reinvigorated old enemies for millennia. Before the establishment of the Republic, in the earliest days of Coruscant, the Rakata Infinite Empire ruled worlds across the galaxy from their homeworld deep in the modern-day Unknown Regions. During the time of the Old Republic, Sith and Mandalorian foes long thought destroyed would periodically reemerge from the Unknown Regions and wreak havoc on the galaxy.

The modern-day boundaries of the Unknown Regions were established with the discovery of a great tangle of hyperspace anomalies forming a barrier that splits the galaxy virtually in two. The tangle makes hyperspace travel extremely difficult or impossible. Though its origins are debatable, it has been a natural obstacle to galactic exploration and development for millennia. Survey missions and other efforts to find reliable routes are at best slow and dangerous.

However, passage is not completely impossible. The Republic sent a well-supported, long-term expedition in the form of the Outbound Flight project. Like the majority of such efforts, it ended in disappearance and disaster. Travelers also occasionally emerge from the other side, though their arrival is often violent and aggressive.

During the Clone Wars, official exploration efforts largely ceased, with Republic scouts distracted by the war. Government-sponsored exploration began anew with the Empire, in an effort to expand Imperial space, exploit new resources or worlds, and search for any sign of Rebel activity.

NOTABLE LOCATIONS

The following are areas of interest within the Unknown Regions, at or before the rise of the Empire.

Csilla: Homeworld of the Chiss and capital of the Chiss Ascendancy, an enormous empire concealed within the Unknown Regions. Grand Admiral Thrawn, formerly of the Chiss Ascendancy and now serving the Galactic Empire, is currently leading a secret mission to map the Unknown Regions and protect the Empire from any unexpected threats.

Ilum: Located in the Unknown Regions in the northwest quadrant of the galaxy, Ilum is a world originally held secret by the Jedi. Under the mountains of this icy world are Ilum crystals. Jedi use these crystals in lightsabers, which are responsible for the blue or green glow of the blade. The world is now monitored by Imperial droids, who keep a watchful eye for any surviving Jedi or other Force users returning for the crystals.

Killik Colony Worlds: Originally from prehistoric Alderaan, the insectoid, hive-mind Killik species is among the most ancient in the galaxy. The Killiks relocated to the Unknown Regions tens of thousands of years ago, and reside on several colony worlds bordering Chiss space, although their old mounds can been seen on worlds throughout the galaxy such as Lothal and Utapau.

The Redoubt: For centuries, the Chiss have studied the globular cluster they call the Redoubt. As the name suggests, they consider it useful as a well-defended retreat, should they ever flee their own worlds. It is also the as-yet-unknown final resting spot for the long-lost Outbound Flight, which disappeared during the Clone Wars while on a mission to attempt extragalactic travel and study.

Unknown World (Rakata Prime, Lehon): This homeworld of the Rakata species was the center of their ancient Infinite Empire, which once spanned the galaxy. Now, however, the planet is long abandoned, save for the relics and ruins that dot the beaches and oceans of its surface.

REBEL TERRITORY

There is very little actual Rebel territory in the galaxy. There are a few star systems, such as Mon Calamari, that openly support the Rebellion, but these are very few and far between. Typically, a system that openly supports the Alliance must be remote, well-defended, and yet unimportant enough on the galactic stage that the effort of retaking the system is not worth the cost. Systems that turn from insignificant problems to political or military threats or embarrassments suddenly find they are worth the effort to be mercilessly crushed. The early Secession Worlds learned this all too well (see the **History of the Rebellion**, page 384). To avoid this fate, sympathetic systems prefer to help the Rebellion behind the scenes. They donate labor, starships, materials, equipment, and whatever else they can contribute.

Conquering and holding territory is not a strategy the Rebellion wants, or can afford, to utilize. The Rebel Alliance is simply too small, and its military is only a fraction of the size needed to succeed in a brute force attack. The Rebels prefer to convince dissident star systems to join them in other ways.

However, the Rebels do hold small amounts of territory, whether these are secret bases, protected lands on sympathetic worlds, space stations, or secret safe worlds. These areas give the Rebels sanctuaries in which to recover, plan, and train without Imperial interference. Some of these are heavily guarded and able to defend themselves in the face of Imperial attack.

Life in Rebel territory is one of at least temporary safety and reprieve from Imperial forces and laws. Every Rebel knows they are just one mistake or Imperial informant away from a Star Destroyer arriving to ruin the day, but they have become used to the everyday strain such worry causes.

FLASHPOINTS

As the Rebellion expands into new territories and systems, some worlds naturally attract more Rebel attention than others. Areas with a lot of activity tend to have both a population open to Rebel support and important Imperial facilities and worthwhile targets. Areas with sudden increases in Rebel attacks and interference are considered flashpoints. They are often the front lines of military clashes between the Rebels and the Empire. The Battle of Yavin and subsequent blockade made its area a flashpoint. The areas in the immediate vicinity of Bestine and Mon Calamari are flashpoints. Repeated targets of starfighter strikes are most often flashpoints.

SAFE WORLDS

The existence and location of Rebel safe worlds are among the best kept secrets in the Alliance. Safe worlds offer sanctuary to those who cannot remain in Imperial space, or anywhere Imperial agents might locate them. Residents of safe worlds are families and friends of active members of the Rebel Alliance who might face arrest, imprisonment, or worse from the Imperials in retaliation for their association with the member in question. Safe worlds not only protect, but also enable the Rebel Alliance to work with decreased fear for their friends and loved ones.

Secrecy is key to safe world survival. Their locations are closely guarded and not held in normal Alliance astrogation data. Only those pilots who must make trips to a safe world are given data chips or astromech droids with the coordinates. Safe worlds are often referred to by codenames to further ensure their anonymity.

Rebel intelligence agents and scouts are always on the lookout for suitable worlds that are unknown to the Empire. While some safe worlds reside in overlooked systems within Known Space, many are located in Wild Space, and a few are near or within the edge of the Unknown Regions. Safe worlds are almost always very remote or difficult to travel to, in order to further protect them from accidental discovery.

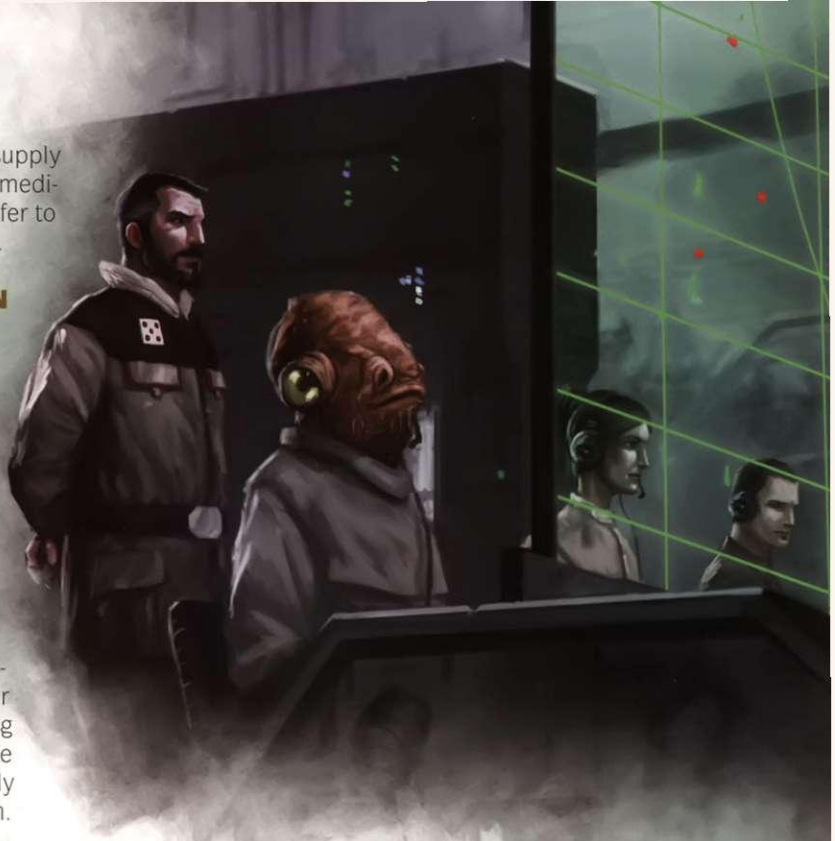
Life on a safe world is typically rough and fairly primitive. The planets are necessarily cut off from communication with the rest of the galaxy, and many only have limited access to starships, if at all. Travel to safe worlds is minimized to further reduce the chance of Imperial tracking or detection. Rebel Alliance Support Services (see page 394) is responsible for maintaining and supplying safe worlds. They are often short on transports, which can affect delivery of supplies and would-be inhabitants.

Some safe worlds have a large enough population with sophisticated enough technology to grow food and occasionally manufacture or provide other goods to the Rebel Alliance. This enables the population to participate in the war effort, even though they cannot be on the front lines. It also reduces the Rebel's reliance on the regular or black markets for supplies.

PRISONERS OF WAR

Some safe worlds also hold Imperial prisoners of war. As the Alliance does not have the manpower or the money to guard, house, and feed the Imperial troops, agents, and others taken captive, the prisoners are dropped on isolated islands or continents far from a Rebel settlement. There they must fend for themselves. Prisons initially start with enough basic supplies

and shelter to get up and running. Rebel supply ships occasionally replenish the goods and medical supplies. The ships rarely land, as it is safer to simply air drop the containers into the area.



NEW ALDERAAN

After the destruction of Alderaan, the Rebel Alliance wasted little time in setting up a new safe planet for the offworld survivors. With a current population of about 13,000, New Alderaan has quickly become a much-needed retreat for those who have lost all faith in the Empire and fear to be anywhere near it. While the Alliance cannot readily advertise its existence, Rebels with Alderaanian ties or heritage are eventually vetted, either covertly or openly by Support Services personnel, to determine their interest in relocating to the world or sending friends or relatives there. As expected, the location is secret, but is somewhere generally Coreward of Mon Calamari in the Outer Rim.

Though no world can replace Alderaan, New Alderaan shares many features with its namesake's landscapes. It has wide, green fields, dense forests, and tall mountains. The weather is very active, and can be harsh at times. Living conditions on the planet are very primitive, and its technology level is very low. It is still largely reliant on imports, though the colony is producing its own food for its own use.

T-STAR 2

T-Star 2 is the code name for a new Alliance safe world located in a small section of Wild Space. It is spinward of the tail end of the Corellian Run, in the Outer Rim, past Smuggler's Run. It is a terrestrial world, with polar continents dominated by massive, retreating glacial sheets of a diminishing ice age. The equatorial zone is temperate and free of ice. It is largely open ocean dotted with island chains and two island continents. The temperate weather, combined with the planet's orbit, creates the perfect conditions for dense forests, rather than the jungle conditions one often finds on the equatorial zones of other worlds. Massive winter storms roar down from the ice sheets, bringing with them ice, snow, and other winter conditions, even in the hotter summertime.

The Rebel settlement is on the coast of the largest continent in the massive river delta formed by the big river flowing from the center of the continent. The settlement holds about 5,000 people, mostly humans, with some Wookiees and other commonly enslaved species. Between their farming and fishing efforts, they are able to feed themselves and export food back to the Alliance.

On the opposite side of the planet, the Rebels have established an Imperial prison colony on an isolated island chain. The largest island is about 50 square kilometers in size and is surrounded by half a dozen smaller islands, which extend northeast to southwest of the main island. While the large island is best for farming and hunting, ferocious predators have encouraged many of the Imperial prisoners to relocate to the outlying islands. Most of the Imperial prisoners are captured Imperial Navy crew members and officers, with the occasional army trooper and even an ISB agent or two. The current Imperial population is about 400, mainly humans. They are all looking for a way out.

LIFE AND PERILS IN IMPERIAL SPACE

For the average Imperial citizen, life under the Emperor's authoritarian hand largely depends upon where that person lives, and often what species he is. For humans, the Imperial age is a human-centric time. So-called aliens, especially those who once were central to the Separatist movement, have been increasingly pushed out of the halls of power. Human Imperial governors often oversee non-human homeworlds and colonies. Human-owned corporations are typically favored over those owned by non-humans. The Commission

for the Preservation of the New Order, or COMPNOR, and its Imperial political allies actively promote the concept of human high culture and human superiority. While such attitudes are prevalent in the Core Worlds and Imperial strongholds elsewhere in the galaxy, they often quickly diminish in other regions and on non-human Core Worlds.

The worst of these attitudes result in the institutional enslavement of entire species. The enslavement of the Wookiees is the most obvious example, though there are many others, such as the virtual enslavement of the insect-like Verpine. Such species are typically not allowed to travel on their own, and risk capture and arrest for doing so. While one traveling on its own might draw additional Imperial scrutiny, the fact is, most citizens do not care, or cannot easily tell if an alien they see is travelling on his own or simply carrying out Imperial orders.

However, not every non-human species or corporation has fared so poorly under Imperial rule. Some have made deals to keep themselves relatively free of Imperial interference. If they benefit the Empire in tax revenue or other areas, they often retain more autonomy. The Sullustan vehicle and industrial company SoroSuub is a prime example.

IMPERIAL LAW AND ORDER

Generally speaking, life for the average citizen in most Imperial systems is relatively quiet. Criminal activity appears relatively low, though this is often a facade, with corrupt officials working behind the scenes rather than out in the open (as they did in the Republic). In more remote regions, Imperial crackdowns on pirates are welcome. In these areas and most Coreward worlds, the Rebels are typically viewed as a danger to peace and society.

With the destruction of the Death Star, the Rebellion is now viewed as public enemy number one. Rebel sympathizers are hunted down by the ISB and other Imperial agencies. Just the threat of Rebel sympathy is often enough to destroy reputations and result in Imperial investigations and detention. The Imperial propaganda machine rarely fails to cast the Rebellion in the worst possible light, making it difficult for the Alliance to instill the truth in the public consciousness.

While security is always strict under Imperial rule, it has increased even further during the Empire's relentless search for Rebel agents and sympathizers. Travel and commerce are affected by increased scrutiny. Permits, identification, and licenses are regularly demanded and checked for authenticity. The closer to the Core Worlds one travels, the heavier the security and the better the Empire's response times.

Those arrested on suspicion of Rebel activity are transported and held in the local detention facility. Local law enforcement may question them, but it isn't long before the ISB or Imperial military arrives to investigate and possibly take custody of the prisoner. If a trial is demanded by the administrators (whether or not it is warranted), it can be a public spectacle or closed-door affair, depending on the subject matter. Convictions result in long incarcerations, isolated confinement, work camps, or even the spice mines of Kessel.

IMPERIAL SECURITY ZONES

Throughout the Empire, different planets, systems, regions, and sectors have different levels of security. The largest zone is the Deep Core Security Zone (see page 350), which is also the most heavily guarded. Other zones are much smaller, typically encompassing a star system, planet, or less. These zones often surround an area or object of strategic or military importance. Many of the smaller zones are ideal targets for Rebel raids and attacks.

The most common zone typically surrounds Imperial shipyards. Imperial warships are particularly vulnerable in shipyards, because the shipyards are a known location, and craft undergoing repair are there for long periods of time. Rebel raids typically target specific starships or the repair facilities themselves, disrupting Imperial activity in a given system or sector. Shipyards may be as small as a single spacedock, include a cluster or planetary ring of stardocks, or even stretch across entire star systems, such as at Kuat.

Other zones are established around specific worlds. Enslaved worlds like Kashyyyk are heavily defended and patrolled, both in space and on the ground. Some worlds are temporarily blockaded in retaliation for clashing with the Empire, such as Yavin 4 after the destruction of the Death Star. Some zones are secret, and even flying into the area with improper permits or transponders results in instant attack—such as in the Deep Core Security Zone, or certain Imperial construction projects, like the Death Star.

PRIORITY SECTORS AND OVERSECTORS

Disregarding the traditional sector boundaries, priority sectors encompass many areas or sectors with active Rebel threats. Usually the equivalent of two sector military forces operates in the oversector, commanded by a Moff or Grand Moff. These forces operate outside the regular sector command structure, enabling them to respond more quickly to threats that span or cross systems and sectors. For example, Oversector Outer covers much of the Outer Rim Territories.

OTHER NOTABLE LOCATIONS

Not all galactic geographic areas are classified by planet, system, sector, or major region. Some titles are informal spacer slang for a hyperroute or collection of stars. Others are holdovers from past interstellar empires or long-held cultural connections. As the Republic expanded and encountered existing interstellar political bodies, it often granted them Allied Region status. Most eventually joined or were otherwise incorporated into the Republic as sectors. However, a few Allied Regions remain, although most travelers would regard them as part of Republic or Imperial space. Some Allied Regions and other bodies still retain significant political power. A very few are fully autonomous, even under the Empire.

BOTHAN SPACE

Bothan Space, an Allied Region in the Mid Rim, encompasses over 150 inhabited systems primarily comprising Bothan colonies. It is ruled by the Bothan Council and Bothan clans. Bothan Space remains an Allied Region under the Empire, but it is closely monitored and still subject to Imperial decree. Despite this, the Bothans provide aid to the Rebellion and allow them to operate with limited protection within Bothan Space. The Bothan Spynet helps to conceal the Rebels' presence, as any connection between the Bothans and the Rebellion would likely result in an Imperial crackdown and endanger the Bothans' Allied Region status.

CORPORATE SECTOR

The Corporate Sector lies on the outer edge of the Outer Rim Territories, at the end of the Hydian Way. It borders Wild Space on the western edge. Politically, the Corporate Sector is the result of experiments with total corporate control over a major region of space. The sector is administrated by the Corporate Sector Authority and controlled by companies participating in the conglomerate. Though the area changes over time, it currently contains about 30,000 worlds divided into twenty-nine territories. The CSA controls everything about the sector, serving as government, security, and sole employer. Imperial ships conduct Imperial business, but the Imperial military is virtually non-existent in the sector.

The CSA uses and exploits the resources of tens of thousands of star systems and controls vast amounts of wealth. Workers drawn to the promise of jobs and stable economic livelihoods soon learn the realities of living under a corporate master. The CSA controls virtually everything, including paychecks, the cost of goods and services, and access to anything anyone needs or wants. While small independent companies and merchants are allowed to operate, they are squeezed by CSA pricing and contracts. CSA profits drive virtually all decision-making. Abuses of power are common. Conditions are often poor and hazardous, meeting the barest minimum needed to keep operations running at low cost. The region is so remote that the Rebellion has had very little impact here.

HERGLIC SPACE

The Herglics established their own empire well before the rise of the Old Republic, but it failed long ago. The Empire seized control of Herglic industry, and now mercilessly rules the Herglics with an iron fist. Herglic Space is still considered an Allied Region, and includes about forty systems, mainly near the Rimma Trade Route.

HUTT SPACE

The Hutts are among the oldest civilizations in the galaxy. They control a large region of space along the Mid Rim and Outer Rim border in the Slice. They have been a fixture of galactic politics, criminality, and gamesmanship for thousands of years. The borders of Hutt Space have fluctuated over the centuries, along with their power. The borders that stretched Coreward during the Clone Wars were quickly beaten back by the Empire.

The Hutts are nominally Imperial subjects, with Hutt Space under Imperial control and ruled from the Teth system. In reality, the Hutts largely govern their own affairs and their worlds, and the Empire allows them to do so as long as they remain a lucrative tax resource. The Hutts do not support the Rebel Alliance or willingly harbor them within their borders. They are quite willing to make money from the Rebels, and manipulate them to the Hutts' advantage, but they are not in the business of rebellion or resistance without profit.

MANDALORIAN SPACE

As the home region of the fearsome Mandalorian warriors and their homeworld of Mandalore, the extents of Mandalorian Space have expanded and shrunk in line with its fortunes. At the height of the ancient Mandalorian Wars, Mandalorian Space stretched from the edge of the Inner Rim to the northeastern edge of the Outer Rim. While other systems and areas Coreward were also conquered, they were occupied Republic worlds.

Even in modern times, this vast area is among the least populated in the galaxy. By the time of the Clone Wars and the rise of the Empire, Mandalorian Space largely meant the Mandalore sector. Though nominally loyal to the Republic, factions within the Mandalorian ranks exert cultural and political dominance. By the time of the Empire, few publicly followed the old ways. Boba Fett is often viewed as the best-known representative of this ancient warrior culture. As the Mandalorians are involved in their own affairs, most are not interested in the growing Rebellion.

SHADOWPORTS

Shadowports typically operate without any regard to any type of government regulation. Many rely on hidden, remote, or mobile locations, while others bribe law enforcement. Some ports are simply too big and busy to be adequately policed, sustaining an ongoing mix of legal and illegal activity, even in Imperial or otherwise-regulated space. Shadowports may be found in every region of the galaxy, though many are in the Outer Rim Territories.

Shadowport juggernauts Nar Shaddaa and Kwenn Space Station are destinations in Hutt Space. Tatooine, Terminus, Bespin, and Socorro are a few of the better-known ports in the Outer Rim. Even the Core Worlds are not immune, with the once-reliable Abregado-rae sliding into the realm of shadowy dealings. In truth, no one knows how many shadowports exist, as most rely on some form of secrecy for their continued operation. While the mega-shadowports benefit from their notoriety, there are far more smaller ports known only to local patrons, smugglers, and criminals.

While major shadowports host a vast array of illegal activities and contraband, smaller ports tend to specialize in local needs. At a minimum, they are excellent meeting places for those who wish to avoid regulatory competition. Most rely on smuggling in some form, whether as enabler and purchaser. Some shadowports include starship repair and upgrade services, useful for those requiring clandestine repairs or illegal upgrades to their ships. Though relatively safe from government agents, shadowports are still dangerous. Owners and operators are always on guard, protecting the operation from government agents and rivals. Large criminal enterprises run many shadowports, posing a danger to any who challenge their control, or simply disposing of anyone they feel is a threat.

As the Rebels must often operate outside Imperial law, they naturally must rely on contacts, goods, and services offered through shadowports. Some Rebel agents have no qualms about dealing with any underworld operation if it gets them to their goal. However, Rebel high commanders prefer to limit the Rebellion's dependence on crime lords and the lowlife of the galaxy.

THE SLICE

The Slice is the vast, wedge-shaped region of the galaxy between the Perlemian Trade Route and the Corellian Run. Like a region, the Slice is largely a geographic designation and not a political division. No one controls the Slice.

The Slice, which extends from the Core Worlds all the way to the edge of the galaxy, was the heart of galactic exploration and development for millennia. Almost every usable world in it has been mapped and explored, from the Expansion Region to the Core Worlds. Beyond the Expansion Region, the volatility of Hutt Space and the vastness of the Outer Rim means that there are still worlds to be discovered, developed, and exploited. Galactic exploration flowed along the Perlemian Trade Route and the Corellian Run before turning toward the inner reaches of the Slice. Aside from the Outer Rim and portions of the Expansion Region, a large network of hyperroutes ties the area together.

ALDERAAN

Astronavigation Data: Alderaan system, Alderaan sector, Core region

Orbital Metrics: 364 days per year / 24 hours per day

Government: democracy

Population: 2 billion (human 95%, other 5%)

Languages: Basic

Terrain: forest, plains

Major Cities: Aldera (capital), Crevasse City

Areas of Interest: Castle Lands, Petrified Mounds of the Killiks

Major Exports: wine, art, luxury goods

Major Imports: manufactured goods, electronics

Trade Routes: Commenor Run

Special Conditions: planet destroyed, profile covers pre-destruction information

Background: The founding of Alderaan by human colonists predates the Republic. However, even this ancient heritage was not the earliest civilization on the planet. The insectoid Killik species, once native to the planet, departed long before, leaving behind towering mound-like structures to become petrified monuments to their civilization.

Alderaan was a prominent, cultured world often acting at or near the peak of galactic politics and influence. It was a beautiful place, with a gorgeous landscape that matched the Alderaanian desire for high culture and art. The galaxy benefited significantly from Alderaanian cultural exports For centuries, the Alderaanians avoided despoiling the world, building their urban centers in canyon crevasses, on stilts over the seas, or in other unusual areas.

Alderaan was a democracy but maintained its traditional royal family. The Organas served as its representatives in the Republic and Imperial Senate. Much like their people, they were outwardly peaceful and held deep beliefs about law, fairness, and morality that drove their politics and contributions to galactic life. As Senators, whether in the Republic or the Empire, the Organas were always influential and often central to the Galaxy's most important issues. After the brutal Clone Wars, Bail Organa led the effort for Alderaan to become a pacifist world.

Bail Organa, and later, his daughter Leia Organa were skilled at publicly riding the line between criticism and outright treason. Behind the scenes, they and many other Alderaanian citizens organized resistance to the Empire immediately after the Emperor took control. They carried out countless actions, building valuable experience for the more direct and overt actions to come. Bail Organa was a key founder of the Rebel Alliance, and Leia participated directly in operations against the Empire.

These attitudes and actions eventually caught up with Alderaan when the Empire made it the first target of their brand-new weapon of galactic terror, the Death Star. With the destruction of Alderaan, the Empire made it the prime example of the fate of treasonous worlds. No world was safe if it stepped out of line. With one shot, any troublesome planet could be removed from the equation.

THE GRAVEYARD OF ALDERAAN

The blasted remains of the planet Alderaan became known as the Graveyard. It is an unpredictable, extremely dense asteroid field that is hazardous to approach or navigate. Tales of ghost ships, surviving structures, or lost treasures periodically draw people to search the ruins, and have been used as political and intelligence ploys to draw out Rebels and their supporters.

Not long after the planet's destruction, the surviving Alderaanians began making trips to the Graveyard to pay their respects. This soon became a tradition called the Return.

BYSS

Astronavigation Data: Beshqek system, Deep Core Security Zone, Deep Core region

Orbital Metrics: 207 days per year / 31 hours per day

Government: dark side theocracy

Population: 19.7 billion (human 98%, other 2%)

Languages: Basic

Terrain: lakes, plateaus

Major Cities: unknown

Areas of Interest: Imperial Citadel, Imperial Freight Complex, Desolation Peak

Major Exports: none

Major Imports: high technology, processed foods, weapons

Trade Routes: Byss Run

Special Conditions: none

Background: Byss is the Emperor's personal, private, and secret retreat, hidden at the end of the treacherous Byss Run in the Deep Core. It was once a lush world, rich in life, with chains of lakes stretching across the landscape. Unfortunately, the Emperor has corrupted this world, much as he corrupted the galaxy, with his devotion to the dark side of the Force.

Over time, much of the world has become despoiled by industry and by the twisted nature of the dark side. The Emperor recruited and attracted nobles and others loyal to his cause, sending them to live on Byss to carry out his darkest plans. Some he taught the basic tenants of the dark side: dominating the weak, empowering the strong, and enslaving all.

When on Byss, the Emperor resides and operates from the towering, ominous Imperial Citadel. He has dark side guardians who never leave Byss and remain undetected by the rest of the galaxy. Among them are the Imperial Sentinels, giant humanoids devoted to Palpatine and corrupted by the dark side.

As ghastly as the planet is, Palpatine holds an even greater secret. He is growing clones of himself for future purposes not yet revealed. Perhaps his powerful visions have given him the foresight needed to escape death. As with all things, he certainly has a plan to outwit his foes.

Byss is phenomenally well-protected. Just locating astrogation data for Beshqek and the Byss Run is difficult and dangerous, as they officially don't exist in the Imperial databases. Searches draw the attention of the ISB or the feared Inquisitors. For those caught looking, arrest is the least of their worries. Even if a ship manages to arrive at Beshqek, an entire fleet of starships, suitable to protect an entire sector, patrols the system.

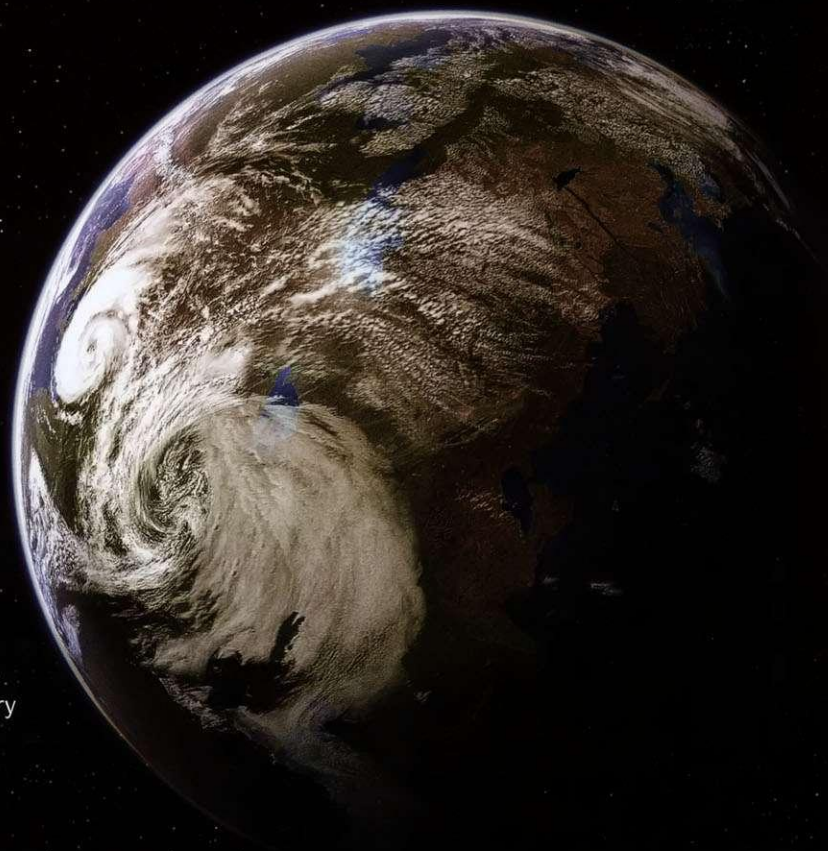
Of course, regular flights keep the world supplied with goods, and those ships come from somewhere. Many are Imperial military or intelligence craft. When specialized ships or additional labor is needed, well-compensated smugglers are occasionally hired. Few ever speak of the experience, on pain of death.

THE EMPEROR'S DARKEST SECRETS

The Emperor denies the existence of Byss publicly. That is, he does so until he deems someone worthy of the dark side of the Force. Then he masterfully manipulates the situation, seemingly bringing the individual into his confidence, enticing the individual with promises of power and influence to convince his target to apply for relocation to Byss.

Once there, the subject soon finds it is likely a permanent arrangement. It is almost impossible for anyone to leave without permission, and there is no offworld communication. Worse, the dark side energies on the world, among other things, keep most people in a strange, dream-like state.

CHANDRILA



Astronavigation Data: Chandrila system, Bormea sector, Core region

Orbital Metrics: 368 days in a year / 20 hours in a day

Government: Imperial governorship (limited democracy)

Population: 1.2 billion (human 96%, other 4%)

Languages: Basic

Terrain: plains, forest

Major Cities: Hanna City (capital), Emita, Nayli

Areas of Interest: Hanna Wild Game Reserve, Gladean State Parks, Lake Sah'ot, Brionelle Memorial Military Academy, Silver Sea

Major Exports: foodstuffs

Major Imports: high technology

Trade Routes: Perlemian Trade Route

Special Conditions: none

Background: Chandrila is a lightly populated Core World with a thriving agrarian society, which is uncommon among powerful Core systems. It is a beautiful world, with grassy plains, dense forests, and protected nature areas. Chandrila is much less industrialized, but no less influential, than many of its political equals.

Chandrila's traditional democratic governing body has long encouraged intense discussion and lively debate. It has proven to be an effective training ground for the world's Republic and Imperial Senators. It also helped train once-Republic and Imperial Senator Mon Mothma to be an effective foil and adversary to the Imperial government. Now, Mon Mothma openly leads the Rebel Alliance from its secret bases.

Chandrila has suffered for Mon Mothma's actions. The Empire retaliates in many ways, from arresting Chandrila's politicians to placing costly tariffs on agrarian goods from the Bormea sector. Despite this, the Imperial Governor still allows and tolerates the world's democratic government to operate, though the Governor retains ultimate control over the world.

Mon Mothma's example has led others to follow her path of resistance and Rebellion. The planet has become a decent recruiting ground for those opposed to the Empire, and individuals with interstellar influence export these ideas to other worlds. The destruction of Alderaan suppressed this activity out of fear of Imperial reprisals. So far, the world has avoided the worst of Imperial retaliation, and does what it can to stay out of the Imperial crosshairs.

Despite the political difficulties, life on Chandrila continues much as it did under the Republic. Imperial interference, blockades, and non-military retaliation affect some day-to-day activities, but some of the worst Imperial institutions have had difficulty establishing themselves. COMPNOR finds little support, and tires of the never-ending accusations and debate that come naturally to many Chandrilians. While the world's leaders oppose the Empire on many fronts, many of their citizens still support the regime, and are just as adept at arguing their points for it. Such attitudes may have saved the world from even stricter Imperial crackdowns, or even the fate of Alderaan.

RECRUITING AND DEBATE

Chandrila serves as a recruiting ground for both sides of the Galactic Civil War. With debate a popular pastime among the politicians and citizenry, concealing one's political views completely is rare among Chandrilans.

Recruitment comes not only from the general population, but from Chandrila's impressive Brionelle Memorial Military Academy, which trains officers for the home defense fleet. Agents from both sides keep a watchful eye on the best recruits and their apparent political leanings.

DAC (MON CALAMARI)

Astronavigation Data: Calamari system, Calamari sector, Outer Rim region

Orbital Metrics: 398 days per year / 21 hours per day

Government: representative council

Population: 27.5 billion (Quarren 60%, Mon Calamari 39%, other 1%)

Languages: Mon Calamarian, Quarrenese, Basic

Terrain: oceans, reefs

Major Cities: Aquarius, Coral City, Coral Depths, Foamwander, Heurkea

Areas of Interest: Mkbuto Seatree Preserve, Knowledge Bank

Major Exports: seafood, high technology, starships, weapons

Major Imports: foodstuffs, medicine, technology

Trade Routes: Overic Griplink

Special Conditions: none

Background: Known as Mon Calamari in official Republic and Imperial records, or simply Mon Cala, the ocean-covered world is called Dac by the native Mon Calamari and Quarren species. Mon Calamari is a relative newcomer to the Republic. Its remote location in the Outer Rim, away from the traditional major hyperroutes, deterred early exploration by ancient Republic scouts.

It was out in space where the Republic and Mon Calamari ships first made contact. The Mon Calamari were encouraged, and sought further study and communications with their new, fascinating neighbors. The Quarren were much more cautious. They feared the Mon Calamari were moving much too quickly. This division marked the end of a period of cooperation between the species. The division only got worse as the Republic deteriorated into the Empire.

The Empire wasted no time in taking control of the system and the shipyards. The Mon Calamari attempted to negotiate. When that failed, the Empire attacked, benefiting from friendly Quarren who believed Imperial control was necessary, especially at the expense of the Mon Calamari.

The Imperials proved unable to convert the shipyards to produce Imperial standard craft. While they tried, Mon Calamari resistance groups organized and began fighting back through nonviolent means. Eventually, the Imperials retaliated with a devastating orbital bombardment against three floating cities.

Instead of buckling under the pressure, both the Mon Calamari and the Quarren openly fought back. They secretly modified many ships for combat and harassed the Imperial fleet incessantly. Eventually, the Imperials concluded that holding Mon Calamari wasn't worth the effort or losses due to the remote location. Finally, after the Battle of Yavin, the Mon Calamari openly and formally joined the Rebellion, one of the few worlds to openly do so. The system is now protected by Rebel starships, often coming right off Mon Calamari's own production lines.

ORBITAL SHIPYARDS

Before embarking on interstellar exploration, the Mon Calamari and Quarren built an orbital ring of labs and construction facilities. From there, they designed and developed the starships and other equipment needed for exploration and potential colonization. The ring has since become an enormous facility with millions of designers, workers, and builders.

Mon Calamari ships, especially large and important ships, are typically built as pieces of art. While specific classes hold the same general shape and capabilities, every ship is customized and specialized according to the task and artistic whims of the builders.

HOTH

Astronavigation Data: Hoth system, Javin (Anoat) sector, Outer Rim region

Orbital Metrics: 549 days per year / 23 hours per day

Government: none

Population: no permanent population

Languages: none

Terrain: frozen plains, mountains, snow

Major Cities: none

Areas of Interest: none

Major Exports: none

Major Imports: none

Trade Routes: Ison Corridor

Special Conditions: harsh cold, blizzard and winter storm conditions common

Background: Hoth is an icy, frozen world with brutal weather conditions at the best of times. The planet is so remote and isolated that it doesn't appear on many star charts. While this would appear to make it a prime location for pirates, smugglers, and those who don't wish to be found, the few who try don't stay very long. Hoth's taxing conditions don't stop at the edge of the atmosphere, either. Meteors originating from a nearby asteroid field regularly strike the surface, posing a hazard to starships and potential settlements alike.

Hoth's massive ice sheets cover most of the planet's surface, concealing an enormous ocean. Natural tidal and geological pressures form spectacular landscapes of deep fissures, mountain-like ice formations, and translucent white-blue canyons. The mix of physics, water, and cold produces unexpected geysers that freeze into towering, icy columns and arches.

Surprisingly, life exists on this frozen ball of ice. Fungal and algae growths in certain areas beneath the ice provide a limited food source to some animal lifeforms. Tauntauns live on the snowbound plains, and herds rely on one another to find food and provide communal warmth. Not all life is so docile. Huge, powerful bipedal creatures called wampas hunt virtually every other living thing that might make a good meal. A wampa that finds a herd of tauntauns sheltering in a cave is in for a meal, fight, and stampede. Among the few rumors and stories of Hoth are tales of fire-breathing dragon creatures living in some of the deeper ice fissures.

The Rebel Alliance has taken a recent interest in the world as a possible location for a new hidden base. If viable, the Rebels have much work to do to build a base and adapt their equipment to the severe cold.

HIDING OUT

Pirates, smugglers, and fugitives occasionally use Hoth as a temporary hideout. The remote conditions usually make any such stay short-lived. There are no permanent settlements or outposts on the planet, and those who know of the world find no economic value in the ice, snow, or even the creatures they find. Tauntauns make good mounts, and are occasionally captured and exported, but are difficult to build a successful business around.

Those who do find temporary shelter in the ice usually bring their own living quarters. While this is typically a starship, it might also be prefabricated structures set on the ice or hidden within the caves. Such activity usually frightens off more timid creatures, but small groups or individuals wandering alone eventually attract the attention of any wampa in the area. Wampas are always dangerous and may attack individually or in small packs.

IMPERIAL CENTER (CORUSCANT)

Astronavigation Data: Coruscant system, Corusca sector, Core region

Orbital Metrics: 368 days per year / 24 hours per day

Government: Imperial dictatorship

Population: 1 trillion (human 78%, other 22%)

Languages: Basic

Terrain: dense, multi-level, planetwide urban cityscape

Major Cities: Imperial City

Areas of Interest: Imperial Palace (formerly the Jedi Temple), Galactic Museum, Imperial Senate, Column Commons, Monument Plaza, The Works

Major Exports: culture

Major Imports: foodstuffs, medicinal goods

Trade Routes: Corellian Trade Spine, Perlemian Trade Route, Namadii Corridor

Special Conditions: none

Background: Coruscant is among the most ancient of the galaxy's civilized worlds. Coruscant's life and civilization predate the Republic, as well as the ancient Rakata Infinite Empire, by tens of thousands of years. As the system of hyperspace routes grew across the galaxy, Coruscant benefited significantly from its location. Coruscant's political and economic power and influence became dominant. It grew to become the capital of the Republic, a world that every galactic government must ultimately control to be considered legitimate.

As the planet developed, the needs of the economic powerhouse and galactic government brought with it a massive boost in population. The world was already covered by layers of urban cityscape, and it kept growing. As the city stretched higher into the sky, the population stratified. The wealthy and powerful literally rose to the top, leaving the lower levels to the poor.

As the center of galactic political power, Coruscant held two of the galaxy's most important entities—the Republic Senate, and the Jedi Temple. Though typically allies, the two groups had their own agendas and their own purposes for being. Both ultimately failed. The Senate fell to corruption, while the Jedi became arrogant and set in their ways.

The Empire renamed the world Imperial Center as a powerful symbol that the Old Republic was gone forever. The governing district became Imperial City. As the seat of Imperial power, the planet is protected by formidable fleets of Star Destroyers, numerous orbital defense platforms, and powerful planetary shields.

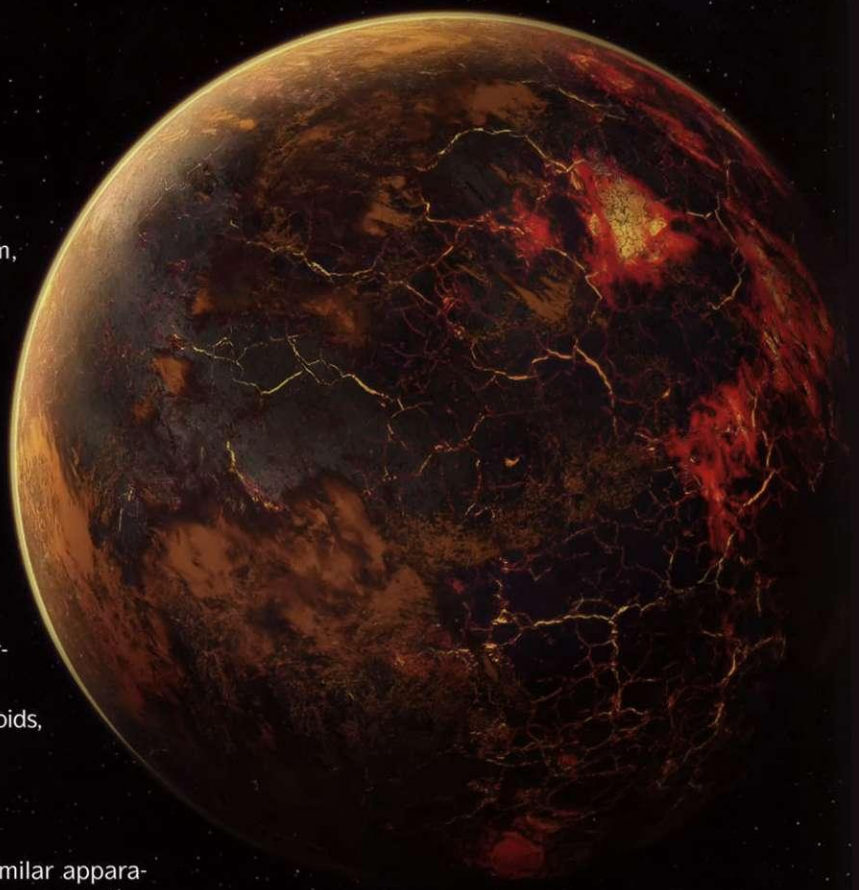
In general, the citizens of the mid and upper levels are among the staunchest Imperial supporters in the Empire. Most benefit daily from Imperial economic activity, from the largest of suppliers to maintenance workers and others living on Imperial wages. Rebel activity is to be feared, and associating with Rebels risks damage to reputation as well as Imperial arrest.

CORUSCANT UNDERWORLD

As much as the Imperials would like to eliminate or forget about the planet's lower levels, Coruscant's ancient underworld operates under Imperial rule much like it did under the Republic. Poor and often dangerous, the underworld conveniently hides criminals, crime lords, and even the occasional Rebel agent, dissident, or instigator.

The Imperial government has not abandoned the lower levels. Instead, ISB, Underworld Police operating out of specially designated Federal Zones, and other agents monitor the area and use informants to keep tabs on recent developments. Any problems associated in any way with Rebel activity receive first priority.

SULLUST



Astronavigation Data: Sullust system, Brema sector, Outer Rim region

Orbital Metrics: 263 days per year / 20 hours per day

Government: corporate

Population: 18.5 billion (Sullustan 96%, human 2%, Bith 1%, other 1%)

Languages: Sullustese, Basic

Terrain: mountains, volcanoes, caves

Major Cities: Byllurun

Areas of Interest: SoroSuub Headquarters, Piringiisi

Major Exports: starships, computers, droids, hyperdrive and astrogation technology

Major Imports: foodstuffs, water

Trade Routes: Rimma Trade Route

Special Conditions: breath mask or similar apparatus often required outside when volcanoes are active

Background: Sullust is a volcanic world. Its atmosphere is filled with dangerous and poisonous gases, making life on the surface difficult. To escape this reality, the native Sullustan species quickly learned to live under the surface in natural caves and carved-out caverns.

The atmosphere is a roiling mix of noxious clouds and gases. The gas mix in a given area may change radically depending on the winds and the density of the substances involved. Those who venture onto its surface are advised to carry breath masks at the very least, and fully enclosed environmental protection suits in the worst areas.

Beneath the surface, pools of water and other formations allow the Sullustans to thrive. The Sullustans have created a technologically advanced society, and have engineered pressure relief vents, diversion tunnels, and other structures to help quell some of the volcanic activity and stabilize their homes and cities. Their aptitudes for piloting and navigation helped them to explore, create, and develop the Rimma Trade Route. Their efforts ultimately benefited one company the most—the powerful SoroSuub Corporation.

While SoroSuub long dominated Sullustan society, by the time of the Clone Wars it was powerful enough to mandate joining the Separatist cause over the objections of the government, known as the Sullustan Council. When the Separatists collapsed, the company quickly reformed itself, becoming a staunch supporter and ally of the Empire. As many Sullustans opposed the Empire, SoroSuub dissolved the Sullustan Council and took direct control of the government.

A significant percentage of Sullustans continue to oppose the Empire. The human-centric attitudes and actions irritate and anger the Sullustans. Their opposition to these attitudes and totalitarian policies is slowly influencing SoroSuub decision-making. However, some are unwilling to wait for corporate minds to change and are establishing resistance groups of their own, if not joining the Rebels directly. There is hope that if the Rebels continue to make progress, and their support among the Sullustan people continues to grow, the world might someday change sides.

SOROSUUB

SoroSuub Corporation is an industrial powerhouse and one of the galaxy's preeminent interstellar corporations. Although capable of producing starships of all makes and types, it primarily sells its warships to planetary governments and corporate clients, having lost out to other manufacturers for Imperial contracts. SoroSuub produces an enormous array of planetary vehicles, which can be found throughout the galaxy. It has a highly successful weapons division, which broke into the Imperial market by creating the Stormtrooper One clone of the standard BlasTech E-11 blaster carried by stormtroopers. They build highly specialized droids, and have very successful tool and technical equipment divisions.

YAVIN 4

Astronavigation Data: Yavin system, Gordian Reach sector, Outer Rim region

Orbital Metrics: 4,818 days per year / 24 hours per day

Government: none

Population: no permanent population

Languages: none

Terrain: jungle, rainforest

Major Cities: none

Areas of Interest: Great Temple (abandoned Rebel Base), Temple of Exar Kun

Major Exports: none

Major Imports: none

Trade Routes: none

Special Conditions: none

Background: Yavin 4 is best known for housing the Rebel Alliance's secret base and, not coincidentally, is the location of the Rebellion's first major victory with the destruction of the Death Star. Though remote, this wasn't the first galactically important event to occur on the world. Over the centuries, Yavin 4 has been important, if long forgotten, to both the Jedi and Sith causes.

The fourth moon of the gas giant Yavin, Yavin 4 is a lush, green world of dense jungle and extraordinary forms of life. It is covered with enormous Massassi trees, with huge branches and crowns. The jungle holds amazing life forms, including woolamanders and runyips.

The Sith Lord Naga Sadow first settled the jungle moon with a Sith warrior species known as the Massassi. Under Sadow's command, they built the great temples that the Rebel Alliance would someday repurpose for their main base. Centuries later, Yavin was rediscovered by the Jedi Knight Freedon Nadd, who learned the Sith arts there.

THE FORCE AND YAVIN 4

There is a strong connection between the Force and Yavin 4—particularly the dark side. After the Rebels finally abandon their base, the Empire installs an outpost to analyze the Death Star and base remains. However, Force-using characters might find the stories about Yavin's past—even its recent past—interesting enough to check out. While it is unlikely, or undesirable, for them to learn too much about the ancient past, they could certainly get hints about the dark side that might teach them something new, if potentially undesired.

Nadd was eventually entombed on Onderon, but another Jedi named Exar Kun awakened his spirit centuries later. Nadd guided him to Yavin 4, where the Massassi captured Kun. Nadd underestimated Exar Kun, and the fallen Jedi defeated him. Exar Kun launched the Sith War, but the Jedi eventually chased him to Yavin 4 and obliterated the jungle in an orbital bombardment. Exar Kun used Sith sorcery to drain the Massassi's life energies to save his own spirit, while the Jedi erased the system from the galactic charts to prevent future contact.

Eventually, the system was rediscovered by Republic scouts. The moon and jungle had recovered, with life once again covering the world. Centuries after the end of the Sith War, the Rebel Alliance selected the moon as their new main base after abandoning the Dantooine system. They moved into the long-abandoned Great Temple, not knowing its ancient history, and made the place safe to inhabit. See page 398 for more on the Rebel Base.

Their secrecy was short lived. The Death Star tracked Princess Leia and the *Millennium Falcon* to the moon. With the Death Star maneuvering into firing position to unleash its planet-killing superlaser, Rebel fighters desperately attacked the station. Luke Skywalker fired the fatal shot, securing the Rebellion's first victory and saving the Alliance headquarters staff and leaders in the process. See page 388 for more on the Battle of Yavin and the aftermath.

XI

THE REBELLION

"Evacuate in our moment of triumph?
I think you overestimate their chances."

–Grand Moff Tarkin

The Rebellion is both an idea and an organization. The idea of rebellion appeals to all who are dissatisfied, disenfranchised, and outright horrified by the actions and ideals of the Galactic Empire. Resistance in many forms can be considered rebellious, but dedicated and consistent dissent combined with regular acts of public, targeted opposition moves one quickly toward formal rebellion.

Resistance against the Empire began the day the Emperor declared its existence, though it would take decades for the unrest to grow widespread, organized, and strong enough to become a true threat to Imperial power. Brave individuals fought against the spreading evil, finding others of like mind and heart. Small groups became larger groups. Political dissidents, both public and private, influenced those they could reach by word or by action. Setbacks, arrests, public ridicule, and propaganda slowed the anti-Imperial cause until finally the would-be Rebels were strong enough to strike militarily, socially, and politically.

The Rebellion is known by many names. Its formal title is the Alliance to Restore the Republic. It's more often called the Rebel Alliance, the Rebels, or the Rebellion. It is the largest Imperial opposition group in the galaxy, fighting to topple the Emperor, dismantle the Empire, and restore the Republic that once stood for thousands of years.

Not all of those who fight the Empire are part of the Rebellion itself. Not every resistance group or military opposition unit is part of the Rebel Alliance. Some stand apart through choice, others are too remote or otherwise-isolated by culture, politics, or Imperial barriers. As the Rebellion grows, it absorbs many groups into its fold.

HISTORY OF THE REBELLION

For much of the galaxy, an active, fighting Rebellion is still a relatively recent development on the galactic stage. Reports of skirmishes and battles were typically few in number and seemingly restricted to the remote worlds of the galaxy. Thanks in part to an effective Imperial propaganda machine, early Rebel victories were often covered up, minimized, or misreported altogether. To most, the Rebellion was filled with foolish idealists who had no hope of changing or defeating the Empire.

Then the Rebels destroyed the Empire's mightiest weapon, the Death Star.

The Rebellion instantly became feared or admired, depending on one's view of the Empire. The show of military might encourages dissidents and opposition forces. Imperial loyalists were angered, startled, scared, and more determined than ever to defeat those who would bring war and chaos not seen in the galaxy since the Clone Wars. While the Rebellion and the Death Star simultaneously exploded into public consciousness seemingly overnight, both were planned, developed, and built throughout the preceding decades.

THE DARK TIMES

In truth, the Rebellion began in the midst of the Clone Wars. As Supreme Chancellor Palpatine established the Grand Army of the Republic and consolidated more and more power, some Republic senators watched with ever-growing concern. As they introduced measures or promoted actions that would slow Palpatine's methodical power grab, they were stymied by the Chancellor's skillful use of the bureaucracy and manipulation of public opinion.

Most of these senators signed the Petition of 2,000. They called for the Chancellor to relinquish some of his emergency powers and seek peace with the Separatists. Palpatine declined. When he declared himself Emperor and announced the creation of the Galactic Empire, many withdrew their support of the document. Nevertheless, all 2,000 were investigated by the newly created Imperial intelligence agencies, including the Imperial Security Bureau. Some were publicly cleared, while others were arrested; some disappeared forever.

Of those who remained, three powerful Core World Senators formed the nucleus of what would someday become the central leadership of the Rebellion. Mon Mothma of Chandrila, Bail Organa of Alderaan, and, later, Garm Bel Iblis of Corellia met privately to strategize and develop political and other opposition to the Emperor's schemes. Throughout the dark times, they used their positions to counter the Imperial plans, both politically in the Imperial Senate, and practically through opposition groups and proxy battles.

SECRET MEETINGS

Mothma, Organa, and Iblis were not above Imperial suspicion. Organa publicly played the part of concerned loyalist. Mothma used similar tactics, but also used her homeworld's reputation for fierce political debate to press the Imperial government. Garm Iblis, too, benefited from Corellia's standing as contentious and independently minded, allowing him to be a surprisingly harsh critic of Imperial rule. Cleverness in word and deed, as well as political power and gamesmanship, was enough to keep the three out of Imperial detention centers.

Organa's Cantham House residence became their primary meeting place on Coruscant, as the world transformed into Imperial Center. The Cantham House meetings developed means and methods for public and private resistance. Though they opposed the Emperor, the three Senators had differing opinions about how to defeat and depose him. Bail Organa, having personally seen the vicious assault on the Jedi Temple at the end of the Clone Wars, favored political solutions, even in the face of increasing support for the Emperor among the Senate and the citizenry. Alderaan publicly became a pacifist society, and Organa both led the way and used it politically. Mothma pressed for more direct action, fearing the Empire would only solidify its position over time. Garm Iblis's harsh manner and criticism extended to both the Senate and the private meetings.

Organa's loyalist facade landed him on important Imperial Senate committees, granting him access to intimate details the group used to effectively disrupt Imperial plans and actions. He and the others even played the parts of so-called rivals in the Senate chamber. For years, stretching into decades, immediate overt action was difficult and very dangerous to pursue. Slow and careful planning and building were deemed necessary.

GROWING RESISTANCE

Outside of the halls of power, some brave and motivated people of the galaxy were also plotting, planning, and fighting Imperial rule on their own terms. Though much of the Coreward regions were adamant Imperial supporters, this was not universal. Support diminished greatly in some areas, especially in remote parts of the Outer Rim. Outright secession, insurgencies, and attempts at open rebellion were quickly crushed by the Imperial military. Anti-Imperial leaders and supporters were ruthlessly pursued, arrested, and imprisoned. Some simply disappeared. Such worlds received harsh punishment and were made examples of in order to deter them and anyone else from opposing the Empire. Though the Empire successfully cowed many citizens and worlds into submission, others tried harder by concealing their efforts and picking their targets carefully.

THE JEDI ARE EXTINCT, THEIR FIRE HAS GONE OUT OF THE UNIVERSE...

Almost. Nearly all of the Jedi were killed by Darth Vader and Order 66. Of the few who survived, most went into hiding to avoid suffering the same fate. During the dark times, Vader continued the purge of any remaining Jedi he discovered, seeking them out and destroying them himself. Most Jedi went deep underground, hiding themselves on the fringes of the galaxy. Occasionally, one would resurface to right a terrible wrong, or protect the innocent, or even seek vengeance after losing all discipline once instilled by the now-dead Jedi Order. These lone Jedi occasionally helped early dissidents, often at the cost of their own lives as Vader mercilessly hunted them down. By the time the Rebel Alliance engaged the Death Star, Obi-Wan Kenobi and Luke Skywalker were the Alliance's only known Force-using allies. Like the Jedi before him, Kenobi didn't survive his final encounter with Vader.

Armed resistance fighters first appeared very early in Imperial history. However, their isolation and small size made them easy for the Imperial military to suppress or destroy. Bail Organa secretly supported Alderaanian resistance forces, some of which were highly successful at disrupting Imperial military weapon and ship development. Though helpful in specific instances or situations, such efforts failed to inspire the public at large and ultimately failed to significantly influence Imperial power, either politically or militarily. A larger, more organized and better-supported group was needed, and it took years to develop and assemble.

In some ways, time was on the resistance groups' side. Once the Imperials had consolidated power and control over much of the galaxy, the initial backlash against Imperial rule was minimized by choice or by force. However, as the Emperor put his plans into action, and as the Imperial military, bureaucracy, and security efforts took hold, conditions worsened significantly for some areas and some species. The more species that were enslaved, the more worlds that were subjugated or retaliated against, and the more abuses of Imperial power became public, the more citizens were likely to resist in extreme ways.

Bel Garm Iblis drew enough of the Emperor's ire that the he and his immediate family were targeted by Imperial assassins. His wife and daughters were killed, but Garm Iblis managed to escape into hiding. As Corellia mourned his apparent death, he worked behind the scenes to further the anti-Imperial cause and build a militia.

Bail Organa's loyalist front paid off in another way, when one of the Emperor's truly loyal Senators informed Organa of Mon Mothma's impending arrest. Organa tipped her off, and she escaped. On the run and unable to continue in any legally official capacity, Mothma took the lead in personally organizing the resistance forces by seeking out the disparate groups and convincing them to work together.

THE CORELLIAN TREATY

Despite a loss of reputation due to increasing Imperial scrutiny and surveillance, Organa continued as best he could in the Imperial Senate. Out in the galaxy, three large resistance forces became organized and active enough to form the beginnings of a significant military fighting force. Mon Mothma negotiated with them, sharing the idea of a larger rebellion and how it could be organized and accomplished using plans developed in the Cantham House meetings.

Two years before the Battle of Yavin, a completely unforeseen and unexpected player arrived on the scene. A man powerful in the Force and calling himself Starkiller saved Senator Organa while on the planet Felucia. Having gained Bail's trust, Starkiller fulfilled Princess Leia's request to disrupt the Empire's Wookiee slave operations. The Emperor had ordered her to oversee construction of the operation as retaliation for her continued dissent. Starkiller tried to convince the Organas to join him in overthrowing the Emperor. Having proved his power with the Force, the trio of main conspirators became convinced that he might be able to do just that.

After a very risky Cantham House meeting, Bail Organa, Mon Mothma, and Garm Bel Iblis decided the time had come to formally create the "Alliance to Restore the Republic." The Corellian Treaty formalized the relationship between the resistance groups and established the Rebellion. Meeting personally on Corellia, the three original conspirators were joined by Princess Leia via holographic link, as well as Starkiller and his pilot, Juno Eclipse. What should have been a joyous occasion suddenly turned terrifying when Darth Vader and Imperial forces arrived to arrest them. Bail Organa managed to cut the link to preserve Princess Leia's secret involvement, but Vader captured him and the heart of the would-be Rebel leadership. Vader exposed Starkiller as his so-called apprentice and then revealed he and the Emperor had manipulated Starkiller's entire existence for their own purposes. Since he was no longer useful to them, Vader tried to kill Starkiller.

Vader failed. Starkiller survived and pursued Vader to the unfinished Death Star, where the Emperor and Vader intended to personally oversee the conspirators' execution. Starkiller proved his worth and his ideals by freeing all three of them. This time, he didn't survive.

The conspirators escaped and traced Starkiller's story back to Kashyyyk. Using their long-discussed plans from Cantham House and beyond, the Corellian Treaty became a reality, and the Alliance to Restore the Republic became a new force in the galaxy.

THE DECLARATION OF REBELLION

The Declaration of Rebellion includes the following major tenets which help form the ideals of the Rebel Alliance, and should also guide GMs and players as to the manner in which the Rebellion aspires to operate:

- It acknowledges the necessity of galactic government, but one supported by the people it represents.
- The Empire's subjugation of species, abuse of its citizens, and its many atrocities against its own people gives the citizens the right to remove it from power.
- It summarizes the Empire's many abuses of power and people, including the overthrow of planetary governments, wrongful imprisonment, improper executions, genocide, institutionalized slavery, and repression of those who oppose the Emperor.
- It declares the Rebel Alliance will battle the Emperor and his forces, refuse any Imperial law against the rights of free beings, fight for the destruction of the Emperor and the Empire itself, and free all beings in the galaxy.

DECLARATION OF REBELLION

Following the signing of the Treaty, the conspirators returned to their separate duties. Bel Iblis returned to his growing militia forces at Corellia. Bail Organa could no longer effectively serve as an Imperial Senator. He resigned, and his daughter Leia Organa took his place. Bail returned to his position as Viceroy and First Chairman of the Alderaan system. Both Organas remained suspect in Imperial eyes and under Imperial surveillance, but they were temporarily protected by their powerful political positions. Mon Mothma became the Commander in Chief for the Rebel Alliance, and its public face.

In order to legitimize the Rebellion as a true political and fighting force for liberty and rejection of Imperial ideas and laws, Mon Mothma personally wrote the Declaration of Rebellion. Though addressed to the Emperor, it was released to the public to clearly announce the Rebels' intentions and to minimize the effectiveness of the never-ending Imperial propaganda campaigns.

The Declaration of Rebellion initially worked too well. Several star systems immediately declared their support and seceded from the Empire. Mon Mothma tried to warn and deter anyone from such immediate and rash action, as no Rebel or resistance forces were yet up to the task of opposing a significant Imperial military force. As predicted, memories of similar Separatist actions before and during the Clone Wars spurred on an immediate Imperial military reaction. The Secession Worlds were quickly retaken and received harsh political and economic punishment for their defiance.

However, in some cases, it took the Imperials days or weeks to retake the systems. This gave the secessionists enough time to transfer cash, materials, manpower, equipment, and starships directly to the Rebel Alliance. Though those worlds paid a heavy price for their resistance, their support and materiel bolstered the Rebel cause immeasurably.

A SLOW START

Following the Declaration of Rebellion and the predictable-but-unfortunate fate of the Secession Worlds, the Rebel Alliance enjoyed an initial surge of people and materiel into the existing military units. Beyond those transferred from the Secession Worlds, many of these people were already active dissidents or simply individuals who had tolerated Imperial rule for long enough. In essence, it released a pent-up demand for active rebellion and resistance.

Existing resistance groups eyed the situation carefully. Some were initially fearful of an Imperial trap. Others needed to be convinced that the new Rebel Alliance could deliver on its promises, and not compromise their own positions if they joined. A few groups disagreed on the specific tactics used, or had differing political views due to their culture. Mon Mothma continued to negotiate with suitable groups to bring them into the fold.

For roughly two years after the Declaration of Rebellion, both individual and group recruitment was slow but steady. Growing public support after the initial surge proved to be a long, slow process. The Rebellion faced a formidable Imperial propaganda machine able to twist Rebel victories into apparent criminal actions that were a detriment to the peace, order, and stability established in the years following the devastating Clone Wars.

Politically, those in the Imperial Senate who opposed the Empire began to slowly support and suggest positions that incrementally aided or reinforced the Rebel cause. Arrest and detention of Rebels and Rebel sympathizers soon made it crystal clear that anyone supporting the Rebel Alliance was considered a traitor and an enemy of the state. Even to be accused of associating with the Rebels could seriously damage the reputation of anyone at any level of society or government position.

While such conditions made it difficult to recruit, the Rebels continued to bring in new members from every corner of the galaxy and level of society. Entire starships disappeared and defected to Rebel forces. Military officers, soldiers, and naval crewmen individually sought out Rebel forces, or were successfully recruited when a Rebel agent deduced or discovered their hatred of the Empire. Imperial propaganda sometimes failed to discredit Rebel victories or cover Imperial improprieties, atrocities, and abuses of power.

EARLY LESSONS

Initially, the Rebel Alliance tried building strong Sector Force armies to conquer key planets and hold them using planetary shields and formidable defenses. Called Operation Domino, this plan was short-lived. The few attempted revolutions failed to take control of their planets, or Alliance ground forces failed to hold them. In short, the Alliance army was not large or strong enough to hold territory. Worse, every Alliance Sector Force had very different assets at its disposal. It was not a cohesive, well-rounded, or well-equipped military operation.

Militarily, the Rebels were on the run or forced underground. Even keeping their main base hidden and in operation was problematic, as the Imperials scoured the galaxy for any Rebel activity. (See **Operation Strike Fear** and **Rebel Battles** on page 403 for more information.) Far from giving up, the Rebels adapted, learned new tactics, and implemented new strategies.

FORMER SEPARATISTS: ENEMIES OR ALLIES?

Even decades after their defeat in the Clone Wars, ex-Separatist factions still exist in the galaxy. While these would seem to be ready-made enemies of the Empire and allies of the Rebellion, things are not that simple. Some Rebels see a distinction between rebelling against the Empire and turning against the Republic, and still consider the Separatists as enemies. Some Separatists were war criminals by any standard. For Mon Mothma, Garm Bel Iblis, and Bail Organa, the issue was not clear-cut and was the source of much discussion and argument.

Even among the former Separatists, the issues are muddled. The goal of the Rebellion is to reestablish the Republic in some form, a government the Separatists wanted to escape or eliminate. As much as they hate the Empire, many seek a different path than a return to what they regard as a corrupt and ineffectual system. Some ex-Separatists—mainly those with heavy corporate involvement—have since benefited significantly, becoming rich under Imperial rule. In the end, some ex-Separatists side with the Rebels, some fight the Empire on their own terms, some remain allied with their benefactors, and some remain neutral. The political situation remains as complex and intertwined with local politics as it did during the Clone Wars themselves.

POLITICAL CHANGES

When the Emperor disbanded the Imperial Senate just prior to the destruction of Alderaan, it silenced a source of growing Rebel sympathy from certain Senators. With the Senate out of the way, the galaxy's most-watched forum of political discussion and discourse—however hollow it might have often been under the Emperor—was silenced. Imperial Governors assumed direct control of their holdings and took their orders from the Emperor, not their citizens. The Empire strengthened its hold on its systems, but the move also convinced even more people to sympathize or join with the Rebellion.

Some local and planetary governments chafed at the idea of being under the control of an Imperial Governor. Humans were often appointed to oversee non-human worlds. Sometimes, the Imperial Governor kept the local traditional government running, as long as it did not interfere in his authority. Worsening political and societal positions opened the way for more political dissent and ultimately, Rebel recruiting.

THE BATTLE OF YAVIN

The Death Star was the Empire's ultimate weapon of terror and mass destruction, designed to intimidate worlds into obedience in the face of total annihilation. The destruction of Alderaan did exactly that, and the shockwaves rippled through galactic society. The willful destruction of an ancient world important to the galaxy for so many centuries was difficult to stomach for even the most loyal Imperial citizen. While some worlds were surely cowed into compliance, for others, the veil was finally lifted. Nothing would stop the Emperor, or the Empire, from dominating any system anywhere.

Fortunately for the galaxy, a newcomer to the Rebel Alliance named Luke Skywalker destroyed the station a short time later, ending its reign of terror before it could do more damage. The Battle of Yavin became the first major Rebel military victory on a galactic scale. While the Alliance had managed to achieve some success against elements of the Imperial fleets, this was a landmark victory that could not be easily denied. See page 404 for more on the Battle of Yavin and its immediate aftermath.

The Rebels enjoyed a new influx of recruits and allied groups in the time that followed. Even planetary governments and star systems gave new support, in secret if not in public. A few, like Mon Calamari, were strong enough to take a more public stand.

The aid was welcomed and needed. Rebel forces were eventually chased from the Yavin 4 base and sought a permanent base elsewhere in the galaxy. In other locations, smaller Rebel facilities and forces continue to grow.

CURRENT STATUS

The Rebels currently do not have a primary secret base. They abandoned Yavin 4 immediately after the destruction of the Death Star. High Command operates from the Rebel Fleet and the occasional temporary base, as needed. The search is on for a suitable world for a new Rebel base, a search in which the PCs could take part. Even if the location the PCs find does not the needs of Alliance High Command, it might always be turned into a smaller secret facility or starfighter base.

INSPIRED ACTIONS

The Battle of Yavin became a major turning point for the Rebels. Resistance fighters across the galaxy were emboldened by the Rebel victory. New resistance groups emerged, some on the staunchest of Imperial worlds. Across the galaxy, beings found new hope and the courage to stand up to Imperial rule. Against this surge of Rebel support came increasingly harsh Imperial reprisals and security responses, which only further incited the citizenry and pushed them ever closer to the Alliance. The galaxy was fighting back.

REBEL ALLIANCE ORGANIZATION

Though nowhere near the size or scale of the Imperial government, the Rebel Alliance still commands thousands of individuals spread across an entire galaxy. It must wage a widespread political battle while simultaneously planning and coordinating military strikes against a much larger and better-equipped enemy. It must logistically support all civil and military operations in virtual secrecy. Even minor security breaches can be devastating to a significant percentage of the Alliance's available resources. To handle these tasks, the Rebel Alliance is divided into the Alliance Civil Government and the Alliance Military. Mon Mothma heads both divisions as Chief of State and Commander-in-Chief.

As organized as the command structure appears here, the Rebellion is truly an alliance of separate groups. Though they tend to act more and more in concert with each other and begin to develop procedures and tactics to match, they can still be wildly different in makeup, culture, and ambition. Appearing as a cohesive unit is useful for morale, public support, and easier recognition between unfamiliar Allied groups, but there are natural variations between appearance, equipment, and tactics.

ALLIANCE CIVIL GOVERNMENT

The Alliance Civil Government mirrors the functions of a typical large-scale civilian government. It provides direction and support for all functions of the Alliance. It collects taxes from member organizations and worlds, and handles internal and external diplomatic relations. It primarily exists to fund and support the Alliance Military, but many of the Civil Government's functions are actually fulfilled by the local Allied Commands. As the political wing of the Rebellion, the Civil Government represents the Alliance as a whole in public and diplomatic matters.

Chief of State: The Chief of State is the Alliance's primary diplomat, negotiator, and leader. Though elections are held every two years by member governments, the Chief of State otherwise has complete dictatorial power over the Alliance. Imperial propaganda often calls attention to this, and even Bel Iblis feared Mon Mothma's ultimate ambition. However, in order to prevent a Rebel dictatorship, this position automatically terminates with the fall of the Emperor. Mon Mothma is the only person to have held the position.

The Advisory Council: The Advisory Council's authority is limited to approval or disapproval of the Chief of State's actions and activities, but includes the power to remove the Chief of State. It counterbalances the Chief of State's broad powers and advises on any subject in need of discussion and contemplation. The Council members come from the seven worlds that have given the greatest number of lives to the Rebellion, which changes as the war progresses. Though Princess Leia should have a seat representing Alderaan, she elects to serve in other roles.

The Cabinet: The Cabinet carries out the Chief of State's orders and decisions. It is comprised of six ministries, each with its own minister. Meetings are conducted by the Secretary of the Cabinet, who also stands in when the Chief of State is absent.

Education Ministry: This ministry is responsible for Rebel propaganda and public information campaigns, as well as comprising the Alliance Intelligence group for the Civil Government. The ministry coordinates heavily with Military Intelligence and monitors the Civil Government for Imperial infiltration and leaks.

Finance Ministry: This ministry is responsible for financing the Rebel Alliance. It collects taxes and other funds from member and sympathetic governments (covertly). They also issue the Alliance Credit, which has, at best, twenty-five percent of the value of the typical credit outside of the Alliance.

Ministry of Industry: This ministry controls all of the Alliance's heavy industry and manufacturing. Facilities on Rebel-controlled worlds, like the shipyards of Mon Calamari, are few in number. The Alliance also benefits from secret deals with sympathetic corporations and worlds that clandestinely ship goods into the Rebels' secret supply network.

Ministry of State: This ministry negotiates with non-member governments and oversees the Diplomatic Corps. The Minister of State takes over the Civil Government if the Chief of State is ever removed or killed.

Ministry of Supply: This ministry is responsible for feeding and supplying the entire Alliance military and civilian efforts. Supplies are limited by Alliance funds and the fact that most heavy military gear and equipment isn't available to the Alliance through the open market. Food primarily comes from Alliance safe worlds, which saves on cost, but is difficult to transport due to chronic transport starship shortages.

Ministry of War: This ministry oversees the Alliance military forces, translating the Chief of State's policy and specific orders into practical commands. Operational decisions are left primarily to the Chiefs of Staff. This ministry also coordinates the war effort with the rest of the Civil Government.

ALLIANCE MILITARY

The Alliance Military is charged with defeating Imperial military forces and toppling the Emperor. It is chronically outgunned and outmanned by enemy forces, and further hindered by training limitations and equipment issues. The Alliance Military is split into Alliance Forces and Sector Forces. Alliance Forces are not permanently attached to any particular sector, but are sent where needed. Sector Forces serve specific sectors (see below).

Alliance High Command: High Command comprises the Supreme Allied Commanders of each individual command. They oversee and coordinate all fleet and army operations, disseminating the orders of the Commander-in-Chief and Minister of War. High Command operates aboard the Rebel Fleet or from the main rebel base as required. They oversee both Alliance and Sector Forces.

Fleet Command: Fleet Command oversees the orders and operation of the Alliance starship fleet, which is the single most vital military asset in the Rebellion.

Intelligence: Intelligence is responsible for gathering vital military and civilian intelligence data for use by all Rebel organizations. It reports directly to the Commander-in-Chief. It is among the largest of the commands, with agents spread throughout the galaxy operating individually or in teams. See page 394 for more on Alliance Intelligence.

Ordnance and Supply: This section acquires ships, equipment, and supplies for the military, coordinating with the Supply Ministry as needed. Support Services carries out the actual transportation of goods.

Sector Command: Sector Command loosely oversees and, when necessary, coordinates disparate Sector Forces in larger operations. They also coordinate the Sector Forces with Alliance High Command. Sector Command does not take command of individual Sector Forces.

Special Forces Command: The approximately ten divisions of Special Forces units protect and work directly with Alliance High Command. They are occasionally loaned to Sector Commands for specific missions.

Starfighter Command: Starfighter Command is in charge of the large and vital starfighter fleet. It is responsible for pilot training, and assigns wings to Alliance High Command and the Sector Commands. Starfighters are a scarce resource and their reassignment is often the source of friction between the various commands. It also provides orders for roving squadrons without permanent assignments, such as Rogue Squadron.

Support Services: Support Services covers the logistical support of ships, bases, safe worlds, and personnel in general. This includes support staff of all types, from droids to doctors.

ALLIED COMMANDS

When an existing planetary or regional government or similar large-scale organization joins the Rebel Alliance, it becomes an Allied Command. Sectors with significant Rebel military units but no major Rebel governmental allies or sympathizers have Sector Force commands instead. Both command types hold extensive semi-autonomous control over their own forces and regions. In sectors with multiple Allied commands (for political or other reasons), they may coordinate through the local Sector Force. Existing Allied governments and military forces typically keep their own command structure, though they may adopt or adapt to the Alliance's typical military and political structure. This might mirror the positions of the Civil Government.

THE ALLIANCE FLEET

The Alliance Fleet is the Rebels' most important military force. The fleet gives the Rebels the mobility and firepower it needs to legitimately challenge Imperial military forces. However, as the fleet is only a small fraction of the size of the Imperial Navy, it must pick and choose its battles very carefully.

The Admiral of the Fleet is the Supreme Commander of the Alliance Fleet. Under the Admiral are the line admirals, Fleet Intelligence, Ordnance and Supply, and Starfighter Command. Starfighter squadrons, Special Operations, and SpecForce units attached to the Fleet typically report to their individual ship captains or admirals for the duration of their assignment, rather

than their individual commands. Individual department heads oversee various functions such as medical and engineering support. They report to their ship captains.

Mon Mothma heavily restricts the use of the Fleet. With the Rebel Main Base chased off Yavin 4, the loss of the fleet would be a severe (if not fatal) blow to Rebel firepower and credibility. Clashes with the Imperial Navy prove it seeks a decisive victory. The fleet remains a fighting force by detaching up to twenty-five percent of its ships on a rotating basis for specific raids and other missions.

Ships of the Fleet come from numerous sources, including defections, Allied Commands, occasional purchases, outright theft of Imperial military assets, and Allied manufacturing facilities like the Mon Calamari shipyards. Due to this, there are no standardized Rebel capital ships or similar classes of vessels. Rebel engineers are adept at upgrading or adapting starships for military use. Starfighter Command handles the starfighter squadrons.

Alliance task forces typically consist of frigates, corvettes, and gunships. A cruiser or two may be deployed for extra firepower. With warships at a premium, heavily-armed and upgraded freighters serve many roles in the fleet that would normally be handled by military-grade craft. Some freighters, container ships, and bulk cruisers are much better suited to this task than others.

ALLIANCE FLEET ORGANIZATION

Subdivisions and fleet detachments are handled on an ad-hoc basis as required for the mission at hand. At any given time, task forces and detachments may be under the direct orders of Alliance High Command, an Allied Command, or a Sector Force.

Element: A single starship under the command of a ship's captain.

Section: A small number of starships, their exact type determined by mission requirements. Typically, a section includes corvettes, frigates, or other light capital ships. Larger vessels are rarely included, however. When a combination of capital ships and close support vessels is used, the section may be called a flotilla. The section typically includes three to twelve vessels under the command of the most senior ship's captain.

Squadron: A squadron includes three or four sections commanded by a senior captain or line admiral. Some Allied Commands use the rank of commodore. The squadron is the most common Fleet detachment, and is often a line of capital ships escorted by smaller vessels and using armored freighters as a picket line.

Battle Group: Battle groups include two to four squadrons under the command of a line admiral. Only the largest Allied Commands deploy battle groups, as fleet detachments are rarely this large.

Fleet: A fleet includes three to six battle groups. The main Alliance Fleet is under the direct command of the Admiral of the Fleet. Others are led by fleet admirals. Fleet operations are always major battles requiring approval of Alliance High Command.

SECTOR FORCES

Sector Forces comprise the primary military units of the Rebel Alliance. Each Sector Force contains every military and support unit that is available, including ground troops, special units, intelligence forces, starfighters, and fleets of starships. They also control any assets assigned to them by Alliance High Command. Sector Forces contain the bulk of the Alliance ground forces as regular and irregular troops.

Individual resistance groups that join the Rebel Alliance either become the core of a new Sector Force, or join an already existing Sector Force. Although the Sector Force is a military classification, it typically fights using guerrilla warfare and other resistance tactics. Few Sector Forces have the personnel or machinery to take on the Empire head-on for long.

Sector Forces use their own organizational structures, or integrate or adopt a version of the Rebel Alliance structure. They handle all operational duties within their sector, coordinating as needed with Alliance High Command. Sector Forces vary widely in personnel, facilities, and abilities. Some sectors have a full range of military assets and units, while others struggle along with what personnel, equipment, and intelligence they have at hand.

SECTOR FORCE AND TYPICAL ALLIANCE ARMY ORGANIZATION

Ground force units typically use a version of the organization, outlined below. Special Forces, Starfighter Command, and Alliance Navy units use their respective structures, even as part of a Sector Force.

Squad: A squad typically includes eight troopers and a sergeant.

Platoon: The platoon includes four squads commanded by a lieutenant and master sergeant.

Company: A company includes four platoons plus their support personnel under a captain.

Battalion: Battalions include four companies and their support personnel, commanded by a major.

Regiment: The typical regiment includes four battalions and their support personnel, commanded by a regimental commander, typically a colonel.

Brigade: Brigades, sometimes called Legions, include four regiments and their support personnel under a colonel or general.

Corps: Generals command corps of four brigades plus their support personnel.

Sector Army: No sector is able to field a true Sector Army at this stage of Alliance development. Sector Armies consist of several Corps under the command of a general or other officer who might be the local Force Commander or Allied Command leader.

SPECIAL FORCES

Alliance Special Forces, commonly called SpecForce units, are the most highly trained and competent soldiers in the Rebel Alliance. Though few in number, they take on many important tasks and missions, including major commando raids, protecting Alliance High Command, protecting the Main Base, training Sector Forces, and other special missions. SpecForce units are typically under Alliance High Command, but may be assigned to specific starships, Sector Forces, or Allied Commands as needed. Emergency deployments to critical battlefields are common.

SPECFORCE REGIMENTS

Each SpecForce soldier is assigned to a regiment associated with their specific role in combat or the combat environment. Task forces are created with personnel from one or more regiments as dictated by the mission, and often include individuals with a wide range of skills.

1st Regiment, Marines (SpaceOps): Marines, or SpaceOps, are trained in zero-g combat, offensive and defensive boarding actions, shipboard fighting, environmental suits, ships' systems, and ship security. They serve aboard the Fleet.

2nd Regiment, Pathfinders: Pathfinders are masters of covert operations and are often the first SpecForce units deployed to a battlefield. They are scouts, provide reconnaissance in force, and establish beachheads.

3rd Regiment, Urban Guerrillas: The Urban Guerrillas specialize in urban combat and street fighting. They typically do not fight pitched battles or use heavy weaponry, but instead use stealth, extreme mobility, demolitions, light weapons, and hand-to-hand fighting.

4th Regiment, Wilderness Fighters: Wilderness Fighters are trained for combat in specific wilderness types, but are all well-trained in survival methods. They also use or commandeer light vehicles , such as speeders or speeder bikes, as needed in the field.

5th Regiment, Infiltrators: The Infiltrators are the most feared and ruthless soldiers, trained in stealth, infiltration, and enemy disruption methods. Most are recruited because of their personal reasons for hating the Empire.

6th Regiment, Heavy Weapons Specialists: The Heavy Weapons Specialists train on every piece of heavy weaponry available to the Rebel Alliance, including starship turbolasers, vehicle cannons and missiles, artillery, and repeating blasters. They also sustain the highest casualty rates.

7th Regiment, Technicians: Technicians typically operate in support of other units, and all other SpecForce specialists are included in this regiment. This includes drivers, pilots, procurement specialists, and mechanics, as well as computer and droid technicians.

REBEL ALLIANCE MILITARY RANKS

Each of the four major divisions of the Alliance Military has its own rank structure, detailed in the below table. Allied Commands may retain their own traditional structures.

The system is flexible to make assimilation of new forces easier. Local commanders are allowed to make adjustments for traditional or political purposes.

Navy	Army	SpecForce	Starfighter Command
Admiral	General	General	General
Captain	Colonel	Colonel	Colonel (Wing Commander)
Commander	Major	Major	Commander
Lieutenant	Captain	Captain	Captain
Lieutenant	Lieutenant	Senior Lieutenant	Lieutenant
Ensign	Lieutenant	Lieutenant	Flight Officer
Chief Petty Officer	Sergeant Major	Master Sergeant	–
Senior Deckman	Senior Trooper	Senior (1st) Trooper	–
Deckman	Trooper	Trooper	Light Cadet

SPECFORCE ORGANIZATION

SpecForce units use a rank structure similar to those of other to normal Alliance units, but their tactical unit structure differs somewhat.

Fire Team: The basic unit is the fire team, consisting of a team of two to four troopers, one of whom is a senior trooper.

Squad: Squads of five to fifteen troopers typically focused on a specific SpecForce soldier type, sometimes reinforced by fire teams of other types. Squads are typically referenced in combat by a color of their own selection, such as Red Squad.

Platoon: Platoons are designated by number and consist of four squads under a lieutenant or senior lieutenant. They can operate independently, or as part of larger commands.

Company: Companies are designated by letter and typically include five platoons plus support personnel. Each platoon is typically a different SpecForce type. Companies are commanded by a captain or major.

Regiment: Regiments are not normally fielded as a unit, but operate as an organizational unit within the Alliance military structure. They are divided into individual combat roles (see above). On the rare occasions they are deployed, it is under the command of a colonel or major.

Division: Generals command the ten SpecForce divisions and their support personnel. The Command Division stays with Alliance High Command, covering the fleet and main base. Five divisions are typically deployed under their own general to Sector Commands as needed. The rest are assigned to smaller operations as needed throughout the galaxy, either under the orders of Alliance High Command or a local commander.

STARFIGHTER COMMAND

Starfighters are arguably the Alliance's most useful and sought-after resource. They are deployed throughout the galaxy, serving as the primary strike force and protector of Rebel operations. Internal political wrangling between the various commands is common when it comes to starfighter deployment and assignment. As fleet operations are limited, starfighter squadrons are often called in to fill the gap and carry out missions of much greater importance.

Starfighter Command, or StarCom, handles pilot training, the assignment of starfighter wings, and operational control over specialty squadrons, such as Rogue Squadron. Starfighter wings are typically assigned to specific Allied Commands, Sector Forces, or starships. Wings are often broken up into their individual squadrons in order to spread as many fighters out to as many bases, starships, and other assignments as possible. Once assigned, the local leaders typically take command, though Starfighter Command reviews the unit's use and results. Large operations may use starfighters from multiple sources.

STARFIGHTER WINGS

Starfighter wings are organized as follows. Units of squadron size or smaller typically contain the same starfighter type and model.

Element: The element includes a leader and a wingman.

Flight: A flight is two elements under the most senior pilot.

Squadron: A squadron includes three flights under a squadron commander. Squadrons receive a color or name designation and can be referred to as a group, such as Red Squadron.

Wing: A wing includes three squadrons and their support personnel. They are under the command of a wing commander, which is a colonel or sometimes an officer of lesser rank. The three squadrons may be of different starfighter types, and one is typically a recon unit.

Group: A group includes two or more wings under a wing commander or general. Groups are rarely deployed by the Alliance.

ALLIANCE INTELLIGENCE

In a civil war filled with covert operations, secret alliances, hidden bases, and military defections, Alliance Intelligence is enormously important to the day-to-day operations of the Rebel Alliance. It monitors all aspects of the Empire to discover weaknesses and gauge future intentions toward the population and the Alliance. It provides raw data and analysis for both the civil government and the Alliance Military. Alliance Intelligence also provides counterintelligence and offensive capabilities against Imperial political, intelligence, and military agencies.

The Chief of Intelligence oversees Alliance Intelligence's three main divisions: Operations, Intentions, and Counterintelligence. Operations is the largest section, as its field operatives gather data through missions of infiltration, sabotage, blackmail, subversion, spying, slicing, and more. They run intelligence networks on planets and stations, and through myriad sources. Intentions takes that data, analyzes it, and reports it to the Alliance civil and military chains of command who act on it. They also handle interrogations of captured personnel, try to crack Imperial codes, and create amazing spy gadgets to aid in specific missions. Counterintelligence focuses entirely on Imperial infiltration efforts throughout the Alliance. They have their own secret agents embedded in Rebel units and in departments at all levels of command. They monitor, question, arrest, and otherwise deal with those they suspect of being Imperial spies.

AI also runs background checks and other operations to confirm the sincerity of a potential defector, whether it be an individual, starship crew, or complete political unit, such as a planetary government. Even when the defection is real, the defector may be unaware of Imperial surveillance efforts on their person or organization. It is up to Alliance Intelligence to root out any infiltration efforts associated with defectors and Rebel recruits.

SUPPORT SERVICES

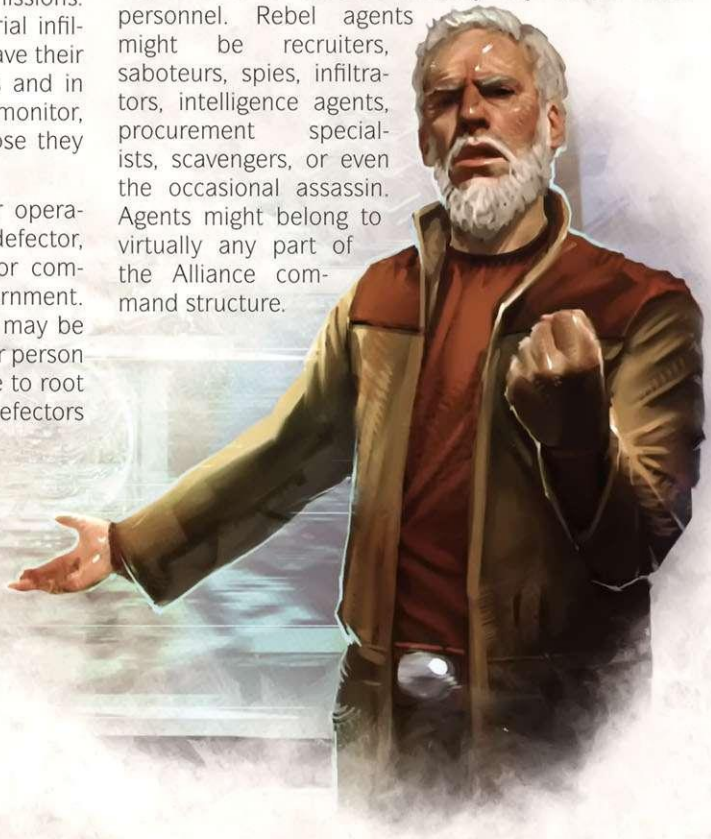
Support Services is responsible for transporting Alliance supplies to all operational units and starships: providing medical technicians, mechanics, and other support personnel to all commands; and running and maintaining Rebel safe worlds. As there is a chronic transport shortage, Support Services is always on the lookout for freighters and bulk transports to recruit into service. Though hardly the most popular division in the Rebel Alliance, it is vital and has among the riskiest assignments in the day-to-day operations of the Rebellion. Rebel transports must brave shady starports, deal with criminal partners, and dodge Imperial customs inspections and patrols in order to successfully complete their missions.

Alliance medical needs continue to grow along with the Rebellion. Increasing force size and combat operations require corresponding recruitment and acquisition of medical supplies, doctors, technicians, and medical droids. Support Services provides these efforts, and also runs and maintains Rebel hospital ships, such as the medical frigates.

Rebel safe worlds provide food and a much-needed refuge from Imperial agents or other pursuers. Support Services maintains and protects these worlds. See page 369 for more on safe worlds.

REBEL AGENTS AND OPERATIVES

"Rebel agent" is a generic term used by Imperials and Rebels alike to describe virtually any covert Rebel personnel. Rebel agents might be recruiters, saboteurs, spies, infiltrators, intelligence agents, procurement specialists, scavengers, or even the occasional assassin. Agents might belong to virtually any part of the Alliance command structure.



USING THE ALLIANCE COMMAND STRUCTURE

Determining where a PC or group of PCs fits into the Rebel Alliance command structure adds layers of roleplaying and storytelling opportunities to the game. While the PCs might generically be called Rebel agents, deciding where they fit automatically builds in opportunities for tangible rewards through possible promotion and advancement. When the PCs join the Alliance, whether that is in character creation or as part of an adventure or campaign, the GM should determine where they fit into the command structure. In part, this is determined by the actual adventures the GM expects to run. An adventure where the PCs are all starfighter pilots is vastly different than if they are all secret intelligence agents or so-called procurement specialists.

- If the GM has a Rebel adventure or campaign in mind, he should use that as a starting point to determine in which Command the PCs should reside.
- If the campaign is more freeform, the PCs should discuss what part of the Rebellion they wish to participate in, and let that guide the GM to a particular branch of service.
- Not all of the PCs need to be part of the same Command, as the Rebels form specialized task forces or groups whenever needed. However, certain combinations may require more thought and explanation than others.
- Next, the GM should determine what each PC's military rank is. Most Rebel PCs fall somewhere in the Alliance Military side of the organization. Most of the PCs should be of similar rank. Since lower-ranked individuals are expected to follow the orders of those of higher rank, this can occasionally create issues within the gaming group if players do not handle the concept of being ordered around by another player very well. The GM may be able to consider this and discuss it before the game. Inevitably, the PCs will be subordinate to a higher-ranked NPC, and this may be enough to resolve the situation.
- As the PCs succeed or fail in their missions, their Rebel comrades should respond in kind. The PC might eventually rise in rank or receive commendations for successful operations, though such promotions should be saved for very special occasions, or take a long time to achieve. They might be demoted or even kicked out of the Rebellion for poor judgment or scandalous or despicable actions.
- The PCs should receive orders, information, equipment, or other benefits from their Command. They also receive regular pay, typically in Alliance Credits.

The only commonality is that they are operating on their own or in small groups in the field. Captured agents can expect harsh treatment from the Imperials, though the exact form of detention, treatment, and incarceration varies by which Imperial organization captures them.

Rebel sympathizers who are not formally part of the Alliance Military can be considered agents, and usually are considered so by the Imperials. Members of Rebel cell networks, which comprise three- or four-person groups with secret and normally blind connections to their handlers or superiors, are also considered agents. These brave souls expand Rebel influence, intelligence gathering, and power on Empire-dominated worlds with minimal Rebel assistance.

Special Operations personnel are agents who don't easily fit into the normal Alliance Command structure. They are autonomous agents, and are given freedom by their immediate superiors to choose the means by which they achieve unusual mission goals. The Alliance attempts to harness the free-spirited nature and improvisational skills of these agents, rather than try to lock them into a rigid military command. While these agents are more likely to draw unwanted attention to themselves or the Alliance, they're also just as likely to produce spectacular results with limited support. However, they do not have completely free reign, and agents who go too far receive severe punishment, especially if they make the Alliance look bad in the eyes of the public.

REBEL BASES

The Rebel Alliance uses a network of secret bases to escape Imperial scrutiny while they organize, train, strategize, and recover.. These installations are essential to the success of the Rebellion, and their loss is always a blow to Rebel efforts and security. The Rebellion plays a constant game of hide-and-seek with the Imperial military and intelligence services when it comes to base locations.

Rebel bases come in a vast array of forms. Their services and layouts are designed around the needs of their local Rebel operation and the physical constraints of the surrounding environment. Bases range from secret compartments or rooms to sprawling structures complete with defensive emplacements, shields, starfighters, and ground troops ready to respond to any attack or external threat. Most bases are built and controlled by the local Allied Command or Sector Force.

COMMON BASE TYPES

Rebel bases typically support one or more of the following functions and personnel. Each type listed below increases in size and complexity, and often includes the services of the preceding, smaller bases.

Recon Field Base: Reconnaissance field bases are used by individual Rebel agents and SpecForce Pathfinders for extended surveillance missions against specific installations. The base may consist of temporary structures, such as tents, or make use of natural terrain, such as caves, massive trees, sinkholes, or other landforms that provide shelter and concealment. They may also serve as rally points and defensive positions should the unit be detected.

Cache: Caches are hidden supply storage locations. They may be as simple as a hidden compartment in a starship or structure. Some are buried in concealed locations, such as urban parks or any stretch of wilderness. Larger caches might be small structures, containing enough weapons, food, medicine, and other supplies for a tactical team. The largest may even hold a vehicle or small starship. Caches often serve as drop-off points between agents or other Rebel groups.

Basic Meeting Location: Rebel agents and cell network members often need a simple secret meeting place to discuss issues, relay orders, and plan new operations. The location might also serve as a cache for weapons, equipment, medications, or other gear that is illegal or difficult to obtain or carry on the world in question. Virtually any small room where one can enter and leave without detection may be used. This can include abandoned buildings, secret rooms, and otherwise public places, such as long-wrecked and abandoned vehicles or starships, or the house of a Rebel sympathizer.

Safe-house: Safe-houses are bolt holes and hide-outs for Rebel agents on the run. Some may be used as meeting locations, but usually safe-houses provide the best protection if they are completely unknown to any pursuers or even most allies of the person seeking safety. Since they are used to lay low for an extended period of time, a safehouse is often an actual residence, such as a standalone building, apartment, hotel, or even something extraordinary, like a noble's palace. Safe-houses typically contain a small cache of basic weapons, medical supplies, communications gear, and food.

Medical Station: While most large bases have their own medical facilities, smaller operations may not have much more than the equivalent of a starship's basic medical kit and bunk. Medical stations are hidden treatment facilities where sympathetic doctors and medical technicians can treat injured Rebels for longer periods of time. These stations are vital on Imperial worlds with active Rebel cell networks or other activities, where treatment at a commercial or public facility might draw unwanted attention from Imperial agents. The level of treatment varies based on the availability of skilled medical personnel, medical droids, surgical facilities, and bacta tanks. Medical stations are usually isolated or concealed standalone clinics, but a few operate nearly in plain sight. Though risky, these stations are purposely lost amid the chaos of extremely large hospitals in major cities. Some manipulate the administrative systems to take over treatment rooms within the regular facility, and others are hidden in basements or maintenance levels of sprawling medical complexes.

Outpost: Outposts are the most common and versatile Rebel base type. Scattered throughout the galaxy, they are created and customized to fulfill the needs of specific mission types. Few operate as general-purpose bases, but some grow and develop as the situation warrants. Many are temporary and cheaply constructed, and use local landforms and available equipment and materials in their construction and outfitting. Others are fortified, permanent positions with minor defensive capabilities. Common missions include: listening, surveillance, intelligence, ordnance and resupply, starfighter base, medical support, Special Operations base, training facilities, and maintenance. Outpost populations range from 25 to 500 people, with the staff tailored to the outpost's specific role.

Starfighter Outpost: Starfighter bases are outposts established solely to support one or more squadrons of starfighters. Some bases support a specific mission type, such as attack, intercept, or reconnaissance. They have a good medical bay and repair facilities, but a very limited crew. Starfighter missions tend to be far away from the base's location in order to avoid

drawing suspicion as to its location. Imperials discover starfighter bases the most often, due to their necessary traffic and extensive use.

Local Operations: Local bases are relatively permanent facilities that are manned around the clock. These bases are typically subsidiary to a larger Sector Force, with rotating personnel between 10 and 1,000 people. They seldom have permanent landing facilities for starships but are easily accessed by ground vehicles and on foot. They may contain a garage. These bases usually serve local Rebel operations in a given city or geographic region. They include decent medical facilities, such as a doctor or medical droid with a basic surgical suite.

Planetary Operations: Planetary bases are larger versions of the local operations base. They have more personnel, better defenses, and more-advanced medical facilities. Training rooms and equipment may also be available. This base type typically includes one or more landing facilities for starships, and may be defended by a squadron of airspeeders and/or starfighters. Due to their activities, these bases are often located in remote locations, to avoid raising suspicion from the local population.

Sector Force Headquarters: Sector Force Headquarters facilities vary widely by the strength of the local Rebel forces. The smallest may be similar to a local or starfighter base. The best are often larger and more complex versions of a planetary operations base. Such a base includes extensive communications gear and is the hub for sector intelligence operations and reporting. While the base is heavily defended by ground troops and starfighters, and possibly even capital ships, it usually has the means to evacuate personnel very quickly, as well as a self-destruct mechanism to prevent sensitive data banks and computer systems from being captured.

Allied Command Headquarters: Allied Command Headquarters is similar to Sector Force Headquarters, but may be located in the Allied Command's own military facilities. As such, this base may have planetary defense systems at its disposal, including powerful local or planetary shields and small fleets of capital ships. The base may be very large, incorporating many facilities over a wide area.

Main Rebel Alliance Base: The Alliance Main Base is among the best-defended in the galaxy. SpecForce units guard the facility, and some of the best starfighter pilots are housed there. The base's location is a closely guarded secret, as it is always the top target for the Imperials. The facility is designed to be evacuated extremely quickly, though Alliance High Command may decide otherwise, depending on the situation. It typically has the same facilities as a major Sector Force Headquarters, with additional defenses and better personnel. See **The Rebel Main Base and Yavin 4** on page 398 for more information.

COMMON BASE ENVIRONMENTS

Rebel bases may be found in almost any habitable, barely-habitable, or virtually uninhabitable environment. Locations are selected by base type, proximity to Imperial routes and installations, and suitability of the environment for a particular role. Rebel engineers are especially skilled at creatively adapting unusual or dangerous locations to their purposes.

Abandoned structures: Abandoned structures may be repurposed into a base of almost any type or size, if the building is large enough. Ancient structures, such as Yavin 4's Massassi temples, are occasionally useful but are rarely suitable. However, abandoned mines, industrial facilities, failed colonies, and ghost towns might provide extensive structures that can be converted to the desired accommodations.

Arctic: Arctic bases are found in the frozen wastelands of planetary poles, glaciers, or entire frozen planets. The cold plays havoc with equipment and puts a strain on personnel.

Asteroid: These bases are built into natural or artificial caverns, or attached to the sides of selected asteroids. These hunks of rock are typically selected for their internal stability and for the predictability and safety of their orbits. However, such conditions can change, especially in asteroid fields. Unexpected collisions by nearby asteroids can completely alter the safety factor of an installation.

Canyon: Canyons are a common choice for hidden bases, especially canyons with multiple rivers and complex landforms. These give pilots multiple choices for entering and exiting the canyon system, providing some aid in concealing the base's location. The base may be on the rim or valley floor, or in a relatively concealed branch. Most terrestrial canyons have rivers of some size, but not every world or environment has active rivers.

Cavern: Natural caverns are ready-made bases for virtually any size of operation. Small caves provide unexpected hideouts in almost any environment. Large cavern complexes can hide entire hangar bays and hundreds or thousands of individuals. Some may be expanded artificially, turning a known, smaller cave into something unexpectedly bigger. This can throw off pursuers if they believe an existing location is too small to support the operation they're seeking.

Desert: Desert locations typically rely on natural rock formations or oases for suitable concealment, and for protection of bases from the extremes of the natural environment. Extreme heat or radical changes in temperature might cause problems with equipment. Sand and similar particles end up everywhere, and inside everything, causing engines, machinery, and droids to jam.

Jungle: A base in a jungle habitat usually relies on the dense vegetation to conceal its location and on lively local wildlife to protect it from unexpected visitors. While the wildlife might also cause issues for base personnel, they usually know what to expect and how to handle it.

Mountainous: Mountainous locations may be concealed in natural caverns, deep valleys, or the occasional volcano. Active volcanoes are usually unacceptable; however, minimally active ones can provide a certain amount of cover and deterrence if the risk of eruption is deemed low enough.

Ocean: Deep ocean bases are typically inaccessible to most starships, and must be approached and tended by submersible vessels. Species that can breathe underwater may have completely submerged bases without any breathable-air chambers. Those beings who require air to survive must include airlocks or shields to maintain the integrity of the atmosphere.

THE REBEL MAIN BASE AND YAVIN 4

Originally, the main Rebel Base housing Alliance High Command was located on a small planetoid in the Chrellis star system in the northern Outer Rim Territories. After the Empire reallocated its local sector starfleets, the undiscovered Chrellis Base became uncomfortably close to Imperial Fleet activity. The Rebels relocated to Brigia, in the Tion Cluster, but were forced to flee when the Imperials unleashed Operation Strike Fear and targeted the base. The Rebels temporarily moved to Orion IV, but were again chased away. Eventually, Dantooine proved to be a suitable location for the base, but the discovery of an Imperial tracking device forced an emergency evacuation.

After abandoning Dantooine, the Rebels relocated their main base to the long-abandoned Massassi Temple on the virtually forgotten fourth moon of the gas giant Yavin. Yavin 4's dark side past was long forgotten, and the Rebels moved in, blissfully unaware of the temple's original uses and nature. Though some became concerned about other nearby structures, it had little effect on the main base. See page 381 for more on Yavin 4.

The temple was a massive, stepped-stone, pyramid-like structure with multiple exterior terraces. It easily concealed multiple habitable levels both above and below ground. Rebel technicians cleared the temple of debris, vegetation, and creatures. They quickly expanded the habitable spaces and transformed them into a modern command center, packed with barracks, hangars, briefing rooms, training facilities, defensive systems, and much more.

Generally speaking, the lowest levels were used for starship hangars and vehicle garages. The middle levels contained the dwelling units, commissaries, barracks, briefing rooms, conference rooms, sensor suites, and more. The upper levels housed the main command center, war rooms, security stations, high-level intelligence analysis labs, and extensive medical facilities. The uppermost chamber retained its original grand appearance and was reserved for the few celebrations the Rebels felt they could afford during their short time on the moon.

The main base contained enough space to house thousands of troops, staff officers, technicians, and support staff. It could field up to four starfighter squadrons, typically X-wings and Y-wings, as well as transports to quickly move personnel offworld should the base be discovered. Additional landing zones were concealed in the jungle near the temple for starships that could not fit within the main hangars or were not allowed to enter due to security concerns.

A power station was housed in a separate structure about a kilometer away. The main generator originally belonged to a Star Destroyer, and was salvaged and relocated to Yavin 4. Auxiliary and backup generators were located within the main temple structure.

MAIN REBEL BASE ON YAVIN 4

WATERCREST SECRET OUTPOST

The Watercrest outpost is an Alliance Intelligence base of operations on the world of Reyniu, located just off the Sanrafsix Corridor between the Omwat and Kabal systems in the Mayagil sector. Reyniu is a terrestrial world, with narrow bands of open ocean between its eight major continents. The dominant landform comprises wide arid plains dotted with large inland sea chains linked together by complex canyon systems. Early forms of low vegetation cover much of the world, and it has moderately developed animal life. The atmosphere is breathable, but exposure for more than fifteen minutes typically requires a breath mask. The need for specialized filters deterred colonization.

Prior to the Clone Wars, Reyniu enjoyed a brief boom period as an exotic destination for the galaxy's rich, drawing interest from the nearby Eriadu system and Seswenna sector. Resorts catered to sail barges and air cruisers that would trace the canyons and take in the considerable natural landscape. However, when the Clone Wars broke out, Separatist space enveloped the world. This cut it off from the Republic stronghold of Eriadu and, consequently, the tourist trade died off. Long after the war, a few enterprising casino owners and starship liners tried to restart the trade, but had very little success rekindling Eriadu's interest and soon moved on.

OPERATION FAR VIEW

After the Battle of Yavin, Alliance Intelligence wanted to expand its operations in and around Seswenna and its surrounding sectors. Eriadu is an important Imperial world, and the Sullustan citizenry leans more toward the Rebellion each day. The Bith homeworld is also in Mayagil sector. Rebel Intelligence needed a staging area and base for analysis of regional data. Spies, Special Operations agents, cell network leaders for nearby worlds, and other local Intel and minor military assets would use the base.

AI selected Reyniu due to its position near several major and minor hyperlanes, and its proximity to a variety of interesting worlds that could prove helpful to Alliance activities. Nearby Kabal is a rare neutral system, making it especially useful for Rebel trade at its legitimate markets and shadowports. Omwat is an Imperial world, while Sanrafsix is known for spice smuggling and lies on a hyperroute that eventually ties the Rimma Trade Route to the Corellian Run.

WATERCREST OUTPOST

The outpost, code-named Watercrest, is housed in the remote Cliffview Resort, making it one of the fancier-looking and comfortable outposts in the Alliance. Using a front company, Alliance Intelligence purchased "The Cliffview" from its previous owners, who were all too happy to be rid of the shuttered vacation spot. Because Reyniu has scattered small settlements clustered around a few remaining resorts struggling to remain open, Alliance Intelligence "reopened" The Cliffview for business. In reality, nearly all "guests" are actually Alliance personnel.

In order to keep up appearances, AI occasionally runs ads and hosts outsiders at one of the isolated lodges. They are closely monitored and escorted as part of the "exclusive and luxurious" personal service. Rebel agent trainees are often used as hosts and staff, to hone their acting and undercover skills. However, AI doesn't want the resort to become too well-known or popular, or to have repeat customers, so disappointing meals, staff, and service are part of the package deal. If needed, agents are dispatched to spread rumors or adjust local perceptions of the facility.

The Cliffview sits on the rim of a 100-meter-tall, jagged rocky cliff that borders and overlooks the Lunoa inland sea. Guest rooms are built into the cliff face, overlooking the water and connected by turbolift and stairs to the main resort building above. Base operations are housed in and under the main building and the adjoining domed hangar bays.

The Cliffview currently houses about 100 permanent residents and 50 to 100 visiting agents and temporary staff. Its original (and considerable) droid housekeeping and maintenance staff continue to keep the place cleaned up and ready for visitors, albeit with some new programming to ensure their discretion about the Rebels and their activities.

Starship traffic to and from Watercrest is strictly controlled. To keep up appearances, all personnel are shuttled in using Cliffview shuttles and airspeeders from nearby spaceports or directly flown in from other star systems on tourist cruise ships that are also owned by Rebel front companies for this purpose. The base also occasionally serves as a way station or emergency repair station for Rebel starfighters. Those ships dock with modified bulk freighters at deep space rendezvous points and are secreted away in the cargo holds. The bulk freighters unload their containers at the resort. Departure is handled in reverse order. If starfighter operations are someday permanently added, the same procedures will be used to conceal their presence.

WATERCREST BASE FACILITIES

The following are the base's current facilities, but they can be modified or expanded at any time by Rebel engineers to fit changing missions.

Hangar Domes and Landing Fields: To protect guests from the atmosphere, the resort features two large hangar domes and a half dozen smaller domes for private berths. An additional dome holds the thirty-person airspeeder, used for local sightseeing tours. The smaller domes take ten minutes to refresh their air after opening. The larger domes can house up to a

WATERCREST
OUTPOST

bulk freighter and take thirty minutes to cycle. A few tube accessways from the ship's airlock to the building are provided for guests who don't want to wait. Rebel technicians can provide basic repair and maintenance services with the materials on hand. Landing fields adjacent to the domes provide auxiliary landing zones.

Cliffview Main Building: The main building houses all of the resort's primary amenities, including two restaurants, a nominal gift shop, a pool, exercise rooms, a small casino, kitchens, droid maintenance, offices, and other facilities. Personnel use these for daily living, tended by the servant droids. Visiting agents regard it as rest and relaxation.

Cliffview Guest Rooms: The guest rooms serve as barracks and quarters for personnel. One isolated bank is kept in prime condition for use with non-Rebel guests. The rooms have enclosed balconies to maximize the view.

Air Scrubbers and Conditioners: These keep the air within the resort breathable.

Command Center: Located in the basement of the main building, the multilevel command center was once used as a betting center for offworld races and sports events. The Rebels now use those screens and holographic projectors to track Rebel operations and plan future events.

Main Generator: The Rebels modified and boosted the existing main generator for their purposes. It sits in the basement of the main building. The existing backup generator remains for emergency power.

Briefing Rooms: One bank of guest rooms serves as mission briefing rooms.

Defenses: Watercrest has few defenses, but four Cliffview guest rooms have concealed, retractable laser cannons, and two have concussion missile launchers. A pair of laser cannons is also concealed in the touring speeder dome. The base hopes to add shields in the future.

Sensors: The base relies primarily on passive sensors to avoid detection. Regular speeder and ground patrols provide supplemental protection.

Escape Equipment: In case of evacuation, personnel use all available starships and speeders. This includes five speeder trucks and four airspeeders in a secret hangar at the water's edge, accessed by using a secret code on the guest room turbolifts.

Medical Suite: Two of the resort's multi-room suites hold a surgical suite, complete with a 2-1B medical droid. Another suite holds two bacta tanks.

WATERCREST PERSONNEL

Alliance Intelligence operatives tend to rotate assignments regularly, so it is rare for the permanent staff to remain unchanged for more than a few months. Currently, the outpost is under the command of Major Tohn Kalena, who defected from Imperial Navy intelligence years ago. The human once lived on Eriadu, giving him insight into intelligence operations on both sides. He gets to the point quickly and demands the appropriate secrecy and care in all assignments. Problem agents are reassigned quickly.

About fifty percent of base personnel are human. A large contingent of Sullustans focuses on operations on Sullust and inside SoroSuub. About twenty Bith similarly monitor operations around their nearby home system of Colu (Clak'dor IV and VII). Transient personnel may be of any species in the Rebellion.

MON MOTHMA'S VISIT

GMs looking for a powerful and exciting ending to a resistance-building campaign, or even a single significant resistance-related adventure, can use a visit by Mon Mothma as a reward for a job well done. In a longer campaign, where the players are building up their own resistance forces, drawing the attention and gaining membership in the Rebel Alliance could be one of the greatest story and campaign awards in the game.

Adventures featuring such a visit should be tension-filled, but ultimately highly rewarding to the PCs. Her visit should be met with all of the diplomatic care taken between major governments. She is heavily guarded, and her actions and movements kept secret. Until negotiations are complete, she and her escort are always on their guard. Even prior to negotiations, some Rebel agents may be dispatched to interview the major players and perform some background checks.

The adventure should include Imperial threats. Imperial agents might be tracking the local resistance activities and detect the planned, important meeting, though maybe not the participants. The resistance might have an Imperial spy in their midst, who is flushed out while attempting to manage the unique opportunity to strike at the Rebel leader. The Rebels might even bring reinforcements, to save the day from a small Imperial force attacking the resistance fighters.

Whatever happens, the GM should always keep in mind how Mon Mothma and the Rebels view the situation. If things go too far awry, or PC actions or words make them suspect, Mon Mothma may withdraw or offer different terms. In fact, the tension of completing the negotiations successfully should be as key as protecting the Rebel Alliance Chief of State from unexpected threats.

REBEL BATTLES AND TACTICS

From the smallest skirmish between opposing agents to full-scale ground assaults and starship engagements, virtually any incident can develop into a new front in the Galactic Civil War. Massively outmanned and outgunned, the Rebellion must rely on tactics other than pitched battles to strike at Imperial forces. Defeat and retreat against the superior foe is common, and victories are hard-won. Living to fight another day is essential to the success of the Rebellion. Retreat is often not only a wise long-term move; it is built into Rebel battle planning.

REBEL BATTLES

Countless skirmishes, battles, and incidents occur between the Rebellion and Empire without name or fanfare. While the Imperial bureaucracy strives to meticulously record and report nearly every incident, Rebel records are not as complete. The Alliance Military, Alliance Intelligence, and most Allied Commands demand regular reports, as any large military would, but with so many irregular forces and operations, details and incidents are often omitted or underreported.

This section includes battles and operations significant to the Rebellion as a whole, as well as some incidents of a more common variety. These are important to the day-to-day success of the Rebellion. Though they may not have much galactic significance on their own, they are important to local operations, morale, and the lives of those involved.

ATRIVIS SECTOR BATTLES

The increasingly aggressive and effective resistance fighters in the Atrivis sector accelerated the formal establishment of a wider rebellion and the Rebel Alliance itself. Fighting started with isolated resistance groups on separate worlds. Initially, there was little desire to work together, as these worlds were rivals well before the Empire took control.

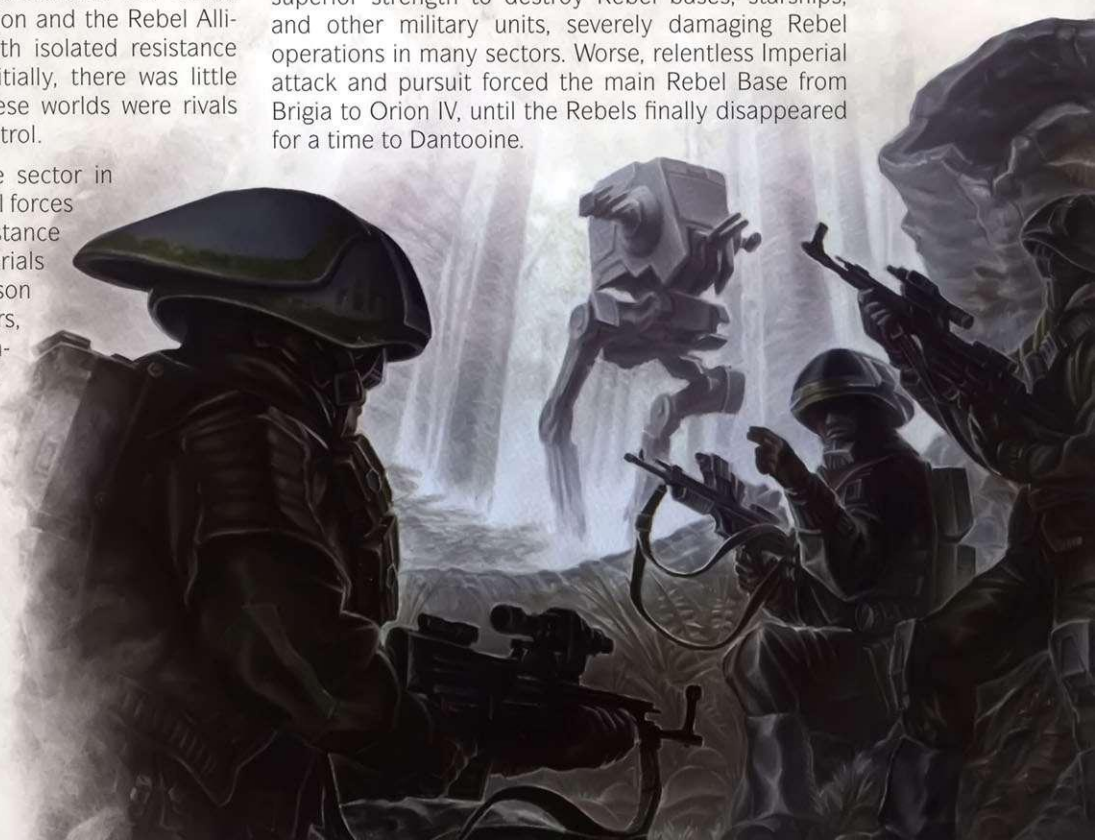
Given the remoteness of the sector in the Outer Rim, the local Imperial forces were small in number. As resistance attacks increased, the Imperials countered by installing a garrison on Mantooine. The local fighters, called the Mantooine Liberators, attacked and destroyed the garrison. In what would be regarded as an early tactical mistake, the Liberators tried to hold their ground and called for a planet-wide rebellion. Unknown to the Liberators, the Empire was poised to strike back, using a fleet stationed at the nearby system of Fest. Taken by surprise, the Liberators were hunted down and utterly destroyed.

Meanwhile, the large resistance group on Fest watched the battle with regret and fear, but also increasing determination. They realized that better communications would have enabled them to warn the Liberators. They changed tactics and linked up with other groups in the sector to form the Atrivis Resistance Group, or ARG. Their plan worked, improving their results and spreading their movement. However, they soon discovered that covering a single sector was not enough. Much like the Liberators had no idea what was happening outside of Mantooine, the ARG had no way of tracking Imperial forces coming in from other sectors.

As she had done before, and would do again in the months and years to come with other resistance groups, Mon Mothma visited the ARG to convince them to join the growing Rebel Alliance. They negotiated and signed the Treaty of Generis, bringing the ARG into the Alliance and allowing Rebel assets into the sector. Alliance High Command established an important Outer Rim communications center at the ARG main base to coordinate Rebel communications throughout the northern sectors of the galaxy.

OPERATION STRIKE FEAR

As the Rebel Alliance initially became better organized, attacks on Imperial targets became noticeably better coordinated and more effective. The Empire ordered Operation Strike Fear to crush the Rebellion and intimidate Rebel sympathizers by showing the high cost of supporting the Rebel Alliance. The Imperials used their superior strength to destroy Rebel bases, starships, and other military units, severely damaging Rebel operations in many sectors. Worse, relentless Imperial attack and pursuit forced the main Rebel Base from Brigia to Orion IV, until the Rebels finally disappeared for a time to Dantooine.



A coordinated anti-Rebel propaganda campaign boosted the high profile attacks even further. However, the Rebels had victories of their own. The Rebel fleet proved itself dangerous by capturing an Imperial frigate and destroying the Star Destroyer *Invincible*.

BATTLE OF YAVIN

By far the most important military victory for the Rebel Alliance was the destruction of the Death Star at Yavin 4. The battle was unusual for many reasons, chiefly because the Rebels did not immediately flee from the superior firepower, as they normally would to save their personnel and machines for future engagements. This is especially surprising given that important Rebel leaders were caught in the attack.

Given that Alliance High Command believed that they could sustain the loss of the Main Base or the Alliance Fleet, but not both, the fleet did not defend Yavin 4 from the Death Star. Instead, using a hallmark of Alliance tactics, the Rebels relied on their fighter squadrons to strike a miraculous blow to destroy the battlestation. With Han Solo and Chewbacca providing an unexpected last-minute hand, Luke Skywalker made the impossible shot, instantly becoming a Rebel hero. The cost to the Rebellion was high, as few of the attacking fighters survived. The impact on the Empire was even greater—the Rebels had scored an undeniable victory the galaxy could not overlook, and the Empire's reputation for power and invulnerability was diminished.

COMMANDER ACKBAR AND PROJECT SHANTIPOLE

After the Battle of Yavin, the Empire deployed Nebulon-B frigates with increasing frequency for escort duty with military and related convoys. As intended, the extra firepower made Rebel hit-and-fade starfighter strikes difficult. To make up for limited Rebel fleet resources and starships, a new heavy fighter was designed to specifically counter the frigates and similarly sized escort vessels. Commander Ackbar oversaw the project in the Roche asteroid field, as the prototypes were designed and built by the Verpine. Though some Verpine sympathized with the Rebellion, their stated neutrality and local Imperial garrisons kept them aligned with the Empire overall. An Imperial spy enabled the Imperial military to attempt a strike to seize the prototype B-wing fighters. Ackbar and a band of Rebels battled the Imperial strike force and managed to escape with the ships. Ackbar was promoted to the rank of Admiral and assumed his duties with the Alliance Fleet.

REBEL TACTICS

Rebel tactics share some of the same basic ideas and methods, though the exact execution varies by force size and proficiency. It is up to the tacticians and local commanders to adapt successful tactics to their own units and situations. Training is a never-ending process, and Rebel leaders do their best to improve any unit's battlefield abilities. This section includes some of the Rebels' more common tactics.

CELL NETWORKS

On staunch Imperial worlds, strong support of the Empire combined with a high degree of security makes most Rebel operations and recruitment efforts extremely dangerous to the recruiters involved, as well as to their relatives and friends. Dissidents and resistance fighters find it difficult or impossible to meet, whether openly or covertly, in large groups. On these worlds, Alliance Intelligence tries to build a cell network of clandestine agents and sympathizers.

Most of the network members are native to the city or planet in question. Intelligence agents may be imported to get the network going and to hold some of the higher levels in order to coordinate with other cell networks in the region and the Alliance itself. Occasionally, a cell network is established by a local resistance operation, and then becomes tied to the Alliance. These networks often have different configurations compared to the Alliance standard.

Cell networks are set up to protect the secrecy of the operatives and their fellow agents. Most individuals in the network have no idea how big the actual network is, or who else is involved beyond their immediate cell. A typical cell holds three people (some use four), with two people connected to lower-level cells, and one person connected to a cell above them. Upward connections are blind, meaning that they don't know the identity of the person above them. Orders flow down through the network, while return information is sent through blind drops and other techniques up the chain of cells. The top cell communicates with an area coordinator. The area coordinator relays orders from the network leader. The network leader oversees several area coordinators. For safety reasons, the network leader is isolated from the case officer at the local Sector Command. The case officer manages the network and analyzes data and operations for signs of Imperial infiltration.

Cell networks can produce irregular results. Depending on the position and jobs of the cell network operatives, they can be a treasure trove of data, or simply provide the Alliance with basic manpower to carry out simple intelligence gathering and the occasional sabotage or civil disobedience operation. Ultimately, the cell network helps to grow the Alliance in many different ways and to counter Imperial activity in its area of operation.

TARGETS

The Imperial military is by far the most common target of Rebel attacks. Rebel military forces prefer to engage Imperial military units whenever possible. The Rebels are keenly aware of the importance of public perception and support. Any attack or action that needlessly endangers the public or targets nonmilitary operations is generally frowned upon on principle. Such attacks damage the Rebels' reputation and desired moral high ground, and only play into the hands of the Imperial propaganda machine.

In some cases, Imperialized companies or other corporations that work closely or exclusively with the Imperial military, or are involved in institutionalized slavery, may be seen as legitimate targets. Imperial shipyards and military manufacturers often fall into this category. Targets such as these are often protected by Imperial forces as well as corporate security.

COMMANDO RAIDS AND SPECFORCE OPERATIONS

Commando raids and Special Forces operations are the surgical strikes of the Rebel Alliance. They carry out targeted attacks against specific Imperial operations or locations, often in coordination with other Rebel attacks or activities in the area. SpecForce operations are among the most highly planned and well-executed attacks the Alliance can muster. They handle the toughest operations, including raids on Imperial bases and outposts, securing landing zones for invasion forces, ambushing important enemies, and commandeering enemy starships.

Commando raids can be carried out by SpecForce troops, but are also handled by highly trained units in the Sector Forces. These troops are typically intimately familiar with their theater of operations. They know the terrain, the enemy, the allies, and the mix of economics and culture within their target area. SpecForce units sometimes train these commandos in preparation for a given raid. As SpecForces are a limited asset, local commando forces see the bulk of the action.

Raids are rarely carried out simply for wanton destruction of Imperial assets. Specific goals are always set. It might be the acquisition of information, disabling a ship or important vehicle, rescuing captured personnel, or causing confusion and havoc prior to a larger attack.

FLEET DETACHMENT RAID

Although Mon Mothma has ordered an avoidance of all large-scale fleet engagements, she recognizes the need for the Alliance Fleet to remain active and engaged in

the war. Detachments are regularly ordered from the main fleet to carry out missions in support of Sector Forces or as ordered by Alliance High Command. The most common of these are raids against vulnerable Imperial targets.

Alliance Intelligence identifies and produces the majority of targets, sending them on to Alliance High Command for assessment and tactical planning. Given the importance of the fleet, detachment raids are carefully planned, with every detail scrutinized to avoid Imperial traps and maximize their damage potential. Detachment raids can also bolster morale within the Alliance and their allies, with a show of strength and support.

Raids typically target Imperial installations, from distant listening posts to small battlestations, and small fleet or convoy actions. These targets are normally well-known in advance, either by location, flight pattern, or both. The Rebels avoid targeting one area too many times to avoid potential Imperial traps set on repeated targets.

Detachments typically use one to three frigates or cruisers, supported by corvettes, gunships, and armored freighters. A few feature starfighter carriers beyond the capital ships, though these are rare. The carriers boost starfighter strength significantly, and are often deployed as their own task forces with a few escort vessels.

HIT-AND-FADE ATTACKS

The hit-and-fade attack is the most basic and most common Rebel attack type. In theory, it can be applied to units as small as a few people, to starfighter attacks, and even fleet raids. The idea is simple: strike a specific target quickly, and escape before the target can adequately respond or enemy reinforcements arrive. The speed and accuracy of the attack are all important to this tactic's success.

Basic hit-and-fade attacks are designed to inflict as much damage in as little time as possible. More advanced methods combine this tactic with a raid, which attempts to secure and abscond with a specific item, vehicle, or starship. One secret to planning this type of attack is to successfully estimate how much time the attackers have before the defenders respond with enough force to destroy them or repel them. Such raids might have multiple objectives, targeting one after another until reinforcements arrive.

Hit-and-fade attacks are hallmarks of Rebel starfighter attacks against enemy vessels. However, saboteurs and commandos also use this method regularly. Well-designed attacks that occur over time can frustrate enemy units and their commanders to the point where they begin to alter their tactics, defenses, and their planning.

When these attacks occur too often in a given area, or against a specific type of target, Rebel commanders must become wary of Imperial traps. Imperial or planetary military forces may use decoys and false information to draw out the attackers and ambush them. Alternatively, some Imperial commands create rapid response forces, able to respond almost immediately to the reports of an attack.

CRACKEN'S CREW

Cracken's Crew are the near-legendary sabotage and guerrilla warfare experts led by Airen Cracken. Originally, Airen and his crew operated on their Mid Rim homeworld of Contruum, where they developed their cunning techniques against local Imperial forces. Not all of these were wholly destructive; many were tailored to achieve a certain effect or accomplish a specific need. Often, their tactics were to disable or destroy a specific target, while avoiding damage to other equipment or injuring bystanders. Cracken's Crew was extremely effective, and they signed their work with the line "Cracken's Crew Says Hello."

Cracken's efforts resulted in an extensive and significant resistance campaign. With Contruum of limited value, Imperial forces actually withdrew in frustration. Cracken soon moved on to the Rebellion, taking much of his crew with him. There, they teach their techniques to Rebels throughout the galaxy. These range from turning a blaster powerpack into a bomb to rigging reactors or disabling large-scale shield generators.

Rumor has it that Cracken once rigged a virtual fleet of MSE "mouse" droids to follow squads of marching stormtroopers while they were patrolling an Imperial station. The droids lined up behind the oblivious troopers, mimicking their formation. When the troopers finally noticed, the droids scattered, each racing up to a different trooper, squealing loudly. When the inevitable intruder alert sounded in response to Cracken's actual sabotage activities, the shrieking droids raced after the squad as it ran down the corridors. Some ran underfoot, tripping troopers and sending them clattering to the floor in a white, armored heap. The rest of the droids maintained their pursuit of the remaining troopers, squealing a siren-like warning to any saboteurs still in the area. Once Cracken escaped the station, the droids rolled up to nearby Imperial troopers and officers, chirping a makeshift "Cracken's Crew Says Hello" in a piercing, grating squeal—over and over and over...

SABOTAGE

Sabotage is very common Rebel tactic. While any Imperial installation or military target could be targeted at any time, this method works best when it is coordinated with other attacks or activities, in order to achieve maximum results. Sabotage is typically carried out by Rebel sympathizers, Rebel commandos, secret Rebel cells, or individual Rebel intelligence agents.

Sabotage can be coordinated with hit-and-fade attacks or other military tactics to strike a surprise blow against an enemy ship or force. It might take down a shield generator at a critical moment, open the blast doors to incoming raiders, disable a walker or starship at a critical juncture, or use any number of other creative tactics to surprise and inhibit the enemy. A well-planned and well-timed sabotage attack can confuse and even demoralize enemy forces.

The saboteur must also have a reasonable escape route, so they might live to fight another day. Depending on the situation, the saboteur may hook up with enemy forces and withdraw with them, or find his own way out. Undercover agents and sympathizers typically prefer to escape on their own in order to protect their identities. If they are very good, or very lucky, the Empire might not ever know they were there.

Sabotage is often carried out with the use of explosives. However, damage may also be inflicted by reprogramming vital systems, starship or vehicle navigation computers, or even enemy droids. Any tactic that damages or disrupts a target counts as sabotage.

SPECIAL OPERATIONS MISSIONS

Special Operations missions run the gamut of operations types. These are the really strange missions that fall outside of normal military, sabotage, or intelligence activities, but may overlap with any or all of them at the same time. Missions to investigate Jedi artifacts or strange Force-related objects (or people) can fall into this category. Unusual rescue or recruitment missions, especially those in hard-to-reach locales or unusual environments, also fall to Special Operations.

SPIES AND INTELLIGENCE OPERATIONS

Alliance Intelligence utilizes all sorts of resources to gather information on Imperial and related enemy action across the galaxy. Spies are often autonomous, deep cover agents who feed information to Al on a regular basis. The Empire is constantly watching for spies and runs counterintelligence operations regularly to flush them out. Many true spies are adept in their own area of expertise, but struggle when the situation changes, and they must go underground or flee for their lives. They are not general, jack-of-all-trades agents, and they must be extracted from a deteriorating situation before it turns into a rescue mission.

STARFIGHTER STRIKES

To the Imperial Fleet and transport services, the Rebel starfighter attack is the most common and classic tactic. Starfighter strikes are highly effective hit-and-fade attacks. Most are well-planned, using the best intelligence data available. However, the realities of the Galactic Civil War and Imperial movements can force a spur-of-the-moment attack of opportunity against an unlooked-for target.

Starfighter strikes are typically carried out by one or more squadrons. They may operate from the same base or starship, or they may rendezvous at the target or a specific location ahead of time. As starfighters are a scarce resource, it is not uncommon for squadrons unfamiliar with each other to be brought in and ordered to work together during a given attack. This is especially true in larger assaults.

As a squadron normally uses only one type of starfighter, missions that require multiple fighter types usually use multiple squadrons. X-wings and/or A-wings often escort Y-wings and/or B-wings in attacks against capital ships or reinforced targets. Other fighter models such as Z-95s are also used by Alliance Forces, though they are less common, especially in the Alliance Fleet. Starfighters that are not equipped with hyperdrives are of much less value to Alliance Forces. The hyperdrive is the main reason these small ships can operate with such freedom of movement, even in heavily guarded or patrolled Imperial space.

XII
ADVERSARIES

"Only Imperial stormtroopers are so precise."

–Obi-Wan Kenobi

The galaxy is a vast, unbelievably varied place. There are thousands upon thousands of inhabitable worlds within it, and even more that do not naturally support life. According to the letter of galactic law, they are all part of the Galactic Empire, whether they are aware of it or not and whether they consent to it or not.

Few, if any, alien species are found among the ranks of the Empire's leadership beyond a tiny handful whose unique skills and value have overruled the Empire's discriminatory practices. Conversely, the Rebel Alliance seeks to unite all species in the same manner in which the Galactic Republic did. The diversity among its ranks is extraordinary, with hundreds of different species joining in hopes of securing peace and prosperity for their people, or at the very least, equality with the human civilizations of the Core Worlds.

There are three different levels of opponents and allies that characters will readily encounter in the galaxy, with different levels of threat posed to the average squad of soldiers and spies. Although some variation is to be expected, the broad categories are minions, rivals, and nemeses.

MINIONS

Minions are the most common NPCs encountered in the *Star Wars* universe. These are nameless individuals who provide the muscle to flesh out encounters. Squads of stormtroopers, packs of alien gang members, and groups of Gamorrean thugs waving large axes are all examples of minions. Their only real threat is in numbers, and a minion is not expected to stand toe-to-toe with a Player Character.

Minions are typically not real threats when encountered alone. Unfortunately, they are almost never encountered alone, as they tend to operate in small groups to increase their effectiveness. Minions will rarely be more than a minor obstacle to most parties of Player Characters, a delaying tactic that can stand in the way of achieving a goal that a more powerful enemy wishes to see prevented. Minions also tend to have lower wound thresholds than other NPCs, making it very likely that they'll drop in one or two hits.

GMs can use minions as adversaries, either as individuals or in groups. However, unless the minion has relevant characteristics of 3 or higher, individual minions are more likely to fail than succeed on all but the simplest combat checks. GMs should only use minions in this fashion if they wish to pit the PCs against an easy combat challenge. The more typical way to use minions involves deploying them in groups, as described later in this section.

MINION RULES

Minions have several unique rules that reflect their status as disposable adversaries.

- **Unless otherwise specified, minions do not suffer strain.** Anything that would inflict strain on a minion inflicts wounds instead. Minions also cannot voluntarily suffer strain. This means that when a minion is taken out of combat due to exceeding his wound threshold, it is up to the GM whether he was incapacitated or killed, depending on the circumstances.
- **Minions do not possess skills.** One thing that makes minions significantly weaker than Player Characters is their lack of skills. They can compensate for this by operating as a group. A minion's profile lists several skills in which that minion type gains ranks when acting as a group.
- **Minions can fight as a group.** As noted previously, the GM does not have to deploy minions in groups. However, deploying them in a group has several advantages. It simplifies combat and makes minions more dangerous while allowing GMs to include large numbers of adversaries. Minions are only deployed in groups of the same type. The minion group has a single wound threshold, shared by all members of the same group. This wound threshold is equal to the sum of the wound threshold of every member of the group. (For example, a group of 3 stormtroopers, each with a wound threshold of 5, has a wound threshold of 15.) Each time any member of the group suffers wounds, the wounds are applied to the group's wound threshold. Individual members of the group are defeated one at a time, each time the total wounds suffered exceeds that group member's share of the wound threshold. For example, when the stormtrooper group passes 5 wounds, one stormtrooper is defeated. When characters attack a group, they attack the group as a whole, not an individual. Working as a group also allows minions to use skills. A minion group gains 1 skill rank for each member of the group beyond the first, as long as that skill is on the minion's list. So, a group of four stormtroopers would count as having 3 ranks (for the three troopers after the first) in any applicable skill checks the group is called on to make.
- **Minions are killed by Critical Injuries.** If a minion suffers a Critical Injury, it is immediately incapacitated. If a group of minions suffers a Critical Injury, it suffers one minion's worth of wounds (so that one of the minions in the group is incapacitated).

RIVALS

Rivals are more dangerous than minions but still inferior to most Player Characters. Imperial officers, cunning bounty hunters, and capable technicians are all examples of rivals. Rivals are very similar to Player Characters in many respects, being generally more innately gifted and better trained than minions. They possess skills and operate individually rather than in groups. They are generally less skilled than the PCs, and seldom possess more than 2 ranks in any one skill.

RIVAL RULES

Rivals follow most of the same rules as Player Characters do, except as noted here.

- **Rivals suffer Critical Injuries normally.** However, when a rival exceeds his wound threshold, he can be killed outright (instead of incapacitated) at the GM's discretion.
- **Rivals cannot suffer strain.** When a rival would suffer strain, he suffers an equivalent number of wounds instead. He can use abilities or invoke effects that would cause him to suffer strain; this simply causes him to suffer wounds instead. Remember, because he does not suffer strain, he cannot recover it, either. Like minions, if a rival is incapacitated, the GM can decree whether he was killed or rendered unconscious based on the circumstances.

GMs can decide to track strain on certain rivals, even though this is not the norm. This does create extra bookkeeping for the GM, but it also allows some additional granularity for rivals who might prove important to the plot. In essence, this allows the GM to create nemesis-class characters with weaker-than-average statistics.

NEMESES

The nemesis is the opposite number of the Player Character. An Imperial Moff, a powerful Force-user, or a deadly assassin droid are examples of potential nemeses. They are identical to PCs in virtually every respect, and may, in fact, be more powerful; this is necessary to ensure that they are able to pose a threat to an entire party. Nemeses frequently possess a number of talents, have high characteristics and skills, and wield equipment that rivals the gear of even the most well-supplied of parties. Nemeses suffer strain and wounds normally and do not have any special rules governing their operations.

ADVERSARY LIST

The following is a list of adversaries the GM can use in his adventures. These adversaries are divided into several groups, depending on their affiliations and motives. Each adversary's profile is also broken down into several discrete sections, as follows:

- **Name:** The adversary's name or type, plus whether it is a minion, rival, or nemesis.
- **Description:** A section describing the adversary.
- **Characteristics:** The rating of the adversary's six basic characteristics.
- **Soak/Defense and Thresholds:** These are the adversary's soak, his defense (listed in both melee and ranged values), and his wound and strain thresholds. Only nemeses have listed strain thresholds. If a GM wishes to give a rival a strain threshold, it should have the same value as the listed wound threshold.
- **Skills:** Skills (if any) possessed by the adversary. If the adversary is a minion, these skills only apply in a group.
- **Talents:** Talents (if any) possessed by the adversary.
- **Abilities:** These are special abilities that are not skills or talents.
- **Equipment:** This is the adversary's equipment. The entry only lists important equipment such as weapons, armor, and vital pieces of gear. Items such as clothing, comlinks, spare change, glow-rods, and so forth are not listed but are still present if it makes sense (and at the GM's discretion). Any bonuses from equipment are already added to the profile.

It is important to note that adversaries do not always follow the same rules that Player Characters do. These profiles are generated for simplicity and ease of use, so non-essential information can be omitted. For example, some characters in this chapter have equipment exceeding their encumbrance threshold. However, they do not suffer from being over-encumbered. The equipment they are listed with is to allow them to be diverse enough to be used in many different situations.

THE REBEL ALLIANCE

Formally known as the Alliance to Restore the Republic, this organization is known throughout the galaxy as the Rebel Alliance or simply the Rebellion, even among its own members. Essentially a large coalition of different factions opposed to the Galactic Empire, the Rebellion is vastly less organized than most believe. The core group of dedicated assets and personnel is commanded by Alliance High Command, but a great number of their cells and satellite forces are affiliated but largely autonomous. This has created any number of difficulties for the Alliance as a whole, particularly when their associates commit an act that causes a public relations backlash against the entirety of the organization. Given the nature of their struggle, it is the best that the Alliance can hope to achieve until the balance of power begins to shift.

One of the Alliance's greatest strengths is the diversity of its members. While the Empire is known for its ruthless stance against non-humans, the Alliance recognized the strengths and rights of all species, and as such, a significant number of Rebel agents and operatives are non-human. Indeed, some of the more persecuted species, including Bothans, Mon Calamari, and Sullustans, joined the Rebellion en masse, helping in part to compensate for the overwhelming advantage of numbers that the Empire enjoyed over the Alliance.

ALLIANCE INFANTRY [MINION]

The rank-and-file of the Rebel Alliance's Army and Naval troopers are not that much different from their Imperial counterparts, all things considered. They are trained in a number of different arenas and in various contingencies, and they are assigned in similarly organized military units. Even their equipment tends to be similar, although the Imperials generally have an advantage in that area. What separates them is motivation. The troops who serve the Alliance believe that they are not just fighting for their own well-being, but that of their families and innocent people all across the galaxy. This conviction is what the Alliance believes will allow them to ultimately win the day.

Skills (group only): Melee, Ranged (Heavy), Vigilance.
Talents: None.
Abilities: Covering Fire (may spend a maneuver to add +1 ranged defense to up to three allied characters or minion groups within short range until the end of the next round; this does not stack with multiple uses).

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), combat knife (Melee; Damage 3; Critical 3; Range [Engaged]), blast vest (+1 soak).

BOTHAN SPY [RIVAL]

To most Bothans, information is king. Equally willing to sell to either side in the conflict, they remain officially neutral and the Empire has left them largely unmolested. There is, however, a growing unofficial faction that sees support of the Rebellion as the way forward. Given their natural affinity for backroom politics, the Bothans have taken very easily to the practice of espionage, and have secretly caused a great deal of difficulty for the Empire. It is a Bothan spy network that ultimately secures the plans for the second Death Star, giving the Alliance the opportunity to strike a devastating blow to the Empire.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	3	2	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
1	12	0 | 0

Skills: Computers 1, Deception 2, Streetwise 1, Skulduggery 2.
Talents: None.
Abilities: None.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), encoded datapad, secure comlink.

DIPLOMAT [RIVAL]

The adamant, absolute stance of the Empire when dealing with others, even its allies, is a benefit of its overwhelming size and force, but it also serves as an advantage of sorts for the Alliance. With each atrocity or military intervention that the Empire commits, it becomes easier for the Alliance to point toward them when attempting to recruit new allies in their struggle. While some are afraid of the power of the Empire, validating such terror tactics, just as many individuals take great offense at the oppression and totalitarianism of their would-be masters and offer their support to the Alliance. High Command has a limited corps of diplomats, many formerly associated with the Galactic Senate, which is employed to make this sort of agreement happen. These diplomats are extremely patient, willing to wait as long as necessary for the innocent people of the galaxy to realize the truth; trying to press the point only increases their resistance. Waiting to secure what is necessary for victory as more atrocities are committed is a price that weighs quite heavily upon many of them.

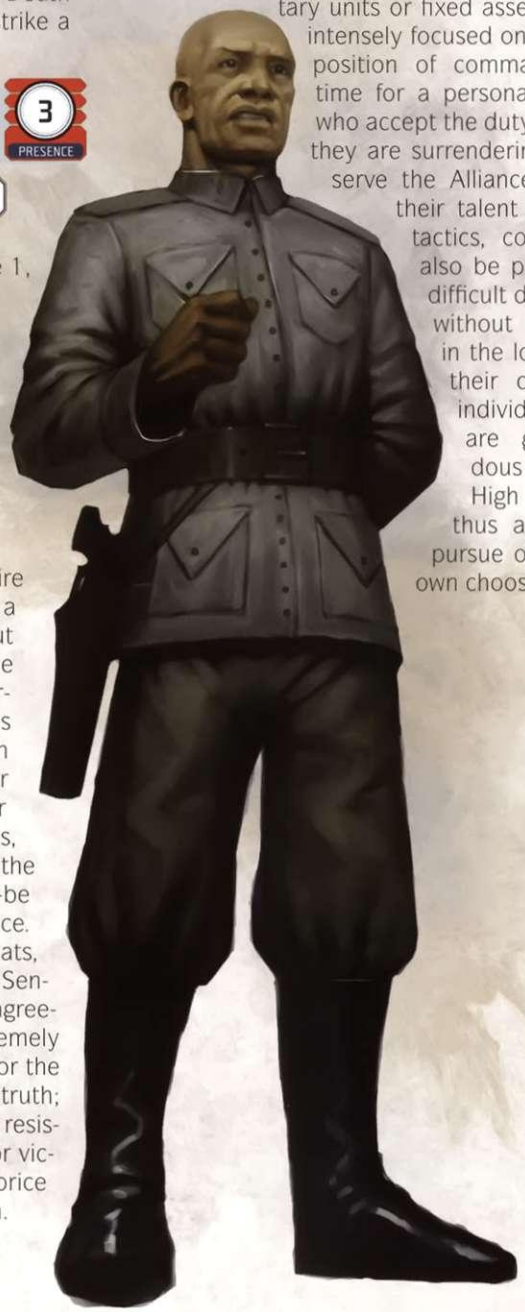
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	3	2	3	4

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	10	0 | 0

Skills: Charm 2, Cool 1, Deception 1, Negotiation 2.
Talents: Kill with Kindness 1 (remove ■ from all Charm and Leadership checks).
Abilities: None.
Equipment: Comlink, datapad, robes (+1 soak).

ALLIANCE COMMANDER [NEMESIS]

The individuals chosen by Alliance High Command to serve as individual commanders, whether of military units or fixed assets, are invariably intensely focused on their duties. The position of commander leaves no time for a personal life, and those who accept the duty understand that they are surrendering all in order to serve the Alliance. In addition to their talent for logistics and tactics, commanders must also be prepared to make difficult decisions that will, without question, result in the loss of lives under their command. These individual commanders are granted tremendous autonomy by High Command, and thus are often free to pursue objectives of their own choosing.



BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	4	4	3	4

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
4	16	14	0 | 0

Skills: Discipline 3, Knowledge (Warfare) 3, Leadership 3, Ranged (Heavy) 2, Ranged (Light) 3, Perception 3, Vigilance 2.
Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Command 2 (add ■■ to Leadership checks; affected targets add ■■ to Discipline checks for the next 24 hours), Field Commander (as an action, may make an **Average (◆◆) Leadership check**; 4 allies may immediately suffer 1 strain to perform a free maneuver).
Abilities: Improved Covering Fire (when allied minion groups within short range perform the Covering Fire maneuver, they add +2 ranged defense instead).
Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), blast vest (+1 soak).

INCOM ENGINEER [RIVAL]

One of the few significant advantages that the Alliance possesses over its Imperial adversaries is in the quality of its starfighters. The Battle of Yavin demonstrated to the entire galaxy that the nature of space warfare had changed, and that individual craft of high quality, operated by highly skilled pilots, could defeat enemies of vastly larger size, firepower, and number. Until the appearance of the TIE interceptor, it was widely acknowledged even in Imperial circles that the X-wing was the premier starfighter in the galaxy. The design team of Incom, the company that developed the X-wing, had long since defected to join the Alliance. Since that time, the individual team members and their hand-selected engineers-in-training have become the most elite technical consultants the Alliance has, offering innovative advancements to the organization in a number of different arenas, but most often in the area of starship enhancement.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	4	3	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	10	0 | 0

Skills: Astrogation 1, Computers 1, Mechanics 2.
Talents: Gearhead 1 (remove ■ from Mechanics checks).
Abilities: None.
Equipment: Holdout blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), datapad with schematics, repair tools.

MECHANIC [MINION]

The Alliance depends heavily upon a number of vehicles and starships in order to maintain their desperate struggle. In order to maintain this incredible array of technical marvels, the Alliance relies upon skilled technicians and mechanics to keep it in contention for victory in the Galactic Civil War. While many of its engineers' Imperial counterparts have extensive military training, the Alliance tends to recruit civilians with practical experience and expertise. Commercial mechanics, personal enthusiasts, and generally anyone with a grudge against the Empire who has sufficient background is welcome to join the Alliance and serve.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	3	2	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	4	0 | 0

Skills (group only): Mechanics.
Talents: None.
Abilities: None.
Equipment: Heavy hydrospanner (Melee; Damage 5; Critical 4; Range [Engaged]; Inaccurate 1), repair tools.

QUARREN AGITATOR [RIVAL]

All too often, there are occasions when diplomacy simply cannot achieve the ends the Alliance requires in order to move closer to ultimate victory against the Empire. There are many governments in the galaxy that have, either for selfish reasons or simply out of fear, allied themselves with the

Empire and refuse to consider any other potential path. Most Quarren, for example, were reluctant to join the Rebellion following the liberation of their homeworld, and so many rabble-rousers stepped up to attempt to bring their people into the fold.

When a planet's government refuses to recognize the best interests of its people, agitators are used to reach the people themselves. Agitators are a very diverse lot, from those who possess incredible passion and charisma, to the manipulative and deceitful. Regardless of their methodology, however, it is a profession with very little room for error; having practiced, and survived, their attempts to convert their homeworld, many Quarren agitators now apply their tactics on behalf of the Rebellion in the wider galaxy.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	3	2	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	13	0 | 0

Skills: Charm 2, Coercion 2, Deception 2.
Talents: Scathing Tirade (may spend an action to make an **Average [◆ ◆] Coercion check**; each ✲ causes one enemy in close range to suffer 1 strain; spend 🔱 to cause 1 affected enemy to suffer 1 additional strain).
Abilities: Amphibious (Quarren may breathe underwater without penalty and never suffer movement penalties for traveling through water).
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), inflammatory pamphlets and propaganda.

QUARTERMASTER [RIVAL]

The greatest difficulty facing the Rebellion is its lack of resources. What resources it does possess are very carefully measured and dispensed with absolute scrutiny for their purpose and intent. Some, even some among the Alliance's ranks, look at the fleets of ships and the hidden bases that the organization commands and wonder why even minor resources like blaster packs are so rigidly controlled, but the Rebellion can survive no other way. Quartermasters, like their more formal military counterparts, are tasked with managing the Alliance's meager resources and ensuring there is never a shortage of any essential commodity. Quartermasters are, by necessity, extremely strict and somewhat unpleasant, dealing with a never-ending stream of requests by frustrated personnel, all of whom believe that their request is, of course, completely valid. As a result, quartermasters often have a very unpleasant reputation among their fellow Alliance personnel.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	3	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	12	0 | 0

Skills: Discipline 2, Negotiation 3, Streetwise 2.
Talents: Know Somebody 2 (once per session, when attempting to purchase a legally available item, reduce its rarity by 2), Nobody's Fool 1 (upgrade difficulty of Charm, Coercion, and Deception checks targeting Quartermaster once).
Abilities: None.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), blast vest (+1 soak).

REBEL CELL LEADER [NEMESIS]

Leaders of individual Rebel cells are similar in many ways to Alliance commanders, although they have fewer resources, fewer personnel, and, some might argue, take vastly greater risks. These men and women operate inside enemy lines, attempting to undermine the Empire's interests and foment dissent against its rule. The environments in which these cells operate are spectacularly hostile toward any form of rebellion, and capture invariably results in death. Typically the acts of a Rebel cell involve espionage and sabotage. It is necessary for Rebel cells to maintain a low profile in order to avoid drawing too much scrutiny to themselves; bringing the attention of the Imperials down upon the local populace is a good way to alienate potential recruits and tarnish the reputation of the Alliance as a whole.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	4	4	2

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
4	19	16	1 | 1

Skills: Charm 3, Cool 3, Coercion 2, Deception 3, Discipline 2, Knowledge (Warfare) 1, Leadership 3, Melee 2, Ranged (Light) 1.
Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Inspiring Rhetoric (as an action, may make an **Average [◆ ◆] Leadership check**; each ✲ removes one strain or wound from one ally in short range; spend 🔱 to remove an additional strain or wound from an affected ally).
Abilities: Alliance Leader (Alliance operatives add □ to all Vigilance and Perception checks when in the NPC's presence).
Equipment: Disruptor pistol (Ranged [Light]; Damage 10; Critical 2; Range [Short]; Vicious 4), fire bomb (Ranged [Light]; Damage 7; Critical 3; Range [Short]; Blast 7, Burn 2, Inaccurate 1, Limited Ammo 1), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), armored clothing (+1 defense, +1 soak).

REBEL SPECFORCE INFILTRATOR [RIVAL]

The special forces branch of the Alliance military is simply known as the SpecForce, and its troops are seen as the most dangerous and capable of all Rebel soldiers.

Among members of SpecForce itself, the infiltrators are considered to be the most deadly. Extensively trained in stealth and assassination, these infiltrators specialize in gaining entry to hardened installations and effecting horrific damage before the enemy ever becomes aware of their presence. Infiltrators are often used to "soften" targets prior to a direct assault, and are also used to eliminate particularly important targets or retrieve especially important and well-guarded data. Because of the nature of their duties, infiltrators often choose to specialize in melee weaponry rather than louder and more easily detected blasters.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	3	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	13	0 | 0

Skills: Melee 2, Perception 1, Ranged (Light) 2, Skulduggery 2, Stealth 3.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Stalker 2 (add ◻◻ to all Coordination and Stealth checks).
Abilities: Shadowed (when in darkness or deep shadow, add ◻◻ to all Stealth checks), Swipe 1 (spend ◐ during melee combat to cause an engaged opponent to suffer 1 strain).
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), reinforced blast vest (+2 soak), encrypted comlink.

STARFIGHTER ACE [RIVAL]

The behavior of a true starfighter ace is often living verification that the common stereotype held of them by the majority of Alliance personnel is true. Many pilots who achieve the distinction of ace are hopelessly arrogant and utterly convinced of their own superiority, lending credence to such beliefs. Some wonder if this psychological profile is necessary to succeed in such an incredibly stressful, unforgiving career, but ultimately it does not matter. Starfighter aces are the darlings of the Alliance, a tremendous asset in the Galactic Civil War, and all too often, a tremendous annoyance to other members of the Rebellion.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	4	2	3	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	12	0 | 0

Skills: Cool 3, Gunnery 2, Piloting (Space) 3.
Talents: None.
Abilities: None.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit, astromech droid.

STARFIGHTER PILOT [MINION]

Prior to the Battle of Yavin, starfighter pilots were already a celebrated group among the ranks of the Alliance. High Command held firm to the opinion that their new starfighter design, the X-wing, was superior in every respect to the craft commanded by the Imperial Navy. It was thought that this superiority would translate into a distinct advantage in naval battles. Since the destruction of the Death Star, this philosophy has only gained ground and become more prevalent among other ranks of Alliance personnel. While well-founded in many regards, this philosophy has also caused something of a rift to form between starfighter pilots and the other enlisted personnel serving in the Alliance. Pilots are often considered arrogant and coddled by High Command. Whether this perception is true or not, most Alliance pilots are extremely confident to the point of being cocky.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	3	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	5	0 | 0

Skills (group only): Cool, Gunnery, Piloting (Space).
Talents: None.
Abilities: None.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit.

THE GALACTIC EMPIRE, BUREAUCRACY

While the military of the Empire is often the more present threat for the Alliance, as well as various other groups who have attracted the Emperor's ire, most citizens have far more to fear from the different branches of Imperial bureaucracy. Filled with individuals who revel in power and protocol, each individual section of the Imperial bureaucracy presents a never-ending maze for anyone who finds himself in need of navigating it. When not in combat situations, members of the Alliance often find their endeavors hopelessly complicated by Imperials who have no knowledge of who they are, but who make life difficult simply because it is their job.

BOSS AGENT [RIVAL]

The Bureau of Ships and Services is one of the most pervasive facets of the Imperial bureaucracy, mostly because it existed long before the formation of the Galactic Empire. The earliest incarnation of the BoSS was established when hyperspace travel first became prevalent in the galaxy, thousands of years before the advent of the Galactic Empire. The primary responsibility of the organization is to assign, regulate, and track the use of transponder codes, which are unique to each individual space-going vessel. Any ships identified as participating in any form of illegal activity, such as involvement with the Rebellion, are flagged in the massive BoSS database and can be identified in almost any major starport throughout the galaxy. For this reason, using false transponder codes is common practice in criminal circles as well as by the Alliance. BoSS agents who supervise such oddities are therefore a significant threat to criminals and Rebels alike.

Skills: Astrogation 1, Computers 1.
Talents: Nobody's Fool 1 (upgrade difficulty of all Charm, Coercion, and Deception checks targeting BoSS agent once).
Abilities: None.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), secure datapad with uplink to BoSS database, comlink.

COMPNOR AGENT [RIVAL]

The Committee for the Preservation of the New Order is a name used to describe multiple branches of the Imperial bureaucracy, all of which are completely devoted to maintaining support for the Emperor's rule. The precursor agency, COMPOR, was established as a grassroots political movement during the Clone Wars era, and was a powerful tool for maintaining support for the Supreme Chancellor. After the establishment of the Empire, the organization was reorganized to support the Empire as a whole rather than the Emperor specifically, although he factors significantly in their extensive, pervasive propaganda campaigns. COMPNOR agents are easily the most overzealous of all Imperial agents and genuinely believe that any and all horrors committed in the execution of their duty to root out disloyalty are for the greater good of the galaxy.

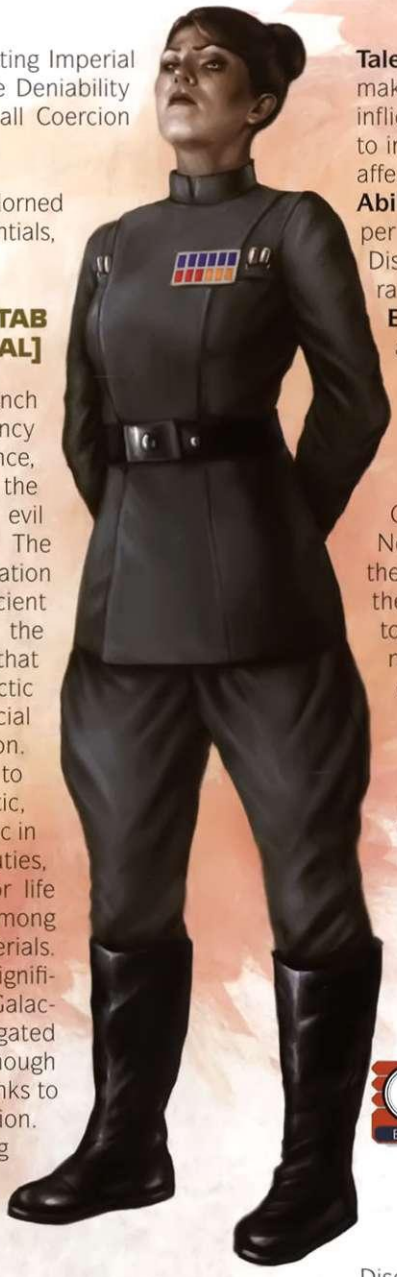
Skills: Coercion 3, Computers 2, Deception 3, Discipline 1, Knowledge (Core Worlds) 2, Knowledge (Warfare) 2.
Talents: None.
Abilities: None.
Equipment: Disruptor pistol (Ranged [Light]; Damage 10; Critical 2; Range [Short]; Vicious 4), military comlink.

IMPERIAL ADVISOR [NEMESIS]

One of the most insidious methods the Emperor employs to maintain control of his Empire is constantly pitting his minions against one another. These mind games allow such individuals to gain favor by proving their ultimate loyalty to him. Historically, this has prevented Palpatine's subordinates from allying against him, and nowhere has this policy been more ruthlessly embodied than in the ranks of his Imperial advisors. Typically, there have been around one hundred such extremely powerful and influential bureaucrats at any given time. Each is tasked not only with overseeing details of the Empire's administration, including such important decisions as appointing governors and Moffs, and also with conducting covert surveillance on the home systems of other advisors and high-ranking Imperial officials.

Skills: Charm 4, Coercion 4, Deception 4, Knowledge (Core Worlds) 3, Knowledge (Education) 2, Negotiation 3, Perception 4, Skulduggery 3, Vigilance 3.
Talents: Natural Charmer (once per session, may re-roll any 1 Charm or Deception check), Nobody's Fool 2 (upgrade difficulty of all Charm, Coercion, and

Deception checks targeting Imperial advisor twice), Plausible Deniability 2 (remove ■ ■ from all Coercion and Deception checks).
Abilities: None.
Equipment: Lavishly adorned robes, extensive credentials, sundry personal staff.



IMPERIAL DESTAB AGENT [RIVAL]

The Destabilization Branch is a particular agency within Imperial Intelligence, and is regarded by the Alliance as the most evil of all Imperial facets. The purpose of Destabilization is to ensure that sufficient fear and terror grips the galactic populace such that they rely upon the Galactic Empire to maintain social order and convention. DeStab agents tend to be exceptionally patriotic, but are often sociopathic in the execution of their duties, and have no regard for life whatsoever, not even among the ranks of other Imperials. Some of the most significant atrocities of the Galactic Civil War were instigated by DeStab agents, although some were avoided thanks to Rebel Alliance intervention. Relatively early during the conflict, surgically modified DeStab agents infiltrated the ranks of the Mon Calamari and Quarren races on the planet Mon Calamari and attempted to spark a war between the two, to ensure that they would be unable to supply the Rebel Alliance with the starships needed to maintain its struggle against the Imperial Navy. The Alliance thwarted the attempt, but sadly, many similar plots throughout the galaxy have gone undetected until it was far too late.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	3	4	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	13	0 | 0

Skills: Deception 3, Discipline 3, Coercion 3, Knowledge (Core Worlds) 2, Knowledge (Outer Rim) 2.
Talents: Improved Scathing Tirade (as an action, may make an **Average [◆ ◆] Coercion check**; each ✲ inflicts 1 strain on a target in short range.; spend ⟳ to inflict 1 additional strain on one affected target; all affected targets suffer ■ to all checks for 4 rounds).
Abilities: Destabilizing Influence (as a maneuver once per encounter, may add ⚙ to all subsequent Cool and Discipline checks made by enemies within medium range for the remainder of the encounter).
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), heavy clothing (+1 soak).

IMPERIAL MOFF [NEMESIS]

The term "moff" predates the establishment of the Galactic Republic, much less the Galactic Empire. Never has its use been more prevalent than since the Emperor co-opted it for his own use and created the position of Imperial Moff for individuals assigned to oversee an entire sector of space in the Empire's name. Those chosen to serve as Moffs are either extremely loyal, extremely capable, or easily manipulated. Regardless, having one Imperial representative to whom other agents, such as planetary governors or system overseers, report minimizes the necessary number of personnel at the top of the hierarchy. Each Moff reports either to an Imperial advisor or, after the establishment of the Tarkin Doctrine, to a Grand Moff responsible for the governance of an oversector. Individual Moffs have incredible leeway in the organization and dispensation of resources under their command, up to and including the military assets assigned to a particular sector.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	4	3	4	5

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
2	13	16	0 | 0

Skills: Charm 3, Coercion 4, Cool 3, Deception 4, Discipline 3, Knowledge (Core Worlds) 4, Leadership 4, Ranged (Light) 2, Streetwise 2, Vigilance 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Plausible Deniability 4 (remove ■ ■ ■ ■ from all Coercion or Deception checks), Supreme Inspiring Rhetoric (as a maneuver, may make an **Average (◆ ◆) Leadership check**; each ✲ removes 1 strain or wound from one ally in short range; spend ⟳ to remove 1 additional strain or wound from an affected ally; all affected allies add □ to all checks for 4 rounds).
Abilities: Imperial Valor (may perform a maneuver to cause all ranged attacks targeting the Moff to instead hit one ally or helpless enemy he is engaged with, until the beginning of his next turn).
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

THE GALACTIC EMPIRE, MILITARY

The military arm of the Galactic Empire is a vast, seemingly infinite engine of oppression and destruction capable of maintaining an iron-fisted rule throughout the whole of the known galaxy. Only portions of the Outer Rim Territories escape its reach, and even these remote areas are still under threat. While most regard the military as one enormous, monolithic entity, the truth is there are many arms, several of which enjoy vigorous, even bitter, rivalries with one another. Perhaps the most iconic of the Imperial militaries is the Imperial Navy, responsible for policing the incomprehensibly vast reaches of space in between civilized planets and systems. The Navy is best represented by the Star Destroyer, the very symbol of the Empire's power and a ship capable of blockading a planet completely on its own by sheer dint of its firepower and complement of troops and vehicles.

Less prominent, but still widely feared, is the Imperial Army, which many erroneously believe includes the independent Stormtrooper Corps. The Army and its subsidiaries are responsible for all operations conducted on the surface of a planet, including the maintenance of Imperial garrisons and operations conducted under the direction of planetary governors, sector Moffs, and Grand Moffs. Just as the Navy has a vast array of starships at its command, the Army possesses an almost infinite variety of vehicles and troops that are suitable for virtually any environment known to the galaxy.

IMPERIAL ARMY TROOPER [MINION]

The common citizen of the galaxy will never see a Star Destroyer or a stormtrooper in person, if they are fortunate. For the majority of those who never leave a planet's surface, the Imperial Army trooper is the face of the Empire. Stormtroopers and starships can be seen in promotional materials, but it is the stern and unforgiving face of the Army infantry that enforces the will of the Emperor on a planet's surface. For that reason, it is the men and women of the Imperial Army whom Alliance personnel must combat.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	5	0 | 0

Skills (group only): Discipline, Ranged (Heavy), Ranged (Light).
Talents: None.
Abilities: None.
Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), two frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), trooper uniform and helmet (+1 soak).

IMPERIAL GUNNERY CORPS [MINION]

The Gunnery Corps is a subdivision of the Imperial military that includes members of both the Imperial Army and the Imperial Navy—although there are more of the latter than the former. As with troops in the Vehicle Corps, with whom they often work, members of the Gunnery Corps receive rudimentary training as troopers, but the bulk of their instruction is in the use of vehicle- or installation-mounted weaponry. The ubiquitous turbolasers that are found on the hundreds of different starships in use in the Imperial Navy, as well as the vast variety of lasers that are deployed in ground installations and the many vehicles employed by the Vehicle Corps, are all fired by members of the Gunnery Corps.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	5	0 | 0

Skills (group only): Gunnery.
Talents: None.
Abilities: Gun Crew (for each Imperial Gunnery Corps member in the minion group beyond the first, reduce the Cumbersome rating of their weapons by 1).
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), heavy repeating blaster (Gunnery; Damage 15; Critical 2; Range [Long]; Auto-fire, Cumbersome 5, Pierce 2, Vicious 1), trooper uniform and helmet (+1 soak).

IMPERIAL ARMY OFFICER [RIVAL]

An incredible number of officers are required by the Imperial military simply to oversee day-to-day operations and orchestrate major offensives. The number of officers presently serving has increased markedly in the past few years, owed to the growing threat of the Rebel Alliance. As has been the case with literally countless militaries throughout galactic history, merit is the surest means of rising through the ranks of the Imperial military, but there is also a very strong political component. Many officers have little more to their name than their family connections.

Skills: Discipline 3, Knowledge (Warfare) 2, Ranged (Light) 2, Vigilance 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).
Abilities: Tactical Direction (may perform a maneuver to direct one Imperial Army minion group within medium range; the group may perform an immediate free maneuver or add ☐ to its next check), Overwhelming Fire (may perform a maneuver to direct one Imperial Army minion group within medium range; the group may perform an immediate free combat check action).
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), officer uniform (+1 soak), long range comlink.

IMPERIAL NAVY TROOPER [MINION]

Often confused with the rank-and-file of the Imperial Army, much to the consternation of both groups, Naval troopers fulfill essentially the same purpose for the Imperial Navy. They are the enforcement arm that can be found on large-scale starships and naval space stations. Standard duties for naval troopers include the supervision of any and all prisoners aboard a vessel, simple guard duty, escort details for important guests, and boarding actions against enemy vessels.

Skills (group only): Perception, Ranged (Light).
Talents: None.
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), blast vest and helmet (+1 soak).

IMPERIAL VEHICLE CORPS [RIVAL]

A subsidiary branch of the Imperial Army, the Vehicle Corps is a specialized division of troopers who receive rudimentary infantry training but specialize in piloting the various forms of vehicles utilized by that military organization. This includes not only land and sea vehicles, but aircraft that cannot achieve orbit on their own (any orbital craft falls under the auspices of the Imperial Navy). Repulsorlift operations, ground vehicle operations, and aquatic vehicle operations all fall under this umbrella; however, the lattermost of these is typically grouped in with the subdivision of the Imperial Army known as the lesser Imperial Navy, responsible for waterborne operations on the surfaces of planets throughout the galaxy.

Skills: Gunnery 2, Piloting (Planetary) 2.
Talents: None.
Abilities: None.
Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), trooper uniform and helmet (+1 soak).

INTELLIGENCE AGENT [NEMESIS]

Imperial Intelligence is a separate entity from the military, but they often work hand-in-hand to accomplish their mutual objectives. The autonomy of Imperial Intelligence often allows them to co-opt military assets to accomplish their missions, occasionally to the chagrin of the officers who command the ships or companies utilized in such a manner. Regardless, the threat posed by intelligence agents is particularly significant, because they do not adhere to standard military protocol and are easily able to think outside the rigid tactical instruction of the Army and Navy. Seasoned agents understand how the Alliance thinks, and that makes them exceptionally dangerous.

Skills: Charm 2, Coercion 2, Deception 2, Ranged (Light) 2, Melee 2, Streetwise 2, Vigilance 2.
Talents: None.
Abilities: None.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), encrypted datapad, secure comlink.

MILITARY INFORMANT [RIVAL]

These individuals (or, as the Empire refers to them, intelligence assets) are a pale reflection of the agents from the Imperial Intelligence Bureau. However, they are equally loyal and enjoy the benefits of deep, virtually impenetrable cover. Suitable candidates are selected at a very early age and discreetly indoctrinated when there is a reasonable explanation for their absence. These individuals are instilled with great loyalty to the Imperial military complex in exchange for extremely meager rewards in the grand scheme of things, whether they are military, monetary, or political in nature. These men and women are given legitimate civilian reasons to be moved to political hotspots, where they carefully monitor the population for any signs of treason or paramilitary activity. They then dutifully report this information using blind drops, encrypted communiqués, or other secretive means.

Skills: Computers 1, Deception 2, Stealth 1, Vigilance 1.
Talents: Indistinguishable 1 (opposing characters upgrade the difficulty of any checks made to identify military informants once).
Abilities: None.
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), disguise kit, disassembly-capable secure military comlink.

NAVAL ENGINEER [MINION]

The Imperial Corps of Engineers is technically a separate branch of the military, but is most often associated with the Imperial Navy due to the frequent presence of its representatives aboard the Navy's starships. Their primary purpose within the Navy is to serve as tactical advisors for the frequent sieges that Star Destroyers are called upon to implement. They can also be found among the ranks of the Imperial Army, where their purpose is more constructive, facilitating the creation of military installations for use in ground operations.

Skills (group only): Computers, Mechanics.
Talents: None.
Abilities: None.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting).

IMPERIAL STORMTROOPER [MINION]

There is no greater symbol of the Emperor's New Order than the elite stormtrooper legions that enforce his will without remorse, mercy, or compassion. The featureless helmets, the uniformity of their armor, and the sheer number of them advancing without care for the losses they sustain, all contribute to their intractable image. The details of the Clone Wars have been long forgotten by the majority of the galaxy's denizens. As a result, there are precious few who associate the terrifying modern stormtroopers with the once-heroic clone troopers who waged that conflict on behalf of the Galactic Republic.

The Imperial Stormtrooper Corps is an independent branch of the military, and while they answer to the officers of both the Army and the Navy, their own commanders have the discretion to ignore or overrule orders issued to them if they feel they are not in the best interests of the Galactic Empire. There are numerous specialties within the stormtrooper legions, the majority of which use equipment that meshes with their training to create a cadre of elite troops that can effectively serve in virtually any combat theater.

Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy).
Talents: None.
Abilities: None.
Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads. Individuals or groups of two may be armed with light repeating blasters with slings (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-fire, Cumbersome 4, Pierce 1).

IMPERIAL STORMTROOPER SERGEANT [RIVAL]

Stormtroopers who survive engagements with high marks are promoted to the position of sergeant. Typically this involves command of a single squadron, but stormtroopers who excel at leadership are promoted to higher ranks. Such positions can include supervision of entire companies of stormtroopers. Rank within the stormtrooper legions is difficult for outsiders to fully understand, as they refer to virtually any officer from their ranks as commander. The uniformity of their armor and this tendency for vague references helps to enforce the image of stormtroopers as an absolutely

faceless, monolithic military entity, which only serves to enhance their fearsome reputation.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	15	0 / 0

Skills: Athletics 2, Discipline 2, Leadership 3, Melee 2, Ranged (Heavy) 2, Ranged (Light) 2, Resilience 2, Vigilance 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).
Abilities: Tactical Direction (may perform a maneuver to direct one stormtrooper minion group within medium range; the group may perform an immediate free maneuver or add ☐ to its next check).
Equipment: Heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 3), vibroknife (Melee; Damage 4; Critical 2; Engaged; Pierce 2, Vicious 1), two frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads.

STORMTROOPER SPECIALTY CORPS: DARK TROOPER [RIVAL]

Funded and operated as a subdivision of the Imperial Stormtrooper Corps, the Dark Trooper Project was a clandestine attempt to create an even more fearsome elite fighting force which was easier to produce within a short period of time. The goal of the project was to create extremely advanced military droids that could pass for armored humans, thus achieving the fearsome aspect required of elite military units without any concern for the environmental conditions that might limit human personnel. Although sabotaged by Alliance efforts, a small number of prototypes were completed, and the Rebellion lives in perpetual fear that the project may be continued in another, as yet unknown, area.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	3	2	2	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
8	16	1 / 1

Skills: Brawl 2, Gunnery 4, Perception 2, Vigilance 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to

poisons and toxins), Enhanced Senses (add automatic ⟲ to all Perception checks).
Equipment: Missile tube (Gunnery; Damage 20; Critical 2; Range [Extreme]; Blast 10, Cumbersome 3, Guided 3, Breach 1, Prepare 1, Limited Ammo 6), plasma shell assault cannon (Gunnery; Damage 10; Critical 2; Range [Long]; Auto-fire, Breach 1, Concussive 1, Cumbersome 4, Inaccurate 1), power armor (+2 soak, +1 defense), jetpack, internal comlink.

STORMTROOPER SPECIALTY CORPS: SANDTROOPER [MINION]

Desert worlds are often rich in minerals or other infrequently appearing resources, necessitating settlement despite the harshness of their environments. The extreme temperatures, as well as the abrasiveness and navigational problems associated with the terrain, necessitate specialized training and equipment. Sandtroopers are intimately familiar with arid environments, and are trained in beast-riding as a means of enduring transportation under conditions that might otherwise cripple conventional forms of technology.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	5	0 | 0

Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy), Resilience, Survival.
Talents: None.
Abilities: None.
Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), high-temp environment armor (+2 soak; when making skill checks, sandtroopers may remove ■■ imposed due to arid or hot environmental conditions), utility belt, extra reloads, food and water packs. Individuals or groups of two may also have riding dewbacks.

STORMTROOPER SPECIALTY CORPS: SCOUT TROOPER [MINION]

Reconnaissance is one of the most important aspects of any military organization, and the Imperial Stormtrooper Corps is no different. More lightly armored to facilitate rapid movement and trained with rapid-response repulsorlift vehicles, scout troopers are at the forefront of any insertion of the stormtrooper legions into a new theater of operations.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	5	0 | 0

Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy), Ranged (Light), Vigilance.
Talents: None.
Abilities: None.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting) or blaster sniper rifle with scope (Ranged [Heavy]; Damage 10; Critical 3; Range [Extreme]; Accurate 1, Cumbersome 3, Pierce 2, Slow-Firing 1, reduce difficulty of combat checks at long or extreme range by 1), one frag grenade (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), scout trooper armor (+1 soak), utility belt, extra reloads.

STORMTROOPER SPECIALTY CORPS: SNOWTROOPER [MINION]

Just as desert worlds present environmental conditions that are a barrier to normal military operations, planets with an extremely cold environment are likewise impractical for traditional protocols, including the stormtrooper legions. Snowtroopers have specialized armor and equipment that can function regardless of the temperature and are capable of operating for long periods of time without needing any support of any sort. Furthermore, they are equipped with sensor packages that allow them to seek out thermal images in a sea of ice, which dramatically increases their effectiveness in combat.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	5	0 | 0

Skills (group only): Athletics, Discipline, Gunnery, Melee, Ranged (Heavy), Resilience, Survival.
Talents: None.
Abilities: None.
Equipment: Multi-optic sighted blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting, remove up to ■■ on any checks to use this weapon due to smoke, darkness, or other environmental conditions that obstruct vision), snowtrooper armor (+2 soak; when making skill checks, snowtroopers may

remove ■■ imposed due to cold or icy environmental conditions). Individuals or groups of two may be armed with heavy repeating blasters (Gunnery; Damage 15; Critical 2; Range [Long]; Auto-fire, Cumbersome 5, Pierce 2, Vicious 1; tripod mount).

TIE PILOT [MINION]

Commonly disparaged by the Alliance as vastly inferior to Rebellion pilots, in truth the pilots produced by the Empire's starfighter training programs are head-and-shoulders above any other equivalent force in the galaxy, with the possible exception of the Alliance. In fact, the poor reputation TIE pilots have is no fault of their own, but rather a combination of their relatively fragile equipment (TIE fighters are known for relative fragility and weak construction) and their lack of protective amenities (shields being the most notable exclusion).

Skills (group only): Gunnery, Piloting (Space).
Talents: None.
Abilities: None.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit.

TIE ACE [RIVAL]

While it is true that many joke about the delicate nature of TIE fighters, most have a healthy respect for the swarms of the fighters as they descend in a strafing or bombing run. This reputation is due in large part to the upper echelon of TIE pilots, the aces. These individuals, typically squad leaders and seasoned combat veterans, are a match for even the most arrogant Alliance starfighter pilot.

Skills: Gunnery 2, Piloting (Space) 2.
Talents: None.
Abilities: None.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit, sensory augmentation package (add ⟲ to any Perception checks made by the character).

THE GALACTIC UNDERWORLD

The Galactic Civil War is a struggle between the Empire and the Alliance to Restore the Republic. In between the two, however, are the dark shadows of the underworld. In these gray areas, criminals find opportunities for profit by selecting one side or another to assist or, more commonly, by playing both sides against one another in an extremely dangerous, if rewarding, game. Many factions within the underworld have suffered significantly at the hands of the ruthless Empire, and as a result are happy to lend their assistance to the Rebellion—although not for free. Desperate for supplies and equipment, the Alliance is happy to make deals with anyone who will assist them, although they draw the line at such horrendous offenses as slaving and trafficking in some forms of spice.

The Empire, on the other hand, typically has little use for criminal elements. There are exceptions, as the Emperor himself has connections with the Black Sun crime syndicate, and individual officers and Moffs may have agendas that lend themselves to cooperation with criminals. For the most part, the Empire does not endorse or support underworld connections. The most notable exceptions are bounty hunters, whose cruelty and ruthlessness have gained them recognition as legal representatives who can count upon the Empire for some of their more lucrative contracts.

BLACK MARKETEER [RIVAL]

In any conflict the size and scope of the Galactic Civil War, there are always those who seek to profit from the struggle. In this case, the Rebel Alliance's desperate need for arms and supplies has made a great many people very wealthy, indeed. Black Marketeers are those who have a particular knack for acquiring things that people need, usually people with large amounts of credits to spend in acquiring them. They most frequently deal with the Alliance, since the Empire scarcely wants for supplies, but individual members of the Empire may be corrupt enough to deal with such individuals if it suits their needs to do so.

Skills: Knowledge (Underworld) 2, Negotiation 2, Ranged (Light) 1, Skulduggery 2, Streetwise 2, Vigilance 2.
Talents: Black Market Contacts 2 (decrease rarity of sought item by two when looking on the black market; item's cost is increased by 50%).
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

GUILDED BOUNTY HUNTER [RIVAL]

By definition, a bounty hunter is an individual in possession of an Imperial Peace-Keeping Certificate who is legally permitted to hunt and apprehend wanted criminals in exchange for bounties offered by the Empire or other parties. The definition is somewhat innocuous, however, and does little to reflect the sheer brutality so often exhibited by bounty hunters throughout the galaxy. Compassionate souls are not drawn to this line of work, and while many make a good living working for the Empire, just as many, if not more, choose instead to work for corporations, private citizens, or criminal organizations in order to gain the credits and the reputation that they so desperately crave. It goes without saying that bounty hunters are a persistent, significant threat to the safety of all members of the Rebel Alliance.

Skills: Cool 2, Melee 1, Ranged (Light) 2, Perception 2, Stealth 1, Streetwise 2, Survival 2.
Talents: Expert Tracker (remove ■ from checks to find tracks or track targets; decrease time to track a target by half), Quick Draw (may draw or holster a weapon as an incidental).
Abilities: None.
Equipment: Disruptor pistol (Ranged [Light]; Damage 10; Critical 2; Range [Short]; Vicious 4), two stun grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 8, Disorient 3, Limited Ammo 1, Stun damage), bolas (Ranged [Light]; Damage 2; Range [Short]; Ensnare 3, Knockdown, Limited Ammo 1), armored clothing (+1 defense, +1 soak), jetpack, utility belt.

EXPERT FORGER [RIVAL]

The sheer size of the Galactic Empire's bureaucracy is such that few sentient beings can ever hope to familiarize themselves with the entirety of it during a normal lifespan. The volumes of permits, papers, licenses, and countless other forms of registration are enough to frustrate and stymie even the most determined soul. Fortunately for the Alliance and others unable or unwilling to pursue official channels, there are those in the galaxy who can and will produce whatever bureaucratic credentials are required—for a price. Forgery is an extremely lucrative, if dangerous, business, and one that thrives in virtually every corner of the known galaxy. Those who take up such a practice as their profession often choose to specialize in one particular aspect of the bureaucracy, as trying to diversify too much is resource-intensive and can bring unwanted attention.

Skills: Knowledge (Underworld) 1, Perception 2, Streetwise 2, Vigilance 1.
Talents: None.
Abilities: Critical Eye (gain □ on all rolls made to duplicate a familiar document).
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), precision electronic forging tools.

HIRED THUG (WEEQUAY) [RIVAL]

Weequay are a harsh and resilient species who often find themselves used as enforcers because of their thick, toughened skin and dense bone structure. Their culture idealizes violence and conflict, and has a long history of working as mercenaries for factions all across the galaxy. They perform well in this role, tending to stay quiet and solitary, blending into the background whether working on a pirate crew or in a Hutt's throne room.

Skills: Athletics 1, Coercion 2, Melee 2, Ranged (Light) 1, Survival 1.
Talents: None.
Abilities: None.
Equipment: Vibro-ax (Melee; Damage 6; Critical 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3), two frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), beast-hide armor (+1 soak).

HUTT CRIME LORD [NEMESIS]

There is no more infamous group of criminals in the galaxy than the Hutt Cartels, any individual member

of which is a powerful and dangerous force to be reckoned with in his own right. The Hutts are an extremely long-lived race, with natural resistance to both injury and manipulation by the Force. Coupled with their own extremely egocentric natures and their tendency toward violence, greed, and debauchery, the Hutts are extremely successful in criminal enterprises. They also make incredibly vengeful enemies for anyone daring to cross them. The Empire has deliberately overlooked their excesses, allowing them to oversee Hutt Space, the region of the galaxy that is home to their most prolific criminal endeavors. The Alliance prefers not to deal with them at all if it can be avoided, simply because they are so untrustworthy and unpredictable. Unfortunately, there are occasions when it cannot be avoided.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
6	1	4	6	5	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
10	30	20	0 | 0

Skills: Athletics 1, Charm 2, Coercion 4, Cool 5, Deception 5, Discipline 5, Knowledge (Outer Rim) 3, Knowledge (Underworld) 3, Leadership 1, Melee 2, Negotiation 5, Ranged (Light) 2, Resilience 8.
Talents: Convincing Demeanor 2 (remove up to ■■ from any Deception or Skulduggery check), Durable 3 (subtract 30 from Critical Injury rolls made against the Hutt), Nobody's Fool 3 (upgrade difficulty of all Charm, Coercion, and Deception checks targeting Hutt by 3), Resolve 2 (when suffering strain, reduce the amount suffered by 2, to a minimum of 1).
Abilities: Awkward (Hutts have great physical strength but their bulk imposes severe limitations in flexibility and agility; they add ■■■ to all Brawl, Melee, and Coordination checks they're required to make), Ponderous (Hutts can never spend more than one maneuver moving per turn).
Equipment: Generally none; if a Hutt needs something, he usually has an attendant to carry and use it. However, Hutts can wield weapons such as vibro-axes (Melee; Damage 9; Critical 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3) or large-bore blaster pistols (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Stun setting, Hutt only).

INFOCHANT [RIVAL]

The galaxy is incomprehensibly vast, and knowing the right information at the right time is absolutely essential to the success of any major undertaking, whether it be political, military, or criminal in nature. It serves the interests of the Galactic Empire to ensure that information is tightly controlled and restricted in its availability, which makes the duties of the Rebel Alliance all the more difficult to fulfill. Fortunately, there are always those who are well-connected, keep their ear close to the ground, and are delighted to pass on the information they come into in exchange for a few credits. Information merchants, often called "infochants," are popular with members of the Rebel Alliance, certain branches of Imperial Intelligence, and, of course, all factions that inhabit the criminal underworld.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	4	3	3	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	12	0 | 0

Skills: Deception 2, Knowledge (All) 2, Perception 2, Vigilance 1.
Talents: None.
Abilities: None.
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), encrypted datapad, comlink.

PIRATE CREW [MINION]

The vast void between worlds is not something that most citizens of the galaxy spend a great deal of time thinking about; it is simply something to be passed through until a journey is complete. However, the dangers of the void are innumerable, and pirates are far from the least of them. Apolitical and cursed with endless avarice, pirates prey upon any ship weak enough for them to target. This rarely includes military ships, such as those belonging to the fleets of the Empire and the Alliance, but individual teams of operatives on either side of the Galactic Civil War can fall victim to pirates' endless greed if they are not careful.

Skills (group only): Cool, Ranged (Heavy) or Ranged (Light).
Talents: None.
Abilities: None.
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting) or blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), vibroknife (Melee; Damage 3; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), padded armor (+2 soak).

PIRATE CAPTAIN [NEMESIS]

Among the rank-and-file of pirate crewmen, few survive long enough to practice their skills and become leaders among their fellows. These individuals possess a cunning that their comrades lack, a cunning which has been honed to a razor's edge over the course of their careers. The ideology of these individuals varies, from those who slaughter every victim to avoid witnesses, to those who show mercy to their victims in the hopes of building a benevolent reputation to any ship captain who surrenders without a fight. Most pirate captains fear capture, and will not take unnecessary risks unless the promise of their bounty is so great that their avarice overcomes their cowardice.

Skills: Coercion 3, Cool 3, Coordination 2, Deception 3, Gunnery 2, Leadership 2, Ranged (Heavy) 3, Melee 4, Resilience 2, Skulduggery 3.
Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Feral Strength 2 (+2 damage on all Brawl and Melee attacks), Knockdown (may spend ⊕ to knock target prone with successful melee attack).
Abilities: Pirate Leader (may perform a maneuver to give orders to other pirate allies in medium range, granting them □ on their next check).
Equipment: Heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-Fire, Cumbersome 3), vibro-ax (Melee; Damage 9; Critical 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3), armored clothing (+1 soak, +1 defense).

SHADOWPORT MECHANIC [RIVAL]

The term "shadowport" is generally used to describe any operational starport that is free from governmental influence, be it planetary, sector, or Imperial in nature. These starports are occasionally operated by private individuals, but most often they are in the thrall of one or more criminal enterprises. Services of all sorts are available, and often high-grade technical services can be acquired. This is useful for those who wish to leave no record of their business transactions, but the cost for such discretion can be quite high. Shadowport mechanics are often highly skilled but eccentric.

Skills: Astrogation 1, Computers 2, Mechanics 3, Streetwise 2, Underworld 2.
Talents: None.
Abilities: None.
Equipment: Heavy hydrospanner (Melee; Damage 5; Critical 4; Range [Engaged]; Inaccurate 1), tool kit.

SLICER [RIVAL]

The computer networks that link the galaxy's thousands of governments together are incredibly complex and contain extremely secure, sensitive information. Slicers are individuals who specialize in bypassing all manner of computerized security in order to delicately retrieve information for others—or, sometimes, for their own amusement. Skilled slicers can be hired to discover classified information from military databases, de-encrypt files recovered from military installations, or to be involved in any number of other variations on information trafficking.

Skills: Computers 2, Cool 2, Skulduggery 1.
Talents: Bypass Security (remove ■ from any Computers or Skulduggery check to bypass security).
Abilities: None.
Equipment: Stun blaster (Ranged [Light]; Damage 6; Critical —; Range [Short]; Stun damage), slicer gear.

SMUGGLER [RIVAL]

Smugglers are often romanticized in underground holovids as heroes and rogues whose dashing and courage often places them in harm's way against opponents whose vices and crimes far outstrip their own. There are a handful of such individuals in the galaxy, to be sure, but the vast majority of smugglers are greedy and amoral individuals who seek to profit by flaunting both law and tradition. The only true commonality among smugglers is a healthy disrespect for the forces of law and order. This often places them in a position to be of benefit to the Rebel Alliance, although the Alliance is often understandably reluctant to place its trust in such individuals. Indeed, when one considers that smugglers often risk crossing ruthless, murderous crime lords, the probability that they will consider deceiving and double-crossing the Alliance is equally high.

Skills: Charm 2, Cool 1, Ranged (Light) 2, Piloting (Space) 3, Skulduggery 2, Streetwise 2, Vigilance 1.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Skilled Jockey 2 (remove ■■ from all Piloting checks).
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

DROIDS

Mechanical life, despite being something of a contradiction in terms, is common throughout the galaxy. Droids have been utilized by countless planets and civilizations for centuries, perhaps longer, in order to make life easier. From simple labor droids that do little more than move cargo around to advanced medical droids that diagnose and treat the most serious injuries and diseases, the variety of droids in the galaxy is almost as diverse as the organic lifeforms they serve. Invariably, droids have found themselves involved on both sides of the Galactic Civil War in a number of different capacities.

The majority of droid models lack the capacity for independent thought. Only the most advanced models can achieve true sentience, and then only if their cerebral circuitry is allowed to develop for long periods of time without regular memory wipes. Droids are also divided by class, depending on their function. Class One droids are intended for medical use, and as such have extremely advanced brains. They are capable of quickly developing self-awareness if regular memory wipes are not employed. Class Two droids are intended for engineering and maintenance, and rarely have the capacity for meaningful communication with organic beings. These droids include the ubiquitous astromech droids popularized by the enormously successful R2 series. Class Three droids are designed primarily for interaction with organic beings, acting as servants, translators, or caregivers. Like Class One droids, they are quick to develop self-awareness. Class Four droids are designed for combat. As such, they are tightly restricted in terms of both creation and use. Class Five droids are the simplest droids of all, designed for physical labor in a number of different environments.

ASSASSIN DROID [NEMESIS]

Assassin droids embody the worst fears organic beings have of mechanical life—specifically that it will employ violence against its creators in an attempt to replace them. While assassin droids are not so universally genocidal in their function, they are designed with the intent to kill living creatures. As such, they are a constant danger to all who interact with them, as they are motivated not by profit or ideology, but by pure, programmed instinct. Officially, of course, the Imperials do not employ assassin droids, which are illegal in virtually every sector of the galaxy. Unofficially, the Empire employs them discreetly to seek out specific targets that are impossible, or at least inconvenient, for them to deal with personally. On general principle, the Alliance eschews assassin droids completely.

Skills: Coercion 3, Computers 4, Gunnery 5, Mechanics 3, Melee 3, Ranged (Heavy) 5, Ranged (Light) 5, Piloting (Planetary) 3, Piloting (Space) 3, Vigilance 2.
Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Barrage 3 (add 3 to the damage of all Gunnery and Ranged attacks at medium or long range), Point Blank 3 (add 3 damage to all Ranged (Heavy) and Ranged (Light) attacks made at short or engaged range).
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).
Equipment: Light repeating blaster (Ranged [Heavy];

Damage 11; Critical 3; Range [Long]; Auto-fire, Cumbersome 4, Pierce 1), built-in light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), built-in missile tube (Gunnery; Damage 20; Critical 2; Range [Extreme]; Blast 10, Breach 1, Cumbersome 3, Guided 3, Limited Ammo 6), built-in razor-claws (Melee; Damage 6; Critical 4; Range [Engaged]).

ASTROMECH DROID [RIVAL]

Astromech droids are incredibly common throughout the galaxy. Although they all share a common purpose, they vary considerably in terms of their sophistication. At the lower end of the spectrum, early astromech droids were little more than automated navicomputers with some maintenance capabilities. The more sophisticated among them, specifically the universally successful R-series droids from Industrial Automaton, are among the most intelligent and advanced of all Class Two droids. The R2 model of droids in particular are notorious for developing quirky personalities in the absence of regular memory wipes. Part of the reason that Alliance starfighters are so much more advanced than their Imperial counterparts without a significant increase in size is the utilization of astromech droids, which facilitate many of the more difficult computer functions necessary for the fighters to operate. In Imperial forces, astromech droid use is limited largely to capital-scale vessels that require redundant backups to ensure smooth functioning, regardless of circumstance.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	2	2	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	11	0 | 0

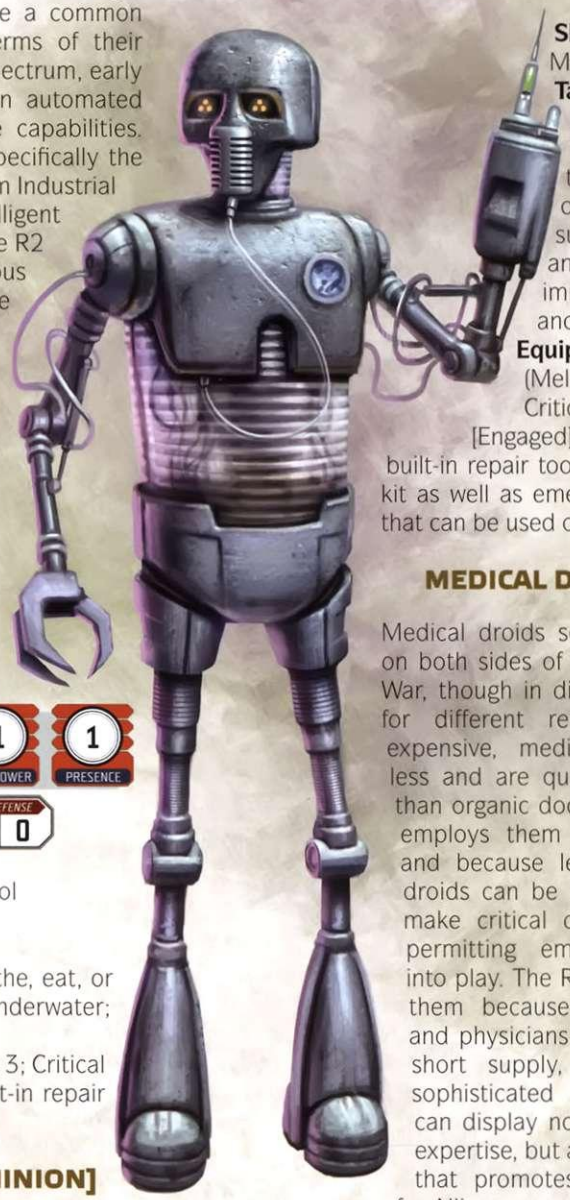
Skills: Astrogation 3, Computers 3, Cool 2, Mechanics 2, Piloting (Space) 2.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).
Equipment: Arc welder (Melee; Damage 3; Critical –; Range [Engaged]; Stun damage), built-in repair tools (counts as tool kit).

MAINTENANCE DROID [MINION]

The term maintenance droid applies to an extremely broad array of Class Five droids that are created to perform simple repairs and upkeep on different equipment and vehicles. Typically these are the less sophisticated Class Five droids. They are not tasked with advanced repairs. Instead, they are afforded simple work that trained laborers would be able to perform—only without the need for rest, payment, or food. They are employed in most starports throughout the galaxy, including those controlled by both the Galactic Empire and the Rebel Alliance.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	3	0 | 0



Skills (group only): Mechanics.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).
Equipment: Arc welder (Melee; Damage 3; Critical –; Range [Engaged]; Stun damage), built-in repair tools (counts as tool kit as well as emergency repair kit that can be used once per session).

MEDICAL DROID [RIVAL]

Medical droids see extensive use on both sides of the Galactic Civil War, though in different ways and for different reasons. Although expensive, medical droids cost less and are quicker to produce than organic doctors. The Empire employs them for this reason, and because less sophisticated droids can be counted upon to make critical decisions without permitting emotion to come into play. The Rebellion employs them because trained medics and physicians are in extremely short supply, and the more sophisticated medical droids can display not only significant expertise, but a bedside manner that promotes quick recovery for Alliance personnel.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	2	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	10	0 | 0

Skills: Discipline 1, Medicine 3, Perception 2.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).
Equipment: Built-in diagnostic and surgical tools (counts as medpac as well as stimpack that can be used once per session).

PROTOCOL DROID [RIVAL]

The purpose of a protocol droid is to facilitate the interaction of organic beings in a galaxy that has literally thousands upon thousands of unique cultures and civilizations, many of them with conflicting or otherwise exclusive customs and beliefs. Protocol droids were created to prevent offense between different cultures. The advent of the Galactic Empire has lessened the value of protocol droids, since the Empire cares nothing for the culture of its member worlds, but the Alliance has found great use in them to help bridge the gap between the many races that have banded together in hopes of overthrowing the Emperor and his oppressive regime.

Skills: Charm 2, Knowledge (Education) 3, Knowledge (Xenology) 3, Negotiation 2, Perception 1.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), etiquette and protocol (protocol droids allow allies to add ☐ to any Negotiation checks or other checks made to negotiate or mediate).
Equipment: None.

PURCHASING DROIDS

Droids occupy a unique position in Age of Rebellion, as they can be commodities for purchase but also sentient NPCs or adversaries. Therefore, they are presented in this chapter. However, if players wish to purchase these droids, they can consult the following chart for rarity and prices.

TABLE 12-1: DROID PRICES

Droid Type	Price	Rarity
Assassin Droid	(R) 65,000	8
Astromech Droid	8,250	3
Maintenance Droid	7,500	3
Medical Droid	12,000	4
Protocol Droid	8,000	4

CORE WORLD DENIZENS

More so than any other region of the galaxy, the Core Worlds are the central bastion of Imperial control. The worlds of that region have most directly benefited from Imperial control. These worlds are often the suppliers of the highest-ranking members of the various branches of the Imperial bureaucracy and its military organizations. While there are a few particularly sympathetic individuals who have lent their skills, wealth, or both to the Alliance, the overwhelming majority are fully in support of the Galactic Empire.

CORPORATE REPRESENTATIVE [RIVAL]

In the waning days of the Republic, many people were gravely concerned about the increasing power held by corporations. Many such corporations were afforded the rights of planetary governments, including seats within the Senate. Since the Republic gave way to the Empire, the problem has increased significantly, despite the defeat of the Separatists during the Clone Wars—though only with regard to those corporations that supported the Empire. Corporations with strong Imperial partnerships, particularly with the military, are virtually above the law, and their representatives tend to be viewed in the same way as ambassadors, diplomats, or even senators—albeit with vastly greater resources and a generally more menacing demeanor.

Skills: Charm 2, Cool 2, Deception 3, Knowledge (Warfare) 2, Negotiation 2.
Talents: Know Somebody 2 (when attempting to purchase a legally available item, reduce its rarity by 2).
Abilities: None.
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), datapad, expense voucher.

PHYSICIAN [RIVAL]

Although there are certain cultures that strongly emphasize and specialize in medical training, for the most part, the finest medical academies and universities in the galaxy can be found in the Core Worlds. The physicians, surgeons, and specialists of the Core Worlds are among the best in existence, far better than the admittedly gifted and more commonly employed medical droids. Because of their reputation, Core World physicians are sometimes found in other regions of the galaxy, either because they are hired by the incredibly wealthy or because they are on a mission of mercy to the poorer planets and systems of the Mid Rim and Outer Rim Territories.

Skills: Computers 1, Knowledge (Education) 3, Medicine 3.
Talents: None.
Abilities: Bacta Specialist 2 (patients heal 2 additional wounds when they heal wounds from bacta tanks or long-term care), Surgeon 2 (when making a Medicine check to help a character heal wounds, the target heals 2 additional wounds).
Equipment: Bacta, medpac, synthskin.

POLITICIAN / SENATOR [NEMESIS]

Denizens of the Core Worlds include former members of the Imperial Senate, recently disbanded by the Emperor, who remain in the area in hopes of maintaining their political influence, wealthy lifestyle, and general connection to the goings-on of the Empire as a whole. Under normal circumstances, these individuals venture into the more rural regions of the galaxy only very rarely. Even those who represent the Outer Rim Territories can scarcely find time for such a lengthy journey. When such individuals do venture out into the galaxy at large, it is typically to serve their own needs rather than the needs of anyone else. A rare few are genuinely interested in the fate of their constituents and seek to aid the Alliance in restoring a more compassionate government, but most have benefited far too much from their association with the Empire to willingly aid in its overthrow.

Skills: Charm 3, Cool 2, Deception 1, Knowledge (Core Worlds) 2, Knowledge (Education) 2, Negotiation 2.
Talents: Commanding Presence 2 (remove ■■ from all Leadership checks), Works Like a Charm (once per session, the character may make one skill check using Presence, rather than the characteristic linked to that skill).
Abilities: None.
Equipment: Bodyguards, datapad, comlink.

WEALTHY NOBLE [RIVAL]

The nature of the Core Worlds has created an environment that promotes a caste system, something long ago abandoned by all but the most primitive worlds, but which has come full circle to return to the most "civilized" of worlds in the galaxy. Nobles have little to do other than maintain their vast wealth, the majority of which is gained through inheritance and investment, and most leave the Core only rarely. Younger nobles sometimes have a taste for excitement and adventure, however, and occasionally venture out to see the galaxy and experience how the lesser beings live. Most of these young nobles are capricious and largely without compassion, but a handful occasionally find the plight of the galaxy deplorable enough to find a way to discreetly offer their assistance to the Alliance. Such patrons are rare, but extremely valuable to the Rebels, who court them as much as they can without compromising their political and military agendas.

Skills: Charm 3, Cool 1, Deception 3, Knowledge (Education) 2, Melee 2.
Talents: None.
Abilities: None.
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), antique vibrosword (Melee; Damage 4; Critical 2; Range [Engaged]; Defensive 1, Pierce 2, Vicious 1), personal shuttle (use the *Lambda*-class shuttle profile for the T-4a *Lambda*-class long range shuttle on page 273).

SPACEPORT OVERSEER [RIVAL]

In the grand scheme of galactic travel and trade, an individual spaceport is rarely something of consequence. Indeed, many traders and travelers see dozens or hundreds of them over the course of a single year, perhaps even a single month. Each individual spaceport has its own administrator, a single being whose sole purpose is to ensure the safe and efficient operation of that particular port of call. These men and women frequently operate under a shared common code of regulations determined by the Empire, but they might also have individual sector, system, planetary, or even personal regulations that they are inclined to observe. This makes each visit at a particu-

lar spaceport a unique experience. Regardless of their quirks, most are bureaucrats and cogs in the Imperial machine, but some still have the wherewithal to place their covert support behind the Rebel Alliance.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	3	2	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	12	0 | 0

Skills: Coercion 2, Cool 2, Perception 3, Streetwise 3, Vigilance 3.
Talents: None.
Abilities: None.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), datapad, comlink.

FRINGE DWELLERS & GALACTIC ODDITIES

Under the Galactic Empire, society throughout the galaxy has entered a sort of normalcy where adherence to Imperial law supersedes many local customs and traditions. This has been of great benefit to those who rank themselves among the Empire's preferred citizens, but has pushed those who cannot or will not adjust to the expectations placed upon them to the edges of civilized society. Sometimes this is a literal definition, as many individuals of this sort flock to the less rigidly-controlled Outer Rim Territories to make their lives relatively free from Imperial oversight. The Empire has not fully extended its control to this region of the galaxy, and seems unwilling or unable to completely establish control there, allowing many nooks and crannies to form in which the Alliance and other, more criminal organizations, can conceal themselves.

CYBORG ADMINISTRATOR [RIVAL]

The largest space stations and orbital facilities are incredibly complex installations requiring the use of vast, extensive computer networks. These networks likewise require incredible amounts of supervision to oversee. Although uncommon, it is not unheard of for independent facilities with such networks to utilize individuals with cybernetic enhancements. These enhancements permit such administrators to interface directly with computer systems in order to create a more efficient and immediate means of supervising the system in question. Cyborg administrators often seem less human, distracted as they are by a constant stream of information from outside. As a result, they are not typically well-liked by most despite their enhanced abilities. Due to the discriminatory tendencies of Imperial officials, cyborg administrators tend to be slightly more inclined toward favoring the Alliance than the Empire.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	4	2	3	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	12	0 | 0

Skills: Computers 3, Perception 1.
Talents: None.
Abilities: Enhanced Senses (add automatic ◐ to any Perception checks).
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), comlink, datapad with direct access port.

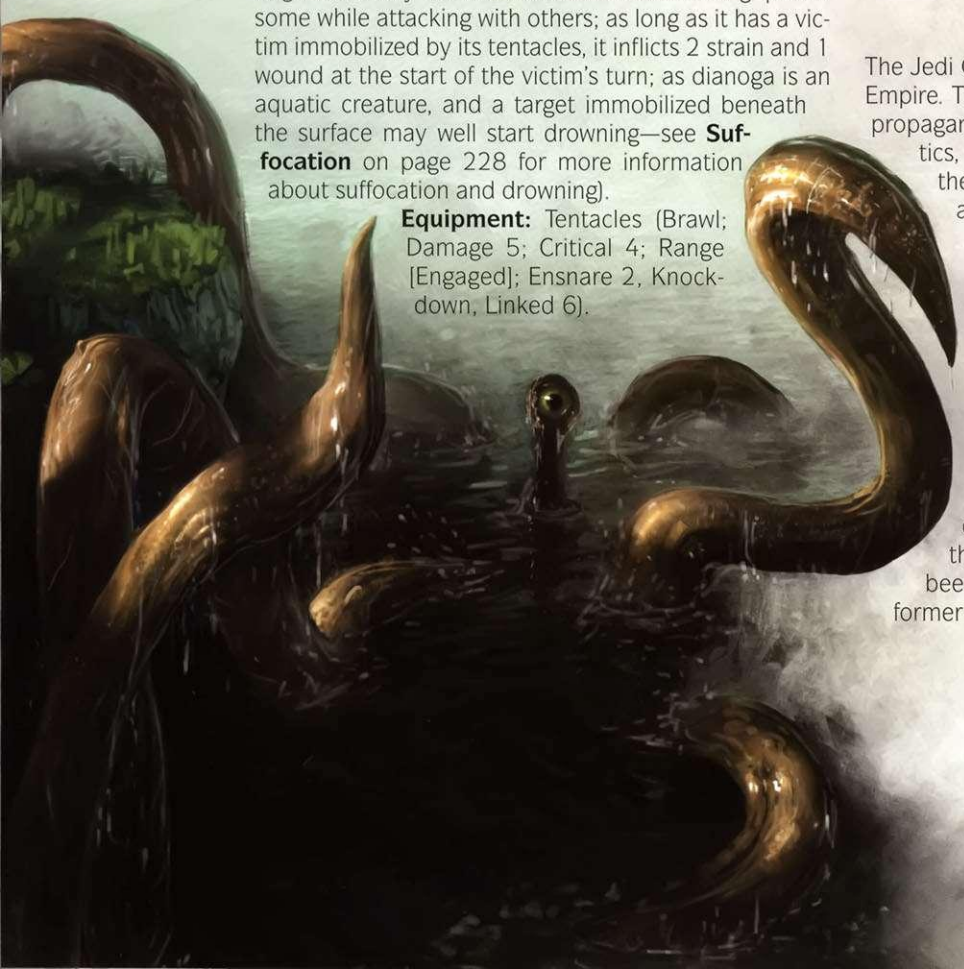
DIANOGA [RIVAL]

The dianoga is a spectacularly unattractive life form native to the planet Vodran in Hutt Space. A type of cephalopod, the dianoga is uniquely suited to camouflaging itself in a number of different environments, a fact that has permitted it to spread far beyond the world of its birth (or even Hutt Space). The creatures are scavengers, living off organic material (primarily waste products) and metabolizing it while leaving behind any mineral content that it might contain. In this regard they are quite useful, and they are generally tolerated as long as they do not make a nuisance of themselves. They can be found in sewer systems and garbage repositories on thousands of worlds, and even aboard larger space stations. Their widespread presence is due to the fact that the larvae of a dianoga is virtually microscopic in size, and thus can make its egress from one location to another very simply.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	2	1	2	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	22	0 | 0

Skills: Brawl 2, Perception 1, Stealth 4, Survival 2, Vigilance 3.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).
Abilities: Amphibious (dianogas may breathe underwater without penalty and never suffer movement penalties for traveling through water), Crushing Grip (a dianoga has many tentacles and can maintain a grip with some while attacking with others; as long as it has a victim immobilized by its tentacles, it inflicts 2 strain and 1 wound at the start of the victim's turn; as dianoga is an aquatic creature, and a target immobilized beneath the surface may well start drowning—see **Suffocation** on page 228 for more information about suffocation and drowning).
Equipment: Tentacles (Brawl; Damage 5; Critical 4; Range [Engaged]; Ensnare 2, Knockdown, Linked 6).



GUNDARK [RIVAL]

Native to the planet Vanqor in the Outer Rim Territories, the gundark is one of the most ferocious and aggressive species in the known galaxy. Semi-intelligent, gundarks grasp the basic use of tools, but they lack any known language or other hallmark of a sentient species. Their sheer ferocity has made them a popular target for big game hunters and those who enjoy pitting creatures against one another in gladiatorial-style contests. In this way, the beast has spread to different worlds throughout the galaxy, where it flourishes in certain environments and planets. In many cases, the beasts are hunted to extinction because of the threat they pose to natural wildlife and the denizens of a given planet, but on worlds with larger regions of untamed wilderness, packs of gundarks can survive and thrive in areas without ever encountering sentient life.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	3	1	3	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
6	18	0 | 0

Skills: Brawl 2, Perception 3, Survival 3, Vigilance 3.
Talents: None.
Abilities: Four-armed (the gundark gains ☐ on all Brawl checks and may spend ☐ ☐ on a successful melee attack to hit a second target engaged with it, dealing the same damage as dealt to the original target).
Equipment: Meaty fists (Brawl; Damage 8; Critical 4; Range [Engaged]; Disorient 1, Knockdown).

JEDI-IN-HIDING [NEMESIS]

The Jedi Order did not survive the birth of the Galactic Empire. The entire order has been painted by Imperial propaganda as a collection of traitors, fools, and lunatics, and many within the modern Empire accept these statements as truth. Outlawed holovids and banned texts tell a different story, frequently portraying the Jedi as heroes. These fictional accounts would have one believe that innumerable Jedi survived the purge conducted by the Empire, but in truth fewer than one hundred of the thousands of Jedi survived. The majority of those who did were hunted and killed shortly thereafter by Darth Vader and the Imperial forces under his command. The Alliance would desperately like to believe that there are Jedi in hiding who escaped the purge and might join the Rebels in their struggle. Unfortunately, little evidence has been found to support this theory other than a few former Padawans who have joined their ranks.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	4	2	4	2

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
4	13	12	0 | 0

Skills: Athletics 1, Charm 2, Cool 2, Coordination 1, Deception 2, Discipline 4, Knowledge (Lore) 3, Lightsaber 4, Perception 4, Piloting (Space) 2, Resilience 2, Vigilance 2.
Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Force Rating 3, Uncanny Senses 1 (add ▢ to all Perception checks), Uncanny Reactions 2 (add ▢▢ to all Vigilance checks).
Abilities: Force power Move (◯: Move one object Silhouette 1 at short range; may make ranged attacks with this power), Force power Enhance (◯: Gain ✲ or Ⓨ [user's choice] on an Athletics, Coordination, or Resilience check; ◯: take a Force Leap action to jump horizontally or vertically to any location in short range), Force power Foresee (◯: Gain vague hints of events to come, up to a day into own future; ◯: Gain Ⓨ per point on an Initiative check).
Equipment: Lightsaber (Lightsaber; Damage 10; Critical 1; Range [Engaged]; Breach 1, Sunder, Vicious 2), Jedi robes (+1 soak).

NERF HERDER [MINION]

The nerf was a domesticated herd beast that originated on the planet Alderaan. Because the nerf was simple to raise, useful as both a beast of burden and as a source for meat, it became one of the most extensively farmed animals in the galaxy. Eventually, the nerf spread to planets in every region, including the Core Worlds. Multiple variants of the incredibly adaptable animal were bred to thrive on numerous planets and in myriad environments, ensuring that it is one of the single most prevalent livestock species in Known Space. Those individuals who choose to raise nerf herds are typically simple folk, embracing a meager domestic lifestyle with the security of a long and easily maintained career.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	3	0 | 0

Skills (group only): Survival.
Talents: None.
Abilities: None.
Equipment: Shepherd's crook (Melee; Damage 3; Critical 4; Range [Engaged]; Disorient 2), flock of nerfs.

XIII

PERLEMIAN HAUL

"Don't worry sir, your cargo will be completely secure at Martle Station."

–Varla Prule

The Perlemian Trade Route—also known as the Axis—runs coreward from Coruscant to just past Quermia, and is one of the oldest trade routes in the galaxy. The Rebel Alliance has long maintained reports of a mysterious Imperial convoy that travels the length of the Perlemian Trade Route. Known colloquially as the Perlemian Haul by spacers and Rebels alike, it is rumored to carry sensitive (and sinister) cargo to far-flung Imperial facilities and strongholds. Its existence has never been confirmed...until now.

Intelligence has reached the Rebel Alliance indicating the convoy's next port of call, as well as hints as to the nature of the high-value cargo it contains. The Alliance isn't about to let the elusive convoy—or its valuable contents—pass them by. They require a skilled team of operatives to confirm the convoy's existence, infiltrate one of its heavy freighters, and successfully commandeer the vessel so they can take possession of it.

ADVENTURE SUMMARY

In this adventure, the Player Characters begin *in media res*, jumping out of hyperspace and approaching Martle Station, an Empire-governed orbital platform and the preeminent port of call for the Perlemian Haul. Once aboard the station, the PCs must gather information about the convoy and prepare to infiltrate it once it arrives.

When the convoy appears in the Remduba system, the PCs have only a short amount of time to execute whatever plans they've formulated before the Imperial freighters complete their cargo transfers and enter hyperspace. Once aboard, they can be as direct or oblique as they like, though being stealthy certainly has its advantages.

The Perlemian Haul's cargo—or, rather, that of one of its freighters, designated as M226—is undetermined, allowing the Game Master to make its contents relevant to the party's Duties.

PLANNING AND PREPARATIONS

Before beginning this adventure, the GM may want to spend some time preparing and considering ways to integrate his players into the ongoing narrative. **Perlemian Haul** is designed to be easily modified to emphasize one or more of the Player Characters' Duties. With a little forethought, the GM can add this to the adventure easily.

Specifically, the GM needs to decide what cargo is on board Freighter M226 when the PCs hijack the vessel. This could be something that pertains to their Duty, something the GM thinks will be interesting, or some combination of the two. Freighter M226 is large enough for several cargoes.

INVOLVING THE PLAYER CHARACTERS

Since this adventure begins in media res, some of the players may wonder why their characters are on this mission in the first place. The simplest approach to this is that the Alliance is always stretched thin. When they received this information, the PCs were the only group of trained Rebel operatives close enough to undertake the time-sensitive mission.

However, if the GM wants to elaborate on the PCs' involvement, he could use the following plot hooks:

- The PCs were the agents who uncovered the data about the convoy in the first place. After capturing an Imperial Navy officer, they were able to interrogate him and learn about the convoy.
- Alliance Command does not believe the convoy exists. However, a slicer working for the Alliance does believe. He has contacted the PCs and convinced them of the validity of the information. Now the PCs are acting independently. If they succeed, they may be lauded as heroes, but if they fail, they could be branded as traitors.

MISSION OBJECTIVES AND PC DUTY

The precise cargo carried by the ships of the Perlemian Haul is entirely up to the GM. It is suggested that the GM take into account the Player Characters' individual Duties and customize the adventure based on the following suggestions.

The heavy freighters that make up the convoy are large ships with massive cargo capacities, and it's entirely plausible for one or more of the following Duty-based cargoes to be incorporated into the adventure. Doing so gives every Player Character a personal stake in seeing that the mission succeeds, even if the presence of said cargo is only rumored or hinted at by the intelligence the Alliance has gathered.

COMBAT VICTORY

PCs with the Combat Victory Duty have plenty to contribute to the mission. After all, the Empire uses some of its finest naval troops as security for the Perlemian Haul. Though the PCs will doubtless be outnumbered and outgunned, overcoming such overwhelming odds should prove to the Empire that the Rebel Alliance isn't to be trifled with, even when the odds are stacked against its operatives.

With skill and thoughtful preparation, much of the mission can be accomplished without firing a single shot. Despite this, direct confrontation with Imperial forces is almost unavoidable.

COUNTER-INTELLIGENCE

Though the Perlemian Haul's amenities are hardly luxurious, the secret nature of its composition and route has always proven useful to the Imperial intelligence community. At the GM's discretion, Soren Talis, an Imperial COMPNOR agent, can be traveling aboard the convoy. An agent from this reviled agency presents the Alliance with a tempting target for assassination or acquisition. Use the profile for the COMPNOR agent, found on page 416.

INTELLIGENCE

Even though the location of the convoy's next stop has been revealed, the exact nature of the cargo it carries is still a subject of debate. If PCs with the Intelligence Duty can learn the precise details of the Perlemian Haul's cargo—as well as acquire a list of the myriad destinations it is scheduled to visit along its route—the Alliance's own intelligence agents would gain substantial traction in their fight against the Empire. Securing this information will allow the Alliance to plan ambushes, raids, and strikes against the convoy in the future.

INTERNAL SECURITY

One of the convoy's ships is transporting a high-priority Rebel traitor who possesses extensive knowledge of the Rebel Alliance and its operations, personnel, and objectives. The traitor, Ravin Zael, is traveling on the convoy secretly to a debriefing with COMPNOR agents. The GM should inform the PC with this duty that a Rebel agent in the area has gone missing (as part of a routine information brief from the Rebellion), but not that Zael is a traitor. Once the PCs locate Zael, they must deduce he is a traitor, not a prisoner, then decide what to do with him. Use the Quartermaster profile on page 414.

PERSONNEL

A small group of Alliance SpecForce troops have been captured and are being transported as prisoners within the convoy. These unfortunate individuals have nothing to look forward to but torture and death at the hands of the Empire. Given their skill, loyalty, and renown within the Alliance, staging a rescue of these individuals would serve to both boost morale and bolster the Rebellion's ranks. Use the SpecForce Infiltrator profile found on page 414, removing equipment and weapons.

POLITICAL SUPPORT

A vocal opponent of the Empire hailing from a neutral planetary system has recently been taken into custody by Imperial Security "for his own protection." Freeing Temmin Vyn from his captivity aboard one of the convoy's transports displays the Empire's sinister nature to his people, the Quarren, and likely motivates them to support the Rebel Alliance in the future. Use the Quarren Agitator profile found on page 413, removing his equipment and weapons.

RECRUITING

The Empire isn't squeamish about utilizing slave labor, especially in remote parts of the galaxy. One or more of the convoy's transports is carrying a large number of slaves. Rescuing these unfortunates from Imperial servitude will allow the Player Characters to offer them a place as personnel within the ranks of the Rebel Alliance, in addition to denying their labor to the enemy.

The GM is unlikely to need profiles for the slaves. However, if he needs them, he can treat them as human minions with a 2 in each characteristic, and no skills.

RESOURCE ACQUISITION

The Alliance is always in need of equipment, and many of the convoy's ships are listed as carrying vast quantities of military gear intended for Imperial troops in remote garrisons. If even a small fraction of this gear can be captured on behalf of the Alliance, it could mean a lot to the troops on the front lines.

SABOTAGE

Though this adventure assumes that Alliance High Command wishes to divert one of the convoy's ships to alternate coordinates so that it can be appropriated, it is also possible that the PCs are asked to sabotage the ship instead. Planting a bomb or setting the ship's reactor to detonate when it arrives at its destination can cause massive collateral damage to the rest of the convoy. Alternately, the ship in question may be carrying a vast collection of droids or other sensitive cargo that the players can sabotage, turning it against the Empire.

SPACE SUPERIORITY

Destruction or appropriation of one or more of the convoy's valuable transports weakens the Empire's fleet. In addition, the transport in question might contain starfighters, starship weapons, or other technological systems that can be stolen from the Empire and used to strengthen the Rebellion's fleet of starships.

SUPPORT

Support-minded PCs should find satisfaction in merely helping their fellows achieve their own goals on behalf of the Rebel Alliance.

TECH PROCUREMENT

A top secret device is being transported by the convoy —a power source, a new classification of personal weapons or armor, a highly trained scientist, or even experimental cybernetic components. As such, PCs with the Tech Procurement Duty must try to acquire the new technology so that Rebel scientists and technicians can study or reverse-engineer it to further the cause of the Alliance.

EPISODE I: MARTLE STATION

The adventure begins with the PCs arriving at Martle Station in a stolen, disarmed *Lambda*-class shuttle. Read aloud or paraphrase the following:

> *The galaxy is embroiled in a bitter civil war. Above the remote planet of Remduba II, an aging orbital platform may hold the key to striking a painful blow against the GALACTIC EMPIRE. Captured data reveals that the mysterious PERLEMIAN HAUL, an Imperial convoy filled with valuable information and powerful weapons, must stop there to refuel.*
>
> *Now, an elite strike force of REBEL agents approach the station. Their goal: infiltrate the station, board one of the convoy's freighters, and commandeer it.*

The PCs are, of course, that elite strike force. They were briefed on their mission before they left their base of operations, and they know the following pieces of information. The GM can make this information available immediately, or if the PCs prefer to get directly into the action, he can dole this information out as the game progresses.

- The Perlemian Haul refers to a secret Imperial convoy that purportedly plies the Perlemian Trade Route. Its existence has never been proven, and it is typically considered to be a myth. If it exists, it is used by the Empire to transport highly classified equipment, classified prisoners, or important personnel between Imperial installations.

- The convoy is rumored to be composed of modified bulk transports and escorted by heavily armed capital ships that carry no Imperial markings or insignia.
- The PCs' target is Freighter M226. The cargo of Freighter M226 has already been determined by the GM, and should be detailed here. The freighter's captain, Lt. Commander Jilan Noor, is a highly motivated career officer who may be facing court martial, making him even more eager to prove himself.
- The PCs must infiltrate Martle Station using cover identities as traders, then contact a local informant named Passk. He should be able to assist them in their efforts to infiltrate Freighter M226. Once aboard, the Player Characters are to commandeer the vessel by any means available, drop out of hyperspace, and rendezvous with an Alliance strike group that will take possession of the ship.

Once the players have had a few minutes to digest whatever information the GM imparts, he should continue with the following:

Remduba II is a cold, grey world with nothing but microbial life and deep core mining operations. Its companion, Martle Station, is hospitable only by comparison. An aging orbital platform with a small Imperial garrison, a squadron of TIE fighters, and bored and corrupt officials, its security should prove to be fairly lax.

As you approach, you receive a transmission from station control: "Shuttle 201-7, we have you on our scopes. Please relay your business in Martle Station space and transmit your identification."

The PCs possess false identification provided by the Alliance that should stand up to the lax scrutiny of station officials. Getting aboard the station is a simple matter of giving a remotely viable reason for wishing to do so. Even if the Player Characters provide an outlandish reason for visiting the station, the station's traffic control staff is lazy and lackadaisical in the extreme. Docking fees are inflated to reflect the fact that the authorities are corrupt and willing to overlook all but the most egregious displays of bravado or stupidity.

Once the Player Characters are aboard Martle Station, they are free to explore it within reason. Certain decks—notably those given over to the Imperial Governor, the garrison's troops, and other Imperial concerns—are off limits, but the majority of the station is open and boasts only light security in the form of cameras, mechanical locks, and the occasional patrol consisting of bored Imperial Navy troopers.

So long as the Player Characters don't do anything to attract unwanted attention, they have little trouble locating their contact, a shady Trandoshan infochant by the name of Passk. Tracking down Passk should require an **Easy (◆) Streetwise** or **Knowledge (Underworld) check**, or an **Average (◆◆) Knowledge (Outer Rim) check**. Failure means the PCs do not find Passk, but can attempt the check again at a later date. Failure with ☹ means that Passk finds them, instead (and spends much of their subsequent encounters gloating about it).

PASSK'S ODDITIES

A Trandoshan known as Passk runs a threadbare curiosities shop in what is considered to be Martle Station's urban center. The station's citizenry—of which there are nearly two thousand—consists primarily of shiphands, dockworkers, and station support staff, as well as the civilian businesspeople and employees who keep them fed and entertained. Passk is one of the latter, though his contribution to the station's overall functionality is somewhat questionable.

When the Player Characters finally locate Passk's Oddities and enter the shop, read or paraphrase the text on the following page aloud:

As the door slides open on a squeaky track, a melodic chime can be heard. The smell of old paper and dust fills your nostrils as you are confronted with countless shelves stacked with all manner of junk. As your eyes adjust to the darkness, you see a somewhat short and middle-aged Trandoshan approaching you. With a smile, he says, "Welcome to Passk's Oddities, my friends. What can Passk do for you on this fine day?"

Passk greets all visitors with a broad, toothy grin. Speaking in a sibilant voice with a unique and somewhat dissonant cadence, he presents the junk in his shop to potential customers as if it is the finest treasure from around the galaxy. Though some of the items might be of mild interest to collectors or scholars, the majority of Passk's stock is mundane, overpriced junk.

Despite his pleasant and unassuming demeanor, Passk is an incredibly savvy individual who is constantly on the prowl for a profit of some kind. He deals with both Alliance agents and their Imperial counterparts with the ease of a practiced con man. Passk prides himself on knowing nearly all there is to know about Martle Station's underground economy, and what he doesn't know he can usually find out as long as the proper bribes are made.

The Player Characters need to make their affiliation known in order to get Passk's complete cooperation, though they may be able to placate him if they can offer him enough money for his services. Even though Passk plays both sides of the fence, his ultimate loyalties are to the Alliance, for reasons he would rather not explain.

Passk has heard of the Perlemian Haul, though his knowledge of the mythical convoy is nowhere near complete. He isn't surprised by the convoy's existence, but the potential confirmation of such an obscure piece of spacer's lore makes him practically giddy. Unless the players have specific plans of their own, Passk is all too happy to offer advice for gathering information on the impending arrival of the Perlemian Haul.

PASSK, TRANDOSHAN INFORMATION BROKER [RIVAL]

Passk appears somewhat short for a Trandoshan, and he dresses in outdated business attire. His amber eyes glisten with a hidden cunning, and he always seems to be smiling about something. He prides himself on being able to find out anything; with enough time and credits, he usually can.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	3	4	3	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	15	0 / 0

Skills: Charm 2, Deception 3, Discipline 3, Knowledge (Lore) 4, Knowledge (Underworld) 3, Negotiation 3, Ranged (Light) 2.

Talents: None.

Abilities: Claws (Brawl; Damage 5; Critical 3; Range [Engaged]).

Equipment: Business attire, holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), datapad, curio shop.

STATION COMMAND AND CONTROL

The computer systems of Martle Station's command and control center contain information regarding incoming shipments and convoys. Gaining access to the command center, however, is another matter entirely.

Though attempting to infiltrate the command center might prove profitable as long as it doesn't result in a firefight, causing undue chaos so soon may tip the PCs' hand and bring the Imperial government down on their heads. It may even result in the convoy being diverted away from the Remduba system, which would prove disastrous to the Player Characters' mission.

Gaining access to Martle Station's command and control deck requires one or more **Hard (◆◆◆) Skulduggery checks** in order to

bypass locks and other mundane security systems. Security is light, consisting of pairs of Imperial Navy troopers who patrol the deck using predictable routes.

To access the command and control computer's memory banks, the Player Characters must locate a terminal somewhere in the vicinity of the command-and-control center. Accessing the memory banks requires a **Hard (◆ ◆ ◆) Computers check**. Failure indicates that access to the memory banks has been denied, while one or more ⚙ indicates that local system administrators have been alerted to the intrusion.

PASSK'S SUPPLIES

If approached, Passk admits that he possesses two navy trooper uniforms (including blast helmets and vests) that the PCs may be able to use as disguises—for a small fee, of course. Obviously, any PC attempting to disguise himself as an Imperial Navy trooper must be human. Non-human PCs might fill the roles of prisoners so long as they are appropriately bound and restrained. Wearing the uniform adds □ to any Deception checks the PCs attempt.

IMPERIAL NAVY TROOPER [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	5	0 | 0

Skills (group only): Perception, Ranged (Light).
Talents: None.
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), blast vest and helmet (+1 soak).

THE IMPERIAL GOVERNOR

Another option open to the PCs is to attempt to coerce the Imperial Governor, a human female named Varla Prule, into aiding them. Though drunk with the questionable power of her position, Prule is under no illusions as to her status in the grand scheme of things. As such, she is as corrupt as they come, and is more than willing to accept a bribe or two in exchange for looking the other way.

As he is on a first-name basis with her, Passk has little trouble introducing the PCs to Governor Prule. Passk insists the Player Characters dress for the occasion, as the governor is a vain woman who prefers to socialize only with those individuals who have at least the outward appearance of respectability. He also cautions that her cooperation doesn't come cheaply, and she insists on a large sum of credits in exchange for her help.

Governor Prule enjoys negotiations, especially in cases where she expects to profit. She is also overly fond of dashing young human men, reacting quite favorably to them. Any such Player Characters gain □ when making opposed Charm, Deception, or Negotiation checks against the governor.

If appropriately compensated, Governor Prule can provide docking schedules, work rosters, and other relatively mundane reports that shed additional light on the Perlemian Haul's schedule in the Remduba system. Though she looks the other way and provides information to the Player Characters, she is far from willing to throw away her career if the stakes get too high.

Varla's base price for providing the Player Characters with restricted information is 1,000 credits. She is more than willing to negotiate this sum up or down, depending on the type of information she is providing. Player Characters with no money to speak of might be able to barter their skills for information, as well.

PASSK'S INSURANCE POLICY

Passk deals with the governor on a near-constant basis, but he isn't a fool. He's kept records of every illicit transaction he's made with the governor, and even has some solid physical evidence that can damn her if it were to wind up in the wrong hands. Should the PCs learn of Passk's ability to blackmail the governor, they may attempt to gain access to his evidence against her.

Though he can be convinced to hand it over, Passk is less than thrilled to give away what he perceives as his nest egg. The information is his form of insurance while dealing with the governor, but revealing its existence would be sure to cause his relationship with her to suffer—at least in the short term.

VARLA PRULE, CORRUPT GOVERNOR [RIVAL]

Varla Prule is a middle-aged woman of means who managed to secure the questionably prestigious rank of Governor of the Remduba system. She speaks with a refined Coruscanti accent, and dresses in a fine white Imperial uniform when seeing to her duties aboard Martle Station.

Skills: Charm 3, Coercion 2, Deception 3, Discipline 2, Leadership 3, Negotiation 3, Ranged (Light) 1.
Talents: None.
Abilities: None.
Equipment: Fine clothing, jewelry, uniform, light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting).

FRIENDS IN LOW PLACES

If bribing the local governor doesn't appeal to the Player Characters, Passk has many contacts and associates among Martle Station's working-class citizens. Many of these associates are employed in the platform's cargo bays, moving equipment and commodities to and from the transports visiting Remduba II.

Given that many of these unscrupulous individuals live hand-to-mouth, they may be willing to accept payment from the Player Characters in exchange for their complicity. Some can even access transport schedules, while others can provide transportation to and from starships that come to Martle Station for loading, unloading, or resupply.

Of all the workgangs on Martle Station, the most prominent identifies itself as the Big Black. Members of the Big Black come from all species, and each one has a black spot visibly tattooed somewhere on his body. Passk can introduce the players to the Big Black's leader, a surly and characteristically bad-natured Zabrak named Raf. Raf is no friend of the Empire. Should he learn the Player Characters are members of the Rebel Alliance, they find him much easier to work with. Any opposed Charm, Coercion, Deception, or Negotiation checks made against Raf under these circumstances gain □. Raf is ultimately loyal to his workgang, however, and he won't risk any of their lives in the process of helping the Player Characters.

RAF, ZABRAK WORKGANG LEADER [RIVAL]

Raf is a large, muscular, and albino Zabrak, with pale skin and pink, brooding eyes. A large black spot has been tattooed in the center of his forehead. He dresses in a worn work suit and carries a number of vibroknives. Raf has a reputation on the docks for being easily insulted.

Skills: Athletics 4, Brawl 4, Coercion 2, Melee 3, Resilience 3, Vigilance 3.
Talents: Soft Spot (after making an attack with a non-starship/vehicle weapon, may spend one dark side Destiny Point to add damage equal to his Cunning to one hit of the successful attack).
Abilities: None.
Equipment: Three vibroknives (Melee; Damage 5; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), space suit, breath mask, datapad.

GETTING A JOB

Though it requires a bit more doing, the cheapest method of gaining access to the Perlemian Haul's freighters is to apply for and gain employment with Martle Station's civilian shiphands and dockworkers. Though the job market is relatively stagnant, and new employees are rare and conspicuous, the Player Characters can make the proper inroads with one or more of Passk's contacts and attempt to get hired.

Being employed on Martle Station itself is dangerous. The dockworkers are affiliated with specific workgangs that bid for contracts and occasionally fight among themselves in order to secure paying work in the station's cargo bays. Any new workers, especially those who aren't affiliated with an existing workgang, are subject to intimidation and violence from their perceived rivals.

If the PCs can survive their employment long enough for the convoy to arrive in the Remduba system, they should have little trouble gaining access to Freighter M226.

MARTLE STATION DOCKHANDS [MINION]

The dockhands of Martle Station work together in tight-knit groups called workgangs. Each workgang dresses in a similar fashion, using distinguishing markings and colors to proclaim their allegiance. Some workgangs are divided along species lines, though most integrate members of any species so long as they are loyal and productive.

Skills (group only): Athletics, Brawl, Coercion, Mechanics, Melee.
Talents: None.
Abilities: None.
Equipment: Heavy tool or club (Melee; Damage 5; Critical 5; Range [Engaged]; Disorient 2), workgang uniform, breath mask, space suit.

BOARDING FREIGHTER M226

Once the Perlemian Haul arrives in the Remduba system, Martle Station becomes a hotbed of activity. Large quantities of ore, brought up from Remduba II and stored in orbital containers, are immediately loaded and ferried out to the convoy's waiting freighters. Martle Station and the convoy's two Star Galleons disgorge a number of TIE/ln fighters to provide a security screen for the convoy as it loads and unloads its cargo.

Nearly every workgang aboard the station is assigned a docking bay. Even the station's security troops emerge from the proverbial woodwork in order to keep an eye on the proceedings. Useful methods for gaining access to Freighter M226 include stowing away on one of Martle Station's cargo tugs or cargo canisters or posing as part of a workgang sent to either deliver or retrieve cargo from one of the freighters.

So long as the Player Characters have done a respectable job gathering information and making plans to board Freighter M226, they should be able to take advantage of all the activity and board the freighter with very little trouble.

OTHER OPTIONS

Due to their inventive nature, Player Characters have a habit of coming up with plans of their own. In the event they proceed in a direction that is unforeseen, either by this adventure or by the Game Master, their plans should never be discarded out of hand. If their plans are reasonable, they should be allowed to play them out. If these plans intersect with any of the aforementioned options, try to weave them together if possible.

CONVOY COMPOSITION

The Perlemian convoy is comprised of a dozen *Temple*-class heavy freighters, including Freighter M226. Escorted by two Star Galleons, which are in turn equipped with TIE/ln fighters to provide fighter coverage when the convoy has dropped out of hyperspace, the convoy is anything but helpless.

While the Empire could certainly provide the convoy with more powerful escorts, such as cruisers, dreadnoughts, or even Star Destroyers, such high-profile ships would attract unwanted attention from Alliance forces, as well as pirate groups and other criminals. So far, keeping a low profile has worked for the Empire, and the convoy is rarely considered to be unusual.

STAR GALLEON ARMED TRANSPORT

Though used to provide armed escort for the Perlemian convoy, the two Star Galleons are also used to transport cargo when necessary.

Hull Type: Transport/Star Galleon.
Manufacturer: Kuat Drive Yards.
Hyperdrive: Primary: Class 2; Backup: Class 15.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: One hundred fifty officers and enlisted crew.
Encumbrance Capacity: 10,000 or more, depending on configuration.
Passenger Capacity: 300.
Consumables: Six months.
Price/Rarity: 1,500,000 credits (R)/7.
Customization Hard Points: 2.
Weapons: Five port and five starboard-mounted retractable medium turbolasers (Fire Arc Port or Starboard; Damage 9; Critical 3; Range [Long]; Slow-firing 1, Breach 4).

Forward concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Slow-Firing 1).

TEMPLE-CLASS HEAVY FREIGHTER

The bulk of the Perlemian convoy consists of *Temple*-class heavy freighters. These heavy freighters sport a number of modifications, making them anything but stock. The majority of these modifications include sensor-jamming equipment designed to keep the specific nature of their cargo a secret.

The *Temple*-class heavy freighter is a relatively new design constructed by Kuat Drive Yards. At nearly 400 meters in length, each one is a behemoth. Designed primarily to haul cargo, the *Temple*-class heavy freighter is painfully slow and ponderous. This ship's standard crew complement numbers 50 individuals, including the captain, executive officer, six bridge crew, six engineers, one surgeon, one corpsman, fourteen crew, and twenty navy troopers acting as security.

The cargo bays of the ship, of which there are three, comprise the majority of its length. Joined end-to-end and connected by a series of ventral transport corridors, each cargo bay is modular and detachable, and can haul nearly 90,000 metric tons.

Each ship in the Perlemian convoy is slightly different from its fellows, depending on the precise nature of the cargo it carries. For example, those that carry additional passengers (such as VIPs, prisoners, or slaves) require at least one passenger or detention block compartment. A full list of compartment types and their specifications is provided elsewhere.

Hull Type/Class: Heavy Freighter/Temple.
Manufacturer: Kuat Drive Yards.
Hyperdrive: Primary: Class 2; Backup: Class 18.
Navicomputer: Yes.
Sensor Range: Close.
Ship's Complement: Fifty crew.
Encumbrance Capacity: 30,000 depending on configuration.
Passenger Capacity: 150 depending on configuration.
Consumables: Four months.
Price/Rarity: 950,000 credits/6.
Customization Hard Points: 6.
Weapons: None.

TEMPLE-CLASS MODULAR CARGO HOLDS

One of the *Temple*-class heavy freighter's more attractive features is a series of modular cargo holds designed for it by Kuat Drive Yards. Each hold is capable of transporting up to 90,000 tons of cargo, depending on configuration. Though they have no locomotive systems of their own, most of the *Temple*-class cargo holds have self-contained life-support systems. At the freighter captain's option, individual cargo bays can be detached in open space, though this is typically frowned upon unless the reasons for jettisoning the cargo outweigh the risks of keeping it attached to the ship.

Each type of modular cargo hold is detailed below. This list is far from exhaustive. GMs with specific ideas concerning the construction, purpose, and/or layout of Freighter M226's specific holds should feel free to modify them however they wish.

BULK CARGO HOLD

The standard cargo hold utilized by the *Temple*-class heavy freighter is known as the bulk cargo hold. Generally speaking, bulk cargo holds are unusual by most estimations, and are capable of storing and transporting nearly any kind of cargo. Though not specifically conditioned for extreme environmental controls, the temperatures and humidity within these massive holds can be adjusted within certain baseline parameters, therefore allowing for a perpetually steady (if somewhat mundane) internal climate.

DETENTION BLOCK/PRISON CONTAINMENT

Detention block/prison containment holds are designed to confine prisoners and other unwilling passengers. Internally, they resemble Imperial detention facilities, and they are staffed by additional security crew depending on the number of prisoners being housed within them. Prisoners in detention blocks are kept under one of three circumstances: solitary confinement, shared confinement, or general confinement.

Prisoners in solitary confinement are kept alone in small cells with little more than a bed and a refresher as amenities. Interrogations are carried out within these cells, and the walls are soundproofed. So long as the cell's blast door is sealed, the prisoner's screams are not audible to his neighboring captives.

Shared confinement spaces include cells that house between two and four prisoners apiece. Like solitary confinement cells, they have limited amenities and no privacy. A single refresher serves all occupants, and slabs for sleeping and sitting extend from the room's walls. Prisoners kept in shared confinement are typically taken to a separate interrogation room should they need to be questioned or tortured.

General confinement houses up to fifty prisoners together in close quarters. The conditions are squalid, with as few as one or two refreshers shared by all prisoners. If necessary, the Empire has been known to place two or three times as many prisoners into general containment as can be comfortably accommodated. In such conditions, diseases spread quickly, and prisoner life expectancy is generally short and uncomfortable.

Each detention block hold provides cramped accommodations for up to fifty additional security personnel, though this number varies depending on how many prisoners are kept aboard.

IT-O INTERROGATION Ddroid [RIVAL]

One of the droids most commonly encountered in Imperial detention facilities is the IT-O, a spherical black interrogation droid studded with sensors and surgical tools. Most often accompanied by two navy troopers, the IT-O is an expert at forcibly convincing prisoners to talk.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	2	1	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	11	0 / 0

Skills: Coercion 3, Cool 2, Discipline 2, Medicine 3, Melee 2, Perception 2.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons and toxins).
Equipment: Laser scalpel (Melee; Damage 3; Critical 3; Range [Engaged]; Pierce 2), hypodermic injectors, interrogation tools.

ENVIRONMENTALLY CONDITIONED HOLD

From scorching temperatures to sub-freezing climates, environmentally-conditioned cargo holds can maintain any form of internal climate. Whether used to transport finicky cargo (such as chemicals or other elements) that can only be preserved at such temperatures, or an alien species with special environmental requirements, these cargo bays are relatively rare but useful nonetheless.

Crew or other individuals wishing to move about environmentally conditioned holds must wear appropriate gear, such as hazmat suits, breath masks, environmental clothing, or space suits. Both internal and external airlocks help to maintain different atmospheres between the ship's crew and the cargo hold itself.

HAZARDOUS MATERIALS CONTAINMENT

Similar in design to an environmentally conditioned hold, hazardous material containment holds are slightly different in that their cargo is volatile in some way. From explosives to fuel to radioactive materials, hazardous materials holds are able to transport such dangerous cargoes with relative ease and safety. Shielding comes standard with such holds, preventing unwanted emissions from harming nearby ships or orbital environments.

PASSENGER COMPARTMENTS

Unlike detention/prisoner containment holds, *Temple*-compatible passenger compartments are practically luxurious. They are designed to accommodate far fewer passengers than their detention counterparts do, and they are far more comfortable and accommodating. Security is generally less of a concern in passenger compartments, as they are not designed to keep their occupants confined for any length of time.

In addition to conveying VIPs, high-value prisoners are also kept in passenger compartments, though they are traditionally assigned a security detail.

EPISODE II: STERN TO STEM

With the appropriate plans and actions, the Player Characters should soon find themselves aboard Freighter M226. Freighter M226 is a slightly modified *Temple*-class heavy freighter. Its three modular cargo holds, from fore to aft, are designated Mern, Aurek, and Dorn. Each of M226's cargo holds should meet certain specifications, depending on the requirements of the GM's adventure and the cargo that M226 is carrying.

Regardless of the methods they use to get aboard, they find themselves in the ship's loading bay, which is situated at the extreme rear of the ship. Outside of a number of droids and load-lifters, this portion of the ship is crewed by a handful of Imperial navy crews and a small security detail.

While the crews assist Martle Station's dockworkers in the unloading of cargo, the troopers ensure that none of the civilians go further into the ship than they are authorized to. They are firm and entirely willing to shoot anyone who gets out of line.

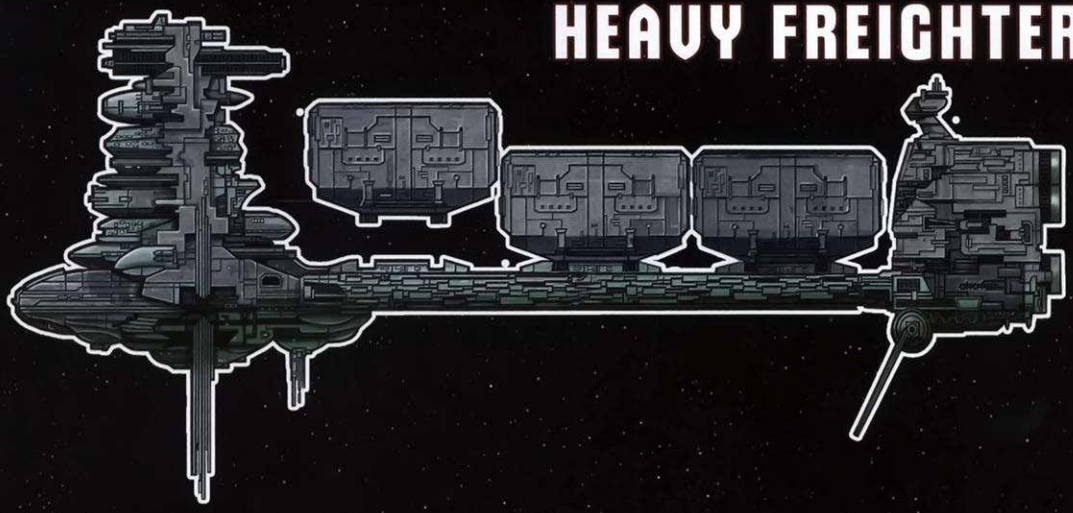
When the Player Characters enter M226's loading bay, read or paraphrase the following text aloud:

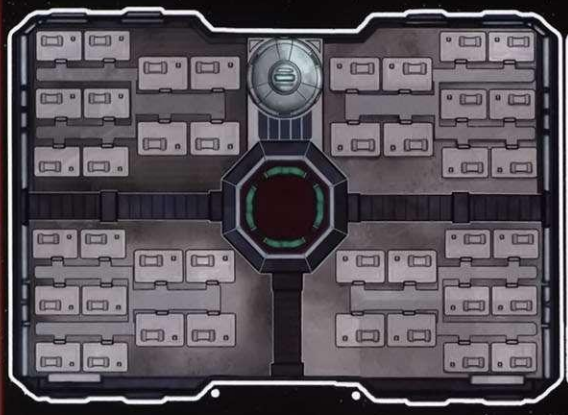
Before you is a cavernous loading bay. The distinctive smells of starship exhaust, coolant, and industrial lubricants combine to create an odor that is as remarkable as it is unforgettable.

Crews in naval uniforms work in small groups to unload and organize cargo, placing crates and containers upon the low decks of repulsorlift cargo skiffs. Navy troopers, armed with blasters and armored in black vests and helmets, can be seen standing out of the way, preventing unwanted visitors from proceeding deeper into the ship.

The loading bay is vast, and scores of cargo containers are stacked in neat order on the alloy deck plates. Shadows cling to the bay's corners and walls, providing plenty of places to hide. Beyond the central loading space, three cargo tunnels leading forward are ringed with red and green lights. Secure access panels and grates at regular intervals conceal ductwork and maintenance tunnels that also lead deeper into the ship.

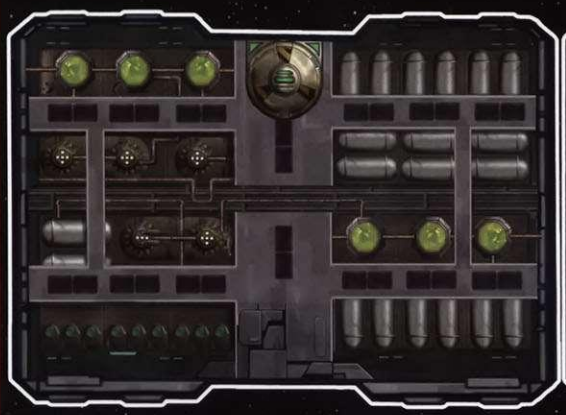
TEMPLE-CLASS HEAVY FREIGHTER





Detention Block/Prison Containment

Passenger Compartments



Hazardous Materials Containment

Bulk Cargo Hold

The Player Characters have a choice to make, depending on their preference. They can choose to confront the Imperial troopers directly or they can gain access to, and sneak through, one of the many access panels within the loading bay.

THE DIRECT APPROACH

The Player Characters need to get past both the troopers and the crewmen if they wish to infiltrate the ship. The loading bay is full of cargo containers, and there are plenty of spots for infiltrators to hide. Given the variety of hiding places and dark corners in the bay, any Player Character making a Stealth check for any reason benefits from ☐.

Starting a firefight here will probably alert the rest of the ship to the presence of intruders unless the PCs make some effort to keep the troopers from communicating with the freighter's bridge. Just as there are plenty of places to hide, the loading bay also presents a lot of cover that can be easily used to the PCs' advantage. This is reflected in the PCs' ability to spend ☯ to gain +1 to their ranged defense rating during any combat that takes place in the loading bay.

LOADING BAY CREW

Aside from anyone the PCs might have brought with them or come aboard with (such as workers from Martle Station), the ship's massive loading bay is staffed by a number of Imperial Navy personnel and their security detail. At the bare minimum, there are eight Navy crew, four Navy troopers, and Petty Officer Tera Wen, the security chief assigned to the loading bay. Should the GM choose, he may increase or decrease the number of Imperial troops in the loading bay to either accommodate or challenge his players.

Though they are loyal Imperial troops, the Navy crew aren't used to (or equipped for) firefights. If a fight breaks out, they spend most of their time hiding unless they have an opportunity to engage one or more players in melee combat. The Navy troopers, on the other hand, have been on a long voyage and relish a chance for a little action.

Petty Officer Tera Wen, the security chief assigned to the loading bay, is a very serious customer. She's tougher on her troopers than is strictly necessary, but as a result they follow her orders without question. If a fight breaks out, she uses her tactical know-how and leadership to direct her troopers. She won't surrender, especially if she learns the Player Characters are affiliated with the Alliance.

PETTY OFFICER TERA WEN, SECURITY CHIEF [RIVAL]

Tera Wen is a stern-looking young woman from the Core Worlds with regulation-length blond hair, brown eyes, and a fair complexion. She's been assigned to Freighter M226 for several months, and has made a name for herself as someone who can be counted on to get the job done. She is just as loyal to the Empire as the troopers who serve under her.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	12	0 / 0

Skills: Coercion 1, Discipline 3, Leadership 2, Perception 2, Piloting (Planetary) 2, Ranged (Light) 2, Vigilance 3.

Talents: Coordinated Assault 1 (two allies engaged with Tera Wen add ☯ to combat checks until the beginning of her next turn).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), blast vest and helmet (+1 soak), comlink (handheld).

M226 NAVY TROOPERS [MINION]

The Navy troopers assigned to the Perlemian Haul's freighters are pulled from some of the Imperial Navy's best personnel.

As such, they are highly motivated and willing to die for the Empire if need be. A group of four of these troopers, commanded by Petty Officer Wen, is assigned to provide security in M226's loading bay.

Skills (group only): Discipline, Perception, Piloting (Planetary), Ranged (Light), Vigilance.
Talents: None.
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), blast vest and helmet (+1 soak), comlink (handheld).

M226 NAVY CREWMAN [MINION]

The crew of M226 are typical Navy personnel with very little to set them apart from their peers on other ships. They are hard-working and loyal, but aren't extraordinary in any way. They tend to work in groups of 3 or 4 individuals. Each one wears a grey Navy jumpsuit.

Skills (group only): Athletics, Brawl, Mechanics, Melee, Vigilance.
Talents: None.
Abilities: None.
Equipment: Comlink (handheld), breath mask, utility belt.

GETTING A RIDE

M226's cargo holds are connected via a series of loading tunnels that run the ventral length of the ship. These tunnels can be accessed on foot but are more routinely traversed via repulsorlift cargo skiffs that carry cargo up and down the length of the ship. Cargo elevators placed in compartments at regular intervals along the ventral corridors are utilized by the crew to access the ship's cargo holds.

At least three cargo skiffs are present in the loading bay when the players arrive aboard M226, with a number of others available along the way—assume there are one or two such skiffs at each elevator chamber, in addition to miscellaneous crew and Navy troopers who provide them with security.

ARATECH "SHIPHAND" CARGO SKIFF

The Shiphand cargo skiff is built exclusively for the Imperial Navy by Aratech Repulsor Company. Commonly found in Imperial port facilities and used to quickly transport cargo from ships to holding facilities, the Shiphand provides *Temple*-class freighter crews with a quick, tough, and reliable method of moving from the ship's fore to aft and back.

Vehicle Type/Model: Cargo Skiff/Shiphand.
Manufacturer: Aratech Repulsor Company.
Maximum Altitude: 2 meters.
Sensor Range: None.
Crew: One pilot.
Encumbrance Capacity: 250.
Passenger Capacity: 6.
Price/Rarity: 12,000 credits/3.
Customization Hard Points: 1.
Weapons: None.

THE FAST ROUTE

Player Characters who choose to utilize M226's cargo skiffs to traverse the length of the ship can do so easily (and speedily) enough, but they are liable to encounter resistance along the way. If the troopers in the loading bay aren't sufficiently pacified, they pursue any PCs that attempt to flee on cargo skiffs.

Such an encounter offers an opportunity for a dramatic chase within M226's underbelly, with the PCs on the run from Imperial troopers. The tunnels themselves are about four meters wide, with a ceiling height of about three meters. Though kept moderately clear, they are occasionally blocked by obstacles such as cargo containers, maintenance droids, and debris. Even if they aren't being chased, Player Characters who choose to traverse M226's ventral tunnels are still at risk.

In addition to the normal tables used during vehicle combat, the Game Master is encouraged to use **Table 13–1: Spending , , and in the Ventral Tunnels**, on the following page, if the Player Characters spend any appreciable time maneuvering a cargo skiff through the ship's cargo tunnels.

VENTRAL SECURITY COMPARTMENTS

Each of the freighter's three cargo holds is accessed via elevators in one of six security compartments—two per cargo hold. These compartments can be sealed off individually by sets of heavy blast doors, and each is staffed by four crew and two troopers who act as security. If the Player Characters raise the alarm, the troopers in these compartments are instructed to close the blast doors and seal them off from the ventral access tunnels.

The blast doors that secure the compartments are simple enough to open from the inside, but attempting to do so from the tunnel side of the compartment is difficult and requires the proper security tools. Player Char-

TABLE 13-1: SPENDING , , AND IN THE VENTRAL TUNNELS

Result	Effect
or	A piece of debris causes a pursuing skiff, if present, to lose one range band.
or	A random piece of cargo, jarred by an impact or a sudden burst of speed, falls from the rear of the cargo skiff. Any pursuers must succeed on an **Average (◆◆) Piloting (Planetary) check** or suffer a minor collision.
or	An impact from debris or weapons fire causes one of the enemies aboard a pursuing skiff to lose his footing. The character must succeed on a **Hard (◆◆◆) Athletics check** in order to grab hold of something. If this check fails, the character in question falls from the skiff and immediately suffers 5 wounds multiplied by the current speed of the cargo skiff from which he fell.
	One of the pursuing cargo skiffs suffers a catastrophic crash and suffers a major collision with the wall, ceiling, or a large piece of debris that is blocking the tunnel.
or	An unintended swerve or sudden brake allows any pursuers to close the distance by one range band. If a pursuer is already at close range, he can choose to come into contact with the PCs' cargo skiff. Anyone aboard the enemy skiff may choose to attempt a boarding action by physically jumping aboard.
or	The lighting in this section of the cargo tunnels is either not working, or flickers off suddenly due to a power spike. All skill checks (including Piloting [Planetary]) that require good visibility suffer ■ until the pilot's next turn.
or	A sizeable piece of debris, or a number of smaller pieces, can be seen up ahead. The player piloting the skiff must succeed on an **Average (◆◆) Piloting (Planetary) check** on his next turn or suffer a minor collision.
	A large piece of debris looms in the distance. The player piloting the skiff must succeed on a **Hard (◆◆◆) Piloting (Planetary) check** on his next turn or suffer a major collision. One of the Player Characters riding on the cargo skiff loses his footing. The PC must succeed on a **Hard (◆◆◆) Athletics check** in order to grab hold of something. If this check fails, the Player Character in question falls from the skiff. He immediately suffers 5 wounds multiplied by the current speed of the cargo skiff from which he fell.
and	Catastrophic crash. The cargo skiff suffers a major collision with the wall, ceiling, or a large piece of debris blocking the tunnel.

acters must succeed on a **Hard (◆◆◆) Computers** or **Skulduggery check** in order to hack the lock and gain access.

Alternately, players can attempt to enter the security compartments by utilizing maintenance tunnels and duct work, though this method may have its own associated risks.

THE SOMEWHAT SLOWER ROUTE

Stealthy players may prefer to make their way to the fore of the ship by accessing conduits, maintenance tunnels, and ductwork. Though making their way into the ducts is relatively simple, traversing them with any degree of accuracy is difficult. There is no sense of direction within the tunnels, and the *Temple*-class heavy freighter is obscure enough that its technical layout is little-known outside the Empire.

In a perfect universe, and given the circuitous route and confined spaces they find themselves in, it takes a group of Player Characters five hours to move from one end of M226 to the other. This time frame assumes they have some knowledge of the ship's layout, and PCs familiar with the workings of starships and freighters are better equipped to either know or guess which tunnels to take.

Successfully navigating M226's maintenance tunnels and ducts requires a **Hard (◆◆◆) Piloting (Space) check**, utilizing the Player Character's Intelligence characteristic instead of his Agility. Alternately, a PC can attempt a **Daunting (◆◆◆◆) Survival check** to find his way by relying on his own internal compass. One skill check of either type must be attempted every hour.

Failure on either of these checks indicates the PC and his companions move in circles and make little, if any, headway. For every result, an additional 30 minutes is added onto the time it takes to make the trip. In the case of a result, the PCs encounter a hazard that must be overcome.

Likewise, any generated on these checks reduces the amount of time the players must spend in the tunnels by 30 minutes. In the case of a , the players are able to shave an additional hour from their transit time.

As if moving blindly through the ship's maintenance tunnels wasn't bad enough, the ducts are also home to a small clan of Ranats left over from a failed Imperial experiment. At the Game Master's option, the Ranats can be encountered as a hazard in the case of a result on one of the PCs' skill checks. They can also be introduced as a stock encounter.

RANATS IN THE WALLS

As mentioned, a clan of Ranats has taken up residence in the ducts and maintenance tunnels of Freighter M226. They were originally part of an Imperial experiment that involved using the Ranats as biological weapons with the goal of releasing them into Rebel facilities and ships in an attempt to sabotage them.

Though the experiment itself had mixed results and was ultimately judged to be a failure, the surviving Ranats were shipped via M226 to an Imperial facility in the Outer Rim in order to conduct further trials. In the course of the voyage, a number of the creatures escaped into the freighter's ductwork.

Despite a number of attempts to wipe the Ranats out, the Imperial crew was unsuccessful in finding and killing them all. The Ranats, many of which had been born into M226's maintenance tunnels and had known no other home, were notoriously difficult to isolate and proved to be extremely vicious when cornered. Rather than spend his limited resources to further combat the Ranats, the ship's captain at the time decided to keep them on as a sort of organic security system.

As such, the majority of M226's crew is completely aware of the Ranats. Though the crew fears the creatures due to their stealth, viciousness, and carnivorous nature, they also consider them to be ships' mascots of a sort. Specific protocols requiring maintenance are observed by the crew, and this has significantly lessened the frequency of encounters with the creatures. In addition, supplies of food are occasionally left for the Ranats to find, which significantly reduces their desire to hunt the ship's crew.

THE RANAT ENCOUNTER

M226's Ranat clan is small and self-contained, consisting of no more than a dozen individuals. So long as they are provided with food and left alone by the freighter's crew, the creatures are content to remain in their warren, which they have established near the warmth of the ship's power-generating systems.

The Player Characters are unlikely to know about the Ranats right off the bat, and they won't be using the same sorts of protocols the Imperial crew uses when they move around in the ship's access tunnels. The Ranats, suspecting their "hosts" are attempting to harm their warren, investigate the newcomers. Though they are only partially sentient, the Ranats are nonetheless cunning and very familiar with their surroundings, making them a threat to the unsuspecting PCs.

The Ranats attempt to corner the Player Characters, quietly hemming them in on either side before they attack. Their leader, Tik, divides his forces, with two of his stalkers to the PCs' front and two more to the back. He joins the latter group, sneaking up before darting in with a high-pitched battle cry.

Player Characters must succeed on an **opposed Perception vs. Stealth check** to detect the oncoming Ranats as they scurry forward. Should the PCs fail, the Ranats get the drop on them. Either way, read or paraphrase the following text aloud:

As you creep through the darkness, you are suddenly aware of a scurrying sound both ahead of and behind you. A flash of yellow eyes in the dark, followed by a high-pitched, inhuman shriek, is the only impression you have of your attackers before they come completely into view. Large rodents dressed in rags and wielding spears crafted from salvaged metal fragments bare their yellow teeth as they close in.

The Ranats fight until their leader, Tik, orders them to retreat. Should Tik fall, any Ranats that remain retreat into the darkness to lick their wounds and choose a new leader. Some Player Characters may wish to follow the Ranats back to their warren. If they attempt to do so, they find themselves approaching the ship's power generators. The heat in the tunnels will begin to rise, and tech-savvy PCs may become aware of rising radiation levels.

In the case that any of the Ranats (including Tik) are somehow captured, they can communicate—albeit crudely—using a small pastiche of Basic words and phrases they've learned from observing the Imperial crew. Though communication is difficult due to the language barrier (which can be broken if some manner of translator is available), a Ranat may be willing to lead the PCs to M226's control center in exchange for his life.

TIK, RANAT LEADER [RIVAL]

Tik is larger and stronger than his Ranat companions, and they obey him without question. His fur is a deep and dirty yellow, tinged with grease and other, fouler substances. He is a cunning adversary who seeks to maintain his lofty place in the tribe by whatever means necessary.

Skills: Brawl 3, Coercion 2, Melee 3, Perception 2, Stealth 4, Survival 4, Vigilance 2.
Talents: Jump Up (may stand up from seated or prone as an incidental), Natural Brawler (may re-roll any 1 Brawl or Melee check).
Abilities: Bite (Brawl; Damage 3; Critical 4; Range [Engaged]; Pierce 1), Cornered Fury (may upgrade one skill die when engaged and outnumbered by enemies).
Equipment: Makeshift spear (Melee; Damage 4; Critical 3; Range [Engaged]), tribal fetishes.

RANAT STALKER [MINION]

The stalkers who accompany Tik on his hunting expeditions are completely subservient to their leader. They flee from their foes if Tik dies; otherwise, they bare their yellow fangs and fight.

Skills (group only): Brawl, Melee, Stealth, Survival.
Talents: None.
Abilities: Bite (Brawl; Damage 2; Critical 4; Range [Engaged]; Pierce 1) Cornered Fury (may upgrade one skill die when engaged and outnumbered by enemies).
Equipment: Makeshift spear (Melee; Damage 3; Critical 3; Range [Engaged]).

SHIPBOARD HAZARDS AND FEATURES

As the Player Characters proceed toward the ship's control center, they are likely to encounter trouble along the way. The following shipboard hazards and features can be utilized by the Game Master to increase the excitement and tension in his game, as well as to break up an otherwise unexciting stretch of gameplay. Whether triggered by a poor dice result (one or more ⚙ when attempting a Survival check to navigate the freighter's maintenance ducts, for example) or by the GM's fiat, such encounters can be a valuable tool.

DUCT INSTABILITY

Though typically of sound structural design, wear-and-tear (as well as damage caused by the Ranat vermin that traverse M226's hidden byways) has caused some ducts and maintenance passages to buckle or weaken. Alternatively, a stretch of ductwork might have been intentionally sabotaged by the Ranats in order to act as a snare or trap to catch unwary crew.

Players moving through such a tunnel should be allowed to attempt an **Average (◆◆) Perception check** to notice that the surface they're walking or crawling on isn't entirely stable. Success indicates they notice the instability before it can collapse and harm them. A success with one or more ⚙ results indicates that the duct collapses, either in part or entirely, blocking the PC's advance.

Failure, on the other hand, results in one or more Player Characters falling with the collapsing ductwork or tunnel, suffering 5 damage from both the fall and jagged pieces of metal that appear where the tunnel shears. This damage is increased by 1 for every ⚙ generated on the Perception check, and is decreased by 1 for every 🎭 achieved. The collapse leads four meters down into a debris-strewn portion of tunnel, and the only way out is the way the PCs came. Players can climb out if they succeed at a **Hard (◆◆◆) Athletics check**.

Players who notice the instability before it can collapse can either attempt to find another way around it, or they can take some time to jury-rig a repair that allows them and the rest of their companions to cross. Doing so requires a **Hard (◆◆◆) Mechanics check**. Characters with appropriate tools or inventive solutions should receive one or more □ to this roll, while those without the proper tools should suffer a ■.

ELECTRICAL HAZARD

As the PCs continue through the tunnels or passageways of the ship, they encounter an electrical hazard in the form of an open maintenance panel, a bare wire, or an electrified surface. Depending on the circumstances, the electrical discharge might be plainly visible, its audible crackles echoing in the enclosed space.

If the PCs aren't interested in retracing their steps and searching for another route, the easiest thing for them to do is to edge around the hazard. Doing so safely requires an **Average (◆◆) Athletics check**. Even if they are successful, they suffer 1 damage for every ⚙ ⚙ their check generates. Failing the roll results in a full-strength shock, which inflicts 5 damage, reduced by 1 for every 🎭 they roll.

FREIGHTER CREW

M226's crew members are always keeping busy throughout the ship at all hours, performing their regular duties and ensuring that the ship's systems are properly maintained and functional. It is entirely possible that a group of Player Characters encounters a group of Imperial crew going about their business anywhere aboard the ship.

The freighter's run-of-the-mill crew aren't particularly formidable, as their focus is on operating the ship, keeping its systems up and running, and ensuring that cargo is moved to and stored in its proper place. Despite this, they are also military men and women who have received basic combat training, so they can fight if necessary. Such crews aren't typically armed. If confronted by the PCs, they either surrender or attempt to escape. Particularly brave or foolhardy crews might attempt to attack the PCs, but this is largely a decision for the Game Master to make depending on the situation.

M226 CREW CHIEF [RIVAL]

The typical naval crew chief is a seasoned veteran who has been serving aboard Imperial ships for many years. Crew chiefs are the most technically proficient in their areas of expertise and are often looked up to by their subordinates. Like other crew, they wear grey Navy jumpsuits, but their rank is easily distinguished by the insignia on their lapel.

Skills: Athletics 2, Brawl 2, Coercion 1, Discipline 2, Leadership 3, Mechanics 3, Melee 2, Vigilance 2.
Talents: None.
Abilities: None.
Equipment: Comlink (handheld), breath mask, utility belt, datapad.

M226 NAVY CREWMAN [MINION]

The crew of M226 are typical Navy personnel, with very little to set them apart from their peers on other ships. They are hard-working and loyal, but aren't extraordinary in any way. They tend to work in groups of three or four individuals. Each one wears a grey Navy jumpsuit.

Skills (group only): Athletics, Brawl, Mechanics, Melee, Vigilance.
Talents: None.
Abilities: None.
Equipment: Comlink (handheld), breath mask, utility belt.

MAINTENANCE DROIDS

Though they are largely simple-minded and harmless, the Imperial maintenance droids assigned to the Perlemian convoy are programmed to raise an alarm in the event they spot unauthorized individuals in their area of activity. They have only simple programming, but they are smart enough to recognize that armed individuals lacking uniforms are out of place, especially if they happen to be crawling around the ship's maintenance ducts.

Should such an encounter take place, the maintenance droid attempts to escape without making too much of a fuss. If confronted violently, it defends itself using its heavy grasper arm as well as its integrated arc welder.

NR-5 MAINTENANCE DROID [RIVAL]

Designed by Kalibac Industries to address most maintenance issues aboard commercial and military vessels, the NR-5 is small and unobtrusive. Though not particularly bright or personable, it is able to traverse all but the most constricted access ducts with relative ease.

Skills: Computers 2, Mechanics 2.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons and toxins).
Equipment: Arc welder (Melee; Damage: 3; Critical –; Range [Engaged]; Stun damage), heavy grasper arm (Melee; Damage 2; Critical 5; Range [Engaged]), fine manipulator arm, built-in repair tools (counts as tool kit).

RANAT SCOUTS

The Ranats that make their home on M226 are always scrounging around in search of food or other valuable materials. Their scouts are often the smallest of the warren's denizens, but they are fast and incredibly stealthy. They typically work individually or in pairs, as larger groups are easier to spot.

Should Ranat scouts encounter the Player Characters, they avoid them entirely unless they outnumber them. Should one or more of the PCs possess something that catches the Ranats' eyes, such as a fancy tool, weapon, article of clothing, or piece of jewelry, they may attempt to waylay the PC in question and steal the object of their desire.

RANAT SCOUT [MINION]

Ranat scouts are small of frame and wiry. They are able to easily squeeze into spaces too small for other creatures, and they use this to their advantage as they sneak about the freighter. Though they aren't large by any stretch of the imagination, they are just as dangerous when cornered as are their larger kin.

Skills (group only): Brawl 2, Melee 2, Skulduggery 3, Stealth 4, Survival 2.
Talents: None.
Abilities: Bite (Brawl; Damage 1; Critical 4; Range [Engaged]; Pierce 1), Cornered Fury (may upgrade one skill die when engaged and outnumbered by enemies).
Equipment: Makeshift knife (Melee; Damage 2; Critical 4; Range [Engaged]).

REACTOR LEAK

One of the most dangerous hazards to be encountered in the belly of an operating starship is a reactor leak. Such leaks consist of radioactive coolant that has somehow made its way into the spaces where crew and passengers spend their time. The radiation is dangerous and concentrated and requires special equipment to properly lock down and contain.

Creeping around puddles of radioactive coolant is insufficient to avoid exposure, and merely remaining in the vicinity of the substance inflicts 1 wound to each Player Character at the beginning of the PC's turn until sufficient distance is put between them and the coolant. Making direct contact with the coolant is liable to contaminate clothing and equipment, cause radiation burns, and make the subject incredibly ill in the long term.

Should this happen, the affected character must succeed at a **Hard (◆◆◆) Resilience check**, or he immediately suffers 5 strain. Each additional ⚙ on the check translates to another point of strain suffered in this manner. 🎭 on the Resilience check reduces the number of strain suffered by 1 each.

It is up to the Game Master to determine how large a threat the radiation leak is to his players. A large leak in a confined space might be too great a hazard, though groups of PCs who are prepared for such eventualities should be able to minimize their losses. Space suits as well as envi-

ronmental gear designed for operation in radioactive environments provide protection from residual radiation, though extensive exposure is not recommended.

SECURITY AND PATROL DROIDS

Despite the Empire's reliance on human troops for shipboard security, they are not above employing smaller security and patrol droids to monitor sensitive or constricted areas aboard their vessels. One example of such a droid is the Mark IV patrol droid, which is also used extensively in areas garrisoned by the Imperial Army and Stormtrooper Corps.

Mark IV patrol droids are set to patrol alone and provide ships' security personnel with up-to-the-minute reports via their broadband comlink. If encountered by Player Characters, a Mark IV immediately transmits relevant information to the closest security station on the ship. This information includes the PCs' position, as well as the number of enemies spotted. The only hope for such PCs is to destroy the droid before it can transmit the information it has acquired.

MARK IV PATROL DROID [MINION]

The Mark IV patrol droid is a small, spherical hovering droid with a number of small control surfaces that emerge from its rear quarter. A single optic protrudes from the droid's front.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	1	2	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
1	4	0 | 3

Skills (group only): Discipline, Perception, Stealth.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons and toxins).
Equipment: Holorecorder, military comlink.

SECURITY PATROLS

Because of the sensitive contents of M226's cargo holds, the crew maintains regular patrols throughout the ship's populated areas. Navy troopers regularly patrol in groups of two in search of potential trouble. If the alarm has been tripped elsewhere, the security patrols double in strength and frequency until the cause of the alarm has been neutralized.

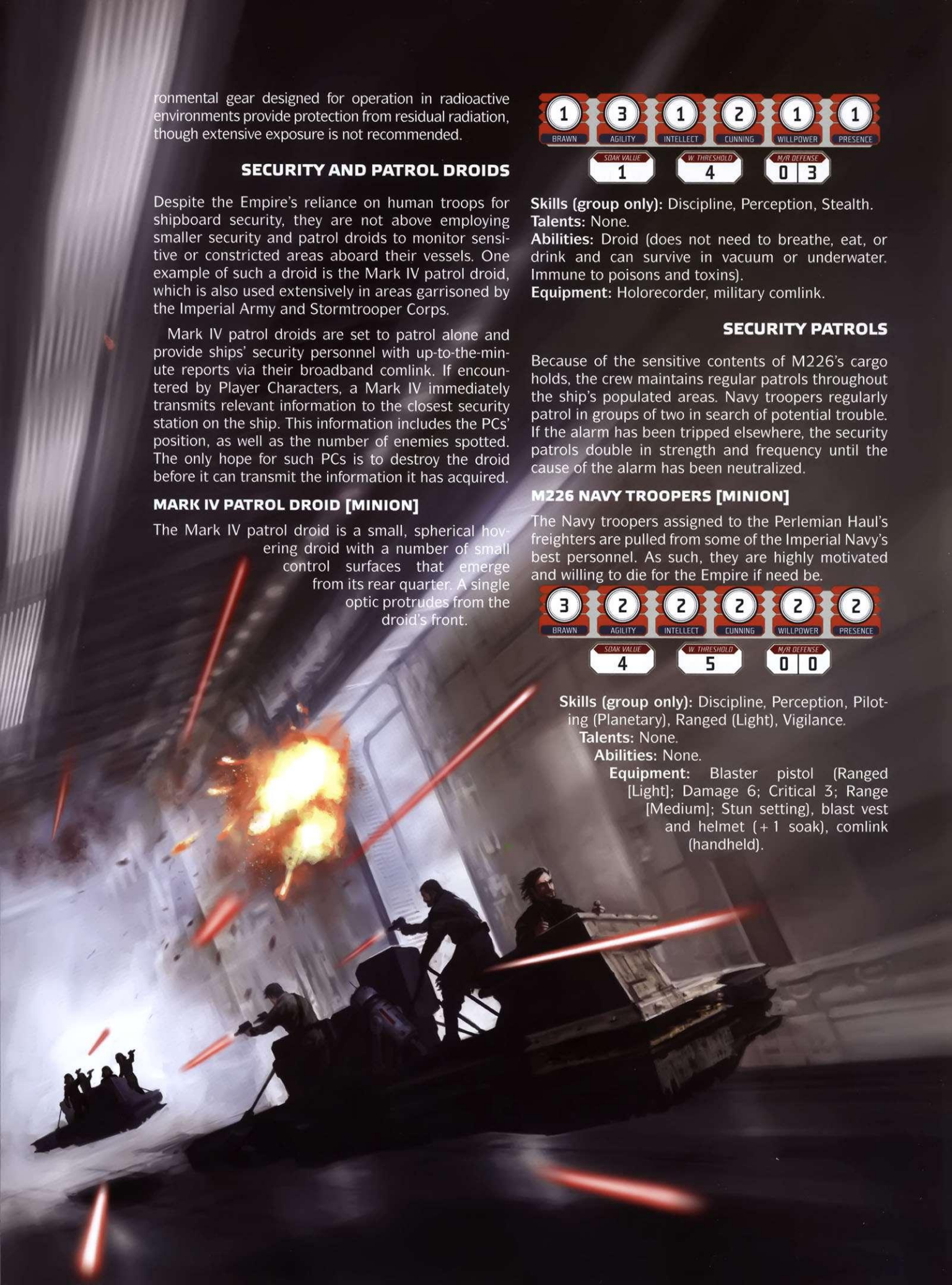
M226 NAVY TROOPERS [MINION]

The Navy troopers assigned to the Perlemian Haul's freighters are pulled from some of the Imperial Navy's best personnel. As such, they are highly motivated and willing to die for the Empire if need be.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	5	0 | 0

Skills (group only): Discipline, Perception, Piloting (Planetary), Ranged (Light), Vigilance.
Talents: None.
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), blast vest and helmet (+1 soak), comlink (handheld).



FINDING HELP

Depending on the nature of the M226's cargo, the PCs might not be the only Rebels aboard the ship. For example, if one of the PCs' side goals is to rescue a group of SpecForce troopers or slaves from captivity, they might very well be able to free the troopers and get them to lend a hand. In addition, they might be able to appropriate heavy Imperial ordnance from the ship's own stock.

It is up to the Game Master to determine what, if any, help the Player Characters can expect from the individuals they plan to rescue or the equipment they plan to appropriate. Anyone held prisoner by the Empire aboard Freighter M226 is subsequently weak, wounded, sick, or a combination of all three. The help they can provide to the Player Characters, if any, is limited.

Likewise, nothing raises alarms quite like moving through the ship with a large contingent of rescued prisoners, slaves, and other personnel. If the PC's ultimate goal is to stealthily infiltrate the ship and gain control of it, in addition to rescuing potential allies from the clutches of the Empire, they are better off not putting those individuals at risk.

COMBINING HAZARDS AND ENCOUNTERS

Any of the previously detailed hazards and encounters can be combined for additional effect or variety, and the GM is encouraged to do so if the PCs seem to be sailing through the scenario. For instance, one of the freighter's maintenance crews might very well be working on containing a radiation leak or electrical hazard, while a security detail might be dealing with a group of Ranat scouts, checking on a security droid, or reporting damage caused by a structural fault in the ship's maintenance ducts.

COMMUNICATING WITH THE ENEMY

In the event that the Player Characters attract unwanted attention, members of the ship's command staff—Lt. Cmdr. Noor included—begin to monitor the situation more closely. Noor likely chooses to communicate with the PCs, especially if they are doing particularly well (or even if they are making a poor showing of things).

EPISODE III: THE PRIZE

By the time the Player Characters reach the forward end of Freighter M226, they have either progressed slowly and quietly through the ship, maintaining some semblance of stealth, or they have alerted the ship's commander and security personnel to their presence. If they've attempted to keep their profile down, this is where all their hard work pays off. If not, they have a fight on their hands. The command module is difficult to access once it's been sealed off from the rest of the ship, and it's crawling with Navy troopers.

Unfortunately for the Player Characters, the commander of M226—Lieutenant Commander Jilan Noor—is not in his right mind, and stops at nothing to ensure that the PCs are taken care of in as definitive a manner as possible.

ACCESSING M226'S COMMAND MODULE

The ventral tunnel that leads forward from the ship's rear loading bay ends at a large, vaulted security compartment just prior to the command level. Coincidentally, all ductwork and service passages terminate here as well, given that the command module has its own life support and vital systems.

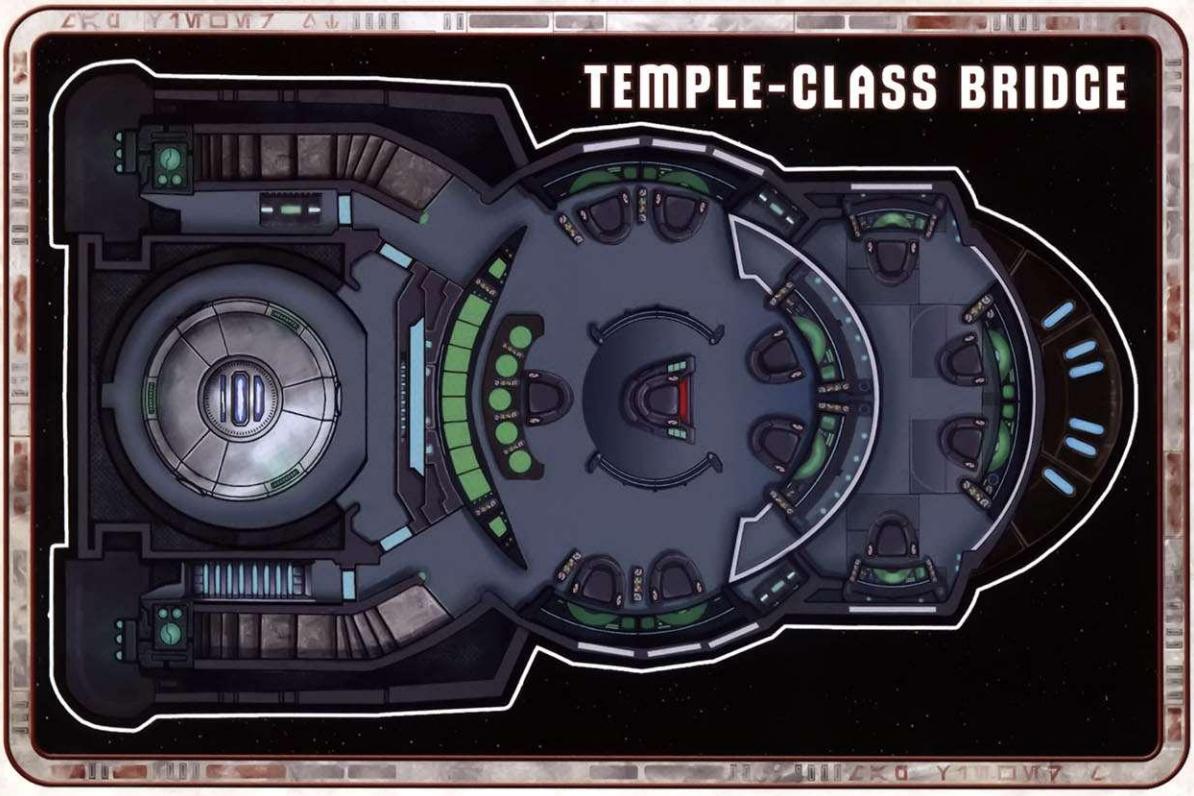
The security compartment, like the others that connect to the ventral tunnels, is equipped with a number of cargo skiffs and is staffed by a handful of ship's crew and navy troopers. A pair of heavy blast doors here seals the command module off from the rest of the ship. Under normal circumstances, these doors are kept open to facilitate security personnel as they move to and from the command module.

THE EASY WAY

Assuming the PCs have done nothing to tip their hand to the ship's crew, they can emerge from hiding and enter the command module through the open blast doors. Of course, the troopers and ship's crew on duty, should they see them, aren't likely to let them pass unmolested. Even if a firefight does break out at this point, it's more than possible for the Player Characters to slip through the blast doors before news of their intrusion reaches the ship's bridge.

THE HARD WAY

If the PCs have alerted the ship to their presence in the previous episodes, the compartment is tightly locked down. The blast doors are closed and secured, and four Navy troopers staff the compartment in expecta-



tion of the Player Characters' arrival. Cargo canisters and other obstacles have been set out to provide the troopers with cover as well as to prevent anyone from driving a cargo skiff into the compartment interior.

Like the blast doors leading into and out of the other ventral security compartments, the doors sealing off the command module can be sliced. The security program is somewhat more difficult to breach, requiring a **Daunting (◆◆◆◆) Computers** or **Skulduggery check** to do so.

THE COMMAND MODULE

M226's command module contains accommodations for all fifty members of the ship's crew, as well as independent life support and power systems. Though still connected to the rest of the ship, the command module is its own environment, and it can be sealed off from the rest of the ship if the need arises. It also contains the ship's bridge, which is the ultimate destination for the Player Characters if they intend to take control of the ship.

The command module has five levels, each one described here in brief. The levels can either be accessed via lift, or by a series of stairwells.

LEVEL 1: COMMAND DECK/BRIDGE

The freighter's command deck is the smallest of all the command module's floors. The bridge itself is the central focus of the command deck and is accessed via lift or stairwell. The crew complement of the bridge numbers eight, including the captain and his executive officer. In addition, two Navy troopers are assigned to the bridge at all times to provide security.

LEVEL 2: SUPPORT SYSTEMS

The second level of the command module is devoted to life support and power systems. The ship's medical bay is also here, staffed by the ship's surgeon and one or more corpsmen. Secondary power and computer systems are also maintained on this level.

LEVEL 3: CREW QUARTERS

The largest of the command module's levels is devoted entirely to the crew. Fifty officers and enlisted, including security personnel, are housed here in relatively cramped conditions. A small galley and recreation area are also provided.

IF THE PCS CAN'T HACK IT

It's entirely possible that a group of trigger-happy PCs with little in the way of technical skills will paint themselves into a corner and be unable to access M226's command module. If this happens, Noor contacts them via the ship's intercom and urges them to surrender. Given his prior experience with the PCs, Noor is all too willing to open the doors so that his remaining troopers can capture the them. Depending on how they play the hand they're being dealt, the PCs may be able to gain access to the command module at the expense of another long, drawn-out firefight.

LEVEL 4: CARGO AND SUPPLIES

The fourth level of the freighter's command module is where additional cargo and supplies are kept. Such supplies typically consist of consumables and spare parts. The droid service bay is also located on this level, and all of the ship's droids are brought here for maintenance and repair at one time or another.

Another interesting feature of level four is that the primary access doors leading to the security compartment and ventral cargo tunnels are located here. If and when the players make their entrance onto the command module, they find themselves here.

LEVEL 5: ENGINEERING

The lowest level of the command module is dedicated to engineering and other technical systems. Half a dozen engineers work on the engineering level, monitoring systems and making adjustments and repairs when the need arises.

TAKING CONTROL OF M226

Once the Player Characters make their way into the command module, it's likely that the crew knows quite well that they are under attack, if they didn't already. Lieutenant Commander Noor opens the bridge's armory and orders all bridge crew to take up sidearms in order to repel boarders.

The rest of the crew goes to general quarters and arms themselves as best as they can. Any remaining Navy troopers set up defensive positions near the lifts and stairwells in order to head the Player Characters off before they reach the bridge.

TROUBLE IN PARADISE

Lieutenant Commander Noor's assignment to Freighter M226 has not gone particularly smoothly. The fact that Noor abhors his assignment has not been lost on his crew, and his willingness to throw their lives away in order to settle his score with the Player Characters vexes Hyzhan Troo, his executive officer.

Prior to Noor's assignment to M226, Lieutenant Troo was slated for a promotion so she could take command of the freighter. Unfortunately, the paperwork had barely cleared Imperial Command when Noor was reassigned to the freighter, seemingly as a form of punishment. Since that time, he has treated the crew and his executive officer poorly.

If given the opportunity to surrender, Lieutenant Troo gladly does so in an attempt to save the lives of her remaining crew. This won't happen as long as Noor is firmly in command of the ship, though he appears conflicted to anyone observant enough to notice with an **opposed Perception vs. Discipline check**.

ASSAULTING THE BRIDGE

When the PCs arrive on the bridge, it is from either the lift or one of two stairwells that run parallel to it. In either case, Noor has formed his bridge crew into two three-person groups, one of which he leads personally. The other group is commanded by Lieutenant Troo. A third group, comprised of the two Navy troopers who are assigned to guard the bridge, operates independently.

The bridge crew and Navy troopers take cover behind control consoles and lay in wait for the Player Characters' attack. When the PCs arrive, the bridge crew does its best to fight them off.

When the Player Characters arrive on the bridge, read or paraphrase the following text aloud:

As you enter the bridge, you notice immediately that all the ship's stations are empty. The bridge crew, eyes wide with fear and hands shakily holding blaster pistols, have taken cover behind consoles, chairs, and stacked cargo cases.

"Take your last breaths, Rebel scum!" a voice shouts, breaking the silence from behind the cover of the helmsman's console. "Fire at will!"

With that, the bridge crew opens fire.

Should Noor be disabled or killed in the ensuing combat, Lieutenant Troo surrenders at once if she is still alive and acquiesces to the Player Characters' terms. As long as the PCs are reasonable and not obviously bloodthirsty, Troo orders the remaining crew to stand down.

LT. COMMANDER JILAN NOOR, IMPERIAL OFFICER [NEMESIS]

Jilan Noor is a human male in his early thirties with olive skin, dark eyes, and short-cut black hair. He is a career Navy officer, having risen quickly through the ranks after graduating from the Imperial Academy at the top of his class. He is ruthless and punishes failure harshly among his subordinates. Unsurprisingly, he is hardest on himself, and this is likely his biggest weakness.

Skills: Athletics 2, Brawl 2, Coercion 3, Cool 2, Discipline 4, Leadership 4, Ranged (Light) 3, Vigilance 3.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Tactical Direction (may perform a maneuver to direct one Imperial Navy minion group within medium range; the group may perform an immediate free maneuver or add ☐ to its next check).
Abilities: Imperial Valor (may perform a maneuver to cause all ranged attacks targeting Noor to instead hit one ally or helpless enemy he is engaged with, until the beginning of his next turn).
Equipment: Imperial uniform, blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), military comlink.

LIEUTENANT HYZHAN TROO, IMPERIAL OFFICER [RIVAL]

Hyzhan Troo was set to take command of M226 following the promotion of the ship's last commanding officer. Unfortunately, Noor was assigned to the ship before her promotion could take place. Troo is a competent-looking and authoritative human female in her late twenties.

Skills: Astrogation 3, Brawl 2, Computers 3, Discipline 2, Leadership 3, Piloting (Space) 3, Ranged (Light) 2.
Talents: None.
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), uniform, military comlink, datapad.

M226 BRIDGE CREW [MINION]

The bridge crew of M226 are an experienced lot, and many of them have served aboard the heavy freighter since it was first commissioned. Though loyal to the Empire and willing to follow Noor's orders, they are much more comfortable under the command of their executive officer, Lieutenant Troo.

Skills (group only): Astrogation, Computers, Piloting (Space), Ranged (Light).
Talents: None.
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

EPILOGUE

Assuming the PCs take control of Freighter M226, they will need to accomplish a number of tasks in order to complete their mission. The first of these tasks is to drop the ship out of hyperspace, a relatively easy task as long as they are familiar with the workings of spacecraft.

Once out of hyperspace, the PCs need to lay in coordinates for the rendezvous with a strike element from their fleet. If M226's crew surrendered, Lieutenant Troo or her duly-appointed replacement request that they be allowed to leave the ship via escape pod rather than be taken prisoner by the Alliance.

REWARDS FOR RISKS

As long as the mission is a success, the Player Characters are lauded by their superiors. News of the victory will spread throughout the Alliance, and they are celebrated for their deeds. More importantly, PCs who risked themselves in order to stand up for their Duties benefit for doing so. For example, if Imperial prisoners were rescued, they are certain to know the name of the Rebel operative who put his life on the line for them.

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PLAYTESTERS

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CHARACTER

CHARACTER NAME

SPECIES

CAREER

SPECIALIZATION TREES

STAR WARS® AGE OF REBELLION™ ROLEPLAYING GAME

PLAYER

SOAK VALUE	WOUNDS		STRAIN		DEFENSE	
	THRESHOLD	CURRENT	THRESHOLD	CURRENT	RANGED	MELEE

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SKILLS

GENERAL SKILLS	CAREER?	RANK
Astrogation (Int)		
Athletics (Br)		
Charm (Pr)		
Coercion (Will)		
Computers (Int)		
Cool (Pr)		
Coordination (Ag)		
Deception (Cun)		
Discipline (Will)		
Leadership (Pr)		
Mechanics (Int)		
Medicine (Int)		
Negotiation (Pr)		
Perception (Cun)		
Piloting - Planetary (Ag)		
Piloting - Space (Ag)		
Resilience (Br)		
Skulduggery (Cun)		
Stealth (Ag)		
Streetwise (Cun)		
Survival (Cun)		
Vigilance (Will)		

COMBAT SKILLS	CAREER?	RANK
Brawl (Br)		
Gunnery (Ag)		
Melee (Br)		
Ranged - Light (Ag)		
Ranged - Heavy (Ag)		

KNOWLEDGE SKILLS		
Core Worlds (Int)		
Education (Int)		
Lore (Int)		
Outer Rim (Int)		
Underworld (Int)		
Warfare (Int)		
Xenology (Int)		
Other:		

CUSTOM SKILLS		

WEAPONS

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL

CHARACTER SHEET

TOTAL XP

AVAILABLE XP

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STAR WARS®
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ROLEPLAYING GAME

MOTIVATIONS

TYPE:

TYPE:

DUTIES

TYPE:

MAGNITUDE:

TYPE:

MAGNITUDE:

GROUP'S CONTRIBUTION RANK:

CHARACTER DESCRIPTION

GENDER:

AGE:

HEIGHT:

BUILD:

HAIR:

EYES:

NOTABLE FEATURES:

CRITICAL INJURIES

SEVERITY: RESULT:

EQUIPMENT LOG

CREDITS:

WEAPONS & ARMOR:

PERSONAL GEAR:

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY

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VEHICLE

NAME

MAKE / MODEL

HARD POINTS

ENCUMBRANCE CAPACITY

STAR WARS® AGE OF REBELLION™ ROLEPLAYING GAME

PLAYER

CHARACTERISTICS

SILHOUETTE

SPEED

HANDLING

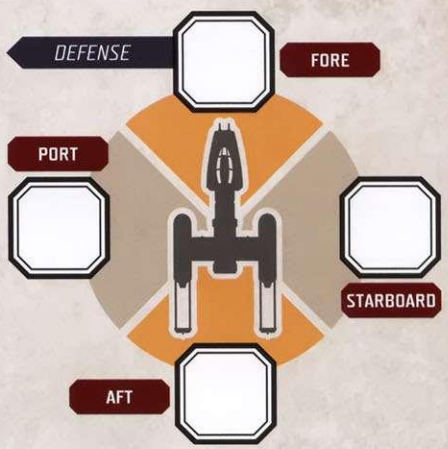
ARMOR

HULL TRAUMA

THRESHOLD | CURRENT

SYSTEM STRAIN

THRESHOLD | CURRENT



WEAPONS

WEAPON	FIRING ARC	DAMAGE	RANGE	CRIT	SPECIAL

ATTACHMENTS

NAME	HARD POINTS REQUIRED	BASE MODIFIERS	MODIFICATIONS

CARGO HOLD

CREW

PASSENGERS

CONSUMABLES

HYPERDRIVE

SENSOR RANGE

VEHICLE SHEET

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GROUP

BASE OF OPERATIONS

LOCATION

DESCRIPTION

STAR WARS
AGE OF REBELLION
ROLEPLAYING GAME

GROUP DUTY

DUTY VALUE	PLAYER/CHARACTER	TYPE OF DUTY	DESCRIPTION	LIST OF MOTIVATIONS

GROUP CONTRIBUTION RANK

1 ◇ 2 ◇ 3 ◇ 4 ◇ 5 ◇ 6 ◇ 7 ◇ 8 ◇ 9 ◇ 10 ◇

GROUP RESOURCES

GROUP POSSESSIONS

GROUP CONTACTS

LIGHT SIDE | DESTINY POOL | DARK SIDE

GROUP SHEET

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