STAR WARS

AGE OF REBELLION

FORGED IN BATTLE

A Sourcebook for Soldiers

STAR WARS
ROLEPLAYING

STAR WARS®
AGE OF REBELLION™
ROLEPLAYING GAME

FORGED IN BATTLE

The fires of war rage once again across the galaxy. The evil GALACTIC EMPIRE strives to crush the REBEL ALLIANCE and the hope that this desperate army of renegades represents.

But everywhere from the CORE WORLDS to the distant stars of the OUTER RIM, brave beings take up arms against their oppressors. SOLDIERS fight the Empire directly, not with powerful starships or cunning schemes, but with sweat, toil, and blood. Through their courage and sacrifice, these heroes raise high the flag of rebellion....

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"So, what does it look like they're doing over there?"

Janeth sighed, looked away from her rifle's scope, and turned to the Elomin crouched behind her. *Patience*, she reminded herself. *Even the greenest recruits in the Rebel Alliance don't get to stay green for long.*

"I don't know. The guards haven't changed positions in a while. Looks like they're still making smalltalk. They don't have any reason to know that there's a rebel base here, and if they did, I think *that* would be sure to let us know." She jerked her thumb upward, to the Star Destroyer hanging ominously in the blue sky. "With its turbolasers."

A moment of relative silence passed. The scrubland was never really silent to a seasoned scout like Janeth, of course. The wind rustled the large, brambly plants hiding the two soldiers. A local avian—a carrion-eater, by the way it circled above—let out a faint, shrill cry. Janeth turned back to her scope.

Solls broke the silence: "So...what do you think they've been talking about for so long?"

Janeth rolled her eyes but didn't turn back to Solls. Somebody had to train in the rookie. She could pawn him off on some subordinate, but she had to "be an example" and all that. It could be worse. At least this one wasn't chomping at the bit to shoot someone. He just had lots of questions. Usually annoying ones.

"I don't know. Which identical set of white, faceless armor to wear tomorrow? Tips for oppressing unarmed civilians? How bad the rations are? How hot it is in that laminate suit?"

Solls picked at a leaf from the shrub concealing the pair, peeling away the rough covering with a sharp nail and then slowly dissected the rest, flicking it away piece-by-piece as he did while periodically tapping notes into his datapad.

"I read that their armor is supposed to have limited air filtration systems. Do you think they get that hot wearing it?"

Unbidden, thoughts returned to Janeth. The stink of burning flesh. Blood filling the inside of her helmet—her own blood. Struggling to pull herself free of the corpses on top of her. The sight of the Star Destroyers high above withdrawing, leaving the fallen for dead. And the heat; the stifling, killing heat of the burning troop transport, sweltering within her horrid, oppressive white armor.

"Yeah, I think it gets pretty hot in there."

Solls might be a rookie, but even he could take a hint. The Elomin pulled out his datapad and started conspicuously reading the technical specs of his rifle for the hundredth time.

As the light vanished, Solls finally stopped dissecting leaves. He'd been able to ascertain a lot about the biology of the dry-weather shrub over the day spent hiding in it. The sap was fast-drying to conserve water and seemed to ward off the native fungi and bacteria that plagued many species of local flora.

The sergeant lay looking through her thermal scope, still as ever. Suddenly, the human pushed herself into a crouch, turning to Solls. "Patrol. Looks like a standard sweep, which means they're going to see our base. Head back and tell them to start packing. Now."

Solls started at her words, stumbling back a bit into the shrub. "But shouldn't the cave keep it safe?"

"The cave covers us from sensor sweeps, but even those buckets they're wearing won't stop them from spotting the tracks in and out. Field instructions for worlds like this are to examine any trace of habitation. Get going, rookie."

"What about you?" Solls voice let on more fear than he intended to allow.

"I'll deal with them. They won't be expected to report in for four hours, and it'll take two more for the follow-up team to suit up and get there, even in speeders."

"D-deal with them? On your own? That's too risky!"

"Risk-taking is what I do, Solls. What we do. Go."

The gully had indeed been the perfect place for an ambush. The collapsing wall of dirt had buried three troopers, and the fourth had leapt directly into the nearby pit trap in his efforts to avoid the wave of sediment. Janeth had finished off the squad leader with her vibroknife. It hadn't been part of the plan for said squad leader to drag himself up to put one final blaster bolt into her leg as he died. But no operation ever went perfectly.

Janeth stared up at the sky, the Star Destroyer hanging in orbit as she bled out. "Funny. Last time I ended up like this, I was angry to be left behind. This time, I'm hoping they're already gone."

"Not just yet, Sergeant." The Elomin crossed in front of her view of the sky, then knelt to examine her wound.

Janeth hadn't expected an answer, and certainly not one from Solls. "I ordered you to leave, rookie."

"And I did. But then I came back. They were launching ships when I left, so the base should be empty by now." The Elomin's voice was unsteady, but his hands were precise, years of practice at surgery overriding his fear.

"You should go with them." Janeth said, less forcefully than intended. Probably the blood loss talking.

"This is what I do, Sergeant. What we do, right? They left us a ship in the next canyon over. Now hold still, the sap in this poultice may sting a bit."

SOLDIERS IN THE AGE OF REBELLION

Conflicts in *Star Wars* are frequently determined by individual acts of heroism. Sages and warriors following the will of the Force perform some of these brave acts, but many other such feats are the do-or-die efforts of soldiers in the trenches, facing the enemy armed only with grit, ingenuity, and the hope for a better day. No mystical champions wielding lightsabers confronted the Imperial stormtroopers who blasted their way aboard the blockade runner in *A New Hope*, only rank and file soldiers dedicated to defending their ship and their leaders.

Soldiers also comprise most of the participants in any large scale combat. Exceptional circumstances aside, conquering and holding a major military objective such as a space station, city, planet, or star system requires incredible numbers of people. A fearsome weapon such as the Death Star might blast a planet into shattered rock and space dust, but if the Emperor wants to utilize a world's resources or population, he needs legions of stormtroopers and Imperial Army forces to take or keep control of the world. Likewise, the Rebellion must field its own armies to take new territory and protect its much smaller—but all the more vital—military installations, as well as locations sympathetic to its cause. Though outnumbered and often outgunned in every major military category, rebel soldiers know their successes advance their cause and inspire new allies to join the Rebel Alliance. The odds may be against them, but bravely battling the odds is just one of many struggles for the Rebellion to overcome.

Age of Rebellion prominently features the military conflict between the Alliance to Restore the Republic and the Galactic Empire. Stories and adventures range from minor skirmishes and missions to major battles spanning cities, continents, or even planets. Soldiers can play a role in any of these events. Individual soldiers might be assigned to specialized groups who otherwise lack combat expertise, to help them in their mission. Groups of soldiers might form their own special units, but they could also be members of a larger force participating in a major battle. Characters specialized in other areas might seek training as Soldiers to improve their odds of survival and their effectiveness against Imperial forces.

Forged in Battle provides Game Masters and players with rules and story ideas for creating and playing Soldier PCs in a variety of roles and situations in **Age of Rebellion**. These potential characters range from basic combatants to elite forces with unique abilities.

Chapter I: Heroes of the Rebellion introduces four new playable species and three new Soldier career specializations. The first two species, the Elomin and Eloms, are culturally and historically linked, as they are native to the same homeworld. The Kyuzo have a proud martial history, and members of the fighting orders known as clovocs are renowned across the galaxy. The isolationist Shistavanens are born hunters on their homeworld, and some of them who travel the galaxy are drawn to joining the Rebel Alliance's fight against tyranny. The new Soldier specializations focus on three different, aggressive types of fighters. The Heavy uses sweeping arcs of withering firepower to destroy foes at range. The Trailblazer swiftly traverses rugged terrain, serving as a scout, a guide leading allies, and a wilderness infiltrator. The Vanguard is extraordinarily tough, skilled at breaching enemy fortifications, and excels at leading the charge into combat. This chapter also features signature abilities that enable elite Soldiers to dominate the battlefield in ways no one else can. New Duties and Motivations round out the chapter, and although they are written with Soldiers in mind, they are also open to Player Characters of all other careers.

Chapter II: Weapons of War presents new armor, weapons, equipment, landspeeders, walkers, and airspeeders. While such equipment is generally military grade, and thus is normally only issued to the professional armed forces that the Soldier represents, this specialized gear can also fall into the hands of those with the right contacts and sufficient credits. This chapter also provides a wide range of new weapon types, including many designed to excel in specified combat roles, and new armor to provide better protection for specific combat environments. Additionally, it introduces a variety of planetary combat vehicles likely to be used by Soldier characters, from armored transports to heavily armed support airspeeders.

Chapter III: Indomitable Courage centers on Game Master advice for running adventures featuring Soldiers in rebel military missions and campaigns. It also covers using Soldiers in stories where the battlefield is not necessarily the focus of the adventure. The chapter includes specific encounters and campaign ideas, and features details for using specific tactics, combat types, and challenges posed by the combat environment in which those with military training excel. Finally, the chapter discusses suitable rewards for campaigns focused on Soldiers, and rewards that are appropriate when characters of that career participate in adventures or campaigns focused on other missions or storylines.

SOLDIERS IN *STAR WARS*

Warfare is essential to stories in the *Star Wars* universe, especially to those taking place during the Galactic Civil War. Soldiers naturally play a central role in the actual fighting, even when many of the saga's more prominent heroes come from nonmilitary backgrounds. Without the large numbers of combatants supporting their efforts, most of those heroes wouldn't get very far in their ultimate goals. Stories that take place beyond the battlefield are almost always influenced by the presence of a larger military conflict, whether it is the Galactic Civil War or the Clone Wars that preceded it.

Every movie in the *Star Wars* saga features a major military engagement. Soldiers fight in wilderness, urban, and alien environments across the galaxy. Every skirmish and battle is an opportunity to tell not only the story of the actual fighting, but the significant events leading up to the battle. Politics, logistics, espionage, training, reconnaissance, and more all play a role in where, how, and why a skirmish occurs. The outcome is always in doubt, and there is always a cost in lives, equipment, and the environment. The effects linger on, whether or not the desired objective was achieved, and these consequences and scars influence the next conflict.

Soldiers fulfill a wide variety of roles within military operations as well as the overall storyline of galactic conflict. Obviously, Soldiers fill out the armies of both the Galactic Empire and the Rebel Alliance. However, they also work as mercenaries, form private military security forces, and serve city and planetary defense forces. Not all soldiers remain in the service of the organization that they originally joined. Some transfer or retire, others are forced out due to injury or disciplinary actions. A few abandon their posts. No matter their current or past service, any of these narrative threads can provide great opportunities for Soldier Player Characters and adventures.

While soldiers typically belong to an army, a Soldier PC could come from a wide variety of different service backgrounds. Naval forces need shipboard security and combined assault forces. Police departments in lawless regions, space stations, or exotic locales often have their own special units to handle particularly dangerous opponents. The PCs are likely to encounter many of these military archetypes during the course of a long-running campaign. A player might also select one of these ideas as for a Soldier PC's background or current assignment.

No matter their rank or unit of service, soldiers do much more than fight. Even in the hottest of flashpoints, combat is not typically a daily occurrence. They train relentlessly, prepare their equipment and weapons, and maintain their bases of operation. The Rebellion is short on resources and long on needs: equipment, ordnance, and personnel. Soldiers of the Rebellion are much more likely to be drafted into other operations and tasks outside of their immediate units or expertise than their Imperial counterparts.

SOLDIERS OF THE REBELLION

Everyone who fights for the Rebellion has a personal brand of bravery and courage in the face of impossible odds. Choosing to fight against an overwhelming foe like the Empire requires exceptional drive and dedication to a cause, whether the cause is that of the Rebellion or a personal one. Those who choose to fight are not just joining up as a career move or from family tradition, as might happen in established military organizations like the Empire or a planetary force. Those who resist the Empire are after more than promotions or political power. They are fighting to change the galaxy.

The Rebellion's soldiers know from the day they sign up that they are heavily outnumbered. They understand that while they may have the upper hand in smaller conflicts or specific missions, vast Imperial military might can arrive at any moment and without warning. They know they have few covert allies, and even fewer public ones.

Despite the obstacles and great personal risk, rebel soldiers are dedicated to bringing down the forces of the Emperor. They typically believe that their side is more agile in engagements, and that they are more personally motivated to win than their Imperial enemies. While neither is true in all cases, rebel infantry do often have more autonomy than the typical stormtrooper. This enables them to react in unusual ways not available to Imperial combatants. Keeping their foes off-balance is key to soldiers'—and the Rebellion's—survival.

JOINING THE REBELLION

Joining the Rebellion isn't as simple as finding a local recruiting office and signing up. By their very nature, rebel forces are secretive and elusive. They aren't active on all worlds. Their bases are hidden and their supporters are cautious. Rebel agents, sympathizers, and recruiters operate in secret across the galaxy. Attracting the attention of such an agent without also drawing unwanted Imperial scrutiny requires dropping just the right hints at the right times that an individual might be willing to join the Rebellion. In other cases, an agent of the Rebel Alliance finds a potential recruit before that person has even seriously considered joining.

Some individuals are much more direct. The Rebellion consists of small pockets of resistance fighting across the galaxy, and this fragmentation was at its peak in the early days of the war. Any group that successfully battles the Empire without drawing widespread reprisals or committing reprehensible acts of its own can attract recruiters seeking to bring disparate resistance groups into the Alliance.

MULTIPLE ROLES

No matter the method of recruitment, once an individual has successfully joined the Rebel Alliance, a wide variety of available roles awaits. Trained fighters are useful throughout the military forces and among covert operations. Some roles are highly traditional positions in the military, while others are less defined and not built into the military hierarchy. Rebel soldiers can be highly trained for a specific type of combat, but all soldiers are expected to adapt to rapidly changing assignments. For example, a new recruit might serve as shipboard security, then be suddenly assigned to a strike force freeing prisoners from a detention facility, only to become a guerrilla fighter when the operation fails to go as planned and the unit is stranded in Imperial territory. While transitioning between roles is usually more organized and planned, emerging opportunities and setbacks for the Alliance can launch any rebel into a new position or circumstance at any time. A rebel soldier must be ready.

TRAINING

New members of the Alliance join with a wide variety of experiences and levels of expertise. Those individuals who are not expected to be front-line combatants still receive basic weapons and self-defense training. Soldiers receive instruction commensurate with their intended assignments. The extent and exact type of training is largely dictated by the availability of qualified instructors and suitable training grounds. Rebel forces operate in a wide variety of locations and circumstances, making a consistent drill across the entire Alliance impossible.

Large-scale training operations are particularly difficult to complete without attracting Imperial scrutiny, but with so many isolated systems in the galaxy, it is not impossible to participate in larger war games. However, limited supplies, travel restrictions, Imperial security, and the availability of suitable transport still significantly hinder such events. Isolated resistance groups often have greater difficulty preparing their personnel, or getting recruits to secret training centers elsewhere in the sector or galaxy.

Despite the difficulties, the Rebel Alliance has dedicated itself to training individuals to a very high degree. With fewer soldiers than the Empire, the Alliance depends on its troops to be better prepared and have a better survival rate than their Imperial counterparts. The Alliance also trains soldiers to carry out unusual missions against the Empire. Since Alliance tactics center on hit-and-run attacks and highly precise strikes, rebel training focuses on these mission types.

CHAIN OF COMMAND

Anyone who formally joins the Rebel Alliance military forces receives a formal rank. A person's initial rank is determined by a variety of factors, especially prior experience and the Alliance's trust in that person's loyalty and abilities. While there are guidelines, the irregular methods of Alliance recruitment usually allow the person's first commander to determine the recruit's rank, at least temporarily. In addition, rank is not always indicative of a posting or mission's importance.

As a practical matter, the importance of rank in an Alliance soldier's day-to-day duties and missions depends on the exact unit and operational circumstances. Those serving aboard ship or in a major base should expect a more formal and standard military operational approach. This is also true during combat operations and missions. Groups operating in near autonomy might ignore rank beyond who is in immediate command. This is especially true in some resistance groups assembled more of like-minded individuals than trained soldiers. Such a casual attitude and approach toward rank and the chain of command can be helpful in these groups.

See page 393 of the **AGE OF REBELLION** Core Rulebook for a list of ranks within the different elements of the Rebel Alliance armed services. Occasionally, a significantly sized local force that has its own history and traditions may retain its own rank structure and rank titles when it joins the Alliance. Even then, rank equivalencies and informal titles are usually determined to avoid confusion in battle or when such groups operate with other Alliance units.

No matter the unit's circumstances, ultimately the Rebel Alliance expects its soldiers to obey superior officers. Disobeying orders brings with it a host of disciplinary actions and penalties. However, one of the strengths of the Rebel Alliance is the independent attitudes of its personnel. This sets the rebels conceptually apart from the authoritarian Imperial forces. It allows rebel fighters to make some decisions more quickly than Imperials who may have to get orders or approvals from their superior officers to react to unusual or rapidly changing circumstances. When deciding the extent of disciplinary action necessary against someone for failing to follow orders, rebel commanders usually take these attitudes into account.

DUTY POSTS

Rebel soldiers are typically assigned to a specific type of duty, usually at a particular location and unit. Their exact roles depend on the local or unit mission. This section introduces some of the more common assignments for soldiers in the Rebel Alliance. See **Chapter XI: The Rebellion** on page 383 of the **AGE OF REBELLION** Core Rulebook for more about such operations.

LOCAL CELLS

Local resistance cells are the most basic type of assignment. They usually start off as localized, unaffiliated operations made up of a wide variety of people willing to fight the Empire. Soldiers are usually recruited locally rather than assigned to such groups from elsewhere; after all, people fight hardest to protect their own homes. Command structures can be very fluid or ad hoc in nature. When, or if, the group joins the Rebel Alliance, outside personnel may be assigned to bolster its operations or defenses.

Exact mission types at a given location depend on the group's area of operation, local targets, and staff abilities. For the soldiers stationed there, there are always locations to be guarded, at a minimum. Sabotage missions are likely the most common, and soldiers often provide extra firepower if things go poorly, rather than attacking the target head on. However, the Alliance's military and strategic goals sometimes require higher profile attacks, and soldiers are normally at the forefront of these missions.

SECTOR FORCES

Larger resistance groups that are successfully recruited into the Alliance are regularly combined with other regional forces in order to create one of the core Alliance military groups: the Sector Force. Some Sector Forces are established from the outside by the Alliance, but this is uncommon. Typically, a Sector Force is built around one of the larger resistance operations in the sector.

Sector Forces are much more akin to regular military forces, with a command structure and political hierarchy. They have multiple bases to defend and thousands of personnel, although they are usually thinly spread across an entire galactic sector. Soldiers serving in Sector Forces find it to be a more common military experience, with barracks, assigned duties, regular trained military units, and a dominant command structure.

As with the resistance groups, mission types depend on the local capabilities and targets. However, these are much more likely to be better planned and have more accurate intelligence about the target. The personnel are also much more likely to be trained in their particular role. Sector Forces have the ability to transfer individuals between local units in order to have mission-appropriate personnel where required. Some units and personnel may also operate in other sectors at times.

SPECFORCES

Only the best serve in the SpecForces, and their mission types reflect this. SpecForce soldiers guard the Alliance High Command and its bases of operations, wherever these may be located at a given time.

High-profile leaders might warrant a SpecForce guard, especially if they partake in military operations and missions. SpecForces also operate on their own and are expected to carry out high-risk, high-profile missions without direct supervision or contact with their commanders. Being a member of SpecForces is both a great honor and extremely dangerous.

SHIPBOARD OPERATIONS

Soldiers in the Rebel Alliance serve aboard ship as much as on the ground. Soldiers are assigned to an army or navy unit, and may have different ranks or terminology. These differences are more organizational in nature than mission-specific. They tend to have overlapping roles aboard ship or carrying out missions from the craft.

The most common role for soldiers on starships is to provide day-to-day security. Defensively, they are expected to repel boarders and crew weapons and turrets of various types. On offense, shipboard soldiers may themselves become boarders when attacking other ships or space stations. Some units specialize in raids and boarding actions.

Ships also provide mobile training grounds. While most natural or urban combat environments can't be replicated aboard ship, a ship can provide a safe location to practice a wide variety of combat skills and take classes in technical skills. An isolated resistance group might not be able to make it to a training center, but a suitably outfitted ship that can come to them instead might be a sufficient substitute.

INTELLIGENCE SERVICES

Soldiers serving in the intelligence services typically play more of a support role. While soldiers can be spies and infiltrators, they are not usually trained for long-term undercover operations. They are more likely to crew or defend remote outposts equipped with sensor arrays and similar devices than they are to infiltrate diplomatic conferences. Intelligence services might also call upon soldiers for counterintelligence operations.

REBEL AGENTS AND OPERATIVES

The Rebel Alliance employs a wide variety of agents—and the operatives who hire them—throughout the galaxy. While these roles require much more than combat skills, such agents might be soldiers in some cases. Individual soldiers might serve as recruiters themselves. They might identify likely sympathizers in military or security organizations, and then try to bring them safely into the Alliance. Being an agent is always dangerous, and some soldiers may serve as guards or might be ordered to rescue an agent from a sticky situation, including Imperial detention.

SPECIAL OPERATIONS

The most unusual and diverse mission groups in the Alliance are the Special Operations groups. These groups are made up of individuals who are greatly skilled but do not otherwise fit into a military hierarchy due to social attitudes or eccentricities. They often serve the Alliance in an almost freelance capacity, receiving unusual missions or pursuing their own efforts with even more autonomy than the typical Alliance operative. Soldiers in unusual circumstances or who have atypical skill sets might be assigned to one of these units. Soldiers might also receive temporary assignment to a Special Operations group in order to bolster the unit's combat prowess or to protect them in unusual circumstances. Special Operations groups are notorious for ignoring formal ranks except when they are absolutely necessary, which can irritate soldiers used to military discipline.
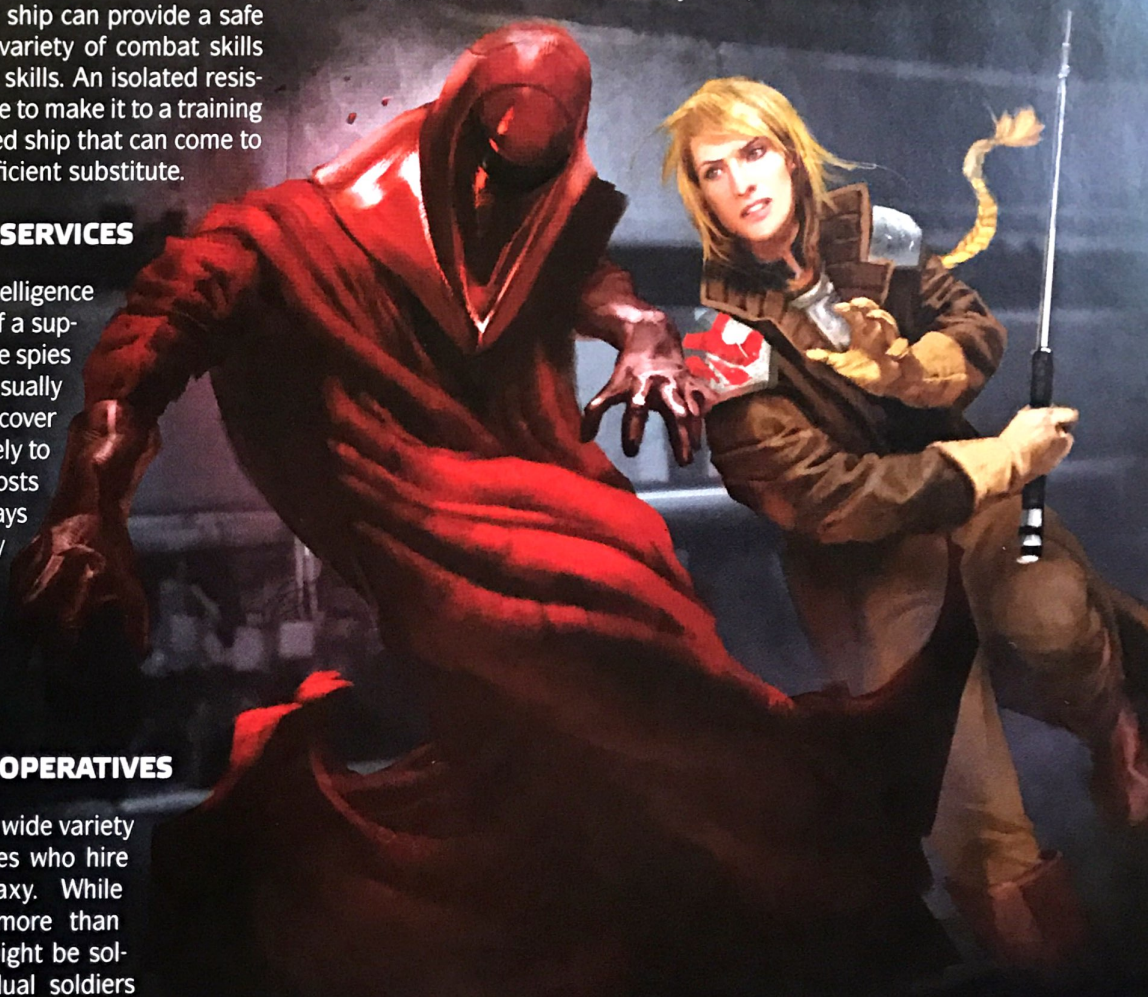
HEROES OF THE REBELLION

"If all you do is fight for your own life, then your life is worth nothing."

–Hera Syndulla

Of all the Rebel Alliance military branches, the Rebellion's ragtag army faces the longest odds. Against seemingly endless hordes of Imperial stormtroopers, mighty walkers, and overwhelming orbital and air support, there seems to be little hope for the outnumbered and outgunned freedom fighters. To make matters worse, Alliance High Command expects the Army to launch daring raids and defend installations against Imperial discovery.

Soldiers assigned to rebel bases spend almost every waking moment fortifying the facility and drilling evacuation protocols. Every time a rebel cell finds a new place to call home, its members must consume days or weeks with plans for how to abandon it upon discovery. In such an event, it is the soldiers who must meet the Empire in the trenches, tunnels, and hallways, buying their allies time to evacuate.

They are among the very last to board evacuation shuttles, and always take the heaviest losses.

However, not all rebel soldiering consists of such bleak inevitability. Soldiers organize and launch guerrilla strikes, modeled on the successes of Alliance Starfighter Command's hit-and-fade strategy. Elite units target vulnerable Imperial supply depots, military bases, and even starships for daring raids, acts of sabotage, and asset denial operations. Unfortunately, unlike the Rebellion's vaunted ace pilots, its ground troops cannot jump to hyperspace if things turn ugly—which inevitably leads to a high casualty rate among these brave warriors.

Those few courageous enough to face the Empire with little more than hope and a blaster rifle earn the distinction of being soldiers of the Rebel Alliance.

LIFE ON THE FRONT LINES

Chapter I: Heroes of the Rebellion offers several different options for players making characters for AGE OF REBELLION. It includes four new species that make fantastic Soldiers, but are capable in any career. Three new specializations provide additional options for players whose characters are pursuing a career as a Soldier, and two new signature abilities give Soldiers the potential to identify enemy weaknesses and the resolve to fight on no matter the odds. This chapter also contains Duties, backgrounds, and Motivations tailored to Soldier characters, to provide players with new insight into their characters' identities.

The Elom, Elomin, Kyuzo, and Shistavanen species are available to players at character creation. These new species have physical attributes and abilities that make them well-suited to all Soldier specializations, though they might particularly excel in some more than others. The great strength of the Elom lends itself to the Heavy specialization, while the meticulous nature of the Elomin makes them exacting Medics. Thanks to the species' adaptation to a high-gravity world, Kyuzo athleticism and speed are ideal for the Vanguard specialization. Finally, the predatory nature of the Shistavanen, honed in the forests and jungles of Uvena III, makes them natural Commandos and Trailblazers.

The Heavy, Trailblazer, and Vanguard specializations introduce new advancement and creation options for players with Soldier characters. The Heavy utilizes artillery, emplacements, launchers, and the most powerful blasters to eliminate enemy vehicles and troop formations. The Trailblazer is the consummate guerrilla fighter, using terrain to ambush and confound the enemy, and thus overcome terrible odds. The Vanguard is always the first to charge into battle, taking the greatest risks in order to protect allies.

Players shouldn't feel as though these new species and specializations are constrained to the Soldier career, though. Elom, Elomin, Kyuzo, or Shistavanens can just as easily make for unique Aces, Commanders, Diplomats, Engineers, or Spies. Likewise, the new specializations are attractive to characters other than Soldiers. A Commander or Diplomat might lead from the front by setting an inspirational example as a Vanguard. A Spy or Engineer might find interesting combinations of abilities in the Trailblazer, while Aces might reap offensive benefits from the Heavy specialization, along with the innate toughness to survive a crash.

Unique to the Soldier career are two new signature abilities. The Bigger They Are... allows a Soldier to exploit design flaws in even the largest Imperial war machines. The Unmatched Courage signature ability ensures a Soldier can march onward and follow orders, no matter how hopeless the situation. In addition to the signature abilities, there are backgrounds, Motivations, and Duties crafted specifically with Soldier characters in mind.

SOLDIER BACKGROUNDS

The player and GM should work on a character's background together, as it affects the GM's campaign design and how the player portrays the character. A character's species and homeworld are often critical to background development. The species and planetary cultures can create an interesting path toward becoming a Soldier, but even among a squad of Soldiers all from the same species and planet, each member's background is likely to be wildly different from the next.

There are innumerable ways a Soldier might have learned this deadly trade, and each should inform how that character behaves in social and combat encounters alike. A character who grew up in military school on Raithal as a third-generation sniper might approach encounters very differently than a Trailblazer from Uvena III. What follows are a number of background possibilities and suggestions on how to incorporate them in the construction and development of a unique and interesting Soldier character.

Players are not limited to the backgrounds from this list, but rather should use them as a starting point to construct histories unique to their characters with the help of the GM. Players can flesh out their characters' backstories further with complementary Duties and Motivations. Backgrounds, Duties, and Motivations should harmonize with the selected species and homeworld to paint a picture of a character that the player finds compelling.

AVENGER

The list of atrocities committed by the Empire grows by the day, and each corrupt action breeds resistance. The Empire has committed mass slaughter, appropriated and nationalized private property, conscripted sentient beings for slave labor or military service, and even destroyed entire planets. Victims of Imperial cruelty who join the Rebel Alliance do so with the hopes of preventing the next Imperial act of evil, or avenging those that suffered from the last one.

The most well-known refugees from Imperial cruelty in the Rebel Alliance are the survivors of Alderaan. Princess Leia Organa and her fellow Alderaanian survivors fight to make sure the Empire never again wields the destructive power of another Death Star. The Empire enslaved the Elomin to mine for lommite alongside the subterranean Eloms, and escaped

slaves might seek revenge and freedom for their loved ones still in shackles. Citizens of Lasan, Lothal, Kashyyyk, and many other worlds have suffered terrible injustices under Imperial rule. Confirmed victims of Imperial rule are often welcomed into the Alliance with few questions and open arms.

Commandos seeking revenge against the Empire might include Mon Calamari or Quarren who lost family to Imperial slavery or bombardment, and now use their aquatic nature for covert underwater missions. Normally peaceful Alderaanians might have devoted themselves to the art of combat, seeking to balance the scales by killing an entire planet worth of Imperials. Others might have experienced loss at the Ghorman Massacre, the atrocities on Lasan, or in one of countless other brutal planetary conflicts.

Heavies victimized by the Empire might include the mighty Eloms, who suffered institutionalized slavery at the hands of the Empire, now lending their strength to the rebel cause. The Empire also enslaved the Separatist Skakoans of Metalorn after the Clone Wars, and their armored bodysuits can potentially hold many types of heavy weaponry to avenge their fallen comrades. Others might simply be particularly strong individuals lucky enough to escape Imperial enslavement, imprisonment, or indentured servitude.

Medics might have been doctors on Imperial worlds, forced to abandon patients in critical condition to provide Imperials preferential treatment, or who had their practice nationalized by the Empire. Others might have been first responders to the site of an Imperial atrocity. Alternatively, pacifist survivors of the horrors inflicted on Alderaan and Caamas might learn field medicine as a way to resist the Empire without compromising their ideals.

Sharpshooters in the Rebel Alliance might have been enslaved, like the Elomin, using their steady hands and attention to detail to become patient, devastating snipers. Devaronians might have learned to hunt from their parents, who were then victims of the Imperial massacre at the ancient Devaron city of Montellian Serat. Any number of backwater cultures might have a large population of youth who engage in hunting for food, pest control, or sport, many of whom have suffered under Imperial rule.

Trailblazers often begin as local freedom fighters conducting covert raids against the Empire on their home soil. The Wookiees have been resisting Imperial slavery from the wroshyr forests of Kashyyyk since the end of the Clone Wars. The Talz have also maximized their environmental advantages to fight the Empire on the windswept snowdrifts of Orto Plutonia. The Dressellians are perhaps the most famous wilderness fighters standing against Imperial occupation of their homeworld, but any untamed planet under Imperial control probably has a local resistance largely made up of Trailblazers.

Vanguards who have survived Imperial violence sometimes seem to display a death wish, charging enemy lines with reckless abandon. In many cases, their grief has clouded their judgment, leaving them only with a thirst for revenge. Still, over time, protecting their new allies becomes just as important to them as taking out Imperials.

IDEALISTIC RECRUIT

While those victimized by the Empire make up a significant portion of rebel forces, as do Imperial defectors, their numbers aren't enough to threaten a single Imperial fortress world, let alone engage in conventional warfare with the Empire on multiple fronts. The Alliance Army is dependent on a steady stream of young, wide-eyed recruits willing to give their all in an attempt to restore peace and justice to the galaxy. Fresh faces drawn from every corner of the galaxy travel to secret rebel bases to undergo the basic training the Alliance can provide before deployment.

Recruits come from all social and economic backgrounds, but those from the Outer Rim are most eager to join, having only heard about Imperial atrocities secondhand. Brave recruiters carefully spread propaganda vids across backwater planets and arrange meetings to discuss how the Empire impacts the galaxy, eventually swaying local youth to join the Alliance. Most rimfolk already possess most of the skills the rebels want in their recruits. Life on the Rim often teaches them resilience in the face of adversity, familiarity with ranged weaponry, basic equipment repair skills, and an eagerness for any life that gets them offworld.

Commandos are drawn from the best-qualified candidates across the galaxy. Fresh recruits without prior military experience often need to prove themselves first, but the Rebel Alliance has a number of commando training programs for those that show promise. The up-close and grisly nature of what commandos do makes it a difficult task for most young, inexperienced recruits. A rare amount of detachment and determination is required for the job.

Some **Heavies** were laborers who spent their formative years tossing heavy bushels of crops or feedbags. They might have worked in a mine, breaking up rocks with heavy pickaxes, or some other intensely physical and repetitive activity. The work may have been monotonous, but it built thick, powerful muscles capable of handling the largest heavy weapons with ease.

Medics typically come from more urban areas, where most children receive higher education and have wealthier parents. The Alliance takes great care in recruiting these soldiers, and knows it must win them over by showing them the horrors of the Empire, rather than tempting them with adventure. Most of these recruits had good lives before joining, and completed courses in a medical program of some sort.

Sharpshooters tend to hail from worlds with endless plains or vast deserts, where game hunting with long-distance hunting rifles and slugthrowers is commonplace. Most recruits from such worlds have been shooting long-distance targets since they were shorter than their parent's rifle, and only need minimal instruction in concealment and other basic matters of soldiering before qualifying for deployment.

Trailblazers typically come from underdeveloped worlds of vast wilderness. Their familiarity with their home terrain makes them quick students of guerrilla warfare, and with a little training, they become a serious threat to local Imperial operations. The bulk of rebel recruits receive training in this sort of asymmetrical warfare to fight the Empire effectively anywhere.

Vanguards are common among the more naïve recruits, unaware of their own mortality, and eager to display their bravery and protect their friends. Most of these reckless warriors are from the Rim's cities, where the brash youth have a chip on their shoulder and want to prove their courage. Such recruits always want to go first and take the biggest risks, especially if they can lord it over their comrades afterward.

IMPERIAL DEFECTOR

Life in the Imperial Army can be a harsh, unrelenting meat grinder, where the troops feel expendable, and the officers fear their superiors more than they fear the enemy. Some possess true moral fiber and, when confronted by Imperial atrocities, find themselves deserting the Empire and joining up with the Rebel Alliance to atone for their actions.

Still, Imperial defectors face an uphill battle in joining the Alliance. Many defectors face anger and suspicion from their new allies until they prove their intentions. The Alliance must always be vigilant against Imperial spies, and any former Imperials are subject to observation, interrogation, and countless loyalty tests. However, many of the Rebellion's most dedicated warriors are former Imperials who have sacrificed everything to tear down Palpatine's New Order.

A few veteran **Commandos** defected to the Alliance, but Imperial storm commandos rarely change sides. Some of these former storm commandos have since been able to recruit like-minded warriors they previously served with. While most of these elite combatants prefer the company of fellow former Imperials, rebel commando training makes integrating easier than it otherwise might be, though trust issues within a mixed squad can create tension and reduce efficiency.

Heavies might have operated an E-Web repeating blaster or a T-21 light repeater, or perhaps even been issued a PLX-series rocket launcher to take down enemy airspeeders and starships. A defecting Imperial Heavy might have once served in the Stormtrooper Corps, been a promising cadet on Carida, or joined the Imperial Army as a volunteer or conscript. Heavies often gain the trust of their new squads quickly, after a few heavy weapon barrages cover an ally's retreat.

Imperial **Medics** might have worked in an Imperial hospital or already have field combat experience from the Imperial Army or Navy. They often have to make a significant adjustment to life in the Alliance, as they are accustomed to having a near limitless supply of bacta, bandages, medical droids, and replacement cybernetics. Rebels treasure every skilled professional who joins their ranks, but never have enough medical equipment or personnel available, so most Medics are limited to first aid and local remedies.

Sharpshooters often come to the Rebel Alliance after a crisis of conscience. While most take no issue with blasting military personnel at long range, the Empire occasionally calls on them to fire on "suspected rebels" who most snipers identify as peacefully protesting civilians. Some find themselves sympathizing with their targets and end up switching sides.

Trailblazers are a rarity within the Empire, whose overwhelming numbers and strong logistical support make such skills less important. However, there are specialized stormtrooper divisions dedicated to fighting in extreme climates, and Trailblazers within the Rebellion might have once belonged to—or acted as a civilian instructor for—such a unit. Those few Imperial storm commandos who have defected also possess elite wilderness survival skills.

Vanguards defecting from the Empire might be former elites: field agents of the ISB, bodyguards of Imperial Moffs, or perhaps even members of the dreaded Imperial Royal Guard. These high-level defections often come with Imperial death marks, and many take extra measures to fake their own deaths before departing. In the highest profile cases, the Empire often covers up the defection to avoid embarrassment.

MERCENARY

Not every Soldier of the Rebellion fights for the high and mighty ideals of the cause; some take up arms for purely financial incentives. Hired guns might have signed a contract with the rebels with the expectation of high risk, high reward jobs. While Alliance High Command has few credits to spend on mercenaries, some jobs are just too specialized to assign to Alliance Regulars. On occasion, the Alliance finds an alternative to Imperial credits for payment.

However, most mercenaries find that once they begin working with the Alliance, it has a way of sweeping them up in their cause. Those whose hearts cannot be melted by Alliance idealism and morality might find themselves reported to the Empire as a rebel sympathizer and blacklisted from working for clients in the corporate world.

Commandos from mercenary backgrounds are typically former bounty hunters or private security. They often have their own customized armor and a cache of expensive weaponry. Unfortunately, their gear can be difficult to maintain and, if working exclusively with the Rebellion, most mercenaries struggle to keep their cutting-edge equipment functioning.

Heavies from the mercenary way of life are used to being priority targets and are cool under fire. They typically specialize in one heavy weapon they own privately, and lavish constant attention on it, often going so far as to name their weapon. The Alliance values mercenary Heavies, because they possess both advanced equipment and the specialized training to operate and maintain it.

Mercenary **Medics** are often trained to operate under fire, and are particularly skilled at dealing with battlefield injuries. Blaster wounds, shrapnel, and lost limbs are all just another day at the office for the seasoned mercenary field medic.

Sharpshooters for hire are another highly skilled, valued asset once they commit to the Rebellion. The rebels have far too few snipers with formal training, and

NEW SPECIES

Almost every sentient species has had to fight to survive and evolve, so members of most species in the galaxy are potential soldiers by their very nature. Some species are better adapted to fighting, or have cultural and historical reasons that they excel at battling others. However, not every physically large species is dominant in combat, and less aggressive beings can be spurred to fight for themselves or others when the Empire's shadow looms over those they care about.

Any Player Character species available in the game is suitable for the Soldier career. The four new species presented here display this variety in the will to fight across different types of beings. Three of the four are not physically overpowering or overly aggressive species, but are capable combatants when given the opportunity. The fourth species has a warrior subculture that can be turned against many enemies, including the Empire. None of these species are total allies of the Rebel Alliance. While some work for the Galactic Empire, all four have individual members willing to take up the Rebellion's cause—for themselves or others.

The Eloms and Elomin reside on the same homeworld, and are presented together in this section. The Elomin live above ground, while the Eloms dwell below. Both live under harsh Imperial rule, and the Empire's treatment of their world has spurred some members of each of these species to fight back and join the Alliance. However, most rebel Eloms and Elomin fight elsewhere in the galaxy rather than endangering their homeworld by fomenting full revolution there.

The Kyuzo hail from the world of Phatrong in the Outer Rim. Members of the Kyuzo warrior orders known as clovocs are drawn to combat and conflict on and off their homeworld. Though the clovocs are prominent, not all Kyuzo seek such violent pursuits. Still, many Kyuzo who travel offworld do so in the service of one clovoc—or to flee the wrath of another.

Most Shistavanens hold great (some say excessive) pride in the achievements of their species, but that doesn't stop some from leaving their homeworld of Uvena Prime. They often have trouble integrating with societies they see as alien, and tend to be unforgiving of slights. Despite their sour reputation, more than a few Shistavanens are stalwart fighters for the Alliance.

All four of these species provide unique story and roleplaying opportunities. Their worlds may not lie on the front lines or be obvious supporters of the Rebellion, but neither are the majority of inhabited planets across the galaxy. Players delving into these species' circumstances and cultures should find plenty of ideas as to why their character has taken up the fight against the Empire. In addition, these species also have different attitudes toward others in the galaxy. Their ways and mannerisms provide additional twists to the relationships between comrades-in-arms, and possible personality conflicts to working as a team.

ELOMS AND ELOMIN

The Eloms and Elomin share similar names and the same homeworld, but are physically and culturally very different species. The Elomin are tall and exclusively bipedal, with physical traits similar to those of other humanoid species in the galaxy. The Eloms are shorter, stockier, and covered in fur, and have a large head with widespread eyes. The Elomin were known first to the rest of the galaxy, after Republic scouts first made contact with the world. In fact, the surface dwelling Elomin were themselves ignorant of the Eloms' existence until the former pursued extensive mining efforts and inadvertently crashed into the Eloms' underground territories. The Elomin were not keen to share their cold, dry world, but eventually yielded to Republic pressure. The two species pursue a separate existence from each other whenever possible.

Physiology (Eloms): The Eloms evolved for life underground. They are short and have a solid, stocky build, with large hands and feet that end in large curved claws. They are adept at digging underground, using their clawed hands and prehensile clawed toes. They have wide heads with short, stubby eye stalks on either side. Their dependence on centuries of phosphorescent light underground enables them to see very well in dim light, but this makes them very sensitive to the bright light of the surface world. The Eloms have a pair of closely set tusks low on their face, with nasal features set high between their eyes. The Eloms regulate their body temperature and moisture retention through a combination of rough, oily fur and layers of fat. They are herbivores and are particularly adapted to eating the unusual plants and fungi that can be found or cultivated underground on their home planet, also named Elom.

Despite their laid-back manner, Eloms are intelligent and can be very ambitious. They are also highly isolated from other species, so Eloms unleashed on the wider galaxy tend to be a bit naive, at least initially. This makes them susceptible to suggestions, manipulation, and deception to convince them to do things against their own interests. Those Eloms who do travel the galaxy usually adapt gradually to a more cosmopolitan lifestyle.

Physiology (Elomin): The Elomin are tall humanoids with thin heads crowned by four distinctive horns. Away from their homeworld, they are occasionally mistaken

| Elom | Elomin | Kyuzo | Shistavanen |

for Zabraks, who are more common across the galaxy. The Elomin have large, pointed ears and nearly solid-colored, bright eyes of a wide variety of hues. Their skin color ranges from black to brighter shades of red. Their fingers have small sharp, claw-like nails.

Despite long involvement in the Republic and the Empire, many Elomin prefer working on their own or with other Elomin whenever possible. These xenophobic tendencies also play into their dealings with the Eloms. However, in spite of their insular societal tendencies, many individual Elomin are driven by a thirst for knowledge that takes them into the wider galaxy.

Society (Eloms): The Eloms reside almost exclusively underground on their homeworld. Prior to discovery by the Elomin during the days of the former Republic, they were not technologically advanced. In fact, their mannerisms and unique societal structures prompted the Elomin to regard them initially as non-sentient, and so they once frequently enslaved Eloms in their mines. The Republic's representatives found otherwise and forced the Elomin to formally recognize the Eloms as a species with rights that they must respect.

The Eloms are largely pacifists and usually easy to get along with. Despite the difficulties during the many years after the Elomin discovered them, the Eloms were willing to put aside past Elomin behavior and move forward in peaceful coexistence. The Elomin were initially wary, and reluctant to accept responsibility for the oppression of the Eloms. However, after the Republic's intervention, the Eloms never sought retribution against the Elomin, and eventually tensions eased between the two societies, though they largely ignored each other. Most Eloms preferred their underground society to what waited beyond the surface or among the stars. Years of Imperial rule have altered that position, especially among the younger Eloms.

Society (Elomin): The Elomin live in politically divided lands, with countries and cities. They actively participated in galactic society and were members of the Republic long before their discovery of the Elom. Joining the former Republic advanced Elomin technology to a very advanced space age in a short time. The Elomin pursue patterns of logic and puzzle out the ways of the universe. They are capable of reordering their thinking when presented with enough evidence, but they can stubbornly hold to previous ideas and ignore new discoveries or advances until it is overwhelming. This dogged adherence to a well-established order cemented the Elomin stance after the initial discovery of the Eloms. The decree recognizing the Eloms' sentience forced the Elomin to formally acknowledge the reality. It has taken years of Imperial abuse for the Elomin to acknowledge that they now must turn to their underground neighbors for assistance so that both species can survive.

Homeworld: Elom is a frigidly cold desert world. Elomin settlements and cities dot the surface. Their cities are as technologically advanced as those found on most Imperial worlds. The planet is best known as a source of lommite, which is used in the manufacture of transparisteel windows for starships and other craft. Originally an industry contracted out to offworld mining operators, it is now controlled by the Empire. Whereas the original agreements tried to preserve and respect the planet's environment, the Imperials place efficiency and production well above local concerns. The steady, continued destruction of vast areas of their world trouble and anger both the Elomin and Eloms. Both have been powerless to slow it down, let alone bring it to a halt.

Elomin cities and towns are clustered in the more hospitable environments around the harsher deserts. Mining operations are farther afield, given that mines close to the oldest cities were depleted long ago. Imperial interests and operations focus on the mines. Imperials in the cities have no qualms about forcing Elomin into service as miners. Banishment to the mines is a common and cruel form of punishment for anyone who opposes the Empire or offends the wrong Imperial official. However, reasons for hauling someone away are just a formality, and the Elomin understand that anyone could be next.

The Empire has largely ignored the Eloms' deep cities, located far below the planet's surface. The cities have varying levels of technology, depending on the location and even the neighborhood within a settlement. Most advanced technology is imported from the Elomin and sometimes beyond. Many cities, remote caverns, and dwellings are connected by natural and Elom-constructed tunnels. The tunnels range in size from those requiring single file passage, to more sophisticated varieties with paved floors and reinforced roofs. Some are large enough to allow for speeder traffic. Many of the cities and tunnels are so far underground that the Imperials have difficulty detecting them, let alone setting up surveillance. The cities are largely home to just the Eloms. However, some Elomin rescued from Imperial mining efforts have been allowed to live among the Eloms indefinitely.

Language (Eloms): The Eloms and Elomin have separate languages. The Eloms speak and read Elom, which non-Eloms can understand but typically have great difficulty speaking. Likewise, the Eloms can learn to speak Basic, but it isn't easy given their physiology. It is rare to find much in the way of Basic spoken or displayed in the isolated Elom underground cities. Most Eloms who speak Basic live offworld, or have some connection to those who do.

Language (Elomin): The Elomin speak a language much closer to Basic than the Eloms, and most Elomin struggle to learn the language of their neighbors The few Elomin who make the effort to learn Elom are usually those who end up living with the Eloms after rescue from the mines or seek out Elom enclaves to learn more about them.

Life in the Alliance (Eloms): Imperial abuses of their world (or others) drive both the Eloms and Elomin to join the Rebel Alliance. Most Eloms that link up with the Alliance are already off their homeworld. Whether previously taken by force from Elom by some underworld operation, or among the few who seek their own way in the galaxy, these Eloms are motivated to fight, due to having seen or experienced Imperial crimes and transgressions. A few rebel Eloms have returned to their homeworld to spread resistance efforts where they can. Despite their pacifist tendencies, driven Eloms can make good soldiers, something galactic underworld bosses learned long ago.

Life in the Alliance (Elomin): The Elomin are much more motivated to fight the Empire, especially those who escape forced labor in the mines. However, many who are willing to fight the Empire are unable to join up because they are trapped on Elom.
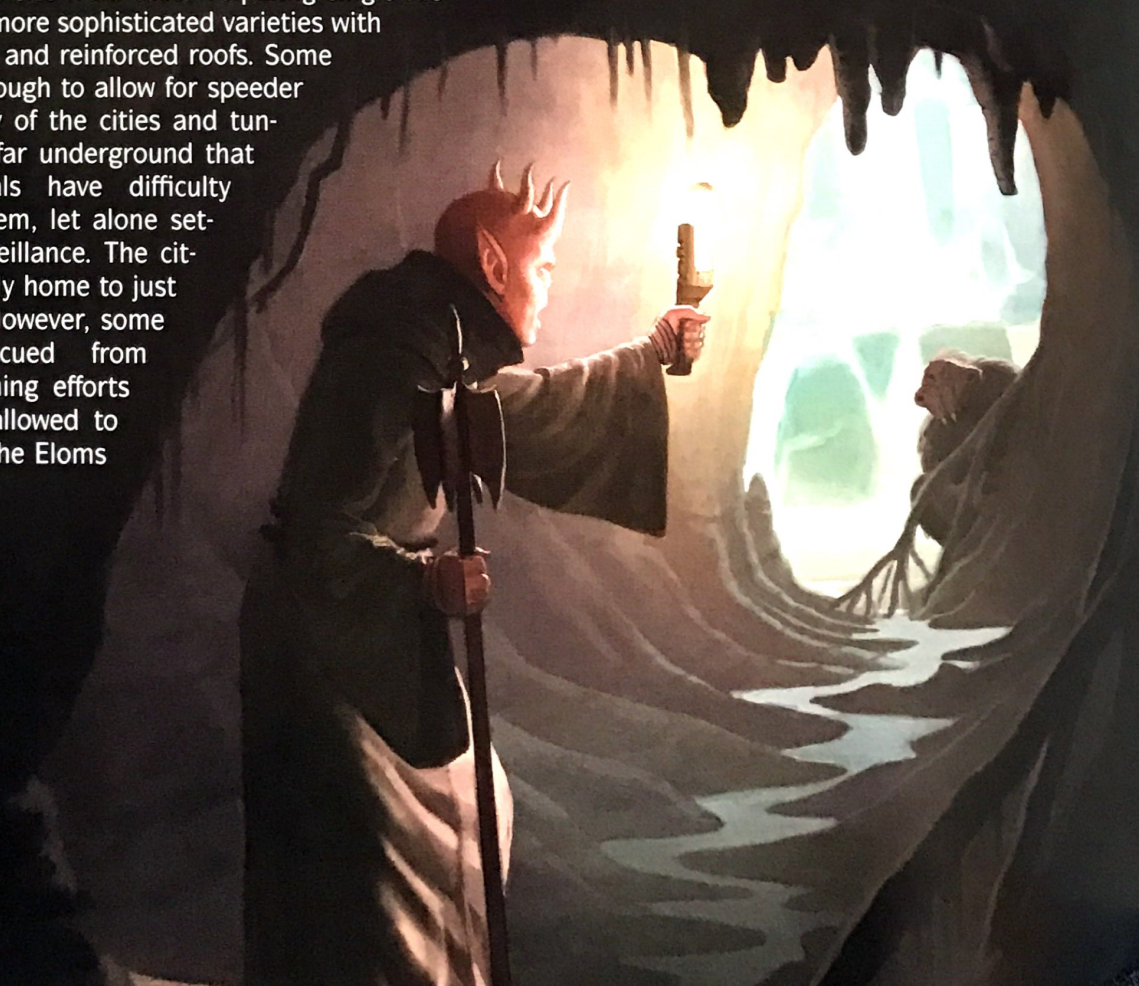
ELOM, THE EMPIRE, AND THE REBEL ALLIANCE

When a world has a vitally important resource for the Imperial military industrial complex, the Empire takes a great and active interest in that resource's unhindered acquisition and production. Elom is but one of many worlds that suffers under Imperial production edicts and quotas. The Empire took control of Elom's important lommite mines and production sites years ago. They enslaved many of the Elomin to work in the mines. The never-ending, demanding quotas require a relentless pace of work. Imperial officials continually squeeze more efficiency out of the entire process. These brutal methods have cost innumerable Elomin lives.

The Elomin struggle hasn't gone unnoticed. The Eloms quickly learned over the years that they were sometimes in a position to aid their neighbors. What likely started as a relief effort eventually turned into wholesale rescue operations to whisk Elomin away from the mines and into the Eloms' tunnels. The Eloms must take great care in finding a balance between freeing as many Elomin as they can while avoiding being made an example of Imperial power. Wisely, the Eloms don't want the Empire to seek out their enclaves and make an all-out assault against their underground civilization.

Since the Empire mostly ignores the Eloms until they prove to be a threat, losing a few workers on occasion usually only prompts a localized response. Imperial governors order expeditionary forces to attack Elom settlements that are near the surface when larger breakouts or highly public shows of resistance occur. In areas of recurring trouble, the Imperials deploy probe droids on a regular basis to discover and map the Elom's underground warrens. There is an ongoing low-level war between the Eloms and the probe droids, which attack any life-form they encounter in the caves on sight. For their part, the Eloms draw the droids into uninhabited cavern complexes to trick or destroy them.

The Rebel Alliance supports the Eloms' efforts largely in spirit. The Rebellion has agents and operatives among both the Eloms and Elomin, but little in the way of an organized or effective resistance operation. Individual agents recruit and resist, always seeking ways to maximize their effectiveness. Elom agents freely use the Elom underground cavern networks. However, winding underground travel is never as direct as overland or air travel. The difficulty of moving between cavern networks is a major weak link. It has the potential to expose secret entrances to each cavern, and forces agents into the open, however briefly.

Elomin agents have greater access to Imperial plans above ground, frequently witnessing the Empire's efforts firsthand. Their movement on Elom is much more limited, but the information they learn is often more important to the wider Rebellion and other resistance efforts. Elomin agents also have an easier time of transmitting or transferring intelligence offworld.

ELOM SPECIES ABILITIES

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

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Eloms begin the game with one rank in Resilience. They still may not train Resilience above rank 2 during character creation.
- **Digging Claws:** Before using a maneuver to move, an Elom may spend a maneuver to dig, allowing the Elom to use that move maneuver to travel through loose soil or similar terrain. At the Game Master's discretion, this excavation can result in a low, narrow tunnel that others can use.

ELOMIN SPECIES ABILITIES

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

- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 105 XP
- **Special Abilities:** Elomin begin the game with one rank in Charm and one rank in Knowledge (Education). They still may not train Charm or Knowledge (Education) above rank 2 during character creation.

KYUZO

Kyuzo are lanky, bipedal humanoids who hail from the world of Phatrong. Their frequently slender physique belies their formidable strength and surprising agility. Kyuzo are not a prominent species in the galaxy at large, but some travel extensively for business, trade, and exploration.

There are many social and political organizations on their homeworld Phatrong, but one particularly noteworthy cultural phenomenon is that of clovocs, groups that maintain law and order in specific regions. The members of the most elite clovocs on Phatrong are renowned for their skill and honor, and are thus valued by military recruiters, underworld organizations, and other groups that require skilled fighters.

Physiology: Kyuzo are green-skinned, and display hues ranging from lighter olive shades to deep blue-green colors. They are bipedal, with thin arms and legs that conceal their considerable strength. Their hands have four digits. Due to the uncommon makeup of their homeworld's atmosphere, Kyuzo frequently wear filter masks when in a galactic standard habitable environment. Though going without these masks isn't fatal, doing so makes Kyuzo ill in a short time, interferes with their ability to concentrate, and slows them down considerably. Like many species, Kyuzo span a broad range in terms of height and build, with some members of the species towering over most humans and others considerably smaller in stature.

Interestingly, there are two primary phenotypes within the Kyuzo population; some have compound eyes, while others have eyes with pupils akin to those of humans. The exact genetic history behind this divergence is known to few non-Kyuzo scholars, but the two groups are genetically compatible, with offspring inheriting one trait or the other from a parent.

Society: The Kyuzo are a highly political species. Starting with early city-states, the Kyuzo developed societies that spanned considerable geographic areas. Most Kyuzo identify as members of a particular country or region. Separate from these governments are the clovocs, which are organizations of warriors and other combatants that have their own traditions and rules outside of the political regions they inhabit.

At their best, the clovocs comprise noble fighters standing for what is right or just. At their worst, they are bands of vile mercenaries or criminals who are as formidable as they are greedy. Clovocs range in size from a few dozen members to thousands of individuals. All forms of Kyuzo government make deals with the clovocs to provide security and military forces. The politics behind the successful hiring of a clovoc are complex and sometimes outright corrupt. Many a government has been toppled when a clovoc abandoned it for better pay elsewhere or as an extreme form of protest over that government's actions, though few clovocs would abandon a battlefield for such reasons when actual fighting is underway.

Some clovocs encourage their members or even entire branches to work offworld as mercenaries, while others forbid this practice. While most Kyuzo are not actually members of a clovoc, these organizations nonetheless hold an important place in Kyuzo culture, and are often romanticized in works of song, literature, and other art. Though the clovocs are not monolithic on Phatrong—some regions have more

THE CLOVOCS OF THE KYUZO

The personalities of individual clovocs are as varied as their members and leaders. Many are truly honorable, but others cleave to their own codes that outsiders may not hold as admirable. The hundreds of clovocs vary widely in numbers, expertise, technique, tradition, and structure. Some date back to the earliest days of Phatrong's recorded history, or are perhaps even more ancient, if their foundational myths are to be believed. Individual clovocs range from a few members working in a remote area to army-sized military machines capable of large-scale warfare.

Each clovoc tends to keep to a particular type of mission, such as mercenary work, local policing, or acting as a standing army. They rise and fall in influence and numbers over time, as do all organizations. They exist apart from Kyuzo political structure, and are hired by governments to help maintain the peace or fight their enemies. Political groups competing to control a government might ally with one or more clovocs, but the Kyuzo public rarely supports using a clovoc to seize power outright. Even if successful, those governments are often short-lived.

Each clovoc has its own combat style. One might favor unarmed combat or melee weapons, while another excels in long range-sharpshooting. A few clovocs specialize in starship or vehicular combat. In peaceful times, clovocs participate in grand tournaments featuring their best fighters to showcase their skills and attract potential patrons for their services.

These stylized battles are generally not fought to the death, though accidents do occur, and a few Kyuzo warriors have found themselves fleeing Phatrong after killing an opponent in one of these contests, lest staying provoke the wrath of a powerful clovoc.

CLOVOCS OF RENOWN: EKAQUME AND GYARYI

Though there are numerous clovocs on Phatrong, some are especially powerful, famous, or dreaded for their exploits in battle.

Ekaqume: Members of Ekaqume are among the most distrusted and underhanded Kyuzo warriors. They fight dirty and with extreme violence. They are feared and disliked by many Kyuzo, but they also produce quick results—and some argue that ending conflicts before they can turn into full-blown wars is more moral than some pretense of honor. It was they who settled the rebellion on the Kambey Plains in a single day, and they who crushed a Black Sun smuggling ring that threatened the nearby moon of Hei 8. Hiring Ekaqume can be a sign of desperation, a major threat to an enemy, or both. Ekaqume is organized into squads which can operate autonomously or combine with others to create larger forces. Crime lords across the galaxy contract Ekaqume squads for all manner of tasks.

Gyaryi: Gyaryi operates as one of the premier Kyuzo standing armies, tens of thousands strong. The clovoc has held a contract with one of the larger countries, Gorobe, for centuries, and its leadership has become deeply entwined with the ruling nobility. Though the rank and file members of this clovoc use a variety of more modern weapons, the hereditary elite of the Gyaryi are renowned archers, and the massive energy bows they can draw with their considerable strength are deadly on any battlefield. These highly trained archers tend to fight from the backs of riding beasts, or from speeders high above the fray of battle. Though Gyaryi is nominally united under its leadership, a council of five extremely skilled leaders chosen for life by vote, its ruling members have loyalties to the various houses of Gorobe, and numerous rivalries and factions exist within the massive clovoc. These shifting alliances mean that many high-ranking members of Gyaryi must be both warriors and diplomats.

traditional governance structures with integrated militaries—they are common in several of the largest nations. Further, because many Kyuzo who travel offworld are members of a clovoc, these warrior orders are one of the most widely recognized elements of Kyuzo culture in the galaxy at large.

Homeworld: Phatrong is an Outer Rim world, in the galactic vicinity of Yavin and the Gordian Reach. It is terrestrial, with vast oceans divided by thin, mountainous, roughly linear continents that stretch between the planet's poles. Some mountain ranges are bordered by wide plains and low hills. Others rise steeply out of the water, forming fjords and long inland canyons.

Kyuzo cities are scattered throughout the continents. Most continents and major islands are their own political units, though they do form a loose confederation that once elected the planet's Republic and Imperial Senators—before the dissolution of the Senate, at least. The office of the local Imperial governor has since replaced that function, and oversees the world directly. The Imperials naturally rely on their own forces to maintain control, and only deal with the clovocs if they absolutely must. The reputation of the clovocs has made the Empire cautious on Phatrong, and as long as taxes are paid on time, it generally exerts little direct influence over the world.

Phatrong is a technologically developed world with all of the expected amenities and technologies available to most worlds of the Galactic Empire. The Kyuzo have a local style they apply to many of their products and services. For those in the know, imported goods usually stand out.

Language: The Kyuzo have their own language, made up of quickly spoken short words and phrases. They can learn to understand Basic without difficulty, and most pick up the skill at a young age, though speaking it is another matter. Some Kyuzo learn to make themselves understood in Basic while others use translation devices to smooth their interactions with outsiders. Most clovocs laud action over words, and so some Kyuzo warriors who leave Phatrong simply let their deeds speak for themselves.

Life in the Alliance: Kyuzo fighters who share the Alliance's goals are quickly welcomed. Their combat prowess is highly respected and provides a much-needed boost to units or resistance groups lacking fighting ability. Those fighters looking for payment might find limited work with the rebels, but only if they are desperate for hired help, and if the clovoc involved has a decent reputation.

Kyuzo rebel sympathizers on Phatrong work tirelessly to recruit like-minded individuals in hopes that they can bolster both the Alliance at large, and form the core of a major resistance force on their homeworld. Many Kyuzo who join the Rebel Alliance are not members of a clovoc at all. Though the clovocs dominate the military culture of Phatrong, some fighters still make a living working as lone freelancers. Other recruits are not combatants at all, and support the Rebel Alliance with diplomatic guidance, scientific breakthroughs, or entirely unique expertise developed on, or off, Phatrong.

Each clovoc has a particular area of expertise, philosophy, or belief system that drives its members on to greatness. While clovocs can be large organizations with many constituent members and the support and even bureaucracy that entails, most Kyuzo who join a clovoc do so not only to share in its successes, but also to pursue its core values, whatever form those take.

Pwansun: The warriors of Pwansun are true hand-to-hand combat experts able to use lethal and non-lethal force with equal effectiveness. They have a strict code favoring defense over aggressiveness, said to be inspired by ancient Jedi Knights, though few Kyuzo were ever known to be Force-sensitive. They are highly respected among the Kyuzo and other clovocs, to the point that they can mediate disputes between clovocs. Pwansun contracts with many cities to provide respectable police services. There have been dozens of Pwansun offshoots over the centuries. Early offshoots were due purely to geography, which fostered different rules to match local issues. Others were deliberate breaks due to differences over the level of violence or aggressiveness needed to carry out law enforcement and other duties. A few offshoots are the Isaao, Pwarle, and Miphune.

Sulddo: Sulddo mercenaries operate in rugged, mountainous territory, and their foundational myth claims that their order hails from the haunted Kwaidan Peaks of southern Phatrong. Sulddo's combatants blend long-range sharpshooting with a physical defensive style built around their innate agility and the traditional wide-brimmed Kyuzo armored helmet that originated in their homeland. This helmet can be used as a shield or inverted to serve as a highly maneuverable standing saucer sled for quickly descending snowy or icy mountainous terrain. When deciding between clients in a conflict, Sulddo usually favors the highest bidder, so if the clovoc accepts a lesser offer in an auction for their services, they have likely found a fatal weakness in the other bidder. Sulddo's adherents tend not to pontificate about their honor, and take a decidedly pragmatic approach to combat, but they are nonetheless principled in their actions, even if these principles are often esoteric to outsiders.

SPECIES ABILITIES

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

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Kyuzo begin the game with one rank in Coordination. They still may not train Coordination above rank 2 during character creation.
- **Dense Musculature:** Kyuzo are adapted for Phatrong's relatively high gravity, and can make impressive bounding leaps on most other worlds. Once per round as a maneuver, a Kyuzo may suffer 3 strain to leap horizontally or vertically to any location within medium range.

SHISTAVANEN

The isolationist Shistavanens are fur-covered bipeds with sharp teeth and claws. Across the wider galaxy, they are best known as hunters, whether of beasts or sentient beings, and they can operate efficiently in a wide variety of environments. While Shistavanens do not completely shut out the galaxy at large, they tend to be extremely dedicated to their own families, communities, and cultures, even as compared to most other species. At its best, this tendency contributes to strong communities that support their individual members among Shistavanens, but at its worst, it can lead to wariness of outsiders and even xenophobia. Few Shistavanens leave their home system of Uvena, but individual wanderers and occasional migrant communities have brought their ways and culture to other worlds in the galaxy.

Physiology: Shistavanens resemble humanoids with digitigrade lower limbs. They are completely covered by short, thick fur that is often brown or black. They have upright, pointed ears on the upper sides of their heads, and have a fearsome visage when they bare their sharp teeth. Shistavanens have extremely sharp senses, especially vision, hearing, and smell. The Shistavanen gait alternates naturally between walking upright and on all fours, and they can bound through rough ground with impressive speed and stability. Shistavanens are naturally surefooted, giving them a

further advantage when hunting or traversing terrain quickly. Their digits have large black claws, and they usually walk barefoot. Shistavanens range between a little over a meter to almost two meters tall. Few possess Force sensitivity, but the Jedi of old once counted more than one Shistavanen among their ranks.

Society: The Shistavanens are widely known to be isolationist and distrustful of outsiders, thus their species' relationships with other political bodies, including the Empire, tend to be cautious and aloof. Their natural aggressiveness and imposing visage causes many members of other species to avoid Shistavanens, further cementing their reputation. The various ruling powers of the Uvena system intentionally use this behavior to actively deter outsiders from becoming too involved in Shistavanen business and society. Still, most species find ways to travel across the stars, sometimes even in spite of their inclinations, and even wary cultures have enterprising members who wish to learn of the wider galaxy. These beings generally serve as liaisons to offworld businesses and organizations, or leave their homeworld of Uvena Prime to see other worlds. Particularly driven individuals seek better fortunes in the galaxy at large, where many find that their natural quickness and aggressiveness make them adept at piloting, fighting, hunting, and in other professions that value these traits.

Shistavanen home life is extremely family-centric. Traditional dwellings and settlements are carved into natural rock formations or constructed from baked clay bricks. Families with enough space might have several generations of extended family clustered around a central dwelling. Usually, the role of leader is held by the eldest family member, but different groups have varying traditions. Wilderness skills, such as hunting, tracking, survival, and fighting techniques are group activities held by all, even residents of Uvena's cities. The ascent to adulthood requires a successful solo hunt in the wilderness. These skills are highly sought after by offworld entities, including galactic corporations, criminals, and even some branches of the Imperial intelligence services. Prying a suitable candidate away from Uvena is very difficult for any other than the Empire, who have the means to force one into service. Shistavanen mercenaries and trackers are known for their high fees.

In other parts of the galaxy, Shistavanens are frequently regarded as loners, if they are recognized at all, for they are relatively rare outside the Uvena system. Some prefer jobs that allow them to operate on their own, such as bounty hunting or scouting, and avoid interacting with members of other species. Most Shistavanens do not lack pride in their species, and some feel that members of other species are inferior, mostly because they are not Shistavanen.

This standoffishness is reinforced by Shistavanens' appearance and frequent aggressiveness, which make them difficult for members of many other species to approach. On the other hand, the Shistavanen culture's emphasis on family and communal bonds mean that some Shistavanens become extremely dedicated to those who get past their tough exterior and intimidating visage—even if those friends and confidantes happen to be members of other species. Even gregarious Shistavanens tend to be slow to warm up to new people, at least as compared with most species commonly encountered by spacers on the fringe, though they might express this aloofness as excessive formality or stoicism rather than as aggression if they are versed in other galactic cultures.

Homeworld: Shistavanens come from Uvena Prime, located in the Uvena system in the Outer Rim Territories. It is under Imperial control, much to the outrage of the Shistavanens. Outsiders are not generally welcome on Uvena Prime, but traders, corporations, and powerful individuals are tolerated to better the local economy and facilitate the importation of much-needed goods and technology. Local trade rules and tariffs obviously favor the Shistavanen merchants and traders, at least as much as Imperial oversight allows.

Even in such a hostile environment, some interstellar corporations still manage to make enough credits for the effort to be worthwhile. While insinuating one's business into the Uvena system is a challenge, a few steadfast entrepreneurs have managed to make doing so extremely profitable.

To ensure complete control of their home system, the Shistavanens long ago colonized every nearby planet. They laid claim to every rock in the Uvena system, going so far as to establish outposts on large asteroids and regular probe droid patrols to maintain their presence in remote locales. These efforts provide effective surveillance against any who seek a land grab of their own. Countless legal trade rendezvous and accidental encounters have run afoul of the ruling bodies of Uvena and their typically territorial sentiments.

Uvena Prime itself consists of large, forested continents surrounded by vast oceans. Strong sunlight and warm weather allow the Shistavanens to make hard clay bricks that form the basis of much of their construction outside of natural caves. Cities and settlements are found from the coasts to the deep, overgrown forests. Some settlements are so isolated that they are virtually self-sustaining. Imperial scouts routinely seek them out, and use regular (if infrequent) patrols to keep an eye on them to ensure that insurrection cannot take root in this region.

Language: The Shistavanens' native language consists of snarls, barks, and growls. It is very difficult for most other species to replicate with any accuracy, which suits the majority of Shistavanens just fine. Shistavanens traveling or living elsewhere in the galaxy usually learn Basic. Using Basic on Uvena Prime is frowned upon but grudgingly tolerated where needed to communicate with outsiders. More Shistavanens have learned to speak Basic since the establishment of the Empire, mainly to deal with Imperial governing officials and trade partners.

Life in the Alliance: Like most galactic citizens, Shistavanens as a group have no singular event that pushes them to join the Rebel Alliance. Although their homeworld is dominated by the Empire, the Empire takes little interest in it beyond basic maintenance of Imperial rule. Most Shistavanens don't like the Empire, but tolerate it in much the same way that they interacted with the Republic and other offworlders before. Individual Shistavanens find their own reasons to fight back, often due to terrible personal experiences. Once in the Alliance, Shistavanens gravitate toward duties that mesh well with their physical skills. Many become pilots or scouts. However, those who excel at martial arts bring a ferocity and violence that often lands them assignments among the Rebellion's Spec-Forces. Shistavanen combatants are fearsome, effective, and resourceful fighters.

PRIDEFUL ALLIES

The somewhat infamous Shistavanen belief in their superiority manifests in as many ways as there are individuals who display it. Shistavanen members of the Rebel Alliance are just as trustworthy and loyal as those of any other species, but their pride can sometimes cause them to have grating tendencies. Of course, this is true of more than a few members of most species, but it often shows up in specific ways for Shistavanens. Some ways their xenophobia can manifest include:

- Insistence on taking on the most difficult tasks on a mission out of the fear that others will fail.

- Sudden boasting about natural abilities or past successes as a means to secure a part in a mission.

- Hiding fear of others through threats.

Members of the Rebel Alliance are generally a tolerant bunch, and many take issue with these sorts of tendencies in their comrades. Usually, even the most xenophobic of recruits puts the mission before personal pride—after all, the Empire is a threat to everyone—and eventually learns to tolerate or even appreciate members of other species and cultures. Some Shistavanen Soldiers grow to consider their squadmates a sort of family, and thus see them as eminently worthy of dedication and protection—though newcomers must still prove themselves before being welcomed into the fold.

SPECIES ABILITIES

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

- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Special Abilities:** Shistavanens begin the game with one rank in either Brawl or Survival. They still may not train Brawl or Survival above rank 2 during character creation.
- **Hunter's Instincts:** When making a check for Initiative, a Shistavanen may make a Survival check instead of a Discipline or Cool check.

SOLDIER SPECIALIZATIONS

FORGED IN **B**ATTLE contains three new specializations for the Soldier career: the Heavy, the Trailblazer, and the Vanguard. Players can use these specializations to develop their existing Commando, Medic, and Sharpshooter characters from the **A**GE OF **R**EBELLION Core Rulebook with new tactics to win the day. Alternatively, players can use these new specializations to add combat prowess to characters from careers less focused on battlefield operations. The Alliance to Restore the Republic and its members are never completely safe from attacks by the Empire, and so all of the Rebellion's personnel must be ready to go into battle at a moment's notice, regardless of their usual roles. Thus, many characters might want to consider taking one of these Soldier specializations as a second or third specialization, to reflect skills developed on the firing range or on the battlefield.

The **Heavy** is all about wielding the deadliest weapons available to devastating effect. A Heavy with an automatic weapon can lay waste to entire squads of infantry in a single salvo, while one who uses a missile tube or other anti-vehicle weapon can blow apart even the heaviest of Imperial armor. This ability is incredibly valuable to troopers facing the Galactic Empire, for its war machines are unassailable by standard infantry weapons. Heavies need physical stamina to carry their large weapons, and that usually translates to considerable resilience. In addition to being a brutal long-range combatant, the Heavy is one of the toughest Soldiers out there, and a properly equipped Heavy can shrug off blows and even small arms fire, all while cutting a path of destruction through enemy ranks.

The **Trailblazer** is unmatched in the field, using clever tactics and dirty tricks to win battles against numerically and technologically superior foes. Terrain is the Trailblazer's best friend, giving this Soldier the advantage both defensively and when setting up ambushes to finish off foes before they can react. From feigned retreats to cunning pitfalls to carefully crafted crossfires, a Trailblazer can execute countless different battlefield maneuvers to negate the advantages any enemy might have. Even in an unfamiliar environment, a Trailblazer can adapt quickly, using knowledge of battlefields and foes everywhere to find and exploit opportunities and keep their enemies on their back feet. A Trailblazer fighting on home turf is nearly unbeatable, capable of eking every tiny edge available out of the environment.

The **Vanguard** believes in hitting first and hitting hardest to end the fight quickly. Ideally, this means that enemies never have a chance to strike back. If any foes do survive the initial onslaught, they find themselves facing the Vanguard rather than allies who might not be as resilient. A Vanguard is often very tough, but this character's true defense lies in speed—a Vanguard is trained to dart from one piece of cover to another, ducking and weaving to avoid blaster bolts and melee attacks. Stunned, suppressed, and thoroughly distracted by the Vanguard's initial assault, few foes can land a telling blow on this fast-moving Soldier, giving the Vanguard's allies ample time to exploit any openings that the startling attack created. A Vanguard has a place in any rebel squad, keeping enemies off-balance and making sure that allies are safe while they work to complete their objectives.

The Soldier's eight career skills are **Athletics**, **Brawl**, **Knowledge (Warfare)**, **Melee**, **Ranged (Light)**, **Ranged (Heavy)**, and **Survival**. A Soldier automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

Remember that each specialization has its own list of bonus career skills. This might allow a player to select a skill twice at character creation, granting a character two ranks in that skill from the beginning. However, a character cannot start the game with more than two ranks in any skill, regardless of the number of opportunities to select it (such as combining a free rank from a species with the free skill from both the career and specialization lists).

The Empire marches to war with massive machines of death, designed not only to crush their foes but also any hopes of victory they might represent. The Rebel Alliance, for its part, is short on such materiel. While its starfighters and capital ships are able to directly contend with those of the Empire, the Rebel Alliance must fight most of its ground battles with infantry, supported only by entrenchments and light airspeeders. Many of its operations rely entirely on infantry. To this end, it must have troopers whose expertise and equipment allow them to take down even the most heavily armored targets. Heavies are the Soldiers best suited to carrying and operating these crucial big guns.

UNTOLD DEVASTATION

A Heavy has **Gunnery**, **Perception**, **Ranged (Heavy)**, and **Resilience** as additional career skills. If this is a character's starting specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. Resilience gives a Heavy the capacity to march considerable distances carrying a heavy blaster or missile tube, while Perception lets a Heavy find the gaps in the armor of enemy vehicles and fortifications to target once the battle begins. Gunnery and Ranged (Heavy) have more obvious applications, and make the Heavy one of the best Soldier specializations for shredding enemy formations and vehicles from afar. A Heavy should ideally have a solid starting Brawn characteristic in addition to a high Agility characteristic, so that the character can effectively wield cumbersome weapons.

Heavies tend to prefer direct solutions to their problems. After all, enough ordnance can reduce most any challenge to a smoldering crater, regardless of what it was before. Still, Heavies who fight on the battlefields of the Galactic Civil War must often be cunning and knowledgeable, too. While a Heavy working as a mercenary among smugglers or pirates is often the largest combatant on the field, a Heavy on the front lines is no match for a behemoth like an Imperial AT-AT in a straight-up fight. Defeating a massive walker requires not only the firepower to pierce its armored hull, but also the knowledge of its blind spots and the cleverness to exploit them. A veteran Heavy has almost assuredly gotten good at engaging and even beating vehicles and other craft that most ground troops would dismiss as invincible. Heavies are also extremely effective against infantry, and a single Heavy with a large gun and a good position can easily turn the tide of a battle.

Within a group of Player Characters in **Age of Rebellion**, a Heavy is likely to be one of the strongest, toughest, and most lethal at range. Given the specialization's destructive abilities, a Heavy is usually more at home on the battlefield than out spreading the word of the Rebellion or at clandestine meetings to rally supporters. Still, a Heavy can be a real asset to any party on and off the battlefield. The ability to both see and enact direct solutions is useful in nearly any context, and the Heavy's skills and talents support this theme only slightly less fervently than the specialization's capacity for wreaking vast and terrible destruction with gigantic firearms.
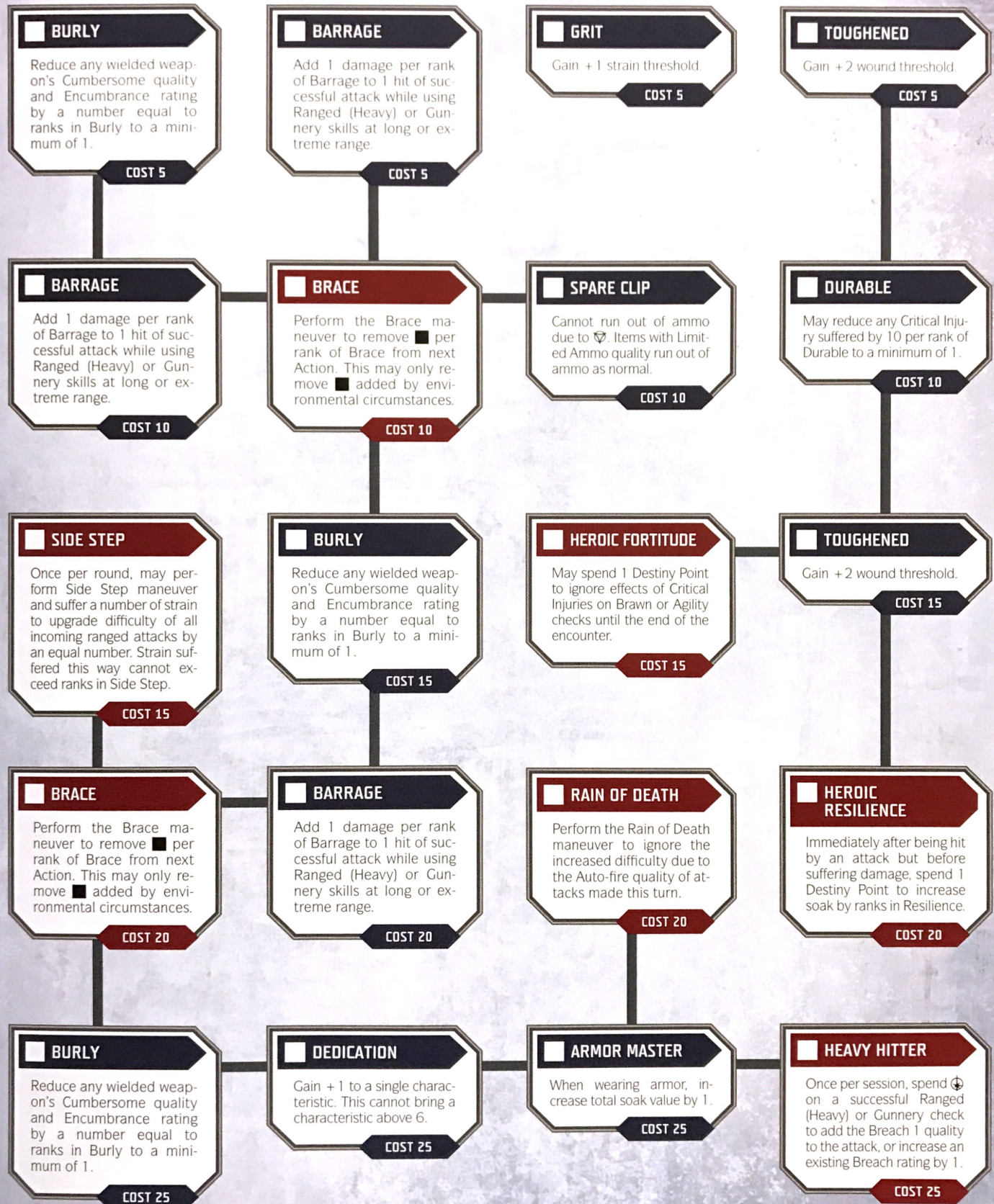
Soldier: Heavy Talent Tree

Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival
Heavy Bonus Career Skills: Gunnery, Perception, Ranged (Heavy), Resilience

ACTIVE

PASSIVE

BURLY
Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.
COST 5

BARRAGE
Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 5

BARRAGE
Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.
COST 10

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

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

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

SIDE STEP
Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number. Strain suffered this way cannot exceed ranks in Side Step.
COST 15

BURLY
Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.
COST 15

HEROIC FORTITUDE
May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.
COST 15

TOUGHENED
Gain +2 wound threshold.
COST 15

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

BARRAGE
Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.
COST 20

RAIN OF DEATH
Perform the Rain of Death maneuver to ignore the increased difficulty due to the Auto-fire quality of attacks made this turn.
COST 20

HEROIC RESILIENCE
Immediately after being hit by an attack but before suffering damage, spend 1 Destiny Point to increase soak by ranks in Resilience.
COST 20

BURLY
Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.
COST 25

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

ARMOR MASTER
When wearing armor, increase total soak value by 1.
COST 25

HEAVY HITTER
Once per session, spend ⊕ on a successful Ranged (Heavy) or Gunnery check to add the Breach 1 quality to the attack, or increase an existing Breach rating by 1.
COST 25

TRAILBLAZER

When facing a numerically superior enemy with access to better weapons, armor, and supplies, an army must leverage absolutely every advantage possible. The Soldiers of the Alliance to Restore the Republic have grown accustomed to fighting while outnumbered and outgunned, and have honed their wits to compensate and regain the advantage against the Empire. One area in which rebel Soldiers frequently have the edge is in knowledge of the terrain and how to use it. Even stormtroopers, the supposed elite of the Empire, frequently fall prey to its rigid modes of thinking, and Trailblazers can use their superior knowledge of the terrain and unorthodox tactics to surprise and overwhelm their foes.

UNSEEN PATHS

Catching the enemy off-guard is one of the oldest and most diverse tactics in the galaxy, and Trailblazers seek to turn it to their advantage at every turn. To this end, a Trailblazer receives **Knowledge (Outer Rim)**, **Perception**, **Stealth**, and **Survival** as additional career skills. If this is a character's starting specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. Survival makes the Trailblazer better at tracking foes and setting clever traps, while Stealth helps in avoiding enemies who might uncover the Trailblazer's presence.

Trailblazers tend to favor patience and indirect solutions, pitting the foe against the wilderness or using the features of the terrain to eliminate enemy advantages. Heavy walkers cannot function in the confines of a forest, for instance, nor can massive infantry surges push through urban environments without exposing themselves to risk. Trailblazers work to make the best of cover and prefer to fight on their own turf, where they can turn every piece of their knowledge to their advantage. The Cunning Snare talent, in particular, shines here, giving the Trailblazer the ability to set up a devastating trap for unsuspecting foes. While this talent takes some setup to use, the payout can be considerable, levelling a fight with a numerically superior or better-equipped foe. The Trailblazer can even use this talent without advanced supplies, using cleverness and woodcraft to overcome dire situations if the PCs are ever stranded without access to optimal gear—and on the shifting battlefields of the Galactic Civil War, Soldiers of the Rebellion can find themselves cut off and without support in an instant.

Trailblazers often act as guides to other members of their squads, helping them to avoid the dangers of the wild and the battlefield alike as the group moves to the most advantageous position possible. A skilled Trailblazer can not only allow a group of PCs to win difficult battles through subterfuge and trickery, but also to avoid unnecessary battles entirely. The Rebel Alliance frequently needs to achieve objectives without the Empire noticing, and so the best battle is often the one that was never fought. A Trailblazer can be a substantial boon to any AGE OF REBELLION group in other contexts, too, whether the PCs are moving through the wilds or the streets of a city.
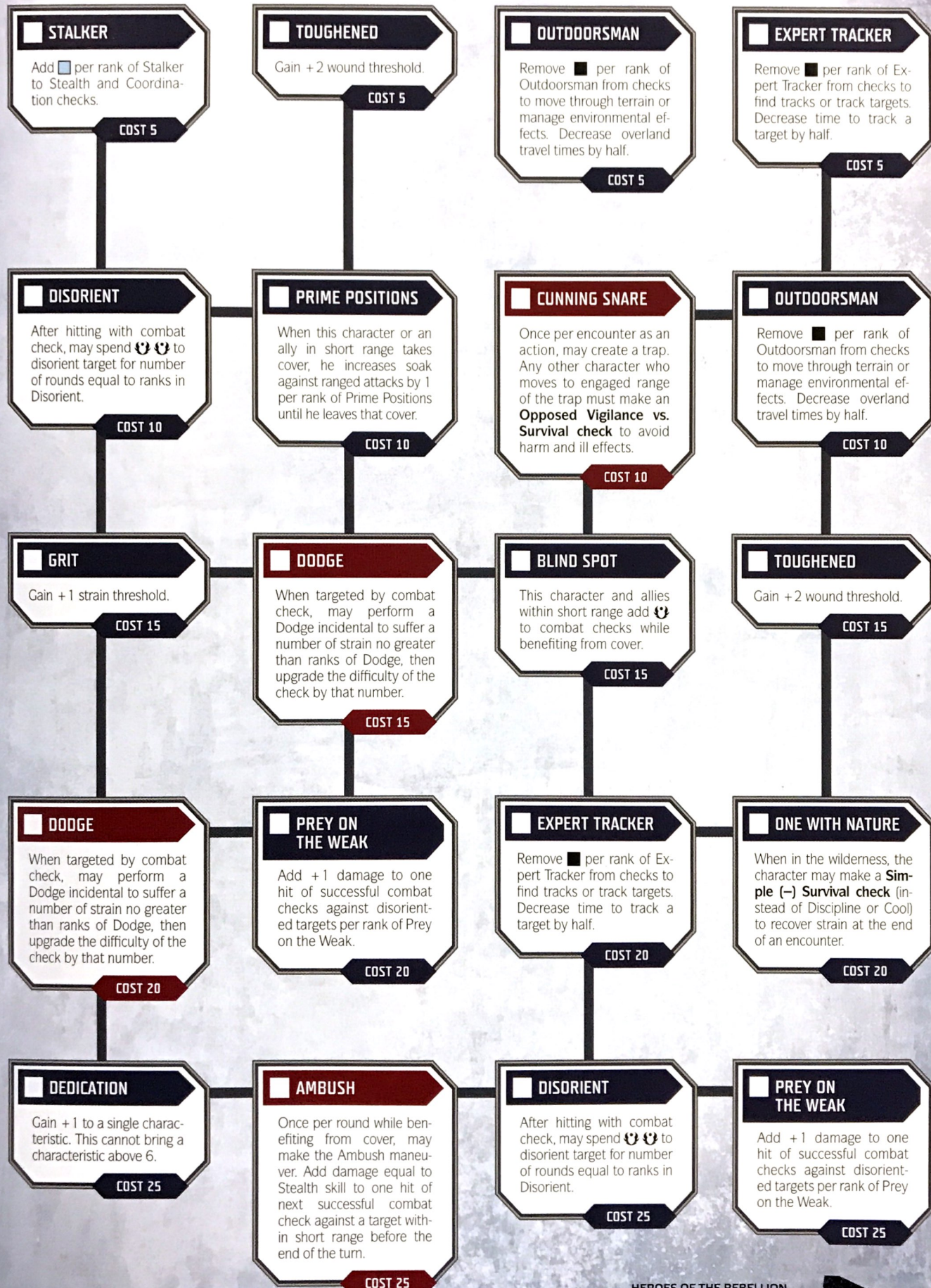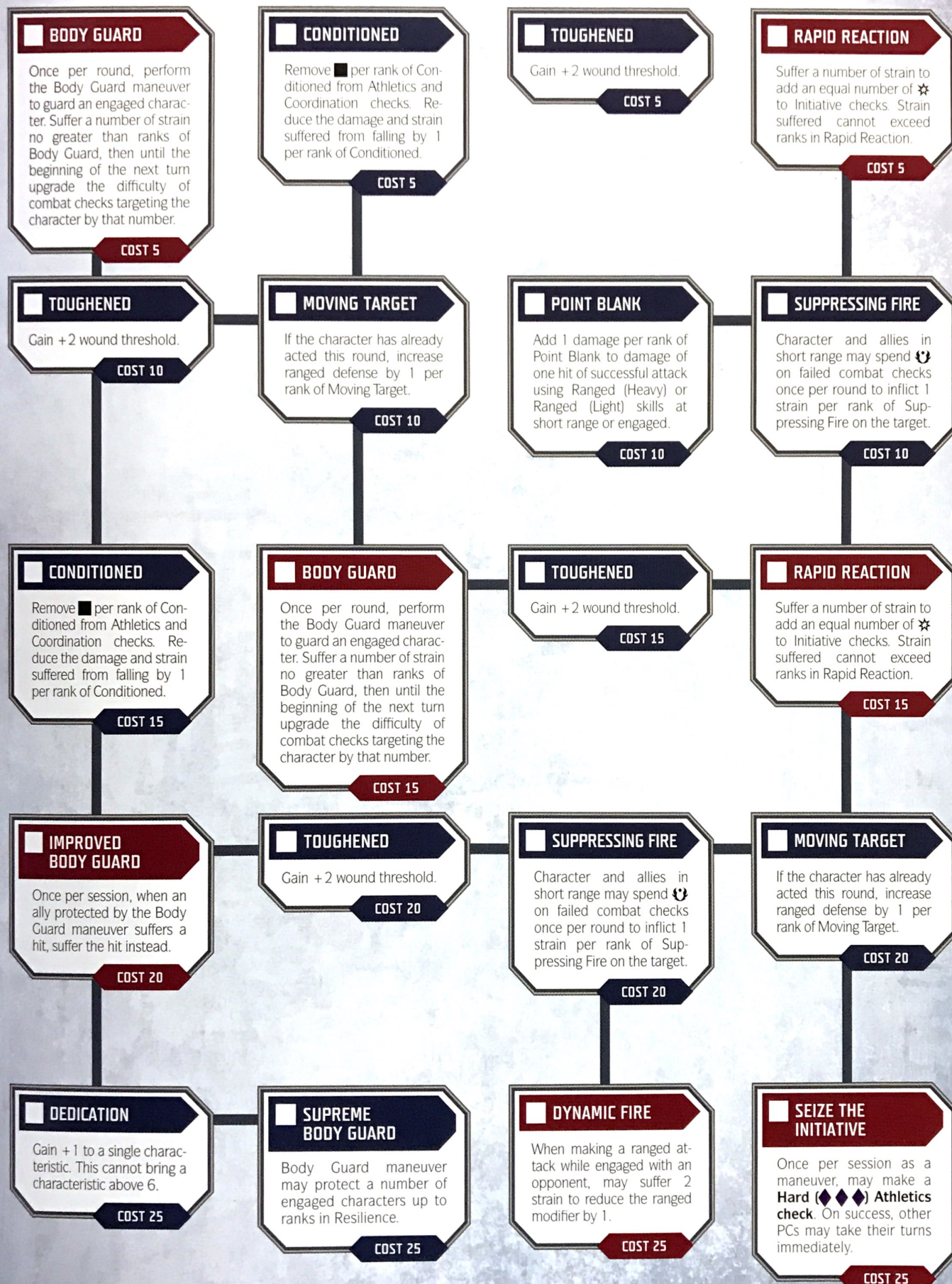
Soldier: Trailblazer Talent Tree

Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival
Trailblazer Bonus Career Skills: Knowledge (Outer Rim), Perception, Stealth, Survival

ACTIVE
PASSIVE

STALKER
Add ☐ per rank of Stalker to Stealth and Coordination checks.
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

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 5

DISORIENT
After hitting with combat check, may spend ☯☯ to disorient target for number of rounds equal to ranks in Disorient.
COST 10

PRIME POSITIONS
When this character or an ally in short range takes cover, he increases soak against ranged attacks by 1 per rank of Prime Positions until he leaves that cover.
COST 10

CUNNING SNARE
Once per encounter as an action, may create a trap. Any other character who moves to engaged range of the trap must make an **Opposed Vigilance vs. Survival check** to avoid harm and ill effects.
COST 10

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

GRIT
Gain +1 strain threshold.
COST 15

DODGE
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
COST 15

BLIND SPOT
This character and allies within short range add ☯ to combat checks while benefiting from cover.
COST 15

TOUGHENED
Gain +2 wound threshold.
COST 15

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

PREY ON THE WEAK
Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.
COST 20

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 20

ONE WITH NATURE
When in the wilderness, the character may make a **Simple (–) Survival check** (instead of Discipline or Cool) to recover strain at the end of an encounter.
COST 20

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

AMBUSH
Once per round while benefiting from cover, may make the Ambush maneuver. Add damage equal to Stealth skill to one hit of next successful combat check against a target within short range before the end of the turn.
COST 25

DISORIENT
After hitting with combat check, may spend ☯☯ to disorient target for number of rounds equal to ranks in Disorient.
COST 25

PREY ON THE WEAK
Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.
COST 25

anguards are first to the fight, Soldiers skilled in taking point and taking charge. While they generally do not command in the traditional sense, their preferred mode of combat is to hit hard and fast, and thus allies tend to fall in behind them, if only so that they are not left behind. This means that Vanguards shoulder a great deal of the risk in battle, but most would rather take a blaster bolt than let a squadmate be shot. As a result of taking so many hits over the course of their military careers, the Vanguards who survive tend to be extremely tough.

on their back feet no matter the arena. While this can make them combative, it can also be useful to a group of rebel agents, whether they are negotiating for supplies, trying to persuade others to the cause, or attempting to maintain a bluff. A Vanguard is likely to see the importance of momentum in any field and press the advantage whenever possible.

UNRELENTING ONSLAUGHT

Vanguards have **Athletics**, **Cool**, **Vigilance**, and **Resilience** as additional career skills. If this is a character's starting specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. Having both Cool and Vigilance means that Vanguards are extremely unlikely to flinch or hesitate when the shots start flying, regardless of whether they are launching an ambush or reacting to an unexpected move. Athletics reflects the physical acumen of Vanguards, while Resilience stems from the long history of hits such characters have likely taken.

On battlefields often dominated by massive walkers, sudden starfighter strikes, and orbital bombardments, standing still in the open can be a death sentence, and Vanguards know it. Rather than hunkering down and hoping to avoid the worst, Vanguards take the battle directly to the enemy, seizing the initiative to end the battle before their foes even realize that it has begun. They tend to favor rapid strikes, armored assaults, and shipboard actions that leave the enemy reeling and unable to bring its armor to bear. So long as they keep moving, their logic goes, the enemy cannot hope to pin them down. Barriers to their entry, from blast doors to bunkers, are something to be smashed so that they can move on to the next target. The Moving Target talent is particularly useful when keeping mobile to stay alive, and makes a Vanguard with the drop on the enemy extremely difficult to bring down.

Off the field of battle, Vanguards are frequently quick to action as well. Hesitation on the battlefield is often fatal, and many Vanguards apply this mentality to their other activities, trying to keep opponents

Soldier: Vanguard Talent Tree

Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival
Vanguard Bonus Career Skills: Athletics, Cool, Vigilance, Resilience

ACTIVE

PASSIVE

BODY GUARD

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

COST 5

CONDITIONED

Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

RAPID REACTION

Suffer a number of strain to add an equal number of ✹ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 10

MOVING TARGET

If the character has already acted this round, increase ranged defense by 1 per rank of Moving Target.

COST 10

POINT BLANK

Add 1 damage per rank of Point Blank to damage of one hit of successful attack using Ranged (Heavy) or Ranged (Light) skills at short range or engaged.

COST 10

SUPPRESSING FIRE

Character and allies in short range may spend ⟲ on failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

COST 10

CONDITIONED

Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 15

BODY GUARD

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

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 15

RAPID REACTION

Suffer a number of strain to add an equal number of ✹ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 15

IMPROVED BODY GUARD

Once per session, when an ally protected by the Body Guard maneuver suffers a hit, suffer the hit instead.

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

SUPPRESSING FIRE

Character and allies in short range may spend ⟲ on failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

COST 20

MOVING TARGET

If the character has already acted this round, increase ranged defense by 1 per rank of Moving Target.

COST 20

DEDICATION

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

COST 25

SUPREME BODY GUARD

Body Guard maneuver may protect a number of engaged characters up to ranks in Resilience.

COST 25

DYNAMIC FIRE

When making a ranged attack while engaged with an opponent, may suffer 2 strain to reduce the ranged modifier by 1.

COST 25

SEIZE THE INITIATIVE

Once per session as a maneuver, may make a **Hard (◆◆◆) Athletics check**. On success, other PCs may take their turns immediately.

COST 25

NEW TALENTS

Below is a description for each of the new talents added in FORGED IN BATTLE. Each entry includes the information required for gameplay (see page 140 of the AGE OF REBELLION Core Rulebook).

AMBUSH

Activation: Active (Maneuver)
Ranked: No
Trees: Trailblazer

Once per round while benefiting from cover, the character may perform the Ambush maneuver. The character may add additional damage equal to his ranks in the Stealth skill to one hit of the next successful combat check with a non-starship/vehicle weapon he makes against a target within short range before the end of his turn.

BARRAGE

Activation: Passive
Ranked: Yes
Trees: Heavy

Add one damage per rank of Barrage to one hit of successful Ranged (Heavy) or Gunnery attacks with non-starship/vehicle weapons at long or extreme range.

BLIND SPOT

Activation: Passive
Ranked: No
Trees: Trailblazer

The character and allies within short range add automatic 🔅 to combat checks they make while benefiting from cover.

BODY GUARD (IMPROVED)

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

Once per session, when an ally protected by the character's Body Guard maneuver would suffer a hit from a combat check, the character may choose to suffer that hit instead of the ally.

BODY GUARD (SUPREME)

Activation: Passive
Ranked: No
Trees: Vanguard

When the character uses the Body Guard maneuver, he may protect a number of engaged characters up to his ranks in Resilience instead of just one.

BURLY

Activation: Passive
Ranked: Yes
Trees: Heavy

The character reduces any wielded or carried weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.

CONDITIONED

Activation: Passive
Ranked: Yes
Trees: Vanguard

The character removes ■ per rank of Conditioned from his Athletics and Coordination checks. He reduces the damage and strain suffered from falling by 1 per rank of Conditioned.

CUNNING SNARE

Activation: Active (Action)
Ranked: No
Trees: Trailblazer

Once per encounter, the character may take the Cunning Snare action to use materials in his environment to assemble a trap within short range. Each time another character moves to engaged range of the trap, he must make an **Opposed Vigilance vs. Survival check** against the character who placed the trap. If the character who triggers the trap fails, he suffers wounds (these ignore soak) equal to the trapper's Cunning characteristic, plus 1 additional wound per ▼. The trapper may spend 🔆 generated by the check to disorient the character for 1 round per 🔆 spent, 🔆🔆🔆 or ❖ to immobilize the character for 1 round, and ❖ to stagger the character for 1 round.

Once a character springs the trap, it is expended; at the GM's discretion, the trapper may spend ❖ from the check to have it remain functional for one extra use.
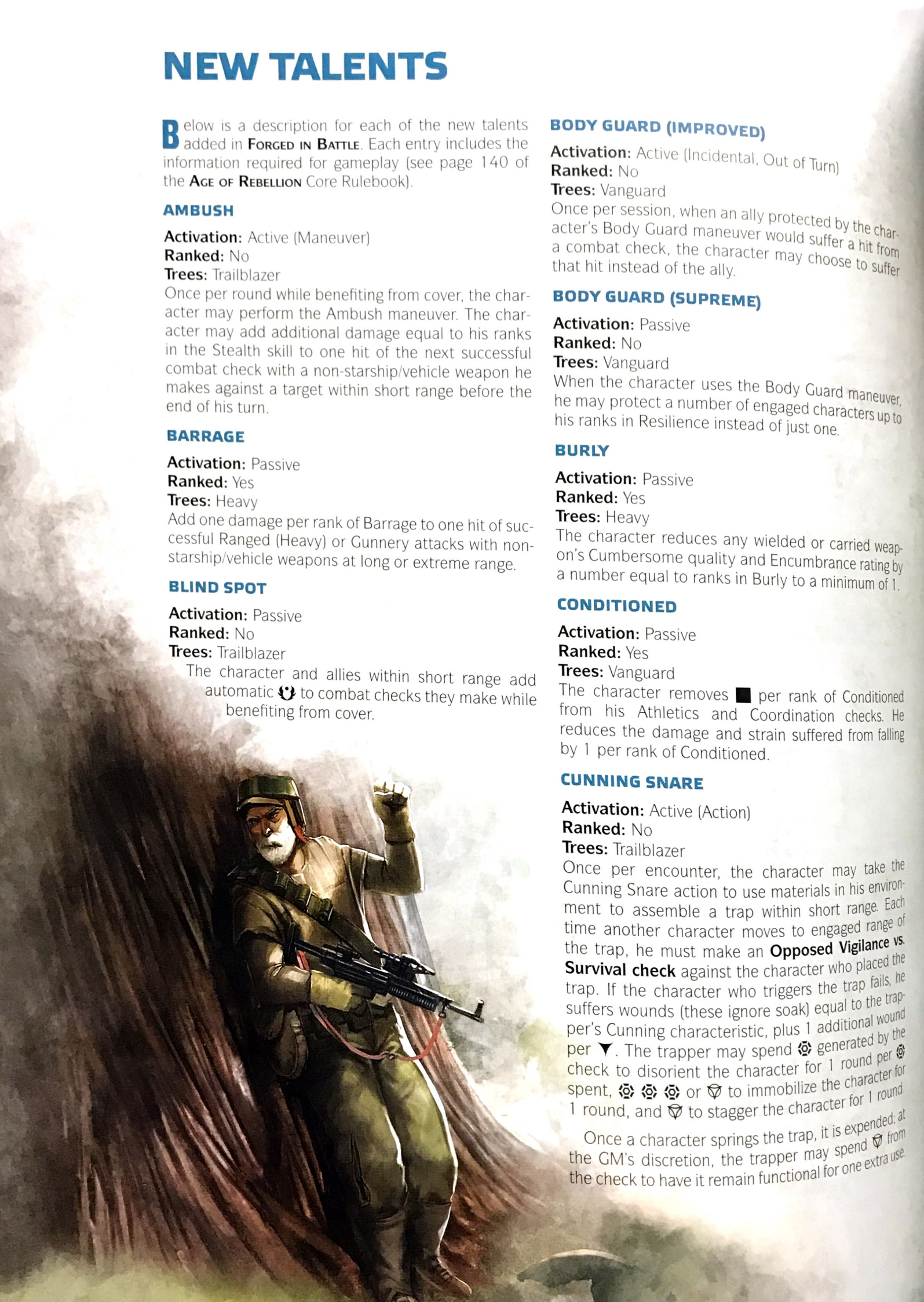
The trapper may disarm the trap with an action. Any other character who is aware of the trap may spend several minutes to attempt to disarm it with a **Hard (◆◆◆) Survival check**. If he fails, he suffers the damage and negative effects in the same manner as if he had triggered it.

HEAVY HITTER

Activation: Active (Incidental)
Ranked: No
Trees: Heavy
Once per session, the character may spend ✦ on a successful Ranged (Heavy) or Gunnery check to add the Breach 1 quality to the attack, or increase an existing Breach rating by 1.

HEROIC RESILIENCE

Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Heavy
Immediately after being hit by a successful combat check but before damage is calculated, the character may spend one Destiny Point to increase his soak by a number equal to his ranks in Resilience.

MOVING TARGET

Activation: Passive
Ranked: Yes
Trees: Vanguard
If the character has already acted this round, increase his ranged defense by 1 per rank of Moving Target.

ONE WITH NATURE

Activation: Passive
Ranked: No
Trees: Trailblazer
When in the wilderness, the character may make a **Simple (–) Survival check** (instead of Discipline or Cool) to recover strain at the end of an encounter (see page 233 of the **Age of Rebellion** Core Rulebook).

PRIME POSITIONS

Activation: Passive
Ranked: Yes
Trees: Trailblazer
When the character or an ally within short range takes cover, that character increases his soak by 1 per rank of Prime Positions against ranged attacks until he leaves that cover.

PREY ON THE WEAK

Activation: Passive
Ranked: Yes
Trees: Trailblazer
The character deals + 1 damage to one hit on all successful combat checks against disoriented targets per rank of Prey on the Weak.

RAIN OF DEATH

Activation: Active (Maneuver)
Ranked: No
Trees: Heavy
The character may perform the Rain of Death maneuver. If he does so, when he makes an attack in the same turn he does not increase the difficulty of the attack due to the Auto-fire quality.

SEIZE THE INITIATIVE

Activation: Active (Maneuver)
Ranked: No
Trees: Vanguard
Once per game session, the character may leap forward to create a daring distraction on the battlefield by performing the Seize the Initiative maneuver. He making a **Hard (◆◆◆) Athletics check**. If he succeeds, any number of other PCs who have yet not acted this round may immediately take their turns as if there were that many PC slots at that point in the Initiative order. Each PC who acts this way counts as having acted for this round (and thus cannot act again this round). The Initiative order returns to its previous order at the beginning of the next round.

SUPPRESSING FIRE

Activation: Passive
Ranked: Yes
Trees: Vanguard
The character and each ally within short range may spend ✪ on their failed combat checks to inflict one strain on the target per rank of Suppressing Fire. Each character can only activate this effect once per round.

SOLDIER MOTIVATIONS

Every Soldier has a reason for joining the Rebel Alliance in its fight against the Empire, something that gets the character out of the barracks in the morning. Each needs a motive to spend another day fortifying a rebel base against discovery, or to plan the next daring raid on an Imperial storage depot. Some believe in the cause, some fight for revenge, while others fight for the specific person next to them. There are as many different motivations as there are Soldiers in the Alliance, and each explains what a warrior hopes to achieve while risking his life.

Deciding a character's Motivation is a key factor in determining why that character joined the Rebel Alliance, and influences how that individual behaves in both combat and social challenges. This Motivation, examined alongside with a character's species, background, Duty, career, and specialization should combine 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 a character with the Soldier career, **FORGED IN BATTLE** includes a number of new Motivations grouped into a category called Relationships.

To use these Motivations, a player simply chooses one from the following list, or rolls randomly on **Table 1–2: Random Soldier 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 Relationship, he rolls again on **Table 1–3: Specific Relationships** to determine his specific Motivation.

TABLE 1–2: RANDOM SOLDIER MOTIVATION

d10	Motivation Category
1–2	Belief
3–4	Connection
5–6	Quest
7–9	Relationship
10	Roll once on each of any two categories

TABLE 1–3: SPECIFIC RELATIONSHIPS

d100	Relationship
01–10	**Place:** The Soldier has strong ties to a home, town, or entire world. This place may be under Imperial control, threatened by the Empire, or free, for now. The Soldier wants this world to retain or regain its freedom from tyranny at all costs.
11–20	**Local Civilian:** Soldiers often form quick bonds with the people who live on worlds where they deploy. The connection may be with a farmer who sells produce to the troops, a local youth who shares a love of military technology, or a village elder whose venerable traditions strike a chord within the Soldier. This bond can be an asset, supplying the PC with unique information on the region, but can also cause the Soldier emotional strife if this friend is dragged into the war.
21–30	**Childhood Friend:** Many Alliance troopers took up arms because of an Imperial invasion, fighting alongside lifelong friends and neighbors. This Soldier fights to watch a particular friend's back, to prevent someone back home from suffering Imperial rule, or to avenge someone who perished at the hands of the Empire.
31–40	**Comrades:** Warriors often fight for the people beside them, ensuring that as many of their allies make it back home as possible. The bonds of friendship forged under fire are among the strongest two beings can share. There is little a Soldier wouldn't do to save an ally from the trenches.
41–50	**Sibling(s):** A Soldier might join the Rebel Alliance to keep tabs on a reckless sibling who joined first. Conversely, a Soldier might join to protect siblings back home from Imperial oppression, wishing to spare them life under Imperial rule.
51–60	**Mentor:** This Soldier focuses on maintaining standards instilled by a drill instructor, a teacher back home, or a more experienced combatant. The character fights to achieve greatness in battle to impress this mentor, and show that those lessons weren't given in vain.
61–70	**Lover:** The Soldier might have a spouse or other romantic relationship back home or within the unit. This Soldier fights to ensure this person's safety, and in the hopes of returning safely to this person once the Empire has been defeated.
71–80	**Family/Clan:** The Soldier might have parents, extended family, or an entire clan to protect or even liberate. The Soldier's people might be unable to protect themselves or enslaved by the Empire. Alternatively, the family might have a proud tradition of service in a militant order such as a Mandalorian clan, a Kyuzo clovoc, or even a company of bounty hunters.
81–90	**Tech:** A Soldier might have one very specific piece of technology that is especially precious, such as a droid, a vehicle, or customized rifle. The character works hard to safeguard it, and spends any spare time or money on maintaining, repairing, or upgrading this cherished machine.
91–00	**Rival:** The Soldier has a rivalry with someone, and whether this person is a friend or a foe, the Soldier frames everything as part of the grand, ongoing competition between the two.

SOLDIER SIGNATURE ABILITIES

In addition to the specializations available within a given career, a character also has access to that career's signature abilities. These abilities are special, elite talents for experienced characters of the specified career. They are feats only possible through the skill and ability gained over a long and successful career.

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 Soldier career has access to two signature abilities: The Bigger They Are... and Unmatched Courage.

Soldier Signature Ability Tree: The Bigger They Are...

THE BIGGER THEY ARE... BASE ABILITY

Once per game session as an action, the character may spend 2 Destiny Points, nominate one vehicle, starship, or living creature of silhouette 2 or smaller that he can see, and make a **Hard (◆◆◆) Knowledge (Warfare) check**. If he succeeds, for the next 3 rounds, he and each other friendly character within medium range of him ignore the target's armor (or soak) when inflicting damage on the target with non-vehicle/starship weapons.

COST 30

INCREASE SILHOUETTE

Increase the silhouette of targets that can be affected by The Bigger They Are... by 1.

COST 10

CHANGE SKILL

May use Survival instead of Knowledge (Warfare) to activate The Bigger They Are...

COST 10

DURATION

The Bigger They Are... lasts for 2 additional rounds.

COST 10

CHANGE SKILL

May use Athletics instead of Knowledge (Warfare) to activate The Bigger They Are...

COST 10

ONGOING SALVO

If the target is destroyed (or dies) while The Bigger They Are... is active, the character may spend 1 Destiny Point to select a new target for The Bigger They Are...

COST 15

DESTINY

The Bigger They Are... costs 1 Destiny Point instead of 2.

COST 15

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate The Bigger They Are... to **Average (◆◆)**.

COST 15

INCREASE SILHOUETTE

Increase the silhouette of targets that can be affected by The Bigger They Are... by 1.

COST 15

SIGNATURE ABILITY: THE BIGGER THEY ARE...

The Alliance to Restore the Republic is an organization founded upon the principle that seemingly invincible juggernauts can be brought down with creativity, determination, and a bit of luck. The Bigger They Are... is a signature ability that exemplifies this mentality, giving a Soldier the ability to fell targets well beyond the reach of most infantry. Using experience to find the exact right spot to hit a target, whether it is an armored AT-ST or a massive creature on some savage planet, the Soldier lines up the perfect shot and then fires, blasting an opening in its defenses. If the Soldier's allies capitalize on this opportunity, their combined firepower can rip apart nearly any target.

BASE ABILITY

Once per game session as an action, the character may spend 2 Destiny Points, nominate one vehicle, starship, or living creature of silhouette 2 or smaller that he can see, and make a **Hard (◆◆◆) Knowledge (Warfare) check**. If he succeeds, for the next 3 rounds, he and each other friendly character within medium range of him ignore the target's armor (or soak, if it is a living creature) when inflicting damage on the target with non-vehicle/starship weapons.

UPGRADES

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

Change Skill (Athletics): When activating The Bigger They Are..., the character may make an Athletics check instead of a Knowledge (Warfare) check.

Change Skill (Survival): When activating The Bigger They Are..., the character may make a Survival check instead of a Knowledge (Warfare) check.

Destiny: To activate The Bigger They Are..., the character needs to spend only 1 Destiny Point instead of the normal 2.

Duration: The Bigger They Are... lasts for 2 additional rounds.

Increase Silhouette: Increase the silhouette of targets that can be affected by The Bigger They Are... by 1 per Increase Silhouette upgrade purchased.

Ongoing Salvo: If the target is destroyed (or dies) while The Bigger They Are... is active, the character may spend 1 Destiny Point to select a new target for The Bigger They Are...

Reduce Difficulty: The skill check to activate The Bigger They Are... is **Average (◆◆)** instead of **Hard (◆◆◆)**.

Soldier Signature Ability Tree: Unmatched Courage

UNMATCHED COURAGE BASE ABILITY

Once per game session, as an out of turn incidental, the character may spend 2 Destiny Points to ignore the effects of all Critical Injuries for 2 rounds. When this effect ends, he suffers the effects of these Critical Injuries as normal.

COST 30

INCREASE EFFECT

While Unmatched Courage is active, whenever the character would suffer strain, he may suffer that many wounds instead.

COST 10

DURATION

Unmatched Courage lasts for 2 additional rounds.

COST 10

SURVIVOR

While Unmatched Courage is active, add ◻ to checks to remove Critical Injuries.

COST 10

DURATION

Unmatched Courage lasts for 2 additional rounds.

COST 10

SEE IT THROUGH

While Unmatched Courage is active, the character does not become incapacitated when his wounds exceed his wound threshold.

COST 15

FINISH THE JOB

While Unmatched Courage is active, the character adds +2 damage for each Critical Injury he is suffering to the first hit of each successful combat check he makes.

COST 15

SURVIVOR

While Unmatched Courage is active, add ◻ to checks to remove Critical Injuries.

COST 15

TOO TOUGH TO DIE

When Unmatched Courage ends, make a **Hard (◆ ◆ ◆) Resilience check** to remove one Critical Injury.

COST 15

SIGNATURE ABILITY: UNMATCHED COURAGE

The Soldiers of the Rebellion face a terrifying foe: a vast Empire obsessed with their annihilation. The Empire wields the power to oppress the people with endless swarms of stormtroopers, devastate cities from afar with callous orbital bombardments, and even reduce rebellious worlds to scattered chunks of stone spinning through the void. To oppose such power directly is to grapple with the prospect of death in every battle, even though the Rebel Alliance manages to narrowly claim victories. But to many Soldiers, there is no choice at all. While the thought of resisting such an enemy is difficult, the consequences of standing aside are unthinkable. When confronted by such evil, these individuals rise up to resist, and their courage can carry them to legendary deeds on the battlefield.

BASE ABILITY

Once per game session, as an out of turn incidental, the character may spend 2 Destiny Points to ignore the effects of all Critical Injuries for 2 rounds (he still suffers these Critical Injuries, even though he ignores their effects). When this effect ends at the end of the third round, he immediately suffers the effects of all Critical Injuries he is suffering as normal.

UPGRADES

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

Duration: Unmatched Courage lasts for 2 additional rounds per Duration upgrade purchased.

Increase Effect: While Unmatched Courage is active, whenever the character would suffer strain, he may suffer that many wounds instead.

Finish the Job: While Unmatched Courage is active, the character adds +2 damage for each Critical Injury he is suffering to the first hit of each successful combat check he makes.

See it Through: While Unmatched Courage is active, the character does not become incapacitated when his current wounds exceed his wound threshold. He still suffers a Critical Injury each time his current wounds increase to a value greater than his wound threshold.

Survivor: While Unmatched Courage is active, add ◻ per Survivor upgrade purchased to checks to remove the character's Critical Injuries.

Too Tough to Die: When Unmatched Courage ends, the character may immediately make a **Hard (◆ ◆ ◆) Resilience check**. If he succeeds, he removes 1 Critical Injury he is suffering, plus 1 additional Critical Injury per ⊕ he spends on the check.

II

WEAPONS OF WAR

"I feel like because I can fight, I have to, for those who cannot. And I think you might be the same way."

–Princess Leia Organa

One of the Rebel Alliance's greatest struggles is acquiring weapons, equipment, and vehicles to arm its recruits and take the fight to the Empire. Most Alliance equipment is donated by or purchased from rebel sympathizers; companies like SoroSuub and CryonCorp secretly arm the Rebellion by selling items at steep discounts or, occasionally, arranging for rebels to "hijack" insured company shipments. Crime bosses and black marketeers know war is good for business and occasionally sell or donate weapons to the Rebellion in the interest of seeding regional chaos for their own benefit. However, sweetheart deals and stolen donations alone don't provide enough materiel to arm the whole Rebel Alliance.

Rebels spend lots of time salvaging gear from battlefield wrecks, sometimes even cold battlefields dating back to the Clone Wars. Scrap to be melted down, spare parts, repairable arms, and vehicles litter battlefields that have not yet been picked over by scavengers. Sometimes, instead of just salvaging wrecks, it is easier to obtain civilian equipment, such as T-47 airspeeders, and modify them for military use. Rebel technicians often have their hands full militarizing civilian hunting, hiking, and emergency gear for the battlefield.

While the Alliance has few factories and limited access to raw materials, it has enough to manufacture a handful of unique designs. The A-wing and B-wing starfighters are perhaps the most famous, but other items, such as the Alliance modular backpack and specialized heavy battle armor, are among the designs exclusive to Rebellion personnel.

However, when other options aren't viable, Soldiers are critical links in the supply chain when it comes to conducting raids to bolster logistics shortfalls. Rebels are trained to "liberate" Imperial arms and equipment whenever possible, taking back rifles, armor, and even shuttles or TIE fighters to use against the Imperials. Elaborate plans dependent on unique equipment require entire raids specifically to obtain critical pieces of technology. If they cannot purchase, salvage, or build it themselves, the rebels have no qualms about stealing it from the Empire.

NEW WEAPONS

The war between the Empire and the Rebellion may be fought by soldiers, but weapons are often the deciding factor in which side triumphs. Soldiers depend on blasters, missile launchers, incendiary devices, and more to gain the upper hand in a fight, and in a war-torn galaxy, there is no shortage of weapons from which a warrior can choose. While armaments are ubiquitous across the galaxy, and are used by people from moisture farmers defending their homesteads to security officers suppressing rioting mobs, professional soldiers are generally the only people to wield true weapons of war.

ENERGY WEAPONS

There are several types of energy weapons that most combatants favor on the battlefield: high-powered sniper blasters that can neutralize targets from afar, heavy automatic blasters that can flood a combat zone with a torrent of blaster bolts, and deadly disruptors that can scatter enemies' very atoms with a single devastating blast.

SE-14C BLASTER PISTOL

Of all standard issue Imperial blasters, few pack as much bang per credit as the SE-14C blaster pistol. This weapon is the latest BlasTech Industries upgrade of the semi-automatic SR Combat Pistol that was used by the Separatist droid army at the height of the Clone Wars. The Galactic Empire contracted BlasTech to produce an alternate model with fully-automatic capabilities, which resulted in the SE-14r Repeater Pistol. However, overheating stemming from prolonged discharges of that weapon would warp the barrel, causing potentially catastrophic malfunctions.

The SE-14C addresses the heat management issue by integrating the power pack into the back of the barrel. The clip, blaster gas, and barrel are changed out as a solid piece while reloading. A valve allows viable clips to be recharged during downtime to keep costs down. Although the Empire uses the SE-14C primarily as a sidearm, the blaster's intimidating reputation has made it popular among mercenaries and thieves.

TABLE 2-1: ENERGY WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
SE-14C Blaster Pistol	Ranged (Light)	5	4	Short	1	2	650	6	Auto-fire, Stun setting
DH-17 Blaster Carbine	Ranged (Heavy)	8	3	Medium	2	3	900	6	Auto-fire, Inaccurate 1, Stun setting
A280 C Heavy Blaster Rifle	Ranged (Heavy)	9	4	Long	5	2	1,800	7	Accurate 1, Cumbersome 3, Stun setting
Pulse Cannon	Ranged (Heavy)	9	3	Extreme	5	1	(R) 2,750	6	Cumbersome 3, Pierce 2, Slow-Firing 1
T-7 Ion Disruptor	Ranged (Heavy)	12	2	Long	6	2	(R) 8,000	9	Blast 6, Breach 2, Cumbersome 3, Slow-Firing 1, Vicious 6
Kyuzo Energy Bow	Ranged (Heavy)	9	4	Long	6	1	2,400	8	Cumbersome 3, Knockdown, Pierce 5
Z-6 Rotary Blaster Cannon	Ranged (Heavy)	12	4	Long	6	3	(R) 3,000	7	Auto-fire (Only), Cumbersome 3, Prepare 1
J-10 Dual Blaster Cannon	Gunnery	13	2	Long	8	3	(R) 6,750	7	Cumbersome 5, Inaccurate 1, Linked 1
Reciprocating Quad Blaster Cannon	Gunnery	10	2	Long	8	4	(R) 9,950	8	Auto-fire (Only), Breach 1, Cumbersome 4, Inaccurate 1, Prepare 2
Atgar SpaceDefense 1.8 FD Autoturret	Gunnery	17	2	Extreme	25	0	(R) 12,000	6	Auto-fire, Slow-Firing 1, Limited Ammo 8

DH-17 BLASTER CARBINE

This carbine is the heavier cousin of the widely popular DH-17 blaster pistol used by the Rebellion. The DH-17 blaster carbine has seen heavy use by both the Imperial Navy and the Rebel Alliance throughout the Galactic Civil War, lauded for its durability and versatility. It has become a mainstay with rebel soldiers due to its simple design and the wide availability of replacement parts on the black market.

Much like the pistol variation, the DH-17 blaster carbine is powerful enough to penetrate most personal armor, but lacks the ability to breach bulkheads and starship hulls, making it ideal for shipboard skirmishes. Rebel marines often install a spread barrel modification to make it a deck sweeper commonly referred to as the DH-17 short carbine. That, combined with the DH-17 carbine's auto-fire capabilities, allows troopers to blanket an entire starship corridor with blaster fire.

A280 C HEAVY BLASTER RIFLE

For nearly a century, the A280 C heavy blaster rifle has been one of BlasTech Industries' top-selling military blasters and one of the galaxy's most ubiquitous service rifles. Before the Clone Wars, when various Republic systems were responsible for defending their own territories, the A280 C was the de facto official rifle used by planetary armies and private militias. While slightly bulky, it is praised for its incredible accuracy, range, penetrating power, and durability.

Before the Clone Wars, most soldiers trained on the A280 C. It wasn't until more modular platforms, such as the DC-15 blaster rifle, were adopted by the Republic that the A280 C's popularity began to wane.

As the Empire absorbed or disbanded local defense forces, decommissioned A280 C's found their way to the Rebel Alliance, where this weapon quickly became a favorite for standard infantry, snipers, and Special Forces alike. Today, these weapons are cherished by many of their users, who work hard to keep them in service even as replacements grow harder to acquire.

Reduce the difficulty of Mechanics checks to repair a BlasTech A280 C heavy blaster rifle by 1 (to a minimum of **Simple [–]**).

PULSE CANNON

After its wide-scale implementation by the Galactic Empire, the simplicity and versatility of BlasTech's E-11 blaster rifle spawned several offshoot designs, the most popular of which was the so-called pulse cannon. The pulse cannon consists of a core frame similar to the E-11, but replaces the folding stock with a solid one for added stability, and a high-powered scope. It also features a long, perforated barrel with four focusing coils to ensure proper cooling and to allow maximum blaster bolt cohesion. Further adding to its lethality, a wielder can "charge" an individual shot by holding down the trigger, unleashing a devastating shot upon release that drains the weapon's entire energy reserve.

As a maneuver, a character wielding a pulse cannon may prime the weapon to expend all of its ammunition in a single, devastating shot. The next time the weapon is fired this encounter, it counts as having the Breach 1 and Vicious 3 qualities. After being discharged this way, the weapon runs out of ammunition (see page 172 of the **Age of Rebellion** Core Rulebook).

Blastech A280 C Heavy Blaster Rifle

Pulse Cannon

T-7 Ion Disruptor

Merr-Sonn Z-6 Rotary Blaster Cannon
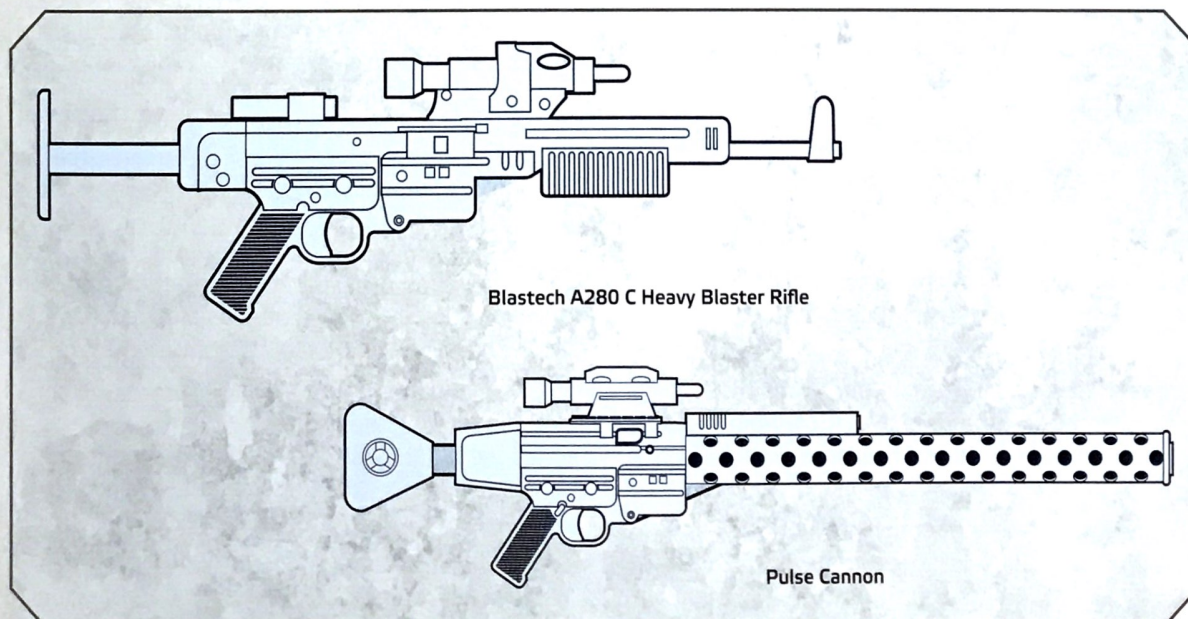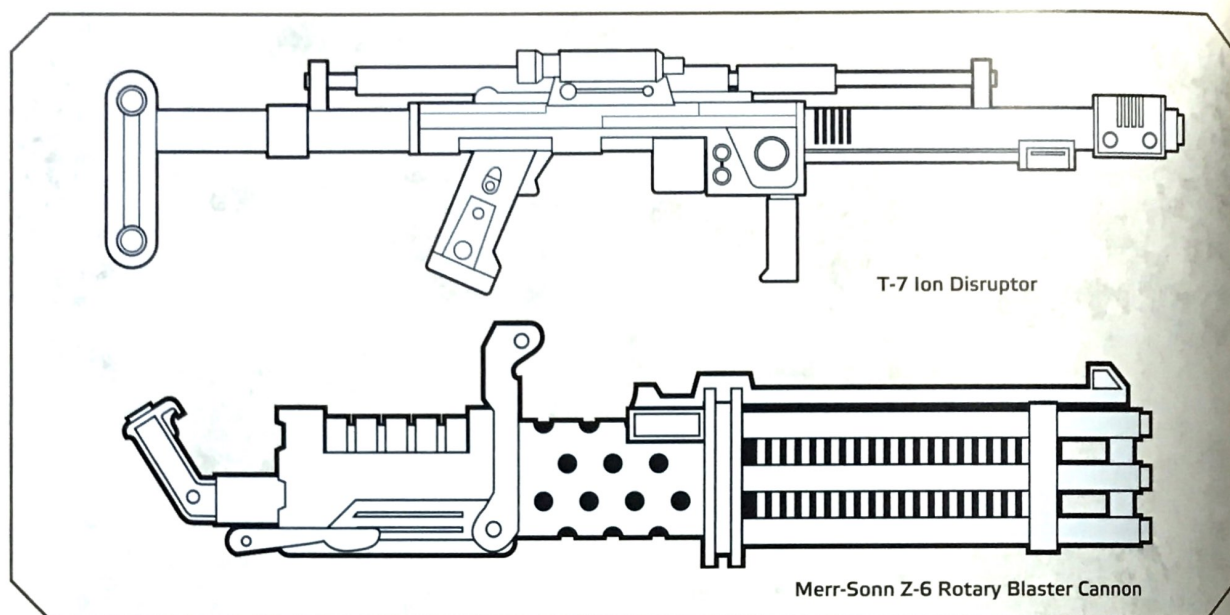
T-7 ION DISRUPTOR

Originally designed as an anti-aircraft and anti-armor weapon, few arms possess the destructive power and invoke as much fear as the T-7 ion disruptor. Each round from the T-7 lets loose a burst of ionized plasma with enough energy to penetrate starship hulls and shut down airspeeders and starships, sending them into a death spiral. The T-7 makes short work of many armored vehicles and mechanized infantry, as it chews through everything in its path.

Despite its intended role, the T-7 disruptor obtained its notorious reputation from its use on sentient beings. A single blast from the T-7 can de-atomize entire groups of lifeforms. During the Siege of Lasan, agents from the Imperial Security Bureau equipped with T-7s slaughtered countless Lasat civilians as a show of Imperial might. This atrocity led the Imperial Senate to ban the T-7 ion disruptor and its use, and the rifles were recalled and destroyed. However, copies of the T-7 schematics escaped deletion, and private weapon manufacturers still produce batches found on the black market.

Like other disruptor weapons, T-7 ion disruptors may never benefit from upgrades or attachments that improve their range or grant multiple shots.

Whenever a living target is hit with a T-7 ion disruptor, any Critical Injury results in a "Crippled" effect, unless the roll on **Table 6–10: Critical Injury Result** on page 231 of the **AGE OF REBELLION** Core Rulebook would result in a more grievous injury.

Whenever a vehicle or starship is hit with a T-7 ion disruptor, any Critical Hit results in a "Component Hit" effect, unless the roll on **Table 7–9: Critical Hit Result** on page 258 of the **AGE OF REBELLION** Core Rulebook would result in a more serious effect.

KYUZO ENERGY BOW

Designed to be fired from a mount or a mobile platform, a Kyuzo energy bow is a massive bow that fires terrifyingly large, charged bolts. The Kyuzos of the Gyaryi clovoc are particularly renowned for their skilled archers, who use their considerable might to draw these bows and their elite training to hit targets at incredible distance.

Z-6 ROTARY BLASTER CANNON

The Galactic Republic purchased many of its heavy weapons from Merr-Sonn Munitions during the last war, but the Z-6 rotary cannon was by far the most commonplace Merr-Sonn weapon on the battlefield. Due to its widespread use in the Clone Wars, the Z-6 is easily found on the black market and through weapons dealers. Rebel heavy weapon specialists frequently adopt the Z-6 as their weapon of choice, and Merr-Sonn still manufactures a steady supply for the Imperial military. With a single pull of the trigger, the Z-6 rotary blaster cannon releases a burst of a dozen shots, covering an area in a hail of blaster fire. However, the weapon is prone to overheating, especially when used overzealously to provide covering fire or otherwise suppress enemy forces for long periods of time.

This weapon can only be used in Auto-fire mode. The GM may spend 🝐 or ⚙ ⚙ from any combat check made with this weapon to have it overheat: the wielder suffers 2 strain and the weapon becomes damaged one step; from undamaged to Minor, Minor to Moderate, or Moderate to Major (see page 172 of the **AGE OF REBELLION** Core Rulebook).

J-10 DUAL BLASTER CANNON

The Rebel Alliance obtains many of its weapons from battlefield salvage, military surplus, and black market dealers. In their search for new locations to establish hidden bases, Alliance scouts also discover abandoned Separatist weapons caches, where thousands of pristine, mass-produced weapons await distribution for their cause. Once used by the droid armies of the Confederacy, the J-10 dual blaster cannon is now common within outposts of the Rebellion.

Unfortunately, not all the weapons the Alliance obtains are of high quality. The J-10 dual blaster cannon is a more powerful version of the E-5 blaster carbine used by battle droid infantry. Like most Separatist equipment, the J-10 was produced on unregulated assembly lines run by droids inside factories where quantity was more important than quality. The J-10 is finicky at best—glitchy Galven pattern programming often leads to power fluctuations that overload the cannon, and imperfections in focusing crystals cause shots to drift without regular maintenance. Alliance technicians often opt to replace the faulty cannons rather than conduct repairs.

The GM may spend ▽ or ◈ ◈ from any combat check made with this weapon to have it overheat: the wielder suffers 2 strain and the weapon becomes damaged one step; from undamaged to Minor, Minor to Moderate, or Moderate to Major (see page 172 of the **AGE OF REBELLION** Core Rulebook).

RECIPROCATING QUAD BLASTER CANNON

What is essentially a downscaled version of an anti-starfighter emplacement, the reciprocating quad blaster cannon is the heaviest personal weapon in Merr-Sonn Munitions' entire arsenal. Developed during the Clone Wars, the "cip-quad" saw use by heavy weapons experts in elite divisions of the Grand Army of the Republic, such as the ARC Troopers. During the Galactic Civil War, most cip-quads are issued to Imperial heavy infantry supporting the Hell's Hammers, an elite vanguard armor regiment. Few are acquired by the Rebellion, as they are nigh impossible to claim from fallen Hammers, and are rare and expensive on the black market.

A reciprocating quad blaster cannon assembly uses a special pneumatic harness to secure and steady the weapon in front of the wearer. Further, a wielder generally equips a portable fusion generator (usually worn on the back) power the cannon. Dozens of micro-repulsors placed along the cip-quad mitigate some of the immense weight of the cannon, and inertial compensators reduce the intense recoil. Despite the built-in support, those inexperienced in the weapon's operation can suffer grievous recoil injuries if its sensitive compensators are not precisely calibrated.

This weapon can only be used in Auto-fire mode. The GM may spend ▽ or ◈ ◈ ◈ ◈ from a combat check with this weapon to have the wielder suffer a Critical Injury with −50 to the roll, to a minimum of one (see **Table 6–10: Critical Injury Result** on page 231 of the **AGE OF REBELLION** Core Rulebook).

ATGAR SPACEDEFENSE 1.8 FD ANTI-INFANTRY AUTOTURRET

Atgar SpaceDefense has been a major developer of weaponry for some time, but in recent years, its prominence on the battlefield has diminished. Atgar's most notable contribution to military hardware, the 1.4 FD P-Tower anti-vehicle laser cannon, was designed to defend ground outposts from the advance of enemy repulsorcraft, light armor, and mechanized infantry. Its incredible range and ability to operate effectively in nearly any environment ensured its widespread use for years, but the P-Tower's lackluster onboard targeting computer, inability to penetrate heavier armor, and limited protection for its operator saw it replaced by more capable models.

While organizations such as the Rebel Alliance have kept the P-Tower in service, Atgar SpaceDefense has sought to breathe new life into unsold inventory by reusing some of the parts from the P-Tower in a new anti-infantry weapon: the 1.8 FD Anti-Infantry Autoturret.

Ostensibly a new product, the 1.8 FD recycles a great deal of hardware from the P-Tower, but serves a very different battlefield function. While it can be used to engage light vehicles, its true purpose is suppressing enemy infantry without putting one's own troops at risk. Thanks to its innate ability to be connected to an Atgar artillery remote, it lets a small group of defenders effectively engage much larger numbers of foes without leaving the safety of cover. Though extremely weighty, this emplacement is considerably lighter than a P-Tower, allowing squads of infantry to reposition it in the field with the help of a light speeder or loader droid. However, this comes at the cost of ammunition capacity, and so the 1.8 FD can only fire a few salvos before depleting its energy reserves.

While attached to a suitable power source (such as a base's power grid or a similarly-sized generator), this weapon loses the Limited Ammo 8 quality. Wiring the weapon into a power source requires several minutes and an **Easy (◆) Mechanics check**.
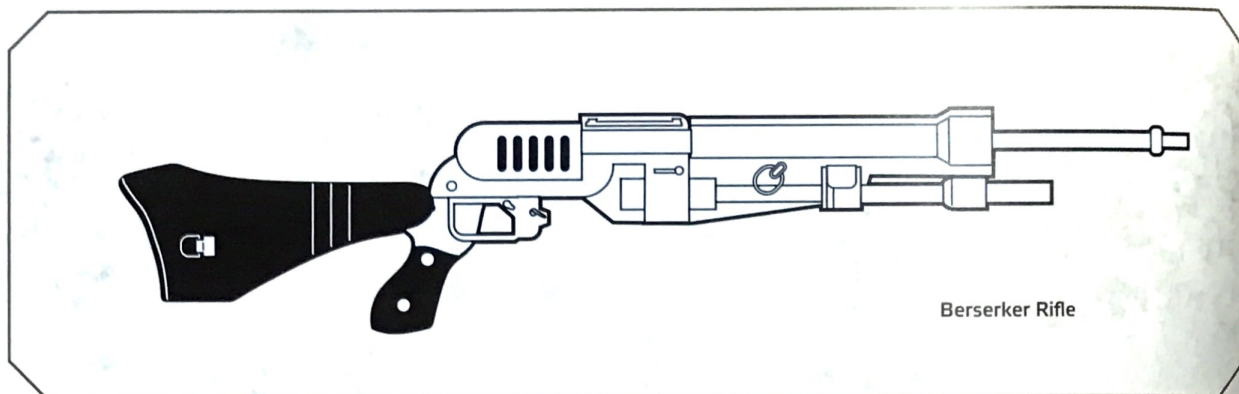
Berserker Rifle

SLUGTHROWERS

Blasters may be powerful, but they contain delicate circuitry and internal systems that can break down after weeks in battlefield trenches. In extreme environments, on remote planets, and during extended battles, expensive replacement parts for blasters are often in short supply, In such circumstances, soldiers and Rim worlders fall back on equipment less prone to failure. That is why simpler, sometimes primitive weapons, like slugthrowers, have remained in limited use without abatement for thousands of years, despite the invention of more advanced and deadly arms.

SH-9 SLUGTHROWER PISTOL

Special forces troops understand that sometimes high-tech isn't the best tech to get the job done. The designers at Czerka Arms realize this, too, and produce a line of slugthrowers to fill a variety of niche roles, such as the SH-9 slugthrower pistol. Covert ops units favor this model, dubbed the "whisper pistol," as a stealthy hold-out for silent, up-close takedowns.

The SH-9 is a compact slugthrower made from composite materials, making it easily hidden from view and difficult to detect on weapons scans, even by a skilled sensor technician. Its ammo is magazine-fed with a small capacity, and the pistol comes with an inbuilt silencer to help its user keep a low profile during commando raids and other stealth action. Unlike some blasters and even other slugthrowers, the SH-9 functions well enough even when wet or submerged. For all these reasons, and the fact that its slugs can penetrate most light laminate armors, the SH-9 is a favorite boot gun among Alliance SpecOps soldiers.

Add ■ to Perception checks to find an SH-9 slugthrower pistol on a person's body. Add ■ to Perception or Vigilance checks made to locate a concealed shooter firing an SH-9 slugthrower pistol.

BERSERKER RIFLE

The berserker rifle was originally a custom weapon commonly used by bounty hunters in the Outer Rim and Unknown Regions. It gets its name from a misunderstood colloquial mish-mash of terms referring to both the lightning-jacks and blind berserkers of the Stratos Distribution. Hundreds of years after its inception, a handful of weapons developers like Arakyd Industries, Zoltan Arms, and even Imperial Munitions manufacture a variety of models.

At its core, the berserker rifle operates like a scaled-down version of the Wookiee bowcaster, using a magnetic accelerator to stabilize and fire charged micro-slugs at incredible velocities. The weapon differs from the bowcaster by electrifying the slugs rather than encasing them in ionic particles, which has the potential to electrocute the target, wracking them in convulsions, and possibly even igniting flammable articles of clothing or equipment.

IMPERIAL HEAVY REPEATER

A suppression fire and crowd control weapon used by the Imperial Army, the Imperial heavy repeater fires ionized bursts of metallic bolts at an incredibly rapid rate. However, the rifle does have an alternate firing mode that allows the wielder to disengage the safeties, unleashing a volley that catches multiple targets within a minor concussive blast. Its effectiveness even prompted Trandoshan mercenaries and other third-party arms manufacturers to create custom rifles fashioned after the Imperial heavy repeater for their own purposes.

As a maneuver, a character wielding an Imperial heavy repeater may prime the weapon to expend all of its ammunition in a single, devastating burst. The next time the weapon is fired this encounter, it counts as having the Blast 7 and Concussive 1 qualities, but does not count as having the Auto-fire quality. After being discharged this way, the weapon runs out of ammunition (see page 172 of the Age of Rebellion Core Rulebook).

TABLE 2-2: OTHER RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Slugthrowers									
SH-9 Slugthrower Pistol	Ranged (Light)	4	5	Short	1	0	250	4	Limited Ammo 5, Pierce 2
Berserker Rifle	Ranged (Heavy)	7	4	Medium	4	0	(R) 600	5	Burn 1, Cumbersome 3, Disorient 1
Imperial Heavy Repeater	Ranged (Heavy)	8	4	Medium	3	2	(R) 1,500	7	Auto-fire, Cumbersome 4
Explosives and Other Weapons									
Shaped Thermal Grenade	Ranged (Light)	20	2	Short	1	0	(R) 3,500	8	Breach 2, Limited Ammo 1, Vicious 5
CSPL-12 Projectile Launcher (Frag Grenade)	Ranged (Light)	8	4	Medium	2	2	(R) 1,200	6	Blast 6, Limited Ammo 3
LJ-50 Concussion Rifle	Ranged (Heavy)	10	2	Medium	6	2	(R) 2,000	7	Blast 4, Concussive 2, Cumbersome 3, Knockdown, Limited Ammo 4

EXPLOSIVES AND OTHER WEAPONS

Although they lack the relative finesse of blasters, explosive devices and burst weapons have been a mainstay in war for millennia. The ability for a small package to deliver widespread damage to the enemy can be invaluable in battle or to complete mission objectives. Soldiers constantly come up with creative and resourceful ways to utilize explosives and other burst devices, making them a permanent fixture in many troopers' arsenals.

SHAPED THERMAL GRENADE

A favorite of marines and special forces, the shaped thermal grenade is a shaped sequencer charge capable of vaporizing virtually any target. It uses similar technology to a thermal detonator, but focuses the blast in a single direction to maximize damage to a specific object. Both the Empire and Rebellion use the shaped thermal grenade to obliterate structures and punch through heavy armor. However, the sheer cost of these deadly explosives means that they are deployed sparingly, at least by supply-conscious organizations like the Alliance to Restore the Republic.

CSPL-12 PROJECTILE LAUNCHER

The Empire has fielded this pistol-sized projectile launcher for years. The launcher can fire standard-issue frag grenades, and more than one rebel tinkerer has been know to retrofit it to launch nontraditional payloads. Because of its long career and devastating effect on the surrounding area (and anyone in it, friend or foe), the "Caspel" launcher has gained a notorious, albeit somewhat warranted, reputation as an accident-prone piece of equipment.

The profile provided with this weapon is for frag grenades. Other grenades, such shaped thermal grenades and the various grenades found on page 173 of the **AGE OF REBELLION** Core Rulebook, can be loaded into the launcher. While these grenades are loaded, they replace the damage, critical rating, and item qualities of the original weapon with their own.

The GM may spend ▽ from a combat check with this weapon to cause it to jam. If the GM does so, the contents detonate, inflicting a hit from the loaded grenade on the wielder and each other character at engaged range. Further, the weapon becomes damaged two steps; from undamaged to Moderate, Minor to Major, or Moderate to Major (see page 172 of the **AGE OF REBELLION** Core Rulebook).The GM may spend additional ▽ to trigger one of the loaded grenade's qualities.

LJ-50 CONCUSSION RIFLE

Developed by Arakyd Industries, the LJ-50 concussion rifle delivers intense concussive bursts over short distances, smashing cover and rattling the troops within. The blast from a concussion rifle produces a shock wave capable of knocking banthas off their hooves, or putting entire groups of targets in a daze. Imperial soldiers, Alliance heavy weapons specialists, and hired guns of all stripes frequently use concussion rifles to scatter enemy formations, neutralize entire squads, and even punch through duracrete walls.

TABLE 2-3: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
'aKraB Clip-point Vibrodagger	Melee	+1	2	Engaged	1	1	550	5	Pierce 3, Vicious 1
Kyuzo War Shield	Melee	+1	4	Engaged	3	0	750	8	Cumbersome 3, Defensive 1, Deflection 2, Disorient 1
Shistavanen Combat Utility Vibroblade	Melee	+1	2	Engaged	2	0	600	7	Pierce 2, Vicious 1

MELEE WEAPONS

While high-tech weapons reign on the battlefield, no soldier can deny the reliability of a good melee weapon. A blaster or slugthrower that has run out of ammunition is largely useless, but in the right hands even a broken blade can still cut. Further, many of these weapons have alternate uses that can be extremely helpful in the field.

'AKRAB CLIP-POINT VIBRODAGGER

Diehard survival enthusiasts from Toprawa created the 'aKraB clip-point vibrodagger to slip between the armor plates of big game, allowing for up-close precision kills. Engineered to penetrate thick, armored hides, the vibrodagger's ability to penetrate laminate armor with ease makes it perfect for taking out stormtroopers silently.

KYUZO WAR SHIELD

Originally utilitarian in function, the Kyuzo war shield was designed by the inhabitants of the Kwaidan Peaks, as a headpiece to protect travelers from torrential rains during monsoon season in southern Phatrong. Over time, the Sulddo warriors began to fashion helmets in this style from stronger materials able to withstand the blaster bolts and vibroblade strikes of lawless bandits plaguing the countryside. Eventually, the war shield transformed into a defensive weapon, each fabricated by its owner to fulfill a variety of uses, fighting styles, and decorative tastes.

A Kyuzo war shield may be thrown as a ranged weapon. If used in this manner, change the skill to Ranged (Light) and the range of the weapon to short. The weapon also gains the Limited Ammo 1 quality (but if retrieved, it can be used again).

Additionally, the wielder of a Kyuzo war shield may spend ❂ ❂ ❂ from any combat check to throw the weapon to cause the shield to ricochet back to her grasp.

SHISTAVANEN COMBAT UTILITY VIBROBLADE

The wilds of Uvena Prime can be harsh and unforgiving, and have claimed countless Shistavanen hunters. For this reason, Shistavanen survivalists devised an item with every conceivable tool necessary to survive in the wilderness and in battle, dubbed the "Combat Utility Vibroblade." Shistavanens say that no respectable survivalist would be caught dead without this handy gadget, though their opinion is often somewhat biased. Still, each C.U.V. is a custom configuration, equipped with eight different tools of the owner's choosing, and as such these devices are extremely useful in the wilds. Containing anything from a fire starter to a hydrospanner to a water contaminant detector, the C.U.V. is many a survivalist's best friend.

The Combat Utility Vibroblade serves as a tool kit to allow Mechanics checks to repair devices and to "heal" droids, but adds ■ to such checks. Additionally, it adds ▢ to the character's Survival checks.

Kyuzo War Shield
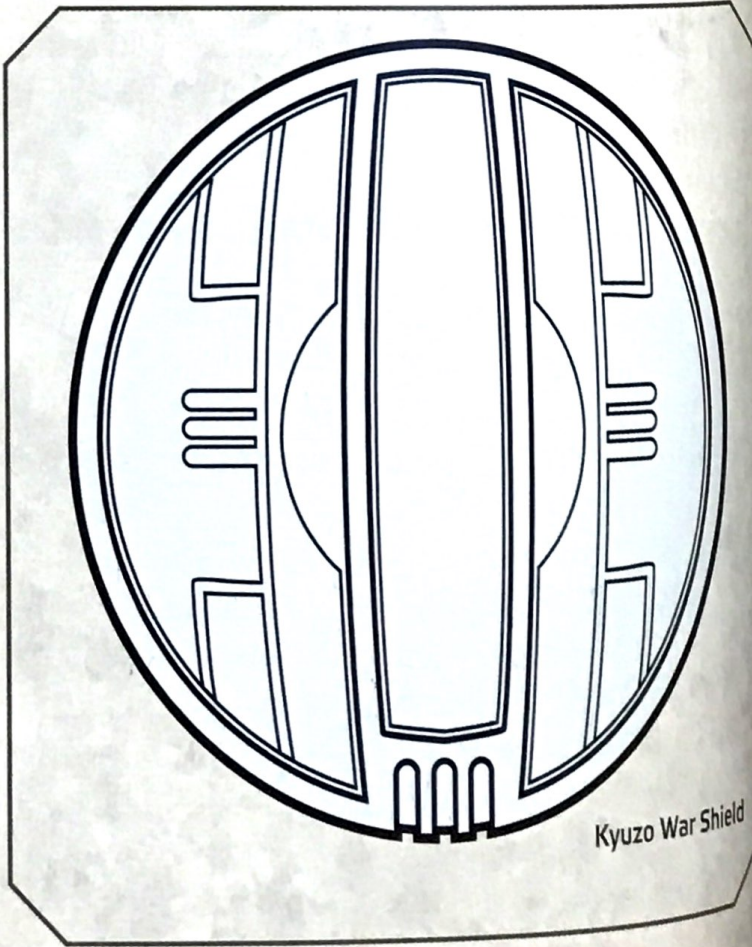
NEW ARMOR

When facing twenty-to-one odds in battle, a good defense is always wise for rebel soldiers. The troops of the Alliance must always fight smarter and outlast their enemy, making appropriate use of protective armor essential. Whether the protective gear is custom-made or salvaged from Imperial forces after winning a battle, a soldier wearing the right armor often lives to fight another day.

ALLIANCE LIGHT STEALTH ARMOR

The inferior numbers and resources of the Alliance military force rebel soldiers to rely on stealth and subterfuge to accomplish most of their missions. Unfortunately, cutting-edge Imperial sensors can often detect life forms and energy signatures from conventional blaster weaponry, making some infiltration missions impossible. Rebel soldiers have sometimes acquired functioning storm commando armor, but stealing from the enemy is not an especially reliable means of resupplying. That is why Alliance R&D reverse-engineered the technology behind storm commando armor and developed their own, albeit lower-grade, stealth armor. Most Alliance stealth armor is retrofitted Mk II Clone Trooper armor left over from the final days of the Republic sprayed in various camouflage patterns or matte black. A coating of specialized material absorbs some light and sound waves, making it easier for marines and special forces troops to move about unnoticed by sensors and sentries.

This armor adds □ to the wearer's Stealth checks.

IMPERIAL HAZARD TROOPER ARMOR

Imperial stormtroopers have specialized armor for nearly every situation, and the Imperial hazardous environment protective armor, or "hazard trooper armor," is one of the most rugged armor suits in the corps. Using a powered armor frame similar to that of space troopers, hazard trooper armor augments the strength of the wearer and provides protection against radiation, acids and toxic chemicals, and extreme pressures or vacuums. Movement in the armor is sluggish due to its bulk, but a neural interface with the wearer's cybernetics reduces response time to a minimum, ensuring marksmanship is unimpeded by the armor. While manufactured by the Empire for its exclusive use, hazard trooper armor often finds its way into the hands of the Rebel Alliance.

Hazard troopers are known for their incredible strength, but this actually stems from the troopers standard cybernetic enhancements rather than any quality of the armor. More than a few rebel operatives have been disappointed to discover this fact after claiming a set of hazard trooper armor in battle.

Once active, the armor's internal life support and power systems allow the wearer to survive in radiation zones, toxic environments, and total vacuums for up to twenty-four hours. The armor also incorporates a high-powered comlink able to communicate from the ground to low orbit. The helmet is equipped with a multi-frequency targeting and acquisition system which removes ■ ■ due to darkness, smoke, or similar environmental factors that obscure vision from the wearer's Perception, Vigilance, and combat checks.

IMPERIAL STORM COMMANDO ARMOR

Storm commandos are among the Empire's most elite, with the most advanced equipment available. Their armor allows the same flexibility as scout trooper armor, but is reinforced to provide maximum protection against blaster fire and explosions. Both the bodysuit and laminate plates are coated in "reflec" polymer, which distorts light and absorbs sound, making the wearer incredibly difficult to detect.

The armor's helmet is equipped with macrobinoculars and scanner goggles (see page 191 of the **AGE OF REBELLION** Core Rulebook) as well as a comlink.

While wearing storm commando armor, a character removes ■ due to darkness, smoke, or similar environmental factors that obscure vision from all of her Perception, Vigilance, and combat checks. Additionally, storm commando armor adds ■ to other characters' Perception checks to detect the wearer.

TABLE 2-4: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Alliance Light Stealth Armor	0	2	(R) 2,200	3	2	7
Imperial Hazard Trooper Armor	0	3	(R) 18,000	4	3	8
Imperial Storm Commando Armor	0	2	(R) 5,000	4	4	9
Karflo Thinsuit	0	1	1,200	0	0	6
Rebel Heavy Battle Armor	1	2	(R) 6,000	5	5	8

KARFLO THINSUIT

Used by professional scouts, science labs, and special forces the galaxy over, the thinsuit by Karflo Corporation is among the most popular environmental protection gear around. While most protective equipment specializes in keeping the wearer safe from exposure to a particular environmental condition, the thinsuit provides protection against a wide variety of dangerous environments without hampering movement or slowing reaction speeds. Despite the fact that it grants minimal protection against blasters and other armaments, the ease of transporting it makes it a popular addition to the kit of many elite combat units. Made from a proprietary material that regulates internal conditions while blocking external ones, the thinsuit protects from dangerous temperatures, pressure, radiation, chemicals, and partial vacuums.

The thinsuit is a skin-tight body glove, weighing only one kilogram, which provides total coverage for standard humanoids, leaving only the face exposed. The suit comes with a facemask and filtration system that purifies standard atmosphere for up to six hours and provides one hour of internal power. The stock suit comes with six removable filters and power packs, easily stored in the thinsuit's many pockets.

A character equipped with a thinsuit removes ■ ■ imposed by the environment in which she is currently operating from her checks.

REBEL HEAVY BATTLE ARMOR

Most Alliance field tactics focus on hit-and-fade strikes, sabotage, and denial operations, but sometimes the Rebellion has no choice but to stand and fight against Imperial forces. Unfortunately, the Rebellion lacks the manpower and weapons to dominate the Empire in field warfare. Rebel infantry uses heavy battle armor to help ensure their survival when outmanned and outgunned by superior Imperial numbers.

Rebel heavy battle armor is a combination of composites, laminate, and armored clothing that provides significant overall protection. The base layer is made of armorweave cloth to dissipate blaster bolts, and plastoid segments over top to protect from fragmentation and blunt force. The combination of materials provides heavy protection while allowing freedom of movement, unlike most full laminate battle suits.

Rebel heavy battle armor is equipped with a helmet-fitted breath mask and respirator (see page 195 of the **AGE OF REBELLION** Core Rulebook).
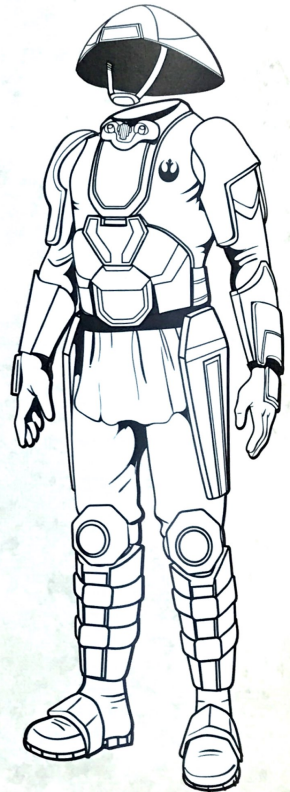
Rebel Heavy Battle Armor

WEAPON ATTACHMENTS

On the front lines, supplies often run scarce, and standard equipment can prove inadequate to complete mission objectives. A soldier must use the tools at her disposal to succeed, because the alternative is death —or worse, defeat by the Empire. For these reasons, modifications to field equipment are common, especially in the Rebel Alliance.

BEAM SPLITTER

Alliance troopers typically apply this upgrade to blaster pistols and other sidearms to achieve results similar to that of the spread barrel used on larger, more powerful blasters. Beam splitters function by modifying the Galven pattern and carefully mounting three or more emitters into a honeycomb configuration inside a stock blaster barrel. Shots fired from a weapon with this modification diffuse into a weaker, spread shot rather than the typical blaster bolt, giving a single shot the potential to connect with multiple targets. Rebel troops often use this upgrade to transform weaponry into effective standoff weapons used to pin down enemy troops and hold chokepoints in narrow starship corridors. This attachment can be applied to any blaster or suitable energy weapon that does not have the Blast quality.

Models Include: ArMek RE-312 Beam Splitter, Safidine "Sweeper" Emitter Modification Kit, Concordian Crescent Technologies ZE-1111 Spread Barrel.

Base Modifiers: Grants weapon quality Blast with a value equal to half of the weapon's damage (rounded up). Reduces weapon's range by one range band to a minimum of engaged.

Modification Options: 2 Weapon Quality (Disorient +1) Mods.

Hard Points Required: 3.

Price: (R) 1,250 credits.

BUILT-IN BLASTER SIGHT

A typical modification used by the Rebellion's Spec-Force troops, this attachment allows a harmless beam of energy to trickle out of the barrel on a half-trigger pull to "paint" the target, letting the wielder see exactly where she is aiming. Most models illuminate beams in the human visual spectrum, but some use light wavelengths invisible to the naked eye, which require special goggles to spot, to ensure the agent's position remains uncompromised. This attachment can only be applied to energy ranged weapons.

Models Include: Neuro-Savv "Deadeye" Sight, Tana Ire y-30Z Targeting Beam.

Base Modifiers: Remove ■ added by the Called Shot use of the Aim maneuver from Ranged (Light) and Ranged (Heavy) checks.

Modification Options: None.

Hard Points Required: 1.

Price: 150 credits.

GALVEN PATTERN RESEQUENCING

Some Alliance operatives would gladly trade a little reliability in exchange for the stopping power necessary to penetrate Imperial armor. This makes the Galven pattern resequencing a popular upgrade among troops in service of the Rebellion. By focusing the Galven pattern into a tighter wavelength, more energy is packed into each blaster bolt, which increases damage output. Unfortunately, the added workload on the blaster's tiny circuitry makes the weapon much more prone to failure. This attachment can only be used with blaster pistols and heavy blaster pistols.

Models Include: None.

Base Modifiers: Increases weapon damage by 1. Adds automatic ⚙ ⚙ to all combat checks made using this weapon.

Modification Options: 2 Damage +1 Mods, 2 Weapon Quality (Pierce +1) Mods.

Hard Points Required: 2.

Price: 1,000 credits.

TABLE 2–5: WEAPON ATTACHMENTS

Item	Price	Encum	HP Required	Rarity
Beam Splitter	(R) 1,250	–	3	5
Built-in Blaster Sight	150	–	1	4
Galven Pattern Resequencing	1,000	–	2	5

NEW GEAR AND EQUIPMENT

Soldiers are only as good as the equipment they maintains—not just rifles and knives, but everything in their arsenal. Any piece of equipment on which people stake their lives must always be clean, charged, and properly stored. While disorganized mercenaries are struggling to locate misplaced gear or banging on malfunctioning equipment, professional soldiers have already moved to the next objective.

COMMUNICATIONS

The Rebel Alliance relies on precision guerilla strikes, often against multiple simultaneous targets. Such advanced coordination requires dependable and secure lines of communication. Rebels extend the range of comlinks by routing them through beacons, satellites, or central comms hubs.

3-MAL SECURE COMLINK

Popular throughout the Rebel Alliance, the 3-MAL Comlink is a versatile comms system squeezed into a tiny, pill-shaped package. In addition to military-grade encryption, the 3-MAL scans popular civil defense, emergency services, and law enforcement frequencies. Like most comlinks on the market, the 3-MAL easily synchronizes with properly equipped droids, computers, sensors, and cyborg units, and can transmit either voice or data.

This comlink transmits up to medium range on the planetary scale. The 3-MAL's encryption adds ■ to any check made to intercept and unscramble the signal. Monitoring a standard clear frequency on a civilized world can add ☐☐ to Knowledge checks related to current events or conditions at the GM's discretion.

DH77 HEADCOMM

Standard issue for Imperial Army platoon leaders and also found inside stormtrooper helmets, SoroSuub's DH77 Headcomm is an easy-to-use system with complex encryption subroutines. Codes rotate periodically, and Imperial battlefield management systems keeps encryption synchronized.

Unfortunately, the low energy requirements set by the Empire for the comlink means the signal strength is poor, leaving it susceptible to interference from explosions, ion engines, and jamming. After the Battle of Yavin, Imperials began replacing the DH77 with the Herzfall Corporation DH107, which boosts power to mitigate DH77's vulnerabilities.

TABLE 2-6: GEAR & EQUIPMENT

Item	Price	Encum	Rarity
Communications			
3-MAL Secure Comlink	250	0	4
DH77 Headcomm	(R) 400	0	3
Atgar Artillery Remote	400	1	7
Scanning & Surveillance			
Low-Feedback Scanner	700	4	5
SE-Vigilant Automated Sensor	3,000	2	4
Medical			
Nullicaine	25	0	2
Stimstick	5	0	2
Military Traumapac	50	1	3

This comlink transmits up to medium range on the planetary scale. The DH77's constantly shifting encryption adds ■ ■ ■ to any attempt to intercept and unscramble the signal.

ATGAR ARTILLERY REMOTE

During assaults, enemy emplacements are high-priority targets, making emplacement gunner fatalities common. Alliance gunners have turned to remotes to operate emplacements from behind cover. Synchronizing a remote to a stationary emplacement requires attaching a signal receiver that comes with the remote and then configuring fussy programming. Atgar SpaceDefense Corporation is the most popular manufacturer of artillery remotes, likely in response to criticism regarding exposure while operating older Atgar emplacements.

A character can link a single Gunnery weapon to an Atgar Artillery Remote with a **Hard (◆◆◆) Computers check**. If the weapon is an Atgar SpaceDefense Corporation model, this check is **Average (◆◆)** instead. If the character succeeds, the weapon gains the Inaccurate 2 quality and the holder of the remote can fire the linked weapon via the remote from up to medium range.

SCANNING & SURVEILLANCE

Alliance Army doctrine depends on striking first and vanishing in the chaos, and on detecting incoming reprisals and retreating before they arrive. In either case, detection of the enemy is a vital element of Alliance strategy.

LOW-FEEDBACK SCANNER

CryonCorp designed the low-feedback scanner specifically for Gotals and members of other species sensitive to the electromagnetic spectrum. While more problematic for droids, certain active scanners also cause afflicted species migraines or worse. The low-feedback scanner avoids these issues by only making use of passive collection technologies.

For Alliance purposes, this scanner is effectively invisible to Imperial sensor sweeps, making it common in special forces units. The Alliance hijacked several shipments of these scanners by invitation of CryonCorp CEO and rebel sympathizer Belaya Rist. A close ally of Senator Bail Organa, she witnessed the destruction of Alderaan from nearby Delaya while inspecting new manufacturing facilities.

This sensor can detect radiation sources of silhouette 1 or larger within short range, life forms within medium range, power sources within long range, and comms signals within extreme range. Extend the range of detection by 1 range band for every silhouette size by which the target's size exceeds silhouette 1.

SE-VIGILANT AUTOMATED SENSOR

This lightweight beacon is a sensor pod attached to a 1.6-meter collapsible post primarily used by homesteads, militias, and big game hunters. The SE-Vigilant transmits to designated comlinks, datapads, computer systems, or droids. A small solar panel ensures it can keep transmitting for decades. Hoth's Echo Base utilized a dense SE-Vigilant network to track wildlife and scan for Imperial activity.

The beacon has two sensors attached. The first is a motion sensor with video and audio that can detect targets up to long range. Once triggered, the second sensor performs a closer scan, transmitting infrared, ultraviolet, density, electromagnetic, and frequency data.

MEDICAL

The Alliance prioritizes providing for wounded personnel and keeping its personnel healthy. Raids on medical facilities and convoys, and alliances with those able to provide medical supplies are always a priority. In the face of the Empire's vast might, rebels are comforted knowing that should they fall, their comrades exhaust every effort to save their lives.

NULLICAINE

Nullicaine is a staple of field treatment, useful for helping soldiers to fight on despite injuries. While it does little to treat an injury, it addresses many of the symptoms in the short term. Spraying or applying a bandage with this powerful anesthetic on an injury deadens any pain with only minor numbness.

A character may apply nullicaine to herself or an engaged character by making an **Easy (◆) Medicine check** and choosing 1 **Easy (◆)**, **Average (◆ ◆)**, or **Hard (◆ ◆ ◆)** Critical Injury the target is currently suffering. If she succeeds, the target immediately suffers 3 strain and ignores the chosen Critical Injury until the end of the encounter. Nullicaine only affects living creatures.

STIMSTICK

On Yavin 4, sentries stood long watches in crow's nests atop large poles that breached the jungle canopy, scanning the horizon and sensor feeds for signs of Imperial discovery. Echo Base was similarly dependent on early warnings. Unfortunately, standing watch can be long and boring. To stay alert, many sentries rely on stimsticks. These stylus-shaped cuts of soft wood release a powerful stimulant when chewed.

A character who chews a stimstick removes ■ from her Discipline, Perception, Resilience, or Vigilance checks to stay awake or notice something due to fatigue or lack of sleep until the end of the encounter. At the end of the encounter, the character suffers 1 strain.

MILITARY TRAUMAPAC

Sending every soldier into battle with a medkit is not feasible due to weight and cost limitations, but Synthetech/Medtech has optimized its traumapac just for militias, mercenaries, and local defense forces. Forgoing equipment designed to treat heart failure, blood clots, spinal injuries, and other common medical emergencies that are less likely to be the cause of one's death on the battlefield has halved the pack's weight.

Military Traumapac
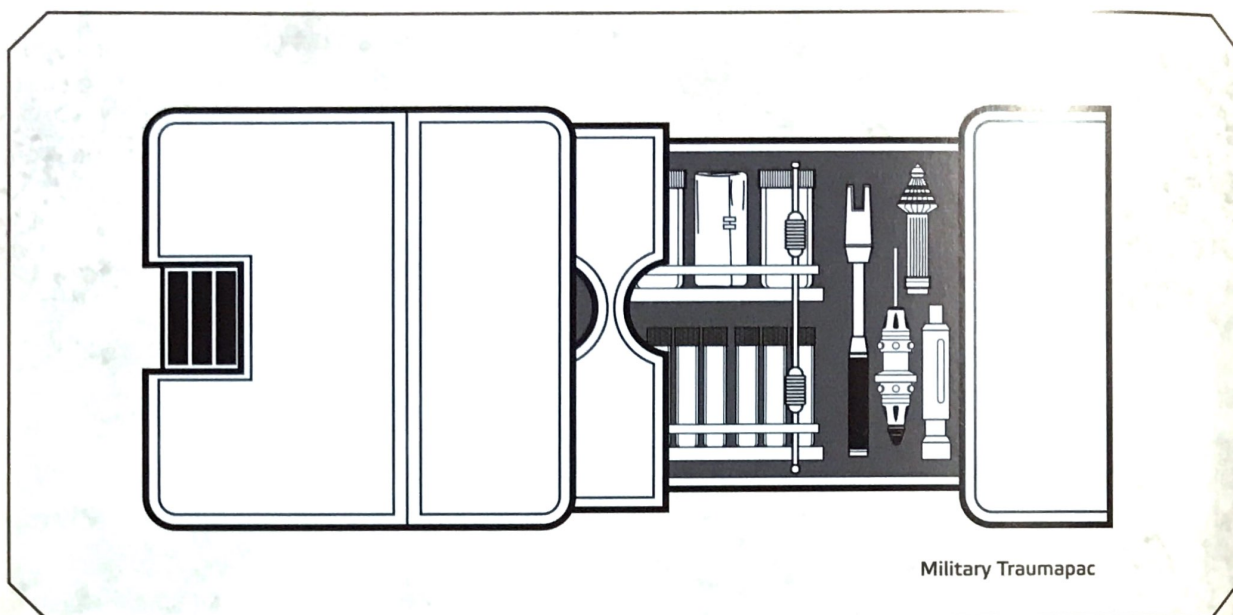
A traumapac only allows a character to use the Medicine skill to attempt to remove Critical Injuries from others without penalty, as described on page 232 of the **Age of Rebellion** Core Rulebook, and does not allow her to perform the other treatment options described there.

SURVIVAL

Alliance forces prefer to set up camp deep in the wilderness or other extreme environments where the Empire struggles to establish logistics lines and there is plenty of cover to hide from patrols or sensor sweeps. For those rebels without specialized training, and to make life a little easier for those with it, the Alliance has acquired a variety of equipment to help soldiers survive the harsh conditions the Rebellion asks them to endure.

CONDENSER UNIT

The SurvivalGear condenser unit is a two-liter receptacle with a flared metal shade. Between is a series of coils attached to a small power unit and condenser. Chilling the coils gathers water in a manner similar to a moisture vaporator. Inverting the shade instead heats the coils to temperatures suitable for smokeless cooking. The device can gather enough water each day to sustain one person, and its battery lasts six months.

ENTRENCHING TOOL

One of a soldier's most key implements (and in a pinch, an unexpectedly deadly weapon), an entrenching tool is critical to the creation of campsites, the establishment of defensive structures, and other important battlefield tasks. The versatility of entrenching tools in the field makes them extremely valuable, especially in wilderness areas.

Besides allowing the user to dig holes and trenches (see **Fortifications** on page 83), an entrenching tool counts as a small improvised weapon that deals +2 damage instead of +1, has a Crit Rating of 4, and does not break due to ⍚ or ✦.

PORTABLE POWER GENERATOR

For most armies, power is just as important as ammunition, food, and bandages. Energy weapons require constant recharging, and heavier emplacements and repeaters need dedicated generators. Droids, comms, and other equipment demand rapid recharging under combat conditions to remain useful. A number of corporations produce small generators the Alliance deploys at trenches, encampments, and rally points.

A portable generators can recharge a depleted piece of equipment as a maneuver, or a droid or larger piece of machinery in an hour.

Additionally, a portable power generator can allow an engaged character to ignore an "out of ammo" ⍚ result in the same manner as an extra reload (see page 197 of the **Age of Rebellion** Core Rulebook); the generator is usually not depleted by such use, except at the GM's discretion.

PRETORMIN PLASTENT

Alliance standard issue, this triangular two-meter tent inflates and anchors in minutes, and sleeps up to four. It is available in various colors and patterns, but is ill-suited to extreme environments. Rebel personnel often mount SE-Vigilant sensor pods atop their tents as an automated sentry.

Sleeping in a plastent removes ■ ■ from the user's checks to resist hostile temperatures while sleeping, and downgrades the difficulty of any such checks once.

TABLE 2-7: GEAR & EQUIPMENT (CONT.)

Item	Price	Encum	Rarity
Survival			
Condenser Unit	300	2	2
Entrenching Tool	20	1	1
Portable Power Generator	500	10	2
Pretormin Plastent	300	3	2
Load Bearing & Storage			
Military Modular Backpack Frame	10	–	2
Temperature Control Unit	500	2	3
Power Unit	250	3	3
Comms Unit	500	2	4
Sensor Unit	3,000	2	3
Oxygen Unit	300	3	3
Storage Unit	25	–	2

encounter, it can allow the wearer of the backpack to ignore an "out of ammo" ⬡ result in the same manner as an extra reload (see page 197 of the AGE OF REBELLION Core Rulebook).

Comms Unit: This pack functions as a comms hub, routing Alliance communications up to long range on the planetary scale. Its encryption adds ■ ■ to checks made to unscramble the signal.

Sensor Unit: This unit features a raised, rotating dish not unlike the similar, smaller unit common to astromech droids. The sensor feeds a wrist-mounted touchscreen and can be set to alert a soldier to movement nearby, or scan the area in general up to long range. In addition to receiving narrative benefits such as advance warning of movement, the wearer adds automatic 👁 to Vigilance checks.

Oxygen Unit: This unit can provide an additional twelve hours of oxygen when connected to any rebreather, breath mask, or environmentally sealed suit.

Storage Unit: This empty module has a variety of pockets and pouches designed to store survival gear, spare blaster gas canisters, power packs, field rations, and a variety of other pieces of equipment used by the Rebel Alliance. This unit increases the wearer's encumbrance capacity by 3.

LOAD BEARING & STORAGE

Soldiers are only capable of physically carrying so much equipment into the fight and still using it effectively. A number of harnesses, rucksacks, utility belts, and survival packs exist to help Alliance troops bring a variety of specialized tools into battle without compromising their effectiveness or mobility.

MODULAR BACKPACK FRAME

Every Alliance soldier has specialized equipment to fulfill one or more combat roles. To ensure each soldier can carry the necessary kit into battle (and away from it, during frequent base repositionings to avoid Imperial detection), the Rebel Alliance Logistics and Supply Corps developed a modular load-bearing frame, which accepts up to two rectangular modules to create a pack tailored to a specific combat role.

The metal frame has an upper left antennae mount that accepts most comlinks and connects them to a hands-free headset. The frame can be fitted with up to two different modules from the following list:

Temperature Control Unit: This unit comes with a specialized bodysuit that attaches to the module's cooling or heating system, removing up to ■ ■ from the user's checks to resist extreme heat or cold.

Power Unit: This portable power can recharge a depleted piece of equipment as an action, or a droid or larger piece of machinery in two hours. Once per

Military Modular Backpack

NEW VEHICLES

Even in an age where hyperspace travel is widely available, land vehicles are an indispensable tool of war. Of course, even a fleet of speeders could not have saved Alderaan from the Death Star, but the Empire's sturdy walkers were instrumental in routing the forces at Echo Base. Troopers with access to a vehicle can circle around to flank their enemies, or report an attack before it's too late to seal the hatches and power on a shield generator—even if the comms are jammed or if the enemy is listening in.

WALKERS AND LANDSPEEDERS

Even transports that don't pack a heavy array of weapons can turn the tide, for just as a war is made of smaller battles, each battle is a composite of individual skirmishes, and proper allocation of troops ensures the best chance of winning each skirmish. Some vehicles, though, are even more than just a quick way of getting around; they are armories, defensive emplacements, or heavy weapons that can move about the battlefield by their own power.

Infantry is particularly reliant on walkers and landspeeders. Though most soldiers specialize in fighting on foot, the ability to reach vulnerable targets and to quickly redeploy on the battlefield is crucial to the Rebellion's success. Mass infantry battles against Imperial ground troops are rare, and a sure sign of desperation on the part of rebel forces. For the Rebellion to topple the Empire, it must strike where its foe is weak and avoid being forced into battles of attrition.

It is most unfortunate, then, that rebel forces are especially outgunned when it comes to ground vehicles. The Empire has the power of the galaxy's greatest industrial giants. Kuat Drive Yards, Rothana Heavy Engineering, Ubrikkian Industries, and others churn out an endless stream of war machines. The rebels have retrofitted luxury vehicles with salvaged laser cannons rigged to their sunroofs, relics of past wars that would look more at home in dusty museums than on the battlefield, and whatever else their forces have managed to pilfer from the Empire's pockets. Defecting Imperial forces sometimes bring materiel with them, and clever raids on Imperial supply chains have rendered some critical vehicles into the hands of the Alliance to Restore the Republic

Still, the desperation of the Rebellion has been the mother of much resourceful invention. Occasionally, the weapons of yesteryear hold up surprisingly well against contemporary equivalents. The Clone Wars left countless weapons of war scattered across the galaxy, including many potent vehicles. Rebel forces have been known to delve into salvage yards and other galactic dumping grounds looking for spare parts only to discover decommissioned but fully functional vehicles once used by the Clone Troopers of the Grand Army of the Republic. In other cases, individuals who fought in the Clone Wars have maintained the equipment they once used to fight for the Republic or the Separatists. Whether they believed it might be needed again or simply kept it for sentimental reasons, such veterans of the bygone war can be a unique source of valuable materiel and wisdom alike.

Sometimes, the Rebel Alliance even receives new technology fresh from the assembly lines. More than a few manufacturers' resentment of the Empire's heavy-handed domination has led to premium products finding their way into the hands of the Alliance. Some corporations, such as Baktoid Combat Automata, have only supported the Rebel Alliance tacitly, but others, such as the Incom Corporation, have dedicated their facilities to producing war machines tailored to the Rebellion's unique needs, such as the ability to perform rapid strike missions followed by stealth extractions to avoid Imperial reprisals.

WHY WALK?

Some might ask, when repulsorlift craft are fast, maneuverable, and ubiquitous, what advantages could possibly inspire one to build a vehicle that walks instead? Aside from the psychological effect of many walkers' imposing stature, the answer appears in the name of many walker models: all terrain. Walkers can operate in unstable terrain, carrying extremely heavy loads. Landspeeders, while true to their name in top speed, are hard to maneuver in close quarters and on uneven ground. Larger repulsorlift craft, including skiffs and sail barges, operate well over gentle terrain like the dunes of Tatooine but tend to lose stability in rocky or densely forested areas, nor can they easily pass through shields.

Additionally, walkers are easier to repair with limited parts. Although repulsor vehicles average fewer moving parts than walkers, any damage to the repulsors themselves is crippling, and replacements must come from one of the few manufacturing yards in the galaxy that make repulsors. Walkers can often be fixed (at least temporarily) with relatively more common parts that can be sourced from a myriad of planets.

ALL TERRAIN TACTICAL ENFORCER

Before the All Terrain Armored Transport became a symbol for the Empire's dominance, its stouter predecessor, the All Terrain Tactical Enforcer, menaced battlefields throughout the galaxy. This six-legged walker's profile is dominated by a mass-driver cannon, mounted top and forward, and projecting from a swiveling armor pod where the gunner sits. This fearsome weapon of war fires slowly but devastatingly, launching fist-sized projectiles that plow through light shields and armor as easily as open air. Supplementing this main weapon are a half-dozen blaster cannons for anti-personnel purposes, ball-mounted on the front and rear of the walker. The one weakness of the AT-TE is its lightly armored underbelly, where a direct hit can have devastating consequences on the legs' drive system.

The AT-TE was first used in the Clone Wars as an assault and support vehicle that carried a platoon of clone troopers into battle and provided covering fire, especially against large targets. Over time, the AT-TE proved itself a versatile weapon in any arsenal. Its magnetic feet and pressurized interior mean that AT-TEs can be deployed even in the vacuum of space, clinging to asteroids or sheer surfaces to mete out punishment from various vantage points.

In the years following the Clone Wars, the Empire has gradually replaced the AT-TE with the larger, more durable AT-AT, banishing its remaining AT-TE walkers to backwater worlds and logistical roles away from front-line combat. Their wide range of possible uses, and the massive numbers that were manufactured for the Clone Wars, make the AT-TE an appealing choice for cash-strapped forces.

As such, a few AT-TEs are still in service in various roles. Some have been refitted entirely for civilian use, while others are kept in combat condition by mercenary forces and others who managed to acquire them—legally or otherwise—in the twilight of the Clone Wars.

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

HT THRESHOLD	SS THRESHOLD
40	35

Vehicle Type/Model: Heavy Assault Walker/AT-TE.
Manufacturer: Kuat Drive Yards.
Sensor Range: Short.
Crew: One pilot, one co-pilot/spotter, one vehicle commander, and up to 5 gunners.
Encumbrance Capacity: 40.
Passenger Capacity: Up to 20 troops with full combat gear.
Price/Rarity: 100,000 (R)/4.
Customization Hard Points: 2.
Weapons: Turret-mounted mass-driver cannon (Fire Arc All; Damage 7; Critical 3; Range [Short]; Breach 2, Slow-firing 1).

Two front-mounted twin light blaster cannons (Fire Arc Forward; Damage 4; Critical 3; Range [Close]; Linked 1).

Two aft-mounted light blaster cannons (Fire Arc Rear; Damage 4; Critical 3; Range [Close]).

ADDITIONAL RULES

Dynamic Actuator Pistons: Unlike an AT-AT, an AT-TE's wide stance and low center of mass allow it to operate with one or more legs damaged, as this is a real risk of most combat drops. As a result, AT-TE pilots have been known to intentionally collide with enemy craft, counting on their machine's powerful actuator pistons and thick hull plating to compensate for even the most devastating impacts. Reduce any Critical Hit an AT-TE would suffer due to collisions by 30, to a minimum of 1.

BAKTOID VERSATILE-ATHLETIC "ZALAACA" WALKER

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

HT THRESHOLD	SS THRESHOLD
5	5

When Baktoid Combat Automata was absorbed by the Empire, a number of its executives and leading engineers quit to form a new company: Baktoid Industrial Systems. One of the early projects of the newly reformed company was this experimental product, an incredibly fast four-legged walker meant to compete more with speeder bikes than other walkers. The result was an eye-catching vehicle, partly inspired by the zalaaca species from Naboo. It has four reverse-jointed legs, a lithe multi-jointed body, and a long tail that serves as a counterbalance and rudder, as well as antennae for the sensor array housed in the rear of the body. The front console is styled to be vaguely reminiscent of a predatory animal face, with a menacing auto-blaster slung beneath. It seats a single pilot, with up to one passenger riding tandem.

While the unique design of the zalaaca walker provides impressive acceleration and agility, the experience of riding one is best described as violent, startling, and challenging. Perhaps due to the Baktoid engineers' expertise in drone production, the zalaaca walker has a reputation for inflicting motion sickness on riders who attempt sharp maneuvers. Still, the zalaaca walker is impressively durable, fast, and adapts well to a wide variety of complex terrains in the hands of a skilled pilot.

Very few zalaaca walkers were produced, but rumor has it that nearly all of them were donated to the Alliance to Restore the Republic as thanks for granting asylum to the fleeing Baktoid employees when the corporation was overtaken by the Empire.

Vehicle Type/Model: Personal Scout Walker/Versatile-Athletic Walker.
Manufacturer: Baktoid Industrial Systems.
Sensor Range: Short.
Crew: One pilot.
Encumbrance Capacity: 9.
Passenger Capacity: 1.
Price/Rarity: 14,500/8.
Customization Hard Points: 1.
Weapons: Forward-mounted auto-blaster (Fire Arc Forward; Damage 3; Critical 5; Range [Close]; Auto-fire).

ARROW-23 LANDSPEEDER

The galactic frontier is a huge place, with thousands upon thousands of planets that are lightly colonized, with small settlements dotting the surface between vast swaths of wilderness. Still other planets are not colonized at all, aside from native species that may or may not be friendly. Recognizing the need for a way to traverse surface distances, the Aratech Repulsor Company built the adventure-friendly Arrow-23 landspeeder, a versatile craft that could endure a wide variety of weather and terrain conditions. The surprisingly roomy interior craft fits six, including the driver, as well as a decent array of hunting, camping, and survival gear.

The Arrow-23 has a forward-sitting cockpit with transparisteel windows that slant up from the pointed nose, where the forward repulsor engine sits. The craft widens up in a roughly triangular shape, with sliding

MILITARY MODELS

The Rebel Alliance quickly realized that it could put the Arrow-23 to use for more than just big game hunting. The craft's armor—for fending off wildlife as fierce as rancors—was already substantial, and the rebels improved the speeder's offense by attaching blaster turrets or other weapons salvaged from junkyards and battlefield wreckage. As another advantage, they found it easy to modify thanks to its origins as a craft meant for rugged outdoor use. Just as importantly, the broad distribution network Aratech established for selling the stock Arrow-23 has made it all but impossible for the Empire to restrict the Alliance from acquiring as many as it can afford.

The Arrow-23 is an oft-overlooked, silent workhorse for Alliance forces on the ground in many places, suitable for small, independent missions

and as makeshift cavalry forces. While the Arrow-23 isn't much of a match for true military-grade hardware, it is an excellent approximation for the price. When upgraded with military-grade weapons, it can provide fire support against infantry and light vehicles, though it can hardly go head-to-head with the largest Imperial ground vehicles.

If an Arrow-23 has been upgraded for mainline combat use by the Rebel Alliance, it often sports one or both of the following weapons, each of which occupies two of its hard points:

Turret-mounted auto-blaster (Fire Arc All; Damage 3; Critical 5; Range [Close]; Auto-fire).

Forward-mounted concussion grenade launcher—this weapon's entire profile uses personal scale, not planetary scale (Fire Arc All; Damage 10; Critical 4; Range [Close]; Blast 8; Limited Ammo 3).

doors on either side leading to the passenger compartment. An optional turret can be mounted in the roof toward the rear of the cargo compartment, but models tend to vary greatly since each Arrow-23 is modified individually with slightly different equipment. The rear of the craft houses twin repulsor engines, angled down and backwards, covered by a large plascrete debris shield that helps reduce the spray of dust, snow, or turf kicked up by the vehicle at high speed.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
3	2	-1	0	-	-	0	1
			HT THRESHOLD 6		SS THRESHOLD 5		

Vehicle Type/Model: Landspeeder/Arrow-23.
Manufacturer: Aratech Repulsor Company.
Maximum Altitude: 5 meters.
Sensor Range: Short.
Crew: One pilot, one copilot/gunner.
Encumbrance Capacity: 20.
Passenger Capacity: 4.
Price/Rarity: 10,800/3.
Customization Hard Points: 4.
Weapons: None.

IMPERIAL TROOP TRANSPORT

The Imperial Troop Transport, sometimes called the Recon Troop Transport, is a large, heavy-duty landspeeder used to move stormtroopers, prisoners, and supplies among planetside locations. Its design is blocky and unassuming, with six racks on the sides that stormtroopers can ride into battle, embarking and disembarking quickly. Doors toward the front of each side lead into the cab, which seats a pilot, co-pilot, and commanding officer; the rear of the ITT features a cargo compartment which can be used to house additional stormtroopers, cargo, or even prisoners. The roof of the transport can also be loaded with additional cargo.

The ITT is heavily armored, durably constructed, and dead simple in design—it is effectively a floating box with racks on the sides. Its heavy-duty repulsor engines keep it steady at 10-20 centimeters above ground, whether lightly occupied or fully packed, emitting a distinct hum at all times. Because of its large size and low ground clearance, the ITT cannot deal with adverse terrain as well as walkers or smaller speeders, but it can reach a brisk 150 kilometers per hour in the open.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
3	2	-2	0	-	-	0	2
			HT THRESHOLD 15		SS THRESHOLD 7		

Vehicle Type/Model: Armored Transport/Imperial Troop Transport.
Manufacturer: Ubrikkian Industries.
Maximum Altitude: 5 meters.
Sensor Range: Close.
Crew: One pilots, one co-pilot, one commander.
Encumbrance Capacity: 55.
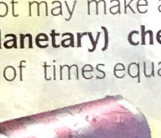**Passenger Capacity:** 10 (and 6 prisoners on the sides).
Price/Rarity: 70,000 (R)/4.
Customization Hard Points: 0.
Weapons: Two front-mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]).
   Turret-mounted twin light blaster cannon (Fire Arc All; Damage 4; Critical 4; Range [Close]; Linked 1).

HAVR A9 FLOATING FORTRESS

Ubrikkian Industries' HAVr A9 Floating Fortress bears a strong resemblance to their Imperial Troop Transport, and both vehicles were designed by the same division of the company. The Floating Fortress takes the concept of the ITT and extends it to the extreme. In addition to ferrying Imperial troops between points in the supply chain, the Floating Fortress is equipped to function in the outright hostile theater of war. Gone are the side-mounted racks; instead, every surface of the HAVr A9 is covered with nigh-impenetrable armor. The Floating Fortress's only overt weapon is a dorsal-mounted laser turret with two barrels that can aim and fire independently, but a quick glance indicates that the Floating Fortress's chassis is itself a weapon. The front and rear panels are rounded, with heavy impact plates angled away from the center of the vehicle, leaving no question as to its ability to plow through obstacles. The HAVr A9 is a favorite of the Imperial Army, especially for urban environments, where the HAVr A9's advanced sensor array and smaller profile make it a more versatile counterpart to the devastating but unwieldy AT-AT walker.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
3	1	-1	2	-	-	0	4
			HT THRESHOLD 22		SS THRESHOLD 20		

Vehicle Type/Model: Armored Transport/HAVr A9.
Manufacturer: Ubrikkian Industries.
Maximum Altitude: 20 meters.
Sensor Range: Medium.
Crew: One pilot, two gunners, one sensor operator.
Encumbrance Capacity: 40.
Passenger Capacity: 10.
Price/Rarity: 130,000 (R)/5.
Customization Hard Points: 1.
Weapons: Twin turret laser cannons (Fire Arc All; Damage 6; Crit 3; Range [Short]).

SC2-M REPULSOR TANK

The *Scout*-class 2-M Repulsor Tank is a cutting-edge addition to the Imperial military. This small repulsor tank is derived from the more established 2-M *Saber*-class. The *Scout*-class tank has a very similar silhouette, with a triangular cockpit in a roughly square chassis, with pointed "wings" swooping forward on either side. Like its predecessor, the *Scout*-class is equipped with a shield generator for unprecedented beam defense in a ground-based craft, but the SC-2M cuts back on the heavy armament of the *Saber*-class. Instead, the *Scout*-class clears room for a third passenger and a variety of possible advanced sensors, although none of them come standard in the vehicle. Its stripped-down weapons loadout still brings a frightening amount of power to the battlefield. When firing in salvo mode, its twin blaster cannons can tear into even heavy targets with a terrifying barrage.

In terms of mission duty, the SC2-M plays a similar role to that of the venerable AT-ST walker, but its repulsor drive and ray shielding make it a faster and more aggressive craft, ideal for hit-and-run tactics. It is resilient against the weapons most troops carry, and its high maneuverability makes it difficult for heavier assault craft to pin it down. Despite the various cost-cutting simplifications unique to the *Scout*-class, it suffers from the same problems as many other repulsor tanks: long, expensive periods of maintenance in between tours of duty, and infamously temperamental electronics systems.

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

	HT THRESHOLD	SS THRESHOLD
	8	4

Vehicle Type/Model: Repulsor Tank/SC2-M
Manufacturer: Rothana Heavy Engineering.
Maximum Altitude: 3 meters.
Sensor Range: Short.
Crew: One pilot, one gunner.
Encumbrance Capacity: 25.
Passenger Capacity: 1.
Price/Rarity: 65,000 (R)/5.
Customization Hard Points: 2.
Weapons: Twin front-mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 2).

ADDITIONAL RULES

Salvo Fire: As a maneuver, if the SC2-M's current speed is 0, the pilot may prime the guns for salvo fire. Until the vehicle moves, increase the value of the Linked quality of its light blaster cannons to 4.

AIRSPEEDERS

While landspeeders and walkers occupy the surface of a planet, and starships rule the void of space above, airspeeders soar among the clouds, masters of their own transitional domain. The demands of atmospheric travel ensure that almost all airspeeders designs have at least a minimum of regard for aerodynamics. The fastest airspeeders are among the sleekest and most graceful craft in the sky.

Some may view an airspeeder as simply a cheap substitute for a more capable freighter or snubfighter, and in some cases that's true. In other cases, there's nothing more reassuring than a swift and nimble gunship at your back, bristling with weapons and raining destruction from its vantage point above the carnage.

Airspeeders occupy a wide variety of roles and sizes. In dense cities like on the planet of Coruscant, airspeeders are required for travel between the intense vertical layers of superstructure. In swampy, marshy, and densely-wooded environs, airspeeders can simply skate over the terrain. Even in open terrain, an airspeeder can travel with a velocity and directness that is hard to match in any landborne vehicle.

Most airspeeders sport two separate modes of propulsion: repulsors to lift them above ground level, and a more powerful ion engine for achieving true flight velocity at higher altitudes. In some craft, these distinct systems can be used in concert for increased maneuverability and speed, while in other airspeeders, they are mutually exclusive or at least difficult to control at the same time. Multiple sets of propulsion give airspeeders extreme tactical flexibility in combat situations, making airspeeders extremely suited to delicate operations like lifting the wounded away from danger or bring resupplies to troops in the field. With fewer obstacles to worry about than ground transports, airspeeders can travel more directly and quickly, although their atmospheric speed is matched by smaller spacecraft like snubfighters and freighters.

LOW ALTITUDE ASSAULT TRANSPORT

The Low Altitude Assault Transport, also known as the Republic attack gunship, is a highly maneuverable, shielded gunship that dates back to the Clone Wars. Despite being rather dated when compared to the Imperial Fleet, the LAAT is a durable and versatile vehicle, with updated models still in service throughout the galaxy, by Sector Forces within the Rebel Alliance, as well as by various independent factions.

Many variations of the LAAT have been built over time, most notably the LAAT/c and LAAT/i. Generally, LAAT models are only capable of atmospheric flight, and must be dropped off and picked up by other atmospheric entry vehicles. Rarely, LAATs are modified for inter-orbital flight, in which case they would be rightly classified as starships instead of airspeeders. The core design of the LAAT is recognizable by its rounded trapezoidal body with wings slanting down from the spine and cylindrical structures at the seam. The nature of the cylindrical structures varies across models, being either composite-beam laser cannons or supplemental atmospheric engines.

Although the Republic attack gunship was highly successful during the Clone Wars, it has become something of a victim of its own success. The prevalence of the LAAT and its derivatives in the battlefield has impacted the choices of every combat contingent since then. With few forces still willing to openly defy the Galactic Republic, the LAAT has put itself out of a job.

By the time the Republic restyled itself an Empire, the infantry models had been displaced by cheaper dropships. Meanwhile, as the AT-TE was supplanted by the much larger AT-AT walker, the LAAT/carrier models, too, were replaced by transports capable of moving these massive machines. Despite being replaced in Imperial service, these are still formidable war machines, and underestimating their potency because of their venerable status can prove to be a deadly mistake on the battlefield.

AIRSPEEDER OR SPACECRAFT?

The line between airspeeders and spacecraft is sometimes difficult to discern. For example, the Incom T-16 Skyhopper is an airspeeder with a pressurized cockpit and a high-powered engine that make it capable of operating anywhere from low altitudes up to the vacuum of space. In some respects, this gives such a craft a similar technical profile to a short range starfighter such as the ubiquitous TIE/ln.

The most meaningful distinction is twofold. First, pressurized cockpits and ion drives like those of the T-16 are a luxury in airspeeders but the absolute baseline for a starship. Second, airspeeders almost never come equipped with heavy-duty, long-range armaments—at least, not in their factory-standard configurations. Some models with a reputation for moddability have a rich secondary market of equipment that can be added to increase their capabilities to rival those of a starfighter.

By the time of the Galactic Civil War, use of airspeeders as main combat craft was waning in favor of versatile starfighters capable of operating both in atmosphere and space. Consequently, airspeeders are confined mostly to cost-efficient updates to old designs like the LAAT.

LAAT/i

The LAAT/i (infantry) is a variant of the Low Altitude Assault Transport designed to carry ground troops (originally, Clone Troopers) into battle. Besides delivering the troops to the field, the LAAT/i serves several support roles including air superiority and air-to-ground artillery bombardment.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
3	4	-1	1	-	-	1	3
			HT THRESHOLD				SS THRESHOLD
			20				15

Vehicle Type/Model: Heavy Assault Airspeeder/LAAT.
Manufacturer: Rothana Heavy Engineering.
Maximum Altitude: 100 kilometers.
Sensor Range: Medium.
Crew: One pilot, one co-pilot/gunner, two to four additional gunners.
Encumbrance Capacity: 30.
Vehicle Complement: Four speeder bikes.
Passenger Capacity: 30 for combat deployment.
Price/Rarity: 85,000 (R)/4.
Customization Hard Points: 2.
Weapons: Four turret-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]).

Twin forward-mounted mass-driver missile launchers (Fire Arc Forward; Damage 6; Critical 4; Blast 4, Guided 3, Limited Ammo 10, Linked 1).

Forward-mounted anti-air rockets (Fire Arc Forward; Damage 4; Critical 3; Range [Close]; Blast 2, Breach 1, Limited Ammo 4, Linked 3).

Three anti-personnel laser turrets (Fire Arc Starboard or Port or Rear; Damage 1; Critical 4; Range [Close]; Auto-fire, Blast 1).

LAAT/c

The LAAT/c (carrier) is a variant of the Low Altitude Assault Transport designed to carry large vehicles into battle, in particular the All Terrain Tactical Enforcer. Its profile is similar to the other LAAT models, with the central body hollowed out to make room for its vehicle component and four magnetic holding clamps. Additionally, the LAAT/c strips out most of the weapons systems, reducing the necessary crew to a single pilot.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
3	4	-2	1	-	-	1	2
			HT THRESHOLD				SS THRESHOLD
			20				15

Vehicle Type/Model: Heavy Assault Airspeeder/LAAT.
Manufacturer: Rothana Heavy Engineering.
Maximum Altitude: 100 kilometers.
Sensor Range: Medium.
Crew: One pilot.
Encumbrance Capacity: 15.
Vehicle Complement: One AT-TE or comparable ground vehicle.
Passenger Capacity: 2.
Price/Rarity: 75,000 (R)/4.
Customization Hard Points: 1.
Weapons: Two turret-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]).

ADDITIONAL RULES

Rapid Walker Deployment (LAAT/c Only): The LAAT/c is designed to be able to drop a walker directly onto the battlefield without coming to a full stop. As an action, the pilot may make a **Hard (◆ ◆ ◆) Piloting (Planetary) check** upgraded a number of times equal the LAAT/c's current speed. If the pilot succeeds, the walker deploys safely. If the pilot fails, the walker still deploys, but suffers a Critical Hit as if it had suffered a Collision (see page 256 of the AGE OF REBELLION Core Rulebook).

HIGH-ALTITUDE ENTRY TRANSPORT-221

The High-Altitude Entry Transport-221 is a military dropship that dates back to the Clone Wars. These highly aerodynamic craft sport a smooth, bubbled nose and a long, thin tail, which allow them to maintain stability even at incredible velocity. From ground level, the HAET-221 has a relatively weak repulsorlift flight system that cannot achieve more than a few hundred meters of altitude, but the craft's main purpose is to be launched from cruisers in orbit. From there, the HAET-221 descends upon unknown territory at a terrifying clip. Enemies often don't see the craft until it is almost upon them, but the HAET-221's superb sensor array gives it plenty of forewarning of upcoming obstacles, its main laser cannon ready to pick off other vehicles as soon as they come into range.

As it arrives in the target area, the High-Altitude Entry Transport can deploy its crew of five through the top-rear hatch, then circle around the battlefield providing reconnaissance and medium-range support. The craft is surprisingly durable, although its utilitarian construction precludes the use of deflector shields. The HAET-221 has grown uncommon following the Republic's transformation into the Galactic Empire. Stormtroopers tend to treat the HAET-221 with suspicion, having swapped many tales of dropships that were abandoned to the atmosphere after the interstellar cruiser that deposited them fled a battle turning sour. In truth, the disuse of the HAET-221 has more to do with the Empire's position, where it wages more defensive battles over territory already in its control. Still, the Alliance to Restore the Republic has found more than a few fully functional craft abandoned on the surfaces of various planets, corroborating the stories of the stranded soldiers.

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

Vehicle Type/Model: Recon Airspeeder/HAET-221.
Manufacturer: Mekuun Corporation.
Maximum Altitude: 100 kilometers.
Sensor Range: Long.
Crew: One pilot, one co-pilot, one gunner.
Encumbrance Capacity: 20.
Passenger Capacity: 5.
Price/Rarity: 50,000/4.
Customization Hard Points: 1.
Weapons: Dorsal-mounted laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Short]).

Two light blaster cannons (Fire Arc All; Damage 4; Critical 4; Range [Close]).

IMPERIAL DROPSHIP TRANSPORT

The Imperial Dropship Transport bears more than a slight resemblance to the Low Altitude Assault Transport, although its smaller and more angular build is distinctly in the modern Imperial style. Its side profile is trapezoidal, with a gently sloping forward face that holds the main blaster cannons below the cockpit. The center body is a wide-open bay that can fit two full squads of stormtroopers. Large wings, joined along the top line of the body, overhang the troop compartment. Cargo doors, protecting the troop bay, fold under the main body when not in use.

In combat situations, the Imperial Dropship Transport is significantly less threatening than the various Republic gunships that preceded it, but this is by design. A factory-fresh IDT comes from Rothana Heavy Engineering for half the price of a used LAAT/i, and the IDT takes up slightly less hangar space, too. With a simple mechanical system and a roomy cargo hold that is suitable for delivering troopers, weapons, and medical droids through dangerous territory as needed, the IDT is to the air what the Imperial Troop Transport is to the ground: a simple tool that powers the logistical might of the Empire.

SILHOUETTE	SPEED	HANDLING	DEF FORE/PORT/STARBOARD/AFT				ARMOR
3	4	-1	2	-	-	0	2
			HT THRESHOLD		SS THRESHOLD		
			10		9		

Vehicle Type/Model: Transport Airspeeder/IDT.
Manufacturer: Rothana Heavy Engineering.
Maximum Altitude: 100 kilometers.
Sensor Range: Short.
Crew: One pilot, one gunner.
Encumbrance Capacity: 16.
Passenger Capacity: 18.
Price/Rarity: 42,500 (R)/5.
Customization Hard Points: 1.
Weapons: Wing-mounted twin blaster laser cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

Nose-mounted twin light blaster cannons (Fire Arc All; Damage 4; Critical 4; Range [Close]; Linked 1).

ADDITIONAL RULES

Armored Boarding Ramp: The boarding ramp of an Imperial Dropship Transport provides cover to all characters who are in the midst of embarking or disembarking (see pages 226–227 of the AGE OF REBELLION Core Rulebook).

INDOMITABLE COURAGE

"If we fail, then our children and their children could be forced to live under an evil I can't well imagine."

–Captain Rex

This chapter of the book focuses on presenting the Game Master with a range of different ways to work Soldier characters into a larger narrative. Every Player Character deserves a moment to shine, regardless of his field of expertise. Some characters are easier to integrate into a broader story than others, and this depends not only upon the character's career but also on specialization, background, Motivation, and even skill choices. The Game Master must take all of these factors into account when customizing scenarios so that they are better suited to a specific game group's enjoyment.

The section opens with advice on the various roles that different types of Soldiers can play. These are tailored with recommendations based upon the specializations available to the Soldier career, as each can contribute in several unique ways. It then expands upon this to discuss the ways that these heroes could aid characters of other careers, particularly on missions designed to provide focus for those characters. After all, every player needs a chance for his character to be a factor in each scenario.

Chapter III then presents a few specific types of missions dedicated specifically to Soldiers. Suggestions are also presented for campaigns where most or even all of the heroes have chosen this career. It then moves on to discuss fortifications, as these buildings are often the core of a Soldier's defense or the target of his aggression. It also includes detailed information on numerous types of environments where skirmishes can occur, including urban, wilderness, and even shipboard combat zones.

Finally, this chapter concludes with a discussion about the different types of rewards that the Game Master can present to Soldier Player Characters. This includes mechanical incentives such as Battle Scars and Trophies, but also goes beyond to presenting ideas for ways that the character's story can grow and expand through the course of an AGE OF REBELLION campaign.

INTEGRATING SOLDIER CHARACTERS

Soldiers are the stalwarts at the front lines of every battle in the Galactic Civil War. Their expertise provides the brute force necessary for victory. **AGE OF REBELLION** adventures are set within the shadow of this massive conflict. Most characters in these stories have a deeply personal stake in the tactics employed and the strategic decisions made.

No two Soldier specializations are exactly alike in the role they fulfill. Prior to character creation, the Game Master should consider his plans for the campaign and how these line up—or don't—with the skills that the PCs bring to the table. The GM can make recommendations to the players about appropriate specializations and focuses for their characters. If the campaign is one with a particularly tight focus, it may be appropriate to discourage players from selecting particular specializations that don't fall within that narrow area. A game focused upon espionage might have limited use for a Heavy—unless the Heavy's player knows that in advance, and invests in a skill like Stealth, Skulduggery, or Deception to make sure the character can contribute in encounters that will be common. However, the GM should also remember that players make characters for the games they want to play. GMs are encouraged to introduce story elements that suit the characters in the group. Even adding a single encounter every session or two to cater to each PC's strength can help all players feel engaged without disrupting the planned arc of the story.

A Soldier's role within a group can change substantially depending upon the adventure and the character's specializations. A Commander or Diplomat might have overall authority for the duration of a mission but, when a firefight erupts, a wise leader trusts the Soldier's expertise over his own. Similarly, an Engineer might rely upon a Soldier's practical expertise to review the usability of a newly developed piece of technology. Working together, they could refine it into something more workable than either might design alone.

SOLDIERS AND RISK

Soldiers accept a level of risk in their job that exceeds that of any other career in **AGE OF REBELLION**. Diplomats and Engineers typically complete their core responsibilities away from the battlefield. Few Commanders lead from the front, enabling them to fulfill their duties with minimal risk. A successful Spy completely avoids physical conflict, only dealing with violent opposition if things have gone disastrously wrong. Even an Ace has a starfighter's shields and armor to protect him from injury. Every time that a Soldier performs his duties for the Alliance, his life is at risk.

Typically, Soldiers need to approach risk and mortality with a sense of humor. Focusing on the risks too deeply could lead

to combat paralysis, which would only increase the dangers involved in their duties. Instead, a Soldier must retain confidence in his own abilities while acknowledging the dangers. The precise reaction may vary by the character's species and culture. For some, it is just natural to accept the inevitability of death.

New Soldiers, as well as characters from other professions, are often horrified by a veteran Soldier's casual relationship with death. The idea that incoming fire could grievously injure or even kill them may be terrifying. Typically, repeated exposure to danger builds a gradual acceptance of it. Seeing comrades suffer and die in combat can also lead to a better understanding of this attitude. Fear, anger, and grief can be powerful motivators, but they can also lead a Soldier to take unnecessary risks or lose sight of strategic goals. To survive, a Soldier must sometimes set aside emotion for the time being and simply take action.

CHAIN OF COMMAND

Soldiers may disparage the chain of command, but they respect it and follow it. Only unusually fanatical or stoic troopers never question the strategic acumen of the top brass, rudely or otherwise. However, most troops still attempt to complete the mission. Joking insults may come from their lips, but they do so as they strap on their gear to begin a mission.

Part of this comes from the fact that few Soldiers have a personal relationship with the highest-ranking members of the Alliance. They only know these people by reputation. When their plans are successful, Soldiers tend to respect them and view them in a positive light. A distant commanding officer, known only by reputation, provides an easy target to blame for lost battles, requisition problems, or even failing morale.

Relationships with local authority figures seldom mirror attitudes held toward the distant members of high command. Soldiers frequently maintain a deep respect for local officers, particularly those who have accompanied them to the front lines. Wise leaders work hard to foster camaraderie within the ranks, and smart Soldiers assist in these efforts. This mutual investment is advantageous in the field, contributing to a sense of trust and respect. Those who have it are more willing to rely upon one another and feel more obligated to fulfill their own responsibilities.

Soldiers who have experienced this camaraderie often try to emulate it within any group to which they belong. Even on shorter missions, they may try to bring "outsiders" into the group, to help make them feel invested in the success and survival of the team. For an Engineer or a Diplomat, accustomed to working independently, this relationship could seem alien. However, as individuals buy into the team mentality, it almost always increases the group's collective productivity.

More than most other careers, Soldiers tend to be deeply pragmatic. They recognize the importance of priorities and know that the Alliance has too few resources and far too little time. A moment's respite is a precious commodity. Any time an order is given that could disrupt the squad's workflow, Soldiers typically become concerned about its validity. Similarly, once a mission is underway, changes to the plan must be seriously considered. Even in a loose organization like the Rebel Alliance, Soldiers are very concerned about the chain of command. They reasonably expect to have orders routed only through the appropriate superior officer. Codes and passwords are established to assure the validity of instructions. In the event of a casualty, backup chains of command exist.

Situations that violate the chain create a serious conflict for a Soldier. While they are certainly capable of using their best judgment, a bigger problem comes into play when someone else offers an opinion. Soldiers are likely to actively resist orders—even if they are appropriate—when they come from outside the chain of command. A civilian working with a squad or even a Soldier from another unit might find that their ideas are unwelcome, at least initially. When faced with an alternative perspective, the typical Soldier wants to either stick to the plan, adapt it as little as possible in the field, or receive new orders from the appropriate personnel. Attempts to revise a plan in the field can lead to a serious conflict between the Soldier and other characters.

MOTIVATIONS

Different Soldiers join the Rebellion for markedly different reasons. During character creation, the player must select a Motivation. This can offer a distinct insight into why the Soldier is willing to risk his life battling against the Galactic Empire. However, this is only a starting point. The Beliefs, Connections, Quests, and Relationships presented in this and other books are deliberately left open-ended, so that players can define them for themselves to decide why their characters risk their lives by going into battle.

BELIEF

The Empire indulges in a broad range of different practices that offend almost all outsiders. It is a monolithic, human-dominated institution that is perfectly willing to use violence and slavery to maintain its position of authority. Non-humans are effectively lower-class citizens, with limited rights and opportunities for advancement. Character from cultures—human or otherwise—that do not share from the Empire's supremacist beliefs and brutal tactics would have a clear moral drive to violently oppose it. Even former members of the Empire could have turned against it when exposed to the depths of depravity in which it engages.

PERSONAL INTERESTS

Soldiers of the Rebellion are not clones (save perhaps the rarest few individuals). The vast, overwhelming majority of rebels matured one of the galaxy's countless societies, living through childhoods and adolescences of their own. Almost all of them suffered under the oppression of the Galactic Empire. After establishing contact with forces resisting the Empire's cruel tyranny, they joined because they recognized the necessity of the cause. While most are willing to give up their lives in the name of duty, it is not a decision made lightly. Only a subset are mercenaries, willing to fight exclusively for monetary reward. Most are deeply, personally devoted to defeating the Empire.

Soldiers have depth of character that extends beyond combat. Most of them have families on their homeworlds to whom they wish to return.

Many Soldiers come from regional militias or deserted from the Empire. Others, however, had professions before they joined the Rebellion. These individuals frequently possess skills and information from their former lives which might have relevance to particular missions. A Medic could easily have been a doctor, a Trailblazer might have been a colonist, and a Sharpshooter could have worked as an asteroid miner. Of course, Soldiers who joined the cause for ethical reasons can come from almost any background.

The Game Master should discuss this during character creation and keep it in mind during adventures. Detailed background information is certainly worth an occasional ■ on a check. In some cases, it might warrant the player purchasing a rank of an appropriate Knowledge skill at character creation.

In designing adventures, the Game Master can use a character's beliefs as a hook to draw that PC deeper into the story. A key Imperial installation might retain slaves to continue construction, preventing the unit from just bombing it. Similarly, stores of Imperial rations that the Rebel Alliance wants to secure for its own use could create a quandary when the characters discover a group of starving civilians in the same region.

Introducing an atypically sympathetic Imperial governor can also create a hard moral decision for the characters. If the Rebellion manages to oust this relatively benign figure from power, a replacement might be far crueler. The unit must permanently liberate the planet or gamble the lives of the inhabitants.

CONNECTION

Many rebel Soldiers belonged to units that joined en masse. Their initial service is simply due to the fact that their leader chose to join the war against the Empire. When their units enlisted, continuing to serve with their fellows was easier than leaving the military would have been. At first blush, this may seem like a poor excuse for individuals to willingly risk their lives. However, they are likely to have had long-standing relationships with their fellows in the unit. Most may have fought under the command of the unit's leader previously and alongside the other members of the unit. They trust the judgment of their commanding officer. They have faith that the unit would not have joined the war unless the effort was necessary and the cause just. Any other decision would have felt like abandoning family.

A sudden change in leadership or significant losses to the unit could trigger a change in motivation for the Soldier. This could be designed into an adventure—an earned promotion for the PC or his superior—or even a consequence, such as the death of an important NPC. If the Soldier's service was linked to his sense of camaraderie, losing that could well cause him to question his allegiance. Some Soldiers might transition to a thirst for revenge after seeing comrades or mentors die in the war. Others become invested in the war more deeply after witnessing the Empire's atrocities, continuing the fight regardless of its cost.

QUEST

Soldiers who are trying to complete a Quest may find that their personal goals are not always consistent with the assignments that their units receive. Missions must always outweigh any personal goals. The Game Master can even use this as a tool to force characters into very hard decisions. An opportunity to achieve a personal goal—recovering an artifact, solving a mystery, tracking a missing person—could arise, but completing it would risk the success of the mission. The player must decide whether it is appropriate to place his own goals above those of the unit, possibly risking significant complications for the Rebel Alliance in the system or sector.

Alternatively, the Soldier's personal quest could be closely linked to the unit's goals. One way to do this is for the GM to integrate these goals with the campaign. If a PC is a native from the campaign's central system, then with every successful mission, the unit might advance the effort to free his homeworld from the Empire's grasp. If multiple characters share a related motivation, this could be a central basis for an entire campaign. The complication with this kind of intertwining arises if the characters succeed at the quest, as later adventures could be harder to design for

those characters. One solution to that issue could be to deliberately leave elements of the initial quest unresolved. A malicious governor might escape capture, or an important cultural artifact might have been stolen. In this way, the GM can extend the Quest for as long as the play group wishes to continue the campaign, while still helping the player feel a sense of progress.

RELATIONSHIP

As discussed in **Soldier Motivations** on page 36, many Soldiers in service of the Rebellion are driven by a personal Relationship. Whether this bond is with a specific person the character hopes to protect through military service, a hometown threatened by the Empire, or even a rival fighting on the other side, it drew the character to stand up and fight. More than ideology, glory, or society, this bond motivates the character to endure the horrors of war.

The GM can make use of this Motivation in numerous ways, but the most obvious method is to bring the person or place into the story directly. This can be especially dramatic if the GM puts the needs of the Rebellion in conflict with the needs of the character's Relationship. The GM might reveal that the Rebellion cannot intervene to protect a cherished place or individual, or have the character's hated rival become an ally of necessity during a time of desperation. In these cases, the character's player must reflect what the character values more—pursuing a personal agenda or serving the Rebellion. In many such cases, the GM need not have the consequences of the character's decision be irreversible or dire—perhaps a dear friend left in enemy territory can be rescued later, or a mission can be salvaged even after one PC goes off-track to save a long-lost sibling. "Punishing" the PC for choosing one way or the other is a bad idea, and rarely serves the story or the fun of the group. The act of simply introducing the choice between the two priorities is enough to create a dynamic situation that helps define the PC's nature and narrative arc.

SPECIALIZED ROLES

Each of the Soldier career's specializations integrates differently with other members of the unit. Of course, each character's particular role fluctuates based upon the requirements of a given mission. However, any experienced and successful combatant also needs to recognize the implicit authority that each individual's expertise grants, while still being flexible enough shift which character handles which tasks as the situation dictates.

A wise Soldier knows when to keep his mouth shut, but he also needs to know when to offer input on the mission plan. A Soldier might recognize practical flaws in a plan that could doom it to failure. Alternatively, he might recognize an enemy weakness that the plan fails to fully exploit. Presenting these issues during a briefing—before embarking upon the mission—could dramatically improve the chances for success.

COMMANDO

The Commando lives to operate deep behind enemy lines and risks death should he be detected while doing so. Further, he has a knack for eliminating critical enemy assets under the intense pressure of infiltration. This routine exposure to difficult odds instills a sense of self-confidence and comfort under fire that teammates often lack. The Commando may be the one to provide cover fire, secure an escape route, or go back for an injured comrade, seeing to it that as many agents make it home as possible.

GMs must give the Commando a chance to occupy some of the limelight during a conflict, often with a degree of independence. This independence might split the team during a mission. Introducing a minor NPC for the hero to aid during the mission can give the Commando a small, independent task without compromising the abilities or goals of other PCs.

HEAVY

A Heavy's skill set focuses upon destruction and asset denial. Within a physical conflict, that represents a clear-cut responsibility. When analyzing intelligence, these characters are likely to recognize an enemy's big guns and big weaknesses quickly. The Heavy can help the party reduce risk while he advises how best to inflict substantial damage. These characters must be very conscious of their own limitations, especially ammunition. A Heavy is especially likely to remind the rest of the squad about the necessity of resupplying regularly—an empty clip is the Empire's friend, and those big guns do not feed themselves.

A big target, immune to other characters' weapons, is the central focus most Heavy-focused scenes. If the GM provides one, the character is likely to devote attention to it. The GM should be flexible about allowing alternative solutions, however, should the Heavy's shot go awry or the hero be occupied elsewhere.

MEDIC

A Medic's interactions with other members of the team are obvious and vital. Any time the team goes into a fight, the Medic is the one to patch them up and get them healthy for the next one. Frequently, the Medic becomes the best friend of every other member of the unit. Often, he is a counselor in addition to being a fellow warrior, easing the pains that are beyond the realm of blaster burns and bacta. The Medic must also keep tabs on the physical, mental, and emotional health of the team's other members. He must recognize when anyone on the team—including the team's leader—

has been compromised in any way. The Medic can be responsible for assuming or reassigning command, or even aborting a mission if he finds that a critical team member is unable to fulfill a vital role.

Unusual health risks can be a great way to add depth to the Medic's role. If the GM introduces injured NPCs, a contagious disease, or a hostile alien environment, the Medic gets an opportunity to shine. In some cases, the character's biggest success can be helping the team avoid serious injury in the first place.

SHARPSHOOTER

Even under the most stressful of circumstances, the ideal Sharpshooter remains calm. He takes the time to analyze things, even under pressure, before reacting in the most appropriate way. The ability to remain calm in the face of extreme pressure can be just as vital as any amount of accuracy with a weapon. Further, a Sharpshooter might notice critical situational factors that other characters could easily miss. A wise Commander takes a moment to solicit input from a Sharpshooter before pressing an attack. Similarly, a Diplomat or an Engineer might also ask for his insights, as the Sharpshooter is able to analyze without letting emotion cloud his judgment.

The Sharpshooter expects a chance to be a sniper, often apart from the group. He demands a challenging shot that no one else can make. The GM must give him the chance—when the scenario allows—and let success or failure affect the outcome of the adventure.

TRAILBLAZER

Working comfortably in hostile environments, the Trailblazer is the team's guide as well as a critical combatant. Out in the field, the rest of the team depends upon him for their very survival. Teammates are probably unfamiliar with the mission's environmental threats, and are less likely to retain this kind of non-combat information presented in a briefing. A Trailblazer can intuitively recognize the dangers of the natural world, as well as teammate's limitations outside of familiar places. Doing so can help keep the team healthy, often earning the Medic's gratitude in the process. Sometimes, the Trailblazer may also function as a scout, simply because no other team member is able to safely travel to the target location and return.

The Trailblazer expects to operate in the wilds, far from domesticated or urban areas. Environments can be every bit as much of an enemy as the Empire, and are just as capable of ending missions and lives. The GM must incorporate these types of places into adventures, even if it is just part of the journey to the enemy facility.

VANGUARD

Often, the Vanguard draws enemy fire away from teammates to enable them to conduct their own actions—circling to flank, eliminating a high-value target, or breaching an enemy defense. These characters represent a significant threat to the enemy, but they are also able to survive some of the most serious attacks. When the enemy directs its heaviest firepower at the Vanguard, other characters can complete their assignments in relative safety. A Vanguard might develop a knack for recognizing the weakest links in the enemy's tactics and chain of command. When coordinating with team members, a Vanguard quickly fells foes, often before the enemy can fully respond to the attack, reducing the length of dangerous engagements.

In order for a Vanguard to shine, there must be straight-up battles in which his tactical approach can be useful. The GM should consider adding enemy emplacements and fortifications when setting up a scene for a climactic battle. Such obstacles help to underscore the abilities that make the Vanguard unique, as do powerful individual foes who might endanger others if the Vanguard does not intervene on their behalf.

SOLDIERS IN OTHER STORIES

A player who creates a Soldier PC is likely indicating a desire to engage in combat encounters during the campaign (though the GM should still inquire to be sure). This is the career's central focus and strength. Characters from this career can certainly master other skills, but all share martial prowess at their core. The GM should consider the PCs' core competencies when preparing a campaign, and a Soldier's abilities are best tested in battle. *Star Wars* lends itself to dramatic combat as a central focus of the setting, making it easy to accommodate a Soldier's role.

However, physical conflict is not the central conceit of every story. Thus, the GM should consider ways that a Soldier can contribute to sessions and adventures that focus on the other PCs

ACE

Starfighter combat is seldom a Soldier's strong suit. Even firing a ship's weapons falls outside most Soldiers' expertise. In the vacuum of space, the Soldier risks being little more than a passenger, risking his life while it is in the control of another. For most warriors, that experience is

anathema; capable combatants want to fight battles on their own terms. A space combat is a stressful situation for the Soldier, largely due to how helpless it can make him feel. Every once in a while, such adversity can be a good roleplaying opportunity, but most of the time, the Soldier should have a way to affect his own fate.

One solution is to link an insertion mission with the starfighter combat. The vessel piloted by the Ace could deliver the Soldier and support characters so that they can complete a mission in the midst of the starfighter combat. They might even be part of a boarding party assaulting a larger vessel. The Game Master could cut from physical combat to the epic space battle and back, as the overall objectives depend upon success in both. Alternatively, if a starfighter battle ends badly, one or more ships could crash-land on a nearby planet. If the unit's vessel crashed, a Soldier could help the crew survive.

COMMANDER

Adventures focused on Commanders have a significant implicit role for Soldiers. If the Commander is developing a plan, Soldiers are the ones most likely to execute it. Even in scenarios developed around the Commander conducting meetings or researching a target, the Soldier is likely to have a role. Sometimes that role is simply to guard the Commander against from assassination attempts or other risks. Alternatively, a Commander might solicit a Soldier's opinions on a given plan. Veteran line troopers have recent battlefield perspective that could offer insights into a plan's effectiveness. These insights—especially when the Commander acts on them—can be a strong roleplaying element for developing squad camaraderie.

The Game Master must be careful about inserting extra physical conflicts into a Commander's adventure. Adding a traitor or an enemy observer into a scene can easily sidetrack an adventure, as the team questions its security and integrity. If a planned strike against the Empire depends upon secrecy, detection by Imperial forces could completely diminish the plan's chances of success, or send Player Characters back into another planning session instead of striking. Soldiers engaging the enemy when the team is discovered might instead provide a distraction from the real plan, though this kind of peripheral conflict introduces another chance for failure without advancing the original plot.

DIPLOMAT

Encounters developed around a Diplomat are seldom focused upon direct physical conflict. Certainly, the ongoing fight against the galactic tyranny of the Emperor serves as a major backdrop and even a common subject for negotiations, but war itself is not the Diplomat's central role. Instead, a Diplomat focuses on a delicate, social solution to the conflict. Often, security is the most important concern for both the Diplomat and any NPC dignitaries involved. Meetings are deliberately scheduled in the most secure and obscure facilities available; stormtroopers charging through the front door generally derails negotiations, after all. Ideally, these sensitive discussions would be held at times or in places hidden from the enemy.

Soldiers are often tasked with providing that physical security for a Diplomat as well as the negotiations that proceed. Many cultures expect a Diplomat to arrive with guards in tow, as a sign of social standing as well as a measure of safety. When fulfilling this role, a Soldier may have some input into the facilities used for the meeting. The guard might need to sweep rooms for listening devices or examine lines of sight. A Soldier might also assume responsibility for uncovering traps, explosives, and poisons.

Some cultures prefer to have more expedient solutions to their negotiations—some even resorting to trial by combat. In these cases, a Diplomat is likely to select a Soldier as a champion, rather than fighting personally. Prior to such a ritualized combat, the Diplomat might work with the Soldier to dictate the terms of the battle, to make sure that the opponent is beaten soundly enough to secure their objectives, but not so badly that the other side's embarrassment undermines the negotiations.
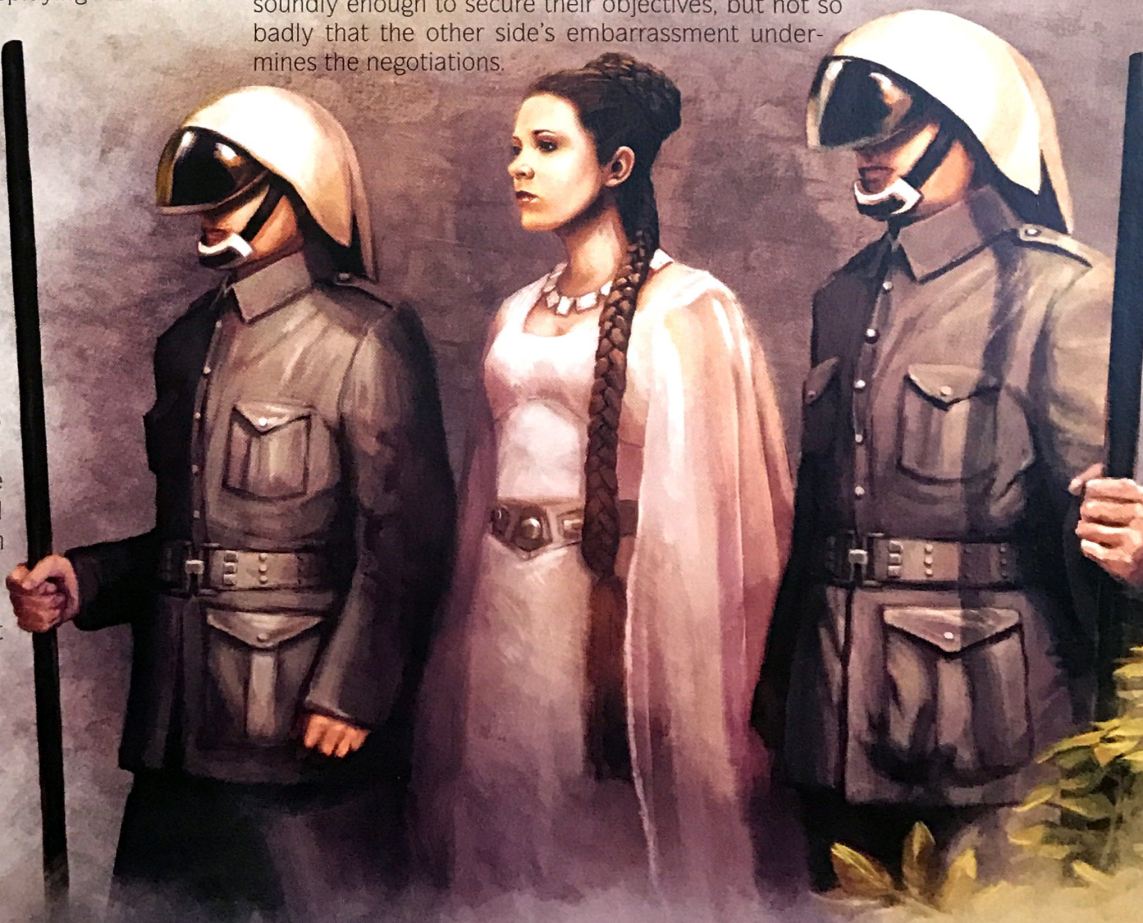
ENGINEER

Soldiers often work closely with Engineers, so linking adventures with tied motives can be straightforward. Within the Rebellion, Mechanics need to maintain the tools of war, while Saboteurs regularly work with Soldiers to cripple enemy facilities. For either of these specializations, Soldiers are a natural complement. A veteran Soldier is certain to have input in planning a Saboteur's mission as well as helping to safely reach the target and complete the assignment. Similarly, a Soldier may be excited to test a Mechanic's latest experimental weapon modifications or to help scavenge the supplies needed to complete a critical repair.

Soldiers could also function as testers for an Engineer's latest invention. Such inventions could include military gear, medical devices, or even mundane equipment. The Soldier's perspective on durability and field usefulness is immensely valuable.

Finding a role for a Soldier within a Scientist's story can be a bigger challenge. This Engineer specialization includes academics, who do their best work far from the front lines. The most common combination would be if the researcher needed a bodyguard. The Soldier-Scientist pairing can work especially well when the academic character is a field researcher. Security is naturally required for a prospector attempting to find critical raw materials or an archeologist attempting to recover a long-lost artifact or hidden civilization. Scientists in the field need protection from natural dangers as well as agents of the Empire who seek to steal their research or kidnap the researchers themselves.

SPY

Espionage missions rely heavily upon discretion and subtlety. Spies prefer to succeed without the enemy ever knowing they were present. A successful mission is one where a weapon is never drawn, much less fired. While Soldiers likewise value a quick and clean resolution, they expect to engage in loud, indiscreet, and physical conflict as a matter of course. These methods are at odds with one another, which can create tension during the mission's planning stages. When preparing for a mission, a Soldier could feel terribly underequipped if limited to gear choices approved by a Spy, while a Spy might feel utterly incapable of secrecy with a typical Soldier's loadout.

One solution is for the Soldier to remain as true to his profession as possible when participating in an espionage assignment. If the Soldier works as a bodyguard for a Spy pretending to be a visiting noble or successful entrepreneur, then the role is a natural fit. A Soldier's preferred equipment could easily be consistent with that of a hired guard. Similarly, a natural paranoia about security concerns as well as a blatant lack of knowledge about local cultural norms supports his cover story. This can create a different roleplaying opportunity for the player with the Soldier acting out of his depth.

A more straightforward approach is to have the Soldier provide a distraction for the Spy. This is not always in the best interests of the Rebellion, since the target is no longer completely unaware of the intrusion. If the extent of the breach becomes known, it can also lead to elevated security practices at the site, making future missions harder. Still, in desperate times, it can be an extremely useful tactic for keeping the Empire's eyes off a Spy's target.

STRIKE MISSIONS

This section presents brief outlines for three different adventures. Each is designed to focus primarily on Soldiers, giving them an opportunity to occupy the spotlight. All three include a recommended target world as well as some idea of the defenses that protect the target. Game Masters should adapt these to better fit their individual campaigns. This could be as easy as choosing a world more central to the plot, but might involve significant changes to the mission's primary objective or the sophistication of the opponents in place.

All of the following scenarios are intended to have straightforward solutions. The adventures are designed around a central conflict, which has a manageable level of risk and a high reward. Choosing to make the attack should be an easy choice. The challenge for the Player Characters is determining the safest and most efficient way to strike at their foes, so that they can succeed at the mission while mitigating risk.

ACQUISITION

Ord Cestus is located in the Outer Rim Territories. The planet's atmosphere is arid and dusty; volcanic activity fouls the air with ash and noxious gasses. Though hardly a hospitable place, the planet is inhabited and exports highly effective pharmaceuticals. Because of their ready availability, the Empire maintains a base integrated with an extensive medcenter on the planet. The facility is well equipped, warehousing extensive supplies, including many that are much rarer elsewhere.

The medical supplies within the center are useful to the Empire, but they are hardly unique. Instead, the base on Ord Cestus represents just one of many similar stores within the Imperial war machine. If these supplies were lost, it would be an inconvenience, but the Outer Rim is not strategically vital to Imperial plans. This is just another field medcenter, one whose main value is that it can be resupplied more easily than many, especially because some of the medicines are produced locally.

To the Rebellion, however, the medcenter is a tremendous wealth of life-saving supplies. Securing them would save many troopers' lives. With such a bounty, a substantial portion of the medicine could go to help needy civilians in the sector. A successful strike against an Imperial base would also benefit morale in the region. Even though the base is focused on medical care, it is still an Imperial fortification. Stealing necessary supplies from it would represent a significant success, a logistical and military triumph for the Alliance to Restore the Republic.

THE MEDCENTER

The Imperial base on Ord Cestus is a sizable facility for an Outer Rim world, but it is hardly large by Imperial standards. It contains two large structures and a few smaller ones. The primary building is the medcenter, which has thirty floors and three sprawling wings. The upper twenty-five floors of each wing contain patient rooms. The lower five floors include administrative offices, surgical rooms, storage facilities, and other core systems.

The medcenter has 2,000 beds and hundreds of bacta tanks. Different rooms are intended for short-term and long-term care, though these can be reassigned as necessary. When the heroes investigate the base, only about a third of the medcenter's beds are occupied. This Imperial base provides medical care exclusively to injured members of the Imperial military. Civilians are not permitted on the base's grounds, and the Empire cares little for Ord Cestus' native inhabitants.

Each of the medcenter's wings has its own short-term reserve of medical supplies as well as bacta. Crates filled with hundreds of kilograms of medicine and bacta are kept in storage rooms on the medcenter's third floor. These represent the best possible targets for the Rebellion, because they remain packaged for transport and storage. If the heroes bring a transport or a cargo speeder, they can easily load it with the crates, diverting them for the Rebellion to use and distribute. There is a series of landing platforms on the medcenter's roof, which provide convenient access to the turbolift system for transporting incoming patients throughout the building.

The next largest building is the barracks, which has the capacity to house a full battalion of Imperial soldiers. Only a company of stormtroopers is currently assigned to the base. The remaining living space is currently unused. These troopers provide routine security for the base and some aid in the rehabilitation of injured troopers. Many of these soldiers stationed at the base serve here only temporarily. The complement includes many who are still completing their recovery. Once the base's officer agrees with the medcenter's assessment that they are fit for duty, those troopers are transferred back to their original unit, elsewhere within the Outer Rim Territories.

A small hangar provides space for four TIE fighters, and at least one shuttle. The fighters are seldom used and poorly maintained. They are primarily here for those rare instances when a starfighter pilot survives a grievous injury and needs to go through retraining after completing physical therapy. Visiting craft small

enough to land are normally kept here as well. Typically, these transport badly injured troopers to the medcenter, though occasional shuttles do pick up medical supplies or deliver standard Imperial equipment to the base.

A small garage contains a few speeders and other light military vehicles. Only those used for travel between the base and one of the planet's nearby spaceports is kept in good repair. Other vehicles in the garage need significant maintenance work before they can function properly.

The only other significant buildings are the officer's quarters, the communications tower, and the security towers stationed at the corners of the walls that surround the facility. The grounds are kept meticulously clean, particularly considering the amount of dust and debris present in Ord Cestus's atmosphere. A parade ground, used for drills, is located between the hangar, garage, and barracks.

ORD CESTUS DEFENSES

For a world with a sprawling Imperial base, Ord Cestus is lightly defended. The medical exports are valuable but, ultimately, they never reach Imperial facilities beyond the sector. As an Outer Rim system, the Empire is reluctant to expend significant resources defending it. Instead, the intent is to exploit the planet's production and see that it is self-sufficient.

Cargo vessels visit Ord Cestus regularly, primarily to deliver necessary supplies to the Imperial base and to transport goods for use on other planets. There are several substantial non-Imperial settlements on the world as well, each of which has its own spaceport. Imperial forces also provide security for these ports, but do so with the laxity expected of troops posted in the Outer Rim Territories, far from the front lines.

On the planetary scale, a single *Vindicator*-class heavy cruiser maintains system security. Its crew monitors the system's traffic, keeping a watch out for known smugglers or sympathizers. However, its capabilities are limited, even for the low levels of traffic that the system receives. Watches are a tedious task for the vessel's crew. Unless an incoming vessel's transponder codes set off immediate warnings or is outright hostile, the crew does not take action.

If an incoming vessel is suspicious, the cruiser is fully stocked with TIE fighters. Standard procedure is to send out a flight of them to take a closer look at a ship as necessary. Similarly, if the Imperial base on the surface requests reinforcements, the cruiser's TIE fighters are the most significant military asset readily available to provide additional support.

A four-meter high reinforced duracrete wall surrounds the base. A single, staffed gateway permits surface vehicles to enter or exit the base. Each corner of the fence has a watchtower, stationed atop a ten-meter post. A pair of stormtroopers is always on duty at each of the towers. They crew a heavy laser cannon mounted on each. The base does not have any defensive shielding.

The whole military facility minimizes its interactions with the planetary population. The workforce is entirely military personnel and droids. Only locally grown foods and locally refined medical supplies are obtained from the planet. Deliveries of each are quite regular and scheduled well in advance. However, because of the frequent rotation of soldiers through the base, discipline and training on local procedures are poorly maintained. Inspections are not thorough, and the stormtroopers stationed here are not actively looking for a fight.

ALTERNATIVE ACQUISITIONS

Any mission to steal military supplies or other valuable commodities from the Empire could be adapted to the framework provided in this section. The target could easily be a different type of world and a different type of facility. Starship components could come from an orbiting repair yard. Technical schematics or even scientists can be captured from a research outpost. Prisoners can be liberated from a labor camp. Each of these targets has different considerations for the acquisition, particularly in terms of the space required on a vessel that can safely carry them away.

Another way to significantly alter the tone of missions like this is to modify the details of the target facility. The example presented is an out-of-the-way, low security target. If the base were in a more populated region, it would be better staffed and equipped. Discipline would certainly be improved. Any facility used to manufacture the tools of war is certain to be far better secured. Suspicious or unscheduled deliveries would be refused outright rather than inspected.

An important consideration throughout is the local need for any goods that might be targeted. Subtly pointing out the Empire's dependence upon a particular item or mentioning the heroes' limited supply of it in prior adventures can build to this type of mission. After a successful acquisition, the change in availability can also have repercussions for the campaign.

CONSEQUENCES

After securing the medical supplies, survivability for injured troopers substantially increases. The medcenter is a top-flight facility, and the Rebellion does not typically have access to resources of this caliber. When those supplies begin to run low, the doctors immediately note the drop off in treatment efficacy. The team may plan a similar strike, but Imperial medcenters in the sector are certain to improve their security plans. A similar attack encounters more resistance. If the team's scouting is inadequate, or if the heroes rely on a similar approach repeatedly, such a mission could easily lead the attackers into a trap.

If the rebels were particularly disruptive of the medcenter, then the sector's Imperial leaders could become even more aggressive in their attempts to find and punish the transgressors. If the medcenter was destroyed, particularly if the wounded were not evacuated, then that reaction could be quite extreme. In fact, most members of the Rebellion would not condone an attack against the injured and wounded recovering within the hospital. Causing excess collateral damage during the raid could have repercussions for their Duty.

If the attack were particularly high profile, then local authorities and Imperial propaganda could not conceal its effects. A public embarrassment inevitably draws greater attention from the Empire to the region. The base's commander might be demoted and actively seek revenge against the rebels who embarrassed him. New officers, likely with greater resources, might be sent to the region with the specific task of finding and publicly eliminating the scum who caused the issue. This can be a particular problem for the heroes if their images were recorded by any of the base's automated systems.

ASSET DENIAL

Cymoon 1 is located within the Corellian Industrial Cluster and fell under the rule of the Galactic Empire early. This heavily polluted world houses the galaxy's largest weapons manufacturing facility. Almost entirely automated, the factory operates endlessly, supposedly using an exclusively droid workforce. It produces huge numbers of Imperial war machines, including TIE variants, AT-ATs, speeder bikes, and even tanks—among other weapons to feed the Empire's need for materiel.

Much of the moon's surface is littered with waste from the factory and raw materials waiting to be converted into new armaments. Those include badly damaged weapons, vehicles, and even starships that are slated to be recycled into new weapons for the Empire. An entire civilization dwells within these vast scrapyards. Hooded and cloaked aliens sift through the ruined equipment in search of anything that they can salvage and repurpose. Whenever they find potentially useful items, they immediately seize them and carry them off to their own bases of operation. These bases are secured and hidden far from the factories. Otherwise, the factory's droids routinely gather the materials to smelt them down, feeding the factory's hunger for raw materials.

Constant manufacturing has badly contaminated the moon's atmosphere. Smokestacks constantly stream black smog into the atmosphere, leaving the air with a strong, acrid smell. The combination of industrial waste and endless scrapyards define the moon's appearance. When viewed from space, the atmosphere has a brown shadow tinting everything below from the smog. From the surface, the thick clouds of pollution prevent surface dwellers from ever viewing the stars. Where the surface is visible from space through the atmosphere, it is an endless visage of brown and black scrapyards.

THE FACTORY

The weapons factory is a vast and sprawling affair. It includes refineries capable of converting ores and even recycled goods into the materials required for manufacturing. In addition to the manufacturing facilities, the moon has substantial warehousing capacity for storing newly constructed weapons until they are needed. Numerous landing platforms dot the periphery of the factory, accommodating the range of incoming vessels delivering supplies or retrieving weapons to aid in the war effort. Finally, the facility has multiple barracks, necessary for the stormtroopers and officers assigned to protect it from any threats—as well as the slaves who work within the factories.

In addition to Imperial military personnel kept on site for security and training, the factory keeps a large supply of slave laborers. Primarily non-humans, these workers perform tasks not easily accomplished by droids. This includes some of the more dangerous procedures at the factory, where working conditions could trigger corrosion or an unreasonable—and expensive—amount of damage to droid workers. Slaves are also kept available to continue labor in the event of a power outage or other scheduled system downtime. Many of the facility's droids are highly specialized, while slave laborers adapt more easily to a range of different tasks.

The presence of slave laborers could add a significant complication to a denial mission in progress, or they could be the motivation for the mission. Undoubtedly, at least some of these prisoners were taken for political reasons. One or more of the PCs could be seeking out the facility to rescue a friend or ally. Alternatively, a person with information vital to a hero's personal quest might be among the prisoners. Stopping to rescue the prisoners before destroying the base substantially increases the complexity of an assault. If the heroes

only discover the prisoners after committing to destroying the factories, they could have very little time to adapt their plans to this new information.

The Imperial weapons factory simultaneously operates numerous assembly lines. Each assembly line is devoted to the production of a single type of weapon. Each line can be adapted to produce different products, including variants, as necessary. However, the scale of the lines has to be kept in mind with such adaptations. Adjusting a TIE fighter line to the production of a TIE interceptor is a minor change, and could be accomplished in only a few days with some refitting. Shifting production from E-11 blaster rifles to AT-ATs would require quite a bit more time, as the assembly line's basic architecture would need to be reworked.

Most of the factory's equipment is prepared for use immediately upon completion. Weapons and vehicles in the final phases of warehousing prior to delivery are fully fueled and charged. This is done so that the equipment can be deployed as soon as possible after it arrives at its final destination. However, this is also a major weakness of the factory; those weapons could be used to inflict further damage upon the facility during an attack. Similarly, transports carrying the factory's creations offworld need to take extra care that the charged weapons and fueled vehicles are properly stowed and shielded in the event of inadvertent discharges or activations.

CYMOON 1 DEFENSES

The largest weapons factory in the galaxy is an absolutely vital asset. The Galactic Empire recognizes its value and takes measures to defend it. That begins with protecting the system with a strong fleet presence. A battle group of *Imperial*-class Star Destroyers remains in the Cymoon system at all times. All landing craft are subjected to extensive scans and clearance checks. All visiting craft are scheduled well in advance of their arrival, though there is some degree of flexibility in arrival time, due to the complexities of hyperspace travel. Orbiting vessels summarily fire upon any craft that fail to pass through clearance checks. The combined firepower of multiple Star Destroyers, accompanied by wings of starfighters, is more than enough to dissuade the casual insurgent. Reaching the system either requires a tremendous level of subtlety or an impressive act of forgery and schedule manipulation.

Most visiting craft are Imperial Navy transport vessels, prepared to move weapons and gear from Cymoon 1 to Imperial soldiers awaiting new equipment across the galaxy. However, the Empire depends upon working agreements with planetary systems as well as criminal organizations. At times, vessels that do not have a direct allegiance to the Empire must visit the planet to deliver and obtain cargo, or even to complete negotiations for working agreements. Security is intensified during such visits, but the meetings do take place. One of the biggest challenges with an insertion of this type is making certain that the meeting is already on the facility's schedule, so that the visitors can safely bypass the Imperial Fleet.

The planet's ground-based defenses include a full regiment of Imperial stormtroopers. While this does mean a massive Imperial presence, the group is an ad hoc assembly. Units regularly rotate through the weapons factory in order to conduct training with specialized equipment as it comes off the manufacturing line. Consequently, several of the battalions within that regiment likely have not worked together previously, or even during their stay on the world. In the event of an attack, defending stormtroopers would have diminished efficacy due to communications breakdowns between the different battle groups.

ALTERNATIVE DENIALS

Any mission to destroy enemy assets falls into the denial category. An important consideration when designing adventures in this theme is how they are defended. If the target is vulnerable to strafing or bombing runs, then the mission might be a better fit for a starfighter attack or even orbital strikes—putting it in the Ace or Commander's area of expertise. Alternatively, if the base lacks munitions or fuel, then it might require the specialties of the Saboteur specialization from the Engineer career. The GM must consider these concerns when designing an adventure focused upon the Soldier.

Supply depots, manufacturing facilities, or even training centers are all great targets for the Soldier to assault. Each of these must have ample defenses against space-based attack. Imperial outposts that serve these purposes require munitions and fuels of an explosive nature, making them easy to detonate. A concerted infantry attack can focus on overcoming the defenders and then using the tools at hand to destroy the base.

It is worth tailoring the nature of the base to the type of world where it is located. A supply depot is likely to be in a convenient location, probably near a major trade route so that it can be quickly resupplied. A manufacturing facility must have ready access to raw materials—possibly including rare ones. A training center is typically on a populated world, for ease of recruiting.

The trash fields that surround the factory are only lightly defended. Imperial forces do use these areas as part of their training and testing procedures with the newly manufactured arms. This includes targeting the scavengers that dwell in the wastelands. Imperial stormtroopers, therefore, have some familiarity with these fields, but due to manufacturing needs, the organization and geography of the scrap and raw materials change often.

CONSEQUENCES

Hampering or destroying Cymoon 1's facilities would have an immediate effect upon Imperial forces that depend upon them. Replacing damaged or destroyed vehicles would take substantially longer, likely months, as assets would need to be appropriated from other sectors. Alliance victories that followed would be longer-lasting and more meaningful, as the Empire would have to wait longer to consolidate its assets before retaliating.

One critical concern for the Alliance is that a victory here could have major repercussions. If the Empire lost this facility, the military and government officers responsible for its security are certain to be replaced. The new arrivals are likely to be far more aggressive in their dealings with the Alliance. As a consequence, organizations known to be sympathetic to the Rebellion would certainly face more severe pressure. Previous allies might be limited in their abilities to aid the heroes. Similarly, other assets near Cymoon 1 become even more critical for the Empire. Places that the Alliance may have been able to contest previously could become new focal points for the Imperial military.

COUP D'ÉTAT

Rhydonium is a liquid fuel, primarily mined on the Outer Rim planet Abafar, and compatible with engines used across the galaxy. Spacecraft, speeders, and even colonial power plants can all exploit its combustible nature and its high energy density. However, rhydonium is particularly volatile. Because of this, in addition to serving as a fuel, it also makes a potent explosive. That is a secondary purpose, but rhydonium has been exploited to tremendous effect in battles on Abafar and in the surrounding sectors.

Transporting any assets from the Core Worlds to the Outer Rim is an expensive, time-consuming, and recurring cost. Vessels used to ferry supplies from the Core could often be better used for other purposes. Consequently, Imperial forces prefer locally obtained supplies whenever possible. Rhydonium from Abafar, while not quite identical to other fuel sources, provides a functional alternative that is more readily available in the region.

Abafar's vast and arid deserts had few inhabitants besides the local flightless, bird-like species prior to colonization. Most of the world's population now dwells in cities built around its rhydonium mines and refineries, since rhydonium comprises the desert planet's only notable asset.

Pons Ora is home to Abafar's largest refinery and serves as the de facto planetary seat of government. The governor—installed in his position by the Empire, to safeguard its interests—coordinates rhydonium deliveries to the city's small spaceport from the other mining communities. He also manages security for the warehoused rhydonium. His authority and Imperial support is entirely dependent upon his ability to keep those supplies safe and ready for delivery to any Imperial vessels that enter the system.

THE GOVERNOR'S OFFICE

Mun Liiv is the Sullustan governor of Abafar. He leads a confederation of the planet's largest rhydonium mines, largely through his control of the refinery located at Pons Ora. Other mines transport their raw rhydonium to the facility, where it is processed into fuel-grade material. The unrefined materials are volatile, making them a powerful explosive, and contaminants can damage systems that use the fuel in its raw state. Consequently, any rhydonium intended for broad use must first be refined for that purpose.

Liiv's refinery represents a critical asset for the planet's economy and way of life. It is the only one on the world with the capacity to process a large quantity of extracted fuel in a reasonable amount of time. If it were lost or even badly damaged, rhydonium exports would suffer a major blow, nearly grinding to a halt until repairs could be completed. Because of their dependence upon the facility, even sympathetic locals are unlikely to take direct action against it.
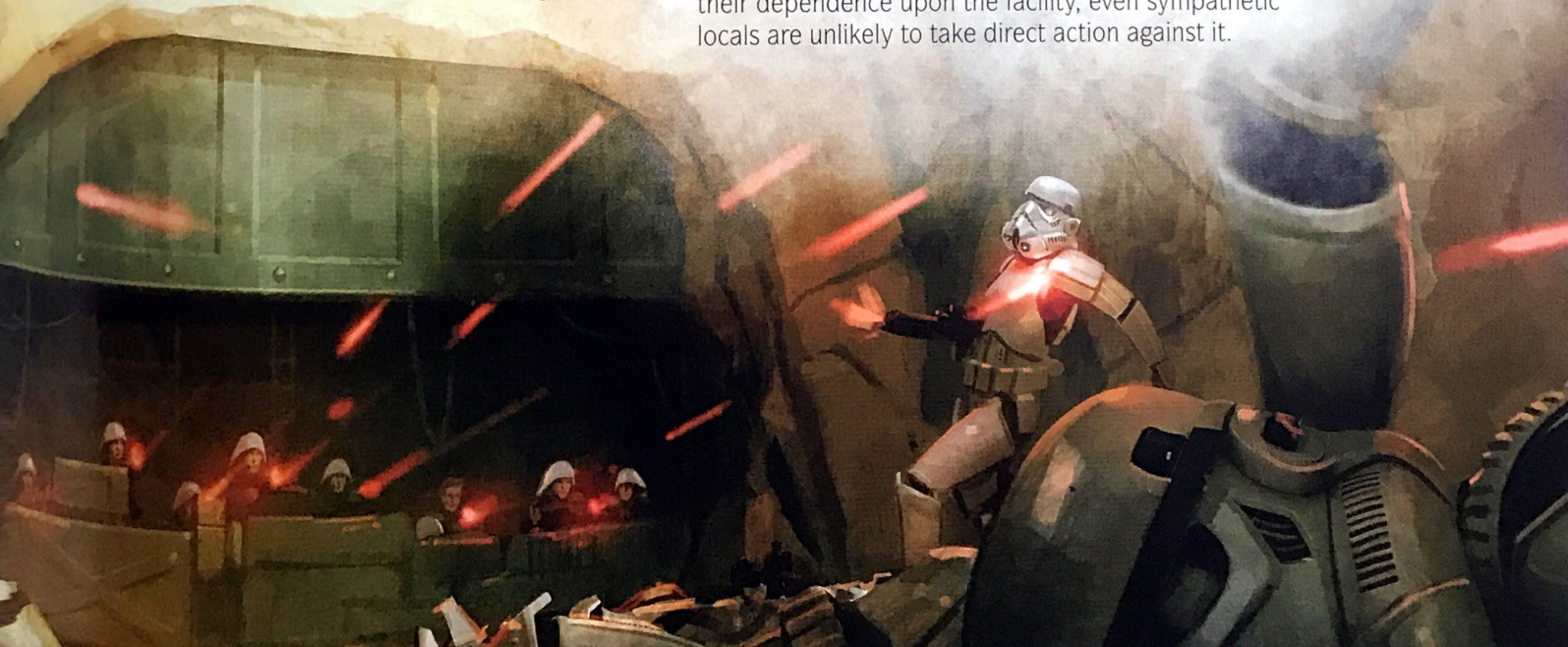
ALTERNATIVE COUPS

Any mission to strike at enemy leadership could be classified as a coup. These types of missions are particularly well-suited for the Outer Rim. In this environment, the Galactic Empire's control over local affairs is often tenuous. With that in mind, a change in local leadership can be enough to transfer loyalty from the Empire to the Alliance. Further, the Empire's military assets in the region are more limited than elsewhere. If the Imperial Navy chooses to make an example of the Alliance's newest member, the rebels may have time to implement defenses or evacuate critical assets before the Empire can act.

Any world with valuable military assets could make a great target for a coup d'état mission. The central requirement is that the planetary authority is tightly clustered. These missions are intended to replace the people in power without completely destabilizing the planet's government. If an organization is decentralized or has a broad leadership structure, it could be a poor choice for this type of mission.

Note that a key strike could be made against corporations or other groups instead of strikes against planetary governments. Criminal organizations, such as Black Sun, have demonstrated support for the Empire. Replacing key individuals within such a group could grant the Alliance access to a wide range of supplies that are not otherwise readily available.

Alternatively, a world where the Empire's tyranny is brutally exposed can also make an ideal target. Worlds with large slave populations are typically ripe for an uprising. In many of these cases, a success could require a more significant reworking of the world's government than would normally qualify for a coup d'état. Rebuilding the government while trying to identify and eliminate traitors could require quite a few game sessions.

Liiv spent years negotiating deals with the leaders of Abafar's other mines. He has granted a number of economic concessions in exchange for ensuring that he controls the only refinery. To date, these agreements have been largely stable and at least somewhat profitable for all concerned.

Liiv has been able to force the planet's other mining interests to stay out of refining their own product because he receives indirect support from the Imperial Navy. In exchange for a steady supply of rhydonium, the Imperial Navy has made certain that he has the resources and reputation necessary to retain control of the refinery and the planet. After an "accidental" orbital bombardment eliminated one of the planet's mines, inflicting massive casualties upon the facility's workers, none of the other mines' leaders have been willing to work against Liiv and his refinery at Pons Ora.

The governor's hold upon Abafar is, however, tenuous. The Imperial Navy does not maintain a presence in the system at all times. Vessels typically remain in the system only long enough to retrieve a fresh supply of rhydonium. Liiv does have the ability to make requests for Imperial assistance through administrative channels, but his requests do not always receive an immediate response. This is particularly true at times when there is significant Alliance activity within the same region of space.

Leaders of the planet's other mines would be very open to a replacement in planetary leadership. They recognize that Governor Liiv has forced them to make unreasonable concessions in order to secure their own mines and protect their people. If representatives of the Alliance could convincingly promise some degree of protection from Imperial consequences, then these other factions would be willing to work with a replacement. However, they would not take action until those assurances were in place. Most would also like to know that other refineries could be quickly brought into service or that the Alliance would be willing and able to purchase unrefined rhydonium directly from their mines.

LOCAL SECURITY

Mun Liiv and his supporters are particularly vulnerable to a well-executed attack. There is no standing Imperial force upon Abafar. In fact, Imperial vessels only visit the world on an irregular schedule. If the heroes strike shortly after one ship departs, they likely have at least a few weeks before the next Imperial craft arrives. That could provide ample time to consolidate their hold on the world and bring in any available Alliance fleet elements to secure the system.

None of the mining towns have shields to defend against planetary bombardment. This is partly due to expense and partly due to volatility. Constructing a shield requires many resources that the miners do not have. A successful planetary strike would also likely detonate any already mined rhydonium, likely destroying an entire mine complex.

Abafar does not have any significant planetary defense forces. Most of the world's citizens are miners. Law enforcement officers are prepared to deal with drunken miners and those who strike in response to dreadful labor conditions. They are not, however, equipped to deal with a concerted military attack.

If the Alliance's troops are able to capture or eliminate Abafar's facilities, the bigger challenge could be to ensure a relatively peaceful transition of power. The governor's toadies and followers are accustomed to receiving his support and the recognition that went with it. If Liiv survives the coup, some are likely to try to restore him to power; if he dies, some might seek to position themselves as ideal replacements in the eyes of the victors. The leaders of other mines could also be hesitant to agree with one another about basic priorities. Rather than quickly selecting a leader and joining the Alliance, they could easily begin a period of infighting for control of Abafar's future. The heroes might even have to turn against some of their former allies in order to implement a new planetary order. The threat of fleet action might cow miners into working together, but this is no less tyrannical than Liiv's rule—and goes against many of the principles of the Alliance.

CONSEQUENCES

Imperial forces primarily view rhydonium as an alternative, local fuel source. Losing access to it is inconvenient, but not catastrophic. Alternative fuels can be brought to the Rim using Imperial transport vessels, though this does mean that the Empire cannot use those vessels for another purpose. Initially, Imperial Army units in Outer Rim Territories near Abafar are likely to suffer a minor fuel shortage. That would likely be resolved within a span of a few weeks, as alternative supply lines are brought up to speed.

An Imperial attack upon Abafar is predicated upon the defenses that the Alliance commits to holding the site. If the rebels can only secure minor fleet elements, then an Imperial Navy battle group arrives in the system within a few weeks to eliminate the threat and retake the system. However, if the Alliance can be persuaded to commit a significant presence to the Abafar system, then the Galactic Empire does not contest it, choosing to commit its forces elsewhere.

If the Alliance can hold Abafar, it represents a significant gain and asset. The rhydonium mines are vast. They can be leveraged into a significant source of fuel that can keep starfighters and vehicles operating with little concern about fuel supplies. Further, the fuel can functionally double as an explosive. Both of these uses provide the Alliance with a broader range of strategic options throughout the region. The heroes may have an opportunity to exploit both of these new advantages in future missions.

SOLDIER CAMPAIGNS

In game groups where most, or even many, of the players have chosen the Soldier career, it is very reasonable to construct the entire campaign around those characters. The most intuitive structure for such a campaign is to mimic a traditional military campaign. The series of linked adventures begin with a planetary invasion; the heroes could be either the aggressors or the defenders, depending upon the planet's initial allegiance. As the campaign continues, adventures could be interspersed between fieldwork and major battles, where both sides commit significant resources.

The planet's environment and location plays a major role in this style of campaign. Basic necessary provisions differ depending upon the environment, from water on a desert world, to air on a water world, to heating fuel on an ice planet. Similarly, the Galactic Empire may expend greater resources to take or hold a system closer to the Core Worlds. Enemy resources affect the scope and duration of every battle in the war for control of a system.

The campaign, or at least this story arc, would most likely end with a final decisive battle. Depending upon the heroes' choices and actions, the Alliance might secure the world or the Empire might emerge victorious. In either case, if the group wishes to continue the campaign, the GM could develop a series of adventures that spin off from this, perhaps consolidating the planet's new government or trying to track down isolated pockets of resistance on the world. Alternatively, the units that succeeded in defending or conquering the system might then be transferred to another system that now has a greater need.
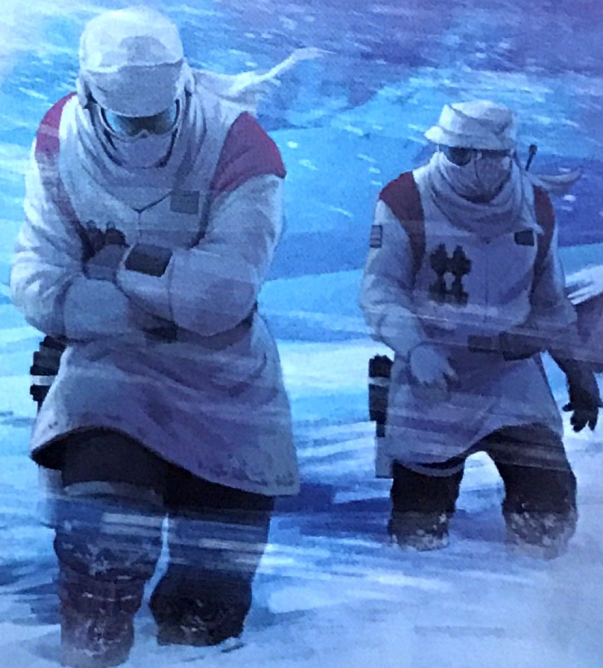
TRENCH WARFARE

Saleucami is a temperate world in the Outer Rim Territories. While it does show some variation in terrain, much of the surface is covered by desolate plains with spotty vegetation. Dotting the surface, though, are large craters that teem with plant, animal, and often sentient life. The planet has a high level of humidity, and has particularly dense cloud cover. Those clouds, which also contain heavy particulate matter, conceal the surface from orbital observation as well as bombardment, while the equally dense forest canopies of less urban craters and calderas obscure the surface from even low-flying airspeeders. These conditions make it very difficult for air and spacecraft of any faction to bomb opponents without risking massive losses from friendly fire.

Alliance High Command has prioritized securing Saleucami. In spite of its isolated location, the world features a substantial immigrant population and a broad range of resources that could be valuable to the Alliance. Imperial forces had a strong foothold on the world to the Alliance's assault. Since the initial invasion, the Imperial Army and stormtroopers continue to hold the world, since they had the time and foresight to effectively fortify their facilities against attack.

Imperial fortifications include an expansive trench network around their bases. These trench networks are accompanied with fixed weapons as well as small shield generators. The surrounding terrain is also heavily mined. Rebel forces have had limited success in assaulting the trenches (see **Fortifications** on page 83). Initial sorties using landspeeders with mounted cannons to spearhead the assault have met with limited success. The forest undergrowth around the trees is simply too dense—a high-speed vehicle crash is as deadly as Imperial blaster fire in this environment. The Imperial Army on Saleucami has only a limited supply of walkers and other heavy vehicles. Instead, its actions have been largely defensive, as Imperial forces try to hold out for reinforcements.

BATTLE CONDITIONS

Saleucami has a range of native plants and animals that are well suited to agricultural purposes, but most of these are concentrated in the planet's oases. Prior to the war, the supplies required to maintain a military presence were readily available. However, now that Saleucami is once again scarred by battle, those have quickly become limited. As the engagement has continued over months, supplies have begun to run short both for the Imperial defenders and for the Alliance soldiers attacking. The system is simply too isolated for either faction to readily commit significant resources to its capture, and the craters far enough apart that mutual resupply by convoy is challenging

and dangerous. Nonetheless, leaders on both sides remain committed to victory, if only because they have become so heavily invested in the war. Mundane things that are normally plentiful on both sides have become precious. Fuel for vehicles, and even energy to recharge blasters, is carefully rationed. Increasingly, troops have had to scavenge the countryside in order to find ample food.

The Imperial strongholds are well-shielded and well-defended. Victory depends upon fighting past those defenses and actually infiltrating the facilities. The trench network around each stronghold makes this particularly difficult. In order for the rebels to emerge victorious, they must make a concerted push against each trench. However, the infantry within those trenches have fortified emplacements and enough troopers to keep them constantly crewed.

After continued failed advances, Alliance forces constructed their own trenches surrounding the Imperial facilities. Now, they exchange opportunistic volleys of fire between the trenches. Both sides charge across a scarred swath of giant, blackened trees and the splintered remains of smaller ones between the trenches. Soldiers on both sides continue to give their lives, but the battle is largely at an impasse. A successful conflict might result in one side gaining only a few meters of ground, though at the cost of dozens of lives.

ADVENTURE PROGRESSION

Initial adventures within this campaign focus upon the trench warfare aspects. Initially, the heroes might try to defend a trench against an Imperial counterattack. If the rebels succeed, they could attempt their own assault back. The brutality of the conflict plays a central part in these adventures. There is little cover in no man's land, save for the craters left from artillery strikes, a few smoldering tree trunks, and the rare giant tree still providing cover against aerial bombardment. Fire from dozens of enemy weapons, including heavy emplacements, can sweep across the field. Wounded soldiers must drag themselves back to a trench, potentially while under heavy fire. Smoke from grenades or after an artillery strike obscures visibility, leaving the field illuminated only by blaster fire.

Progress through these battles comes at tremendous expense, or requires the introduction of new technologies. If the characters can secure a heavily armored and functional vehicle, they may be able to advance under cover—mitigating the effectiveness of enemy fire. However, even with this gear, they still need to penetrate the enemy's shields. Doing so is certain to require stealth or attempting a mission with an extraordinary level of risk.

Imperial morale can be as critical a factor in these battles as any wounds that the heroes inflict. If the Alliance can convince the enemy that defensive

efforts are ultimately futile, the battles could end quickly. This would require a combination of effective tactics as well as some trickery. Planetary command might send the heroes to spearhead an attack while at the same time other units worked to give the impression that the Alliance had a much larger group to attack than was actually available. Even if this failed to trigger a surrender, it might disrupt the enemy defenses enough that the heroes could enter the Imperial trench network.

Ultimate success could be resolved quickly, but only after the heroes manage to disable the enemy's generators. Without them, the shielding systems can no longer be sustained, leaving the bases vulnerable to artillery fire. Of course, that would only secure one of the Imperial facilities. Conquering the planet requires repeated success. All of this takes place under the time constraint of the next Imperial resupply mission as well. If the heroes decide that a siege could be the most effective mentality, the arrival of an Imperial Navy battle group in the system could completely transform the conflict.

CITY FIGHT

Christophsis is a densely populated world in the Outer Rim Territories. Its native surface is largely crystalline, though little of that surface remains accessible now. Instead, sprawling cities cover the world, featuring tall buildings whose architecture mimicked those natural crystal formations on an even grander scale. The extensive mineral wealth of both the planet and its surrounding asteroid belts made it a battleground during the Clone Wars, and Christophsis has already featured extended battles during the Galactic Civil War as well. Extensive Imperial forces remain stationed on the planet. When the Alliance assaults the world, rebel troops need to engage in a protracted series of battles, fighting from building to building—and sometimes even room to room.

The war to seize control of Christophsis represents a prototypical city fight. These are urban battles, through terrain that was designed to be livable rather than defensible. Buildings always disrupt lines of sight, but the statuary, landscaping, and mass transit infrastructure of civilian habitation multiply the difficulties. Structures and walkways designed for commerce and foot traffic are not necessarily capable of supporting military vehicles or even large numbers of troops. The devastation inflicted upon the citizens' homes and cities serve as a sharp reminder of the brutality of the war. Refer to **Urban Combat** on page 88 for specific tips on running battles within this environment.

There was no opportunity to evacuate the cities prior to this invasion of Christophsis. Invaders need to take care to avoid hitting innocent victims in every battle. Artillery and even heavier weapons must be used with extraordinary care. Any missed shot endangers the lives of the very people whom the Alliance hopes to free from the Empire's tyranny. Imperial defenders are perfectly willing to exploit this, and so they have prevented inhabitants from fleeing the buildings and cities nearest their fortifications. Instead, troopers on foot and in vehicles must enter each structure, eliminating enemies without harming Christophsis's citizens.

BATTLE CONDITIONS

Christophsis has a largely temperate environment. When exposed to the elements outside of the cities, the heroes have little to fear from the world's conditions. Within the cities, the heroes are even better off in this regard. Even as the battles continue, city services have generally remained operational. Water is readily available and climate controls function for most buildings. In this regard, the battle conditions are almost ideal. Neither side faces shortages of the basic supplies necessary to continue the war.

The biggest complication, however, is the presence of millions of citizens. There are some Imperial loyalists as well as some supporters of the Rebellion among their number. However, the overwhelming majority of the population is far more concerned about its immediate well-being than the longer-term political implications. They simply want safety for their families and themselves. As their homes and workplaces are shattered and destroyed, these refugees merely seek somewhere that they can dwell away from the fighting.

Hungry and desperate people abound. The experience of war has beaten most of them down. Many have seen tragedy and are unwilling to take further risks—they simply want to escape the constant dangers. However, a few have become so desperate that they are willing to do anything to obtain food and shelter for themselves and their families. These individuals might resort to begging or even attempt theft from the unit's supplies. In the event that the heroes need to scavenge supplies in a more battle-scarred area, then these supplies are likely to come at the expense of any refugees still in the area. Battles in this environment make the war's cost in sentient lives abundantly manifest.

ADVENTURE PROGRESSION

The campaign opens when the heroes are among the first wave of troops sent to the planet after its defensive shields fall. Opening battles are brutal, with extremely high body counts across the board. Many landing craft are shot out of the sky by defensive fire. As units disembark from their landing craft, they face incoming fire from huge surges of stormtroopers. The highest initial priority is clearing a landing zone, so that units in the latter waves can land without facing these same conditions. Once the heroes have landed, they need to travel within the skyscrapers to clear out

heavy weapon emplacements and sniper nests. Only after the area has been secured can reinforcements be brought in to aid the many wounded.

With additional units on the ground, the next priority is securing a larger perimeter. As the perimeter expands, some units can also be sent on missions to scout and then secure higher-value targets—factories, armories, barracks, and even penitentiaries. The tunnels and interconnected bridges that make a city convenient to civilians turn the endless buildings into a deadly maze for the liberators. The heroes must be on their guard constantly, as an enemy ambush is the central threat in urban combat. Stormtroopers frequently break through the established perimeter—often via unmapped tunnels—to assault from unexpected directions, including from the supposedly secure areas behind the rebels.

Victory is only possible when the planetary governor is defeated, whether by surrender or otherwise. At that time, the vast majority of stormtroopers and Imperial Army soldiers stop fighting as ordered. However, the governor enjoys a great deal of security up to that point, and he is more than willing to sacrifice the native population to save himself. If he is able to flee when his government offices fall, the governor could even continue to lead an Imperial resistance movement from hiding. In that case, battles would become even more protracted, as the Imperial forces dig in, using the native population as a key part of their defenses.

RAIDING OPERATIONS

Alliance success is predicated upon exploiting every resource to the greatest effect possible. The Imperial Army and Navy are much larger than those of the Alliance, especially at the time of the Battle of Yavin. To offset the numerical disadvantage, Rebel Alliance forces strike at places where the Empire is weakest or the most unprepared. Successful surgical strikes, especially those conducted by small groups of operatives, can crip-

ple Imperial facilities and someti... even secure additional assets for the Alliance. At times, these strikes cause enough damage that the Galactic Empire might choose to abandon a damaged facility or system rather than invest the resources in rebuilding.

Some rebel units specialize in undertaking covert operations such as these. Rather than engaging the enemy in sustained battles with large-scale firefights, they often operate deep behind enemy lines. Sometimes they need to sabotage an Imperial facility, other times they need to steal supplies for the Alliance with the facility intact. In a few cases, rebel soldiers have worked closely with espionage agents, providing them support as needed by different groups. Raiding groups have even freed slaves or prisoners from Imperial camps, as well as scientists forced to work in Imperial design facilities.

Members of these raiding teams are among some of the best known heroes of the Alliance, including Cracken's Crew led by General Airen Cracken. While such renown is quite an accomplishment, it risks making their job substantially more challenging. Once the Galactic Empire begins broadcasting a rebel operative's face, it becomes far more difficult for that agent to continue to operate behind the scenes. Veteran members of these teams may undergo cosmetic surgery or even don elaborate disguises, often making them appear as members of other species.

BATTLE CONDITIONS

The most valuable targets are often in highly stable environments. Particularly during the early stages of the Galactic Civil War, the Core Worlds enjoyed elevated prosperity. During this time, few goods were restricted, and governments, economies, and infrastructures were generally in good working order. However, as the war has dragged on, its effects have been felt even in the Core Worlds. Still, the biggest issue in raiding such locations is often blending in with the population. Imperial sympathizers make up the vast majority in many of the regions with valuable targets. Populations are largely human, and most alien species are treated as second class citizens at best. Any non-

human Player Characters stand out here, particularly in more affluent locales and certainly in any Imperial military facility.

Every covert mission puts the heroes at an extreme numerical disadvantage. The facilities that they target are certain to have more troopers in place—typically by a factor of ten or more—than the Alliance unit. A core element of every mission design is leveraging the situation so that the Imperial units cannot bring this advantage to bear. The heroes might strike at inopportune times, target less secure portions of the facility, or blend in perfectly with the masses of Imperial soldiers. In any case, if the Player Characters are identified or an alarm is sounded, the heroes need to abort the mission and try to escape rather than attempt to directly engage their opponents.

ADVENTURE PROGRESSION

Alliance raiding groups can develop their own missions or receive assignments from High Command. Either model works well. The best option is based upon the preferences of the game group. If the players prefer to design their own missions, then the Game Master can simply present options based upon these desires. Alternatively, if the group prefers to choose from and react to provided situations, then the GM can present specific assignments that High Command delivers. Another approach can be to blend the two options—commanding officers might notify the team that the Alliance needs a particular type of supply. The heroes could then choose from several different targets to obtain it.

If the team's assignment varies, constantly forcing the heroes to travel between systems, then the campaign's overall arc does not need to be tightly linked. Every mission might involve a different environment, a different target, and different opposition. In this case, the only strong link between the adventures is the heroes. Game Masters using this approach need to make every adventure distinctive. Too many missions robbing similar supply depots of similar products could quickly become tedious. A good approach to avoid this issue is to mix up the planets and the targets. A mission to free slaves from a forest planet would feel quite different from one to sabotage a space-based repair facility. The next adventure arc might require the heroes to visit Coruscant, where they could free a skilled slicer with critical information, followed by a visit to Nal Hutta to commandeer a stolen shipment of weapons. Just changing the environment is not enough; the enemy forces and disposition need to vary as well.

The biggest change in this style of campaign comes when Empire forces recognize the heroes by name or face. After that point, an Imperial unit could be dedicated to tracking and eliminating them. Some units might try to go deeper undercover, travel to a distant system to resume their mission, or even move to directly confront the Imperial forces tracking them.

FORTIFICATIONS

Fortifications are military constructions built for defensive purposes. A variety of fortifications have been built across the galaxy over millennia of war. Some fortresses have been in use by one group or another for thousands of years. In current times, the Empire makes use of many fortifications built by the Republic, while also constructing new ones, often built to instill fear in a populace as much as to provide a military defense. To make the most efficient use of resources, the Rebellion occupies preexisting fortifications whenever possible, making modifications as needed.

Such preexisting fortifications are not always available, however, and cannot always benefit from additional construction. On a smaller scale, squads of infantry often prepare their own fortifications in advance of battle. A defensive position is invaluable when outnumbered or outgunned by Imperial forces, as rebels so often are. Enterprising PCs might themselves construct fortifications in preparation for battle, or benefit from the work of allies.

When battle does begin, even a simple fortification, in the right place, can provide a great advantage. PCs in a trench or behind the walls of a bunker can perform much more effectively in combat than they would fighting in open terrain. The right fortification can allow the PCs to hold out against overwhelming odds or otherwise overpowering weapons.

A fortification can have a large impact on the game outside of combat, too. PCs might race against time to construct a fortification before coming under Imperial attack, or need to decide on the most effective fortifications to hold a strategically valuable position. Of course, the PCs might find themselves on the other side of the bunker when going on the offensive. A fortified Imperial position might require the PCs to adjust their tactics or to outwit the enemy where a direct assault is potentially lethal.

BUILDING FORTIFICATIONS

Field fortifications are built when more advanced or extensive defenses are unavailable or impractical. The PCs may need to prepare their own fortifications, either under direct orders or just because it seems prudent. Preparing a fortification requires a considerable amount of labor, so while one PC might take the lead on such a project, it is likely that all of the characters need to contribute in order to complete it in a reasonable time frame, possibly with additional help from NPC troops.

Each fortification has several distinguishing traits: Tools Needed (the tools required to attempt to build it), Occupancy (the number of people it can accommodate), and Benefits (the protective qualities of the fortification for those inside). Unless the GM specifies otherwise, a character cannot occupy more than one fortification at a time.

Building fortifications follows three simple steps: **Step 1: Select Template**, in which the PCs decide on the nature and scale of the fortification, **Step 2: Acquire Tools and Materials**, in which the PCs collect the tools and supplies they need, and **Step 3: Construct Fortification**, in which the PCs actually build the fortification.

STEP 1: SELECT TEMPLATE

Before the PCs can construct a fortification, they must decide on its form. Several types of fortifications are described on the following pages, and while most that the PCs might construct fit under one of these categories, GMs can also use the rules here as a starting point for unique structures.

In addition to selecting the type of fortification, during this step the PCs should make the necessary decisions on the construction, including placement, size, shape, and any other considerations the GM feels relevant. At the GM's discretion, these decisions can impact the materials and quantities needed in **Step 2: Acquire Tools and Materials**.

STEP 2: ACQUIRE TOOLS AND MATERIALS

Before the PCs can begin preparing a fortification, they need the right tools and construction materials. The necessary supplies are included in the fortification's description, although the GM can allow PCs to make do with alternative materials if appropriate. The simplest fortifications can be built with nothing more than an entrenching tool and the very ground needed for a trench, while bunkers might call for prefabricated walls and fusion cutters.

Often, the Rebellion provides its troops with the tools and materials needed for a mission, while in extreme cases the PCs might need to scavenge and improvise. If planning in advance, the PCs might need to convince officers and quartermasters of the need for the supplies. Consequently, this step might take from no time at all to many hours, depending on the particulars of the mission.

STEP 3: CONSTRUCT FORTIFICATION

After acquiring the materials to make the fortification, the character must make the associated check, listed under "Check" on **Table 3–1: Fortification Templates**. If the character succeeds, the fortification is fully functional and provides the benefits listed on pages 84–86. If the character fails on the check, the group either does not complete the construction, or the fortification is so shoddily made that it provides negligible protection. **Table 3–2: Spending ❂, ❂, ❂, and ▽ on Fortifications** on page 85 provides suggestions for ways the GM and players can spend dice symbols from the skill check. First, the crafter spends ❂ and ❂, then the GM spends ❂ and ▽.

The amount of time **Step 3: Construction** takes is determined by the estimate of working hours listed in the template under "Time." Every ✷ the character scores on the check beyond the first reduces this time by 2 hours (to a minimum of 1 hour). At the GM's discretion, other factors, such as assistance, can also affect the time required.

TABLE 3–1: FORTIFICATION TEMPLATES

Fortification	Check	Time
Trench	Average (◆ ◆) Athletics check	6 hours
Bunker	Hard (◆ ◆ ◆) Mechanics check	36 hours
Blind	Average (◆ ◆) Survival check	4 hours

TABLE 3-2: SPENDING ✦, ✧, ✪, AND ▽ ON FORTIFICATIONS

Dice Symbols	Effect
✦ or ✪	**Expanded Capacity:** Increase the fortification's occupancy by 1.
✦ ✦ or ✪	**Additional Cover:** Increase the ranged defense that the fortification provides to occupants by 1 (this can only be selected once).
✦ ✦ ✦ or ✪	**Additional Feature:** Add a useful feature to the fortification, such as a weapon turret or camouflage.
✪	**Reinforced Armor:** Increase the fortification's armor by 1, if applicable (this can only be selected once).
✧ or ▽	**Exhausting Effort:** Each character participating in the construction suffers 3 strain.
✧ ✧ or ▽	**Inferior Protection:** Reduce the ranged defense that the fortification provides to occupants by 1 (this can only be selected once).
✧ ✧ ✧ or ▽	**Vulnerability:** The fortification includes a critical flaw that a cunning enemy could use to easily neutralize it.
▽	**Limited Lifespan:** The fortification can protect against only a limited number of attacks before it is rendered useless, as determined by the GM.

TRENCHES

Trenches are a time-tested defensive measure used throughout the galaxy. Despite the many high-tech defense options available, the simple trench remains in use as a reliable fortification with next to no resource cost other than time. A trench is a furrow dug in the ground deep enough to completely conceal a soldier, either when crouching or standing on its bottom. A firing step allows an occupant to see and fire his blaster over the defensive embankment of dirt. A trench might, particularly during protracted conflicts, be enlarged and reinforced with extra structures.

A trench can vary in length, but is designed to allow multiple soldiers to fight side-by-side while protecting them from oncoming fire.

Tools Needed: Entrenching tool (see page 54). If the ground is any material other than soil, the GM might require the PCs to have heavier or more specialized tools, increase the difficulty of the check, or require additional time to complete the trench.

Occupancy: Six characters.

Benefits: A character in a trench can completely stay out of line of sight of characters at medium range or farther away, although if he does so, he cannot see these characters either. A trench grants an occupant cover with ranged defense 3.
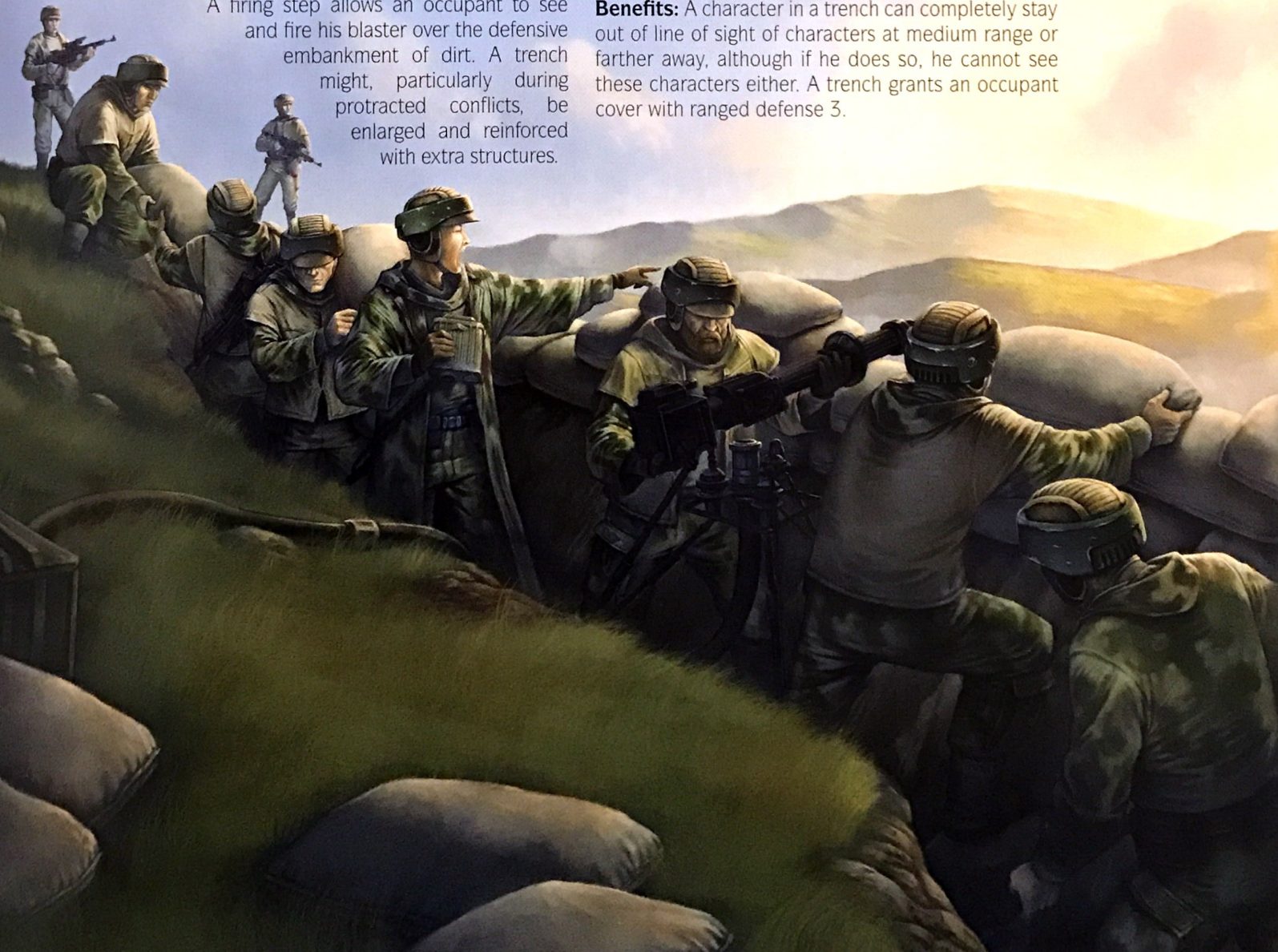
BUNKERS

Bunkers are relatively simple defensive buildings, which in some cases are largely or entirely underground. To reduce preparation time, prefabricated structures are often used. These commonly consist of durasteel wall sections that can be easily transported and welded together in the field. They include commercial designs, such as the Taim & Bak SecuriFort, as well as those constructed by Rebellion engineers.

A completed bunker provides a solid structure capable of withstanding blaster fire and fragmentation grenades, while providing the occupants with firing ports. Assailing a bunker is a daunting prospect even to hardened veterans, and can allow outnumbered troops to hold the line against vast enemy forces.

Tools Needed: Toolkit (see page 198 of the AGE OF REBELLION Core Rulebook), sheet metal. At the GM's discretion, characters can construct a bunker from raw materials, such as ferrocrete or any natural materials at hand, although this could increase the construction time significantly or diminish the benefits that it provides.
Occupancy: Four characters.
Benefits: A bunker is treated as an immobile vehicle with an armor of 2, a hull trauma threshold of 8, a silhouette of 3, and a speed of 0 that cannot be increased in any way. Attacks that inflict system strain either inflict hull trauma instead or have no effect, at the GM's discretion based on the source of the attack. Characters inside can attack targets in the forward arc of the bunker with personal ranged weapons.

At the GM's discretion, the called shot use of the Aim maneuver (see pages 213–214 of the AGE OF REBELLION Core Rulebook) and damage inflicted by the Blast quality can ignore the bunker and strike the occupants directly.

BLINDS

Blinds are structures used to camouflage a position. They vary greatly in size, design, and construction, from simple makeshift devices of leaves and vines to conceal a single soldier's firing position to large camouflage nets intended to more substantial groups. More sophisticated devices make use of holographic technology and photo-reactive materials. Unlike other fortifications, blinds do not physically protect troops or materiel, but make it more difficult for the enemy to detect them. They can generally be used in conjunction with other fortifications.

Blinds are broadly categorized as prefabricated and improvised. Prefabricated generally consist of camouflage netting with durasteel or plasteel poles for support, while resourceful troopers can improvise their own blinds from whatever natural—or artificial, in some environments—materials are at hand.

Tools Needed: Toolkit or knife.
Occupancy: Two characters.
Benefits: A blind provides concealment equivalent to dense underbrush (+3) to each character within, as described on page 228 of the AGE OF REBELLION Core Rulebook.

COMBAT ENVIRONMENTS

The Galactic Civil War rages across the breadth of the galaxy, and soldiers of the Alliance might be called upon to fight on planets almost beyond number, and in almost any environment imaginable. These range from blistering deserts, to frozen wastelands, to smog-clouded industrial districts and planet-spanning cities, to the corridors of space stations and capital ships. All of these environments offer different dangers and combat circumstances that call for unique strategies and tactics. Many environments also require specialized equipment. Alliance High Command often supplies such gear, particularly when it is vital for combat (or even survival) in the environment, but soldiers might sometimes find it advantageous to get their hands on additional appropriate kits.

The following pages offer guidance for GMs on running combat encounters and combat-focused missions in three common and broadly defined environments—urban combat, boarding actions, and wilderness combat. As well as advice for structuring encounters, adding interesting complications, and making combats memorable, each section includes suggestions for unique additional ways to spend 😊, 🔅, 🔆, and 🛡 based on the environment.

Environment is of great importance to any combat encounter. A fight against the same squad of stormtroopers is can be very different depending on whether it takes place in the cramped streets of a Core World city or a desolate frozen tundra on the Outer Rim. Of course, the Empire fields specialized troops for different environments, so often the battle environment dictates the nature of the PCs' enemies, further differentiating combat scenarios. Still, the GM should leverage the environment as yet another tool to make each combat encounter memorable.

GMs should distinguish combat encounters based on the environment, using it as another tool to create unique and entertaining experiences. Both PCs and their enemies can use the environment to their advantage, from utilizing cover to preparing ambushes, while also having to contend with challenges such as visibility or dangerous hazards. Every planet is unique, and many feature a wide variety of climates and biospheres, so each category of environment is merely a starting point from which GMs should feel free to invent new environments in which to set their games.

USING ENVIRONMENT

When planning an encounter, it is helpful to think about the various ways the environment might factor in. In some cases, the environment might form the basis for an encounter, or even an entire mission. Many missions revolve around taking and holding, or fortifying, a certain location of strategic importance. In other cases, the environment might be the defining feature of a particular combat encounter, such as a squad fighting its way across a bridge over a rushing river, or sneaking through a forested area.

In addition to the general possibilities and complications offered by a particular environment, GMs can introduce other dangers to threaten both sides. While it isn't a staple of wilderness combat, the PCs might find themselves fighting along the banks of an acidic river near the lair of a dangerous predator, or on a world with a toxic atmosphere. Such details not only set a particular environment apart from others of its type, but make for uniquely challenging combats.

Often, the bulk of a mission takes place in a similar environment. In such cases, it's a good idea for the GM to focus on different aspects of the environment in each encounter to help ensure they don't feel repetitive. For instance, in a battle or series of skirmishes taking place in a forested area, the PCs might face an ambush from the canopy in one encounter, dangerous wildlife in another, and concealed heavy weapon emplacements in a third.

In keeping with the narrative nature of AGE OF REBELLION, GMs should not be afraid to let players have some input on the environment. If a player asks about the presence of a certain kind of plant, rock formation, control panel, or building, it's usually best to say "yes," or let the results of an appropriate skill check decide the answer. Chances are, the player has an interesting and entertaining plan in mind, and allowing a creative plan that revolves around the environment can make for a memorable and satisfying encounter.

Although Alliance High Command endeavors to provide its troops with the right equipment for a mission in a certain environment, sometimes urgency or poor intelligence prevents this. Even if the PCs have the gear they need for the conditions, equipment failure or sabotage might require them to improvise a solution, or simply provide further challenge.

ENDLESS BATTLEFIELDS

The countless planets in the galaxy present a staggering array of environments, and no two are quite alike. The following sections cannot begin to cover every possibility in the galaxy, and GMs should view each one as a starting point. Particularly for missions dealing with planets, cities, or starships of their own devising, GMs should add twists to these otherwise common environments to make them stand out. These additions might simply provide narrative flavor, such as red grass or the haunting songs of animal life hidden from sight, or they might pose hazards to one or both sides in a battle.

While the Alliance strives to avoid endangering civilians whenever possible, sometimes fighting in an inhabited area is unavoidable—particularly when the rebels are trying to protect those very inhabitants from the Empire. The presence of civilians adds an additional complication, while also showing more about the nature of a particular location.
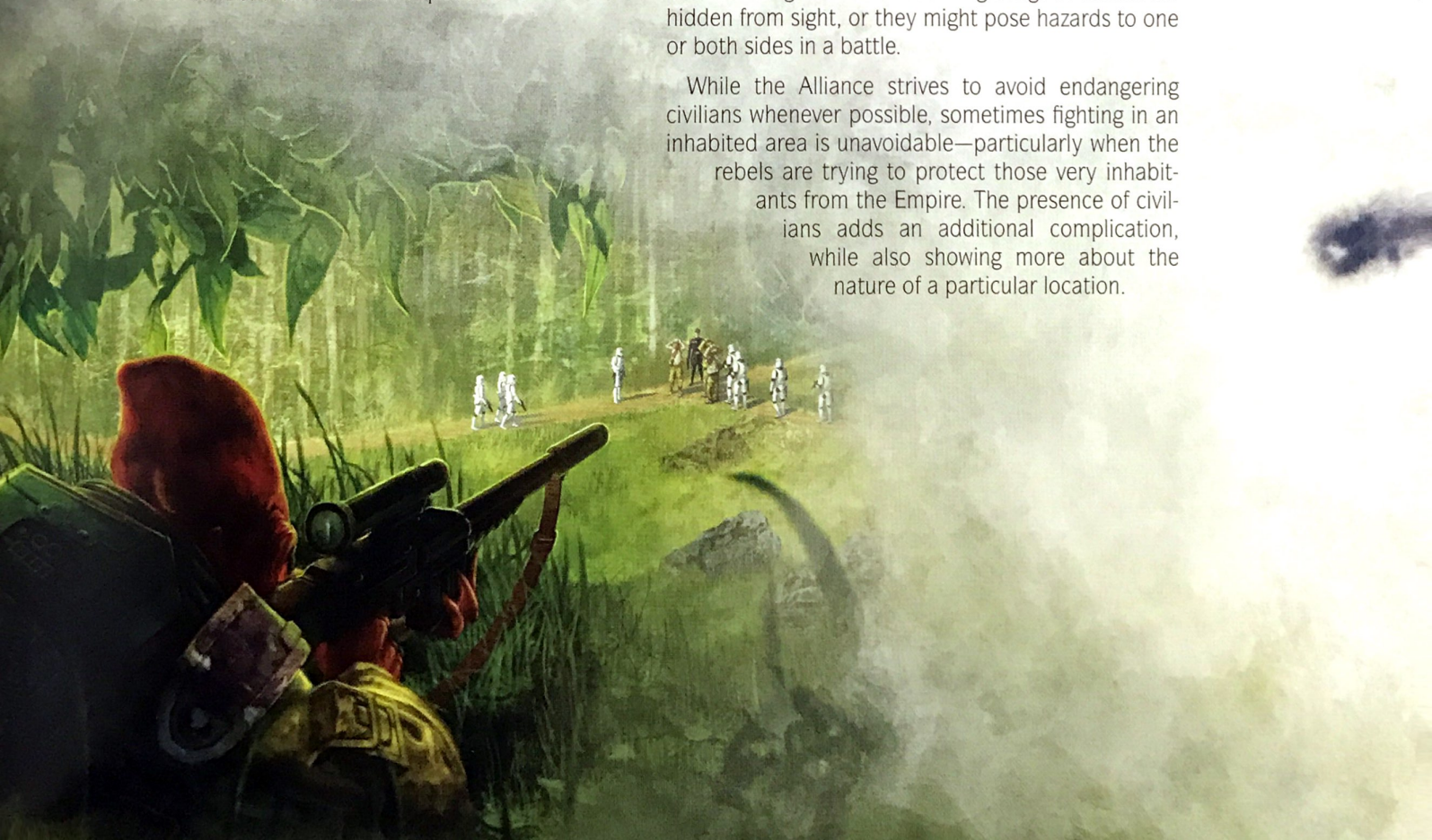
URBAN COMBAT

Urban combat refers to battles in any area heavily built-up with construction, from the larger Outer Rim settlements to sprawling cityscapes in the Core. Such cities are home to a concentrated sentient population—although not necessarily so by the time a battle begins. Urban warfare differs drastically from fighting in open areas, with buildings and streets limiting the distance of engagements and providing plentiful cover and opportunities for ambushes.

With much of the fighting happening in narrow streets or indoors, urban environments largely involve close-quarters combat, with blaster fights occurring at point-blank range. Melee weapons prove more useful in urban conditions than in open battlefields, as users can more quickly close with targets or more easily ambush them silently. With skirmishes occurring up close, urban battles are bloodier than long-range engagements, with larger overall casualties or faster results. GMs should highlight the chaos, confusion, and violence of urban fighting in their descriptions.

Urban combat zones obviously call for different camouflage than natural environments. With the sheer variety of architectural styles and construction materials used across the galaxy, there is no single reliable camo pattern for urban engagements, although grays are effective amid the ferrocrete and durasteel construction common to many worlds. Buildings and other construction in urban environments restrict mobility, and tools to allow troops to overcome these obstacles and possibly outmaneuver the enemy are useful. Detonite charges and fusion cutters are useful for breaching walls and doors, while climbing gear allows soldiers to make the most of the vertical dimension of the battlefield.

ADVANTAGES AND OPPORTUNITIES

Urban environments benefit outnumbered or under-equipped forces—as the rebels so often are—as narrow streets, enclosed spaces, and limited visibility make it difficult for a superior force to effectively bring its numbers and firepower to bear. Rebel soldiers experienced in guerrilla tactics can play to their strengths, making urban environments a good prospect for Alliance troops, so long as the area can be evacuated first. Despite the advantages urban warfare offers, many commanders avoid it when possible, due to the risk of civilian casualties. If civilians are present, PCs might find themselves faced with difficult choices between completing a mission and protecting innocent lives.

Sharpshooters, snipers, and soldiers with heavy weapons benefit from taking up positions in the upper levels of buildings. Elevation can provide an effective field of fire, the advantage of higher ground, and good cover. In metropolitan areas with towering buildings adorned with numerous windows, doorways, balconies, access hatches, and other hiding places, a sniper can be extremely difficult to detect and confront.

Most cities across the galaxy feature subterranean construction, at the very least sewers or maintenance tunnels. In some cases, such as Coruscant's underworld, the construction can be truly extensive, even a city unto itself. Such tunnels and passages can be an effective way for small groups to move around the city while avoiding enemy forces, and PCs are likely to take advantage of them in this way. Of course, Imperial officers are aware of such uses, and are likely to dispatch patrols under strategically important areas, even if it is impossible to secure the entire tunnel system or undercity. As well as allowing saboteurs to avoid the bulk of enemy forces or squads to launch surprise attacks, such subterranean areas can provide effective escape routes.

Outnumbered forces might call upon the PCs to set ambushes, aided by the plentiful hiding spaces that urban terrain offers. Through clever use of sewers, maintenance tunnels, interior corridors and rooms, and vertical positioning, PCs can surprise and overcome a numerically superior force while attacking from a position of cover. Complementary to ambushes are hit-and-run tactics, making use of the urban terrain to fall back before Imperial forces launch a counterattack or summon reinforcements. The winding streets and alleys common to many cities make pursuit challenging.

In some cities, or sections of cities, narrow streets limit the deployment of the larger combat vehicles in the Empire's arsenal, such as AT-ATs. Even the more nimble AT-STs, capable of maneuvering in most streets, are unable to enter many buildings, providing soldiers with protection from the feared Imperial walkers.

HAZARDS AND OBSTACLES

Although urban combat offers a number of potential advantages for the Rebellion's beleaguered forces, it nonetheless brings many dangers and possible setbacks. Some of these are likely to apply equally to both sides in an engagement, but there are certain aspects of urban combat that Imperial forces can exploit in a particularly dramatic and villainous fashion.

The Empire is rarely concerned with civilian casualties, giving its troops an advantage over Rebel Alliance forces in populated areas. In the presence of civilians, most rebels restrict or hold their fire entirely, or even fall back rather than engage the enemy. Meanwhile, Imperial forces frequently fire without regard for bystanders, bringing their heaviest weapons and artillery to bear. Even worse, many Imperial commanders are not above using civilians as living shields, preventing rebels from returning fire.

TABLE 3-3: SPENDING ⟐, ⬡, ⬥, AND ▽ IN URBAN COMBAT

Dice Symbols	Effect
⟐ or ⬥	The attack ruptures a pipe carrying water or another liquid, creating an area of difficult terrain (see page 227 of the **Age of Rebellion** Core Rulebook) around the target.
⟐ ⟐ or ⬥	Shattered transparisteel, shrapnel, or debris strikes the targeted character, inflicting 1 strain.
	Power to the area is cut off or light sources destroyed, possibly resulting in darkness (see page 226 of the **Age of Rebellion** Core Rulebook).
⟐ ⟐ ⟐ or ⬥	The attack dislodges a large amount of rubble or durasteel plating onto the targeted character, staggering him for 1 round.
	A vehicle, power supply, ammunition store, or fuel container near the target explodes, inflicting 10 damage (or more, at the GM's discretion and based on the environment) to all engaged characters.
	The attack seriously damages the target's cover, reducing the ■ it adds by 1.
⬥	The attack collapses the street or floor beneath the targeted character; he suffers a fall from short or medium range (see page 228 of the **Age of Rebellion** Core Rulebook) and is immobilized for 1 round.
	The attack collapses a wall or other considerable section of a building near the targeted character, staggering the target and anyone engaged with him for 1 round.
⬡ or ▽	The sight or sound of a door closing or window shattering distracts the active character, adding ☐ to the next combat check targeting him.
⬡ ⬡ or ▽	Debris falls in front of the targeted character, providing cover or improving existing cover (see pages 226–227 of the **Age of Rebellion** Core Rulebook).
	The floor or street gives out and traps the active character's foot, immobilizing him until he spends a maneuver to free himself.
⬡ ⬡ ⬡ or ▽	The attack injures or endangers a civilian.
	The active character's cover is damaged or collapses, reducing the ■ it adds to incoming attacks by 1.
▽	A section of ceiling, a bridge, or even vehicle wreckage falls toward the active character, inflicting 12 damage and knocking him prone unless he avoids it with a **Hard (◆ ◆ ◆) Vigilance check**.

Even when an urban area is clear of civilians, soldiers serving the Rebellion should give some consideration to preserving infrastructure. When homes, businesses, and vital factories are destroyed in battle, even when the Empire's weaponry is the cause, the loss has the potential to play right into the Imperial narrative that the Rebel Alliance consists of terrorists and poses a greater danger to the galaxy than the Empire's iron-fisted tyranny. Thus, even when triumphant in battle, the Rebellion might find public sentiment turning against it.

Particularly if an urban location has already seen considerable fighting, soldiers must be wary of unstable structures. Indoors, floors might collapse under the weight of troops with potentially disastrous results, while blaster fire in a chamber or explosions outside might cause a ceiling to cave in. Damaged stairs and malfunctioning or unpowered lifts can make ascending a structure difficult or dangerous without the right equipment. Sustained fighting—or intentional demolition—can even bring entire buildings crumbling down, blocking streets or burying squads. Cratered streets can make for treacherous terrain, and sinkholes can swallow unwary combatants.

The close-quarters fighting and multidirectional maneuvering of urban combat often yields a higher rate of friendly fire incidents. Squads and individual combatants must communicate their positions and targets, and coordinate their actions in order to avoid tragic mistakes. For the PCs' part, this generally means following orders, communicating with comrades, and acting cautiously.

Of course, the galaxy is home to many unique cities that require distinct considerations. Soldiers of both sides fighting on Bespin's Cloud City must take caution not to damage the repulsorlifts that keep the city aloft. During a battle in one of the undersea cities of Mon Calamari, incautious troops face potential depressurization and flooding. GMs should consider the unique characteristics of any city in which the PCs are fighting and work to implement those into encounters. Unstable power sources, industrial chemicals, malfunctioning machinery, or a hostile environment held at bay by a thin layer of transparisteel are just a few of the potential complications PCs might encounter in an urban battlefield.

BOARDING ACTIONS

Fighting aboard a starship is like no other combat situation. Even as a boarding action takes place, the ships involved might be hurtling through space, or exchanging turbolaser fire with enemy vessels. Boarding actions generally target capital ships, frigates, and space stations, but similar conditions apply to combat aboard a smaller vessel. Boarding actions usually take place as part of a larger naval engagement, although in some cases the crew of a ship that is outgunned or not yet revealed as an enemy might attempt to lure the enemy into a boarding, only to ambush the boarding party with superior tactics and firepower.

The troops initiating a boarding action need special tools to gain entry, generally using fusion cutters or detonite charges to breach the target ship's airlock, although a skilled slicer might also be able to gain access. Vacuum-sealed suits are desirable if anything goes wrong during the initial boarding, or in case of a hull breach during the ensuing battle. In some cases, attackers with space suits might intentionally depressurize the defender's vessel before boarding.

With the exception of hangar bays aboard capitol ships and similar areas, combat in a boarding action takes place in enclosed spaces. Fighting in the rooms and corridors of a starship results in short-range and point-blank firefights. These conditions are even more cramped than those of most urban fighting, with vertical visibility and maneuverability being more limited. The mobility restrictions and close-range blaster fire create a chaotic and deadly environment, and the tide can turn quickly during a boarding action.

A boarding party's objective usually involves more than simple sabotage. If a force is outclassed or outgunned and cannot rely on its own ships and fighters to disable the enemy vessel, such a mission may be undertaken as a desperate ploy. Soldiers in a boarding party might be tasked with retrieving information from ship computers, capturing a particular crew member or passenger, rescuing a prisoner, planting spying devices, or even gauging the abilities of a new ship design. Boarding actions are sometimes attempted via shuttle in order to deactivate the shields of an otherwise impregnable enemy ship.

A boarding action is a very different experience for the attackers and defenders. Generally, for a boarding action to begin means things have already gone against the defenders in the naval battle. Whether the ship is already crippled or the attackers merely outmaneuvered or overran it, this knowledge can have a psychological effect on the defenders, who may feel desperate and cornered.

ADVANTAGES AND OPPORTUNITIES

Combat aboard a starship provides many opportunities for canny and prepared soldiers to exploit. Many of these advantages belong to the vessel's defenders over the boarders, rather than intrinsically favoring any group based on its allegiance. Whether the PCs are attacking or defending largely determines the opportunities available to them.

For a boarding action to occur in the first place, it probably means the attackers have a specific objective to achieve. If the defenders are aware of this objective, they may be able to use it to their advantage, whether that means luring enemy troops into positions that favor the defenders, threatening to destroy the objective as a bargaining measure, or some other plan.

Most starships feature corridors of varying lengths, narrow doorways, tight corners and junctions, and concealed or easily overlooked compartments and maintenance hatches. These features provide plentiful opportunities for ambushes. Such ambushes are primarily the province of the defenders, who likely better know the layout of the ship and have time to prepare, but in the chaos of a boarding action, particularly when boarders enter from multiple ingress points, attackers might launch surprise attacks against defenders rushing to reinforce their comrades.

As the boarders are generally trying to advance deeper into a ship, this allows defenders to set up defensive positions and take advantage of the way a ship's layout funnels attackers. A ship's many narrow

TABLE 3–4: SPENDING ✹, ⚙, ⬩, AND ▽ IN BOARDING ACTIONS

Dice Symbols	Effect
✹ or ⬩	The attack strikes a terminal or power cable, showering the target character in sparks. The next attack against the target character gains the Disorient 2 quality.
✹ ✹ or ⬩	A nearby power conduit discharges into the target character, who must succeed at an **Average (♦ ♦) Resilience check** or be staggered for one round; the character is disoriented for one round for each ⚙ generated (see page 230 of the **Age of Rebellion** Core Rulebook). The attack hits a control panel and causes a bulkhead door (chosen by the player) to close or open.
✹ ✹ ✹ or ⬩	A computer terminal or control panel near the target explodes, dealing 10 damage (or more, at the GM's discretion) to all engaged characters.
⬩	The attack knocks the target into an exposed power cabling or smashes him into a computer terminal, inflicting strain equal to the damage caused by the attack.
⚙ or ▽	A ricocheting blaster bolt startles the active character; add ☐ ☐ to the next combat check targeting him.
⚙ ⚙ or ▽	A fluctuation in the ship's artificial gravity knocks the active character prone and disorients him for 1 round. The attack shorts out the lighting system for the corridor or room, plunging it into darkness (see page 226 of the **Age of Rebellion** Core Rulebook).
⚙ ⚙ ⚙ or ▽	The ongoing combat damages the ship's artificial gravity generator or the gravity conduits in the area, placing all combatants in zero gravity (see page 227 of the **Age of Rebellion** Core Rulebook).
▽	The attack (or the cumulative effects of many attacks) damages life support systems for this part of the ship or the entire ship, depending on its size. Characters without space suits or oxygen supplies face suffocation, as described on page 228 of the **Age of Rebellion** Core Rulebook.
▽ ▽	The attack cracks a transparisteel viewport, causes an explosive chain reaction, or otherwise breaches the hull, exposing the combatants to vacuum, as described on page 227 of the **Age of Rebellion** Core Rulebook. In addition, all characters exposed must succeed on an **Average (♦ ♦) Athletics** or **Coordination check** to avoid being pulled through the breach due to decompression.

corridors and doorways act as chokepoints for attacking troops. Defenders can seal bulkheads to slow attackers, buying time to set up new defenses.

Although defenders are generally more familiar with the layout of their ship, this is not always as great as an advantage as it might first appear. Most ships are produced in large quantities, and are identical (or nearly so) to other ships of the same model. However, subtle variations may exist in different iterations of a particular model, and rebel ships might feature hidden cargo and passenger compartments.

The forces in control of a ship's bridge and engineering have certain extreme options open to them, but these are typically only used in desperation. The controlling side (usually the defenders, unless things have already gone very badly for them) could shut down artificial gravity in parts or the entirety of the ship, deactivate life support, or even depressurize compartments and vent them into space. While such measures can be effective, they are often equally harmful to both sides.

HAZARDS AND OBSTACLES

The power of the Imperial Fleet means that the Rebel Alliance is often at a disadvantage in naval engagements. This might lead to rebels initiating boarding actions as a way to offset Imperial firepower but, conversely, Rebel Alliance ships might find themselves overpowered and subjected to boarding. In some cases, a vessel masquerading as a civilian or unaffiliated ship must choose between trying to outrun a Star Destroyer and hoping the deception holds up.

Apart from the damage onboard battles inflict on a vessel, many boarding actions take place in the midst of an ongoing starship battle. Whether the boarded vessel is still an active target or merely caught in the line of fire, impacts from turbolasers and other ship-mounted weapons can be devastating for the troops fighting aboard. Damaged systems could lead to a loss of artificial gravity or life support. Even a minor hit can jar the occupants and disrupt a battle. In the worst case scenario, a direct hit can vaporize entire groups of combatants, regardless of side.

The greatest fear of any soldier fighting aboard a ship is the threat of a hull breach. Of course, personal weapons are largely incapable of puncturing ship hulls; however, some heavy weapons pose a danger, particularly to transparisteel viewports or other weak spots. In the midst of a naval battle, there is also the constant threat of a turbolaser strike or proton torpedo landing close to a soldier's position and shearing through the hull, hurling everyone nearby into the hungering void.

WILDERNESS COMBAT

Wilderness encompasses any area free of the construction of civilization. This includes a staggering variety of ecosystems found across the galaxy, many of which are unique. Forest, grassland, frozen tundra, marshland, and desert are some of the more common types of terrain, but many defy easy categorization. Each wilderness environment provides a distinct battle experience. Combat in desert is very different from fighting in canopied jungle. This gives GMs great opportunities to distinguish battles and individual combat encounters.

Most ground battles between the Rebellion and Empire occur in wilderness areas. Despite its staggering array of civilizations, most of the galaxy is, after all, wilderness. Rebel forces try to avoid combat in or near populated areas, preferring to strike at isolated Imperial installations. In addition, many battles occur when the Empire learns the location of a rebel base, which are usually hidden in the wilds.

In many wilderness areas, protection from the environment is as important as protection from the enemy. Airless moons, noxious atmospheres, deadly microbes, extreme temperatures, caustic rain, and native predators are just a few of the hazards infantry might encounter in the field.

Although the sheer variety of ecosystems found in the galaxy makes it difficult to generalize, one of the major defining features for many common environments is the quantity of flora. Jungle, forest, and similar environments offer plentiful cover and concealment, with limited visibility, while desert, plains, and tundra tend to feature sparse cover and high visibility.

While wilderness is generally thought of as being free from civilians, this is not always the case. When dealing with an uncharted or poorly explored planet, rebel forces might unexpectedly encounter sentients. This can greatly complicate matters, as the rebels' presence puts the locals in danger. Of course, the Empire's cruelty is hated on many worlds, and rebels might find ready allies among the locals.

ADVANTAGES AND OPPORTUNITIES

Outnumbered Rebel Alliance forces often utilize guerrilla tactics, which are most effective in forests, jungles, and other natural environments with dense foliage. Even in a barren or desolate environment, soldiers who have time to familiarize themselves with the environment and prepare positions in advance can gain an advantage in battle.

Jungles, forests, and even mountainous areas provide plentiful cover and concealment. The poor visibility limits the effective range of weapons, which offsets some of the advantage of a numerically superior force. In addition, such environments lend themselves to hit-and-run strikes, allowing a small force of rebels to effectively fight against many times their own number.

Soldiers who are familiar with an environment can use it to their advantage. They might be able to move through terrain that slows the enemy, allowing their forces to reposition for a tactical advantage. It might even be possible to lure enemies into natural hazards, such as the lairs of dangerous creatures, areas of unstable ground, or acidic geysers. Resourceful characters could construct traps, such as pits, snares, and rockslides.

Most natural environments offer plentiful materials for makeshift fortifications and camouflage. Wood and stone form effective barricades, while troops submerged under snow or sand can be highly difficult for the enemy to detect or hit.

TABLE 3-5: SPENDING ✪, ❂, ✦, AND ◈ IN WILDERNESS COMBAT

Dice Symbols	Effect
✪ or ✦	The attack exposes or draws attention to a concealed enemy, adding ☐ ☐ to the next check to detect him.
	The attack drops an insect hive, ignites swamp gas, or otherwise badly startles the target, inflicting 1 strain on the target and each other character within short range.
✪ ✪ or ✦	The attack ignites dry foliage or other flammable material near the target, starting a fire with a rating of 2 (see page 228 of the **Age of Rebellion** Core Rulebook).
✪ ✪ ✪ or ✦	The attack damages an important piece of survival gear carried by the targeted character.
	The attack kicks up a cloud of sand, frightens a flock of birds, or otherwise distracts the target, causing him and each other character within short range to lose his free maneuver on his next turn.
✦	The attack collapses a tree, rocks, snow bank, or other large mass onto the targeted character, who is knocked prone and immobilized until he passes a **Hard (◆ ◆ ◆) Athletics** or **Coordination check**, requiring an action.
❂ or ◈	Insects, leaves, sand, or snow obscures the active character's sight; add one automatic ❂ to his next check.
❂ ❂ or ◈	The active character steps in quicksand or gets caught by a root or vine, immobilizing him until he succeeds at an **Average (◆ ◆) Athletics** or **Coordination check**.
❂ ❂ ❂ or ◈	The active character draws the attention of a predator or frightens wildlife with dangerous consequences (potentially for both sides).
	The active character receives a bite or sting from a small but venomous creature and suffers 1 wound each round for 5 rounds or until treated with an **Average (◆ ◆) Medicine check**.
◈	A severe weather event occurs without warning, such as a sandstorm, twister, or blizzard; for the duration of the encounter, upgrade the difficulty of all checks once for all characters.

HAZARDS AND OBSTACLES

Wilderness environments are often dangerous, particularly for the unprepared or unwary. Natural environments are always in flux, and a soldier must be cautious even in familiar territory. Many of the dangers of a wilderness combat zone affect all sides equally, but preparation and equipment can offset many of them. In addition, alien species fighting in their natural habitat frequently have an advantage against invaders who are not adapted to the environment. Just as a well-prepared force can take advantage of the environment, attackers in territory that has not been properly scouted can face serious complications.

Extremes of temperature are among the most common environmental hazards that ground troops must face. From the deadly sub-zero temperatures of worlds like Hoth to the blistering heat of Tatooine's twin suns, troops without the right garb and equipment can face incapacitation or death before battle even begins. However, insulated clothing and protective gear make a potentially deadly environment merely very uncomfortable.

The right equipment is even more critical in some environments. Many planets have atmospheres that are toxic to non-native species. A soldier on such a world must ensure that his respirator or air supply is always in proper working condition, and a blast that damages it in battle could prove fatal in short order.

On many planets and in many environments, the weather proves a great hindrance or even danger. Often unpredictable, the weather can cause an unexpected complication for even the best-laid plans. Storms might obscure visibility, and those with electrical activity can interfere with communications equipment. The most severe storms, such as cyclones, sand storms, and strange weather events unique to certain planets can pose a threat to exposed troops, or even to vehicles and buildings.

While the majority of animal species are easily frightened away by the sound of blaster fire, there is still no shortage of native lifeforms ferocious enough to attack combatants even in the midst of a combat zone. Some creatures attack in such numbers as to overwhelm even trained troops, while others have hides or shells strong enough to resist blaster fire. Although such creatures might pose a threat to both sides, often they inflict the most damage to whichever force is the first to disturb their lair or otherwise draw their ire.

Environmental hazards do not necessarily pose a physical danger. Particularly during protracted fighting, temperature, odors, pests, poor weather, and other irritations and annoyances can damage morale. PCs with entertaining or amusing skills might be able to lift their comrades' spirits. Special tasks or missions might be necessary to raise morale, and a competent commander is vital.

SOLDIER REWARDS

Although Soldiers sacrifice much—and risk everything—on the battlefield, they also stand to gain a great deal from each conflict they survive. These rewards range from combat experience to new weapons and armor with which to prosecute their missions in the future. Although the rewards detailed in this section are particularly appropriate for Soldiers, the GM can make them available to PCs of any career who fight bravely (or at all) for the Rebellion.

BATTLE SCARS

One can tell much about a Soldier's career from the scars he bears. Each one tells a story, and each represents a unique learning experience for a Soldier. After all, what fails to kill a Soldier often makes him stronger. Battle scars are a way for Soldier PCs to receive a mechanical benefit, as well as narrative interest, for their most significant Critical Injuries.

With the GM's permission, upon recovering from an applicable Critical Injury, a PC can receive an appropriate talent at an XP cost determined by the severity of the Critical Injury. In addition to adding a unique twist to a character's development and mechanical benefit for his combat history, battle scars offer other advantages. A battle scar might allow a character to purchase a talent that is not available through any of his specialization talent trees, to receive a talent before reaching it through a talent tree, to receive it at a reduced XP cost, or to receive an additional rank beyond what is available through his talent trees. A non-ranked talent purchased as a battle scar can potentially advance a character along one or more talent trees the character possesses that include that talent. A character may obtain multiple ranks in a talent through battle scars with the GM's permission.

The XP cost for a talent acquired as a battle scar is dependent on the severity of the corresponding Critical Injury, as shown in **Table 3–6: Battle Scar Cost**. The GM can, at his discretion, modify this cost depending on the exact nature of an injury and the relevance of the corresponding talent.

TABLE 3-6: BATTLE SCAR COST

Critical Injury Severity	Talent XP Cost
Easy (◆)	20
Average (◆◆)	15
Hard (◆◆◆)	10
Daunting (◆◆◆◆)	5

BATTLE SCAR DESCRIPTIONS

Each battle scar is as unique as the story behind it, and players and GMs should work together to craft the narrative for how a particular injury or scar manifests in the corresponding talent. Still, the majority of battle scars fit into certain categories. Each of the following types of battle scar includes a list of recommended Critical Injury results and talents. After the GM grants a character a battle scar, that PC's player should find the Critical Injury result his character suffered and select one of the corresponding talents, then work with the GM to devise an explanation for the mechanical benefit. These categories and lists are only recommendations, however, and players and GMs might decide that particularly unusual or interesting wounds lend themselves to talents not listed here.

The GM always has the final say on what talents are available for a given battle scar, regardless of the recommendations given below. As a general rule, an individual PC should not be able to acquire more than three battle scars—though, at the GM's discretion, a PC might be able to replace an old battle scar with a new one, exchanging one talent for another, more potent selection.

IMPRESSIVE SCAR

Despite the advanced medical treatments available and the efficacy of bacta and other tools, serious injuries can still leave significant scars. In some cases, a lesser injury might leave a scar because a stranded Soldier is unable to receive proper medical care in time. Some Soldiers even decline treatments that could prevent or remove a scar, preferring to show their experience through physical marks. Such scars can have an impressive effect on onlookers, earning admiration from peers and evoking fear in enemies. Soldiers might gain a sense of confidence or even of invulnerability from their impressive scars.

Suggested Critical Injuries: Discouraging Wound, Fearsome Wound, Crippled, Gruesome Injury.

Suggested Talents: Commanding Presence, Confidence, Intimidating, Steely Nerves, Street Smarts.

HEAD TRAUMA

Head wounds are often the most grave non-fatal injuries Soldiers suffer. While cybernetics can replace limbs with no loss of function, some injuries to the brain have permanent effects on a sentient's neurology, for the functioning of the sentient mind is still a mystery in many ways. Severe head injuries can also cause the degradation of one or more senses, such as vision or hearing. Adapting to such an injury can be a trial, but can also cause a sentient being to find unknown strength to persevere.

Suggested Critical Injuries: Stunned, Head Ringer, Slightly Dazed, Scattered Senses, Blinded, Knocked Senseless, Gruesome Injury.

Suggested Talents: Grit, Hard Headed, Heightened Awareness, Resolve, Sixth Sense.

WHAT DOESN'T KILL ME

Many Soldiers believe that injuries which fail to kill them only make them tougher and stronger. In many ways, this is true. Dense scar tissue can protect against minor injuries, while deadened nerves allow a Soldier to fight on despite what would otherwise be debilitating pain. Such injuries might also have a psychosomatic effect, the knowledge of his past survival allowing a soldier to ignore pain or reject fear.

Suggested Critical Injuries: Agonizing Wound, Hamstrung, Compromised, Horrific Injury, Bleeding Out.

Suggested Talents: Blooded, Confidence, Durable, Rapid Recovery, Second Wind, Toughened.

CLOSE CALL

The Soldier has experienced a brush with death and learned a dire lesson from his mistakes. Some companions might say he is paranoid, but he knows it is better to always be wary and always be prepared. Each time a Soldier narrowly avoids a serious injury or even death, whether by skill or luck, he might gain insight to help him in similar situations in the future.

Suggested Critical Injuries: Bowled Over, Winded, Temporarily Lame, Bleeding Out.

Suggested Talents: Defensive Stance, Dodge, Jump Up, Rapid Reaction, Spare Clip, Time to Go.

SPOILS OF WAR

Because the Rebellion is less uniform in its equipment and operation than the Imperial military, some Soldiers might see fit to equip themselves with non-regulation weapons and even armor taken from the battlefield. Although some commanders frown on the use of Imperial equipment, many believe in leveraging whatever resources are available.

In addition to equipment taken from defeated enemies or recovered from Imperial installations, rebel Soldiers can expect to sometimes receive gifts or rewards from a grateful populace. Even a Soldier who protects a single individual or family might receive a gift in thanks. Such gifts and rewards might range from simple decorations with cultural significance to valuable works of art or heirloom weapons. Some communities might provide large quantities of goods, enough to benefit all the Soldiers involved, or simply throw a large celebration.

TROPHIES

Although Alliance High Command generally discourages the practice, it is not uncommon for Soldiers to take mementos from the field of battle. These are usually objects of significance carried by enemy troops, but some individuals have been known to take more grisly trophies—though this is forbidden by Rebel Alliance regulations.

At the GM's discretion, some trophies might have a small game effect beyond the narrative implications. Generally, this takes the form of adding ■ or subtracting ☐ from certain checks. The following are a few examples of the trophies Soldiers might take.

IMPERIAL OFFICER'S CAP

An Imperial officer's cap is almost certainly the sign of participation in a successful battle, as officers rarely expose themselves directly to danger. A Soldier might tuck the cap into his belt, store it in his bunk, or, while enjoying a downtime celebration, put it on and perform less-than-flattering impersonations of its original owner.

The bearer of this trophy adds ■ to his Coercion checks targeting Imperial troops.

STORMTROOPER HELMET/COMLINK

A helmet or comlink taken from a defeated stormtrooper can prove highly useful in the short term for monitoring communications and enemy plans. Even after frequencies change, this easily carried trophy is a reminder of rebel ingenuity and Imperial adherence to protocol.

The bearer of this trophy removes ☐ from his checks made to intercept, interpret, or imitate Imperial communications.

IMPERIAL INTELLIGENCE BADGE

The badge of an Imperial Intelligence agent is a tangible reminder that even the most feared of the Empire's servants are not beyond the reach of justice. This trophy can be a source of courage to any soldier.
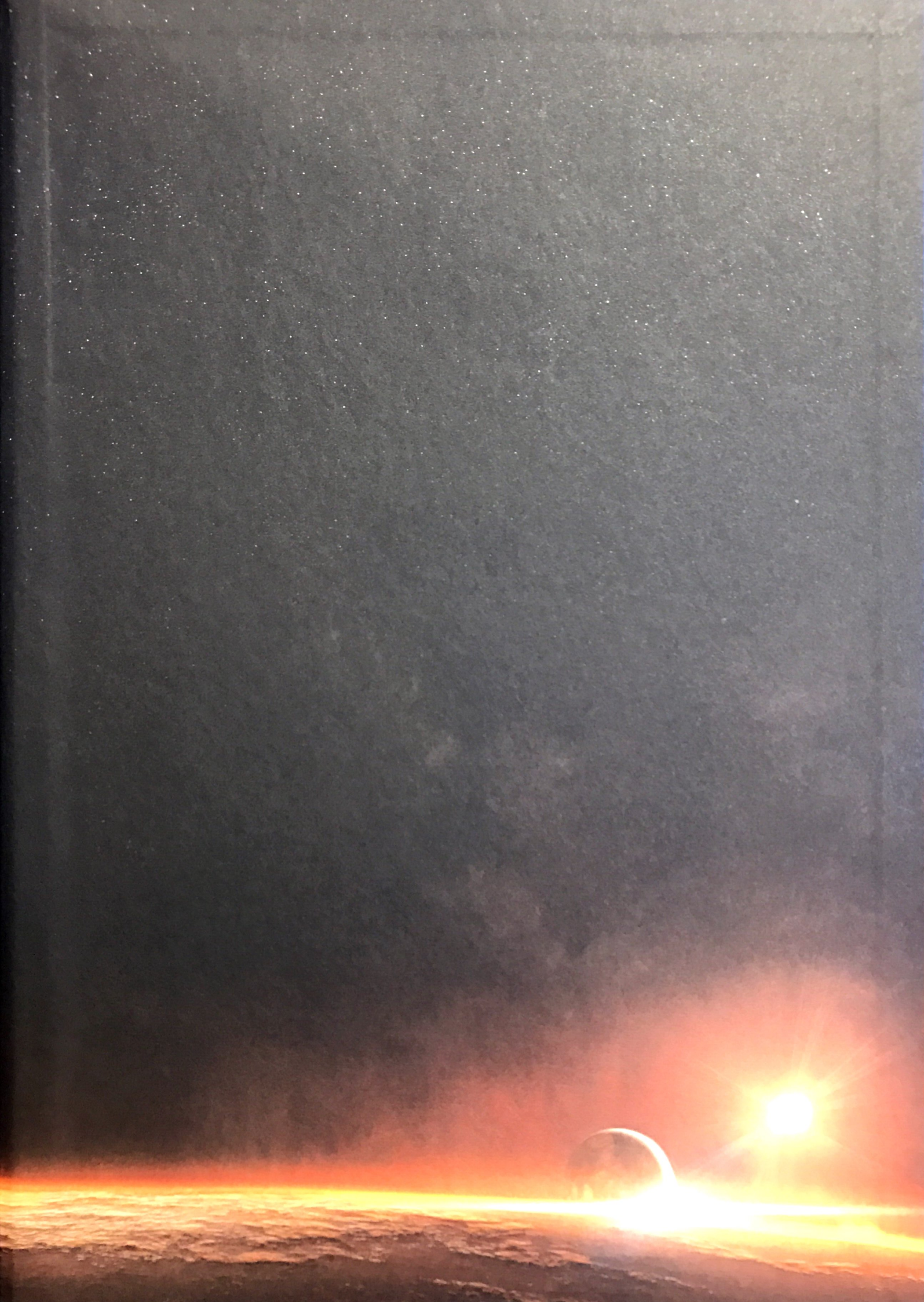
The bearer of this trophy adds ■ ■ to his Fear checks caused by Imperial operatives, as well as those of allies within short range.

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