STAR WARS®

AGE OF REBELLION™

STAY ON TARGET

A Sourcebook for Aces

STAR WARS®
ROLEPLAYING

STAR WARS
AGE OF REBELLION
ROLEPLAYING GAME

STAY ON TARGET

The Galactic Civil War rages throughout the galaxy. Walkers and speeders battle on the surfaces of planets while fighters and battleships clash for control of the stars.

At the heart of these battles, skilled Rebels test their limits piloting starships and vehicles against the Empire. These ACES of the Rebellion put their lives on the line in every battle, risking everything to bring freedom to the galaxy....

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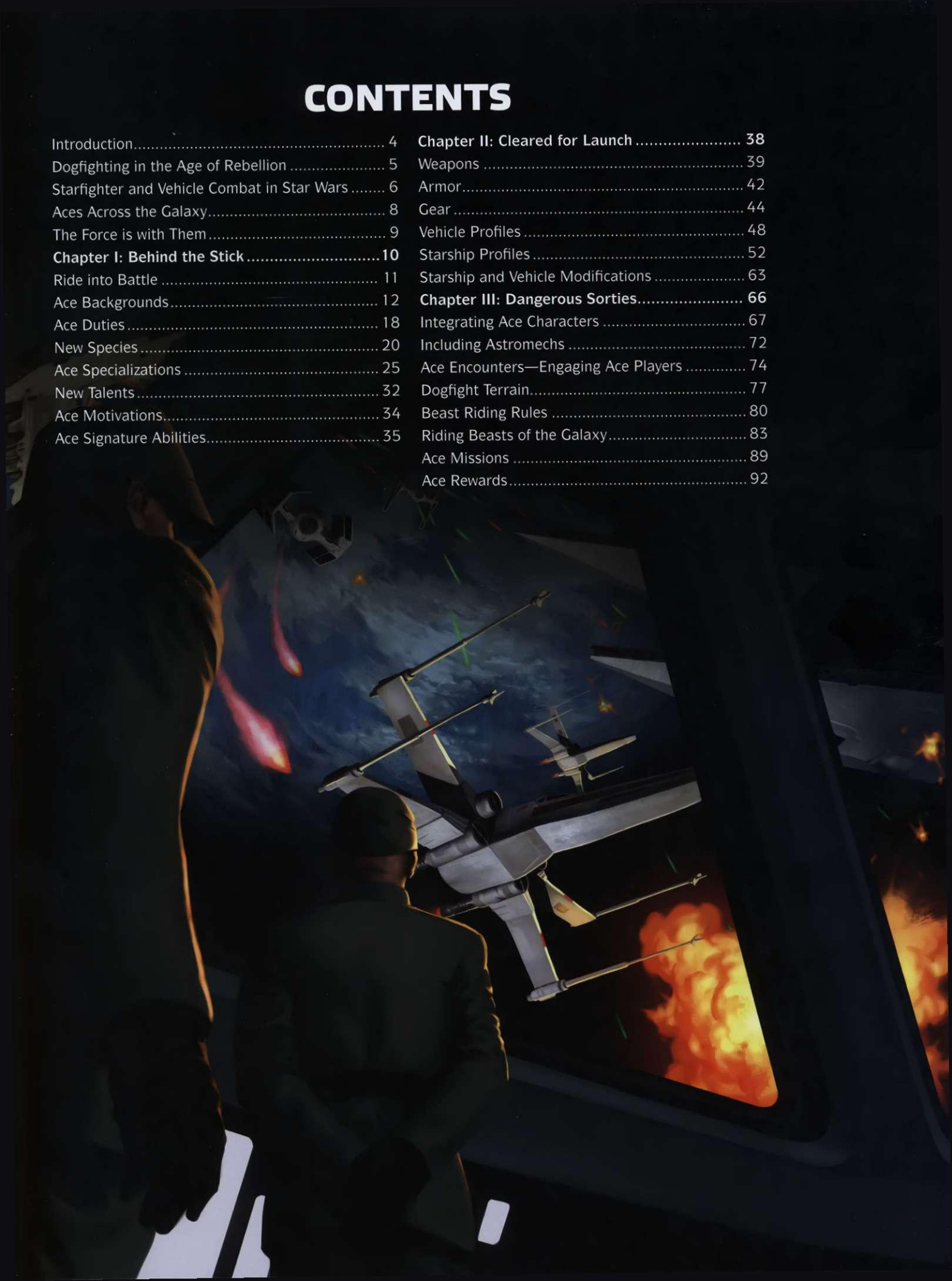1995 West County Road B2
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"Watch yourself! Fighters coming in!"

"Got it, Blue Leader," I snapped back as squadrons of TIE fighters erupted from the *Imperial Protector*'s launch bay and formed up between us and the carrier. "Who's ambushing whom here?" I dodged incoming fire from the *Protector*. It was more irritating than accurate at this range, but that was changing by the moment as our X-wing squadron rapidly closed the distance to the target.

Never mind that it wasn't the target we expected.

This wasn't even the first time this had happened. Our raids along Ral's Run proved that either the Imperials regularly swapped out their supply ships, or that our spy network wasn't as accurate as we hoped. Today was proof that it needed to be much better. Instead of an armed star galleon with a light escort vessel, we faced an Imperial escort carrier and its fighters.

"No sign of a star galleon," Blue Seven reported, with a hint of disappointment.

"This has to be a setup," I said. It wasn't the first time that had happened either. "They're on to us."

"Doesn't matter, Blue Five," replied Blue Leader. "Everyone, you know your targets. Go now."

The squadron surged forward. We could destroy the carrier with our proton torpedoes, but we had to get through the TIE fighters first. They were closing the gap far too quickly for TIEs, though.

Blast it—they were TIE interceptors.

"Hey, Five, it's your favorite targets," Blue Seven teased, "Bet you don't make ace today!"

"Just you watch, Dex," I shot back in irritation. She was right. I'd never scored an interceptor kill. They were top-line fighters flown by Imperial aces. I usually needed rescuing. Worse, Dex earned her ace designation by saving me twice.

Bright green laser fire lanced through our formation as the interceptors came into range. Half of us engaged the fighters, and the rest of the squadron punched through their lines to attack the carrier. The faster interceptors engaged us while relatively slower standard TIE fighters defended the ship.

I hoped my extra hours in the simulators paid off, or this wasn't going to end well. My wingman, Blue Six, and I fired quick bursts from our four wingtip lasers as we broke off and everyone chose their targets. The shape of the battle changed from mass ambush tactics to dogfights between individual pilots.

Six and I tried to take down a pair of interceptors chasing Blue Nine. They broke off their attack and circled back around. Our X-wings couldn't beat the interceptors on speed or maneuverability, but we had equal firepower, better shields and better

armor. As usual, my laser fire tracked just behind my target in a futile attempt to score a hit.

"This isn't working, Six. We…" An enormous burst of green energy shredded my shields and jolted my fighter as a pair of interceptors flashed by. I yanked the stick around and squeezed off a snap shot. To my surprise, only three laser streams bracketed the fighter, but it worked anyway. An explosion of green, ionized gas scattered debris and marked the interceptor's end.

The other fighter peeled off, running from the deadly laser fire of another X-wing. I hoped it wasn't Dex again, but remembered that her assignment was attacking the carrier. Bolts, my back-seat astromech, squealed through the comlink. It only took one glance out the cockpit window to see why. My upper port laser cannon was gone, along with a chunk of wing tip. Damage control systems reported the rest of the story.

"Bolts, reroute power from the cannon to the shields. Try to buy us some time." The simultaneous attacks had blasted through my shields in one pass. My wingman was worse off, limping away from the battle and trying to clear the planet's gravity well to jump to hyperspace and safety. I was isolated and cut off from the rest of the squadron, a dangerous spot for any fighter.

I still had my remaining attacker target locked. He shook his pursuers and arced back around to finish me off. If I was destroyed, he would easily catch Six. I had a straightforward and crazy plan to save us.

"Bolts! Max out the forward shields! Give 'em everything except guns and engines." If this didn't work, we wouldn't be around to need anything else. I aimed the ship at the incoming Imperial and put my craft into a tight barrel roll. I hoped the concentrated laser barrage would make up for the missing weapon and disrupt the Imperial's attacks.

He met my challenge head on. Laser fire slammed into my shields. I was betting I could hit the unshielded interceptor before my shields evaporated. He couldn't withstand a direct strike. One of my shots slashed across his dagger-like wing, forcing him to alter course and shoot wide. I instantly broke my roll and blasted him with everything I had. Momentum took me through the exploding fireball.

"Hey Dex, wrong again!" I yelled into my comm, "Say hello to our squadron's latest ace!"

The Imperial carrier exploded, lighting up every surviving ship in the area.

"That's great, Five." Dex responded, "But say hello to our first capital ship ace. Let's see you top that one!"

I turned my ship towards Blue Six and sighed. Clearly, I still had a long way to go.

DOGFIGHTING IN THE AGE OF REBELLION

Star Wars introduced fast and exciting starfighter combat unheard of in cinema with the Rebels' thrilling attack on the Death Star. X-wings, Y-wings, and TIE fighters twisted, turned, and darted around the screen, surrounded by laser fire and explosions. Later films added to the scale of space combat, with dozens or even hundreds of ships blasting away at each other, while starfighters flashed by at impossible speeds. Luke Skywalker's momentous shot that destroyed the Death Star demonstrated that even the smallest of ships could significantly damage or destroy the mightiest of vessels. Starship combat became a favorite and defining feature for the saga, in many ways illustrating the very name of Star Wars.

AGE OF REBELLION features starship combat as a common and important element of the Rebel Alliance's struggle against the Empire. Starfighters provide a potent weapon that also serves as a symbol of Rebel ingenuity and strength in the face of inadequate resources.

STAY ON TARGET provides Game Masters and players in AGE OF REBELLION with the rules and information to create elite pilots, riders, and gunners, plus their exciting adventures.

Chapter I: Behind the Stick introduces three new playable species and three new Ace career specializations. Players can take on the role of a Chadra-Fan, Dressellian, or a four-armed Xexto. Two of the specializations give Ace non-pilots new options. Beast Rider handles the living mounts used regularly on planets across the galaxy. Riggers wring every bit of performance out of a vehicle, thanks to their tremendous skill in customizing and upgrading vehicles. The remaining specialization is the Hotshot, a flashy pilot whose daredevil tactics trade big risks for big rewards. Sometimes it works, sometimes it doesn't, but the Hotshot comes back with many of the best stories. The chapter includes brand new signature abilities, suitable for the legend-

ary status an Ace earns and deserves. The chapter also details new Duties and Motivations suitable for the Ace, though potentially used by other Player Characters.

Chapter II: Cleared for Launch presents new weapons, armor, gear, vehicles, and attachments. These are suitable for many characters and careers, though the Ace may get the most out of what they offer. In particular, the **Expanded Starfighters** section presents new ships from both sides of the Galactic Civil War. **Expanded Capital Ships** features specialized starfighter carriers, transporting squadrons into battle and decreasing fighter transit times before and after a mission. **Expanded Vehicle Attachments** focuses on vehicle modifications most useful to the Ace and installable by Riggers.

Chapter III: Dangerous Sorties gives advice and ideas for Game Masters running any kind of Ace-related story from single encounters to focused adventures to full campaigns. It contains rules for taming and riding beasts, as well as including example encounter, adventure, and campaign story lines. This chapter also gives Game Masters guidance on awarding XP and providing other rewards suitable for Ace characters and adventures.

Since starfighter and vehicle combat is so important to the makeup of a Star Wars game, this book helps players and GMs create fantastic stories. It provides inspiration for making memorable combat scenes, daring chases, and dangerous missions.
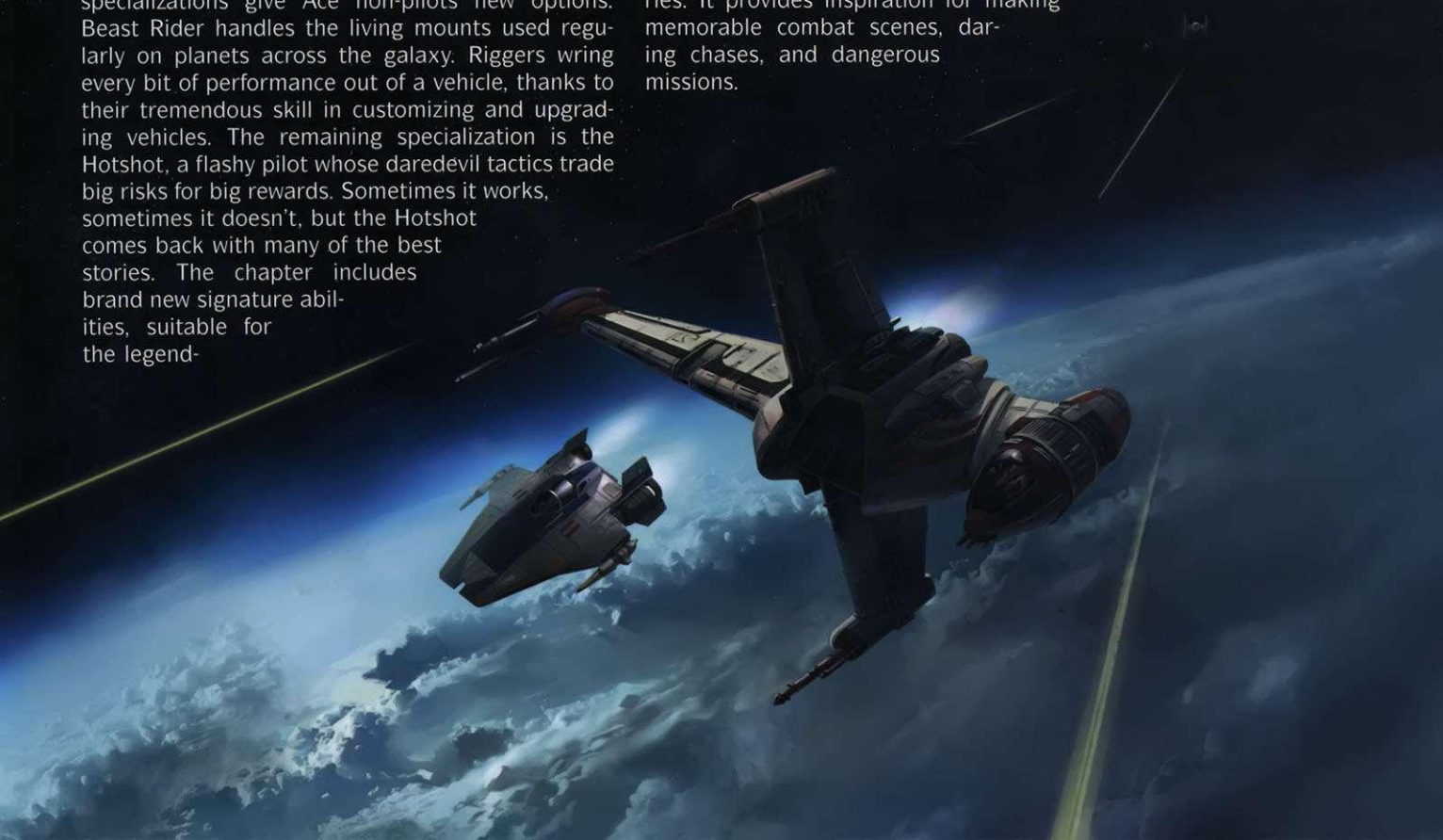
STARFIGHTER AND VEHICLE COMBAT IN *STAR WARS*

Ship-to-ship and vehicle-to-vehicle combat are main-stays of war and conflict spanning the centuries as well as the galaxy. Ace pilots and gunners never lack for work, when they are at the right place at the right time. Despite widespread automation of vehicles, or the use of pilot droids, living beings still climb into the cock-pits of most major militaries. While the effectiveness of droids versus living pilots is debatable, the fact is most military commanders trust the creativity and ingenuity of living pilots to overcome unexpected situations in battle and elsewhere. Droids are only as good as their programming, as was proven over and over by Separat-ist forces during the Clone Wars.

The best of these living pilots are known as aces. Generally, pilots are recognized as aces when they exceed a minimum of five confirmed kills of enemy combat ships or vehicles, but different organizations have different qualifications. Aces are considered among the best pilots by their peers and enemies, but not every ace is a precision pilot and gunner. Some obtain their kills by the dumb luck of being in the right place at the right time in a target rich environment.

Other aces live up to their reputation and their kill totals number in the dozens, or even in the hundreds. Though not in common usage, some extraordinarily qualified and successful aces earn the title of Tan.

Pilots are not the only aces in the galaxy. Vehicle and emplacement gunners and weapons officers can also earn the title. Some are held to the same stan-dard minimum of five kills, but some organizations define it as a total tonnage of ships destroyed. Some even take the amount of automation and computer guidance into account for each kill, so that someone doesn't earn the title by simply pushing a button and letting the electronics and sensors do the rest.

Most organizations require independent proof for confirmed kills. This is generally provided and cor-roborated through sensor records from vehicles sur-viving the battle. However, visual observation and holo-recordings are also acceptable. In some cases, confirmation comes through locating the wreckage of a downed ship or vehicle. Many organizations give credit for partial kills, with recognition divided among the pilots destroying the vehicle. Additionally, not

every victory needs to result in a destroyed vessel. Forcing a vehicle to land, or otherwise surrender, usually counts towards the pilot or gunner's total.

Becoming an ace brings an increase in reputation and other benefits, depending on the organization. Some earn an increase in pay, access to better vehicles, better mechanics, better assignments, and better droids. Reputation among pilots in the squadron usually improves, but unless the new ace was involved in an extraordinary or very important battle, the pilot or gunner is unlikely to see their reputation expand to other units or the public.

Highly successful aces can be highlighted and promoted as part of a massive public relations campaign designed to highlight their organization's success, and their enemy's weaknesses. Some become minor celebrities, or even cherished galactic heroes. Some individuals take to their new public persona with great enthusiasm, while others regard official events as frivolous wastes of time and their abilities. Any differences of opinion between the ace and the organization are typically minimized when in public view.

Prominent aces can become targets of enemy action both in and out of the cockpit. Many pilots seek the validation and pleasure of defeating a worthy or hated rival. Spies and saboteurs might seek to assassinate an ace, or disrupt his vehicle. The loss of a popular ace can crush the morale of a unit or society, and be hailed as a great victory by its enemies.

SHIPS, VEHICLES, AND MOUNTS

Recognized aces and characters of the Ace career use a wide range of rides. Below is a list of vehicles and the types of Aces likely to use them. Each entry also notes how operators for these vehicles usually qualify for an official Ace title.

AIRSPEEDERS, CLOUD CARS, AND OTHER AIRCRAFT

Generally, Drivers, Pilots, Gunners, and Hotshots that fly atmospheric aircraft of any sort use kill totals to qualify for ace status.

BEASTS

Beast Riders generally do not use the term ace as a sign of valor or achievement. This is partly because kills are much harder to come by, and it is rare for riders to engage in the equivalent of a dogfight. However, some Beast Riders may still track their victories, marking or scoring their beast's riding gear for each one.

BOMBER

Starship or aerial bomber pilots and crews become aces through several methods. Pilots may shoot down enemy ships—usually no mean feat in a less maneuverable bomber. Gunners can score kills defending the ship. Crews are generally recognized for successful bombing missions or raids in other ways than becoming an ace.

CAPITAL SHIPS

Capital ship pilots and gunners may become aces. Gunners may shoot down enemy starfighters with close support or may destroy larger enemy ships when manning turbolasers or other large scale weaponry. Depending on the ship, pilots may also control weaponry that allows them to score kills. Most capital ship kills are shared victories, though, with some organizations using a tally of enemy ship types or sizes to determine ace status.

GUNSHIPS AND ASSAULT SHIPS

Gunners aboard assault craft and gunships earn ace status through kill totals. A high percentage of these successes result in shared or partial kills. Pilots may also become an ace if they control weapons as part of their duties.

INTERCEPTORS AND STARFIGHTERS

Pilots of small starfighters and interceptors use kill totals for ace status. Interceptor pilots are often already aces, earning the right to fly their fast and maneuverable ships after success in other craft. Those without ace status quickly achieve it by flying interceptors in combat and dangerous patrols.

MULTI-ROLE FIGHTERS AND SPEEDERS

Some starships and speeders are designed to carry out a wide range of missions. Generally, pilots and gunners become aces using kill totals, though bombing or assault missions usually counts towards other achievements.

WALKERS, LANDSPEEDERS, HOVER TANKS, SUBMERSIBLES, WATERCRAFT, AND GROUND CRAFT

Walker and other ground or water vehicle pilots and gunners earn ace status through kill totals, usually of similar military targets. On certain worlds with underwater populations and civilizations, defeating large, aggressive underwater creatures may count towards a submersible pilot's or gunner's ace status.

ACES ACROSS THE GALAXY

Though aces are generally known as members of military or paramilitary organizations, characters of the Ace career can be found in a much wider range of situations and employers. This includes starship pilots, mechanics, gunners, speeder pilots, vehicle drivers, and many others. A character may be part of the Ace career for a long time before achieving the record or status to become an officially recognized ace. A summary of potential roles are listed below by specialization.

BEAST RIDER

Beast Riders are highly skilled at using living, local mounts to traverse difficult wilderness areas on Outer Rim planets and undeveloped worlds. Beast Riders are tough, thanks to exposure to the elements and the need to control their mounts. This makes them ideal guides or convoy leaders on isolated trade routes or as military scouts. The Rebel Alliance uses its own Beast Riders to patrol remote bases, especially when mechanized resources are difficult to obtain. Even the Empire utilizes and trains Beast Riders in its military forces, when the planet or situation warrants it. For example, Tatooine's dewbacks make hardy mounts for sandtrooper operations.

DRIVER

Drivers are masters of planetary vehicles. In the air, they are the equal of any starfighter jockey in space. On the ground, they exploit every advantage their vehicles hold. In the Rebel Alliance, Drivers pilot speeders, airspeeders, and ground vehicles, both civilian and military. They get the most out of their equipment, coaxing beat up vehicles, outclassed hover tanks and rickety airspeeders to make it through one more Alliance mission. In the Imperial forces, Drivers pilot the feared AT-AT walkers, along with various other machines of war. They are the personal planetary pilots of officers, officials, and other dignitaries. Beyond the military, Drivers serve similar roles in mercenary units, many having received training in Imperial service. Transport companies, smugglers, bounty hunters, and other fringe employers seek out Drivers to ensure speedy and efficient deliveries—and especially to use their skills to escape from local authorities, when needed.

GUNNER

Ace gunners are recruited to lead or crew capital ship turbolaser batteries, man turrets on heavier starfighters or bombers, and to improve the defenses of ground-based or space-station-mounted heavy weapons. In the Alliance, Gunners are assigned to the best capital ships and important Rebel planetary forces, such as artillery units. They also provide extra weapons skill for ships executing difficult raids. In the Imperial forces, the best Gunners are assigned to Star Destroyers, Super Star Destroyers, and high security installations. Mercenary units employ Gunners to carry out similar combat missions. Gunners have a more difficult time finding work outside of military units. Some pick up work defending sensitive installations or high-ranking individuals for well-funded companies and interstellar corporations.

HOTSHOT

Hotshots simultaneously thrill and scare their superiors, allied pilots, and often their own passengers. Hotshots tend to be younger, less experienced pilots. They have plenty of ability and self-confidence, which often leads them astray when battles or maneuvers do not work out as they planned. Their big-risk/big-reward piloting styles match their often bigger-than-life attitudes. Their potential ability gets them in the door of recruiters and employers, but their inconsistent results often cut into their pay or missions. Mercenary units and crime lords are willing to bet on their potential. The Rebel Alliance likes a Hotshot's confidence and attitude, but often struggles to place him in a unit or assignment that meshes with his personality. Few Imperial pilots are true Hotshots, as few with that personality make it through the academy and military training.

PILOT

Pilots fly anything in space and in atmosphere. They combine natural ability with expert training to maximize their skills. In the Rebel Alliance, Ace Pilots are among the most coveted personnel resources in every branch of operation. The best of the best usually fly starfighters, but some are assigned to covert operations that might have them flying just about any type of craft. In the Empire, good Pilots are also held in high regard. In part, every TIE fighter pilot must demonstrate fantastic skills in order to survive in their unshielded craft. Pilots who prove themselves are trusted with better vehicles and riskier missions. They are also in high demand throughout the galaxy. Mercenary units can always use a good Pilot, and pay well for elite starship combatants. Legal and illegal transport companies also employ excellent Pilots. Such Pilots ensure faster and better service, though they often are sent on the riskiest of routes.

RIGGER

Riggers are among the most unusual Aces. Their prowess and abilities focus on customizing and upgrading vehicles, rather than combat. This is not to say that Riggers are not excellent pilots; many of them are. Riggers are more than tinkering mechanics and can safely (more or less) push their vehicles well beyond original design specs, given enough time and money. Riggers are highly prized in the Rebel Alliance. They not only keep the Alliance's old and suspect vehicles in working order, they customize them for specialized missions or adapt civilian craft to military use. The Imperial military has less use for Riggers, who have a habit of breaking Imperial rules and altering the specs of Imperial standard craft. Riggers can find work in most any shipyard, spaceport, outlaw tech shop, mercenary unit, and even with corporate entities.

THE FORCE IS WITH THEM

Some Aces have an extra bonus helping them out— the Force. Jedi aces of the Clone Wars and the Old Republic excelled at using the Force to gain an advantage over their flying foes. Some Force users use a form of precognition that helps them to dodge incoming fire and predict their target's next move. Others use the Force to expand their senses, making it easier to track the ships around them without relying on sensors or visual scanning. The Force might aid their astrogation efforts, allowing them to sense alternate paths or detect danger along a certain route.

Force-using Gunners might be much more accurate at longer ranges than normal. Force sensitive Beast Riders form a closer bond with their mount, or senses the animal's emotional state for clues to their surroundings and current situation. The Force might be the source of a Hotshot's confidence, and failing to use it correctly may explain his unreliable results.

Some Aces may not even realize that the Force is a source of their talents. To others, they might seem unnaturally lucky. Without the Jedi to detect and locate Force users after the rise of the Empire, it is possible that more Force sensitives have entered many modern military services undetected. These pilots and gunners might suspect or even understand what their abilities are, but fear revealing them—or their detection—due to Imperial actions against Force users, and the Imperial populace's general opposition to the Jedi.

ACES WITH THE FORCE

Using the Force in vehicular combat in AGE OF REBELLION is best handled narratively whenever possible. The Foresee Force power (see page 300 in the AGE OF REBELLION Core Rulebook) gives GMs and Force-using PCs a mechanical way of translating game effects and narrative actions. Foresee is very adaptable, and could creatively achieve many of the effects described in the previous paragraphs.

However, the Force also gives some characters (who have a Force rating) sudden insight without being directly called upon. When the GM decides that the character's Force abilities should grant them a brief advantage, the PC probably gains only a small bonus to his dice pools, but gains a significant story advantage. Such hints are often fuzzy, leaving it up to the PC to decide how to act on the information.

Once engaged in combat or a dogfight, the PC might use the Foresee basic power to gain momentary advantages over his opponents' actions. The PC might foresee the directions or turns his opponent takes in a chase scene, he might suspect an ambush and divert his craft, or he could detect the imminent arrival of enemy or allied reinforcements. Occasionally, the PC might sense an ally in trouble elsewhere in the fight or out of sight, enabling the PC to rush to the ally's aid before a call for help.

BEHIND THE STICK

"Are you sure you can handle this ship?"
—Garven Dreis, Red Leader

For the Rebellion against the Galactic Empire to have any chance at success, it requires a military force of sufficient strength to bloody the nose of its enemy. Of all the Rebel military assets, only one group can claim much success in this arena.

The Fleet is the most powerful asset of the Alliance, but it sits idle, in hiding, gathering its strength for a significant strike. The ground troops of the Alliance Army can do little more than cover evacuations. Intelligence operations are important, but rarely cause much direct harm to Imperials, and Rebel diplomats struggle to sway planets to their cause without a symbol to rally around.

There is but one branch of the Rebel Alliance with a track record of successful offensive action against the Empire. Countless strikes launched from secret Rebel bases across the galaxy have razed Imperial outposts, shipyards, and supply lines, costing the Empire trillions in credits and even more in public perception. Few beings have the nerves of durasteel and the carbonite running through their veins that are required to ride against the Empire in the face of overwhelming odds, but one group of Rebels have found the courage to do it time and again.

These brave hearts and steady hands belong to the Rebellion's Aces.

RIDE INTO BATTLE

Chapter I: Behind the Stick offers several different options for players making characters for Age of Rebellion. There are three new species suitable for any career, but tailor-made for life as Aces. Three new Ace specializations provide more player options within the Ace career, and two new signature abilities

add much-needed battlefield control and durability to the Ace career. This chapter also offers customized Duties, backgrounds, and Motivations to round out Ace characters, which gives players a sense of history to work with during play.

The Chadra-Fan, Dressellian, and Xexto species are now available to players at character creation. Each new species has physical attributes and abilities that make its members well-suited to all of the Ace specializations. The Chadra-Fan love to fiddle with technology, and their hyperactive nature makes them great combat pilots. The Dressellians have a species-wide regard for pinpoint accuracy, and a proud tradition of mounted cavalry, while the Xexto have uncanny reflexes and a penchant for thrill-seeking.

Three new specializations, Beast Rider, Rigger, and Hotshot, provide players with additional development options for Ace characters. The Beast Rider eschews modern vehicles in favor of a companion mount. The Rigger is constantly modifying his own vehicle, testing new systems, and fine-tuning the engines to perform far beyond the factory specifications. The Hotshot is always willing to tempt long odds to wipe out the enemy with aggressive, risky tactics. These new species and specializations can make for powerful Aces, though some combinations are more natural than others. The Dressellians have been taming and training their native

selldu to act as combat mounts for centuries, making them skilled Beast Riders. The Chadra-Fan can't resist tinkering with any technology put within reach of their stubby arms, and gravitate toward the Rigger specialization. Finally, the reckless Xexto are brave to the point of foolhardy, making them natural Hotshots.

Players shouldn't feel like these new species and specializations are exclusive to the Ace career, though. Chadra-Fan, Dressellians, or Xexto can just as easily make for interesting Commanders, Diplomats, Engineers, Spies, or Soldiers. Likewise, the new specializations are attractive to careers other than Ace. A Commander might wish to lead his squad from the back of a tauntaun as a Beast Rider, an Engineer might pursue the Rigger specialization for additional abilities for fine-tuning vehicles, while Soldiers and even Diplomats might reap benefits from the Hotshot specialization.

Unique to the Ace career are two new signature abilities. Unmatched Durability ensures that even the most brazen Hotshot can keep his vehicle moving through the thickest blankets of laser fire. The I've Got This One signature ability can temporarily take enemy aces out of a fight while allies defeat his followers. In addition to the signature abilities, this chapter offers expanded options for Backgrounds, Motivations, and Duties designed specifically with Ace characters in mind.

ACE BACKGROUNDS

A character's background is something the player and GM should work on together, as it informs both the campaign and how the character is played. A character's species is often a critical part of background development, followed by their homeworld. The species and planetary cultures can create an interest-

ing path toward becoming an Ace, but even among a squadron of Aces all from the same species and planet, each member's background is likely to be wildly different from the next.

There are innumerable ways an Ace might have learned his deadly trade, and each should influence how that character behaves not just in social encounters, but combat encounters as well. A character that grew up in military school on Raithal as a third generation pilot might approach encounters very differently from a former Lothal crop duster. What follows are a number of background possibilities and suggestions for how they might be incorporated in the construction of an Ace character.

These backgrounds are by no means meant to limit players to only selecting from this list, but are rather a starting point from which players and GMs can collectively construct specific backgrounds unique to their characters. Players can flesh out their character's background further with complimentary Duties and Motivations. These three elements should work together to paint a picture of a character that is as unique or archetypical as desired—and many characters are likely to be a bit of both.

ENTERTAINER

Among civilians, there are few events more popular than a day at the racetrack. Spectators gather from across the planet to witness some of the bravest beings in the galaxy compete to find out who is the fastest. Between races, competitors often participate in exhibitions to hone their skills, test their vehicles, and dazzle spectators with heart-stopping maneuvers.

Most competition pilots are peaceful, living only for the thrill of victory, and for feeling that unique bond with their vehicle that only comes from pushing it to the limit with daredevil stunts and holo finishes. However, if pushed into choosing a side in the Galactic Civil War, entertainers possess the precise control over their vehicles required to make them lethal combatants.

Drivers possess a competitive nature, having participated in racing circuits where they push the limits of technology to cross the finish line first. If not keen on racing, Drivers might have instead been part of the entertainment between races or in holovids, showing off their creativity in performing a variety of tricks and stunts to keep the crowd cheering while awaiting the next heat. Drivers from an entertainment background control their vehicles with a signature finesse that makes them stick out in traffic.

Gunners coming from an entertainment background are often trick shots, able to hit the smallest targets at range, even mid-barrel-roll. Gunners used to working the racing and rodeo circuits are valued additions to the Rebellion. While their flying may only be average, their uncanny accuracy makes them at home in a dogfight. Their kill counts are among the highest, and there are no better Aces for disabling enemy vehicles, though their focus on attacking means they aren't as practiced at evasive maneuvers.

Pilots who have flown as entertainers might have raced starships or airspeeders, or flown in aerial stunt shows. Their light touch on the flight stick allows them to coax their chassis of choice into maneuvers never intended by its engineers. Former competitive Pilots are valued in the Rebellion and Empire alike as combat Aces, due to their preternatural ability to dance between laser blasts and flit through formations of enemies, coming out the other side unscathed.

Beast Riders come from the world of rodeos and derbies, where mounted riders compete in a variety of challenges that have their origins in ranching. A Beast Rider with an entertainment background might have flown in Bespin's Sky Rodeo, or taken the galactic cup at the Chandrila Equinoid Derby. Beast Riders pressed into military service are valued members of mounted cavalry units. Their ability to bond with mounts uniquely suited to some of the galaxy's more extreme environments is a critical component of defensive patrols and hunting parties on worlds where traditional vehicles are unavailable or impractical.

Riggers from the entertainment sector often work as demolition derby drivers, always upgrading their vehicles to make sure they have an extra surprise for the competition. Some racers are also Riggers, trusting only themselves to know every weld and rivet, and fine-tuning the engines so they know how to get every ounce of thrust from the engines. Riggers have a mechanical creativity envied by engineers, and are always cobbling together experimental modifications from spare parts and non-standard components.

Hotshots are the daredevils of the flying world, performing stunts where safety margins can't be managed and the risk of injury (and even death) is high. Still, Hotshots are some of the biggest attractions at many entertainment venues, sometimes even famous enough to headline entire events. Of all the pilots with an entertainment background, Hotshots make the transition to combat flying most easily, thanks to their routine habit of staring death in the face.

Test **Pilots** have crashed more airspeeder and starship models than many other pilots have even flown. These Pilots know the actual stress limits on their vehicles, and just how far outside the safety margins they can be pushed. They also study the specifications of enemy craft, which means they often have a basic maneuvering game plan to beat any enemy combatant they encounter. Because of this, High Command often brings in test Pilots when developing new combat tactics to counter enemy fighters.

Beast Riders are rough-and-tumble outdoorsmen that prefer a living, breathing mount to a high performance vehicle. Beast Riders with a tester background often represent experienced ranchers who specialize in breaking in wild beasts to train them as mounts for less experienced riders.

Riggers from the testing world are often one-man operations, responsible for designing and prototyping their own modification kits for existing vehicles before getting in the cockpit and testing the designs first-hand. Riggers from this background have experience operating finicky systems and using non-standard parts. Their engineering background means that when they pilot, they can diagnose problems and come up with fixes on the fly, and their piloting background means that when they design new modifications, they have real world applications in mind.

Hotshot prototype testers often accept the most dangerous jobs. This means being the first to operate the most unorthodox and experimental vehicles, or testing under the most dangerous conditions. The Rebel Alliance often asks Hotshots with this sort of experience to perform initial combat testing on experimental starfighters and airspeeders.

PROTOTYPE TESTER

The tester's job is to stress new, experimental vehicles until they break. He pushes the limits until all the various ceilings and tolerances are defined, refined, and improved. Then, he tries to break the vehicle all over again so corporations can put out a reliable, thoroughly tested vehicle. When an Ace comes from a prototype testing background, he brings nerves of durasteel and more than a little luck with him. Of all the Ace backgrounds, the tester is the most experienced at dealing with a malfunctioning vehicle and making emergency landings.

Test **Drivers** help break in new swoops, speeder bikes, landspeeders, and walkers. The Rebel Alliance modifies a number of civilian vessels for combat duty. Individuals with a test Driver background are essential in making sure new systems and mod kits are functioning properly, and making changes to operating manuals that take additional weapon systems and armor plating into account. These Drivers are often the first to take these new vehicles into the field.

Test **Gunners** might have worked for a corporation with military contracts test-firing new weapon systems. These Gunners have an unerring ability to skirt the very edge of a weapon's heat tolerances, and often know the exact limitations on enemy laser cohesion, enabling them to find a sweet spot where they have a distinct armament advantage over their opponents. They are aware of proton torpedo and concussion missile velocities, and their blast and turning radii, which helps them mitigate any damage.

BUSH PILOT

Most agriworlds in the galaxy are the same: vast fields used to grow crops or graze herds, with long distances between neighbors. The farmers and ranchers of the galaxy typically use airspeeders as utility vehicles for crop dusting, herding, and transport into town. The bored youth of most quiet agriworlds almost universally chase adventure by buzzing the fields and threading the canyons of their homeworlds, imagining they are anywhere else in the galaxy. These young bush pilots often meet up and race through dangerous terrain unsupervised, and are among the most underrated pilots in the galaxy thanks to their extremely informal training.

Perhaps the most famous bush pilot in the galaxy is Luke Skywalker, who honed his skills flying a T-16

Skyhopper across Tatooine's Beggar's Canyon and moisture farms with his friends. Skywalker went on to become the hero of the Battle of Yavin and a key leader in the elite Rogue Squadron. Countless pilots of the Rebellion come from similar, humble origins, and sometimes their lack of formal training enables them to surprise opponents trained in traditional combat tactics.

Drivers who have a background as a bush pilot might have a history of drag racing swoops and landspeeders with their friends, or may have even been part of a swoop gang. The wide-open spaces of backwater agriworlds provide an outlet for the contagious boredom: demolition derbies using landspeeders cobbled together from scrap heaps.

Gunners from a bush pilot background often spent the majority of their time on pest control. Most backwater worlds have a number of critters and even primitive natives who encroach on crops and herds. It is common for farms to mount stun blasters on a vehicle and send out a Gunner to scare off any grazing wildlife or natives.

Bush **Pilots** often fantasize about being behind the controls of a starfighter, and most work an extra job to save up for an Incom T-16 Skyhopper or Santhe/Sienar Systems *Rho*-class airspeeder. Both airspeeders are favored by backwater youth for their cockpit similarities to the X-wing and TIE/ln starfighters.

Beast Riders rule on worlds full of farmers too poor or primitive to have access to modern vehicles. Instead of vehicles, these riders spend their days with pack animals, mounts, and other creatures domesticated and trained as beasts of burden. Beast Riders from the bush might spend long trips daydreaming about riding their brave mount into combat, targeting rocks and trees as they race by as if they were lethal enemies.

Riggers with a background as bush pilots have access to a minimum of spare parts and limited facilities and tools, but somehow manage to turn the old family landspeeder into the fastest repulsordrive around. They are masters of jury-rigging, a hard-won skill gained through trial and error. Many Riggers are self-taught, and love nothing more than coming up with some new gadget to bolt onto their vehicle to make life a little bit easier or more exciting.

Hotshots are the reason half the galaxy mispronounces "bush pilot" as "brash pilot." Hotshots are thrill-seekers risking the family speeder on wild stunts to impress their friends or to alleviate the monotony of farm life. Hotshots recruited to the Rebel Alliance often bite off more than they can chew, but their pride compels them to follow through on their boasts, even after they realize the danger involved.

CLONE WARS VETERAN

While many think of the Clone Wars as a conflict between Jedi-led clone armies and Separatist droids, the truth of the matter is that most combatants were part of local defense forces and resistance movements. Veterans of the Clone Wars are valued as instructors first, who pass on their valuable combat experience to bush pilots and freighter captains joining the fight. Still, when called upon to suit up, veterans are able to shake any rust quickly, and become lethal presences in any skirmish.

The Clone Wars gave many Aces the chance to establish heroic legacies, which thrust them into prominent military or political roles in the subsequent Galactic Empire. Others quietly retired, any lust for combat they might have once possessed satisfied tenfold. On the other hand, most Separatist veterans languished in exile on the Outer Rim or rotted in Imperial prisons. When the Rebellion against the Empire took shape, a number of veteran Aces defected from the Empire, came out of retirement, or were freed by the Rebels to assist in their struggle.

The list of Clone Wars veterans among Rebel ranks is extensive, including Garven Dreis, immortalized for his sacrifice at the Battle of Yavin under the call sign Red Leader. During the Clone Wars, Dreis was a local defense force pilot at Virujansi, and flew alongside Anakin Skywalker.

Drivers with Clone Wars experience might have been officers commanding an AT-TE, S-PHAT, or Juggernaut crew, or leading mechanized infantry mounted on AT-RTs or AT-PTs. They might have even been biker scouts for a local defense force like Praesitlyn. Because the Empire still uses many of the same ground vehicles and tactics, Drivers with Clone Wars experience have expert knowledge in the weaknesses inherit to Imperial ground assault plans.

Gunners from the Clone Wars were once part of defensive or turbolaser gunnery crews on capital ships or ground installations. Alternately, they could have been a backseat gunner on a local defense force gunship, converted transport, or armored vehicle.

Pilots with dogfighting experience in the Clone Wars are almost exclusively from planetary defense forces, as those in the Grand Army of the Republic were clones and Jedi. However, local combat Pilot forces made a large impact in the Clone Wars, turning the tide at Virujansi and on countless other battlefronts across the galaxy.

Beast Riders were instrumental in turning the tide of war on many contested planets during the Clone Wars, notably Onderon and Utapau. Mounted cavalry proved time and again throughout the conflict that given the right environments, a living, breathing mount can keep pace with modern technology. This fact proved instru-

mental during the Clone Wars Battle of Ryloth, where Cham Syndulla and his freedom fighters augmented Republic mechanized cavalry with Twi'lek warriors mounted on blurrgs. Together they liberated Ryloth from Wat Tambor and the Techno Union.

Riggers from the Clone Wars era likely worked for a small planetary security force turned resistance in contested space. These groups were often short-handed, so personnel were responsible for maintaining their own craft. The top pilots of the Separatists were often involved in the design and modification of their own vehicles, and most deviated sharply from standard production models. For the Republic, this practice was rare outside the Jedi, though toward the end of the Clone Wars, clones were encouraged to assert their individuality.

Hotshots rarely survived for long during the Clone Wars, but those who did became legends with reputations of heroism and bravery in the face of overwhelming odds. The more famous of these pilots remain under Imperial Intelligence and ISB surveillance to ensure they don't come out of retirement for the wrong side. The defection of Clone Wars Hotshot Ace Aron Onstall caused a public relations nightmare for the Empire, and created a very public uprising in the Atrivis sector.

Imperial academies at Carida, Raithal, Corulag, and Prefsbelt turn out a never-ending stream of officers, stormtroopers, and pilots for the Empire. The academy teaches standard Imperial tactics and maneuvers, so that graduates can assimilate into military units throughout Imperial space. The program weans out undesirables by design, and a fair percentage of each class of trainees washes out.

While the curriculum emphasizes loyalty to the Empire, many cadets find themselves unable to execute what they see as unjust orders. These graduates often desert or defect to the Rebellion. A famous example is the mutiny of the *Rand Ecliptic*, which was led by recent academy graduates Biggs Darklighter and Derek "Hobbie" Klivian. Once in command of the vessel, Biggs, Hobbie, and a number of other sympathetic TIE pilots joined up with the Rebellion.

Drivers with an Imperial background trained to handle Imperial walkers, repulsorcraft, and speeder bikes. Drivers are acutely aware of the specifications and tactics used by Imperial armored divisions and mechanized infantry and cavalry. They are able to use this tactical knowledge to help plan and executing daring raids.

Gunners from an Imperial academy use their training to work as a unit, calling out a variety of offensive and defensive fire patterns depending on the tactical situation. Gunners who move to the Alliance struggle with the lack of discipline, and often prefer to work with other ex-Imperials. The Empire

equips Imperial Gunners with a clamshell-shaped helmet that provides a variety of targeting data, the loss of which is constantly lamented by defectors.

Imperial **Pilots** have a tendency to come in only three varieties: the brilliant, the lucky, and the dead. The fragile nature of the TIE fighter encourages Imperial swarm tactics, but those who survive more than a few sorties are either incredibly lucky or very skilled in maximizing the TIE fighter's speed and maneuverability advantage. Academy pilots who make it to the Rebellion often increase their survivability by a factor of ten, thanks to a Rebel preference for shielded fighters with onboard hyperdrives.

Beast Riders with academy training are often troopers trained as mounted cavalry. These specialized troops ride various types of mounts throughout their training, so that they can take the reins of any mount, be it the ray-like thranta, the reptilian dewback, or an insectoid lava flea. For the most part, mounted cavalry is reserved for planets with native creatures already well-suited to that world's extreme environments. In these specific climates, the local mounts frequently outperform mechanized vehicles.

Riggers in the Empire are often frustrated Pilots in engineering programs or Imperial think tanks developing prototype TIE fighter variants. Imperial Riggers could also have functioned as test pilots. Most Riggers defect quickly; while a Rigger's tendency toward personalization and uniqueness goes against Imperial conformity, these same tendencies are celebrated by the Rebellion.

Hotshots frequently wash out of the Imperial Academy, thanks to their natural inclination to ignore regulations when they get in the way of their egos. A Hotshot's complete disregard for rules often grinds against his superiors' need for discipline, eventually driving him straight into the Rebellion or the brig.

CRIMINAL

Most of those operating outside the law believe the Galactic Civil War is good for business, and are content to rake in record profits under Imperial rule. However, wiser criminals can see what is coming next. The Empire has unofficial agreements with major syndicates like Crymorah and the Hutts, but the independent operators have no such protection. Many criminals have found themselves forced to choose between working for a major syndicate or being set up by one for Imperial arrest.

Some Rebels are loyal friends and family of criminals languishing in Imperial penal colonies. Their position in the Rebellion gives them access to information, and perhaps the ability to influence a raid that might free their former associates. However, even the hardest criminals can be softened while surrounded by Rebel idealism, and many former smugglers and pirates stay on to support the overthrow of the Empire, even after achieving their goals.

Zev Senesca grew up on Kestic Station in the Bestine system, where he smuggled arms and equipment for the Rebellion with his parents. After the station's destruction, which resulted in the death of his parents, Zev blamed himself and eventually joined the Rebellion as a fighter pilot. He joined Rogue Squadron under the call sign of Rogue 2.

Drivers are a natural fit for a criminal background, and might have operated getaway speeders for crews of thieves. Others might have been members of swoop gangs. Either way, a Driver from a life of crime is skilled at evading authorities and getting his crew home safe. Once recruited to the Rebellion, these individuals often join Alliance Intelligence or Special Forces, where they can work as extraction specialists.

Gunners from a life of crime were most likely pirates, many of whom began life as captured merchants forced into a life of piracy under threat of enslavement. Pirate gunners are excellent sharpshooters, and are among the most experienced at disabling enemy vessels by targeting specific systems. In the Rebellion, gunners often receive assignments in the fleet, though a number of them act as bomber pilots, or operate the gunnery stations in converted freighters and Y-wing starfighters.

Pilots with a criminal record are usually smugglers who might be willing to work with the Rebels for the right price. The Rebels aren't common criminals; they can be trusted not to backstab the Pilot and are known to pay for their cargo on time with minimal funny business. Unfortunately, if Imperials catch wind of a smuggler supplying Rebels, the subsequent bounties attract a string of hunters. Because most of a smuggler's typical associates would sell them out in a Coruscant minute, smugglers are forced into working for the Rebels almost exclusively or joining them outright, at least until they can somehow clear their record.

Beast Riders with a history of crime were usually marauders and raiders on primitive worlds. However, con artists might also prefer a live mount to a vehicle. Their marks are far more likely to underestimate them as ignorant nerf herders if they show up riding an eopie instead of a polished speeder bike.

Riggers are commonplace among the galactic underworld, where they work as smugglers, skip chasers, bounty hunters, and pirates. Every criminal wants to have the fastest vehicle with the latest armaments, and the Rigger makes sure he is the envy of all his contemporaries. Many of these modifications are illegal and carry long sentences even before a Rigger uses them to facilitate his illicit activities. Riggers from a life of crime lured to the Rebellion often fly their own customized fighters and transports into battle against the Empire.

Hotshots always push their luck and as such have little respect for the law, or at least for the law catching them. The Hotshot mentality is prevalent among criminals, and even more so among Imperial prisoners. Still, with a little training and guidance from the Rebellion, criminal Hotshots can make valuable additions to the Rebel Alliance.

ACE DUTIES

Rebel Aces are often high profile targets for the Empire, only slightly less valuable than Rebel leadership. Aces are the tip of the Rebel spear, fighting on the front lines of the Galactic Civil War against the mammoth military industrial complex that is the Imperial war machine. Imperial Command and Rebel High Command propagandize their Aces as paragons of freedom and villainous pirates respectively, though the reality is often less glamorous. Each battle carries with it the traumatic stress of narrow escapes, lost allies, and survivor's guilt.

There are countless paths to becoming an elite Ace of the Rebellion, and there are just as many reasons an Ace might stand against the Empire. Each Ace has a different philosophy for how best to defeat the Galactic Empire, a focus to his fight against Imperial forces. Duties help to define an Ace and his background, and they can also create complications and plot twists during campaigns.

Players who want their Duty to focus more closely on the themes of the Ace career may replace **Table 2–3: Duty** from page 47 of the **AGE OF REBELLION** Core Rulebook with **Table 1–1: Ace Duties**. Players may choose to roll randomly on the table or select a Duty based on their backgrounds. Many of these Duties are adapted specifically for players with the Ace career, while Air Superiority, Ground Superiority, and Placard Hunter have been added as new options.

TABLE 1-1: ACE DUTIES

d100	Duty Type
01-06	**Air Superiority:** The Player Character knows that keeping the skies clear of enemies is often a deciding factor in achieving victory. PCs that pilot starfighters and airspeeders, operate ground-based anti-air emplacements, or even hold the reigns of a flying beast are all dedicated to providing close air support and top cover for ground forces, and denying the enemy the same advantage.
07-14	**Intelligence:** This PC knows that every victory hinges on having as much information as possible about the Empire's military disposition and assets. He is driven to gather information on the Empire whenever possible. Sometimes, this means something as bold as volunteering for a dangerous recon mission, but it also might just mean making one last pass over a target after a daring raid so the onboard astromech can record the enemy response.
15-22	**Ground Superiority:** No matter how good air support might be, battles are eventually decided on the ground. This PC knows that taking out enemy infantry and armor in combat from turrets, armored walkers and speeders, mechanized cavalry, and even traditional, mounted cavalry is what holds the line and wins the day. This PC is always on the lookout for key enemy ground assets to disable and destroy.
23-30	**Personnel:** While arms, equipment, and vehicles are vital to the Rebellion, they are worthless without brave Rebels willing to take them into battle against the Empire. This PC knows that the safety of his fellow Rebels is the best long-term strategy for victory against the Empire, and it is the spirit of brotherhood that keeps him invested in the fight. Aces with the Personnel Duty might volunteer for dangerous escort missions, emergency evacuations, or close air support in heavy fire zones. This PC refuses to leave anyone behind, and is often the first to volunteer to sacrifice himself if it means the rest of his team can safely escape.
31-38	**Placard Hunter:** This PC seeks out the most skilled and famous Imperials on the battlefield, and takes them out head on. These duels are often recorded and released on shadowfeeds as a part of Rebel propaganda efforts to showcase how vulnerable the Empire is to Rebel assaults. Whether the PC sees this Duty as a means of testing himself or a way to help larger Rebel efforts, he is likely to be seen abandoning his mission objectives if a tempting enough target is fleeing the scene.
39-48	**Recruiting:** The Rebellion cannot survive without a steady influx of new personnel, and Rebel Aces are the proverbial poster-children of the movement. This PC is always thinking of ways to bring talented beings to the cause, and is always on the lookout for potential recruits. This might mean going to backwater races and speaking with contestants, or freeing Imperial prisoners and convincing them to join up.
49-57	**Resource Acquisition:** Many Rebel strikes consist of launching a surprise attack, blasting every Imperial in sight, and then jumping out again. This PC knows that if there is a way to steal the Imperial assets instead of just destroying them, it makes for a much bigger Alliance victory. This PC is also always on the lookout for potential Rebel sympathizers who might not be ready to openly join the Rebellion, but are able to secretly funnel supplies and equipment to the cause.
58-66	**Sabotage:** This PC realizes that every Imperial asset destroyed is one that can't later be used against the Rebellion or innocent civilians. The overall strategy of the Rebellion relies on sabotage and raids, and this PC is fully committed to this plan of action. Whether or not to take another pass to hit one last secondary objective or target of opportunity is not even a question for this PC. Imperial troops without food, blaster gas, or supplies are easy pickings for the Rebels, and this PC aims to make the Empire as weak as possible.
67-74	**Space Superiority:** This PC is dedicated to taking out enemy starfighters, turrets, capital ships, and platforms. He knows that if the Rebels can showcase their strength in space combat, it could sway entire systems to their cause.
75-82	**Tech Superiority:** As a stick jockey, this PC knows that while having the best-trained crew is the most important thing, having that crew on the best combat platforms is a very close second. If not for Rebels focused on maintaining tech superiority, the Alliance never would have acquired X-wings, or created the A-wing or B-wing starfighters. These PCs are always looking to bring new designs, schematics, and the engineers that create them back to base.
83-96	**Support:** The Rebel Alliance succeeds because of teamwork. From a vehicle, Aces are able to support missions by providing escort, mission insertion and extraction, sensor data, communications, and more. This PC is devoted to helping his fellow Rebels achieve their Duties by providing whatever assistance they need. Although he may not get the same amount of reward or recognition as the people he is helping, the PC has many more opportunities than his allies do 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 Duty score.

NEW SPECIES

There are more species in the galaxy than any one being could ever hope to meet, and any of them are capable of taking on specializations from the Ace career. Moreover, the Alliance is much more inclusive of species of all backgrounds and abilities joining their ranks. Rebels work with a variety of non-humans to spread the Rebellion across the galaxy.

The three species that follow are particularly well-suited for the Ace career: the Chadra-Fan, the Dressellians, and the Xexto. The Chadra-Fan adore technology and have an innate understanding of it, meaning they know just how far they can push a vehicle before it cracks up. Chadra-Fan often dabble in the Rigger specialization even if it is not their primary expression of the Ace career. Dressellians are more primitive, and most high technology is new to them, but they are quick learners with even quicker reflexes. Their remarkable accuracy makes them excellent Gunners, and they have a long tradition of riding war mounts, making them natural Beast Riders. Finally, the Xexto are obsessed with speed and death-defying danger. They thrive in any Ace specialization, but particularly excel in the Hotshot specialization.

CHADRA-FAN

There are few species in the galaxy as gregarious or as overwhelmingly cheerful and talkative as the Chadra-Fan. The enthusiastic rodents have propagated throughout the galaxy as free traders or slaves, enjoying life in what they view as a series of exciting adventures. Though bereft of any formal training, most Chadra-Fan are accomplished mechanics, and fiddle with almost every device they encounter. As such, shopkeepers have a tendency to lock their display cases if a Chadra-Fan walks in.

Physiology: Descended from small, mammalian tree-dwellers, the Chadra-Fan have retained a natural climbing ability. As a species, Chadra-Fan are small, rodent-faced humanoids covered in short, thick fur, ranging in color from a light tan to dark umber or black. Their faces have large black eyes, massive, bat-like ears, and four nostrils at the end of a short snout, which ends in buckteeth. Chadra-Fan sometimes wear long dresses and smocks over their furry bodies, though they are just as often seen wearing little more than a tool belt.

Chadra-Fan

Dressellian

Xexto

Chadra-Fan have sharp senses. Their vision extends into the infrared range, and their hearing likewise extends into much higher ranges than most humanoids. Their upper nostrils are chemoreceptive, enabling them to sample pheromones, which they can also exude. These scent markers are crucial in distinguishing males from females, and in Chadra-Fan courting rituals. Chadra-Fan metabolism is very high, and their sleep cycle is divided into brief, two-hour naps.

Society: The overly social Chadra-Fan are friendly to a fault, and they have a tendency to latch on to almost everyone they meet. It is common to insult someone by saying they have a personality only a Chadra-Fan could love. However, while the Chadra-Fan enjoy the company of anyone and everyone, they don't do particularly well on their own. A number of Chadra-Fan have actually died of loneliness when forced to spend extended periods of time in solitude. Depression and other psychological maladies are common among those who have endured stretches of time without company.

On Chad, the Chadra-Fan live in small cyperill treetop dwellings connected by a series of makeshift bridges and platforms. Over the past few centuries, the planet has suffered several ocean floor groundquakes that created powerful tsunamis, including a gargantuan disaster a decade ago that wiped out most life on the planet. These giant waves have destroyed most Chadra-Fan attempts at urbanization, limiting them to the flexible cyperill trees. The tsunamis have also created an unnatural fear of drowning and water in general across the species.

The storms are so central to Chadra-Fan life that many still follow a religion organized around a deity thought to live at the bottom of the ocean. This deity controls the entire ocean, and when the Chadra-Fan upset Him, He fans His tail violently and creates a tsunami. The religion is ancient, and though only a small percentage are devote, most every Chadra-Fan is aware of it.

Due to these frequent disasters, the Chadra-Fan often find themselves picking up and rebuilding elsewhere. As a result, the concepts of personal space and private property are foreign to them, and Chadra-Fan infamously tinker with strangers' technological items without asking permission. This irresistible compulsion often gets them into trouble.

Demand for Chadra-Fan scratch-built technology is growing, thanks to a recent movement that treats the gadgets like masterful sculptures. These gizmos are cobbled together from spare parts and common items and components adapted for unexpected uses, with a Chadra-Fan kit-basher's design aesthetic. Custom-built devices often go for top credit in silent auctions, thanks to a number of major corporate representatives with an eye for patent chasing added to the bidding wars. Chadra-Fan are popular in engineering think-tanks because of their unorthodox approach to cannibalizing existing technology and re-purposing it as something unexpected.

Homeworld: Also known as Chad III and Chadra, Chad is a sparsely populated water world located just off the Perlemian Trade Route in the Outer Rim's Jospro sector. Chad has an eccentric orbit that makes it alternately the third or fourth planet in the Chad system. Chad has nine moons, which contribute to a complex tide system that can create massive tsunamis with only the slightest influence from semi-regular groundquakes. The Chadra-Fan live in treetop cities among the cyperill bayous, while human colonists live onboard massive rancher-arks.

Chad is an agriworld, and one of the largest exporters of milk in the galaxy. The lactil is a docile, hoofed herd beast that generates a large quantity of milk despite the scarcity of grazing land. Chad is well-regarded throughout the galaxy for their cheese and gourmet caf creamer. Despite the popularity of their dairy products, the bulk of Chad's agricultural exports are water-based.

THE BIG ONE

It had started as a calm day, the kind where the tsaelke dance over the water trawling for wander-kelp. Bafwizzy, the biggest and greenest of Chad's nine moons was overhead, and bright even in the afternoon sky. Then the ocean just ran away. In the span of minutes, the ocean receded to expose kilometers of land.

Most of the Chadra-Fan raced to the newly exposed ground. A treasure trove of wrecked ships and containers that had been resting at the bottom of the ocean for centuries had just become easy to recover. Unfortunately, the Chadra-Fan didn't realize the receding tide was the result of a massive groundquake.

When the quake ended and the ocean returned, it took everyone by surprise. Almost a third of the planet's population was beyond the former shorelines when it hit, and were killed instantly. The crashing waves that followed wiped out cities and villages and killed many more. The survivors suffered months of starvation and disease. All told, it's been estimated that ninety percent of the world's Chadra-Fan died as a result of the tsunami.

The twenty million Chadra-Fan that remain on Chad all remember the disaster and friends and family they lost. On each anniversary of the day the wave hit, billions of candles, one for each lost loved one, are set afloat on the oceans in remembrance.

Chadra-Fan farm wander-kelp and slugs in paddies, most of which are exported as feed for herd animals, though the wander-kelp also has medicinal properties with applications across the galaxy. The bravest Chadra-Fan and human colonists live in large ocean platforms or mobile arks, where they live as ranchers, raising the massive, corvette-sized bildogs and docile sea cows. Most of these ranches have a remote-controlled buoy system that emits a shock if a branded creature swims too close. Ranchers often tend their herd from the back of a cy'een, tsaelke, or methnap, three very similar, long-necked amphibians known for their grace in the water and melodic calls.

Language: The Chadra-Fan have a native language of high-pitched chitters and squeaks that reach into the ultra-sonic range. Due to the limits of most humanoid hearing and vocal chords, Chadra-Fan not fluent in Basic often need an interpreter or protocol droid. However, most Chadra-Fan speak Basic, thanks to dozens of human colony arks floating on Chad's oceans. The Chadra-Fan language does not use a pause or silence to separate words or thoughts, and as a result, they tend to speak Basic very quickly, endlessly stringing words and sentences together without pause. Their Basic comes out high-pitched and squeaky, and can quickly grate on those with a preference for peace and quiet.

Life in the Alliance: Chadra-Fan are renowned for their ability to manipulate and use technology, and often find positions in the Rebel Alliance as Aces or Engineers. However, their disarming, friendly nature and positive attitude means they also make great Diplomats and Spies. Their small size, desire to tinker, and upbeat demeanor cause most Rebels to find the Chadra-Fan as either endearing little siblings they never had, or annoying little thieves they wish they'd never met.

SPECIES ABILITIES

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

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Chadra-Fan are smaller than average and count as silhouette 0. Chadra-Fan begin the game with one rank in Mechanics. They still may not train Mechanics above rank 2 during character creation.
- **Acute Senses:** Chadra-Fan hearing, vision, and olfactory senses are all far superior to most humanoids. They remove up to ■ ■ from their Perception checks.

DRESSELLIAN

The gruff, wrinkle-faced Dressellians are best known as gritty, tough outdoorsmen and master scouts. They are difficult to get along with, and distrust non-Dressellians, but once they strike up a friendship they are known to be fierce and uncompromising allies.

Physiology: The Dressellians are tall, thin mammalian humanoids with elongated skulls and wrinkled faces that mimic the shades and patterns of steepara tree bark. Some refer to them as "prune faces," a derogatory term guaranteed to incense any Dressellian within earshot. Most Dressellian eyes can range from bright yellow to golden orange and provide slightly improved night vision. Dressellians are bright and agile, making them fierce warriors when cornered. Their blood is a bright teal, which is indicative of inefficient circulatory systems and a genetically recent marine heritage. As a result, Dressellians consume oxygen at almost double the rate of comparably sized humanoids.

Society: Modern Dressellian society consists of a number of city-states run by direct representative democracies. While Dressellians from the same city-state share common views and work together, those from different city-states across the globe struggle to agree on anything. Not all Dressellians have embraced urbanization, and a large number of Dressellians still live in traditional nomadic groups. These tribes of hunter-gatherers wander the vast steepara forests that cover many of Dressel's islands and larger continents.

Traditional Dressellians depend on the near-kilometer-high trees to provide for numerous facets of their life. Giant steepara leaves have a unique texture that isn't quite like rubber or leather, which makes them ideal for use in both textiles and construction. Each tree is practically a habitat all its own, and provides for much of the Dressellian diet, which consists of steepara seed and syrup, cuirreal climber meat, and a variety of mushrooms. The steepara forests are not without their challenges, however; fierce predators, such as the wild, Wookiee-like erselu, the stalking panagra, and the swooping, large-eyed astrigia pose a constant threat to the natives.

Imperial occupation has banded the Dressellians together in a common cause unprecedented in Dressellian history. General Orrimaarko, the former governor of Sreeharlo, leads the resistance with the help of Generals Panno and Neeralli. Many Dressellians have reverted to traditional lifestyles to better evade Imperial reprisals, and do their part to support Orrimaarko's efforts. The Dressellians, with assistance from their longtime allies the Bothans, have become masters of guerrilla warfare, striking Imperial patrols and outposts from the backs of selldu during nighttime raids. Imperials on Dressel are almost exclusively human, and as such, the Dressellians have developed a negative view of most outsiders, especially humans.

SELLDU RANGERS

Thanks to the overall lack of Bothan interference over the past two centuries, when the Empire invaded Dressel a decade ago, the Dressellians had not quite reached industrial-level technology. The past decade of resistance against the Empire has seen a return to the steepara forests, and a reemergence of the selldu mount as an important aspect of Dressellian life.

The selldu is a two-legged, flightless reptavian with dark plumage not unlike Naboo's kaadu, but much more similar to Tatooine's rounder, heavier woodoo. The selldu have hard, squat beaks equally capable of cracking steepara seeds or stormtrooper armor. The Dressellians use the selldu for everything from transportation to farm labor, and in the past decade, as combat mounts.

There is perhaps no mount in the galaxy that is as stable a shooting platform as the selldu.

Many Dressellians even train their selldu to sync their breathing on command, to help with carefully placed sniper fire. In close quarters, the selldu beak can puncture most humanoids, and crack open plastoid armor, given time. The battle cry of the selldu is a high, warbling gobble, which, when sounded en masse, has been known to unnerve even the hardest of warriors.

General Neeralli is Orrimaarko's cavalry commander, and one of Dressel's most experienced riders. His innovative tactics find ways to put selldu cavalry on equal footing with Imperial mechanized infantry and light cavalry. His forces are known as the Selldu Rangers, and wear special black cloaks. The rangers have stymied Imperial occupation and captured dozens of outposts. Neeralli personally leads an elite band of over two-hundred riders.

While known best for their combat prowess during the Galactic Civil War, the Dressellians are also accomplished artists. Critics find Dressellian music, literature, and art deeply inspirational and filled with profound, universally accessible themes. The popularity of many Dressellian works has exploded recently among enemies of the Empire.

Homeworld: The moonless, temperate world of Dressel is in the Mid Rim's Noolian sector along the Askar Trace, a hyperspace route that once defined the coreward edge of Bothan Space. The planet has an oddly uniform distribution of large islands, and few true continents. The largest landmass is an equatorial island called Breehara, thought to be the birthplace of the Dressellians. Most land on Dressel is dominated by hilly grasslands and tall, ancient forests.

Bothan explorer Karka Vri'skar of clan Askar initially discovered the world two centuries before the Battle of Yavin, but, aside from the occasional trader or outlaw, the Bothans left the primitive Dressellians to their own devices while still maintaining regular diplomatic contact. Ten years before the Battle of Yavin, the Empire established a garrison and Imperialized Dressel's resources. The Dressellians engaged the Empire in guerrilla warfare, drawing on their skills as nomadic hunters and gatherers to evade the Empire.

Language: The Dressellians speak a native language of the same name. Scholars have described the language as flowing and organic, filled with soft sounds. However, over the past two centuries, the Dressellians have adopted a number of Bothan words, particularly to describe technology. Many art critics have blamed Bothan interference for tainting one of the great romantic languages, but it is widely agreed that the Dressellian adoption of the Bothan alphabet over their own primitive hieroglyphs was a positive influence.

Life in the Alliance: Dressellians are respected throughout the Rebel Alliance as brave warriors, though the rag-tag assemblage of freedom fighters often finds the serious Dressellians lack a sense of camaraderie. Still, Dressellians make excellent Aces, particularly Gunners, Beast Riders, and Drivers, and they are outstanding Soldiers and Spies. Unfortunately, their gruff demeanor and speciesist views can sometimes undermine their keen tactical minds when acting as Commanders or Diplomats. Their common unfamiliarity with technology often makes them poor Engineers, but there are exceptions.

SPECIES ABILITIES

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

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- **Special Abilities:** Dressellians begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation.
- **Primitive:** Dressellians upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on the Dressellian's home planet, though individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. Dressellians can spend 10 XP at character creation to remove this penalty permanently.

XEXTO

The Xexto are a wiry, six-limbed species of humanoids with tiny heads atop long necks. Thanks to Arkanian experimentation, the Xexto are the genetic progenitors of the Quermians, and seem to share evolutionary similarities to the Kaminoans. Xexto have an insatiable demand for adventure and excitement, and there is little in the galaxy considered more dangerous than a pair of bored Xexto. While some regard their courage as false bravado and pride, the Rebel Alliance is proud to count the Xexto among its ranks, and have honored many for valor, though often posthumously.

Physiology: The Xexto are a slight species with pale, chalky skin and lithe bodies that sprout six, spindly limbs, four of which Xexto use as arms. Their small, round heads sit atop long necks, and feature large dark eyes and tiny mouths. Their skin is pale and can be shaded yellow, green, purple, or blue.

The Xexto have two brains, with basic body functions under the purview of the head, and higher functions carried out in the chest. Their large, black eyes are well suited to seeing in dark forests and caves, and Xexto often wear tinted goggles to protect their eyes when in areas of harsh, direct sunlight. Their reflexes are incredibly sharp, and they are mentally resilient in the face of trauma. Predators once dominated their homeworld, which helped test and develop Xexto quickness and resilience for millennia.

While academic circles are familiar with the story of how Arkanian geneticists experimented on Xexto to create the Quermian species, there is a more recent, lesser-known theory postulated by a number of fringe researchers. Their theory suggests that early Kaminoan geneticists created the Xexto as laborers for Troiken's spice mines on behalf of ancient Hutts almost twenty-thousand years ago, and claim they have proof in the form of key Kaminoan markers present in Xexto DNA. They believe the Arkanians were only interested in the Xexto to gauge the Kaminoan threat to business.

Society: The Xexto primarily live in sprawling, technologically advanced arboreal villages throughout Troiken's forests; they have also constructed a number of modern cities and spaceports. Veterned is the capital, and consists of buildings and facilities inspired by Core World architecture akin to that found on Corellia. Intricate mosaics of blue, purple, green, and yellow silicates adorn interior walls of both the villages and cities, featuring themes that conjure feelings of speed and motion, sometimes including native fauna such as the skizzard.

As a species, the Xexto have grown used to a lifestyle of risk-taking, and bravery in the face of a challenge is their most valued quality. Political campaigns for leadership often boil down to a series of escalating dares, where the first to back down or die loses. Some Xexto, such as those starring in the Cresh Krill Yirt series of holovids, have developed cult-like followings for their daring stunts, which often result in predictably awful injuries.

While the Xexto have many pursuits, including mosaic art, traditional drum music, and teasing local predators, their cultural obsession is Podracing. Their world has a number of tracks that run through the dense forests and mountains of Troiken, and some cross over to the uninhabitable portions of the planet. Gasgano has long been a racing legend on Troiken, and many young Xexto idolize him and purchase merchandise related to the aging racer to this day. Xexto off Troiken are often competing in or following a racing circuit, usually that of Podracing, though anything fast is appealing to them.

Homeworld: Troiken is a tidally locked planet in the Colunda sector's Troiken system near the Rimward edge of the Perlemian Trade Route, which causes the inner half of the planet to burn under the heat of its star and the outer half to freeze. A large moon in a polar orbit traces a narrow ring of habitable land to provide something approaching a day-night cycle.

THIS IS PODRACING

Troiken is home to one of the most rabid Podracing fan bases in the galaxy, and the world has some of the most dangerous and demanding tracks ever plotted. A number of pod manufacturers, such as Irateq, maintain research and development facilities on Troiken specifically because of the access to both test pilots and tracks.

Track design is something of an art form on Troiken. One of the most lethal tracks is the Xextoan Infiloop, a series of six short loops that all meet at a mutual twelve-way intersection. The design is fiendishly simple, but responsible for some of the most spectacular crashes in all of Podracing. Engineers designed the loop lengths so that by the end of the first lap, the traffic through the intersection muddles, all but guaranteeing explosive collisions.

The most popular track is known as the Pod Melter, which crosses over onto the hot side of the planet outside Troiken's habitable zone. Heat management is a key element of any Podrace, but Troiken's dayside can reach temperatures over four hundred degrees, which can cause podracers to overheat in minutes, and even melt. The course is a battle over the few sections that have strategically placed solar shades. Podracers that crash on the hot half of the course often result in fatalities, as the rescue droids are rarely able to recover pilots before they roast alive.

The mountains are large, purple-hued rocks with labyrinthine mines tunneled over thousands of years. The Hormick Range once harbored large deposits of andris and collafa spice, though most believe those mines are dry. Hormick Range's Mount Avos was the historical site of the decisive battle of the Stark Hyperspace War, a conflict that preceded the Clone Wars. The mountains are home to the carnivorous challat eaters, fist-sized bioluminescent insects that flew in massive swarms, devouring everything in their path. The mountains also feature predatory, cat-like leaptigs, which stalk the nearby valleys and plains in packs for grazers and bantha offshoots.

The forests of Troiken house two-thirds of the world's Xexto. Historically, the Xexto's earliest cities were primitive tree houses connected by cables near mountains. Early Xexto had to contend with dozens of forest predators, and while most predators still exist on Troiken today, they are predominantly in zoological exhibits and preserves. Of course, this only rarely stops Xexto from hopping a fence to slap a horn-faced surtops in the flank.

Language: The Xexto have developed the Xextese language, which consists of rapid nasal jabbering. Xextese also has a written component, but few non-Xexto bother to learn to speak or read Xextese. Most Xexto have learned to speak at least a broken version of Basic or Huttese, which sounds like a reedy and nasal jabbering in their long throats.

Life in the Alliance: Xexto outside the racing circuit are uncommon, but anywhere that has a steady stream of excitement is bound to attract them eventu-

ally. The Xexto never cared much for the Republic, nor humans in general, and care even less for the Empire. That said, the Empire has yet to affect Troiken directly, and the Xexto rarely think about the larger picture of the Alliance's struggle against the Empire.

However, fighting for the Rebel Alliance is dangerous, and a number of Xexto have signed on because their courage was called into question by a savvy recruiter. Xexto make fantastic Aces, Soldiers, and Spies, thanks to their fearless natures and courage under fire. As Commanders, they lead troops from the front lines to inspire those under their command with their own valor. Xexto are less likely to pursue careers as Diplomats or Engineers, though if they can be convinced of the danger of such a life, they would leap at the chance.

SPECIES ABILITIES

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

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 85 XP
- **Special Abilities:** Xexto begin play with one rank in the Confidence talent.
- **Additional Limbs:** Xexto have six limbs: two legs and four arms. As a result, they gain an additional free maneuver per turn, though still may not perform more than two maneuvers per turn.

ACE SPECIALIZATIONS

AGE OF REBELLION introduced the Driver, Gunner, and Pilot specializations for the Ace career. STAY ON TARGET features three new specializations for the Ace: the Beast Rider, the Rigger, and the Hotshot, each taking the career in new directions. Additionally, these new specializations may enhance any career should a player choose to tap into them as non-career specialization trees.

The Beast Rider can take the reins of most any creature, and adds a scout's survivalist training to the Ace's repertoire, skills useful to any Ace after a crash or ejection on an unfamiliar planet. The Rigger combines engineering ingenuity with the quick thinking of an Ace, allowing Aces to modify the way their vehicle performs even in the middle of a battle. Finally, the Hotshot is a risk-taking daredevil, practiced with flashy maneuvers that can pay off big in combat, or go horribly wrong.

The Ace's eight career skills are **Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space),** and **Ranged (Light)**. He automatically gains one rank in four of these skills (of his choosing) without spending experience, and he receives a discount when he spends experience to purchase ranks in any of these skills.

Remember that each specialization has its own list of bonus career skills; this may allow a player to select a skill twice at creation, thus beginning with two ranks in that skill. No character may start the game with more than two ranks in any skill, however, regardless of how many opportunities he may have to select it (such as combining a free rank from a species with the free skill from both the career and specialization lists).

BEAST RIDER
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Many worlds in the galaxy are too backward, too poor, or have environments too extreme to support modern vehicles. Sometimes, instead of spending credits to adapt a speeder to the cold or create a filter that can keep sand out of a repulsordrive, it is simply easier to use a native mount that has evolved and adapted to local conditions for untold millennia.

While most any being can ride a trained mount, it is the Beast Rider who can break in wild mounts and train them. Once he has trained a mount, the skilled Beast Rider can coax his mount to perform incredible feats, even in the heat of battle. The Beast Rider is also something of an outdoorsman, and is a valuable member of a team with or without his creature companion.

Beast Riders might be expert riders on a single type of mount or experienced creature wranglers who have spent time with all manner of riding creatures. Most cultures and militaries, despite the broader reliance on modern machinery, still rely heavily on mounts. The Imperials ride lizard-like dewbacks on desert worlds like Tatooine, while the Rebels famously saddled up tauntauns on Hoth. Indigenous cultures throughout the galaxy depend on Beast Riders, including the bantha-obsessed Tusken Raiders of Tatooine and the ruping riders of Onderon.

Beast Riders receive **Athletics**, **Knowledge (Xenology)**, **Perception**, and **Survival** as additional career skills. If this is the character's starting specialization, he gains one free rank in each of two of these skills of his choice, without spending experience. Unlike their fellow Aces, the Beast Rider is at home outdoors, where he can feel the wind on his face. He fits in just as well with the soldiers and scouts of the Rebel Army as with his fellow Aces in starfighters and speeders.

The Rebellion often assigns Beast Riders as scouts at Rebel bases and outposts, conducting patrols and setting up advance defenses and other contingency measures to prepare for potential Imperial discovery. When an Imperial or one of his allies spots creature tracks, he might think it belongs to a wild creature—whereas, if he sees vehicle tracks, he is very likely to investigate. In battle, mounted cavalry might not be quite as fast, agile, or heavily armed and armored as its mechanized counterparts, but it has several advantages. Creature mounts have better camouflage, more mobility in close quarters, and in battle, Imperial vehicles often ignore them outright.

Most groups can benefit from a Beast Rider in their ranks. The Beast Rider is second only to the Spy career's Scout specialization in matters of wilderness survival and guerrilla warfare. His ability to traverse difficult terrain, capture and train indigenous mounts, and locate food and shelter are critical to a number of Rebel mission profiles. Further, should a team member crash land, or otherwise become stranded, a Beast Rider might be critical to their very survival.
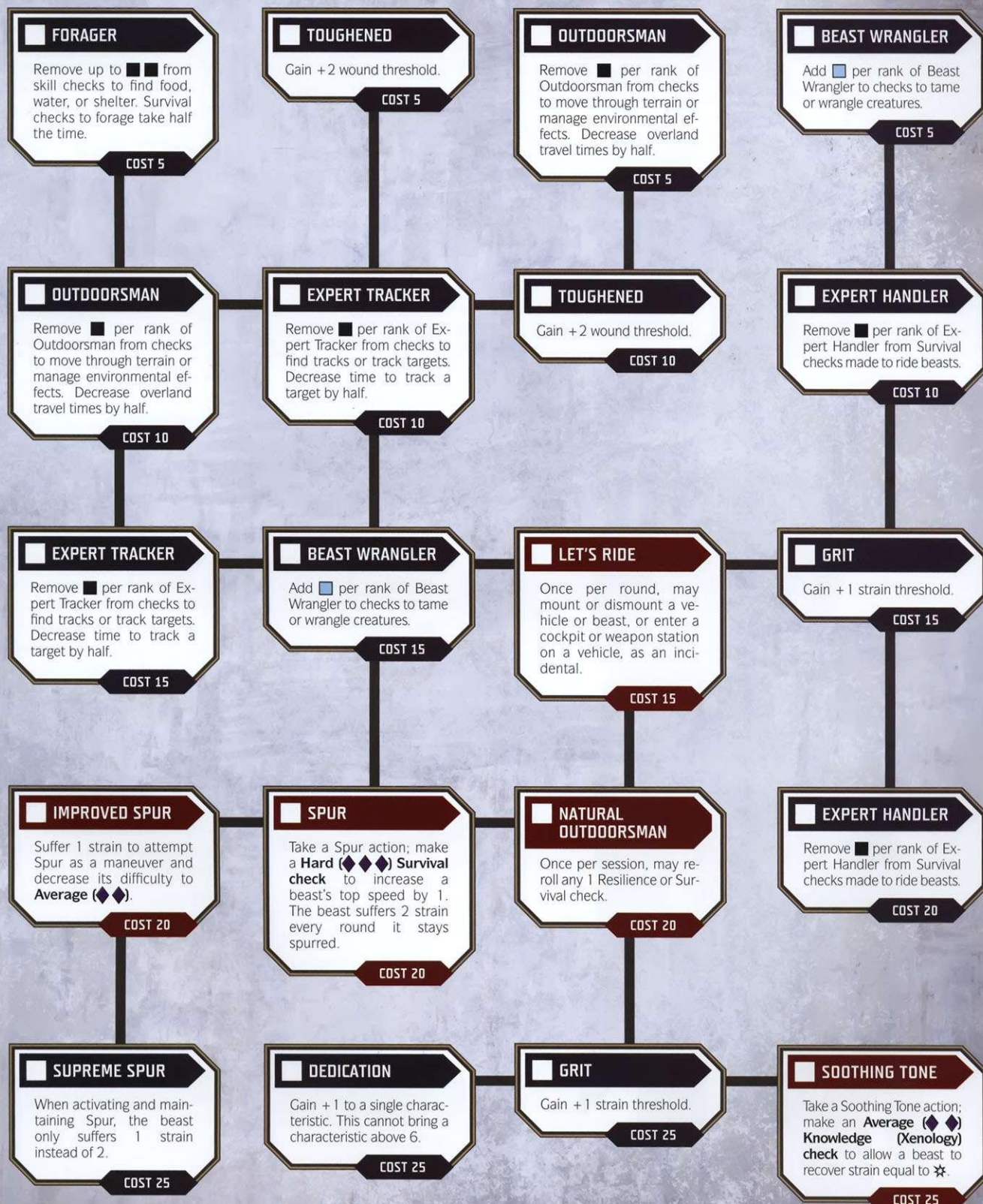
ACE: Beast Rider

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)
Beast Rider Bonus Career Skills: Athletics, Knowledge (Xenology), Perception, Survival

▬ ACTIVE
▬ PASSIVE

FORAGER
Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.
COST 5

TOUGHENED
Gain +2 wound threshold.
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 5

BEAST WRANGLER
Add ☐ per rank of Beast Wrangler to checks to tame or wrangle creatures.
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

EXPERT TRACKER
Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.
COST 10

TOUGHENED
Gain +2 wound threshold.
COST 10

EXPERT HANDLER
Remove ■ per rank of Expert Handler from Survival checks made to ride beasts.
COST 10

EXPERT TRACKER
Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.
COST 15

BEAST WRANGLER
Add ☐ per rank of Beast Wrangler to checks to tame or wrangle creatures.
COST 15

LET'S RIDE
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 15

GRIT
Gain +1 strain threshold.
COST 15

IMPROVED SPUR
Suffer 1 strain to attempt Spur as a maneuver and decrease its difficulty to **Average (◆◆)**.
COST 20

SPUR
Take a Spur action; make a **Hard (◆◆◆) Survival check** to increase a beast's top speed by 1. The beast suffers 2 strain every round it stays spurred.
COST 20

NATURAL OUTDOORSMAN
Once per session, may reroll any 1 Resilience or Survival check.
COST 20

EXPERT HANDLER
Remove ■ per rank of Expert Handler from Survival checks made to ride beasts.
COST 20

SUPREME SPUR
When activating and maintaining Spur, the beast only suffers 1 strain instead of 2.
COST 25

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

GRIT
Gain +1 strain threshold.
COST 25

SOOTHING TONE
Take a Soothing Tone action; make an **Average (◆◆) Knowledge (Xenology) check** to allow a beast to recover strain equal to ✿.
COST 25

HOTSHOT
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Where the Ace Pilot uses hard-won skill, technique, and by-the-book tactics, the Hotshot is naturally gifted, overly aggressive, and makes the rest up as he speeds along. For the Hotshot, risk-taking isn't just a style of flying, it's a way of life. You can always depend on a Hotshot to go for it when he sees an opportunity to achieve a goal. There are few things in the galaxy more impressive than watching a Hotshot when everything is going his way, though it's best to switch channels on the comms, because the only thing a Hotshot likes more than his own flying is bragging about it afterward.

THE LOOSE CANNON

The Rebellion has a nearly endless supply of new Hotshot bush pilots accustomed to racing T-16s on their backwater homeworlds, but very few Hotshot veterans. These courageous freedom fighters prefer improvisation to careful planning, much to their commanders' chagrin. Those Hotshots whose luck never seems to run out quickly become heroes and legends to the rank and file of the Rebel Alliance.

Hotshots receive **Cool**, **Coordination**, **Piloting (Planetary)**, and **Piloting (Space)** as additional career skills. If this is the character's starting specialization, he gains one free rank in two of these skills of his choice, without spending experience. The Hotshot keeps his head in the face of overwhelming odds, and has a great degree of control over his chosen vehicle. Finesse and precision flying, combined with the Hotshot's unrestrained bravery, mean that Hotshots prefer to go after the toughest or biggest groups of enemies first, diving headlong into the thickest part of the battle.

The Hotshot is all about taking the big risks, both in combat and in life. He rarely considers the consequences or the alternatives. When he sees a chance, he takes it without blinking. This unpredictable and often irrational behavior, combined with the raw talent and control a Hotshot has in the cockpit, makes him a lethal adversary. Of course, there is no reward without risk, and sometimes the Hotshot risks too much. If not for the support of their allies, most Hotshots would probably have died a dozen times over.

The Rebellion usually puts Hotshots through their paces in simulators before letting them get into a real fight. However, the Rebels can't afford to keep their best combat Aces sidelined for long. Command usually assigns Hotshots to X-wing or A-wing squadrons, or to other light, maneuverable vehicles that take full advantage of a Hotshot's preternatural skill. Veteran Hotshots are usually retired once their value as a symbol eclipses whatever good they might do on the battlefield. High Command often parades them around on low-risk, high-visibility missions, or transfers them to training commands.

Any group can benefit from the honed dogfighting skills of a Hotshot. However, despite the Hotshot's predilection for flying into combat ahead of his squadron, he works best when he has a team not far behind, cleaning up whatever enemies the Hotshot misses. A vehicle formation with a Hotshot in the lead usually results in a costly engagement for the enemy, as long as the Hotshot's luck holds out.

ACE: Hotshot

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

SHORTCUT
During a chase, add ■ per rank in Shortcut to any checks made to catch or escape an opponent.
COST 5

HIGH-G TRAINING
When a starship or vehicle being piloted would suffer system strain, may suffer stain up to ranks in High-G Training to prevent an equal amount of system strain.
COST 5

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

GRIT
Gain +1 strain threshold.
COST 5

SECOND CHANCES
Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

SHORTCUT
During a chase, add ■ per rank in Shortcut to any checks made to catch or escape an opponent.
COST 10

HIGH-G TRAINING
When a starship or vehicle being piloted would suffer system strain, may suffer stain up to ranks in High-G Training to prevent an equal amount of system strain.
COST 10

DEAD TO RIGHTS
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 15

HIGH-G TRAINING
When a starship or vehicle being piloted would suffer system strain, may suffer stain up to ranks in High-G Training to prevent an equal amount of system strain.
COST 15

GRIT
Gain +1 strain threshold.
COST 15

INTENSE PRESENCE
Spend 1 Destiny Point to recover strain equal to Presence rating.
COST 15

SECOND CHANCES
Once per encounter, choose a number of positive dice equal to ranks in Second Chances and re-roll them.
COST 20

CORELLIAN SENDOFF
Take a Corellian Sendoff action targeting two ships or vehicles at Close range; make a **Hard (♦♦♦) Cool check** to cause the targets to suffer a minor collision.
COST 20

KOIOGRAN TURN
When an opponent has gained the advantage on a starship or vehicle being piloted, may perform a Koiogran Turn maneuver to remove the effects.
COST 20

GRIT
Gain +1 strain threshold.
COST 20

IMPROVED DEAD TO RIGHTS
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 25

IMPROVED CORELLIAN SENDOFF
When performing a Corellian Sendoff, the targets suffer a major collision instead.
COST 25

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

SHOWBOAT
When making a check in a starship or vehicle, may suffer 2 strain to gain ⨁ on success or ▽ on failure.
COST 25

RIGGER
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VEHICULAR INNOVATOR

While most Rebel Aces operate standard vehicles maintained by engineering crews, a surprising number bring their own private vehicles with them into a fight. The Rigger doesn't believe in risking his life from the seat of a stock-class anything, and is always adding, tweaking, and fine-tuning his vehicle not only to achieve the highest performance, but also to bring unexpected surprises with him to the battlefield.

Considering how outnumbered the Rebels find themselves in almost every engagement, it is no wonder that some of the Rebel Aces have taken it upon themselves to increase their survivability by learning about their vehicle. Riggers tend to have the highest rate of survivability in combat, and their offensive output at the start of a combat engagement can sometimes end a fight before it begins.

Riggers receive **Gunnery**, **Knowledge (Underworld)**, **Mechanics**, and **Resilience** as additional career skills. If this is the character's starting specialization, he gains one free rank in each of two of these skills of his choice, without spending experience. The Rigger is fascinated with the golden age of innovation in starship engineering that exists during the Galactic Civil War. He keeps up to date with the latest technical journals and even trolls shadowfeeds, following his favorite engineers. He has a number of friends in the underworld's outlaw tech community, who provide parts and kits to test on his vehicle of choice. If his ship is somehow blasted and left adrift, leave it to the Rigger to find some way to get it moving again.

The Rigger is resilient in the face of a challenge, and usually turns to technology to find a solution to most problems he might encounter. The Rigger believes in his customized ship's ability to outperform any other vessel on the battlefield. He has painstakingly fine-tuned it to fly faster and further, hit harder, and take more punishment than the competition. Despite his impressive ability to mitigate damage done to his ship, a Rigger is a cautious pilot, and bemoans every dent and scratch his ship accrues during a battle. If a Rigger finds he is still somehow outgunned, he can jury-rig a special trick for the enemy on the fly to regain the technological advantage.

Most every team can benefit from a Rigger within their unit. Riggers bring a technological expertise that can apply to a variety of circumstances, and in combat, their vehicles are extremely durable offensive juggernauts. Riggers are also the only Ace to possess underworld contacts, which can prove useful for supplies, information, and even allies during missions. The biggest asset a Rigger brings to a team, though, is the element of surprise. Imperials don't expect an X-wing to have replaced its astromech slot with a bomb-bay—until the ordnance is already detonating across their carrier's bridge.

ACE: Rigger

Career Skills: Astrogation, Cool, Gunnery, Mechanics, Perception, Piloting (Planetary), Piloting (Space), Ranged (Light)
Rigger Bonus Career Skills: Gunnery, Knowledge (Underworld), Mechanics, Resilience

BLACK MARKET CONTACTS
When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 5

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

LARGER PROJECT
Signature Vehicle can have a silhouette 1 larger per rank of Larger Project.
COST 5

GRIT
Gain +1 strain threshold.
COST 10

FANCY PAINT JOB
Upgrade all Charm, Deception, and Negotiation checks made in the presence of Signature Vehicle once.
COST 10

SIGNATURE VEHICLE
Choose one starship or vehicle as Signature Vehicle. Upgrade all Mechanics checks made on that vehicle once.
COST 10

LARGER PROJECT
Signature Vehicle can have a silhouette 1 larger per rank of Larger Project.
COST 10

BLACK MARKET CONTACTS
When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.
COST 15

OVERSTOCKED AMMO
Increase the value of the Limited Ammo quality of any weapons mounted on Signature Vehicle by 1 per rank of Overstocked Ammo.
COST 15

TUNED MANEUVERING THRUSTERS
Increase the handling of Signature Vehicle by 1 per rank of Tuned Maneuvering Thrusters.
COST 15

BOLSTERED ARMOR
Increase the armor value of Signature Vehicle by 1 per rank of Bolstered Armor.
COST 15

TOUGHENED
Gain +2 wound threshold.
COST 20

CUSTOMIZED COOLING UNIT
Increase the system strain threshold of Signature Vehicle by 2 per rank of Customized Cooling Unit.
COST 20

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

FORTIFIED VACUUM SEAL
Increase the hull trauma threshold of Signature Vehicle by 1 per rank of Fortified Vacuum Seal.
COST 20

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

TUNED MANEUVERING THRUSTERS
Increase the handling of Signature Vehicle by 1 per rank of Tuned Maneuvering Thrusters.
COST 25

NOT TODAY
Once per session, spend a Destiny Point to save Signature Vehicle from destruction.
COST 25

REINFORCED FRAME
Signature Vehicle gains Massive 1: when making an attack targeting the ship or vehicle, the Critical rating of any weapon used counts as 1 higher.
COST 25

NEW TALENTS

Below is a description for each of the new talents added in STAY ON TARGET. Every entry includes the information required for gameplay (see page 139 of the AGE OF REBELLION Core Rulebook).

BEAST WRANGLER

Activation: Passive
Ranked: Yes
Trees: Beast Rider
The character adds □ per rank of Beast Wrangler to all his checks made to tame or wrangle creatures.

BOLSTERED ARMOR

Activation: Passive
Ranked: Yes
Trees: Rigger
The character increases the armor value of his Signature Vehicle by 1 per rank of Bolstered Armor.

CORELLIAN SENDOFF

Activation: Active (Action)
Ranked: No
Trees: Hotshot
When piloting a starship or vehicle, the character may take a Corellian Sendoff action targeting two enemy starships or vehicles at close range that are both of equal or smaller silhouette to the character's ship. The character makes a **Hard (◆ ◆ ◆) Cool check**; if it succeeds, the targeted ships immediately suffer a minor collision with each other (see page 256 of the AGE OF REBELLION Core Rulebook).

CORELLIAN SENDOFF (IMPROVED)

Activation: Passive
Ranked: No
Trees: Hotshot
When the character performs a Corellion Sendoff action, the targets suffer a major collision instead of a minor one.

CUSTOMIZED COOLING UNIT

Activation: Passive
Ranked: Yes
Trees: Rigger
The character increases the system strain threshold of his Signature Vehicle by 2 per rank of Customized Cooling Unit.

EXPERT HANDLER

Activation: Passive
Ranked: Yes
Trees: Beast Rider
The character removes ■ per rank of Expert Handler from his Survival checks made to ride beasts.

FANCY PAINT JOB

Activation: Passive
Ranked: No
Trees: Rigger
The character can upgrade the ability of all of his Charm, Deception, and Negotiation checks made in the presence of his Signature Vehicle once.

FORTIFIED VACUUM SEAL

Activation: Passive
Ranked: Yes
Trees: Rigger
The character increases the hull trauma threshold of his Signature Vehicle by 1 per rank of Fortified Vacuum Seal.

HIGH-G TRAINING

Activation: Active (Incidental, Out of Turn)
Ranked: Yes
Trees: Hotshot
When a starship or vehicle the character is currently piloting would suffer system strain (either voluntary or involuntary), the character may suffer a number of strain up to his ranks in High-G Training. If he does, the amount of system strain the starship or vehicle suffers is reduced by that amount (to a minimum of 0).

KOIOGRAN TURN

Activation: Active (Maneuver)
Ranked: No
Trees: Hotshot
When the character is piloting a starship or vehicle on which an opponent has gained the advantage (see page 247 of the AGE OF REBELLION Core Rulebook) the character may suffer 2 strain to perform a Koiogran Turn maneuver, immediately removing the effects of Gain the Advantage any opponents have on the character's starship or vehicle. This maneuver can only be performed in a starship or vehicle with a speed of 4 or higher.

LARGER PROJECT

Activation: Passive
Ranked: Yes
Trees: Rigger
The character can choose a Signature Vehicle with a silhouette value 1 higher than normal per rank of Larger Project.

NOT TODAY

Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Rigger

Once per session, if the character's Signature Vehicle would be destroyed, the character may spend a Destiny Point to save it. If it would be destroyed by a Critical Hit, the Critical Hit is still suffered, but the effect is ignored. If it would be destroyed by some other event, the details of how the starship or vehicle survives the near-destruction are up to the player and the GM.

OVERSTOCKED AMMO

Activation: Passive
Ranked: Yes
Trees: Rigger

The character increases the value of the Limited Ammo quality of any weapons mounted on his Signature Vehicle by 1 per rank of Overstocked Ammo.

REINFORCED FRAME

Activation: Passive
Ranked: No
Trees: Rigger

The character add the Massive 1 rule to his Signature Vehicle (when making an attack targeting the starship or vehicle, the Critical rating of any weapon used counts as 1 higher).

SECOND CHANCES

Activation: Active (Incidental)
Ranked: Yes
Trees: Hotshot

Once per encounter, after the character has rolled a skill check (but before resolving the result), he chooses a number of positive dice from his dice pool up to the number of his ranks in Second Chances and re-rolls them. The character must accept the second result. This talent cannot be used to re-roll any ⬡.

SHOWBOAT

Activation: Active (Incidental)
Ranked: No
Trees: Hotshot

Once per round while piloting a starship or vehicle, the character may suffer 2 strain to showboat during his next check. If the check succeeds, the character adds ✹ to the results. However, if the check fails, he adds ▽ instead. The ✹ or ▽ added this way do not include the ✹ or ▼ that are usually a part of them, only the beneficial or negative effects of the symbol.

SIGNATURE VEHICLE

Activation: Passive
Ranked: No
Trees: Rigger

The character chooses one starship or vehicle with a silhouette of 3 or lower that he owns. This starship or vehicle is the character's "Signature Vehicle." He upgrades the ability of all Mechanics checks made to work on the vehicle once. If the starship or vehicle is ever lost or destroyed, the character may apply Signature Vehicle to a new starship or vehicle that meets the requirements. The process of modifying and acclimating to the new vehicle may take some time at the GM's discretion. No two characters can have the same vehicle as their Signature Vehicle.

SOOTHING TONE

Activation: Active (Action)
Ranked: No
Trees: Beast Rider

Once per encounter when riding a beast, the character may perform a Soothing Tone action, attempting an **Average (◆ ◆) Knowledge (Xenology) check**. If successful, the beast the character is currently riding recovers strain equal to ✹ on the check (or heals that number of wounds if it does not have a strain threshold).

SPUR

Activation: Active (Action)
Ranked: No
Trees: Beast Rider

The character may push an animal past its normal comfort level. When riding a beast, he may perform the Spur action, attempting a **Hard (◆ ◆ ◆) Survival check**. With success, the beast's top speed increases by 1. The character can choose to end the effects of this at the start of any of his turns. However, if he chooses to maintain the effects for that turn, the beast suffers 2 strain. The beast still cannot perform actions or maneuvers it could not perform normally (e.g., actions that have a minimum speed requirement).

SPUR (IMPROVED)

Activation: Active (Maneuver)
Ranked: No
Trees: Beast Rider

The character may voluntarily suffer 1 strain to attempt Spur as a maneuver. In addition, the difficulty of Spur is reduced to **Average (◆ ◆)**.

SPUR (SUPREME)

Activation: Passive
Ranked: No
Trees: Beast Rider

The beast the character is riding suffers 1 strain to maintain Spur's effects instead of the normal 2.

TUNED MANEUVERING THRUSTERS

Activation: Passive
Ranked: Yes
Trees: Rigger

The character increases the handling of his Signature Vehicle by 1 per rank of Tuned Maneuvering Thrusters.

ACE MOTIVATIONS

What drives an Ace to rush toward a battle when others would run? What motivates him to push his vehicle to full throttle toward a dogfight where he is outnumbered four to one? What makes it worth putting his life on the line engagement after engagement, fighting for the side that seems hopelessly outnumbered and outgunned? Every Ace has unique reasons that motivated him to join the Rebellion against the Empire and explain his seemingly reckless behavior.

Deciding a character's Motivation is a key factor in determining why that character joined the Rebel Alliance, and influences how he'll behave in both combat and social challenges. The Motivation, combined with a character's species, background, Duty, career, and specialization should synthesize to create a unique character that leaps off the table in the imaginations of all the players.

The AGE OF REBELLION Core Rulebook presents a number of different Motivations suitable for any member of the Rebel Alliance, including Motivations based on beliefs, connections, and quests. While these can all work well for an Ace character, STAY ON TARGET includes a number of Motivations tailored

TABLE 1-2: RANDOM ACE MOTIVATIONS

d10	Motivation Result
1-2	Belief
3-4	Connection
5-6	Quest
7-9	Conflict
10	Roll once for each of any two categories.

specifically to the Ace career and its specializations. These new Motivations are grouped into the category of Conflicts.

If a player wants to use these Motivations, he simply chooses one from the following list or rolls randomly on **Table 1–2: Random Ace Motivations**. This roll replaces the roll he would normally make on **Table 2–5: Random Motivation** on page 104 of the AGE OF REBELLION Core Rulebook. If the player rolls Conflict, he rolls again on **Table 1–3: Specific Conflicts** to determine his specific Motivation.

TABLE 1-3: SPECIFIC CONFLICTS

d100	Result
01-10	**Mayhem:** The character derives pleasure through destruction. He seldom passes up a chance to cause conflict and confusion in his work, even to the possible detriment of his own well-being. Extreme examples of this might even be forms of mental illness.
11-20	**Violent Conquest:** The character is driven to conquer whatever and whomever he encounters. If they do not submit, he is more than willing to employ force against them.
21-30	**Squadron:** An Ace can never truly know his brothers-in-arms until he serves with them in battle. While the character may be a bit cold and distant toward non-veterans, he is a true and loyal friend to anyone that has fought at his side.
31-40	**Professional:** Simply put, violence is this character's business, and that business is never in short supply. The character knows no other way to make his way in the galaxy, and thus treats his lethal work as any other job.
41-50	**Honor in Battle:** The character holds true to a code of honor in warfare. This code could be an ancient tradition of one of the myriad civilizations in the galaxy or it could be a more personal system of beliefs. Whatever the case, his honor depends on following these tenets, even when it is inconvenient.
51-60	**Best of the Best:** Be the best; that's the creed by which this character lives. In this case, he strives to be the best combatant. He wants to be the last one standing on the field of battle, the consummate warrior. He is willing to do whatever it takes to accomplish this.
61-70	**Revenge:** The character is driven by one of the oldest and most primal causes in the galaxy—the desire to avenge some real or perceived wrong he has suffered. The character's hunger for vengeance may be justified or not, but it is a cold, heartless master that can drive the character to obsession.
71-80	**Retirement:** The character has long since lost his lust for battle, and fights not because he loves the violence, but because he is very close to being able to safely retire. This could represent awaiting the end of an enlistment, accumulating credits to pay off a debt, repaying a favor, or awaiting an opportunity to clear his name before he gives up his life of violence.
81-90	**Adrenaline Junkie:** Excitement, adventure—the character loves every bit of it. He doesn't fight for money, revenge, or a thirst for blood. He fights because he can't get enough of the incredible thrill that comes with risking his life and coming out on top.
91-00	**Life Debt:** The character owes someone else, and owes them big. His life belongs to someone else, and this debt requires him to fight. He may or may not enjoy this, but this motivation is so strong that it overrides his other desires.

ACE SIGNATURE ABILITIES

In addition to the specializations that a character can choose from within a given career, he also has access to that career's signature abilities. These abilities are special, elite talents only experienced characters of the specified career may access. They are feats of strength only possible through skill and ability gained over a long and successful career, separating the journeyman from the master.

SIGNATURE ABILITY BREAKDOWN

A signature ability is composed of three elements: the nodes linking it to a talent tree, the ability's basic form, and a series of upgrades that augment the ability.

NODES

Each signature ability has four nodes lined up across its top. These four nodes match up with the four talents on the bottom row of a talent tree. Each node can either be active, showing a bracket facing upward, or inactive, remaining blank. To be able to attach a signature ability to a tree, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability.

ABILITY BASIC FORM

When a character acquires a signature ability, he must first purchase the basic form of the ability. This takes up the entire first row of the signature ability tree and is purchased with experience points. The experience cost of each upgrade is listed in its box.

UPGRADES

After the character has purchased the basic form of the signature ability, he can further customize the ability by purchasing upgrades. Upgrades, much like talents, are purchased with experience points, and each upgrade may only be purchased if it connects to the basic form of the ability or a previously purchased upgrade. The experience cost of each upgrade is listed in its box.

ACQUIRING SIGNATURE ABILITIES

Before a character can purchase a signature ability or any of its upgrades, the character must "attach" that ability to the bottom of one of his current in-career talent trees. Once a signature ability has been attached to a tree, no other signature abilities may be attached to that tree, and the attached ability cannot be removed or switched to a different tree. A character can only acquire a signature ability from his career and can only attach that ability to in-career talent trees.

To attach a signature ability to one of his talent trees, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability. Then, once a signature ability has been attached to a talent tree, the character may purchase the ability's basic form and its upgrades using experience, just as if they were talents.

The Ace career has access to two signature abilities: This One is Mine and Unmatched Survivability.
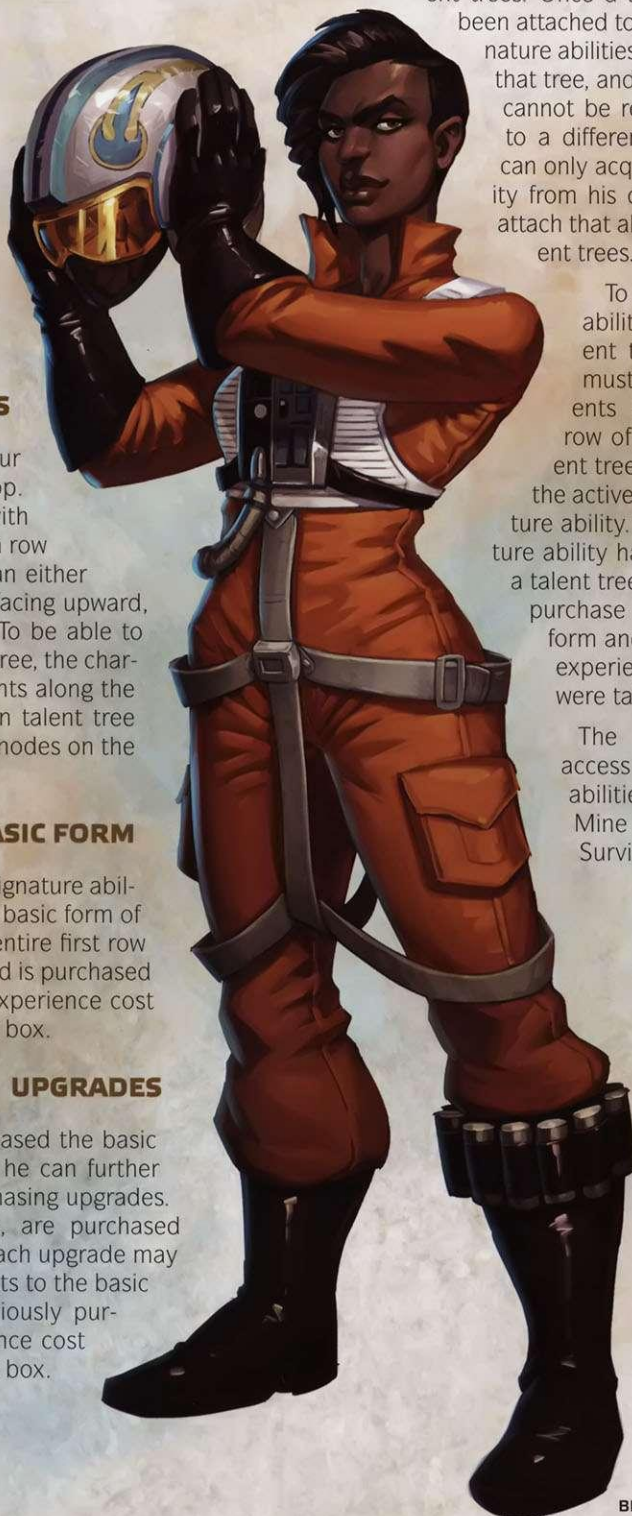
Ace Signature Ability Tree: This One is Mine

☐ THIS ONE IS MINE BASE ABILITY

Once per game session, when piloting a starship or vehicle, the character may spend 2 Destiny Points to challenge another starship or vehicle in the battle with equal silhouette. For 2 rounds, the two ships are locked in a duel. For the duration of the duel, the two dueling ships can only make attacks targeting each other, and no other starships or characters can target the dueling ships with attacks.

COST 30

☐ CHANGE SILHOUETTE
This One is Mine can target ships or vehicle with a silhouette 1 higher or lower.

COST 10

☐ DURATION
This One is Mine lasts for 1 additional round.

COST 10

☐ DURATION
This One is Mine lasts for 1 additional round.

COST 10

☐ EVASION
Upgrade the difficulty of all incoming attacks once while This One is Mine is active.

COST 10

☐ CHANGE SILHOUETTE
This One is Mine can target ships or vehicle with a silhouette 1 higher or lower.

COST 15

☐ FREQUENCY
This One is Mine may be used twice per game session.

COST 15

☐ DESTINY
This One is Mine costs 1 Destiny Point instead of 2.

COST 15

☐ EVASION
Upgrade the difficulty of all incoming attacks once while This One is Mine is active.

COST 15

ACE SIGNATURE ABILITY: THIS ONE IS MINE

Amidst the pandemonium of battles involving hundreds of starships and vehicles, pilots must ignore the chaos around them and focus on individual enemy targets to prioritize. Ace characters have become masters of this. When they focus on a target, all else seems to disappear around them as they stalk their prey. And in turn, as an Ace begins the attack, his target is forced to focus all its attention on staying alive. As the two combatants fight, they weave through the ongoing battle, ignored by all others as they duel for their lives.

BASE ABILITY

Once per game session, when piloting a starship or vehicle, the character may spend 2 Destiny Points to challenge another starship or vehicle with equal silhouette in the battle. For 2 rounds, the two ships are locked in a duel. For the duration of the duel, the two dueling ships can only make attacks targeting each other, and no other starships or characters can target the dueling ships with attacks.

UPGRADES

This One is Mine has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in This One is Mine's tree multiple times have their effects stack.

Change Silhouette Upgrade: This One is Mine can target a starship or vehicle with a silhouette 1 higher or lower per Change Silhouette Upgrade than the starship or vehicle the character is piloting.

Destiny Upgrade: To activate This One is Mine, the character only needs to spend 1 Destiny Point instead of the normal 2.

Duration Upgrade: This One is Mine lasts for 1 additional round per Duration Upgrade.

Evasion Upgrade: While This One is Mine is active, the character upgrades the difficulty all incoming attacks once per Evasion Upgrade.

Frequency Upgrade: This One is Mine can be used twice per game session instead of once.

Ace Signature Ability Tree: Unmatched Survivability

UNMATCHED SURVIVABILITY BASE ABILITY

Once per game session, when piloting a starship or vehicle with a silhouette of 3 or less that is crippled (has hull trauma in excess of its hull trauma threshold), the character may spend 2 Destiny Points as an incidental. The starship or vehicle operates as if it is not crippled for the next 3 rounds, acting as if its hull trauma is equal to its hull trauma threshold.

COST 30

CHANGE SILHOUETTE	**FREQUENCY**	**DURABILITY**	**DURABILITY**
Unmatched Survivability affects ships or vehicles with 1 greater silhouette.	Unmatched Survivability may be used twice per game session.	Reduce Critical Hits suffered by the ship or vehicle by 10 while Unmatched Survivability is active.	Reduce Critical Hits suffered by the ship or vehicle by 10 while Unmatched Survivability is active.
COST 10	COST 10	COST 10	COST 10

CHANGE SILHOUETTE	**DESTINY**	**DURATION**	**REINFORCEMENT**
Unmatched Survivability affects ships or vehicles with 1 greater silhouette.	Unmatched Survivability costs 1 Destiny Point instead of 2.	Unmatched Survivability lasts until the end of the encounter.	The Critical rating of all weapons targeting the ship or vehicle counts as 1 higher while Unmatched Survivability is active.
COST 15	COST 15	COST 15	COST 15

ACE SIGNATURE ABILITY: UNMATCHED SURVIVABILITY

Flying speeders and fighters into combat is a dangerous job. Amidst the chaos of a battle, one stray blast can knock an unsuspecting ship out of commission. Experienced Aces know this, and know every little trick to keep their vehicle going as long as possible.

BASE ABILITY

Once per game session, when piloting a starship or vehicle with a silhouette of 3 or less that is crippled (has hull trauma in excess of its hull trauma threshold), the character may spend 2 Destiny Points as an incidental. The starship or vehicle operates as if it is not crippled for the next 3 rounds, acting as if its hull trauma is equal to its hull trauma threshold.

BEAST RIDER SIGNATURE ABILITIES

Any time one of the Ace Signature Abilities presented here refers to a starship or vehicle, it can also be applied to a riding beast. (In the case of Unmatched Survivability, it affects the beast's wound threshold and Critical Injuries instead of hull trauma and Critical Hits.)

UPGRADES

Unmatched Survivability has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Unmatched Survivability's tree multiple times have their effects stack.

Change Silhouette Upgrade: Unmatched Survivability affects starships and vehicles with 1 greater silhouette per Change Silhouette Upgrade.

Destiny Upgrade: To activate Unmatched Survivability, the character only needs to spend 1 Destiny Point instead of the normal 2.

Durability Upgrade: While Unmatched Survivability is active, the character reduces Critical Hits the starship or vehicle suffers by 10 per Durability Upgrade, to a minimum of 1.

Duration Upgrade: Unmatched Survivability lasts until the end of the encounter, instead of 3 rounds.

Frequency Upgrade: Unmatched Survivability can be used twice per game session instead of once.

Reinforcement Upgrade: While Unmatched Survivability is active, when an opponent makes an attack targeting the starship or vehicle, the Critical rating of any weapon they use counts as 1 higher.

II

CLEARED FOR LAUNCH

"How do you know when you're talking to a pilot? He'll be sure to tell you."

–Common spacer's joke

W hile the skill of pilots always plays a huge role, the starships and vehicles they ride into battle and the gear they bring into the field are of equal importance. As the Rebellion establishes a greater foothold in the galaxy, it has begun to gain access to new technologies like experimental starships. However, the Empire isn't far behind, creating new variants of its dreaded TIE line of starfighters. To survive in these dangerous times, Rebel Aces need to be well-equipped both in and out of the cockpit.

The following chapter contains an expanded list of starships, vehicles, droids, tools, tack, and assorted materiel tailored to the specializations of the Ace career. With a focus on planetary vehicles, starfighters, and various performance-enhancing modifications for both, the hardware presented here is designed to provide a plethora of choices for any taste and play style.

WEAPONS

E xperienced pilots and vehicle operators always carry a weapon stashed away in a pannier or built-in compartment in case of emergency. Weapons used by pilots, riders, and vehicle crews are slightly different than those carried by infantry or engineers. A pilot's weapon tends to be small and easy to handle, a pistol or carbine that can be grabbed or stowed quickly without getting in the way of a vehicle's operation. What follows is a selection of ranged and melee weapons designed with the professional pilot in mind.

DR-45 "DRAGOON" CAVALRY BLASTER

The DR-45 cavalry blaster by Merr-Sonn is one of a line of convertible blaster carbines marketed to vehicle crews and beast riders. Based on Merr-Sonn's popular DD6 blaster pistol, the DR-45, also called the Dragoon, is marketed as an all-in-one weapon providing the portability of a blaster pistol with the range and stopping power of a blaster carbine. To accomplish this, the base weapon, which is a long-barreled blaster pistol, can be fitted with a detachable polycarbonate shoulder stock and a range-extending augmented spin barrel to turn it into a respectably effective blaster carbine. The stock and barrel are fixed to the base weapon with sturdy quick-release mounts that allow an experienced user to mount or dismount the attachments quickly and easily. While not particularly common, Dragoon cavalry blasters are slowly finding a following among members of the Rebel Alliance who value their versatility, reliability, and stopping power.

Converting the DR-45 from a pistol to a carbine takes one maneuver and changes the weapon's combat skill from Ranged (Light) to Ranged (Heavy). Similarly, it takes one maneuver to convert the weapon back, restoring its combat skill to Ranged (Light).

E5 BLASTER CARBINE

The E5 by Baktoid Armor Workshop is a carbine version of their venerable E-5 blaster rifle. Lighter and shorter than its full-sized cousin, the E5 was released in the beginning months of the Clone Wars and saw wide use among vehicle crews and special operatives of the Confederacy of Independent Systems. This weapon was also issued to B1 battle droids, and is the weapon with which those droids are most associated. Like its larger cousin the E-5 blaster rifle, the E5 carbine was based on an earlier BlasTech design which was reverse-engineered by weaponsmiths at Baktoid Armor Workshop for use with their OOM, B1, and BX series droids. It's a relatively reliable blaster that provides respectable stopping power in a small, easy-to-handle package. In addition to its lightened frame and shortened barrel, the E5 also features a foldable stock that further increases its usability. As they were largely designed for use by droids, vehicle crews, and rear-echelon troops, E5 carbines suffer from a few noticeable drawbacks. They are relatively inaccurate over long distances, and thanks to cost-cutting during development, many of their systems are built of sub-standard materials, making them comparatively fragile and prone to overheating during heavy use. While not particularly liked or well-respected weapons, E5 carbines are cheap and readily available, having been built by the hundreds of thousands during the Clone Wars. This makes them very attractive to more cash-strapped members of the Rebel Alliance.

During combat, the Game Master can spend ⚙ ⚙ ⚙ or ▽ to force an E5 to overheat, damaging it by one step as if stuck by a weapon with the Sunder quality (see page 170 of the **Age of Rebellion** Core Rulebook).

TABLE 2-1: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
DR-45 Dragoon	Ranged (Light)	8	3	Medium	1	3	1,900	6	Accurate 1, Stun Setting
E5 Blaster Carbine	Ranged (Heavy)	9	3	Medium	3	4	550	3	Inaccurate 1, Stun Setting
HH-50 Heavy Blaster Pistol	Ranged (Light)	7	3	Short	3	2	1,300	7	Linked 1, Stun Setting, Vicious 1

TABLE 2-2: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Longeing Whip	Melee	+1	5	Short	3	1	600	4	Ensnare 2, Stun Damage
SoroSuub Persuader	Melee	+2	4	Engaged	4	2	1,000	4	Concussive 1, Slow Firing, Stun Setting

HH-50 HEAVY BLASTER PISTOL

BlasTech's HH-50 is a heavy, double-barreled, large-frame blaster pistol designed mainly for hunting large and dangerous animals. Nearly the size of a blaster carbine, and sharing a number of parts and systems with the Clone Wars-era DC-15 blaster carbine, the HH-50 is the largest, heaviest, highest-output blaster pistol currently produced by BlasTech. Popular with beast riders, vehicle crews, and cavalry scouts, the HH-50 packs a blaster rifle's worth of stopping power into a relatively small and easy to use package. Using a patented dual-circuit galven pattern, an over-charged X-citer, and a powerful mix of blaster gases, the HH-50 fires both barrels with one pull of the trigger, allowing it to pierce the thickest hide. The downside to all of this stopping power is that the HH-50 is incredibly inefficient, even for a heavy blaster pistol, and tends to run its blaster gas chamber dry at the most inopportune times.

During combat, Game Masters may make an HH-50 run out of ammunition by spending ⚙ ⚙. This is in addition to the standard spending of ▽. In addition, the Game Master can spend ⚙ ⚙ ⚙ or ▽ to force an HH-50 to overheat, damaging it by one step as if stuck by a weapon with the Sunder quality (see page 170 of the Age of Rebellion Core Rulebook).

LONGEING WHIP

Used for guiding riderless beasts and driving teams of creatures, a longeing whip is an essential piece of a beast rider's kit. Made by companies such as Piccatech Ltd. and Xenovet, longeing whips typically consist of a hide or synthetic textile-wrapped composite haft between one and two meters in length. A thin, flexible lash extends from the haft another two meters and is used mainly to make noise to recall a wandering or distracted beast to its duty. Although mainly a tool, a longeing whip also makes a decent improvised weapon, especially in the hands of an experienced user. Its length and flexibility allows a user to keep a threat at a comfortable distance, and the lash can be used to distract and even entangle an assailant.

SOROSUUB "PERSUADER" ANIMAL SHOCK PROD

SoroSuub's Persuader, officially known as the Model VIII Animal Shock Prod, uses the technology found in force pikes and shock batons to control large, thick-skinned beasts. A little over two meters long, the Persuader is a long, narrow rod with a thicker haft at one end and a multi-pronged tip at the other. The haft contains the prod's power cell and controls as well as the non-slip handgrips. When activated the Persuader emits a variable electrical charge with an intensity that can be adjusted from a light sting that gets a creature's attention to a powerful discharge that can knock a fully grown Wookiee unconscious or render a rampaging rancor meek and biddable.

Persuader Animal Shock Prods require two hands to wield. This weapon has the Slow-Firing 1 rule, representing its electrical charge having to recharge. On rounds during which it is recharging, if the character wants to attack with it, he can only use it as an improvised weapon (see page 225 of the Age of Rebellion Core Rulebook).

ARMOR

Reinforced crash suits built to help an individual survive a high-speed swoop crash, high-tech armored flight suits with integrated life support systems that plug directly into those in an X-wing starfighter, and heavy armor for a trusty steed are all examples of the typical clothing and armor required by professional pilots and animal handlers.

A/KT SHOCKRIDER CRASH SUIT

Specially designed for those who make their living behind the wheel, the Shockrider crash suits from Ayelixe/Krongbing Textiles Corporation are built to help pilots of speeders, speeder bikes, swoops, and other fast atmospheric vehicles survive even the worst crashes. Made of rugged synthetic materials reinforced with a light armored mesh, a crash suit comes with a snug-fitting full-body suit with heavy fasteners, gloves, boots, and a helmet. They are also reinforced with special impact absorbing gel inserts at strategic areas to absorb shocks to those parts of the body that are typically the first to take damage in an accident. In addition to these protections, the materials of the crash suit are also embedded with a fire-and-radiation-proof chemical to help wearers survive the fires that often break out during crashes.

Thanks to its rugged construction and integrated armor, a crash suit reduces any strain received from Critical Hits dealt to the wearer's vehicle by 1 (to a minimum of 1) and the flame-resistant coating reduces damage dealt to the wearer by fires and weapons with the Burn quality by 1.

A/KT WING COMMANDER ARMORED FLIGHT SUIT

The popular Wing Commander armored flight suit by Ayelixe/Krongbing Textiles Corporation is the latest word in pilot comfort and protection. Similar to the Shockrider crash suit, the Wing Commander is built of sturdy synthetic textiles reinforced with a thick, energy-dispersing foil-fiber armorweave. In addition to the armorweave, the Wing Commander features thin ferro-ceramic armor plates and impact-absorbing gel inserts to protect delicate areas. The suit also features a sophisticated life support system that performs well in both atmosphere and space, and can be sealed to the gloves, boots, and helmet to form an ersatz space suit in case of emergency. To top off their protective features, Wing Commander suits are also treated with a fire-and-radiation-proof chemical to help wearers survive vehicle fires.

Thanks to its rugged construction and integrated armor, the Wing Commander suit reduces any strain received from Critical Hits dealt to the wearer's vehicle by 1 (to a minimum of 1) and the flame-resistant coating reduces damage dealt to the wearer by fires and weapons with the Burn quality by 1.

CABALLERIN-SERIES RIDING TACK

No matter how tame and biddable a creature is, and how much a rider believes he can trust his mount, a good set of riding tack is an indispensable part of a beast rider's accoutrement. Made in a variety of styles for nearly every known beast able to be domesticated in the galaxy, Piccatech Ltd.'s Caballerin-series beast tack is the industry leader in beast-riding equipment. A full set of riding tack includes a sturdy saddle tailored to both the beast and the type of riding expected, stirrups, headgear (bridle, halter, bit, etc), and breastplate. If the tack is purchased for a working animal as opposed to a riding animal, a harness is substituted for the saddle, and allows a creature to pull or carry vast amounts of cargo.

A/KT Wing Commander Armored Flight Suit
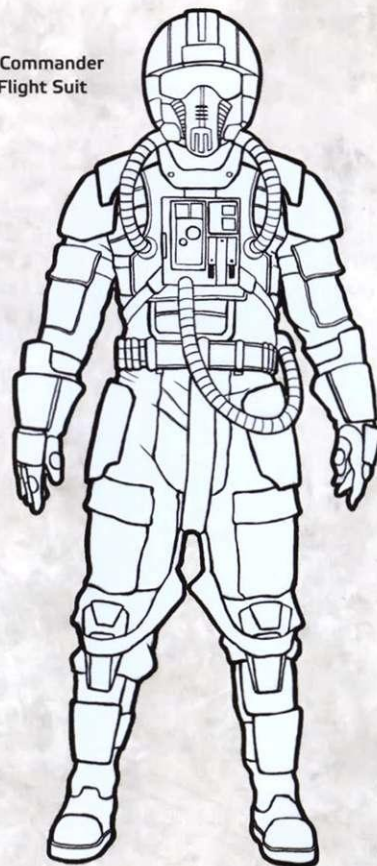
TABLE 2–3: ARMOR, CLOTHING, AND TACK

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
A/KT Shockrider Crash Suit	0	2	3,000	2	1	3
A/KT Wing Commander Armored Flight Suit	1	1	1,500	3	1	6
Caballerin-Series Riding Tack	0	0	250	2	0	4
Capari-series Padded Beast Armor	0	2	2,500	4	0	5
Destri-series Laminate Beast Armor	0	4	8,500	7	1	7
H-series Megafauna Carriage	1	0	5,500	5	2	7

Tack can only be equipped to bestial riding animals. Using it allows the character to ride the beast without suffering the bareback riding penalties discussed on page 81.

CAPARI-SERIES PADDED BEAST ARMOR

Lighter and more flexible than the heavy Destri-series armor, Capari-series padded beast armor by Piccatech Ltd. offers an excellent balance between protection and wearability. Similar in construction to Tagge-Co.'s Protector X LEO armor, Capari armor consists of heavy-duty synthetic textiles woven with energy absorbing foil-fiber armorweave. The armor is backed with thin polycarbonate armor plates situated in strategic locations at the animal's neck, shoulders, chest, back, and legs. While it offers lighter protection than the heavy Destri-series, the Capari-series is easier to wear than its heavier cousin and does not limit a creature's speed or range of motion.

Padded beast armor can only be equipped to bestial riding animals. In addition to its other effects, using it allows the character to ride the beast without suffering the bareback riding penalties discussed on page 81.

DESTRI-SERIES LAMINATE BEAST ARMOR

Piccatech's Destri-series beast armor uses modern armor technology to provide unparalleled protection for working and riding beasts. It uses the same kinds of hard laminate composites used to make heavy battle armor and the famous laminate armor worn by Imperial Navy Stormtroopers. Sold in a dizzying variety of styles, Destri armor commonly includes articulated laminate plate armor for a creature's head, neck, back, chest, and legs. In addition to the protection, the armor is designed with mounting points for saddles, tack, panniers, and other various equipment. The armored plates are lined with a shock-absorbing coating, and the entire set is designed to distribute the weight of the armor. Destri armor is not a fully sealed suit and does not protect against chemical agents, radiation, or environmental conditions, but it does offer excellent protection against light blaster fire, projectiles, and shrapnel.

Destri armor is relatively heavy, and although it's designed to be as easy as possible on the beast wearing it, the armor still necessarily restricts movement and tends to make a creature slower. Beasts wearing Destri-series beast armor have their Agility reduced by 1, to a minimum of 1.

Laminate beast armor can only be equipped to bestial riding animals. In addition to its other effects, using it allows the character to ride the beast without suffering the bareback riding penalties discussed on page 81.

H-SERIES MEGAFAUNA CARRIAGE

Piccatech's H-series megafauna carriage is an essential piece of kit for those working with oversized creatures. Known colloquially as a howdah, at its most basic the H-series megafauna carriage is little more than a broad platform that straps to the back of a large creature. They come in a range of sizes, can be built to fit nearly any large beast, and can be built to carry passengers, cargo, or a combination thereof. A variety of options are offered for the H-series, including different rails and safety features, canopies, environmentally sealed enclosures, or nearly anything else a customer might desire.

A beast must have a silhouette of at least 3 and a Brawn of at least 5 to be fitted with a howdah. Basic howdah configurations are readily available for beasts with a tetrapodal or quadrupedal stance, like the fambaa or dewback, at the listed price. Howdahs for creatures with more appendages, like the six-legged acklay, can be had for a small additional fee, generally 500 credits. Howdahs can be armored and fitted with one or two Gunnery or vehicle-scale weapons, following the usual restrictions for silhouette as outlined on page 287 of the AGE OF REBELLION Core Rulebook.

A megafauna carriage can only be equipped to bestial riding animals. In addition to its other effects, using it allows the character to ride the beast without suffering the bareback riding penalties discussed on page 81.

GEAR

Specialized equipment is both the blessing and the bane of any profession. Tools and assorted gear that allow pilots and beast riders to do their jobs easily and more efficiently are a positive boon. On the other hand, relying on tools rather than skill and nerve tends to blunt the fine edge that pilots, drivers, and riders need to perform at their best. This section presents assorted tools, clothing, and gear for the discerning Ace.

MEDICAL

When most individuals talk about medical devices, they think of medpacs and stimpacks, items used to treat sick or wounded sentient beings, but what about beasts? The medical needs of the galaxy's numerous beasts are every bit as complex and demanding as those of its civilized peoples. Presented here is a small selection of veterinary equipment designed to aid in the care and training of wild animals.

XV-38 PORTABLE LARGE ANIMAL VETERINARY KIT

The XV-38 Portable Large Animal Veterinary Kit (PLAV) is produced by Xenovet, a Commenorian biotech firm famous for its high-end designer pets and precision veterinary equipment. Designed for use by veterinarians, beast breeders, or anyone who deals with large and often dangerous animals for a living, the PLAV features a veterinary clinic's worth of equipment in an easy to carry, man-portable package. Roughly the size of a large duffel, within its lockable, hard-sided case

the PLAV contains enough drugs, medical supplies, specialty tools, and other gear to stabilize wounded creatures in the field until they can be moved to a fully outfitted clinic. The kit also contains a datapad containing a specialized knowledge and emergency procedure database for many of the more well-known beasts, as well as tutorials to assist those with no veterinary training in treating wounded creatures in an emergency.

The PLAV allow a user to examine, analyze, and perform medical procedures on all manner of creatures. Like the medpac does for humanoid species (see page 192 of the **AGE OF REBELLION** Core Rulebook), the PLAV allow a character to medically treat alien creatures without penalty as per the rules on page 232. Additionally, it grants ▢ to all Medicine, Survival, and Knowledge (Xenology) skill checks made to analyze or treat these creatures.

XV-09 CHEMICAL RESTRAINT HARNESS

The XV-09 Pacifier is one of the more uncommon products sold by Xenovet. Roundly derided by those who make their living with animals as a cheap shortcut used by quacks and animal haters, the Pacifier is designed to control a wild or otherwise uncontrollable animal through chems rather than training. Similar to a typical riding or restraining harness, the Pacifier is made of a sturdy and flexible synthetic weave that loops around a creature's ribs, chest, and shoulders with a heavy brace that sits at its withers. Built into the back brace is a refillable auto-hypo typically filled with a cocktail of behavior-controlling drugs. The auto-hypo is connected

XV-09 Chemical Restraint Harness

XV-38 Portable Large Animal Veterinary Kit
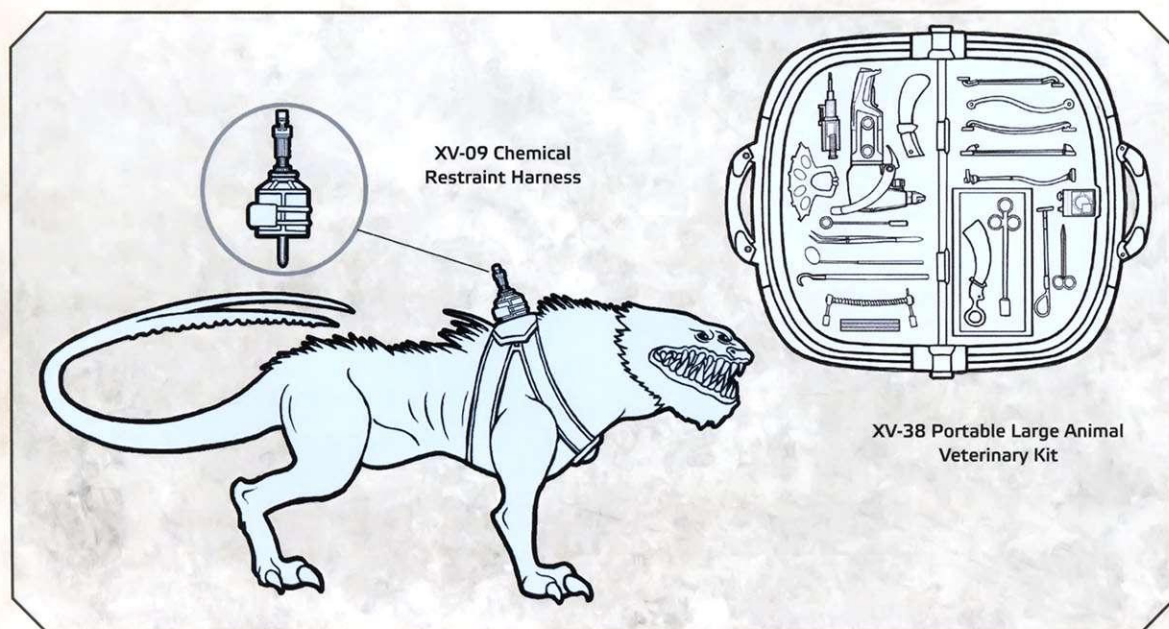
TABLE 2-4: GEAR

Item	Price	Encum	Rarity
Medical			
XV-38 Veterinary Kit	600	3	3
XV-09 Chemical Restraint Harness	1,200	2	5
Tools			
AG/I mk.III Targeting Goggles	1,000	1	5
Custom Tool Kit	700	5	5
Workshop Manual	100	1	vehicle rarity
Droids			
R7 Astromech	11,000	–	6
Q7 Astromech	6,500	–	8

to a remote that can trigger the pump at up to close range, and is used in much the same way as a remote for a droid restraining bolt. While the drugs tend to make even the most cross-grained creature docile and biddable, they can also have a number of unforeseen side effects ranging from dulling a creature's intellect or senses to killing it with an overdose.

Using a Pacifier on a wild animal is a temporary fix at best, and should only be done in emergencies. Mounting the harness on a creature requires a **Hard (♦♦♦) Survival check** to ensure the harness is fitted properly and the auto-hypo is situated correctly. The difficulty of this check can be reduced by 1 with a successful **Knowledge (Xenology) check**. If successful, the XV-09 grants ☐ ☐ to any Survival checks made to control the beast wearing the harness. In addition, creatures that are successfully pacified gain ☐ to any Discipline checks. Game Masters can spend any ۞ generated by the initial Survival check to reflect one or more negative side effects caused by the drugs. The exact nature of these side effects is left to the Game Master's discretion. In addition, the Game Master can spend ۞ ۞ ۞ or ▽ to reflect a catastrophic reaction to the drugs, such as a heart attack or brain aneurysm, which results in the animal's death. While safe for use on animals, the powerful mixture of chemicals in the harness can be dangerous to the minds of sentient beings. Attaching the harness to a sentient being can result in permanent brain damage and even death.

TOOLS

Proper maintenance and access to the correct tools to perform said maintenance are every bit as important to a pilot's livelihood as a reliable vehicle and a well-tailored flight suit. The tools listed in the following section provide a pilot or driver the equipment and guidance he needs to make even complex repairs to his ship or vehicle.

JOURNEYMAN TOOLS INC. CUSTOM TOOL KIT

For every job there is a proper tool; the bigger the job, the more tools a technician needs. Journeyman Tools Inc. knows the importance of a well-made, reliable, easy-to-use tool to a mechanic or shipwright, and their line of custom tool kits are designed and built for the hardworking and discerning professional. Journeyman custom tool kits feature all the tools common to specific kits, like the kits used to work on a walker or a starfighter, with the addition of a number of specialty implements as dictated by the purchaser. Each tool is custom-fit to the purchaser using a number of variables including grip, handedness, strength, arm length, and even working style. Once ordered, the tools are packed in a custom-built, locking tool box with each tool nestled into its own form-fitted foam cutout to keep it securely in place during use or transit.

Using a Journeyman Tools custom tool kit grants the user for whom the kit was built ☐ to any skill check made to maintain or repair an item, computer, weapon, vehicle, or starship. A character attempting to use Journeyman tools made for someone else suffers ■ to the same checks. Custom tools can be customized for another user with extensive, and often expensive, modification.

FABRITECH AG/L MK.III TARGETING GOGGLES

Popular with weapon crewmen, squad support gunners, and anyone who makes a living behind the sights of a heavy man-portable or vehicle-mounted weapon, Fabritech's AG/I Mk.III targeting goggles are the best selling targeting aid on the galactic market today. Worn over a shooter's eyes, the Mk.III goggles use a number of physical and electronic systems to improve a gunner's combat effectiveness. Along with a highly detailed holographic targeting reticule, the Mk.III also provides a user with varying strengths of

Fabritech AG/L
Mk.III Targeting Goggles
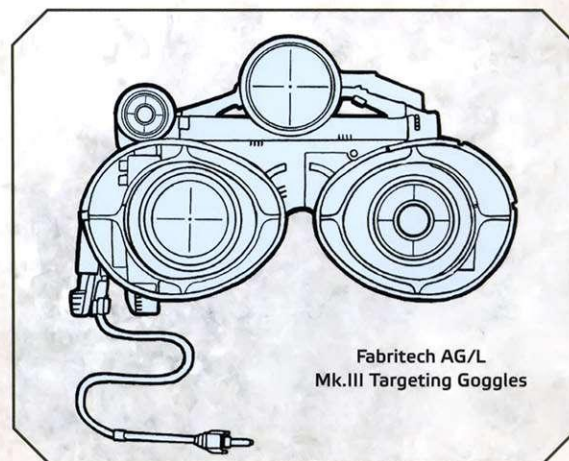
telescopic zoom, low-light vision, and a number of filters to reduce glare and eye fatigue. In addition, the goggles are equipped with a small, powerful ballistic computer that can instantly plot firing solutions, label and rank enemies by threat level, track friendlies, and generally increase accuracy while reducing waste and incidents of friendly fire.

Wearing an AG/I Mk.III targeting goggles allows the character to count the silhouette of his target as one greater when making Gunnery checks targeting a starship or vehicle.

CHILES-ZRAII FOREMAN-SERIES OWNER'S WORKSHOP MANUAL

Produced by the Verpine Chiles-Zraii consortium, the Foreman-series of owner's workshop manuals are a must-have for anyone responsible for the care and maintenance of a ship, walker, speeder, or groundcar. Written for an exhaustive array of ships and vehicles, from the Flare-S Swoop to the YT-1300 to the gravity control system of an *Imperial II*-class Star Destroyer, each owner's workshop manual features detailed, clearly written, and illustrated instructions designed to assist even an inexperienced mechanic in maintaining or repairing a vehicle, vessel, or a specific system described therein. The manuals are sold in single-use, read-only datapads that contain all the information needed to make repairs, and feature expandable, three-dimensional parts diagrams with constantly updated parts numbers and a wireless connection to the galactic holonet. They also include a diagnostic program that assists in maintenance and repair by using the vehicle's onboard computer to trace circuits and find faults within systems. This allows a mechanic to diagnose the problem with his machine, see what parts he needs, order those parts from the nearest supplier, and then gives him all the information needed to install the parts and fix his problem.

Using an owner's workshop manual allows the character to downgrade the difficulty of any checks made to maintain or repair the vehicle or starship for which the manual was written once. Owner's manuals give no bonuses to work on other vehicles for which they are not written. For example, an owner's workshop manual for the YT-1300 grants bonuses when working on a YT-1300, but not when working on a Y-wing. At the Game Master's discretion, a workshop manual can be used on two ships or vehicles from the same company with a high parts commonality, such as CEC YT-series freighters. The rarity of a workshop manual is equal to the rarity of the starship or vehicle for which it was written.

DROIDS

According to many ace pilots, the only droids worth knowing are astromech droids, which makes sense considering the close relationships many pilots have with these handy, often cantankerous, little droids. Presented here are two new astromech droids built for use with specific starfighters but who are, at heart, still astromech droids and still much more useful to a pilot than a protocol or entertainment droid.

R7-SERIES ASTROMECH DROID (RIVAL)

The R7-series is the latest member of Industrial Automaton's highly respected R-series family of astromech droids. Designed specifically for use in the newly released E-wing multi-role starfighter, the R7-series was developed in secret, along with its bespoke starfighter, as part of a joint venture between IA and FreiTek Incorporated. Using the development of IA's R6-series astromechs as cover, the R7 project set out to build the most competent and reliable astromech droid ever produced. Using an all-new, highly-advanced droid brain and the latest versions of IA's tried-and-true astromech programming, the R7-series outshines even the venerable R2-series as an astrogator, technician, and starship pilot.

The R7 is an extremely novel design, using few parts or systems from earlier R-series droids. While it still has the iconic R-series barrel-shaped body, domed head, and two outboard legs with broad, treaded feet, that's where the resemblance to its older cousins ends. The internal systems of the R7 are all new, and its power and computer systems are heavily shielded using circuit-hardening technology typically found in starfighters. The droid's chassis is reinforced and constructed from stronger and lighter alloys than previous models. The triangle-shaped sensor eye is packed with advanced optical sensors that allow the droid to see in nearly any light as well as scan and analyze materials and structures for microfractures and stress fatigue. R7s are programmed with an eager, can-do personality that stands in stark contrast to the strange and surly personalities exhibited by their R5 predecessors.

Unfortunately, despite all their advanced systems and genial personalities, the capabilities of the R7 series are limited. While they enjoy incredible synchronicity between their systems and the systems of the new E-wing starfighters for which they were designed, R7s find it difficult or even impossible to interface with older starfighters. Even the vaunted X-wing's systems are too slow and clunky for an R7 to use fully. R7s can be programmed to interface with other starfighters, but their compatibility can never be one hundred percent. In game terms, this means that when connected with any starfighter or other vessel that isn't an E-wing, an R7 loses the benefits of its Galaxy Mapper and Hold Together talents.

Skills: Astrogation 3, Computers 3, Cool 2, Mechanics 3, Piloting (Space) 2.

Talents: Galaxy Mapper 1 (remove ■ from all Astrogation checks, and Astrogation checks take 50% less time), Hold Together (spend one Destiny Point to make a Hold Together incidental immediately after a the droid's starship takes damage. The droid's controlling character explains why the apparently serious damage was in fact superficial, and the damage from the attack becomes system strain instead).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive indefinitely underwater or in vacuum. Immune to poisons and toxins).

Equipment: Arc Welder (Melee; Damage 3; Critical –; Range [Engaged]; Stun Damage), built-in repair and diagnostic suite (counts as tool kit).

Price: 11,000 credits.

Rarity: 6.

Q7-SERIES ASTROMECH DROID (RIVAL)

The Q7 was the result of a joint venture between Industrial Automaton and Kuat Systems Engineering. Designed specifically for use in KSE's A3 Nimbus short-range interceptor, the Q7 is unique among IA's astromech droid catalog in both construction and personality. Using design specifications and access to the Nimbus' advanced new software architecture, IA developed its new droid specifically for use in the new fighter, a process that both companies felt would be a growing trend in the near future. After numerous failed prototypes, IA finally perfected the interface systems and the brand new Q7 was revealed along with the Nimbus to overwhelming praise from both the military and civilian sectors.

Unlike any of Industrial Automaton's astromech droids on the market at that time, the Q7 is as visually striking as it is competent. Combining the sensor dome of an R2-series with a lower hemisphere containing a miniaturized repulsorlift generator, the Q7 is a perfect alloy sphere roughly one meter across at its widest. The droid's body style was dictated by the size of the Nimbus, which is an incredibly tiny fighter, and the locations in which designers could find space. The ability to go anywhere, anytime, and to get itself into and out of its droid socket with no outside assistance was one of the Q7's biggest selling points, and one that played very well with those interested in military logistics and planning. The droid's programming and its ability to interface so seamlessly with the A3 was touted as the next step in astromech droid development. Many thought that having a droid built specifically for a given ship represented a significant step forward, as it meant that the droid and the craft could work in perfect tandem. The positive buzz around the Q7 lasted right up until the Republic Navy took delivery of the A3 fighters and their attendant droids, and then some ugly truths became quickly apparent.

As the Republic Navy became more familiar with the Q7 and its quirks, it became clear that the little droid was drastically limited in both scope and utility. The fact that it was built solely for the Nimbus meant that, while it was quite good at operating that fighter, thanks to its size, shape, and bespoke programming the A3 was the only fighter with which it worked well.

The majority of Q7 astromech droids have long since been reprogrammed to work with other ships and live their lives in more common astromech droid bodies. Those who escaped this fate, and who still work with the few remaining A3 Nimbus fighters, retain the bonuses granted to them by their programming for linking to their old fighters. Q7s with their original programming gain the following bonuses only when linked to an A3 Nimbus, but not when connected to any other ship.

Gearhead 1 (remove ☐ from all Mechanics checks, and the credit cost to add mods to attachments decreases by 50%).

Hold Together (spend one Destiny Point to make a Hold Together incidental immediately after a the droid's A3 takes damage. The droid's controlling character explains why the apparently serious damage was in fact superficial, and the damage from the attack becomes system strain instead).

The Q7 lacked the programming and the hardware to interface with any other ship or vehicle in the Republic Navy inventory, which, compared to the current R2 and R3 series droids, made it unsuitable for most work undertaken by Navy droids, such as the repair and maintenance of ships. In addition, the Q7's personalities, such as they were, were so single-minded and focused on their specific fighters that they were difficult to work with when doing anything other than flying the A3. Aside from their programming and personalities, the droids' repulsorlift system proved to be finicky, high maintenance, and hard to repair in the

inevitable event of a break down. All of this added up to make the Q7 perhaps the most loathed droid series in IA's history and a black mark on its otherwise sterling reputation.

After the initial run of Q7s were produced for the Navy's A3 fighters, production was ceased and all back stock Q7s were sold at fire sale prices to civilians and local governments throughout the galaxy. With the collapse of the Republic and the rise of the Empire came the retirement of the A3 and the development of the new TIE-series fighters, which also meant retirement for the numerous Q7s in the inventory. Many were simply scrapped with their fighters and either recycled or returned to IA for parting out. Those that survived were typically reprogrammed as well as possible to work as general astromech droids and transplanted into surplus R2 and R3 bodies. Today, it's rare to find a functioning Q7, and even rarer to find one in its original body. Those that are still around are typically found in out-of-the-way places where their low cost and admittedly strong grasp of astromechanics make them an attractive investment.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	9	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 indefinitely underwater or in vacuum. Immune to poisons and toxins).
Equipment: On-board repair and diagnostic suite (counts as tool kit).
Price: 6,500
Rarity: 8.

VEHICLE PROFILES

A professional pilot or driver without a vehicle in which to prove his skill is little more than an idle braggart obsessed with the obscure minutiae of repulsorlift generators and the thrust output of ion engines. Included here are a number of landspeeders, airspeeders, and speeder bikes appropriate for any Ace specialization.

LAND VEHICLES

The Empire's overwhelming ground forces pose a huge threat to the Rebellion. Walkers and tanks are threats to the Rebellion's pilots both on the ground and in the air. Even starships, normally safe in space, have to land for repairs and refueling. A well-placed Imperial AT-AA can spell doom for an unwary pilot.

FLAK CANNONS

The concept behind flak cannons dates back to the earliest days of powered flight, and is among the simplest, most effective anti-fightercraft weapon systems in use today. Using a powerful mass driver, a flak cannon fires a large-caliber shell packed with thousands of dangerous, tiny objects such as shrapnel, micro-explosive pellets, or inert durasteel flechettes. Flak shells burst at a set distance and spread their contents in a dense cloud that can tear small, lightly armored airspeeders or starfighters to shreds in an instant.

TABLE 2-5: FLAK CANNONS

Name	Range	Dam	Crit	Qualities	Price	Rarity	Compatible Silhouette
Light Flak Cannon	Close	5	3	Blast 4, Slow-Firing 1, Vicious 3	6,000	5	4-10
Medium Flak Cannon	Short	5	3	Blast 4, Slow-Firing 1, Vicious 4	8,000	6	5-10
Heavy Flak Cannon	Short	6	3	Blast 5, Slow-Firing 2, Vicious 5	10,000	7	6-10

ALL-TERRAIN ANTI-AIRCRAFT

One of the less well-known members of Rothana Heavy Industries' AT-series walker family, the AT-AA was first produced during the final years of the Clone Wars. Slow and tough, these walkers are fielded by the Imperial Army as mobile heavy air defense vehicles. A rarity among walker designs, the AT-AA is long and low to the ground, with four short legs ending in three-toed feet that extend out from the sides of the hull rather than straight down like an AT-AT or AT-ST. This gives the walker a lizard-like, rather than mammal-like gait and appearance. These walkers are operated by a crew of three—pilot, gunner, and commander—housed in a cramped forward-mounted control pod. The rest of the vehicle is given over to the power, drive, and fire-control systems.

Heavily armored for a walker of its size, the AT-AA is a slow, plodding vehicle better suited to rear-echelon, over the horizon artillery support and air defense rather than front line combat. In its role as an air defense walker, the AT-AA is armed with either a turret-mounted twin flak cannon or a turret-mounted quad concussion missile battery. This armament, combined with the vehicle's sophisticated air defense targeting system, allows a squad of AT-AAs to deny a remarkably broad swath of sky to enemy airspeeders and starships. While they can keep entire squadrons at bay with their flak bursts and concussion missiles, AT-AAs lack any secondary armaments and thus are woefully susceptible to attack from ground vehicles and infantry. While the walkers are equipped with firing ports from which the crew can fire their personal weapons, the vehicles have few defenses against a determined ground-based enemy. As such, AT-AAs are typically fielded with infantry and AT-ST support.

4	1	−2	0	−	−	0	4
SILHOUETTE	SPEED	HANDLING	DEF FORE/PORT/STARBOARD/AFT				ARMOR

HT THRESHOLD	SS THRESHOLD
20	18

Vehicle Type/Model: Walker/AT-AA.
Manufacturer: Rothana Heavy Industries.
Sensor Range: Medium.
Crew: One pilot, one gunner, one commander.
Encumbrance Capacity: 25.
Passenger Capacity: 2.
Price/Rarity: 135,000 credits (R)/7.
Customization Hard Points: 0.
Weapons: Turret-mounted twin light flak cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]; Blast 4, Linked 1, Slow-Firing 1, Vicious 3) or turret-mounted concussion missile tubes (Fire Arc Up; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 36, Slow-Firing 1).

1-L IMPERIAL-SERIES REPULSOR TANK

Produced for the Imperial Army by Ubrikkian Industries, the 1-L is the lightest and fastest member of the well-respected Imperial series of repulsor tanks. Small and lightly armored with a blocky, wedge-shaped hull, the 1-L is a light armored cavalry tank used to scout ahead of Imperial Army armored units and to attack smaller, lighter fighting vehicles. Operated by a crew of three Imperial armored cavalrymen, the 1-L is relatively fast and nimble for an armored fighting vehicle, and is a fine complement to its 1-M and 1-H siblings.

Primary armament for the 1-L is a turret-mounted light blaster cannon mounted at the aft of the vehicle. Controlled by the gunner, this weapon provides excellent range and punch, allowing a squad of light repulsor tanks to destroy enemy AFVs with ease. Although lightly armored, the sloping hull of the 1-L assists in deflecting incoming blaster fire and ordnance, providing respectable protection for the crew. In addition, the tank can be buttoned up and sealed against heat, cold, radiation, and chemical and biological agents. When sealed, the crew is protected from foreign contaminants and the tank's life support system can keep the crew supplied with fresh air and water for up to 72 standard hours.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
3	2	+1	0	-	-	0	3

		HT THRESHOLD	SS THRESHOLD
		12	10

Vehicle Type/Model: Landspeeder/1-L Light Repulsor Tank.
Manufacturer: Ubrikkian Industries.
Maximum Altitude: 3 meters.
Sensor Range: Close.
Crew: One pilot, one gunner.
Encumbrance Capacity: 12.
Passenger Capacity: 4.
Price/Rarity: 50,000 credits (R)/5.
Customization Hard Points: 1.
Weapons: Turret-mounted light blaster cannon (Fire Arc All; Damage 4; Critical 4; Range [Close]).

AV-21 LANDSPEEDER

A hot-rodder's dream ride, Mobquet's AV-21 is a limited-production landspeeder built for raw, straight-line speed rather than delicate handling. Long, low, and lean, the AV-21 has a striking wasp-waisted profile that makes the speeder look fast even while standing still. From the front, the speeder looks like a small starfighter, with a forward hull section that resembles a smaller, narrower Y-wing cockpit. A small, well-appointed, two-seat cockpit is located in the middle of the vehicle, and the vehicle's aft section is dominated by razor-thin control surfaces and two massive ion thrusters in streamlined outboard nacelles. Every panel is precision-made and hand-fitted to make as smooth and aerodynamically efficient a surface as possible in an effort to squeeze every ounce of speed out of the powerful engines.

The AV-21 is highly sought after by speed freaks, racing aficionados, and various stripes of wealthy elite as both a status symbol and as a stunning example of the landspeeder builder's art. As each AV-21 is almost completely hand-built in a special Mobquet facility, these speeders are quite rare. The waiting list to purchase a new one is over a standard year long; if one can be found, it sells for twice to four times the standard price.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
2	3	0	0	-	-	0	0

		HT THRESHOLD	SS THRESHOLD
		4	6

Vehicle Type/Model: Landspeeder/AV-21.
Manufacturer: Mobquet Swoops and Speeders.
Maximum Altitude: 3 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 10.
Passenger Capacity: 1.
Price/Rarity: 6,500 credits/7.
Customization Hard Points: 3.
Weapons: None.

AIR VEHICLES

Despite the many similarities between aircraft and spacecraft, those pilots trained to fly in an atmosphere learn an entire different set of skills. From fast, sleek swoops to large bomber craft, the assortment of aerial vehicles across the planets of the galaxy is staggering. Many Rebel pilots got their start racing swoops or flying airspeeders for planetary law enforcement.

SU-40 HIGH-PERFORMANCE AIRSPEEDER

Where the AV-21 is among the most highly sought after high-performance landspeeders in the galaxy, SoroSuub's SU-40 is its airborne counterpart. Built for sporting and racing, the SU-40 is a lightweight airspeeder with a long, dart-like fuselage, short truncated wings, and a two-position cockpit covered by a polarized bubble canopy. The SU-40's heart is a single SoroSuub IN-780 supercharged ion turbofan engine delivering power through a precision-vectored thrust nozzle and various attitude thrusters scattered around the hull. Nearly as fast as a TIE/ln starfighter, the SU-40 is all engine, with nearly every comfort and safety feature sacrificed in the name of raw speed and handling.

SU-40s are custom-built to each individual customer's specifications, and as such are both rare and frightfully expensive. Coveted by the wealthy and powerful, most of these airspeeders are sold in the Core Worlds and on Coruscant where they fetch exorbitant prices.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
2	5	+2	0	-	-	0	0
			HT THRESHOLD			SS THRESHOLD	
			4			5	

Vehicle Type/Model: Airspeeder/SU-40.
Manufacturer: SoroSuub.
Maximum Altitude: 100 kilometers.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 6.
Passenger Capacity: 1.
Price/Rarity: 15,000 credits/5.
Customization Hard Points: 2.
Weapons: None.

NEBULON-Q RACING SWOOP

Favored by hooligans, swoop gangers, and professional racers, Mobquet's Nebulon-Q is one of the fastest, most powerful swoops on the galactic market. Considered a "muscle swoop" by those who appreciate such things, the Nebulon-Q is the middle sibling in the Nebulon-series swoops. Bigger than the Nebulon-R and more sophisticated than the Nebulon-S, like its siblings the Nebulon-Q is marketed mainly to thrill seekers and professional swoop racing teams. Little more than an engine with a saddle attached, the Nebulon-Q is powered by a high-output version of Mobquet's AE318 swoop engine delivering thrust through a pair of overcharged ion turbofans. Combined with a precision avionics package and fine-tuned control surfaces, the Nebulon-Q provides both blistering straight-line speed and incredible agility in one small package.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
2	3	+2	0	-	-	0	0
			HT THRESHOLD			SS THRESHOLD	
			3			2	

Vehicle Type/Model: Swoop/Nebulon-Q.
Manufacturer: Mobquet Swoops and Speeders.
Maximum Altitude: 350 meters.
Sensor Range: None.
Crew: One pilot.
Encumbrance Capacity: 3.
Passenger Capacity: 0.
Price/Rarity: 5,500 credits/5.
Customization Hard Points: 3.
Weapons: None.

PTB-625 HEAVY BOMBER

One of a trio of heavy fightercraft produced by a joint Incom/SubPro venture, the PTB-625 is an old, tried-and-true airspeeder design that has proven itself time and again during its decades of service. Designed as a heavy atmospheric bomber, the PTB-625 was first introduced into the Republic Navy arsenal alongside the ARC-170 reconnaissance fighter and the NTB-630 orbital bomber sometime before 22 BBY. A design departure from other Incom/SubPro products, the PTB-625 is a massive flying wing-style airspeeder driven by six powerful ion turbofan thrusters mounted in the trailing edge of the wing/fuselage. These airspeeders carry a crew of five in two cramped, pressurized cabins with just enough storage room for a small flight bag and a sidearm at each station. There is also a small crew area between the cabins that contains two bunks, a small refresher and even smaller galley for long-range bombing missions. PTB-625s are also equipped with ejection capsules for each crew member that automatically seal and launch through the speeder's belly should the computers sense an imminent crash.

Optimized for strategic bombing missions, the PTB-625 has a cavernous modular ventral-mounted bomb bay that can carry any kind of ordnance from standard proton or concussion bombs to sophisticated rotary launchers designed to launch heavy missiles from beyond visual range. In addition to the speeder's ordnance, it also carries turret and fixed position-mounted auto-blasters and light laser cannons for fending off interceptors and incoming missiles. Although the PTB-625 is slower than its space-going siblings, even today it is faster than most heavy airspeeders of similar type and role. While certainly

a powerful and capable airspeeder, the PTB-625 is considered antiquated in modern orders of battle, its role overtaken by multi-role speeders and small, fast, dedicated strike fighters. Despite their age and limited usefulness however, numerous PTB-625s still serve with the Rebel Alliance, brought in when overwhelming force is required to destroy heavy Imperial installations and planetary infrastructure.

4	2	-2	DEF FORE/PORT/STARBOARD/AFT				ARMOR
SILHOUETTE	SPEED	HANDLING	0	-	-	0	3
			HT THRESHOLD		SS THRESHOLD		
			15		15		

Vehicle Type/Model: Airspeeder/PTB-625.
Manufacturer: Incom/SubPro.
Maximum Altitude: 100 kilometers.
Sensor Range: Medium.
Crew: One pilot, one co-pilot, one engineer, two weapon systems operators.
Encumbrance Capacity: 100 (when not carrying ordnance).
Passenger Capacity: 1.
Price/Rarity: 130,000 credits/6.
Customization Hard Points: 2.

Weapons: Forward turret-mounted twin light laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]; Linked 1).

Dorsal- and ventral-mounted twin auto-blasters (Fire Arc Forward; Damage 3; Critical 5; Range [Close]; Auto-fire, Linked 1).

Ventral-mounted proton bomb bay (Ventral-mounted bomb bay—can only be used against surface targets) (Fire Arc Down; Damage 7; Critical 2; Range [Close]; Blast 7, Breach 8, Limited Ammo 24).

STARSHIP PROFILES

A ce characters can be found in nearly every ship in a fleet. From Gunners manning the batteries on capital ships to Hotshots behind the stick of small snubfighters, Aces are at the heart of every space battle.

STARFIGHTERS AND SHUTTLES

The chaotic dogfights that take place amidst the space battles of *Star Wars* are home for most Ace characters. To survive and thrive in these battles, Aces need every edge they can get, especially from their starfighters. From old ships from the Clone Wars to one-of-a-kind experimental craft, all kinds of fighter-craft can be found in the Alliance fleet.

E-7 E-WING MULTI-ROLE STARFIGHTER

Produced by FreiTek, a recently formed offshoot of Incom, the E-wing multi-role fighter is the newest starfighter in the Rebellion's arsenal. Similar in size and appearance to the T-65, the E-wing has a long, narrow fuselage with a steeply sloped nose. Two fixed position s-foils slant down from ventral port and starboard wing roots aft of the centrally mounted cockpit. Mounted beneath each s-foil is a FreiTek J8LF fusial thrust engine, a copy of Incom's famous 4L4 FTE which powers the X-wing, and a Taim & Bak IX9 medium laser cannon. A third IX9 is mounted dorsally above the cockpit and just forward of a sealed astromech droid compartment, an awkward placement that requires the cannon's barrel be unshipped

every time the cockpit canopy is opened. The E-wing also mounts two proton torpedo launchers in a tandem modular weapons bay located amidships on the fighter's ventral surface. The avionics and fire control systems are modern or upgraded versions of the systems found in current X-wing models.

As it was to be a multi-role fighter like the X-wing, the E-wing was designed with a good balance of strike and space superiority capabilities. The fighter's armor and shields were equal to or better than anything in its class, and the mix of energy weapons and ordnance gave it a nearly unparalleled tactical versatility. Unfortunately, supply problems and a short-sighted rush to production led to some teething issues among the first group of E-wings. Within the first few months of service, the new fighters gained a reputation as finicky, unreliable maintenance hogs and hangar queens that spent as much or more time standing still as they did flying. Eventually, however, most of the issues with these new fighters were ironed out.

3	5	+1	DEF FORE/PORT/STARBOARD/AFT				ARMOR	
			1	-	-	1	3	
SILHOUETTE	SPEED	HANDLING		HT THRESHOLD		SS THRESHOLD		
				14		8		

Hull Type/Class: Starfighter/E-Wing.
Manufacturer: FreiTek Incorporated.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: None—astromech droid socket.
Sensor Range: Close.
Ship's Complement: One pilot, one astromech.
Encumbrance Capacity: 8.
Passenger Capacity: 0.
Consumables: One week.
Price/Rarity: 160,000/8.
Customization Hard Points: 1.
Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 2).

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).

H-60 TEMPEST HEAVY BOMBER

Developed for the Republic Navy during the waning days of the Clone Wars, Slayn & Korpil's H-60 Tempest Heavy Bomber is a now uncommon but well-respected heavy strike fighter. Designed by the team that would go on to build the Rebel Alliance's B-wing heavy attack starfighter, the Tempest is a large, flying wing style starfighter with a number of unique design elements. Like its B-wing successor, the core of the H-60 is a long, steeply angled, blade-like wing with a high-output reactor powering a quartet of powerful ion engines located amidships at the widest point of the fuselage. Unlike the newer, more advanced B-wing, the Tempest features two fixed-position cockpits, one mounted at each end of the central wing. The pilot controls the ship and its flight systems from the starboard cockpit, and the weapon systems engineer controls the various heavy weapon and bomb delivery systems from the port cockpit.

Heavily armored and featuring a sturdy, reinforced hull, the Tempest could absorb incredible amounts of punishment from both the environment and incoming enemy fire. Initially, the big fighter's armament consisted of a variety of laser cannons, ion cannons, and ordnance launchers combined with a ventral-mounted bomb bay. The bomb bay could carry a mix of guided and unguided dropped ordnance which was typically used against stationary positions, massed infantry or armor, and large, slow moving starships. While it showed great promise, a combination of bad timing and political wrangling within the dying Republic Navy quickly scuttled the H-60 program, and the entire line was discontinued after only a handful of squadrons were delivered. Those few remaining H-60s that survived the rise of the Empire were snatched up by the Rebel Alliance at a drastic discount after languishing in boneyards and on used ship lots for decades, and are currently seeing action throughout the Outer Rim

with their younger B-wing cousins.

4	3	-1	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
SILHOUETTE	SPEED	HANDLING	1	-	-	1	4

HT THRESHOLD	SS THRESHOLD
22	12

Hull Type/Class: Starfighter/H-60 Tempest.
Manufacturer: Slayn & Korpil.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Close.
Ship's Complement: One pilot, one weapon systems operator.
Encumbrance Capacity: 12 (when not carrying ordnance).
Passenger Capacity: None.
Consumables: One week.
Price/Rarity: 172,000 credits/5.
Customization Hard Points: 2.
Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

Forward-mounted twin light ion cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Forward-mounted proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 12, Slow-Firing 1).

Ventral-mounted proton bomb bay—can only be used against surface targets or capital ships (Fire Arc Down; Damage 7; Critical 2; Range [Close]; Blast 7, Breach 8, Limited Ammo 12).

BTS-A2 "H-WING"
LONG-RANGE STRIKE STARFIGHTER

A follow-up to Koensayr's wildly successful Y-wing starfighter, the BTS-A2 H-wing is a heavily armed and armored, three-man fighter designed for long-range strike and interdiction missions. Essentially an up-armored and up-gunned Y-wing equipped with modern avionics and fire control systems, the H-wing is a steady, reliable fighter that can punch well above its weight thanks to a broad collection of ordnance and energy weapons. Taking the lessons learned from the production and long life of the venerable Y-wing, the H-wing's hull is a broad, lifting body design with a unique tandem-style cockpit. The port cockpit houses the ship's pilot, while the starboard cockpit houses the two weapon systems operators responsible for the fighter's onboard weapons. In addition, a tiny, cramped compart-

ment with a bunk, chemical refresher, and soundproof divider is located aft of the cockpits for use by the crew on long-distance hyperspace jumps. Powered by a pair of Koensayr's relatively new R440 Ion Jet Engines fitted with the company's iconic thrust vectral vanes, the H-wing is remarkably fast for such a heavy fighter. Other systems familiar to Y-wing pilots and technicians are used in the H-wing, such as an upgraded version of Fabritech's ANx-Y sensor package and the successor to SubPro's NH-7 comprehensive avionics package.

The H-wing is very well-suited to its role as a strike/attack starfighter with its diverse array of armaments. The ship's primary weapon is a dorsal turret-mounted Taim & Bak KY12 medium laser cannon which gives the H-wing excellent anti-ship and anti-armor capabilities. Secondary weapon systems include a linked pair of forward-mounted ArMek light ion cannons and two Arakyd flex tube proton torpedo launchers. This versatile loadout, combined with its powerful shields, reliable systems, sturdy construction, and long-range capabilities, make the H-wing perfect for far-ranging patrols, commerce raiding, and solo cruises.

Although envisioned by Koensayr as a replacement for the aging Y-wings in the Rebel arsenal and a heavy-strike counterpart to the new B-wings, widespread use of the H-wing has yet to catch on among the members of the Alliance. While there are a number of reasons to explain the halting adoption of this new fighter, the primary reason is that the H-wing is a large, expensive, and complex new fighter trying to force its way into a niche already filled by two capable and well-liked fighters with established support infrastructure. In addition, very few Rebel installations have the facilities or manpower required to maintain a single H-wing, let alone an entire squadron. As it stands, those few H-wings in Alliance service are used as escorts for freighter convoys and system patrol craft in Rebel-held star systems.

s-foils mounted well aft on port and starboard wing roots. Four H-K Model 4Yb ion fusion engines provide enormous amounts of thrust but little in the way of maneuverability, and the fighters are equipped from the factory with class 2 hyperdrives and relatively sophisticated navicomputers. Standard R-41 armament consists of a pair of wingtip-mounted light laser cannons, forward-mounted light ion cannons, and a single forward-mounted concussion missile launcher which gives the little fighter good anti-ship and anti-armor capabilities. Although the Starchaser showed great promise and performed well against its Z-95 competitor, a number of real or perceived problems with the series limited its broader appeal.

Unfortunately, in an effort to wring every ounce of thrust out of the 4Yb ion engines, Starchasers were lightly armored and had exceptionally fragile hulls with a tendency to disintegrate under moderately heavy fire. Combined with their average maneuverability and low-powered shields, Starchasers were considered deathtraps by most who flew them. In addition, production delays caused them to come to market much later than the Headhunter, providing that fighter with a head start in sales and good first impressions. Combined with the violence of the Clone Wars and the turmoil surrounding the fall of the Galactic Republic, the Starchaser never caught on as a mass market fighter. Already woefully outdated by the time the Empire came to power, H-K discontinued the ill-fated R-41 and relegated it to history. Today, occasional Starchaser squadrons operate within the Rebel Alliance, especially with cash-strapped cells that can't afford to operate Y-wings or X-wings.

3	3	-2	DEF FORE/PORT/STARBOARD/AFT			ARMOR
SILHOUETTE	SPEED	HANDLING	2	-	1	4
			HT THRESHOLD		SS THRESHOLD	
			15		12	

Hull Type/Class: Starfighter/BTS-A2 H-wing.
Manufacturer: Koensayr Manufacturing.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, two weapon systems operators.
Encumbrance Capacity: 15.
Passenger Capacity: 1.
Consumables: One month.
Price/Rarity: 225,000 credits/6.
Customization Hard Points: 1.
Weapons: Turret-mounted medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close];).

Forward-mounted twin light ion cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 12, Linked 1, Slow-Firing 1).

R-41 STARCHASER

Built by Hoersch-Kessel Drive at the beginning of the Clone Wars as a competitor to Incom/SubPro's popular Z-95 Headhunter, the R-41 Starchaser is an old, solidly built, and reliable multi-role starfighter. The single-seat Starchaser has a flat, lifting body fuselage with a broad diamond-shaped nose and short, straight

3	4	0	DEF FORE/PORT/STARBOARD/AFT			ARMOR
SILHOUETTE	SPEED	HANDLING	1	-	0	2
			HT THRESHOLD		SS THRESHOLD	
			6		8	

Hull Type/Class: Starfighter/R-41 Starchaser.
Manufacturer: Hoersch-Kessel Drive, Inc.
Hyperdrive: Primary: Class 2, Backup: None.
Navicomputer: Yes.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 6.
Passenger Capacity: None.
Consumables: One week.
Price/Rarity: 55,000 credits/7.
Customization Hard Points: 2.
Weapons: Wingtip-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted light ion cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion).

Forward-mounted concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 8, Slow-Firing 1).

R-60 "T-WING" INTERCEPTOR

The fast, lightweight R-60 T-wing is the latest starfighter offering from Hoersch-Kessel, Incorporated. Built to compete against the A-wing, the T-wing is a small, lightweight, short-range, fast response interceptor designed to operate close to its base of operation. With its sharp-edged, angular, wedge-shaped fuselage, the T-wing is an aggressive-looking little ship. Powered by a trio of H-K 5J Mk.II afterburning ion engines, two mounted at the tips of the short s-foils and one mounted dorsally on a short pylon delivering thrust through an advanced vectoring system, on paper, the T-wing is a match for any Imperial fighter. In reality, however, the T-wing falls just short of the mark in a number of critical categories.

While the T-wing isn't actually dangerous to fly, it suffers from the use of cheap, poor quality components and is plagued with a variety of small but infuriating problems. The fighter's shields are too light for its intended role, and have a worrying tendency to fail under moderate enemy fire. While the T-wing is equipped with a hyperdrive, the T-60's navicomputer software is obsolete and full of coding errors that make navigation more an act of faith than anything else.

Despite these shortcomings, H-K hasn't slowed production and continues to search for a market for their bargain-basement interceptor. While the leadership of the Rebel Alliance refused to even consider the R-60 for service, a handful of third party operatives in the Outer Rim territories have shown interest in the T-wing, mostly due to its low cost and favorable parts and service packages offered by H-K salesmen.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
3	6	−1	1	-	-	0	2

HT THRESHOLD	SS THRESHOLD
8	7

Hull Type/Class: Starfighter/R-60 T-wing.
Manufacturer: Hoersch-Kessel, Inc.
Hyperdrive: Primary: Class 3, Backup: None.
Navicomputer: Yes.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 5.
Passenger Capacity: None.
Consumables: Two days.
Price/Rarity: 95,000 credits/7.
Customization Hard Points: 1.
Weapons: Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 2, Slow-Firing 1).

Z-95-AF4-H "HEAVY-95" MULTI-ROLE STARFIGHTER

A variant of the old, reliable Z-95 Headhunter, the Heavy-95 is the result of a recent service life extension program for Headhunters serving in the Rebel Alliance. The Heavy-95 project sought to extend the service life of existing Z-95s by performing numerous upgrades and overhauls to bring the elderly fighters up to the standard of modern lightweight starfighters. Each Heavy-95 was stripped of all its systems and rebuilt from the ground up using upgraded systems where they were needed and new original production parts where available. The four low-output Incom 2a ion fission engines were replaced with a pair of 4L4 fusial thrust engines typically found on the T-65 X-wing, an astromech socket and hyperdrive were fitted, and the wingtip-mounted light laser cannons were replaced with T&B Kx5 medium laser cannons. The fighter also houses an alternating-fire concussion missile launcher system that allows the pilot to fire off a steady stream of concussion missiles. The resulting fighter is a capable, easy-to-fly, lightweight multi-role fighter that features a good mix of speed, protection, and firepower.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
3	4	0	2	-	-	0	3

HT THRESHOLD	SS THRESHOLD
12	8

Hull Type/Class: Starfighter/Heavy-95.
Manufacturer: Incom/Subpro.
Hyperdrive: Primary: Class 2, Backup: None.
Navicomputer: None—astromech droid socket.
Sensor Range: Close.
Ship's Complement: One pilot, one astromech droid.
Encumbrance Capacity: 6.
Passenger Capacity: None.
Consumables: One week.
Price/Rarity: 85,000 credits/5.
Customization Hard Points: 1.
Weapons: Wingtip-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted alternating-fire concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Limited Ammo 8).

ALPHA-3 NIMBUS "V-WING" INTERCEPTOR

The antiquated A3-Nimbus short-range interceptor was once the premier interceptor of the Republic Navy. Built in great numbers by Kuat Systems Engineering, the Alpha-3 Nimbus, also known as the V-wing, entered service with the Republic Navy late in the Clone Wars to replace the aging Delta-series interceptors. Faster and lighter than the heavy ARC-170 fighters, Republic Navy V-wings were not only incredibly fast and agile but also remarkably sturdy for such small, lightweight fighters. Similar in appearance and performance to KSE's Delta-7 Aethersprite interceptor, the V-wing has a broad, wedge-shaped hull with a single-position cockpit located far aft on the ship's dorsal side. Blade-shaped, variable geometry wings are mounted on rotating port and starboard hubs just aft of the cockpit, and provides the fighter, along with its advanced vectored thrust system with its impressive maneuverability. While the V-wing has no native hyperspace capabilities, it does feature an astromech droid, the unique Q7 series, to monitor systems and perform light maintenance during flight.

Although very lightly armored, V-wing interceptors are remarkably sturdy fighters with strong hulls and well-designed power systems that can take inordinate amounts of abuse. Powered by a pair of early model KSE high-output ion engines in an over/under configuration, V-wings are nearly as fast and agile as a modern TIE-series fighter. V-wings served with the Republic Navy until the end of the Clone Wars, and then with the infant Imperial Navy at the beginning of the Empire's rise to power. Soon, however, the first TIE-series fighters were introduced and the entire fleet of V-wings was either scrapped or sold out of the service as surplus.

SILHOUETTE	SPEED	HANDLING	DEF FORE/PORT/STARBOARD/AFT			ARMOR
3	4	+2	1	- -	0	2
			HT THRESHOLD		SS THRESHOLD	
			10		8	

Hull Type/Class: Starfighter/A3-Nimbus.
Manufacturer: Kuat Systems Engineering.
Hyperdrive: None.
Navicomputer: None—astromech droid socket.
Sensor Range: Close.
Ship's Complement: One pilot, one astromech droid.
Encumbrance Capacity: 5.
Passenger Capacity: 0.
Consumables: One day.
Price/Rarity: 70,000 credits/7.
Customization Hard Points: 2.
Weapons: Port and starboard wing-mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 3).

Forward-mounted concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Limited Ammo 4, Slow-Firing 1).

SYLUIRE-45 HYPER-SPACE DOCKING RING

Designed by TransGalMeg in association with KSE, the Syliure-45 is a medium-range hyperspace sled designed to provide hyperspace capabilities to both the Eta-2 Actis and the Alpha-3 Nimbus interceptors. The successor to the Syliure-31 used by the previous generation Delta-series fighters, the Syliure-45 is a relatively simple affair consisting of six powerful ion engines and a KSE Mk.II Jumpmaster Class 1 hyperdrive. Combined with a small and efficient navicomputer, these hyperspace rings give starfighters quite a respectable range. Hyperspace docking rings are usually kept in orbit above worlds with garrisoned Alpha-, Delta-, and Eta-series fighters. Today, long after most of their fighters have gone to the scrapyard, some can still be found, active on station, over the occasional Outer Rim world.

TIE/AG "AGGRESSOR" STARFIGHTER

Introduced into the Imperial Navy just prior to the Battle of Yavin, the TIE/ag Aggressor is an advanced medium strike starfighter and one of a line of newly introduced advanced TIE-series variants. Developed in response to a sharp increase in both smuggling and legal shipping carried out on behalf of the Alliance to Restore the Republic, the Aggressor is a heavily armed fast-attack fighter designed for commerce raiding and interdiction. Longer than a common TIE/ln, the TIE/ag is a two-position fighter featuring a number of design features common to all TIE-series ships such as the lack of shields or native hyperdrive capabilities, the signature twin ion engines, the spherical command pod, and the broad solar collector wings. Unlike the TIE/ln, the Aggressor features an extended hull that provides room for a dedicated gunner to operate the dorsal turret-mounted light laser cannons which are the fighter's primary weapons. Rounding out the Aggressor's impressive loadout are a pair of medium laser cannons mounted on external hardpoints beneath the solar collector spars.

Although the Aggressor has only been in Imperial service for a short time, the new fighter has already garnered a reputation as a reliable, easy to fly, and deadly combatant. Flown only by experienced TIE pilots of at least the rank of lieutenant, the combination of TIE-series speed and maneuverability and the heavy punch of the weapons systems makes the Aggressor well-suited for its role. This is, of course, very much to the chagrin of Rebel starfighter pilots and freighter captains who have had the dubious pleasure of tangling with an Aggressor squadron.

3	4	+1	DEF FORE/PORT/STARBOARD/AFT				ARMOR	
			0	-	-	0	3	
SILHOUETTE	**SPEED**	**HANDLING**	HT THRESHOLD				SS THRESHOLD	
			10				8	

Hull Type/Class: Starfighter/TIE-series.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Close.
Ship's Complement: One pilot, one weapon systems operator.
Encumbrance Capacity: 7.
Passenger Capacity: 0.
Consumables: One week.
Price/Rarity: 75,000 credits (R)/9.
Customization Hard Points: 0.
Weapons: Turret-mounted twin light laser cannons (Fire Arc Port, Starboard, Rear; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

TIE/HU "HUNTER" MULTI-ROLE STARFIGHTER

After the disaster at Yavin that culminated in the destruction of the Death Star, the Imperial Navy took stock of the situation and came to two important conclusions. The first was that the Alliance to Restore the Republic was no longer just a rag-tag group of do-gooders, bleeding hearts, and revolutionary agitators who could be ignored or intimidated at will, but a dangerous, well-organized, and relatively well-supplied insurgent force. The second, and even more evident, was that the Navy needed a starfighter more capable and powerful by far than the standard TIE/ln to counter the Rebellion's powerful X-wings. The first problem was dealt with relatively easily through changes in organization and deployment of Imperial forces, and the second was dealt with by the development of the TIE/hu hunter.

A combination of the best parts of the TIE/ln, TIE/in, and TIE/ad, the TIE hunter is the first truly multi-role starfighter to enter service with the Imperial

Navy. Using data collected over the course of countless encounters with Alliance starfighters, Seinar Fleet Systems designed an all-new fighter with more robust internal systems, shields, and life support. The TIE hunter also boasts a hyperdrive and a versatile loadout of energy weapons and ordnance launchers. After initial field testing showed an extremely promising fighter, the Admiralty decided to issue the deadly new fighters to the Imperial Storm Commandos.

At first glance, TIE hunters bear a striking resemblance to TIE interceptors. They have four dagger-shaped solar collector wings tipped with laser cannons and the iconic TIE-series spherical command pod. Further inspection shows that the solar collectors are, in fact, variable geometry s-foils nearly identical to those found on the X-wing. Armed with four linked medium laser cannons, a pair of ion cannons, and two proton torpedo launchers, the hunter is easily a match for any fighter in the Alliance inventory, including the X-wing. Thankfully, for the Alliance at least, production of the TIE hunter is still in its infancy, and building squadrons up to strength is taking longer than the Imperial Navy brass would like.

			DEF. FORE/PORT/STARBOARD/AFT			ARMOR
3	5	+2	1	-	1	2
SILHOUETTE	SPEED	HANDLING		HT THRESHOLD	SS THRESHOLD	
				9	12	

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: 6.
Passenger Capacity: 0.
Consumables: One week.
Price/Rarity: 275,000 credits (R)/9.
Customization Hard Points: 0.
Weapons: Forward-mounted twin light ion cannons (Fire Arc Forward; 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 4, Linked 1, Slow-Firing 1).

TIE/IT INTERDICTOR STARFIGHTER

Another advanced TIE-series variant developed in the wake of the Rebellion's stunning victory at Yavin, the TIE/it interdictor is a heavy bomber used during missions where massive payloads need to be delivered to places a Star Destroyer cannot venture. Based on the TIE/sa tactical bomber spaceframe, the TIE/it frame packs almost four times the ordinance of its predecessor. Capable of unloading their huge payloads while weathering enemy fire, TIE interdictors have proven themselves indispensable to the Imperial Navy as they hunt down and crush various Rebel bases sprouting up around the galaxy.

Given the price of the weapons systems on board, and the loss of maneuverability, TIE interdictors have sturdier defenses than other ships in the TIE series. While they are not equipped with hyperdrives, TIE interdictors do posses shield systems to ensure their payloads make it to their destinations. Their armament consists of the standard forward-mounted light laser cannons and two linked sets of launchers capable of firing either concussion missiles or proton torpedoes (depending on the mission). Additionally, the TIE interdictor is equipped with two linked copies of the TIE bomber's signature proton bomb release chute, which are capable of releasing the bombs in tandem for maximum devastation.

			DEF. FORE/PORT/STARBOARD/AFT			ARMOR
3	4	-2	1	-	1	3
SILHOUETTE	SPEED	HANDLING		HT THRESHOLD	SS THRESHOLD	
				18	12	

Hull Type/Class: Starfighter/TIE-series.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Short.
Ship's Complement: One pilot.
Encumbrance Capacity: 10.
Passenger Capacity: 0.
Consumables: Two days.
Price/Rarity: 253,000 credits (R)/7.
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 3, 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 3, 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, Linked 1).

TIE/PH "PHANTOM" MULTI-ROLE STEALTH STARFIGHTER

Perhaps the most terrifying and dangerous new TIE-series variant, the TIE/ph phantom is the first true stealth fighter fielded by the Imperial Navy. Produced in extremely limited numbers due to the cost and complexity of its systems, and assigned only to the most trusted and experienced Imperial Navy pilots for the same reasons, the TIE phantom is a heavily modified V38 assault fighter with an almost-unheard-of cloaking capability. A deadly-looking fighter, the phantom is a departure from the standard TIE-series design. The cockpit is a truncated cone similar to those found on CEC YT-series freighters, and it is mated to a heavily armored triangular hull that houses the fighter's engines, power generators, and stealth systems. Three TIE Interceptor-style solar collector arrays are arranged around the fighter's fuselage in a way that makes it resemble a *Lambda*-class utility shuttle.

Remarkably heavily armed, the phantom mounts five forward-mounted linked light laser cannons—three on the wingtips and two beneath the cockpit. In addition, the phantom is equipped with life support, a hyperdrive, shields, and numerous other systems unknown on other TIE variants, which is surprising enough given the Imperial Navy's order of battle and the value they place on their pilots. The most surprising system of all, however, is the recently rediscovered stygium cloaking device.

Banned by the Galactic Republic decades before the rise of the Empire, the production or use of cloaking devices using the rare stygium crystals from Aeten II was aggressively prosecuted by Republic authorities. With the fall of the Republic and the rise of the Empire, both the proscription on stygium crystals and interest in the cloaking technology itself waned. After the Battle of Yavin, however, the Empire began dredging up old ship designs and analyzing them for anything of value. During this mostly fruitless search, SFS engineers rediscovered the plans for a miniaturized stygium cloaking device that could be mounted

in a starfighter or shuttlecraft, and they set to work immediately perfecting this hypothetical device. Only a handful of TIE phantoms are currently in service, and while no one is sure exactly where they are stationed or by whom they are operated, the Rebellion has decided that despite their dangerous potential, the phantoms pose less of a risk to the Alliance than many other, more immediate Imperial threats.

3	5	+2	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
SILHOUETTE	SPEED	HANDLING	1	-	-	0	2

			HT THRESHOLD	SS THRESHOLD
			8	10

Hull Type/Class: Starfighter/TIE-series.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot/gunner.
Encumbrance Capacity: 8.
Passenger Capacity: 0.
Consumables: Two weeks.
Price/Rarity: 365,000 credits (R)/9.
Customization Hard Points: 0.
Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 4).

STYGIUM CLOAKING DEVICE

SFS's Mk. III Stygium Cloaking Device is the first cloaking device of its kind successfully fitted to a starfighter. Using a series of rare stygium crystals in a high-energy reactor, the cloaking device can almost completely hide a ship from both sensors and from the naked eye. Only a faint shimmering distortion remains to show where a cloaked ship is hiding, a telltale sign that is incredibly hard to see against the inky backdrop of space.

Activating the cloaking device on a TIE phantom requires the pilot to spend an action. Once activated, the cloaking device makes the Phantom almost impossible to detect, requiring anyone attempting to spot it to make a Daunting (◇ ◇ ◇ ◇) Perception or Vigilance check. Once detected, any attacks made against the Phantom while the cloaking device remains active count its silhouette as 0.

Using the cloaking device does come with some severe side effects for the Phantom. While the cloaking device is active, the TIE phantom has its speed reduced by 3. Additionally, the Phantom pilot cannot use active scanners, comms, or weapons while the cloak is active. The pilot can turn off the cloaking device by spending a maneuver.

BATTLESHIPS

TON-FALK-CLASS ESCORT CARRIER

Before the Battle of Ton-Falk, the Imperial Navy saw little need for dedicated fighter carriers. Indeed, starfighters were more of an afterthought in the Imperial order of battle rather than a primary means of projecting the Empire's force throughout the galaxy. Content to rely on large, imposing ships like the *Victory*-class Star Destroyers and the threat of overwhelming force, the Imperial Navy continued using fighters simply to screen larger vessels or to patrol Imperial-held star systems until an entire Imperial Navy battlegroup was completely annihilated by a handful of Rebel starfighters over Ton-Falk. In the wake of that embarrassing encounter, Admiralty opinion slowly began to change on the matter of starfighters, and the *Ton-Falk*-class escort carrier was born.

Vaguely resembling KDY's Super Transport-series container ships, *Ton-Falk*-class carriers are large, lumbering, boxy vessels with rounded edges and elongated fantails that extend aft over the massive ion drives. Equipped with the latest in fighter handling and traffic control systems, these ships are the smallest vessels capable of carrying a full flight of TIE-series starfighters—six squadrons of twelve ships each for a total of 72 fighters of varying models—along with all its attendant pilots, support staff, technicians, and equipment. Due to their light armament for a capital ship and the nature of their mission, these ships typically travel with a battlegroup of corvettes, frigates, and gunboats that provides fire support and screening for the carrier's starfighter operations. The carrier's powerful navicomputer and precision hyperdrive allow it to drop unexpectedly into a group of enemy ships with its smaller escort ships, quickly release its fighters while the frigates and gunboats distract the enemy, then jump again to another location while the fighters tear the enemy formation to shreds. This tactic has served the Imperial Navy quite well since the *Ton-Falk*-class came online.

7	2	-3	DEF. FORE/PORT/STARBOARD/AFT				ARMOR	
			2	2	2	2	4	
SILHOUETTE	SPEED	HANDLING		HT THRESHOLD		SS THRESHOLD		
				80		60		

Hull Type/Class: Carrier/Ton-Falk.
Manufacturer: Kuat Drive Yards.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 4,000 officers, pilots, and enlisted crew.
Starfighter Complement: Seventy-two starfighters.
Vehicle Complement: Numerous shuttles, landing craft, and utility vehicles.

Encumbrance Capacity: 9,000.
Passenger Capacity: 800 troops.
Consumables: One year.
Price/Rarity: 3,500,000 credits (R)/7.
Customization Hard Points: 3.
Weapons: Five port and five starboard twin light laser cannons (Fire Arc Port and Forward or Starboard and Forward; Damage 5; Critical 3; Range [Short]; Linked 1).

VL-6 warhead launcher system (Fire Arc All; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 4, Linked 1 Slow-Firing 1).

Four hull-mounted medium tractor beam emitters (Fire Arc All; Damage –; Critical –; Range [Short]; Tractor 4).

ADDITIONAL RULES

Massive 1: When making an attack targeting this starship, the Critical rating of any weapon used counts as 1 higher.

QUASAR FIRE-CLASS ESCORT CARRIER

The Rebel Alliance's *Quasar Fire*-class escort carriers began life as unassuming Quasar Fire-series bulk freighters produced by SoroSuub corporation. Ungainly-looking ships with a small forward command pod attached to a massive modular container ship hull by a broad, flat, triangular spar, these ships were initially designed to carry heavy, containerized cargoes on long-distance hyperspace trade routes. Acquired by a Rebel operative at auction, the handful of ships that would become the *Quasar Fire*-class were seen as a quick and relatively easy way to acquire vessels capable of carrying starfighters into battle and supporting them with full service hangars (instead of each individual squadron traveling to an engagement separately, hoping that they all arrive relatively close together). The vessels were flown to a secret Rebel shipyard where they were torn down to the keel, and over the course of many standard months, they were rebuilt as dedicated starfighter carriers.

Roughly the equivalent of the Imperial Navy's *Ton-Falk*-class escort carriers in power and fighter capacity, these vessels have improved the efficacy of Alliance fighter operations by leaps and bounds. Extremely valuable to the Rebel cause and jealously guarded by their captains and crews, *Quasar Fire*-class carriers are always accompanied by a strong mixed battlegroup of gunboats and cruisers to protect the fragile carriers and their precious cargo of starfighters. Although two of the original ships have been lost in action, many still remain active, scattered throughout the galaxy and brought out whenever a large concentration of starfighters is needed in a hurry.

6	2	-2	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
SILHOUETTE	SPEED	HANDLING	2	2	2	1	5

HT THRESHOLD	SS THRESHOLD
62	45

Hull Type/Class: Carrier/Quasar Fire.
Manufacturer: SoroSuub Corporation.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 250 officers, pilots, and enlisted crew.
Starfighter Complement: Forty-eight starfighters.
Vehicle Complement: Numerous shuttles, landing craft, and utility vehicles.
Encumbrance Capacity: 5,000.
Passenger Capacity: 150.
Consumables: One year.
Price/Rarity: 1,750,000 credits/6.
Customization Hard Points: 4.
Weapons: Two forward-mounted light turbolaser batteries (Fire Arc Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow Firing 1).

Two hull-mounted medium tractor beam emitters (Fire Arc All; Damage —; Critical —; Range [Short]; Tractor 4).

ADDITIONAL RULES

Massive 1: When making an attack targeting this starship, the Critical rating of any weapon used counts as 1 higher.

SECUTOR-CLASS BATTLECARRIER

Perhaps the largest dedicated starfighter carrier in the Imperial arsenal, the massive *Secutor*-class battlecarrier is an old design from the earliest days of the Imperial Navy. Ostensibly one of the many types of Star Destroyer, these multi-kilometer long vessels share more in common with the earlier *Venator*-class carriers of the Galactic Republic Navy than anything designed by Imperial Era KDY. Like all Star Destroyers, the *Secutor*-class has the instantly recognizable arrowhead-shaped hull with two gaping ventral hangar bays. Unique to this ship class is the command superstructure mounted amidships (rather than aft over the ion drives as it is on modern Star Destroyers), a feature that makes these big vessels stand out in ways beyond their size.

Derived from an earlier battlecruiser-class vessel, *Secutor*-class carriers are armed to the teeth with a wide variety of turbolasers, heavy ion cannons, ordnance launchers, and tractor beams. They are extremely heavily-armored and their shields can absorb a whole battlegroup's worth of damage with little effort. Within their cavernous hangars are two full wings of starfighters, 144 TIE-series fighters, and numerous shuttles and utility craft. In addition, *Secutors* carry the usual complement of Imperial Army walkers, troopers, armored fighting vehicles, and assorted materiel: enough to easily lay siege to a planet. While they are relatively rare in the modern Imperial Navy, *Secutor*-class carriers and their attendant battlegroups still have a distressing tendency to appear when least expected to lay waste to a Rebel stronghold or to provide support to a beleaguered Imperial Navy battlegroup.

8	2	-4	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
SILHOUETTE	SPEED	HANDLING	3	3	3	2	8

HT THRESHOLD	SS THRESHOLD
130	55

Hull Type/Class: Battlecruiser/Carrier/Secutor.
Manufacturer: Kuat Drive Yards.
Hyperdrive: Primary: Class 2, Backup: Class 14.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 40,000 officers, pilots, and enlisted crew.
Starfighter Complement: 144 starfighters.
Vehicle Complement: Numerous shuttles, landing

craft, utility vehicles, AT-series walkers, and ground assault vehicles.

Encumbrance Capacity: 28,000.
Passenger Capacity: 14,000 troops.
Consumables: Two years.
Price/Rarity: 200,000,000 credits (R)/7.
Customization Hard Points: 2.
Weapons: Five port and five 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).

Five dorsal heavy turbolaser batteries (Fire Arc Forward, Port, and Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Five port, five starboard, and five forward light turbolasers (Fire Arc Port, Starboard, or Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).

Five port and five 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).

Five 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).

Eight port and eight starboard medium ion cannons (Fire Arc Port or Starboard; Damage 6; Critical 4; Range [Short]; Ion).

Twelve hull-mounted heavy tractor beam emitters (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 weapon used counts as 2 higher.

STARSHIP AND VEHICLE MODIFICATIONS

Most individuals who make their living behind the wheel or strapped into a cockpit customize their favorite vehicle to both personalize it and to increase its performance. The following is a selection of ship and vehicle attachments commonly found among professional military pilots and drivers.

ASTROMECH DROID SOCKET

Astromech sockets are typically found in starfighters, shuttles, and the occasional airspeeder. Installed during construction and fully integrated into a vehicle's systems, an astromech droid socket allows an astromech droid, typically one of Industrial Automaton's R-series droids, to access the ship's various systems through its SCOMP interface. A droid installed in an astromech socket acts as co-pilot, engineer, and radio/weapons systems operator, assisting the pilot during combat, monitoring onboard systems, performing astrogation calculations, and repairing damage on the fly. Most ships or vehicles can benefit from the inclusion of an astromech droid, especially those not equipped with an astromech socket. For these ships, Industrial Automaton sells a standalone astromech socket ready for installation in ships not already equipped.

Aftermarket astromech sockets can only be installed on ships or vehicles of silhouette 3 or higher. After a lengthy and involved installation process requiring heavy modifications to both the ship's hull and its onboard systems, the ship and pilot gain all the

TABLE 2–6: ATTACHMENTS

Attachment	Price	Rarity	HP
Astromech Droid Socket	3,000	5	2
Gravity Mine Launcher	3,500	6	1
Hardened Circuits	4,500	5	2
Hull/Keel Reinforcement	2,500	4	2
Physical Countermeasures	2,200	4	1
Ram Attachment	6,500	3	2
Slave Circuit	10,000	2	1

benefits of an astromech droid when one is installed in the socket. These benefits range from enhanced damage control to the ability to make hyperspace jump calculations. When installed on larger starships, this attachment represents can represent more than a single socket. These ships often employ an entire bay capable of housing multiple astromechs and deploying them to the outer surface of the ship to aid in repairs.

Models Include: Industrial Automaton Mk. I Astromech Socket.
Base Modifiers: Allows the starship to link to an astromech droid via SCOMP.
Modification Options: 1 Automated droid ejection system Mod.
Hardpoints Required: 2.
Price: 3,000 credits.

GRAVITY MINE LAUNCHER

Gravity mine launchers, and their accompanying gravity mines, are small anti-vehicle mines produced by a number of arms manufacturers. While each brand uses its own patented gravitic technology, gravity mines and their launchers share a number of common traits. The mines range anywhere from the size of a slim datapad to a meter across, depending on their intended use, and are packed with advanced gravity well generation systems. When deployed, gravity mines create a localized area of intense gravity that can reduce the output of repulsorlift drives or even shut them down completely, stopping a speeder in its tracks. While they are often used in military installations to restrict ship or vehicle access to sensitive areas or to create firing lanes for weapon emplacements, they can also be used in sabotage or to lay traps for incoming ships or airspeeders. Gravity mine launchers are simple box-type launchers mounted on landspeeders that allow a vehicle crew to lay a minefield with relative ease.

The character piloting or operating the weapons on a vehicle equipped with a gravity mine launcher can deploy a single gravity mine anywhere on the ground within close range by spending an action. Once the mine is deployed, it automatically attaches to any other starship or vehicle using repulsorlifts that comes within close range of it. For every 1 mine attached to a vehicle that uses the Piloting (Planetary) skill, that vehicle reduces its speed by 1. For every 2 mines attached to a starship that uses the Piloting (Space) skill, that starship reduces its speed by 1. An attached mine can be removed with an **Average (◆◆) Mechanics check**.

Models Include: SoroSuub X80a UltraMass Gravity Pulse Generator, Taim & Bak Model 19 micro-gravity well mines.
Base Modifiers: Allows the vehicle to deploy gravity mines anywhere on the ground within close range.
Modification Options: 1 Increase deployable range to short Mod.
Hardpoints Required: 1.
Price: 3,500 credits.

HARDENED CIRCUITS

The demands put on a ship or vehicle's electrical system, both by the systems connected to it and by daily wear-and-tear, are enormous. Anything that draws power from a ship or vehicle's reactor, from the pilot's datapad charger to the onboard weapon systems, puts strain on every cable, every breaker, every bus plate between the system and the power source. Hardened circuits covers a variety of electrical transmission gear that, when installed, improve a vehicle or ship's power system and allow it to handle heavier-than-normal power loads.

Models Include: Santhe/Sienar Model 30 Heavy-Duty Dielectric Power Bus, Fabritech Triple-Phase Thermal-Magnetic Circuit Breakers, Corellian Engineering Corporation SF/6 Hybrid Switchgear Module.
Base Modifiers: Adds 2 additional points of system strain threshold.
Modification Options: 2 One additional point of system strain threshold Mods.
Hardpoints Required: 2.
Price: 4,500 credits.

HULL/KEEL REINFORCEMENT

Even the cheapest, most unreliable starships are durable items built to withstand the incredible amounts of abuse heaped on them by decades in space. Hull or keel reinforcement is an easy way to improve a vehicle or vessel's durability. Extremely old vessels, such as most of those fielded by the Rebel Alliance, can also benefit from a hull or keel reinforcement by shoring up damaged or fatigued hull members and adding support bracing at strategic locations.

Models Include: Various models.
Base Modifiers: Adds 2 additional points of hull trauma threshold.
Modification Options: 2 One additional point of hull trauma threshold Mods.
Hardpoints Required: 2.
Price: 2,500 credits per point of silhouette.

PHYSICAL COUNTERMEASURES

Like electronic countermeasures, physical countermeasures are designed to fool scanners and make a ship or vehicle harder to hit. Whereas electronic countermeasures affect an opposing ship or vehicle's sensors, physical countermeasures are specifically designed to help a ship or vehicle evade incoming missiles or torpedoes. Countermeasures come in three basic varieties—chaff, flares, and anti-warhead missile pods. Chaff is a collection of small, highly reflective alloy streamers packed into a tube with a small explosive charge. When detonated, the chaff tube creates a cloud of glittering shrapnel that clouds detection systems and confuses most basic missile guidance systems. Flares are deployed in groups from special launchers, and consist of small incendiary devices that mimic the heat produced by a ship or vehicle's engines, fooling incoming missiles into following the super-hot flare instead of the vehicle. Anti-warhead missile pods are similar to flares, but they fire a cluster of small, low-yield missiles designed to intercept and destroy incoming ordnance.

While any ship equipped with physical countermeasures carries enough to get them through most encounters, engaging in a long, drawn-out fight can quickly deplete a launcher's store of countermeasures. Game Masters may spend ✹ ✹ or ✦ on

RAMMING SPEED!

Ramming another starship or vehicle during the heat of combat can be as difficult as it is dangerous. If a character wants to intentionally ram the starship or vehicle he is piloting into another at close range, it requires the character to spend an action and succeed at a Piloting check. The difficulty of this piloting check is determined in the same way as the difficulty of a Gain the Advantage action (see **Table 7–3: Speed Advantage Difficulty** on page 247 of the AGE OF REBELLION Core Rulebook). If the character succeeds, he resolves a collision against the target as outlined in the **Collisions** sidebar on page 256 of the AGE OF REBELLION Core Rulebook.

Gunnery checks made using missiles, rockets, or torpedoes targeting the starship to cause a countermeasure launcher to run out of its load of flares, chaff, or anti-warhead missiles, effectively disabling it until the end of the encounter.

Models Include: Loronar Defense Industries A4M "Pepperbox" anti-warhead micro-missile pack, Oriolanis Defense Systems XM-130 chaff dispenser, Conner Ship Systems MJU-9G "Phoenix" Flare Dispenser.

Base Modifiers: Adds ■ to all Gunnery checks made using missiles, rockets, or torpedoes targeting the starship.

Modification Options: 1 Add ■ to all Gunnery checks made using missiles, rockets, or torpedoes targeting the starship Mod. 1 Increase difficulty by 1 when making checks triggered by the Guided quality Mod.

Hardpoints Required: 1.

Price: 2,200 credits.

RAM ATTACHMENT

For the most part, collisions with other ships, vehicles, or obstacles are to be avoided at all costs. There are times, however, when a desperate situation calls for a desperate measure and a pilot or driver must use his vehicle as a weapon. A number of bolt-on accessories for ships and vehicles are produced by major vehicle manufacturers that protect and reinforce prows or forward sections against collision. Items such as bantha bars, sloped fenders known colloquially as "nerfcatchers," and custom-fit reinforced hull plating are all examples of the rich after market dedicated to protecting a vehicle in case of collision.

Models Include: Various models.

Base Modifiers: Treats the starship or vehicle's defense as 2 higher when instigating a collision.

Modification Options: 2 Treat defense as 1 higher when instigating a collision Mods.

Hardpoints Required: 2.

Price: 6,500 credits.

SLAVE CIRCUIT

An old shipbuilding technology perfected millennia ago, slave circuits allow ship owners to operate their ships, or various systems within their ships, via remote control. Occasionally referred to as the "Electronic Co-Pilot" or "Instant Backseater," slave circuits run all of a ship's systems through a central system bus that can be activated and deactivated via voice command through a comlink-like device called a "beckon call." Basic slave rigs allow a user to remotely activate a ship's systems and bring it to complete operational readiness, or to shut those systems down and lock out all users until a security code is entered. More advanced models allow the user to call the ship to his present location, and even allow it to fight its way there with moderate success. While popular in many circles, slave circuits are often mistrusted by ship owners.

Models Include: Corellian Engineering Corporation "Savant" Ship Slave Rig, Incom ST-9x.4 "Backseater" Starfighter Slave System.

Base Modifiers: Allows a ship or vehicle to be activated and brought to readiness or deactivated and put into lockdown by remote control.

Modification Options: 1 allows a ship or vehicle to move to the owner's location with an appropriate piloting skill equal to the owner's Mod. 1 allows a ship or vehicle to use its onboard weapon systems autonomously with a skill equal to the owner's Mod.

Hardpoints Required: 1.

Price: 10,000 credits.
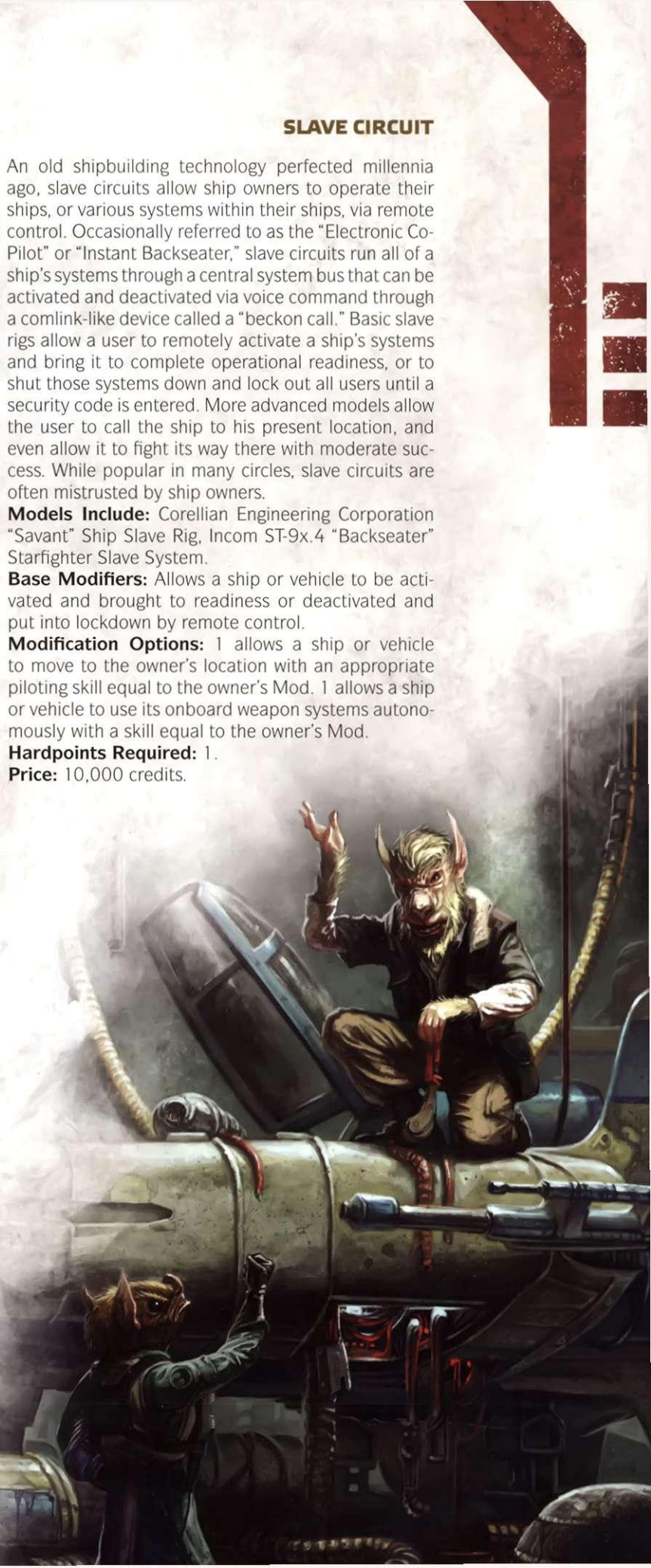
III

DANGEROUS SORTIES

It has been said that the life of a starfighter jockey is one of long periods of boredom interspersed with moments of intense, gut-wrenching action. Regardless of how true that statement might be for the average pilot, for Game Masters the challenge is to keep Ace characters involved in the unfolding story, rather than waiting around for the next engagement. Of course, an Ace comes to the fore in an **AGE OF REBELLION** campaign when the fur starts to fly. After all, Player Characters in this career are at their best when their hands are at the controls, as the vehicles they pilot or the beasts they ride become an extension of themselves.

The following chapter provides GMs with advice for integrating Ace PCs into adventures, designing encounters that allow different specializations to shine, and ensuring that these PCs are just as engaged as the rest of the party. Additionally, there are expanded rules that are of special interest to Ace characters, from working with astromech droids in vehicles equipped with specialized slots to training and riding the iconic beasts of the *Star Wars* universe; there are also profiles for a number of those animals. Finally, this section also includes several suggested missions, campaign ideas, and rewards that play to the strengths of many specializations in the Ace career.

INTEGRATING ACE CHARACTERS

Aces can be found in every part of the Rebel Alliance, both civilian and military. While their skill set tends toward military-based roles, GMs should not limit players to that choice. Oddly enough, for those who join the Alliance military, respecting the command structure might seem a surrender of one's per-

sonal freedom in order that others might be released from the Empire's oppressive yoke. For those who work in the Alliance's civilian agencies, their stories of sacrifice and loss place them on the same footing as anyone bearing an official rank.

The following are a few ways that GMs can integrate Ace characters into their AGE OF REBELLION campaign, regardless of focus and style.

YOUR ORDERS ARE IN: ALLIANCE MILITARY

When building a military-themed story, GMs can easily integrate characters together by having most, if not all, of the PCs involved in the same branch of the Alliance. Ace specializations in a party can help determine which of the four military branches makes the most sense for the party. Page 395 of the AGE OF REBELLION Core Rulebook gives some excellent suggestions on determining how and why a given party might be assigned to work together for an extended period of time. Here are some specific ideas showing how Ace specializations can fit into the organization of the Rebel Alliance, and how GMs can integrate them into a military-style campaign.

- **Pilots** and **Hotshots** serving in the Alliance Military are most likely part of Starfighter Command. GMs can assign new Pilots and Hotshots to an existing party as part of their orders, fulfilling the role of either escort to the party in their own fighter craft, or seconded to fly the craft assigned to the group. Pilots may also be part of the Navy, serving aboard precious capital ships in the Fleet's battle lines. The latter case is rarer, but is an option if the GM's campaign is based around the operations of a capital ship.

- **Gunners** are the Ace specialization most evenly distributed amongst the Alliance Military, serving almost any role where heavy ordnance is required. As such, GMs can simply integrate a Gunner character by assigning him to the same branch as the majority of the characters in the party. Alternatively, if a player wishes his character to be from a different branch, his PC could also be assigned to the team as a specialist (if it suits the flavor of the story).

- **Riggers** can be integrated with little trouble into Army and Starfighter command units, as their unique skill set for tweaking and pushing machines to the limit works best on the small scale, rather than in the cavernous engineering decks of capital ships. For GMs, SpecForce and Naval-based campaigns could easily have a Rigger transferred from his original unit into the party as a specialist, similar to the Gunner.

ACES IN THE RANKS

Starting Pilot characters in Starfighter Command are assigned the rank of Ensign, which may be the highest of any starting rank in the party. It is also reasonable to assume that Drivers are likely to bear a low commission, especially in roles of close-air support. Despite the difference in ranks, these are both specialized roles for those more used to receiving orders than giving them. Page 395 of the AGE OF REBELLION Core Rulebook provides some advice on how to balance the chain of command with roleplaying realities within a group of players.

- **Drivers** are easiest to integrate into Army and SpecForce-based parties, given their specialization for planetary-based vehicles. Other Drivers are behind the stick of an airspeeder, delivering close air support when called upon. This specialization is a bit trickier for a GM to integrate into Navy- or Starfighter-dominated operations, as the presence of a Driver presumes a skill set within an atmosphere or planetary surface. If a Driver is present in Navy or Starfighter operations, airspeeder squadrons are a natural fit.

- **Beast Riders**, like Drivers, are simplest for GMs to integrate into stories based around Army or SpecForce units. Campaigns with Beast Riders tend to be focused planetside, simply because of their skills and talents. Even if the majority of the party is from a different branch of the military, the best way to integrate a Beast Rider in this setting is to allocate him to the group from a SpecForce unit.

THE CALL OF FREEDOM: CIVILIAN SERVICES

As much as the career lends itself to being part of the Alliance military, Ace characters may also serve in various civilian agencies. For GMs there is a vast array of diverse operations that Alliance Civil Government oversees, not the least of which are industry, supply, and diplomatic relations. All of these areas generate demand for many of the Ace specializations. GMs that are looking for a non-military campaign that includes the Ace have a number of options:

Outside of the military, **Pilots** and **Drivers** are needed for moving information, goods, and people throughout the Alliance's communication networks. While being a courier may not be as outwardly flashy as a starfighter pilot, the potential intrigues and complications in this kind of setting are distinctly different

from a military campaign, and make for interesting alternative adventure ideas for GMs. Similarly, transporting ambassadors and agitators are viable ways of integrating Pilots, Drivers, and **Hotshots** into a civilian-based story. **Riggers** are excellent in courier-themed adventures, as they continuously tinker with their equipment to provide the necessary punch in acceleration or unexpected armament to get a job done.

A **Beast Rider's** skill for training and riding indigenous fauna is also invaluable for relating to local populations, and could see use as part of the Alliance's diplomatic efforts to establish safe-worlds. Their training in Survival makes them excellent guides and escorts for envoys who may not be as well-versed in harsh environments. Building stories around Beast Riders in a civilian setting might develop them as non-military scouts employed to explore remote areas that may serve the Alliance's ongoing needs.

The most difficult specialization for GMs to integrate into a civilian environment is the **Gunner**. Due to the equipment they handle, Gunners are most likely to have a background with the military, Rebel or otherwise. To integrate them into a campaign, the GM can have them serving in the Alliance civilian services, perhaps as contracted bodyguards, security personnel, paramilitary escorts, or any other circumstance where a civilian operation moves into high-risk areas.

PRIVATEERS FOR THE ALLIANCE

Another viable way to bring a diverse group of careers together in service to the Rebel cause is to have a party working as privateers. Such crews are effectively independent of the Alliance command structure, and are given a wide latitude for their operations, although with a few strings attached. Under the auspices of the Alliance's Ministry of Supply, the Rebellion recruits privateer crews by providing them with a "Letter of Marque." This authorizes crews to undertake independent operations against the Empire's interests on behalf of the Rebellion. They are most effective in harassing and disrupting Imperial supply chains, with plunder and salvage being the crew's primary reward. While any such goods recovered require that a 20-30% cut of their raids goes to Alliance coffers, these are still effectively acts of piracy. Alliance Command and the Ministry of Supply may also tap privateer crews for specialized smuggling operations or anything else they wish to keep at arm's length. This can work well for the privateer, for while they have loyalty to the Rebel cause, the profit motive is undeniably strong.

For a GM, this can be an excellent way to bring a party together. While true of any career, any of the Ace specializations can be found amongst the ranks of privateers. Pilots, Hotshots, Gunners, and Riggers are all considerable assets to independent crews, and

are often found leading them. Even Drivers and Beast Riders could find a place amongst privateers that favor planetside raids. In addition, a privateer-based campaign is an effective way to blend elements of AGE OF REBELLION and EDGE OF THE EMPIRE into a cohesive story. Crews working for the Alliance would be supporting the cause while at the same time navigating the galaxy's underworld. Those who are successful in this line of work may find this path very lucrative, but not without considerable risk.

Of course, the major drawback (which can provide plenty of fodder for storytelling) is the lack of respect that privateers get within the Alliance itself. It is no secret that those who command the Rebel Fleet have a dim view of privateers and see them as nothing more than smugglers and criminals. For some, they are simply pirates masquerading as respectable, legitimate political agents. There is some truth to this; the Empire and most planetary authorities do not distinguish between privateer and pirate. For GMs this can be a treasure trove of possibilities for storytelling, exploring themes of redemption, loyalty, and honor.

THE ACE'S DUTY

Beyond the organizational entry points for an Ace to be involved in the Rebel Alliance, there is also Duty. Whether working in a military or civilian capacity, GMs can use a player's Duty type to integrate them into the story. Players are free to choose any of the types in **Table 2–3: Duty** on page 47 of the AGE OF REBELLION Core Rulebook, as well as on page 18 in **Chapter I** of this book. As it is a part of character generation, Duty also informs the choices that a player makes in developing a background for his Ace and gives the GM options to draw those themes out to involve the players. The following lists the Duty types for Aces with some ideas for integrating these themes into an ongoing story.

- **Combat Victory/Ground Superiority:** Focused around ground-based troop movements and combat, GMs can incorporate this Duty by designing situations in which the movement and disposition of troops, both large and small, play pivotal roles while still playing to the Ace's strengths. Accomplishing specific combat-oriented goals by means of superior arms and armor, holding key positions in ground or in space, defending strategic points, and even anticipating enemy troop movements can provide a sense of accomplishment and advancement to Aces with this Duty.

- **Counter-Intelligence:** Deception and misdirection are the hallmarks of this Duty type. Amongst Ace specializations, Riggers may be tasked with increasing the effectiveness of electronic jamming suites or improving the functionality of stealth craft. Hotshots with this Duty can carry out flashy, high-profile raids intended to deflect attention

Most of the time, player groups will choose a variety of careers to form their party, with each bringing different strengths to the table. While this is the norm, it is certainly possible that the majority of the party might choose the Ace as the career for their characters. Fortunately, the all Ace party can work well, as the PCs would, possibly under the guidance of a Commander or Squadron Leader, form a starfighter flight. Missions would largely be fleet-based, with players taking on reconnaissance missions, scouting alternate hyperspace routes, as well as escort and combat patrol duties. Such parties are likely to spend more time in the cockpit than mixed groups, and dogfights would be a regular part of a GM's encounter design. See page 77 for advice on dogfights.

away from more critical operations. Pilots and Drivers may be ordered to transport high-value individuals into or out of hot zones in secret. GMs can bring new and mission-critical threats of discovery or vital information to be protected to the adventure for PCs with this Duty.

- **Intelligence:** Aces with this Duty are often found in units where information gathering is part of the mission. While this might include Alliance Intelligence, it can also easily include reconnaissance missions in any of the military branches, be they ground, atmosphere, or space. Pilots can make high-altitude overflights of specific strategic targets, Riggers might acquire Imperial assets to assess and subsequently develop methods to overcome; even the Beast Rider can use his special skills to evaluate and monitor enemy troop movements. GMs playing to this Duty type can provide targets worthy of the PCs efforts that have a bearing on the overall story or help to determine future strategy and tactics to be employed.

- **Internal Security:** An Ace with this Duty is atypical for his career, regardless of specialization. Perhaps he was once betrayed by a member of his flight and so he now focuses at least part of his efforts on ensuring the loyalty of his fellow Pilots. A Rigger with this Duty may take extra precautions against sabotage and equipment failure. Hotshots may see themselves as the ultimate example of loyalty to the cause at any cost, taking any talk of doubt as a personal insult. GMs wishing to focus on this Duty should manage subplots that bring the constant threat of discovery, betrayal, or subversion to the fore for the PCs to discover and counteract.

- **Personnel:** Any Ace specialization could have this particular Duty, and he would be equally at home in both military and civilian streams. Such a PC would instinctively protect others in his unit, often providing cover and movement so that others are safe. Pilots with this Duty would be the first to volunteer for rescue-and-recovery missions for lost escape pods after (or even during) a battle. Hotshots with this Duty may take huge risks to prevent their fellows from falling in battle, perhaps to their own regret. Riggers may feel a constant need to improve and tinker with ship-board emergency systems in an effort to ensure the safe return of its operator. Drivers may find themselves drawn to search and rescue missions recovering downed Pilots behind enemy lines. GMs can use this Duty to create tension in the party should rescuing someone conflict with the needs of the mission or the safety of the larger group.

- **Political Support:** In the aftermath of Yavin, the pilots of the Rebel Alliance have become iconic symbols of the Alliance's ability and will to fight. Politically, they have become powerful tools, but also targets of the Empire. An entire adventure could easily be built around a tour wherein Aces in the party serve not only as pilots, but as key players in a political campaign to drum up support for the Alliance. Aces who have achieved this level of notoriety would necessarily have to protect themselves against political maneuverings, attempts to smear their reputations, and even direct attacks to eliminate them.

- **Recruiting:** As the Alliance moves into a fleet-first strategy, swelling the ranks of skilled pilots and individuals well-trained in operating military assets has become a high priority. It is no secret that many of the best pilots in the Alliance either defected from Imperial ranks, or were plucked from the Academy system before the Empire recruited them. It has been said that the best person to judge the skills of a pilot is another pilot. GMs can develop missions for the Ace to seek out and assess new talent, as well as taking on operations to safely capture potential candidates who might agree to join the Alliance. Aces who previously served with the Empire may also seek out their former colleagues, using their connections within the Academy system to recruit new talent.

- **Resource Acquisition:** While escorting tankers might not be the flashiest of missions, the Ace with this Duty type still performs a vital function necessary to the success of the Alliance war efforts. Whether it is protecting supply lines from the ground, air, or in space, or running careful anti-piracy decoy missions, the Ace has plenty of opportunity to shine. Threatening an organization's supply lines, whether military or civilian in nature, is a tried-and-true tactic, often resulting in the inability to continue operations. GMs can take full advantage of this when planning to involve Aces with this Duty. Hunting down an elusive Imperial corvette that has discovered the travel route for a valuable tibanna gas shipment is but one idea.

- **Sabotage:** Ultimately, the daring raid on the Death Star at the Battle of Yavin was a sabotage mission in which Aces played a major role. Aerial, space, and ground raids provide numerous opportunities for Aces to disrupt and destroy the assets of the Empire. Riggers in particular are adept at jury-rigging otherwise-innocuous devices to work as make-shift explosives should the need unexpectedly arise. Nothing could be simpler for a GM to do than place a high-value target in front of his PCs and offer the opportunity to blow it up (or otherwise render it inoperable).

- **Air/Space Superiority:** If there ever was a Duty custom-designed for Hotshots, Pilots, and Gunners, this is it. Aces with this Duty are almost exclusively found amongst the ranks of Starfighter Command. In this case, encounter building should include dogfighting, drawing from the resources on page 77 of this book.

- **Tech Procurement:** Building stories around the newest technological developments is an obvious way to engage characters with this type of Duty. For Aces, having tech from which they might directly benefit will be of particular interest. After all, it is no secret that the acquisition of the Incom T-65 was one of the biggest technological boons to the Alliance's military operations. Riggers, Pilots, Gunners, Drivers, and Hotshots with this Duty would love to get their hands on a new piece of tech, and better yet, see it out of the hands of the Empire. Beast Riders, by contrast, may consider indigenous species on worlds where new bases are being established as the tech that they would acquire. For GMs, technology is an easy objective for Ace characters.

- **Support:** The Alliance is always in need of those who can move supplies to where they are needed. Similar to Resource Acquisition, those with the Support Duty actively seek to make sure these resources get to where they need to be. A GM can build adventures around Alliance Support Services or the Ministry of Supply, where the party is charged with ensuring the safe delivery of a particular shipment. Of course, things never go quite as planned.

INCLUDING ASTROMECHS

Chances are, if an Ace is going to be at the controls of a starfighter, he is going to have an astromech droid flying with him; the more capable the droid, the more effective the pilot. This is especially true for any craft that has an astromech slot, which require the rugged little droids for key systems. Yet these units are also independent of the ship they are plugged into, and can be NPCs or PCs. They function more as co-pilots than merely part of the ship's systems, but they have characteristics of both. As such, astromechs require some attention regarding how they interact with both pilot and ship. The following are some guidelines for using astromechs within an **AGE OF REBELLION** adventure.

ASTROGATION

Astromechs are so named for their ability to interact with starships of any size, but for droid-socketed fighters, they play an especially important role. Starfighters built to house them lack certain critical systems, not the least of which is the ability to navigate hyperspace routes. Depending upon the model, an astromech may have up to fifteen preset destinations stored in its astrogation buffers. These stored routes are programmed into a droid prior to a mission. Although the droid still needs to make the appropriate calculations based on the ship's current location within a given system, stored routes make it significantly easier. When plotting a course using a pre-programmed route, either the pilot or the droid performs a **Simple (-) Astrogation check with appropriate modifiers**, rather than the standard difficulty. Complications arise when the pilot needs the astromech to calculate a route that is not within the droid's astrogation buffer. Due to the limitations of the astromech, the pilot and droid make use of the ship's sensors and observation equipment while extrapolating from the stored routes. Calculating a route outside of the droid's astrogation buffer requires a **Hard (◆ ◆ ◆) Astrogation check** before any additional modifiers (instead of the normal Simple check).

INITIATIVE

In starship combat, a PC astromech rolls initiative as per normal, taking his turn at the appropriate point in the initiative order. Since pilot and astromech are working together in the same craft, they may choose to coordinate their actions, taking PC initiative slots that are close together.

ASTROMECH MANEUVERS

Functionally, an astromech is capable of piloting the craft, and therefore may take any pilot-only maneuvers if the occupant of the cockpit is otherwise incapacitated or occupied. Page 245 of the **AGE OF REBELLION** Core Rulebook has a list of maneuvers that an astromech serving as a pilot may take. Normally, the droid assists the pilot of the craft, and as such the only maneuvers from the **AGE OF REBELLION** Core Rulebook that an astromech can perform while socketed are **Angle Deflector Shields** on page 246 and the **Assist** personal maneuver on page 214. In addition, astromechs may also perform the following new maneuver:

INCREASE POWER

Pilot Only: No
Silhouette: 0-3
Speed: Any
Normally, the engines on a starfighter are optimized for speed and maneuverability. As a maneuver, an astromech can reconfigure this balance for a short period of time, routing additional power to the engines from other systems. This is useful when straight-line speed over maneuverability is needed, especially when trying to escape the Empire's fastest ships, or when the engines have suffered damage and the extra speed is needed simply to keep up. While risky, and hard on the ship, this extra boost of speed can make the difference between life and death. When an astromech performs Increase Power, the ship takes 2 system strain, and increases the ship's top speed by 1 for a number of turns equal the astromech's Intellect. The drawback is that this move reduces the

craft's handling by 2, and the astromech may not perform a **Boost Shields** action in the same turn. Pilots should note that this maneuver can be combined with the Full Throttle talent, allowing an X-wing to briefly match the speed of an A-wing!

Multiple uses of Increase Power on the same ship do not stack.

ASTROMECH ACTIONS

An astromech truly shines in its ability to take actions to assist the pilot mid-flight. While it may use the **Assist** personal maneuver, there are specific actions it can take to greatly enhance a pilot's performance in the heat of battle. Since these droids are essentially self-aware, they respond quickly to verbal commands, and are able to take actions on their own initiative. Pages 246-249 of the **AGE OF REBELLION** Core Rulebook have extensive descriptions of actions that pilots and crew can take in the midst of starship combat. As with maneuvers, an astromech can perform any piloting action if no one else is at the controls, or if ordered to do so, but usually leaves the flying to its organic companions. Of the actions described in the **AGE OF REBELLION** Core Rulebook, a PC astromech in a starfighter's socket may perform the following actions:

- Damage Control
- Plot Course
- Copilot
- Boost Shields
- Scan the Enemy
- Spoof Missiles

In addition, PC astromechs are allowed to make Gunnery checks if a weapon system is available. The following additional actions are exclusive to astromechs:

WATCH YOUR BACK!

A socketed astromech has direct access to the fighter's scanners and targeting systems, and as such is able to quickly identify threats the pilot may not see. Unlike the pilot, the droid is capable of looking in all directions at once and can warn the pilot of an immediate threat. The astromech performs an **Average (◆ ◆) Computers check** to identify and prioritize incoming threats. Each ☼ provides the craft with + 1 defense to a single defense zone until the astromech's next turn. One or more ■ may be added to the check depending on the size and chaos of the dogfight. A single fighter-on-fighter engagement would not add any, while the sheer number of potential threats available in a fleet engagement could add as much as ■ ■ ■.

TARGET LOCK

Beyond defense, an astromech may also use the fighter's scanners and targeting systems to perform a target lock. This is especially useful when a shot absolutely matters, with pilots most often reserving the droid's capabilities for missiles or proton torpedoes. To perform this action, the astromech declares a target, making a Computers check with a difficulty determined by comparing the silhouettes of the astromech's ship and the target ship (use **Table 7–5: Silhouette Comparison** on page 249 of the **AGE OF REBELLION** Core Rulebook). As with **Watch Your Back!** above, add ■ appropriate to the situation, representing the difficulty of prioritizing multiple targets.

A successful Target Lock action provides □ on the pilot's Gunnery checks against the declared target as well as one additional □ for each ☼ ☼ beyond the first. The Target Lock remains in place for one round, plus one additional round per ⟳ ⟳ generated on the check. Any ⊗ generated indicates the number of turns an astromech must wait before another attempt at Target Lock may be made.

ACE ENCOUNTERS—
ENGAGING ACE PLAYERS

Having an Ace character in the party also means designing encounters that engage the player behind the sheet. An Ace is more than simply an individual who helps a group get from one point to another. He is the one who remains cool at the controls when a fleet of Star Destroyers emerges from hyperspace. When negotiations fail, or wave after wave of stormtroopers threaten to overrun a team's position, it is good to have an Ace at the stick! Of course, there is more to this career than simply driving the getaway vehicle. For GMs designing encounters that incorporate Aces, there are a number of key points to remember.

THE JOURNEY IS THE ADVENTURE

Uneventful travel in the *Star Wars* films is handled by a screen wipe, with the action jumping from one part of the galaxy to the other, or moving to different characters in the story. As an interlude, this works to move the story forward. However, with an Ace in the group, GMs should make sure to create interest along the way. Not just simply arriving at their destination, but telling the story of *how* they get there. After all, characters in **AGE OF REBELLION** aren't simply merchants moving goods, they mean active harm to the Empire and all that it represents. No matter what their assigned task might be, a big part of any adventure is getting to and from the target without attracting unwanted attention. For an Ace, it may mean safely navigating the edge of a comet shower in order to remain hidden from an Imperial patrol. It could mean braving the crushing pressures of a gas giant in order to launch a surprise raid on a tibanna mining operation. It isn't just about what happens when the group arrives; it is the *getting there* itself that makes the adventure memorable.

STAYING NEAR THE SADDLE

For GMs, having an Ace character in a campaign means the group is never far from their ride. Regardless of specialization, Aces are connected to their vehicles, starships, and riding-beasts in a way that is unique. They develop an almost symbiotic relationship with their mounts, whether it is through a cockpit, gunner's chair, or saddle. While it may be obvious with a riding beast, many pilots describe their vessels in terms of a unique personality. It allows them to trust their craft so implicitly that they can rely on instinct when in the

chaos of the moment. As such, an Ace feels out of his element when away from his seat of choice.

While the intrigue of adventures often sees the PCs outside of their comfort zone, GMs should keep the composition of the team in mind. A Pilot who never gets to fly feels as useless as a Spy who never gets to sneak or slice. When designing adventures for Rebel groups that have an Ace, remember to include at least a few encounters to make use of his specific skills and talents to dramatic effect. This means that GMs should make sure to include vehicle-based encounters when planning the adventure, or develop a library of scenarios that are ready to go at a moment's notice. The latter is especially important; interest in the session may begin to wane, or the PCs may take an unexpected direction. Page 334 of the **AGE OF REBELLION** Core Rulebook gives good advice on having some unexpected turns to keep the adventure humming. For a campaign that has Aces, the unexpected danger of a passing patrol or a sudden orbital debris shower can quickly inject some needed excitement into the game. However, including space combat when the only Ace in the party is a Driver is not tailoring the adventure to the players. Always have the party's strengths in mind when planning adventures!

KEEPING THE TARGET LOCKED—RUNNING ACE ENCOUNTERS

As most encounters that are geared for Ace characters are vehicle-based, it is important for GMs to have a good handle on what they are trying to accomplish. Invest the same amount of imagination into vehicular encounters as personal combat, and encourage the players to be creative about what they can do. Just as personal encounters are far more interesting when PCs have an environment with which to interact,the same is true for vehicular gameplay. The following are a few tips on how to keep players on their toes.

MOVE!

While fly/drive maneuvers relative to a craft's speed indicates how many range increments a vehicle can change in a turn, they are also functionally the same as moves on a personal scale. This includes turning, dodging behind an object for cover, or the pilot indicating what direction his craft is pointed. If he's facing away from an opponent, forward-mounted weapons can't be brought to bear, but he can drive the

airspeeder into a thicket of trees hoping to outmaneuver his pursuers. Functionally, this is no different than a Saboteur running on foot into the superstructure of a large ship's engineering section and diving through a maze of pipes to discourage pursuit and gain cover. As a GM, especially if the players are new, set the example by describing the movements of opponents in vehicles even if all they technically do is a fly or drive maneuver. This encourages players to describe their own actions, and creates interest in how the scene unfolds.

KEEP THE TERRAIN INTERESTING

A personal-scale firefight on open ground is both extremely deadly and rapidly tiresome; the same can be said for both starship and vehicle challenges. An encounter, even in the depths of space, should always have some sort of terrain with which the PCs can interact. Species have been traversing the galaxy for millennia, and it is inevitable that manufactured debris and natural hazards present themselves. In addition, players and GMs can use Destiny Points to create unexpected terrain-based surprises on the fly. The section **Dogfight Terrain** on page 77 includes a number of examples that GMs can include in a variety of different settings.

ALWAYS GIVE THE PLAYERS A GOAL

Combat encounters should be more than simply the annihilation of one's opponents. The missions that the Alliance takes on are almost always against overwhelming odds, against a numerically superior and technologically advanced opponent. A squadron of X-wings is quite capable of taking down a handful of TIE

fighters, but there are always more where those came from! Giving the PCs a goal or an obstacle to overcome over the course of structured gameplay will also make it clear when they have succeeded or failed in their mission. The objectives for Ace-based encounters are certainly not unique, but they can be nuanced for working with vehicles. A few examples:

- **Escape:** As effective as the Rebel Alliance is, the reality of the Empire's overwhelming might is all too obvious. The escape goal is precisely that: the PCs need to get to safety before Imperial forces catch them. Of course, it will never be as simple as calculating and making the jump to hyperspace while fending off enemy craft—perhaps a debris field or flak from a nearby Star Destroyer is making the pilot's life difficult.

- **Strike:** The GM or PCs identify a particular target that must be disabled or eliminated in order for the larger mission to succeed. This could be a shield generator on a Star Destroyer, a communications array a base can use to call for help, or a support beam on a sea platform

- **Sneak:** While a Hotshot might chafe against the prospect of not showing off, sometimes stealth is the better part of valor. Much of the Alliance's success relies on its ability to move unseen right under the Empire's nose, but such missions require guile and finesse, especially from the cockpit or saddle. In this type of encounter, the goal is to move unnoticed, where the Aces take every advantage of the terrain about them to remain hidden from view. Will the PCs manage to power down their ships fast enough so that the incoming patrol doesn't detect the ship's energy signature? Can the Beast Rider maneuver his mount quietly into position to watch for Imperial movement?

- **Protect:** While the Rebellion's resources are considerable, in comparison to the Empire they are often few and very valuable. A protect mission means the PCs are fending off attackers intent on capturing, damaging, or destroying a particular objective. For Aces this could be fending off a wave of TIE bombers attacking a GR-75 Trans-

ADAPTING PUBLISHED ADVENTURES

When using a published adventure, GMs should feel free to adjust it to suit the skill set and interests of the party. For example, the adventure, the **Perlemian Haul** on pages 435-456 of the AGE OF REBELLION Core Rulebook could be adapted to the skills of a Beast Rider by having the contents of at least one of the secret cargo containers be trained dewbacks or narglatches destined for use with the Stormtrooper specialty corps. Over the course of the adventure, it becomes clear as to why Alliance command felt that a Beast Rider would be useful on such a task, and the animals could even be used to help secure the freighter. Alternatively, there could be a new TIE aggressor on board that an Ace pilot could commandeer, or whatever else the GM can think of to keep his players involved.

port while its crew frantically tries to repair a damaged hyperdrive; or, the PCs could be an advance SpecForce team, trying to hold off a marauding band of Tusken Raiders that have discovered a Rebel forward observation base.

• **Find:** Search and rescue is often the purview of pilots, especially in hostile environments. The goal of finding a lost person or object before time runs out or before hostile elements interfere adds an urgency to the task that drives the encounter forward.

These goals can be combined and refined in many different ways, and they can change as a given encounter progresses. An escort mission, for example, blends the aims of both escape and protect, while a sneak encounter could quickly develop a strike goal if the party is suddenly discovered by an enemy patrol. Clear goals in an encounter will help keep players focused, with their creativity engaged.

GIVE EVERYONE SOMETHING TO DO

No matter the encounter, and no matter the career, encounters should be designed to engage all players. The astromech rules on page 72 show how a PC playing this type of droid may be involved in an Ace-based encounter. Similarly, a player who has no Piloting or Gunner skill may still find himself in the back seat of a cockpit in the midst of combat. Instead of letting the Ace do it all while the others watch, encourage the players to look at **Table 7–4: Additional Starship and Vehicle Actions** on page 248 of the AGE OF REBELLION Core Rulebook. Also, encourage players to utilize their PC's talents in creative ways. For example, instead of an Agitator trying to fire a turret's guns, he may be put to better use on the comlink to harangue and demoralize opposing pilots with his Scathing Tirade.

DOGFIGHT TERRAIN

In an AGE OF REBELLION campaign, it's only a matter of time before a party finds themselves in the midst of a dogfight. The reality of a frenetic battle amongst the machines of war and those at the controls is an exercise in heart-stopping chaos that truly tests the skills of those caught up in it. A well-trained Ace will shine in this type of encounter. The GM's challenge is to provide variety to keep dogfights interesting without being repetitive.

In the *Star Wars* universe, with a few exceptions, vehicular combat encounters rarely happen in empty settings. There are *always* environmental and terrain factors present in a battle. The following expands on the **Stellar Phenomena and Terrain** section on page 254-255 in the AGE OF REBELLION Core Rulebook, and briefly describes four different environments that can be used in both space and planetary settings to add interest to vehicle-based encounters. While the settings listed below may be specific to space or planetary, many of the hazards work in both. In addition, GMs should feel free to combine any of these features, as terrain can change quickly. An intense space battle is just as likely to have elements of debris field, nebula, and close quarters conditions in addition to its own features, changing rapidly as the encounter progresses.

In addition to **Table 7–6: Spending ⚡ and ✦ in Starship and Vehicle Combat** and **Table 7–7: Spending ⚙ and ▽ in Starship and Vehicle Combat** on page 251 of the AGE OF REBELLION Core Rulebook, each section includes special features which describe terrain-based restrictions and bonuses on maneuvers and actions. Along with the tables presented here, GMs should also keep in mind and be familiar with the collision rules on Page 256 of the AGE OF REBELLION Core Rulebook.

ASTEROID AND DEBRIS FIELDS

Despite its name, space is full with all kinds of material, from the tiniest atoms of hydrogen up to the largest of stars. Debris fields are very common and can be made up of almost any material, from rocky asteroids to chunks of ice in a primordial comet nursery to the clouds of junk that can be found orbiting almost every inhabited world in the galaxy. Contrary to common perception, debris fields are rarely uniform, with clearer patches intermixed with very dense areas of floating rubble. The chaotic motion of every piece is impossible to predict, and a pilot must use all of his wits and skill to avoid anything large enough to damage his craft. As dangerous as asteroid fields can be, a pilot's response to such terrain and the erratic movements his ship must make can help him evade incoming attacks. Despite the danger, pilots risk debris fields for the cover they offer, especially if being pursued.

Special Features: Erratic Flight Path (maneuvering through a debris field automatically grants the benefits of **Evasive Maneuvers**, Pilots may not make a **Stay on Target** maneuver).

THE NEBULA

Low visibility situations are a reality for any pilot and occur in both atmospheric and stellar environments. Whether on the ground, in the clouds of a gas giant, or in a star-forming nebula, this setting represents an area where matter, be it dust, gas, or suspended liquid, creates a fog that makes it difficult to see. In space, nebulae are usually less dense than planetary atmospheric conditions, but at the speed that starships travel, the net effect remains the same. Astrogation attempts for known routes are more difficult, as very few reference stars can be seen if the cloud is dense enough, and charting a new route in a stellar nebula is nearly impossible. In addition, many of these environments are hotbeds of static electricity where a powerful static charge can build up and release a sudden bolt or blast, disrupting a ship's systems much like an ion cannon.

Special Features: Low Visibility (increase difficulty of all **Gain the Advantage** checks by one); Where Are We? (add ☐ ☐ ☐ to all **Astrogation checks**).

TABLE 3-1: SPENDING ☽, ⊕, ⊚, AND ⬦ IN ASTEROID/DEBRIS FIELDS

Cost	Result Options
☽ or ⊕	**Screen:** Swerve around a chunk of debris, granting ☐ to active character or an allied character's next Piloting check.
☽ ☽ or ⊕	**Weave:** Upgrade difficulty of all Gunnery checks targeting this craft until the pilot's next turn. **Clear Patch:** The difficulty of all skill checks is downgraded by one die until the active character's next turn.
☽☽☽ or ⊕	**Variable Density:** Find a path through the rubble; active character's next Piloting check is **Average (◆◆)** difficulty.
⊕	**Look Out!:** Force one enemy craft in the encounter to suffer a minor collision with an obstacle the active character just dodged. **Got You!:** Active character's ship gains the benefits of Gain the Advantage on a target of choice after skillfully maneuvering around the surrounding terrain.
⊕ ⊕	**Blinders:** Active craft deftly swerves around a large chunk of incoming debris that an opposing ship doesn't see. Force one enemy craft at close range to suffer a major collision.
⊚ or ⬦	**Narrow Margin:** Path through the debris field suddenly gets much smaller. Add ■ to the craft's next Gunnery or Piloting check. **Gravel Pile:** Craft passes through a hail of small debris. Add ■ to the craft's next Gunnery or Piloting check, and ship takes 1 system strain that ignores armor.
⊚ ⊚ or ⬦	**Hazard!:** Large hunks of rubble or wreckage collide in close proximity to the active ship, sending a dense cloud of debris into its path. Upgrade the difficulty of the ship's next Piloting check by one. **Light Blast:** An unstable asteroid or energy cell explodes nearby, rocking the active ship and inflicting system strain equal to the ⊚ generated.
⬦ (successful check)	**Oops!:** Active vehicle clips a piece of debris, suffering a minor collision and reducing speed by 1. **Blast!:** A high-energy impact in the field or drifting energy canister detonates, sending a powerful shockwave into the path of the active vehicle, inflicting system strain equal to twice the ⊚ generated.
⬦ (failed check)	**Hold On!:** Vehicle smashes into the side of an asteroid or large piece of debris, suffers a major collision, and careens out of control. The craft immediately suffers the "Knocked Off Course" Critical Hit (see page 258 of the AGE OF REBELLION Core Rulebook).

TABLE 3-2: SPENDING ☽, ⊕, ⊚, AND ⬦ IN A NEBULA

| Cost	Result Options
☽ or ⊕	**Clear Scopes:** The sight limitations of the nebula lift briefly, granting ☐ to active character or an allied character's next Piloting check.
☽ ☽ or ⊕	**One with the Fog:** Upgrade difficulty to all Gunnery checks targeting this craft until the pilot's next turn.
☽☽☽ or ⊕	**We Lost Him:** One enemy craft is removed from the encounter, but remains intact. A future ⬦ result may be used to return this combatant to the fight.
⊕	**Clouds are My Allies:** Active character's ship gains the benefits of Gain the Advantage on a target of choice after skillfully maneuvering around the surrounding terrain.
⊕ ⊕	**Sparks Fly!:** Gain the benefits of **Clouds are My Allies**. Additionally, active craft triggers a discharge that hits one enemy craft of the pilot's choice at close range, inflicting the equivalent of a minor collision.
⊚ or ⬦	**Unresponsive:** Light energy discharge from the cloud disrupts the ship's controls. Add ■ to the craft's next Gunnery or Piloting check, and ship takes 1 system strain that ignores armor. **Dazzled:** A flash of lightning from the cloud, too far away to harm the ship, is still bright enough to disorient the active character. Upgrade the difficulty of this ship's next Piloting check by one.
⊚ ⊚ or ⬦	**Out of Nowhere:** A sudden and unexpected of cloud of debris appears in the flight path of the active ship. The ship's next Piloting check difficulty is determined using the Stellar Phenomena rules. **Too Close:** The fog clears briefly to reveal an enemy ship or debris at point blank range. The active character must make an immediate Piloting check at Stellar Phenomena difficulty. Failure results in a minor collision. **Light Blast:** An energy discharge from the nebula cloud rocks the active ship and inflicting system strain equal to the ⊚ generated.
⬦ (successful check)	**Heavy Blast:** A heavy energy discharge from the nebula cloud rakes across the active ship, inflicting system strain equal to twice the ⊚ generated.
⬦ (failed check)	**Systems Damaged:** Suffer the effects of **Heavy Blast**. Additionally, the energy blast temporarily shorts out all power in the ship. The craft immediately suffers the "Engines Damaged" Critical Hit (see page 258 of the AGE OF REBELLION Core Rulebook).

TABLE 3-3: SPENDING ⟐, ✦, ⊛, AND ⬙ IN LARGE SPACE BATTLES

Cost	Result Options
⟐ or ✦	**Elusive:** Active ship expertly jinks around other craft or debris in the fight, providing some cover. Add ■ to all Gunnery checks targeting this craft until the pilot's next turn. **Moment of Clarity:** Pilot positions himself to get a brief glimpse of the larger battle, granting □ to active (or an allied) character's next Piloting check.
⟐ ⟐ or ✦	**Tuck and Roll:** Upgrade difficulty to all Gunnery checks targeting this craft until the pilot's next turn.
⟐ ⟐ ⟐ or ✦	**Where'd They Go?:** In the fury of the fight, one enemy craft is removed from the encounter, but remains intact. A future ⬙ result may be used to return this combatant to the fight.
✦	**Look Out!:** Force one enemy craft in the encounter to suffer a minor collision with loose debris the active character just dodged. **I Have You Now:** Active character's ship gains the benefits of Gain the Advantage on a target of choice after skillfully maneuvering around a smaller capital ship or part of a bigger ship.
✦ ✦	**Eat This!:** Force one enemy craft at close range to suffer a major collision with the superstructure of a nearby capital ship or large piece of loose debris.
⊛ or ⬙	**Light Flak:** Add ■ to the craft's next Gunnery or Piloting check, and ship takes 1 system strain that ignores armor. **Light Blind:** A flash from an explosion within the pilot's field of view disorients the active character. Upgrade the difficulty of the ship's next Piloting check by one.
⊛ ⊛ or ⬙	**Structural Failure:** A sudden cloud of debris from an exploding ship or superstructure appears in the flight path of the active ship. The ship's next Piloting check difficulty is determined using the Stellar Phenomena rules. **Heavy Flak:** Upgrade craft's next Gunnery or Piloting check by one, and ship takes 1 hull trauma that ignores armor. **Light Blast:** A nearby loose fuel cell detonates, rocking the active ship and inflicting system strain equal to the ⊛ generated.
⊛ ⊛ ⊛ or ⬙	**Watch Your Vector:** The flight path of the encounter crosses another group of engaged fighters that scream by on a different vector. Active character's craft is hit with a stray blast from a medium laser cannon (damage 6 only, no critical rating); upgrade craft's next Gunnery or Piloting check by one.
⬙ (successful check)	**Ouch!:** Vehicle clips a piece of superstructure or debris suffering a minor collision and reducing speed by 1. **Heavy Blast:** A large shockwave from a nearby explosion shakes the active ship, inflicting system strain equal to twice the ⊛ generated.
⬙ (failed check)	**Strap In!:** Vehicle collides with the side of a capital ship's superstructure or another fighter in a passing dogfight, suffering a major collision, and begins to tumble. The craft immediately suffers the "Knocked Off Course" Critical Hit (see page 258 of the AGE OF REBELLION Core Rulebook).

LARGE SPACE BATTLES

Fleet engagements are the new reality in the Rebellion. Post-Yavin, the Alliance military has adopted a fleet-first strategy, meaning that such battles happen with more frequency, and Aces are tapped to be in the thick of the fight. Large space battles cover everything from the execution of modest raids to massive capital ships engaged with hundreds, if not thousands, of support ships and fighters. These fights occur in environments thick with turbolaser fire, debris, flak, and numerous fighters flitting in every direction. As daunting as it might seem for GMs to manage all this, remember not every shot from every ship needs to be handled in the encounter. In the *Star Wars* films, the action necessarily focuses on a small handful of ships at any given time, rather than the larger view.

It is better to focus a fleet engagement on the environment and obstacles that the players interact with instead of adding in additional complications. In this setting, capital ships are treated as terrain bristling with numerous hazards and obstacles, rather than as their own entity in the rules. This places the focus where it needs to be: with the PCs.

Special Features: Like Insects (ships larger than silhouette 4 may be treated as terrain. Any ship being treated this way is merely an obstacle on the battlefield, too busy with the chaos of the battle to directly respond to the actions of the PCs.); Too Small for Turbolasers (for ships being treated as terrain, the effects of their weapons fire on the combat are simulated through the effects on **Table 3–3: Spending ⟐ ✦ ⊛ and ⬙ in Large Space Battles** rather than through combat checks).

BEAST RIDING RULES

T he *Star Wars* universe is filled with strange and wondrous creatures as diverse as the galaxy is large. Every sentient culture in the galaxy has made use of animals from its earliest history. Even with advanced repulsorlift technologies in even the most backwater of worlds, beasts of burden can still be found in every culture and at every technology level. Beyond their uses in agriculture, labor, transportation, and recreation, riding mounts have been used in warfare for longer than recorded history. The following rules allow characters to ride the various beasts of the galaxy for transportation, combat, and other uses.

USING BEASTS AS VEHICLES

Beasts are organic creatures, represented in the game using a standard personal profile, including the various creatures included on page 83. However, when used as mounts, they need to be treated more like vehicles. So, for cases where characters wish to use beasts as their mount, those beasts are given several stats normally reserved for vehicles, and can be controlled much like a vehicle outlined in **Chapter VII** of the AGE OF REBELLION Core Rulebook. Even so, riding a beast is not the same as piloting an airspeeder or a snubfighter. These are living, breathing animals with their own minds and instincts that a rider must constantly work with to succeed. The primary difference is that anyone riding a beast uses their Survival skill in place of either Piloting skill.

To use any beast profile from the *Star Wars* Roleplaying games as a mount, it must be given silhouette, speed, and handling values. These are generated from the beast's personal profile in the following ways:

SILHOUETTE

A creature's silhouette is on the same scale as vehicles and starships, and is used exactly the same way. If not specified otherwise in its profile, a beast's silhouette is the default of 2. Creatures that are silhouette 1 or smaller cannot be used as riding mounts unless specifically stated otherwise.

SPEED

One of the primary reasons for using mounts is the speed advantage they give a rider over variable terrain. They are often capable of traveling in locations and environments which unassisted men and unprepared machines cannot. A mount's maximum speed is equal to half its Agility score, rounded up. For example, a tauntaun with an Agility score of 3 would have a speed of 2.

FLYING MOUNTS

M ost creatures that can fly can reach astonishing speeds in the air, and yet are physiologically ill-adapted for walking on the ground. To reflect this, any mount with the Flying ability has a maximum flight speed equal to their Agility, but a speed of 1 when on the ground. In addition, unless stated otherwise, flying mounts are not able to hover, and therefore must land if their speed is reduced to 0.

HANDLING

As mentioned earlier, riding a beast is not like flying an airspeeder or even driving a walker. While many pilots often talk about their ships having a particular temperament, riding beasts really do! In addition, a beast's agility and size also play a significant role in how maneuverable they are as a mount. To determine the handling characteristic of a given mount, start with the beast's **Agility**, subtracting both **silhouette** and **Willpower**. The final result is the handling value.

Beasts that have been specifically trained to accept and work with a rider provide a bonus to all Survival skill checks used for riding actions. In the beast's entry, the **Trained Mount** ability is followed by a number, which indicates the number of ☐ added to the dice pool. These dice are *in addition* to the Boost or Setback dice indicated by the handling characteristic, if any.

THE REST OF THE PROFILE

While the beast is treated as a vehicle for the purposes of moving around the battlefield and being controlled by a character, the remainder of its profile stays the same. The beast keeps its wound and strain thresholds, melee and ranged defenses, and its soak value. It does not gain a hull trauma threshold or a system strain threshold. Attacks against the beast are resolved as normal in personal scale combat.

If ever called to suffer system strain for any reason, the beast suffers that amount of strain.

RIDING MANEUVERS AND ACTIONS

Riding a beast and piloting a vehicle in AGE OF REBELLION are functionally the same, but with a few important differences. The first is that the **Survival** skill is used in place of **Piloting** for all relevant skill checks. All checks that the rider makes assume that the beast is equipped with the minimum appropriate tack needed to ride. If not, all skill checks made while riding are upgraded once; see page 42 for riding equipment. Unless capable of flying or swimming, most mounts operate like walkers, and are capable of traversing terrain with similar restrictions. The **Ground Vehicles and Terrain** sidebar on page 265 of the AGE OF REBELLION Core Rulebook includes guidelines for how different types of terrain can impact a rider's dice pool. Like vehicles, riding mounts do not have their own initiative slot, unless

TRAINING A NEW MOUNT

Training an animal to accept a rider can be a rewarding, yet time-consuming effort. In the Alliance, Beast Riders often look to indigenous fauna that are already naturally adapted to their environment. Each species presents its own unique challenges when being trained, and some adapt to the task more easily than others. Fortunately, there are also many species that have been domesticated by sentient beings across the galaxy and serving as a mount has been bred into them for many generations.

Normally, training a beast for riding takes approximately four weeks of working with the animal. In the context of the game, this would happen during downtime. The PC acting as the trainer makes a Hard (◇ ◇ ◇) Survival check against the beast. Upgrade the difficulty of this check a number of times equal to the beast's Willpower.

A successful check indicates that the animal is ready to accept a saddle and rider by the end of the downtime, and adds **Trained Mount 1** to the mount's abilities. Every ⚡ ⚡ generated reduces the time by a week, while every ⚙ ⚙ extends the time by the same amount. In addition, ⊕ indicates a particularly successful training, with the mount considered to be **Trained**

Mount 2. On the other hand, ▽ may indicate that the trainer sustains a Critical Injury during the process, and if the check is unsuccessful, the mount in question is simply not trainable.

Mounts may be trained further to improve their **Trained Mount** ability. The process is the same as above, but the trainer must invest twice as much downtime as the previous training effort.

Riding an Untrained Animal: Even animals that are commonly domesticated as mounts must be trained before anyone can ride them. Attempting to do so without spending the time to train the beast is a dangerous prospect. Simply attempting to mount an untrained animal is an **Average (◇ ◇) Survival check**, as described on page 215 of the AGE OF REBELLION Core Rulebook. Beyond this, trying to ride an untrained animal upgrades the difficulty of any check a number of times equal to the beast's Cunning, in addition to the ☐ that are added to the pool for the beast's Willpower. Failure results in the rider falling off the mount, with a combined ▽ resulting in the beast making a free attack on the dismounted rider. A successful check that includes ▽ could have the rider successfully staying on the beast's back, but charging off in a random direction.

RIDING BEASTS AND ENCUMBRANCE

Any animal that can be a mount may also be a pack animal. As they are considerably larger than most humanoids, they are also capable of carrying more. As a guide, a beast's encumbrance threshold is 5 plus its Brawn score, which is then multiplied by its silhouette. For example, a dewback that is Brawn 4 and Silhouette 2 would have an encumbrance threshold of 18. This allows the dewback to carry a rider and gear, or a rider and a passenger without over-burdening the beast. A rider's own encumbrance value is detailed on page 165 of the AGE OF REBELLION Core Rulebook.

during the course of action they are rendered riderless, in which case they revert back to their personal profile and function as an NPC.

When it comes to maneuvers and actions, a rider may perform any maneuver or action listed on page 245-247 of the AGE OF REBELLION Core Rulebook as if they were a pilot, with the following exceptions:

- Angle Deflector Shields
- Blanket Barrage
- Concentrated Fire
- Overwhelming Barrage
- Additional Vehicle Actions

These are vehicle-specific maneuvers and actions that do not apply to riding beasts. **Damage Control** is handled differently, where Medicine or Survival skill is used in place of Mechanics to simulate the application of stimpacks.

A rider may employ **Perform A Combat Check with Vehicle Weapons** action, using the natural weaponry of the mount he is riding by performing a **Survival check**; alternately, he may perform a combat check using his own ranged or melee weapons.

In addition to the above maneuvers and actions, rider and beast may also perform the following actions:

CLIMB OR JUMP

Rider Only: Yes
Silhouette: 3 or less
Speed: 2+
Riding beasts that have the **Climb** special ability in their profile can be used to climb or leap over obstacles. To guide the beast in successfully navigating the obstacle, and to stay mounted for the entire process, the rider must succeed at a **Hard (◆◆◆) Athletics check**, modified based on the circumstances at the

GM's discretion. Success on the check allows to beast to cross the obstacle (or start to cross it in the case of long climbs). Failure means the beast didn't manage to complete the climb or jump. Any ▽ on the check can be used to cause the rider to fall from his mount—regardless of success or failure.

PUSH

Rider Only: Yes
Silhouette: 2+
Speed: 0-1
Large, bulky animals are capable of turning their weight into a weapon. A rider on a beast that has the **Trample** attack in its profile may convince the animal to push through solid objects or vehicles, knocking them out of the way. The base difficulty for a Push action is a **Hard (◆◆◆) Survival check** for the rider if it is against an object of the same silhouette as the beast. The difficulty is reduced by one for every silhouette smaller the target is when compared to the beast. A beast may attempt to move an object only one silhouette larger at **Formidable (◆◆◆◆) difficulty**. A successful check means that the rider has convinced the beast to shove an object in such a way that it is no longer an obstacle.

FEAR AND MOUNTS

One of the most dangerous situations a rider can face is a startled mount. Animals can become spooked by loud noises or scary situations. These rules assume that a rider is well aware of the dangers, and is trained to work with his mount to anticipate situations that might spook them. Even so, there may be circumstances where a beast might be surprised or frightened, and the rider must make a skill check to calm their mount.

Use the fear guidelines on pages 314-315 of the AGE OF REBELLION Core Rulebook, but instead of using a Discipline or Cool check on the part of the beast, the rider must make a **Survival check** depending on the severity of fear to maintain control of his mount. A successful check indicates that the rider has managed to calm his beast, and may spend ⟐ to reduce his own strain. Any ⊙ generated indicates the number of □ to be added to the next Survival check the rider needs to make. Failure indicates that the animal flees, with the rider needing to make further Survival checks to bring his beast under control. A ▽ might indicate that the mount throws the rider, whether or not the animal flees.

RIDING BEASTS OF THE GALAXY

The galaxy's millions of inhabited systems are teeming with flora and fauna of every description, including countless beasts that can be trained as mounts and beasts of burden. Detailing all of them is virtually impossible. Included here are some of the most iconic riding beasts in the *Star Wars* universe, serving as examples of different types of mounts. Some of these creatures, such as the tauntaun, may be well-known in the films, but rare in the galaxy. This is not a restriction, as the beast's profile can be a template for a similar life form on another world. Additionally, all the beasts included have at least one rank in Trained Mount; to create a wild or untrained version, simply remove this ability.

The listed prices are expected base prices for any of these animals. Of course, prices vary greatly with the market and circumstance. Beasts used in racing sports, for example, often fetch many more times the listed credits because of their value on gambling circuits and potential fees as desirable breeding stock.

AIWHA [RIVAL]

Thought to be native to the waters of Naboo, aiwhas are also found on Kamino, and have been imported to other oceanic worlds. As water-based mounts, aiwhas have unique physiological adaptations that allow these air-breathing cetaceans to take flight for brief distances in the open air. While not truly domesticated creatures, they are friendly and are often trained as mounts amongst amphibious species.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	1	1	1	1	2

SOAK VALUE	W THRESHOLD	M/R DEFENSE	
8	20	0	0

Skills: Athletics 1, Coordination 1.
Talents: None.
Abilities: Silhouette 3, Amphibious (aiwhas may breathe underwater without penalty and never suffer movement penalties for traveling through water), Flyer (aiwhas can fly, see page 214 of the Core Rulebook), Creature of the Sea (aiwhas are not capable of operating on land).
Equipment: None.

BANTHA [RIVAL]

The ubiquitous bantha is found on thousands of worlds across the galaxy, with hundreds of variant species demonstrating this mammal's adaptability. Easily domesticated, banthas are primarily used as beasts of burden and a food source. Some cultures, including the Tusken Raiders of Tatooine, are known to use them as mounts. Found in herds of up to twenty-five individuals, banthas are known for their heavy, bulky frames, large curling horns, and iconic blue milk.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	1	1	1	1	1

SOAK VALUE	W THRESHOLD	M/R DEFENSE	
10	26	0	0

Skills: Brawl 1, Resilience 2.
Talents: None.
Abilities: Silhouette 3, Domesticable 1 (downgrade the difficulty of checks to train banthas by one), Trained Mount 1 (add ▫ to a rider's Survival checks while mounted on a bantha), Beast of Burden 10 (banthas add 10 to their encumbrance threshold).
Equipment: Horns (Brawl: Damage 10; Critical 5; Range [Engaged], Disorient 2).

CRACIAN THUMPER [RIVAL]

Exported from Craci in the Corporate Sector, Cracian thumpers have become one of the most widespread riding animals in the galaxy. These bipedal herbivores bear features resembling a mix between that of a large rodent and a horse, and sport sharp claws on both their forelimbs and large, powerful hind legs. They have long faces with broad snouts and upright ears. There are numerous breeds of Cracian thumpers, primarily distinguished between long- and short-hair varieties. The former are well-suited to colder environments, resembling the tauntauns of Hoth. Despite their name, Cracian thumpers naturally move with great stealth, making them ideal mounts for Rebel Beast Riders.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	3	1	2	1	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	15	0 0

Skills: Brawl 2, Cool 1, Perception 1, Stealth 3.
Talents: None.
Abilities: Silhouette 2, Domesticable 1 (downgrade the difficulty of checks to train Cracian thumpers by one), Trained Mount 2 (add □ □ to a rider's Survival checks while mounted on a Cracian thumper).
Equipment: Claws (Brawl; Damage 6; Critical 2; Range [Engaged]), tail (Brawl; Damage 8; Critical 5; Range [Engaged]; Disorient 2).

TABLE 3-4: RIDING BEAST PRICE LIST

Beast	Price	Rarity
Aiwha	25,000	8
Bantha	2,500	1
Cracian Thumper	7,500	2
Dalgo	15,000	5
Dewback	6,500	3
Eopie	3,500	4
Horse/Equinoid	5,000	1
Fambaa	60,000	4
Kaadu	(R) 8,000	7
Kybuck	10,000	6
Mustafarian Lava Flea	15,000	8
Narglatch	9,000	4
Ronto	4,500	3
Ruping	16,000	5
Tauntaun	10,000	10
Thranta	(R) 120,000	9
Varactyl	35,000	4

DALGO [RIVAL]

The imposing dalgo is a riding beast native to Onderon and has a long history as both a beast of burden and a powerful mount. Though they resemble other equinoids, the herbivorous dalgos are larger and heavier, sporting short defensive tusks from their large mouths. While they make effective mounts, dalgos are often stubborn, and can spook if their riders are inexperienced or careless.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	3	1	1	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
7	16	0 0

Skills: Athletics 2, Brawl 1.
Talents: None.
Abilities: Silhouette 2, Trained Mount 2 (add □ □ to a rider's Survival checks while mounted on a dalgo).
Equipment: Trampling hooves (Brawl; Damage 7; Critical 4; Range [Engaged]; Knockdown).

DEWBACK [RIVAL]

Originating from the Dune Sea on Tatooine, dewbacks are large four-legged reptiles who are well-suited to desert environments. Easily domesticated, dewbacks are used as both beasts of burden and reliable, hardy mounts, and like banthas, have been exported off-world for generations. Because of their resilience, these creatures are found in both Imperial and Alliance military forces. In the Stormtrooper Specialty Corps, sandtroopers make good use of their strengths in arid conditions; amongst the Alliance, dewbacks are deployed to SpecForce's 4th Regiment.

5	2	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
5	18	1	1

Skills: Brawl 2, Resilience 2.
Talents: None.
Abilities: Silhouette 2, Domesticable 1 (downgrade the difficulty of checks to train dewbacks by one), Sand Walker (dewbacks remove ■ from any checks made to traverse sandy or desert terrain).
Equipment: Teeth (Brawl; Damage 7; Critical 2; Range [Engaged]; Ensnare 2).

EOPIE (CAMELOID) [RIVAL]

Eopies are ponderous but surprisingly strong and resilient animals used as both mounts and labor animals on their native Tatooine. Eopies are inelegant beasts with an awkward gait and strong natural odor. Despite their stubborn nature, eopies are excellent beasts of burden, capable of carrying far more than their lanky frame might suggest. They are well-adapted to desert conditions, capable of traveling for days without needing water.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
5	14	0	0

Skills: Resilience 2, Survival 2.
Talents: None.
Abilities: Silhouette 2, Stubborn 1 (upgrade the difficulty of checks to train eopies by one), Trained Mount 1 (add ◻ to a rider's Survival checks while mounted on an eopie), Sand Walker (eopies remove ■ from any checks made to traverse sandy or desert terrain), Beast of Burden 5 (eopies add 5 to their encumbrance threshold).
Equipment: Trampling hooves (Brawl; Damage 5; Critical 6; Range [Engaged]; Knockdown).

HORSE (EQUINOID) [RIVAL]

"Horse" is the generic term in Basic for a wide array of single-hoofed quadruped species found throughout the galaxy. While more properly described as equinoids, they share a common physiology in size, speed, and the ease with which they can be trained as swift mounts. Many varieties of equinoids are found throughout the galaxy, as they have been traded as livestock for generations. Some are larger, more suited as draft horses and excellent at pulling large loads, while others are smaller and can be very stubborn. Such beasts are frequently used as pack animals, rather than riding mounts. The following profile is for a standard equinoid riding mount.

4	4	1	1	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
5	16	0	0

Skills: Athletics 2, Coordination 1.
Talents: None.
Abilities: Silhouette 2, Domesticable 2 (downgrade the difficulty of checks to train horses by two), Trained Mount 2 (add ◻◻ to a rider's Survival checks while mounted on a horse).
Equipment: Trampling hooves (Brawl; Damage 8; Critical 4; Range [Engaged]; Knockdown).
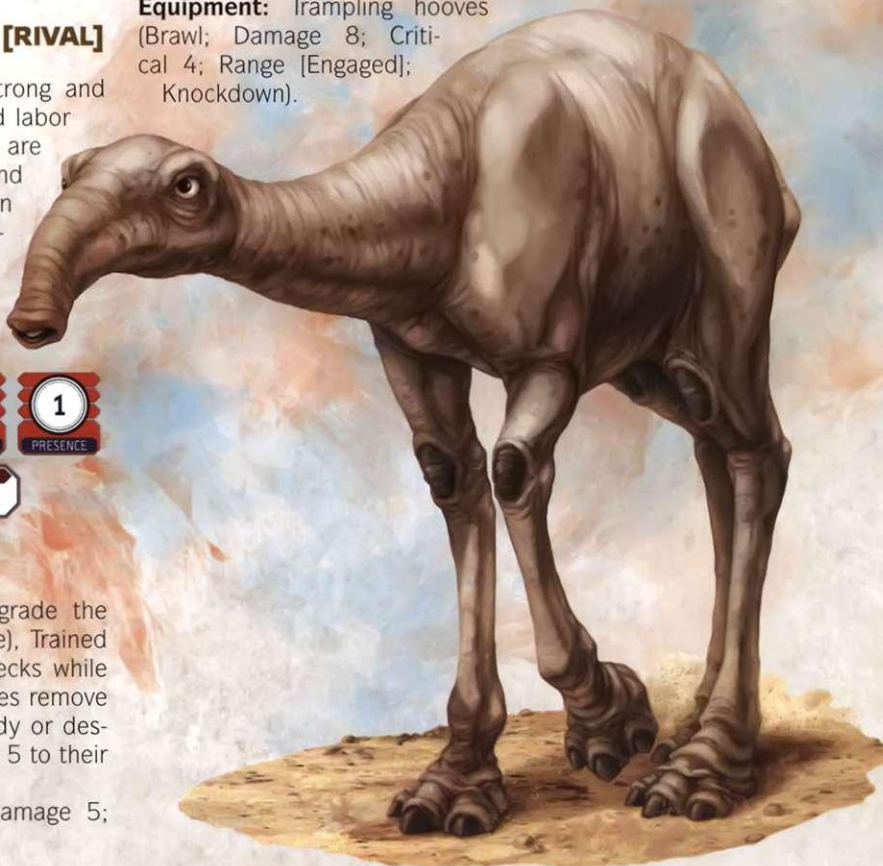
FAMBAA [RIVAL]

The enormous fambaa are have been famously domesticated by Gungans for thousands of years on Naboo, but have long been exported to many other worlds including Onderon. They are sometimes compared to the much smaller dewbacks, to which they bear some physiological similarities. Herbivorous creatures, fambaa are most often used as beasts of burden. They are also effective multi-passenger mounts, having seen combat action in the Grand Gungan Army in the decade before the Clone Wars. Despite their immense size, they are docile creatures, and are rarely phased or startled, even by the noise of battle. Gungans used them to carry immense shield generators, cannons, or armored howdahs that could transport numerous individuals into battle.

7	1	1	1	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
16	55	1	1

Skills: Brawl 1, Cool 2, Resilience 3.
Talents: None.
Abilities: Silhouette 4, Beast of Burden 20 (fambaa add 20 to their encumbrance threshold). Fearless (fambaa are immune to the effects of fear).
Equipment: Massive teeth (Brawl; Damage 12; Critical 4; Range [Engaged]; Breach 2, Slow-Firing).

KAADU [RIVAL]

Sometimes compared to the Cracian thumper or kybuck, kaadu are swift bipedal duck-billed reptavians native to the swamps of Naboo. As with the fambaa, Gungans have expertly trained these amphibious beasts for use in a variety of ways in their society. Gungan warriors often take kaadu for reliable mounts, developing a close personal bond with their beasts. As with the fambaa, the kaadu saw action in the Battle of Naboo in 32 BBY. Unlike fambaa, however, Gungans are quite possessive of kaadu. As a result, these creatures are not traded as often as other beasts they train.

3	4	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
4	15	0	0

Skills: Athletics 2, Vigilance 2.
Talents: None.
Abilities: Silhouette 2, Amphibious (kaadu may breathe underwater without penalty and never suffer movement penalties for traveling through water), Domesticable 1 (downgrade the difficulty of checks to train kaadu by one).
Equipment: Legs (Brawl; Damage 7; Critical 4; Range [Engaged]).

KYBUCK [RIVAL]

The amazingly swift kybuck is native to the Woolwarricca plains on the Wookiee homeworld of Kashyyyk. Vaguely resembling the larger tauntaun, kybucks have short tan-to-brown fur with small tails and thick horns. Unlike many other bipedal mounts, kybucks have split hoofs rather than claws or pads, which may help them reach immense speeds for a bipedal animal. Unlike most other riding animals, kybucks are not very effective beasts of burden. While they are very fast and well-trained mounts, they are only capable of carrying smaller individuals as riders.

3	6	1	2	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
4	13	0	0

Skills: Athletics 2, Brawl 1, Survival 1.
Talents: None.
Abilities: Silhouette 2, Sure-Footed (kybucks suffer no penalties when moving through difficult terrain).
Equipment: Horns (Brawl; Damage 6; Critical 5; Range [Engaged], Disorient 1).

MUSTAFARIAN LAVA FLEA [RIVAL]

Perhaps one of the most unusual mounts in the galaxy, the Mustafarian lava flea is a giant arthropod that evolved for life on the volcanic environment of its homeworld. While considerably larger than the average equinoid, lava fleas have an uncharacteristically lightweight frame. This makes them ideal for leaping considerable distances, but less adapted for hauling heavy loads. The creature's exoskeleton evolved an internal structure of spindles not unlike an internal bone structure, made from the minerals the lava flea digests. This allows these extraordinary beasts to grow to sizes far beyond normal evolutionary constraints. Mustafarians often fashion discarded lava flea shells into heat-resistant armor.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	4	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
8	16	0 0

Skills: Athletics 2, Resilience 3.
Talents: None.
Abilities: Silhouette 3, Domesticable 1 (downgrade the difficulty of checks to train lava fleas by one), Suited to the Heat (lava fleas are immune to the effects of heat and hot environments), Leap (lava fleas add □□ to all Athletics checks made to perform vertical or horizontal jumps).
Equipment: Proboscis (Brawl: Damage 5; Critical 6; Range [Engaged]).

NARGLATCH [RIVAL]

It is unclear exactly where the narglatch evolved, but they are used as mounts for the Talz in the brutal cold of Orto Plutonia; additionally, several variants of this species can be found on other worlds throughout the galaxy, including the swamps of Naboo. Not truly domesticated, these felinoid beasts can be trained to be loyal and fearsome mounts, if a bit headstrong. Unlike most other riding beasts, narglatch are apex predators with hunting instincts, moving quietly to stalk their prey.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	4	1	3	2	2

SOAK VALUE	W THRESHOLD	M/R DEFENSE
6	17	0 0

Skills: Athletics 3, Brawl 2, Perception 1, Stealth 2.
Talents: None.
Abilities: Silhouette 2, Suited to the Cold (narglatch are immune to the effects of cold and below-freezing environments), Fearless (narglatch are immune to the effects of fear), Fierce Pounce (If the narglatch uses the aim maneuver, it also gains Knockdown on its next attack).
**Equipment:** Claws (Brawl: Damage 9; Critical 2; Range [Engaged], Linked 1, Vicious 3).

RONTO [RIVAL]

Often seen as beasts of burden and mounts for Jawas, rontos are known to be effective, if skittish, mounts. Found on many worlds, including Nubia, Tatooine, and Kashyyyk, rontos are often employed away from populated areas, to reduce contact with technologies that might spook the beasts. Even so, they remain a common sight in many of Tatooine's spaceports, and those who work with these animals place great stock in their loyalty.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	3	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
7	18	0 0

Skills: Survival 2.
Talents: None.
Abilities: Silhouette 2, Domesticable 1 (downgrade the difficulty of checks to train rontos by one), Trained Mount 1 (add □ to a rider's Survival checks while mounted on a ronto), Beast of Burden 10 (rontos add 10 to their encumbrance threshold).
Equipment: Trampling hooves (Brawl; Damage 12; Critical 4; Range [Engaged]; Knockdown).

RUPING [RIVAL]

The soaring rupings of Onderon are graceful, noble reptavians that have been trained as flying mounts for generations on their homeworld. Thinner than the Alderaanian thranta, rupings were used both as scouts and battle mounts in the Battle of Onderon during the Clone Wars. Capable of flying to great heights, rupings have two sets of eyes that can focus on both predator and prey simultaneously, giving them exceptional situational awareness. Often rupings alert to danger long before their riders do, and are rarely caught off guard.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
6	18	0 1

Skills: Coordination 2, Survival 3, Vigilance 3.
Talents: None.
Abilities: Silhouette 2, Flyer (rupings can fly, see page 214 of the Core Rulebook), Trained Mount 1 (add ☐ to a rider's Survival checks while mounted on a ruping).
**Equipment:** Claws (Brawl; Damage 7; Critical 3; Range [Engaged]).
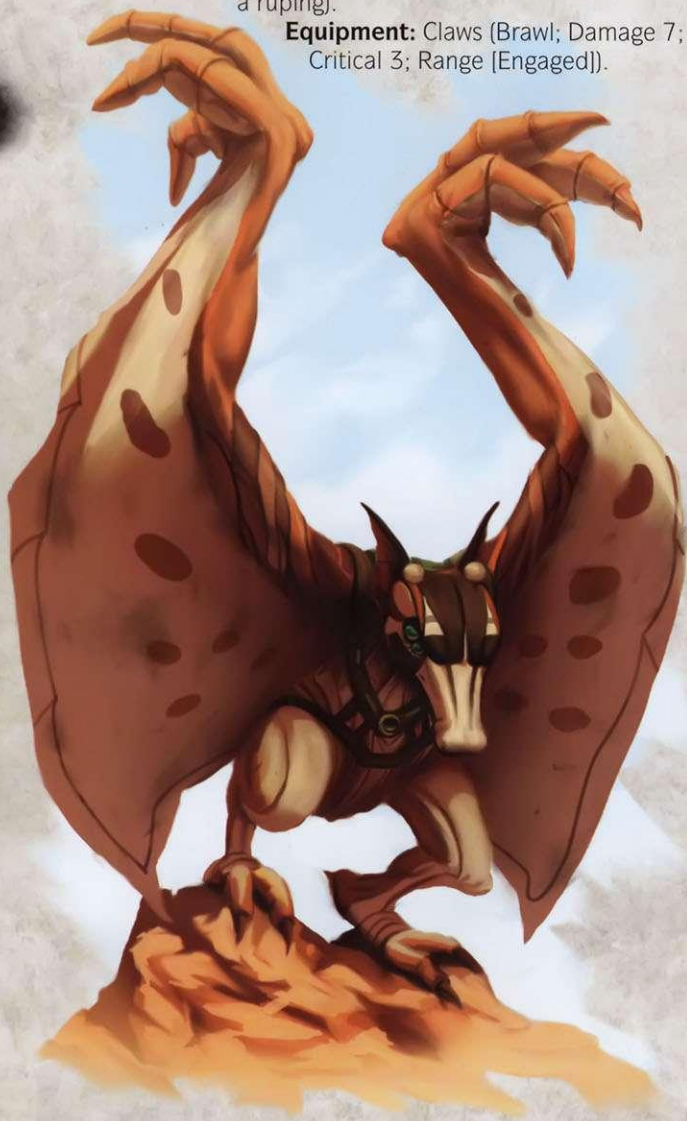
TAUNTAUN [RIVAL]

Native to the frigid environs of Hoth, the common tauntaun is the largest of several species of the bipedal reptomammals. These iconic beasts are herbivorous, feeding on lichens and small plants that thrive in caverns and other areas warmed by Hoth's geothermal energies. Heavy fur and a layer of blubber keeps them alive in all but the coldest conditions their home planet has to offer. Standing up to 2.5 meters tall, tauntauns make excellent, if stubborn, mounts for scouting duties in brutally cold conditions, where even vehicles have trouble adjusting.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	3	1	2	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	15	0 0

Skills: Resilience 3, Survival 1, Vigilance 1.
Talents: None.
Abilities: Silhouette 2, Trained Mount 1 (add ☐ to a rider's Survival checks while mounted on a tauntaun).
Equipment: Horns (Brawl: Damage 7; Critical 5; Range [Engaged], Disorient 1).

THRANTA [RIVAL]

Now an endangered species, the thranta were once a common sight in the skies of Alderaan prior to the planet's destruction. Unlike many other flying creatures, thrantas do not use their wings as a primary source of lift. Rather, their bodies naturally produce hydrogen, which is stored in several internal air sacs that keep them aloft. This may be one reason why thrantas evolved to be creatures purely of the air, no longer needing legs on which to land. Over time, Alderaanians domesticated numerous breeds of this beast to be used as mounts. Today, only the common and baleen thrantas survive in any measurable quantity. One of the few places one can find a thranta is above the clouds on the tibanna-producing gas giants of Bespin.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	2	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	15	0 0

Skills: Cool 1, Coordination 1.
Talents: None.
Abilities: Silhouette 2, Flyer (thrantas can fly, see page 214 of the Core Rulebook), Hover (may reduce speed to 0 and remain aloft), Domesticated (difficulty for training this beast is not upgraded), Unstable 4 (when thrantas suffer a Critical Injury, they add +40 to the Critical Injury roll).
Equipment: Beak (Brawl; Damage 5; Critical 5; Range [Engaged]).

VARACTYL [RIVAL]

Domesticated and trained by the Utai of Utapau, varactyls are large, four-legged, long-necked reptavians known for their surprising speed and agility. These beasts have been exported for thousands of years, and as such can be found on many different worlds, including in the wilds of Kashyyyk and Belsavis. Varactyls make excellent fast-moving mounts, and have been known to rival the speeds of airspeeders in short sprints, with powerful claws that allow them to climb over many obstacles that would hinder most other mounts.

4	5	1	2	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
5	22	0	0

Skills: Athletics 2, Brawl 2, Perception 1, Vigilance 1.
Talents: None.
Abilities: Silhouette 2, Glider (varactyls can suffer 2 strain to count as a flyer for the remainder of the turn—see page 214 of the Core Rulebook).
Equipment: Beak (Brawl: Damage 11; Critical 3; Range [Engaged], Vicious 3).

ACE MISSIONS

Assigned missions are the core of most Ace adventures. Ace pilots belonging to a military, paramilitary, or security force typically fly combat-oriented missions. While not every mission requires combat, Aces may still be used when expert protection is required. Well-known Aces can be assigned to missions seemingly far afield from their training, such as making public appearances and for political propaganda. However, all of these missions fall within the Ace's potential duties to their organization or cause.

Non-military Aces have a wider array of mission types. While they typically require excellent pilots or gunners, these missions might range from simple security duties to elite races to expert piloting in risky or dangerous locales or even training assignments. They are less likely to be working with other Aces than those assigned to military units, and more likely to be the best pilot or gunner on the mission. See **Integrating Ace Characters** on page 67, for advice on how to combine Ace-specific missions with other types of adventures.

ENEMIES AND ACES

Ace missions require a range of opponents at different levels of expertise. Most adversaries can't match up to the Ace's abilities. This includes average pilots, rookies, and even some elite personnel in lesser military forces. Sometimes, each side fields elite combatants equal to or exceeding the Ace's skills. Since not every mission includes a duel to the death, elite Aces may battle these foes many times. This section has advice for creating memorable enemies and challenging opponents.

CREATING ENEMIES

There are two primary aspects to creating enemy forces. Narratively, the enemy must have a reason for fighting the Ace. Mechanically, the enemy must present a challenge to the Ace.

Every combatant has a reason for their participation in a battle. Even seemingly random attackers have a goal in mind. The story dictates what sort of enemy force is required. It might be a squadron of lesser pilots led by a more skilled leader. It might be a single vessel that thwarts the Ace, or vice versa. Selecting enemy ships is discussed in the next section. Pilots and other adversaries should reflect the GM's goal for the encounter, as well as the story.

As usual, NPCs should have their own personalities. While their emotions or personal actions might not be visible from the cockpit of a ship, flying or fighting styles reflect and reveal aspects of the character's personality. They might be aggressive, defensive, brash, bold, timid, or even mistake-prone.

An NPC should mechanically mesh with his role. Opponents of approximately equal skill can extend the length of a combat encounter, since they should land about the same number of hits as the PCs. The GM can use the selection of enemy stats—a combination of vehicles and pilots—to help shape the danger and length of combat encounters. Weaker enemies won't last very long, while significantly advanced opponents might force a hasty retreat.

MINIONS

Minions are usually less-skilled combatants that depend on numbers to make up for their lack of skills or experience. However, even a minion is a threat when paired with an advanced vehicle or weapon that challenges the PC's vehicle. The minions' lack of skill means they won't hit as often, but when they do, it equals the damage of better pilots. Minions are less likely to be able to recover or make up for damaged vehicles. When the PCs encounter squadrons of opposing fighters, the majority of those ships are flown by minions.

RIVALS

Rivals typically represent squadron leaders, gun battery commanders, and similarly skilled individuals. They might have minions under their command, operate alone, or in pairs or small groups. Rivals are more challenging and have a better chance at inflicting serious harm or damage than do minions. Rivals are often recurring characters, or at least common character types. For example, a rival created as a squad-

ron leader can be used multiple times with similar craft. Rival stats should roughly equal the Ace's, along with a noticeable talent or two. Some rivals are obviously better at Piloting or Gunnery, or display specific weaknesses in their skill sets that the PC can discover and exploit.

NEMESIS

A nemesis is the advanced Ace's true equal or better. He should be a named characters that the Ace knows or gets to know over time. He typically flies better craft and benefits from equipment upgrades. He will also have more defenders (such as rivals as wingmen) meaning that the PC may not ever fully engage with, or get a shot at by, the nemesis. Staying out of the line of fire in some adventures ensures that the nemesis survives long enough to establish an important role in the story, before a PC eliminates him with a skilled, or lucky, shot.

Nemesis stats should normally equal or exceed the Ace's abilities. A nemesis' advanced skills mean that he is much more lethal and likely to survive many battles. He should have two or more talents that set him apart from his enemies and allies.

SELECTING SHIPS

Ships and vehicles typically have a greater impact on a battle or scene than their individual pilots. A bad or weak ship hinders even good pilots, and more advanced craft benefit lesser pilots and crew. Typically, the story dictates what type of ships, vehicles, or beasts are used in an encounter. The GM can surprise
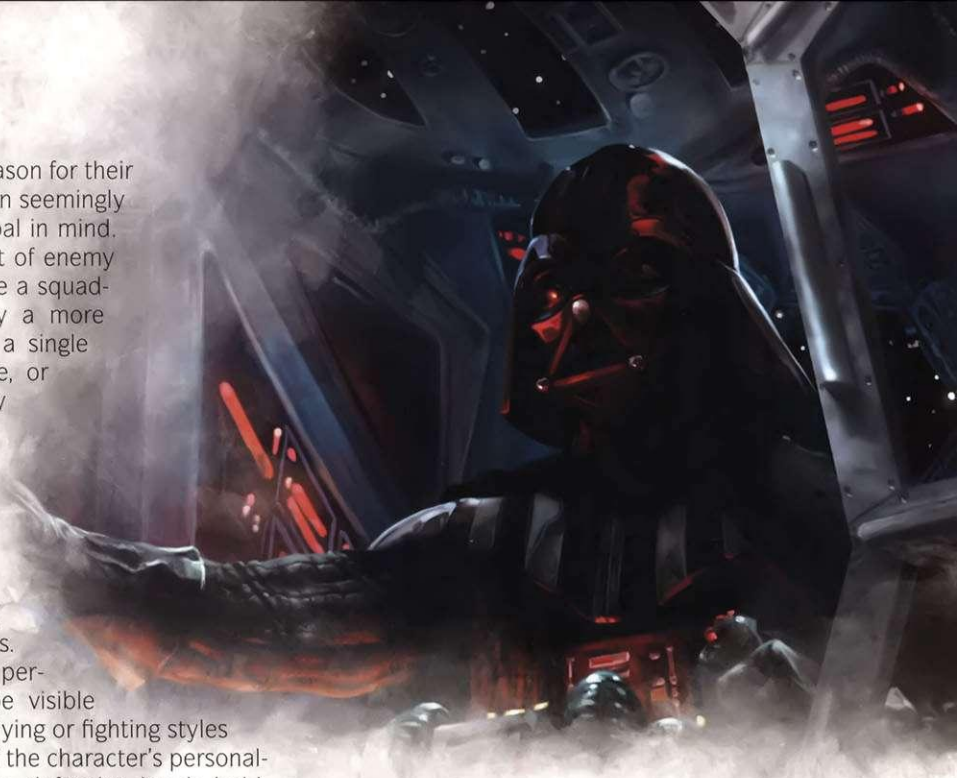
PCs by improving or replacing a rival's ship, especially when the changes specifically counter a PC's preferred move or helpful talent. However, unless the story allows for the PC to manipulate a rival into using a lesser ship, climactic battles are more exciting when their opponent is at full strength or better.

ADVENTURES AND MISSIONS

Below are adventure and mission ideas suitable for a variety of Ace specializations from both the AGE OF REBELLION Core Rulebook and this volume.

STORM CANNON RUN

The Rebels have acquired a working ion cannon but must move it from an old mercenary base to hidden transports. Imperial patrols and a hurricane-like storm prevent aerial pickup and it is only a matter of time before the Imperials figure out what is happening. The Rebels can't afford to wait out the storm or they risk losing this valuable asset.

Featured Specializations: Driver, Gunner, Hotshot, Rigger.

Part 1: The effort requires 40 speeders and speeder trucks of various sizes and armaments to carry the enormous load. The storm has already started. New and old roads crisscross the mountainous terrain, requiring the PCs to map out quick-but-separate routes for their landspeeders before leaving the transports. The trip takes hours with hindering strong winds, lightning strikes, and driving rain. Some speeders become damaged or require repairs or rescue.

Part 2: The PCs pick up the disassembled cannon and distribute the parts among the speeders, while damaged vehicles are hastily repaired. On the way back, an Imperial patrol detects the speeders. From then on, the Imperials set up roadblocks and diversionary tactics to stop the Rebel convoys both on the roads and as they pass through small settlements. The PCs must defend and save their trucks along the way while doing their best to minimize collateral damage.

Part 3: The storm lets up just before the speeders arrive at the transports. Dozens of Imperial speeder bikes chase the convoy as they make a final mad dash for the ships before a squadron of TIE fighters arrives. The cargo is loaded under heavy fire, and it is up to the PCs to ensure the transports lift off safely.

THUMPER RECON

The Aces are expert Cracian thumper riders. The Alliance assigns the team to search for, and conduct reconnaissance on, an isolated Imperial research lab. The lab's location in the middle of a dense forest makes it too difficult for speeders or starships to recon the area and leaves them vulnerable to anti-vehicle and anti-air defenses.

Featured Specializations: Beast Rider, Hotshot.

Part 1: The PCs disembark at a nearby settlement, posing as beast traders. They must prevent thieves trying to steal their thumpers and maintain their cover in the face of probable Imperial observation.

Part 2: The PCs enter the thick forest. The terrain requires demanding riding and careful going. Unfortunately, they soon run afoul of the local wildlife: fast-moving carnivores intent on making a meal of the thumpers. Further complications occur as the team must avoid patrols of Imperial probe droids on their approach to the lab area.

Part 3: They discover the sprawling lab complex, but it appears unkempt and the Imperials don't look or act quite like Imperials. The PCs eventually discover that a local crime boss took over the facility after the Imperials abandoned it, and now uses it to sell Imperial military equipment on the black market. The boss keeps up the "Imperial" façade to deter outsiders. The PCs might strike a deal for restricted equipment, or find themselves chased through the forest by angry criminals. Either way, they will have to return and report back to Alliance Command.

ALTERNATE ACE NPCS

Plucking ideas and talents from the Ace specializations to inspire NPCs is a great way to both create new NPC characters and enable the PCs to test their skills against another character with similar abilities and talents. Aspects of certain specializations can also be adjusted and applied to other character types. For example, the GM could add some of the Beast Rider talents to mounted warriors of a remote civilization the PCs' ship crashes into, as a quick way to make the NPCs more interesting and challenging.

ACE REWARDS

Typical Ace rewards are similar to those of other careers, especially when Ace characters are part of a group with a variety of character and career types. However, Ace focused campaigns naturally become combat oriented and often combat heavy. This section covers XP in general, and military-style campaigns where the Game Master may want to consider modifying the reward structure.

XP AND ACES

When Aces are working with other careers, the majority of the XP awards are the same for all PCs, as outlined in the **AGE OF REBELLION** Core Rulebook. The GM may increase Ace XP by a few points, but no more than five, for encounters that feature the Ace's abilities. For Pilots and Drivers, it is likely for their Piloting and perhaps Gunnery skills. For Gunners, exceptional shooting or directing and coordinating the tactics of others that maximize their marksmanship advantages could qualify. Beast Riders benefit from extraordinary creature riding, creature handling in extreme circumstances, or helping less experienced riders navigate or control their beasts. Riggers can be rewarded for clever adaptations, longer or more complex builds, or advanced modifications performed in an exceptionally short amount of time.

Awarding extra XP should be saved for important battles or encounters where the Ace performs extremely well. Bonus XP should not normally be awarded in every game session, or possibly every adventure. However, if the GM finds he isn't awarding any bonus XP over several sessions, he should review the encounters. If the adventure hasn't provided the Ace with an opportunity to gain additional XP, the GM should consider giving the PC a chance to do so in an upcoming encounter. On the other hand, if the character has not performed well enough in the opportunities given to receive bonus XP, that is acceptable.

However, the GM may want to advise the player on which points or tactics he missed. If the problem stems from bad luck or poor dice results, but the player makes the right choices, the GM should award some bonus XP, even if it is not the full amount.

XP IN A COMBAT-HEAVY CAMPAIGN

The **AGE OF REBELLION** Core Rulebook assumes that adventures consist of a range of different encounter types, with a limited amount of combat. Characters are normally allowed to spend XP and labor on skills or talents they wish to increase. In a combat-heavy campaign or adventure, the GM might alter those conditions and expectations. PCs fighting in extended combat or epic battles naturally spend more encounters and game sessions in tactical combat. Whereas an average adventure session may cover hours, days, or weeks, tactical encounters take more playing time and may be equivalent to only a few minutes for the PCs in the game. The Aces might gain a lot of tactical experience in a short time, at the expense of opportunities to develop other skills.

At the Game Master's discretion, he may use or adapt the following options to a combat-heavy game.

- Reduce the amount or frequency of XP granted during combat-specific adventures. Essentially, it takes longer for the PC to advance skills while fighting the majority of the time. It also reflects the fact that less time passes during tactical encounters than the average adventure, so PCs have less time to learn or practice certain skills.

- Restrict which skills the PC may increase by granting XP specifically for a range of skills, or skills used during a battle. For example, after a starfighter battle, an Ace pilot might be restricted to skills such as Astrogation, Computers, Cool, Discipline, Leadership, Perception, Piloting (Space), Vigilance, Gunnery, and Warfare. How-

ever, other specializations likely have their own version of commonly used skills. For instance, after a battle featuring mounted combat, a Beast Rider might be restricted to Athletics, Coercion, Cool, Coordination, Discipline, Leadership, Perception, Piloting (Planetary), Resilience, Stealth, Survival, Vigilance, Melee, Ranged (Light), Ranged (Heavy), and Warfare.

The PCs should regularly be freed from restrictions between combat-heavy sessions, allowing them to improve other skills. If the storyline doesn't logically work with some skill increases, it is always possible that the Ace might receive additional training between battles from their organization or mentors. The GM could require the PC to save some of their XP from previous encounters to spend on such training sessions, or the PC might have to spend XP from a future encounter to effectively put their new knowledge to use.

The Aces should receive XP in amounts comparable to regular adventures. The GM should avoid granting XP based solely on defeating individual enemies or groups in combat. While exceptions may be reasonable when fighting a major villain, the GM should avoid awarding XP for defeating certain amounts of enemies, ships, or vehicles. This helps keep the story and mission goals the main focus and discourages PCs from attacking enemies simply to advance their characters.

However, as some Ace specializations rely on defeating a certain number of ships or vehicles to attain the formal title of Ace, the GM may occasionally grant XP based on the number destroyed or defeated. While it should not become the norm, it is appropriate in certain situations. Below are a few examples:

- When the character becomes recognized as an Ace (or equivalent title) in his organization (see **Becoming an Ace** on page 94).

- When the mission parameters call for completely destroying an enemy force, and the character succeeds, with the XP amount adjusted for how much help the PC receives.

- Gunners have fewer opportunities for alternate Ace XP awards, and might be justified in having their XP tied to defeated enemies more often than other characters.

The GM may tailor XP to a mission's complexity. Adjusting to unexpected battle conditions or executing more difficult plans might warrant additional XP. In large battles, the PCs' XP should not be tied entirely to their side's success. They should be rewarded for their part in it. If they perform well, but others fail, the PCs' XP should not be penalized. However, if they are responsible for their mission's failure, they should receive less XP than they might have otherwise received.

CREDITS AND OTHER REWARDS

Aces receive payment and other rewards in a variety of forms. Credits are always popular, but they might also receive equipment, ships, boosts in reputation, Duty increases, and promotions. The Ace's specific situation dictates the exact rewards available.

- Aces that belong to military organizations like the Rebellion receive standard pay, but might receive bonus pay for volunteering for risky missions. In the case of the cash-strapped Rebellion, a small monetary bonus may still represent a large award.

- Aces that are essentially mercenaries may be paid as such, and might receive bonuses for outstanding work.

- Freelance Aces are paid per job. This differs somewhat from mercenary work, as the Aces might be operating as individuals, or have a wider variety of mission types than simply destroying the enemy.
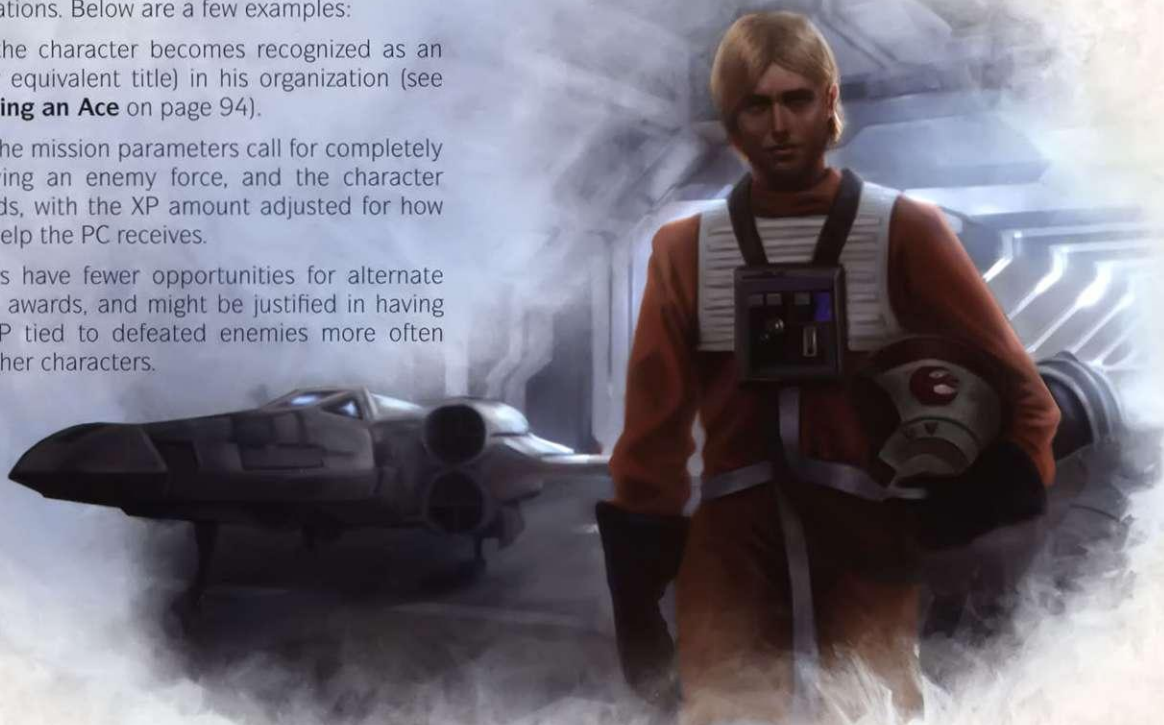
MATERIAL REWARDS

Loaned ships, vehicles, and equipment do not count as part of an Ace's reward, since these items are expected to be returned or expended. However, the PC might earn the right to keep the equipment after a successful mission as part of his reward. Most Aces have few opportunities (and are rarely encouraged) to loot a battlefield or abscond with a defeated vehicle, however, if they do, it should be considered part of their reward.

Aces that are part of a military organization are usually assigned their ships, rather than owning them (especially fighters). In this case, upgrades to their ships, or receiving an improved vessel they use regularly, can count as part of a material reward. GMs can affect the value of a granted vehicle by determining its physical condition. PCs might gain the use of vehicles far beyond their ability to pay because it is in poor shape.

INTANGIBLE REWARDS

Intangible rewards normally come about during the course of play, rather than as an anticipated reward.

- Successful missions can lead to better opportunities for advancement and more important missions. This can open story-based opportunities for future adventures.

- Military characters might be promoted in rank or title, and gain the benefits of that rank, including increased pay, leadership or command positions, and the ability to request assignments. Promotions are (usually) rare.

- Honors, such as medals for bravery or specific military campaigns.

- The greater the Ace, the bigger the reputation. The PC might be rewarded with notoriety within an organization, by an enemy force, the public, influential leaders, or a combination thereof.

- Increase in the PC's Duty score (see pages 46 and 325 in the **Age of Rebellion** Core Rulebook).

BECOMING AN ACE

Every starfighter pilot or professional gunner aspires to be called an Ace, or their organization's and position's equivalent title. There are usually multiple steps to attaining this level of recognition and inherent skill.

- Join a military or similar organization with a standing military and rank structure.

- Train to be a pilot or gunner, followed by assignment to an active squadron, ship, or vehicle.

- Destroy, "kill," or utterly defeat, a minimum number of enemy craft. The number is traditionally five, but is actually set by the organization. Some groups treat all targets the same, no matter their type, model, or configuration. Others may set up different categories of Ace for different target types—such as fighters, capital ships, speeders, and so on.

Some organizations might disregard kills carried out by automatic firing systems such as auto-targeting or guided missiles.

Each kill or victory must be confirmed by one or more sources beyond the pilot or gunner (see **Kill Verification**, on page 95).

If a kill is unconfirmed, most organizations either disregard it completely, or record it as a "probable" kill. However, probables do not typically count towards the kill total.

If the kill is confirmed but struck by hits from multiple sources, most organizations award a partial kill. For example, a ship destroyed by two starfighters is counted as .5 or half a kill for each attacker. Likewise, a gunner in a turret or battery that destroys a target in coordination with other gunners usually gains a partial kill. Gunners on large capital ships may regularly be awarded partial kills.

Full credit is awarded to attackers who are confirmed to be fully responsible for a successful kill.

- Once the pilot or gunner receives a total of five (or other number) of kills in any combination of individual and partial kills, they are awarded the title of Ace.

Aces typically do not receive other titles and cannot become an Ace more than once, unless the Ace's organization seeks separate kill totals for separate types of targets.

Some organizations award the title of "Tan" to truly exceptional pilots, usually in recognition of dozens of kills through many sorties and related missions.

ROLEPLAYING ALLIED RIVALRY

Allied rivals can provide the Game Master with a variety of characters and situations to use and roleplay in an ongoing storyline. The GM should flesh out rivals to make them fun or challenging ongoing characters in a larger campaign, or use them as temporary antagonists in specific missions.

- An Allied rival can provide a good foil for aspiring PC Aces. The rival and PC might compare kill totals and taunt each other between and even in missions. A boisterous ally might loudly challenge the PC in public to various feats of piloting or gunnery, beyond the simple task of defeating enemy vehicles. Such tactics might divide the rest of the squadron or team behind each of the rivals.

- Allied rivals may regularly brag about their accomplishments, then taunt and belittle the PC's efforts. Sometimes this is good-natured ribbing between friends, or it could be icy comments between hated rivals. Storylines might feature a PC turning an NPC from personal enemy to a respected friend.

- Events occurring during missions affect the relationship between allied rivals. Relationships might sour if one calls for help, but doesn't receive it in the heat of battle. If one makes a mistake that endangers or injures the other, a friendly relationship might be forever ruined. In truly dramatic fashion, the NPC Ace might eventually leave the squadron or even become disillusioned enough to defect to the other side. All of these provide opportunities for the PCs to rebuild relationships, perhaps affecting future missions and decisions.

- The death of an allied rival can deeply affect a PC, especially if that rival is a friend, family member, or charismatic leader of the squadron or Rebel force. The PC might feel guilty if they were unable to save the rival, or were responsible for their death. Squadron mates might blame the PC, right or wrong. The PC might attempt to make amends with surviving relatives or walk away from the action to take up a role left empty by the lost ally. Rather than leaving these events to chance, the GM can write them into the adventure to better control the storyline. If the GM would rather let things play out, he might prepare a series of reactions events that occur in the event of a NPC's death.

- Ideally, the PC goes beyond reacting to the rival, and initiates their own challenges and interaction.

KILL VERIFICATION

Sources of independent kill verification might vary by organization. Typically, the sensor logs of the attacking craft are sufficient, but corroboration by other ships' sensors is usually carried out. Eyewitness accounts from other combatants or observers are acceptable, especially when logs are suspect or unavailable for any reason. Sensors are susceptible to jamming, glitches, and range considerations, which can corrupt the data, if not destroy it outright. Occasionally, captured enemy sensor logs or records might confirm kills from previous missions against or around the target.

KILL TRACKING

Kills are tracked by the organization and the individual pilots. Some pilots may add small, stenciled icons to their ships, with each representing a specific kill. The icon is usually located under the cockpit window or similar prominent location. The icon might be in the shape of the defeated ship's silhouette or use a symbol from the target's organization. For example, Rebel pilots might use a small Imperial symbol to represent each kill. Probables are not recorded on vehicles. Partials might not be recorded until they represent a full kill, though some pilots might record a half kill with half of a symbol, then fill in the other half when another partial kill occurs.

Capital ships might be awarded victory symbols for defeating other capital ships, rather than recognizing individual gunners. The symbols are displayed on the bridge or other prominent location, rather than applied to the exterior of the ship. Victory symbols

ROLEPLAYING ENEMY RIVALRY

Roleplaying enemy rivals can be challenging in gameplay, as the PC must get the opportunity to interact with their opponent.

- Military pilots might never personally talk or meet, but recognize each other through their particular starships, markings, transponder codes, or flying style. If they consistently fly in the same theater of operations, they might run across each other in multiple missions.

- Enemy Aces in non-military (or less disciplined) units might engage their enemies in comlink banter as much as dogfighting. This allows the Game Master to carry out a conversation in the midst of battle. The ace might have any sort of personality the GM wishes to use, though they are consistently confident in their abilities.

- If the PC becomes a known Ace, at least locally, enemy aces might seek them out and challenge them to single combat dogfights, or simply try to target the PC over and over until they succeed in defeating the PC, or are defeated themselves.

- Face to face meetings are occasionally possible, but rely heavily on the circumstances of the story to make them work. Usually, there needs to be a reason that both characters are in the same location, and a reason as to why they don't attack each other on sight.

- The death of an enemy ace might bring retribution on the PC from the ace's allies. He might become a high profile target, and even identified in enemy propaganda as a hated individual.

are not typically awarded for destroying small craft such as starfighters or shuttles. Some organizations award the kills of smaller vessels to individual gunners, if those responsible can be determined.

REPUTATION

Aces are competitive and brash enough to prominently celebrate their victories. As their reputation grows, they naturally form rivalries within their own organization, as well as with enemy Aces. The Game Master should take the opportunity to add this type of interaction to Ace-related adventures. See **Roleplaying Allied Rivalry** on page 95 and **Roleplaying Enemy Rivalry** on page 96 for advice on how to implement these relationships.

Increased reputation might lead to the effects below. A decrease in reputation causes the opposite result.

- Recognition amongst allies, initially in their own units, and later in outside units.

- Respect—and occasionally obvious jealousy—from lesser-skilled pilots.

- A freelance Ace may find his reputation precedes him, allowing the Ace to ask for increased pay or improved aid.

- Recruitment by better squadrons, mercenary groups, or commanders. Occasionally rival services—or criminal factions—might try to steal away the Ace.

- Public recognition.

- Targeted attacks against the Ace, both on missions and possibly by commandos or assassins in high-profile cases.

- Assignment to more important and/or dangerous missions.

- The ability to select some missions.

- Promotions, medals, and bonus pay.

- Access to better ships or training.

- The opportunity to lead a squadron or similar group of PCs and NPCs.

- The ability to inspire fear in lesser opponents. The GM, at his discretion, might occasionally add ■ to enemy minion attacks against the Ace. This may also justify the use of a Destiny Point to affect the narrative.

STAR WARS®

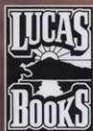# AGE OF REBELLION™

ROLEPLAYING GAME

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At the heart of the Galactic Civil War, daring ace pilots risk everything in the fight for freedom. On the hangar deck, in the saddle, and behind the stick, these brave individuals take the fight to the evil Empire.

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This supplemental rulebook includes:

- Expanded character options including Motivations, Duties, species, and specializations.

- New, powerful signature abilities that allow Ace characters to become masters of their career.

- Specialized equipment and dozens of powerful vehicles useful to characters looking to dive into a dogfight.

- Rules for riding the many beasts of the galaxy, along with profiles for the most common mounts used by the Rebel Alliance.