STAR WARS®

ROLEPLAYING GAME

REBELLION ERA CAMPAIGN GUIDE

RODNEY THOMPSON STERLING HERSHEY OWEN K.C. STEPHENS JD WIKER

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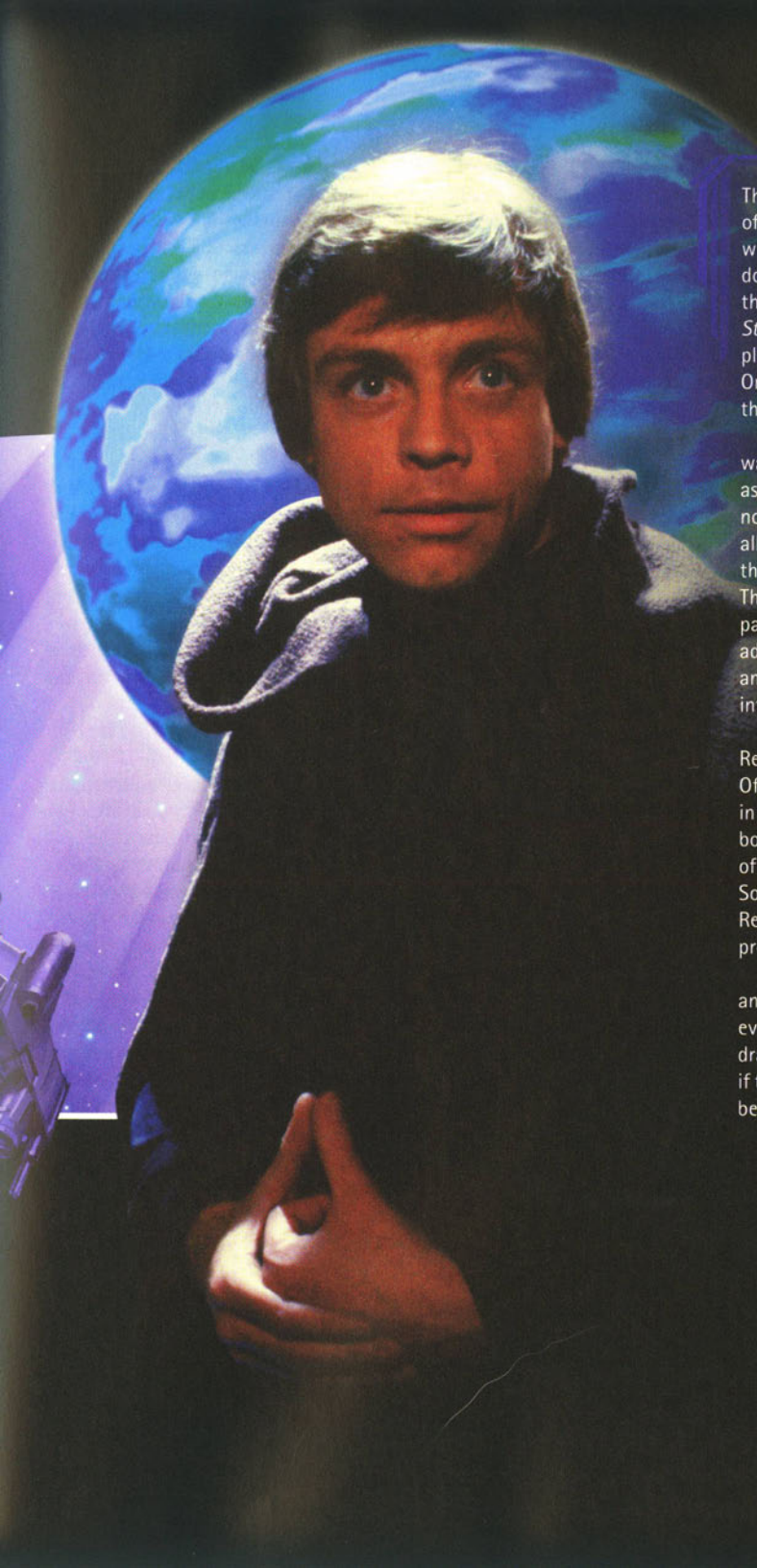
INTRODUCTION



The *Rebellion Era Campaign Guide* focuses on roleplaying in the classic era of *Star Wars*. The Rebellion era is depicted in the original *Star Wars* trilogy, which tells the tale of Luke Skywalker joining the Rebel Alliance and bringing down the Galactic Empire. Possibly the most iconic era in the saga's history, the Rebellion era teems with themes and individual aspects that even casual *Star Wars* fans recognize instantly. Setting a game in the Rebellion era means playing in a time of great heroes such as Luke Skywalker, Han Solo, and Leia Organa, battling the same enemies that they fought, and struggling with the same dangers that they faced.

A Rebellion era campaign differs from other campaigns in a variety of ways. Although it shares a common enemy with the Dark Times (the Empire, as described in *The Force Unleashed Campaign Guide*), the Rebellion era does not pit the heroes against the entire galaxy without some help. Instead, it allows them to be a part of something greater than themselves. That said, they likely face greater dangers than do heroes of a Dark Times campaign. The Death Stars are but two of the Empire's superweapons, developed as part of the Tarkin Doctrine to strike fear into the hearts of its enemies. In addition, Darth Vader and Emperor Palpatine have an iron grip on the galaxy, and they have swayed (some would say brainwashed) much of its leadership into accepting and enforcing Palpatine's New Order.

The *Rebellion Era Campaign Guide* assumes that the heroes belong to the Rebel Alliance, either at the outset of the campaign or shortly after it begins. Of course, many options exist for play in the Rebellion era, and other books in the *Star Wars Roleplaying Game* line cover other types of campaigns. This book describes life in the Alliance, hiding and fighting the Empire. The heroes of such a campaign perform as many great deeds as heroes such as Han Solo and Princess Leia, and make their own difference in the struggles of the Rebellion. Over the course of a campaign, the heroes fight the Empire, rise to prominence, and help free the galaxy from the clutches of tyranny.

Of course, not every hero begins his or her career with the Rebel Alliance. Like Han Solo, heroes in a Rebellion era campaign might start out as everyday citizens, smugglers, or even Imperial soldiers. However, they are drawn inexorably closer to the Rebellion with each passing adventure. Even if the heroes never join the Alliance officially, it is highly likely that they will become entangled in the conflict with the Empire.

A Time of Rebellion

The largest element that distinguishes the Rebellion era from the Dark Times is the presence of the Rebel Alliance. Also known as the Alliance to Restore the Republic, the organization is dedicated to ridding the galaxy of the tyranny of the Empire. However, since the Empire still has a merciless grip on untold worlds, the Rebellion must operate in secret. Most of the Rebel Alliance is organized into decentralized cells that receive instructions from Alliance leaders only sporadically.

Within these cells are individual heroes who have given up their normal lives in the service of the Rebellion. They live in the shadow of the Empire's power, lying low until the time comes to strike. Many cells operate openly on remote worlds, escaping the Empire's notice until they rise to action. The life of a Rebel is hard; it demands sacrifice and tough work. In the end, the soldiers of the Rebellion know that they have left their former lives for a purpose, and that one day all the hardships they have endured will result in the downfall of the Galactic Empire.

The Rebellion era lasts for only about eight and a half years, from the foundation of the Rebel Alliance until the capture of Coruscant under the New Republic. This period, also called the Galactic Civil War, pits the Alliance against the Empire in a struggle to free the galaxy. The following section highlights some of the major events in the Rebellion era that serve as milestones in galactic history.

The Corellian Treaty

The Rebellion era officially begins with the signing of the Corellian Treaty, the document that founded the Rebel Alliance. The three primary founders are Mon Mothma, Bail Organa, and Garm Bel Iblis. Having been brought together under false pretenses by agents of Darth Vader, the governments of Chandrila, Alderaan, and Corellia agree to form an alliance, pooling the resources of their resistance groups to form the Rebellion. Shortly thereafter, the Rebel Alliance issues the Declaration to Restore the Republic, a political document that makes clear the purpose and mission of the new organization. With the publication of the Declaration, hundreds of resistance cells begin springing up on Imperial planets throughout the galaxy. With three major worlds willing to take a stand against the Empire, others find the resolve to resist as well.

The Death Star Plans

The early years of the Rebellion see some success. One of the most notable accomplishments is the theft of the plans for the newly completed Death Star. The leaders of the Rebel Alliance have known about the existence of the Death Star since before the organization's founding—in fact, several of them had been held hostage on the incomplete space station before the signing of the Corellian Treaty. But on Toprawa, Rebel agents steal the plans and transmit them to the Alliance. The plans eventually make their way to the *Tantive IV*, the ship carrying Leia Organa. The capture of the plans is the first step toward bringing down the Empire, setting off a chain of events that eventually leads to the Emperor's death.

The Battle of Yavin

The Death Star plans fall into the hands of a young farmboy from Tatooine named Luke Skywalker. After Alderaan is destroyed in retribution for its rebellion, Luke rescues Princess Leia and arrives at Yavin 4. Shortly thereafter, the Battle of Yavin takes place, resulting in the destruction of the Death Star. Not only is this the first major blow that the Rebellion lands against the Empire, but it also brings Skywalker—and Han Solo—into the Alliance. The Battle of Yavin inspires more systems to join the Rebels and marks the start of a time when the Empire begins to take the Rebellion seriously.

The Battle of Derra IV

The Rebel Alliance suffers its first crushing defeat above Derra IV. Imperial forces ambush a Rebel supply convoy, destroying it. The convoy's destruction is a major blow to the Rebels' supply chain and leaves them shorthanded at their new base on Hoth. The Battle of Derra IV ends the euphoria the Alliance had felt since its victory at Yavin and sets up a defeat that nearly unravels the Rebellion a short time later.

The Battle of Hoth

The Rebel defeat at the Battle of Hoth is the first in a series of events that comes close to eliminating several of the Alliance's greatest heroes. With Echo Base understaffed as a result of the convoy ambush at Derra IV, the Empire overruns the base and scatters its occupants to the far reaches of the galaxy. More important, the battle sets off a sequence of events that leads to the capture of Rebel leader Han Solo and nearly results in the loss of both Luke Skywalker and Leia Organa. Fortunately, Lando Calrissian's assistance on Cloud City foils Darth Vader's plans, leaving Luke and Leia free to fight another day.

The Capture of the *Suprosa*

During the search for Han Solo, the Rebellion chances upon knowledge of a freighter, the *Suprosa*, which transports more than its manifest indicates. In truth, the ship carries information about the construction of the second Death Star, and the Alliance learns that the Emperor is overseeing the final stages of its construction. Combining this knowledge with technical readouts of the battle station, the Rebellion hatches a plan to strike a decisive blow against the Empire.

The Battle of Endor

After Luke, Leia, and others rescue Han Solo from Jabba the Hutt, the time for the attack comes at last. As the Alliance sabotages the Death Star's shield generator on Endor, the Rebel fleet assaults the incomplete space station. However, the ships fly into a trap, and only through the guile of Rebel leaders such as Han Solo and Lando Calrissian does the Alliance fight through to victory. Shortly before the station's destruction, Luke Skywalker redeems Darth Vader, who in turn slays the Emperor. With the second Death Star destroyed and the Emperor dead, the Alliance finally claims the upper hand in the Galactic Civil War.

The Birth of the New Republic

The Rebellion era comes to a close with the establishment of the New Republic. Following the victory at Endor, the Alliance still has to fight to win back the many worlds under Imperial control. Over two years after the Battle of Endor, members of Rogue Squadron engineer the capture of Coruscant, and the New Republic seizes control of the seat of galactic power. With the new government legitimized, opposition from the remnants of the Empire fragments, allowing the New Republic to establish freedom as the galactic standard once more.

An Empire at Its Peak

Another major difference between the Rebellion era and the Dark Times is that during the Rebellion era, the Empire has reached its full power. Its grasp on the galaxy is like iron, and even the most distant reaches of known space have been converted to the New Order. As a result, there are very few safe places to hide from the Empire. Although some spaceports and out-of-the-way worlds might have only a small Imperial presence, there are still Imperial forces on nearby planets, as well as sector task forces jumping from system to system in search of Rebel activity.

The Empire hasn't staged a military occupation of the entire galaxy; instead, it has converted the cultures and philosophies of many worlds to the New Order. Young men and women grow up dreaming about attending the Imperial military academies, and noble families of the galaxy vie with one another for the Empire's favor. Local bureaucrats have become Imperial officials with the full might of the Empire at their backs. Humanocentrism (the view that Humans are the most important species in the galaxy) is at an all-time high, encouraged by Emperor Palpatine as a means of controlling the populace. Indeed, many of the galaxy's citizens are more than simply the subjects of Imperial tyranny—they are willing participants. Citizens' organizations such as COMPNOR indoctrinate people into believing that it is their civic duty to serve unquestioningly and to abandon personal freedom in order to strengthen the Empire.

The military, cultural, and political strength of the Empire makes the Rebellion's task especially important. Within two decades, the Empire has transformed worlds that once backed the Republic into supporters of Emperor Palpatine. The Rebel Alliance knows that with each passing day, the Empire grows stronger. In many ways, this is the galaxy's most desperate hour, as countless words teeter on the edge of forgetting what freedom was like.

What You Need to Play

As with any *Star Wars* game supplement, you need the Saga Edition core rulebook to make full use of the information in the *Rebellion Era Campaign Guide*. This book also uses material from other supplements, including *Starships of the Galaxy* and *Threats of the Galaxy*, but those supplements are not necessary in order to use this material. Also be sure to visit the official *Star Wars* Roleplaying Game website at www.wizards.com/starwars for the latest updates and official errata.

Chapter 1
Heroic Traits

For the heroes of the Rebellion era, fighting against the Galactic Empire means putting their lives—and the lives of their loved ones—on the line, risking everything to oppose a tyrannical government. Heroes in a Rebellion era campaign are among the most iconic in all *Star Wars* lore. Han Solo is the prototypical scoundrel; Princess Leia is the model for the noble. They are great heroes not only because they fight against a powerful enemy, but also because they put everything at risk, enduring great triumphs and horrific tragedies to free the galaxy from the oppression of Emperor Palpatine.

The heroes of a Rebellion era campaign often are ordinary citizens who go above and beyond the call of duty to help fight the Empire. Although some of these heroes might come from respected families or have prominent histories, many heroes of the Rebel Alliance are simply average folks who have decided that they can no longer live in complacency. Indeed, one of the most interesting aspects of Rebellion era heroes is that many lead mundane lives as cogs in the Imperial machine until something spurs them to strike back against the Empire. They undergo a metamorphosis that most players can understand, transitioning from everyday members of society to people whose actions shake the foundations of the galaxy.

Unlike heroes in the Dark Times, heroes of the Rebellion era have the support of other like-minded residents of the galaxy. The Rebel Alliance forms a touchstone around which beings of all walks of life can rally. Indeed, its very existence shows that even the most ordinary people can come together and achieve amazing results. The Alliance (and other resistance groups not directly affiliated with the Rebellion) gives heroes a place to obtain information and support, share their knowledge and experiences, and reaffirm their dedication to the fight against the Empire.

Heroes of the Rebellion Era

The heroes of the Rebellion era are largely shaped by the galaxy around them. Most heroes of this time period have felt the iron hand of the Empire for the past two decades, and their lives have been dominated by its presence. Even farmboys on distant desert worlds rail against the Empire in private, though it might take traumatic events to spur them to action.

This section highlights some of the unique aspects of the Rebellion era, focusing on how these elements affect the heroes of the time. Players creating heroes for a Rebellion era campaign can use these characteristics as inspiration for the histories and personalities of their heroes.

A Time of Rebellion

The most important event in the Rebellion era is the one that marks the beginning of the time period: the foundation of the Rebel Alliance. No other event has as much impact on the people of the galaxy, and none of the era's subsequent events (such as the victories at the Battle of Yavin and the Battle of Endor) could have taken place without the organization of the Alliance. Bringing together resistance groups from Alderaan, Chandrila, and Corellia, the Rebel Alliance provides resources for those who wish to resist the Empire and allows dissidents to reach out to one another. Working as a part of a larger organization allows the Rebels to accomplish greater deeds than they ever could as small resistance groups.

The foundation of the Rebel Alliance legitimizes various resistance groups around the galaxy and encourages loyal servants of the Empire to question their adherence to Imperial doctrine. For some, the birth of the Alliance is merely the catalyst that urges them to act on seditious thoughts that they had kept hidden. For others who had pledged their hearts and minds to the Empire, the growth of a large Rebel movement forces them to take a hard look at their lives and decide where they really stand. As a result, even disciplined Imperial officers reconsider their allegiances, leading some (such as Biggs Darklighter) to defect to the Alliance. In this era, cracks start to appear in the foundation of the Empire, and the Rebels begin to find allies in the most unlikely parts of the Imperial bureaucracy. A hero might be a former Imperial officer, agent, or pilot, or even a daughter of an affluent Imperial noble house who has realized that there is an alternative to blind obedience.

The newfound legitimacy brought on by the foundation of the Rebel Alliance affects more than just a few individuals scattered around the galaxy. Entire organizations defect to the Alliance, such as when the Incom Corporation's top engineers bring designs for the X-wing starfighter to the Rebellion. Other organizations keep their true allegiances secret while working as a part of the Imperial machine. These groups maintain an outward face of loyalty while secretly sympathizing with the Alliance, funneling information and resources to the Rebels when possible. In addition, sometimes large portions of a company, noble house, or bureaucratic agency lend aid to the Rebel Alliance. A hero might be a member of an organization that has defected to the Alliance.

A Time of Sacrifice

The Rebellion era demands great sacrifice of its heroes. Some Rebel agents still lead their normal lives while working for the Alliance in secret. Other agents must leave their old lives behind, abandoning everything they once were. They might travel to distant worlds to work where their skills are most needed. In many cases, their families must believe that the agents have died, a deception that protects those left behind. Life can be lonely for agents of the Rebellion, but such is the dedication required of heroes of the Alliance.

Many heroes undergo a transformation, leaving selfish lives in order to fight for something bigger. Some live on the fringes of society and claim to care only about themselves; in the end, they might move beyond self-interest and become heroes in their own right. Han Solo is an iconic example of this kind of hero: Once a smuggler who took jobs only for the credits, his life changed completely once he saw the desperation with which the Rebellion fought the Empire. Similarly, heroes in a Rebellion era campaign might start out as hard-living mercenaries, bitter bounty hunters, greedy criminals, or carefree nobles. Over the course of the campaign, those same characters might realize that they can play a larger role in galactic history, giving up their self-centered lives to struggle against the Empire.

Some heroes in the Rebellion era are called upon to forgo more than just their own livelihoods and interests. For some, the fight against the Empire means sacrificing the lives of others. Rebel officers face this difficulty on a daily basis as they put their followers' lives on the line to meet the Alliance's goals. Sometimes those people die at the hands of the Empire, and sometimes they face interrogation by Imperial Inquisitors. Such is the burden faced by those in command, and heroes of a Rebellion era campaign might be forced to make the same kinds of sacrifices, determining who lives and who dies to further the cause.

A Time of Desperation

If nothing else, the Empire's power inspires desperation in those it oppresses. Some can only watch as everything is taken away from them. The Empire kills family members, confiscates homes and estates, and strips away basic freedoms. But when one has nothing left, one also has nothing to lose. Desperate times create heroes who are driven to extreme actions to end Imperial tyranny. They take enormous risks, put their lives in danger, and fight against impossible odds on the slimmest chance of success.

Risk is a major element of a hero driven to desperation. Many heroes in the *Star Wars* saga take incredible risks—Obi-Wan Kenobi leaps out a window after an assassin droid, Han Solo pilots the *Millennium Falcon* into an asteroid field to flee the Empire, and Luke Skywalker surrenders to Darth Vader in hopes of turning his father away from the dark side. Heroes in a Rebellion era campaign know that their efforts are opposed by a monolithic enemy, but they have just enough resources, cunning, and willpower to believe that they have a chance, however small, of victory. A hero in the Rebellion era takes risks that most citizens consider crazy, even suicidal. But heroes have a knack for turning long odds into success, and when a gambit pays off, it can deal the enemy a serious blow.

At the time of the Rebellion's birth, the galaxy is at a crossroads. Princess Leia calls it the Rebellion's most desperate hour, and she is not exaggerating. With the completion of the first Death Star, the Empire has gained the ability to eradicate entire civilizations in one fell swoop. It has grown in strength over the last two decades, but only in the Rebellion era does the power of the Empire instill not only fear, but true desperation. With doomsday weapons at the Empire's disposal, the heroes have no choice but to take reckless actions in an attempt to save the galaxy.

A Rebel cell on Myoeeto comes under attack from a TIE Oppressor

An Empire in Power

The Empire has reached its full strength. No longer is its grasp on the galaxy tenuous; for decades, the Empire's reach has extended from the Core to the Outer Rim. Its bureaucrats and nobles have dwelled in the government's shadow for so long that they know nothing but greed and abuse of power. Moreover, the Empire's military hold on the galaxy is absolute. Dissent is forbidden, and sedition is punished swiftly and lethally.

The Empire has become a part of the lives of average citizens and is now the accepted galactic government. Local authorities answer to the Empire, and nearly all planetary autonomy is gone. Individual rights have been abolished in the name of security. The citizens of the galaxy have come to accept this reality, and even those who feel trapped and oppressed by it have little choice but to go along with it. Heroes of the Rebellion era are those who break out of this pattern of submitting to the Empire's will. This change is both liberating and terrifying for them, and many heroes have trouble adapting to their new roles. Joining the Rebellion might bring some into conflict with friends and family. As they begin resisting the Empire, heroes might clash with law-abiding family members, or be abandoned by friends and loved ones who still operate within the Imperial machine.

For many young people, the Empire is the only government they have ever known. Many youths grow up with dreams of attending the Imperial Academies and of signing up with the military in order to travel the galaxy, see exotic locales, and bring the light of order to dark places. Unfortunately, the reality rarely lives up to the dream. Many people suffer a rude awakening when they see how brutal and violent the Empire can be, and disillusioned youths become fledgling heroes. For beings reaching adulthood in the Rebellion era, the Rebel Alliance offers an outlet for idealism in a grim galaxy.

Even the Weak Can Be Mighty

The foundation of the Rebel Alliance inspires many law-abiding citizens to take a stand against the Empire. Many of those who become heroes of the Rebellion are of humble origins. In this era, heroes do not need to be powerful Jedi, veteran liberators, or silver-tongued demagogues, but merely ordinary people who take up arms against dictators. Luke Skywalker was a moisture farmer, Wedge Antilles's family owned a refueling station, Dack Ralter was born into political imprisonment, and Zev Senesca was a trader. Certainly, many heroes of the Rebellion have prestigious backgrounds—Princess Leia was raised as royalty on Alderaan, after all—but many come from lives that did little to prepare them to fight the Empire.

The Rebel Alliance accepts those who lack special talents or heritage, making use of their passion for freedom. The strength of the Alliance is in its desire to fight tyranny, requiring no particular training or history from its new recruits. Although players can create characters who come from esteemed noble families or extensive military backgrounds, they should feel free to create heroes who have humble beginnings. Part of the allure of playing in the Rebellion era is that it lets players and Gamemasters tell stories of heroes who rise out of the most common places in the galaxy to become extraordinary warriors, leaders of the Rebel Alliance, and saviors of billions of sentient beings.

Such growth is not limited to a character's background or occupation. The Rebellion era has plenty of unlikely heroes, including members of often-overlooked species. In fact, some of these agents find that they are more effective *because* the Empire underestimates their species. For example, the Sullustans are rather small and frequently unnoticed in the grand scheme of things, but many of their number become important members of the Rebel Alliance. The Ewoks, one of the most diminutive species in the galaxy, play a crucial role in defeating the Empire at the Battle of Endor. The Rebellion offers a chance for heroes to play species that are commonly ignored by the Empire and by others, proving that even the meek can shake the foundations of the galaxy.

Party Concept: Alliance Cell

Many adventuring parties choose a theme to unite the heroes, a "party concept" that helps define who the heroes are and why they came together. The theme might be as simple as "the heroes are members of a smuggling crew"—just enough to provide a theme to follow. In the Rebellion era, the most obvious party concept for heroes is that of an Alliance cell.

The Rebel Alliance hierarchy often calls for small groups to operate independently. These groups, or cells, usually consist of a small handful of individuals who work together without much contact with Alliance High Command. Rebel cells have many different forms: Some are undercover sedition groups operating on Core Worlds; others are starfighter squadrons that harass and ambush supply trains in Imperial space. A Rebel cell might operate an Alliance listening post on a remote, uninhabited world, or it might be an independent SpecForce squad that stages attacks on Imperial facilities.

Building a party around an Alliance cell gives the party's members a wide range of roles, so that every player can find one to suit his or her character. Allowing each cell member to specialize in a particular area also adds to the overall diversity of the team's abilities.

The following sections discuss several common roles found in Alliance cells. Each section briefly outlines the role's function and goals, then discusses how to build a hero to fit that role in general terms. These discussions focus on the noble, scoundrel, scout, and soldier classes, and characters with levels in those classes can use the advice to come up with a reasonable history, personality, talent selection, and feat selection to fill their role in the cell. The Rebel Alliance has few real Force-users. Most Jedi in an Alliance cell make their own roles, although they can adapt any of the roles below as needed.

Designing Your Rebel Cell

If your party decides to build heroes around the concept of a Rebel Alliance cell, consider the following questions. First, what is the overall function of your cell? For example, it might consist of undercover operatives, starfighter crewmembers, or corporate saboteurs. Second, does your cell identify itself by a unique name? Many heroes from the Battle of Hoth were members of the Tierfon Yellow Aces, and a branch of the Alliance SpecForce called themselves the Pathfinders. After establishing a basic concept and name, consider questions about how the cell operates. What is your goal? What is your favored method of achieving that goal? Where do you operate? Do you actively recruit? Do you have your own secret base, or do you operate out of a civilian locale? Once these questions are settled, each player can create a hero that fits in with the theme more accurately.

A Rebel cell receives a briefing from its commanding officer beside a ULAV.

Party Role: Command

The commander is the decision-maker and leader of the cell. Typically, she receives orders from Alliance High Command, which she then interprets and relays to her team. The commander is responsible for the overall organization of the cell and for ensuring that the team executes orders with precision and speed. She calls the shots and acts as a supervisor for the whole cell.

Nobles are a natural fit for the command role because they have abilities that make it easy to direct and boost their allies' competence. Moreover, they have the social skills necessary to act as the face of the cell, allowing them to get the most out of Alliance leaders. Nobles make straightforward commanders, using their action-granting talents to make sure the job is done right. An Alliance cell under noble leadership makes great use of its commander's skill in diplomacy and persuasion and might avoid direct confrontation in favor of intrigue and subtlety.

A scoundrel brings an unorthodox quality to the role of party commander. As cell leader, a scoundrel focuses the group on disruptive assignments designed to rattle the enemy. An Alliance cell under scoundrel command frequently undertakes bold, aggressive missions that are unpredictable and meant to sow discord. A scoundrel commander usually has skills that lend themselves well to leadership, and when Imperial agents come looking for trouble, he can turn on the charm or pull off complex deceptions.

When a scout is in the command role, the Alliance cell focuses on stealth and survival. A scout leader tends toward caution and mobility and might keep her cell constantly on the move to throw off Imperial pursuit. She takes fewer overt risks and relies on the skills and abilities of the members to keep the cell alive despite overwhelming odds.

When a soldier assumes the command role, the Alliance cell almost certainly becomes more militaristic, and the members undertake more violent and destructive missions. Soldier commanders do well in starfighter squadrons or special forces cells. Soldier leaders emphasize hardware and training over subtlety, and an Alliance cell under a soldier's command is usually in the thick of things when the shooting starts.

Party Role: Intelligence

The intelligence officer is responsible for collecting, analyzing, and disseminating all relevant information for the Alliance cell. Typically directly associated with the Alliance Intelligence organization, the intelligence officer handles everything from gathering data (which could involve coordinating spy missions or stakeouts) to passing intel up the chain of command (which might require covert operations to move the data). The intelligence officer analyzes data that has been collected and provides it to other cell members, allowing them to make informed decisions about their activities.

A noble in the intelligence role uses her excellent social skills as the cell's primary means of intelligence gathering. She typically employs skills such as Gather Information to collect data from gossip and rumor, and she uses Deception or Persuasion to convince beings in important positions to turn over sensitive information. Noble intelligence officers rely on their lineage and connections as their primary sources of knowledge.

A scoundrel in the intelligence role draws on trickery, deceit, and wits to manipulate others into giving up valuable information. Scoundrel intelligence officers coordinate intel-gathering missions that rely on common deceptions such as disguises, bribes, and sneaking into well-guarded areas. Many scoundrels are also proficient slicers, gathering intelligence by slicing into computer systems and downloading the data directly. Scoundrels are more likely to have criminal contacts and seedy allies on the fringes of society, so some of their intelligence comes from less than reputable sources.

A scout intelligence officer prefers to use observation, stealth, and less risky methods of data collection. Her intelligence-gathering missions might involve long-term stakeouts of Imperial outposts, surveillance from concealed listening stations, or occasional undercover investigations (though usually nothing too hazardous). Scouts rely on their keen senses and perception not only to notice relevant pieces of information but also to pick up on hidden meanings.

Unlike the scout, a soldier intelligence officer gets up close and personal with the enemy. He coordinates missions that involve breaking into enemy locales and stealing the information needed by the cell. Soldiers in the intelligence role might kidnap important enemy officers, arrange distractions (often destructive ones) to cover their tracks, and equip their allies with enough weapons and armor to blast their way out of trouble in case things go badly.

Party Role: Medical Officer

Most Alliance cells hope that they never need to call upon their medical officer. Typically, medical officers deal with the everyday health needs of their fellow cell members, including everything from treating common diseases to conducting routine examinations. However, the medical officer's greatest value is in helping cell members who suffer wounds while fighting the Empire. If something goes wrong, an ally might need to have six blaster wounds patched up in a hurry. Having a medical officer handy means that the wounded cell member can receive care without going to a medical facility, where he might be identified and the authorities alerted.

Nobles make excellent medical officers, largely due to their ability to train in Treat Injury and the presence of healing-related feats on their list of bonus feats. Often, noble medical officers are doctors who have left their professions to join the Rebellion, bringing their expertise out of the medical center and into the field. Nobles in the medical officer role rely on their training and education and act in a professional manner, so being treated by a Rebel medical officer is similar to being treated in any medical center in the galaxy.

Scoundrels rarely find themselves in the medical officer role, except for scoundrels who are multiclass characters and have gained Treat Injury as a trained skill by other means. Scoundrel medical officers focus on unorthodox methods of healing and often are little more than field medics who can patch up a Rebel soldier well enough to sustain him until he can find better care. Most scoundrel medical officers have only the training they received from the Alliance (usually a crash course in field medicine hastily administered aboard a medical frigate), so they rely heavily on medical droids for assistance and advice.

Like scoundrels, scouts do not have Treat Injury as a class skill, so scout medical officers often take noble or soldier levels so they can add the skill to their class skill list. Scout medical officers specialize in survival, usually filling the role on worlds where cell members might encounter natural hazards. For example, Alliance cells on dangerous planets such as Felucia or Mustafar might have a scout as a medical officer due to her familiarity with the terrain and its hazards. In many cases, scout medical officers use the Survival skill to stave off problems in advance, making sure that cell members remain healthy through preventative measures.

Soldiers in the medical officer role often are experienced combat medics who focus on field medicine. They can train in the Treat Injury skill at 1st level and thus have no need to multiclass; however, some soldiers dip into another class so they can add Knowledge (life sciences) to their class skill list. Soldier medical officers assess situations as if they were on the battlefield and usually are adept at triage. They prioritize their efforts based on need and on their ability to restore a cell member to fighting form, and they have a pragmatic approach to medical problems. Cell members might have to deal with lesser ailments on their own while a soldier medical officer concentrates on bigger issues, but in the end, a soldier is among the most disciplined and efficient of medical officers.

Party Role: Quartermaster

The quartermaster, also referred to as the ordnance officer, the supply officer, or (more colloquially) the finder, is the person who acquires material supplies and distributes them to the members of the cell. The quartermaster makes sure that all members have the right weapons, armor, and equipment for the job. Quartermasters coordinate their efforts with the Alliance's Ordnance and Supply Command, ensuring that the necessary goods make their way down the chain. When the cell is short on supplies that are needed quickly, the quartermaster might engage in field acquisition—a nice way of saying "stealing."

Nobles make excellent quartermasters thanks to their ability to develop contacts in the Alliance supply chain and in the area where the cell operates. Many noble quartermasters take the Connections talent right away, allowing them to obtain restricted, military, and even illegal goods without extra costs. This talent is especially important when the cell must operate without support from Ordnance and Supply Command, since credits can be scarce for Rebel cells and the quartermaster cannot risk a background check by Imperial authorities. Many nobles use their persuasiveness to barter with local suppliers, maximizing the benefit gained for credits spent.

Scoundrel quartermasters specialize in obtaining materials through illegal channels. A scoundrel's black market connections means that he knows how to procure items, no matter how restricted or illegal they might be. Scoundrel quartermasters always seem to know beings in the underbelly of society, and back-alley deals are common. They can use trickery and lies, conning honest traders in order to acquire certain items at low cost and without alerting the authorities. Scoundrels in the quartermaster role might steal needed supplies outright.

Scout quartermasters prefer to obtain materials by scavenging, scrounging, and putting things together piecemeal. Since many scouts are trained in the Mechanics skill, they can find the parts of a needed item and assemble the finished product themselves. This method not only saves credits but also avoids the scrutiny that comes with buying through legal channels. Scouts in the quartermaster role often spend time hunched over a workbench, trying to piece together illegal weapons from disparate parts. An Alliance cell with a scout quartermaster usually carries equipment that was built from scrap—and looks it.

Soldiers in the quartermaster role like to take what they need by force. A soldier quartermaster works within the Alliance supply chain when possible, but if his needs cannot be met, he formulates plans for a raid on an Imperial supply depot or a nighttime assault on a local munitions factory. Soldiers tend to be more aggressive than other quartermasters in their pursuit of supplies, but they don't always resort to violence. They can obtain supplies through stealth, subterfuge, and infiltration just as well as by combat. Still, when it comes to direct confrontations, soldier quartermasters take more risks that other quartermasters in order to get what they want.

Party Role: Recruiter

The recruiter in an Alliance cell focuses on finding possible new members of the Rebellion and analyzing their potential. A recruiter not only identifies beings who might make good Rebels but also takes precautions when attempting to bring a new candidate into the fold. These precautions include conducting extensive investigations into the recruit's history, making sure the recruit is not an Imperial plant, and determining the recruit's willingness to join the fight against the Empire. Recruiters must be extremely diligent in this regard and study the subject as closely as possible. Once the decision has been made, the recruiter brings the new member into the fold and educates him on his new role in the Alliance cell.

Nobles in the recruiter role rely heavily on their social skills and insight to determine whether an individual is a good candidate. Noble recruiters can broach the subject of rebellion delicately with a potential recruit. They are adept at reading other people and saying the right things to pull an unsure recruit over to the side of the Rebel Alliance. Most nobles in the recruiter role are silver-tongued spreaders of sedition who can convince even loyal members of the Empire that joining the Rebel Alliance is in their best interest.

Scoundrel recruiters identify beings that have grown disgruntled with the Empire, particularly those on the fringes of society. Many scoundrel recruiters draw from the pool of miscreants they count among their friends, convincing them to give up a life of crime and dedicate their skills and abilities to fighting the Empire. Scoundrels in the recruiter role frequently use deception and guile to subtly plant the seeds of rebellion.

Scouts in the recruiter role typically identify potential Rebels through prolonged observation. They exercise great patience in this task and try to be absolutely sure about a recruit's trustworthiness before making a move. Scouts show great diligence when investigating a candidate's background and take elaborate precautions to ensure that the individual has no Imperial connections. They do not want to take any risks when bringing in a new recruit—a lack of caution could destroy the entire cell.

Soldier recruiters approach their duty as if they were recruiting for the military. When a soldier is sure that an individual could be turned to the Alliance, he extends the offer and lets the candidate make the decision. Once the offer is made, however, the soldier watches the recruit carefully. If the candidate declines to join the Alliance or shows any sign that she might take information to the Empire, the soldier recruiter makes sure that the individual is silenced before the cell can be damaged.

Party Role: Security Officer

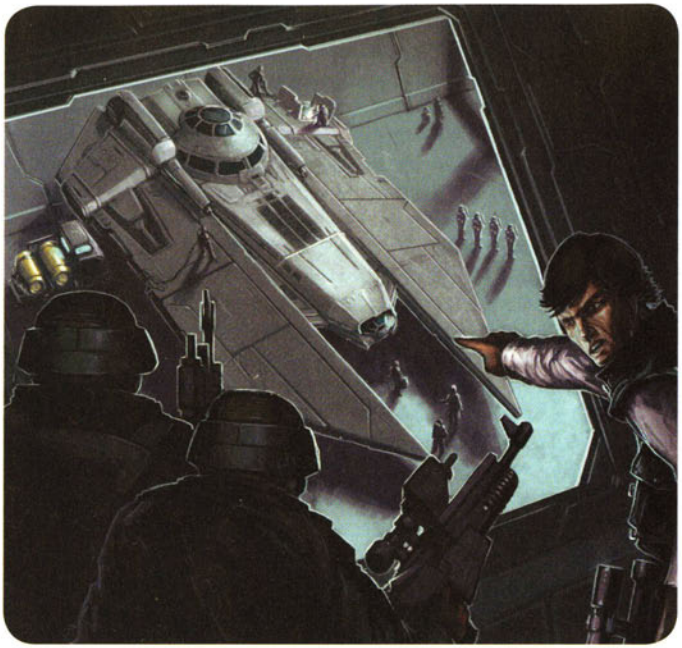
Within an Alliance cell, the security officer maintains the safety, secrecy, and integrity of the group. Similar in many ways to the intelligence officer, the security officer is responsible for making sure that the cell continues to operate without the Empire's knowledge. More than just ensuring the secrecy of covert actions, the security officer also prevents breaches from within. The role requires constant vigilance in order to keep the cell from attracting Imperial attention.

Nobles in the security officer role favor field work, going out into the community to make sure that no one suspects that the cell exists. They ask subtle questions, listen to private conversations, and pick up on possible security leaks. They integrate themselves into the community, keeping their eyes and ears open for any sign that someone outside the cell has become suspicious. Most noble security officers rely on their ability to engage others in conversation to determine whether anyone suspects the presence of the Alliance cell.

When a scoundrel is in the security officer role, he usually takes a more active approach to safeguarding the cell. Scoundrels favor counterintelligence and misinformation campaigns. For example, if a scoundrel security officer believed that someone was getting close to discovering the cell, he might spread rumors about that person, turning the tables by redirecting attention away from the cell. Scoundrels specialize in sowing discord and lies; they try to confuse enemies with too much (often false) information, obscuring the truth about the cell.

A scout security officer approaches her task the same way she would set up camp behind enemy lines. When a scout is in charge of a cell's security, meeting places cannot be used until they undergo multiple security sweeps, safe houses are checked dozens of times, and outsiders are watched constantly for signs of Imperial interest. A scout security officer knows that survival is a matter of skill and cunning, and she coaches her fellow cell members in methods of remaining undetected. She keeps her eyes and ears open, using surveillance technology and survival techniques to prevent breaches of the cell's security.

Tycho Celchu leads a Rebel cell in the theft of a VT-49 Decimator.



Soldiers in the security officer role use many of the same techniques as scouts—such as electronic surveillance, defensive security sweeps, and long-term observation—but they pursue leaks more aggressively. Whereas a scout might deal with a security breach by swiftly relocating the cell, a soldier security officer is more likely to go after the source of the leak with a blaster. Soldiers view the security of their cell the way they view plans for a covert mission: The fewer who know the details, the better. Soldiers in the security officer role disseminate information on a need-to-know basis, and they usually try to keep the cell even more isolated from the community than other security officers might.

Party Role: Transport Specialist

Alliance cells do not always have a single member who fills the role of transport specialist—the person who obtains, distributes, and maintains all vehicles and starships used by the group. In some cells, the members use vehicles simply for transportation from one locale to another, and the quartermaster or security officer fills this role. In other cells, such as starfighter squadrons that function semi-independently, a dedicated transport specialist is responsible for the most important elements of the cell's operation.

A noble in the transport specialist role uses her wealth and connections to make sure that the cell has the best vehicles and starships available. She

calls on her contacts in the local populace to obtain civilian vehicles, and she might pressure sympathetic allies working for local manufacturers to "lose" a few starfighters during a shipping accident, funneling the vessels to her cell. Most noble transport specialists prefer to use their connections and social skills to convince others to provide vehicles willingly.

A scoundrel in the transport specialist role does whatever it takes to acquire vehicles and starships, including theft and deception. Moreover, scoundrel transport specialists go out of their way to disguise vehicles used by the Alliance cell. They alter transponder codes, change a vehicle's color or physical details, and perform multiple cosmetic enhancements to throw off Imperial agents or owners who come looking for their missing property.

Scouts in the transport specialist role frequently spend as much time tinkering with the cell's vehicles and starships as they do obtaining them. Notorious outlaw techs and jury-riggers, scout transport specialists outfit the vehicles under their supervision with the best possible equipment or with unique modifications to enhance their operation. Scouts in this role ensure that the cell's vehicles are in top working condition, although their habit of making "just one more slight modification" might exasperate other cell members.

Soldier transport specialists look at every vehicle and starship used by the cell as little more than a collection of armor plating and weapons that fits around repulsors and engines. Soldiers in this role analyze every means of transportation for its combat value, and they prefer well-armed, well-armored vehicles that will be useful when violence inevitably breaks out. Because the vehicles add speed, defenses, and firepower to the cell's resources, soldiers view them as an essential part of military operations.

Backgrounds

Every hero has to come from somewhere. Heroes don't all begin as Rebel agents, adventuring smugglers, or daring explorers. For most players, a simple history for their heroes will suffice, but other players might want to choose details in their characters' pasts that will help shape their futures. After all, the heroes are more than just members of a particular species or the sum of their training; they have defining elements in their histories that molded them into what they will become.

The background system presented here is an alternative to the Destiny system described in the Saga Edition core rulebook. The background system allows you to focus on a hero's origins rather than on an uncertain future. Gamemasters can use either the background system or the Destiny system, giving players a choice of selecting a background or selecting a Destiny. It is not recommended to use both systems together because adding another layer to the characters will affect hero complexity and party balance.

To use the background system, each player chooses a single background from the event category, the occupation category, or the planet of origin category. Each category has its own rules giving special access to skills, languages, equipment, or other traits that help define who the character is and what shaped her into a hero. A character receives the benefits of the chosen background at first level, and those benefits stay with the character for life. For details on the benefits gained from each background, see the individual descriptions below.

Event

When you choose an event background, you decide that your hero has a single, defining event in his past that put him on the path to becoming a hero. This event fundamentally shaped your character's life. It was the moment at which he took his first steps toward becoming something more than ordinary, and it continues to shape the way your hero's adventuring career develops.

When you select an event background, add one of the relevant skills listed at the end of that entry to your character's class skill list, regardless of starting class. This skill represents something your character learned to do as a result of the event. Additionally, when you select an event background, your character gains a small enhancement.

Background or Destiny?

Should a Gamemaster use the background system or the Destiny system in a campaign?

The Destiny system puts more powerful abilities in the hands of the heroes, allowing them to perform incredible feats and save themselves from certain death by expending Destiny Points. However, some campaigns, particularly those set during the Rebellion era, have a more realistic feel. In an era practically devoid of Jedi, giving such abilities to the heroes might alter the campaign's tone in a way that the Gamemaster wishes to avoid.

The background system is a substitute that tones down the power level of the heroes while providing opportunities for telling interesting stories. The background system gives each character a special hook that the Gamemaster can use to develop adventures, much in the same way that a hero's Destiny provides direction for that character. If you are a Gamemaster looking to run a campaign without the high-powered abilities granted by Destiny Points, consider using the background system instead.

Bankrupt

You lost all or nearly all your credits and material possessions. Perhaps you were blackmailed by a COMPNOR agent who found out that you had a relative with Rebel sympathies, or maybe Imperial Intelligence seized your finances and assets as a part of a larger investigation that had nothing to do with you. Regardless, the event unjustly robbed you of your worldly possessions and reduced you to abject poverty, leaving you with nothing but your drive to recover your life and punish those who made you destitute.

As a result of being nearly impoverished, you can use the Survival skill to sustain yourself in urban or civilized environments. See the Basic Survival application of the Survival skill on page 73 of the Saga Edition core rulebook.

Relevant Skills: Deception, Gather Information, Survival

Conspiracy

You witnessed an attempt to cover up an incredible secret and had to abandon your life for fear that the conspirators would try to silence you. Perhaps you managed to sneak past the Imperial blockade after Falleen was quarantined and you learned what really happened there, or maybe you saw the assassination of a local Moff by a Black Sun hit squad. The event that you witnessed was significant enough to justify your fear of retribution, and perhaps it provides you with the motivation to see that the conspirators are brought to justice.

As a result of trying to avoid the conspirators for so long, you have learned to spot the signs of a conspiracy. You can reroll any Perception check made to sense deception or influence, keeping the better result.

Relevant Skills: Deception, Stealth, Use Computer

Crippled

You were crippled or seriously wounded in some way, but you have overcome the effects of that injury to become a hero. Perhaps you were blasted and left for dead by a bounty hunter on the Empire's payroll, or you were critically injured when Trandoshan slavers raided your space transport. The event that left you wounded was a major catalyst for your transformation into a hero, and it has had lasting physical repercussions.

As a result of your injury, you start with a cybernetic prosthesis (see page 137 of the Saga Edition core rulebook) at no additional cost. In addition, you have learned to fight through the pain of being wounded. When your Fortitude Defense is reduced as a result of moving down the condition track, your damage threshold remains the same, as if you had no debilitating conditions.

Relevant Skills: Endurance, Mechanics, Treat Injury

Disgraced

Once you were respected, possibly even in a position of authority, but you were disgraced and lost the standing you had worked so hard to achieve. Perhaps you were a high-ranking member of the Incom Corporation who was humiliated when the X-wing design team defected to the Rebellion, or a prominent community leader or bureaucrat who lost all authority when Imperial Inquisitors falsely accused you of harboring a Jedi.

As a result of being disgraced, you have learned to hide your true identity from others, and you treat any attempt to create a deceptive appearance for yourself (as described in the Deceive application of the Deception skill on page 64 of the Saga Edition core rulebook) as one step simpler. Thus, when you try to disguise yourself with a difficult deception, you instead treat it as a moderate deception.

Relevant Skills: Deception, Gather Information, Stealth

Enslaved

At some point in your past, you lost your freedom and became a slave. Perhaps you were captured by the Empire and made to work as a laborer on a secret construction project, or maybe you became so indebted to a crime lord that you entered a state of indentured servitude from which you could not easily escape. The events that led to your slavery (and eventual freedom) might motivate you to seek revenge against those who enslaved you and to ensure that others do not suffer the same fate.

As a result of your slavery, you refuse to submit to such a state again, and you resist all attempts to seize you. You gain a +2 competence bonus to grapple checks.

Relevant Skills: Climb, Endurance, Jump

Exiled

You were exiled from your home planet and cannot return. This background differs from the disgraced background in that the event that led to your exile was not targeted at you individually. Perhaps a member of your family defied the regional governor and the entire clan was forced into space, or perhaps your homeworld was destroyed by an Imperial superweapon while you were offworld. The event set you adrift in the galaxy and left you disconnected from everything you once knew.

As a result of your journeys around the galaxy, you can plot a safe course for hyperspace travel in half the time it normally takes (you can plot a course in 30 seconds, or 5 rounds). Additionally, if you are trained in Knowledge (galactic lore), you gain the Skill Focus feat for that skill as a conditional bonus feat.

Relevant Skills: Gather Information, Knowledge (galactic lore), Survival

Imprisoned

You were wrongfully imprisoned and spent a great deal of time in an Imperial penitentiary or in the spice mines of Kessel. Perhaps you were framed by an Imperial bureaucrat, taking the fall for one of his crimes, or you were locked away so that an Imperial noble could seize your property, belongings, or spouse. The wrongful imprisonment eventually led to your career as an adventurer, but it also established your nemesis—the person who had you incarcerated.

As a result of your imprisonment, you start as a hero with a criminal history, but you also have a number of criminal contacts who can help you out. You can obtain black market goods in half the time it usually takes to obtain them (minimum 1 day). See page 119 of the Saga Edition core rulebook for information on obtaining restricted objects on the black market.

Relevant Skills: Acrobatics, Gather Information, Stealth

Marooned

You were abandoned in a remote locale and forced to fend for yourself with little hope of rescue or survival. Perhaps you were a TIE fighter pilot whose ship crashed on an uninhabited world, left to rot when your commanding officer refused to send a search-and-rescue team after you. Alternatively, you might have been the lone survivor of a pirate attack on an Outer Rim settlement that damaged your equipment and prevented you from summoning help. Whatever the event, it left you isolated for an extended time; after you escaped or were rescued, you resolved to make your mark on the galaxy.

As a result of having been marooned, you have learned to survive without the aid of civilization. You take no penalty to Treat Injury checks to heal yourself (or to Mechanics checks to repair damage to yourself, if you are a droid).

Relevant Skills: Ride, Survival, Swim

Orphaned

At some point in your life, you were orphaned. Perhaps when you were a child, your mother and father were slain by the Empire for their defiance, or maybe more recently, your family was killed in a starship accident that left you the only survivor. The event that made you an orphan can serve as a catalyst for your adventuring, or it might simply be one of the influences that guided you toward becoming a hero.

As a result of your life as an orphan, you know how to take care of yourself. When you spend a Force Point to add to a skill check in an untrained skill, add an extra 1d6 to the skill check.

Relevant Skills: Gather Information, Survival, Treat Injury

Scarred

You were physically scarred in some way, a visible reminder of a trauma that you experienced. Perhaps your face was disfigured when stormtroopers raided your home searching for contraband, or perhaps you lost an eye when your ship came under attack from pirates on the Outer Rim. The event that left you scarred might have been a traumatic event that pushed you into your adventuring career, or it could merely be a badge of pride—or shame—from your former life.

You have a visible scar in a prominent place on your body (such as your face, your neck, or your hand). When you make a Persuasion check to intimidate a creature, you always have favorable circumstances.

Relevant Skills: Deception, Persuasion, Treat Injury

Widowed

You lost a husband, a wife, or another close loved one. Though similar to the orphaned background, this background can represent not only the death of a loved one but also the mysterious disappearance of that person. Perhaps your husband was executed by the local Moff for his Rebel sympathies, or perhaps your daughter was kidnapped by one of the Emperor's Dark Jedi and spirited away, never to be seen again. The event robbed you of a single loved one and might open the possibility that you are still searching for that person during your adventures.

As a result of your loss, you have learned to search diligently, either for those responsible for the death of your loved one or for those who might know his or her current whereabouts. You can take 20 on Gather Information checks, but it takes 20 times as long as normal to gain the information.

Relevant Skills: Gather Information, Knowledge (galactic lore), Use Computer

Occupation

When you choose an occupation background, you select an element of your character's history that defines her skills and abilities. Most heroes in the Rebellion era had some kind of job or career before they joined the fight against the Empire.

When you select an occupation background, add one of the relevant skills listed at the end of that entry to your class skill list, regardless of your starting class. Your chosen skill represents something your character learned to do as a result of her occupation. Additionally, you gain a +2 competence bonus to untrained skill checks with the skills in your occupation's list of relevant skills.

Academic

You were once involved in an academic field, dedicating yourself to the pursuit of knowledge. You might have been a teacher or an instructor in a university on a Core World, or perhaps you were a researcher working to advance the galaxy's knowledge of a particular subject.

Relevant Skills: Knowledge (any one skill), Persuasion, Use Computer

Celebrity
You were a celebrity of some kind, and your name was known throughout several worlds or sectors, or possibly even the entire galaxy. Perhaps you were a holovid star whose work was broadcast across the HoloNet, or maybe you are the son or daughter of a wealthy noble family, constantly in the public eye.

Relevant Skills: Deception, Gather Information, Persuasion

Criminal
You come from a criminal background and spent your early years in and out of penitentiaries across the galaxy. Maybe you were a smuggler or a small-time con artist who defied the Empire's trade laws, or perhaps you were a thief who specialized in corporate espionage.

Relevant Skills: Deception, Gather Information, Stealth

Executive
You once had a position of influence and authority in a company or corporation. Perhaps you were a rising star at an organization in the Corporate Sector, or maybe you were an important engineer at Sienar Fleet Systems.

Relevant Skills: Initiative, Persuasion, Use Computer

Labor
You toiled for years doing manual work. Perhaps you were an assembly line worker in a droid factory, overseeing the automated manufacturing machines, or maybe you were a mechanic in an Imperial bureaucrat's vehicle pool.

Relevant Skills: Climb, Endurance, Jump

Law Enforcement
You used to work for a significant law enforcement agency and spent years apprehending criminals. Perhaps you were a member of CorSec and served as an investigator, or maybe you trained with the Sector Rangers.

Relevant Skills: Acrobatics, Gather Information, Knowledge (bureaucracy)

Medical
You come from a medical background amd have learned the art of repairing the bodies of the sick and wounded. Perhaps you were a doctor in a Core World medical facility, or you served as a medic on an emergency response team.

Relevant Skills: Knowledge (life sciences), Treat Injury, Use Computer

Military
You have experience in the military and spent time in the disciplined world of professional soldiers. Maybe you were a rank-and-file member of the Imperial Army, or you belonged to one of the many paramilitary or mercenary groups in the galaxy.

Relevant Skills: Endurance, Ride, Treat Injury

Pilot
You were a commercial or corporate pilot, using your skill at handling vehicles in the service of your employer. Perhaps you flew the personal shuttle of an important Imperial bureaucrat, or maybe you operated a cargo transport business that was bankrupted by pirate raids.

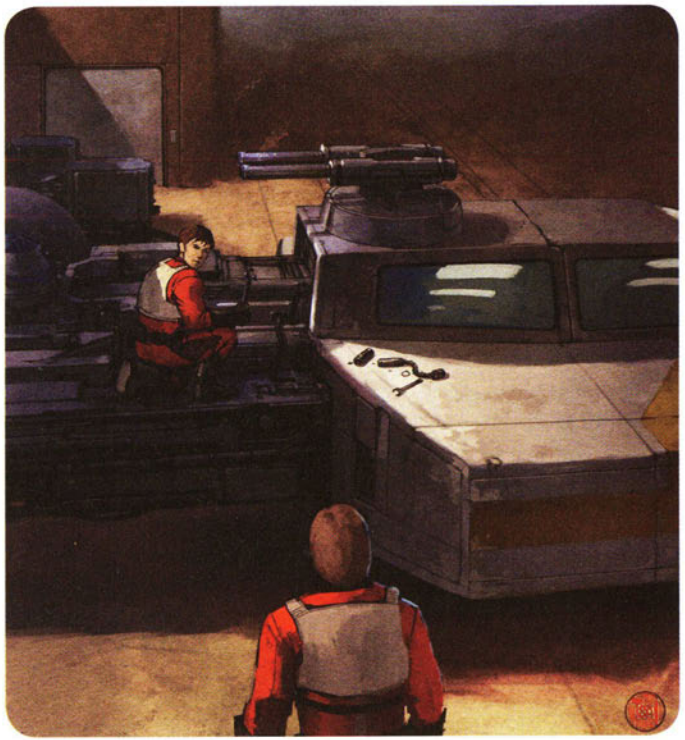
Relevant Skills: Knowledge (galactic lore), Mechanics, Use Computer

Politics
You come from a political background and have learned the art of diplomacy, negotiation, and maneuvering. Maybe you were a diplomat attached to the Imperial Senate or an aide to a Senator.

Relevant Skills: Deception, Gather Information, Persuasion

Technology
You have a strong background in technology; either you studied how to operate or repair it, or you researched new technological advancements. Perhaps you were a sensor operator aboard a planetary defense station, or maybe you were an antislicer systems expert for a large galactic corporation.

Relevant Skills: Knowledge (technology), Mechanics, Use Computer



THE REBEL ALLIANCE ALWAYS NEEDS RECRUITS WITH TECHNICAL BACKGROUNDS TO KEEP EQUIPMENT IN WORKING ORDER.

Planet of Origin

Choosing a planet of origin as a background is different from choosing an event or an occupation. When you choose a planet of origin, you are declaring that your hero was raised on a world that is not typically considered to be the homeworld for his species. For example, he might be a Rodian raised on Tatooine, or a Bothan raised on Bespin. As a result, your hero is unlike other members of his or her species. You should develop a story to explain why your hero was raised on the chosen planet.

You cannot select the same planet of origin as the traditional homeworld of your species. Humans and other species that do not have a single homeworld can choose any planet described below.

When you select a planet of origin background, add two skills from the relevant skills listed at the end of that entry to your character's class skill list, regardless of starting class. These skills represents something your character learned on his or her planet of origin. Additionally, you add the bonus language given at the end of the background's description to your character's known languages.

Alderaan

You were raised on the idyllic Core World of Alderaan. Your people abandoned open warfare far in your past, and you grew up learning the values of peace, diplomacy, and freedom.

Relevant Skills: Knowledge (any one), Persuasion, Treat Injury
Bonus Language: High Galactic

Bakura

You come from the distant Outer Rim world of Bakura. Although your homeworld experienced Imperial rule, its distance from the center of galactic events sheltered you from the worst of the Empire's atrocities.

Relevant Skills: Mechanics, Treat Injury, Use Computer
Bonus Language: High Galactic

Bespin

You hail from the gas giant Bespin and were raised in the mining colony of Cloud City. You spent plenty of time in the casinos and hotels of the city and are familiar with the finest luxuries the Outer Rim has to offer.

Relevant Skills: Deception, Knowledge (bureaucracy), Persuasion
Bonus Language: Bocce

Bothawui

You were raised on the Bothan homeworld of Bothawui, the center of the galaxy's most devious political maneuvers. You spent your youth in the cut-throat world of Bothan society, learning that manipulation and deception are fine arts to be savored and mastered.

Relevant Skills: Deception, Gather Information, Persuasion
Bonus Language: Bothese

Cerea

Your home is the jungle world of Cerea. You were raised in a society where harmony exists between civilization and nature. You have learned to appreciate the natural world, and you leave few marks on the land you inhabit.

Relevant Skills: Acrobatics, Knowledge (life sciences), Survival
Bonus Language: Cerean

Corellia

You are from Corellia, long known as the home of proud, stubborn beings. You spent your formative years rubbing elbows with hard-working citizens, expert pilots, and master shipwrights who took risks that others would consider foolish.

Relevant Skills: Initiative, Knowkedge (technology), Mechanics
Bonus Language: Old Corellian

Coruscant

You come from the cosmopolitan planet of Coruscant, known during the Empire's rule as Imperial Center. You have long been at the center of galactic society and are well versed in the latest cultural trends of the Core Worlds.

Relevant Skills: Gather Information, Knowledge (bureaucracy), Knowledge (galactic lore)
Bonus Language: High Galactic

Dorin

You were raised on Dorin, a toxic world that is the home of the Kel Dor species. You have learned to live in a hostile environment, overcoming great adversity as a matter of course during your development.

Relevant Skills: Endurance, Survival, Treat Injury
Bonus Language: Kel Dor

Duro

You are a native of the great orbital city-ships of Duro, and you lived on those vessels for much or all of your young life. You studied under great Duros pilots and learned how to do incredible things with a starship.

Relevant Skills: Knowledge (technology), Mechanics, Use Computer
Bonus Language: Durese

Creating New Planetary Backgrounds

This section presents a variety of worlds to choose from, covering nearly all the planets from the Saga Edition core rulebook and then some. However, some players or Gamemasters might want to create a planetary background for a world other than those given here. To do so, the Gamemaster should choose three skills that are relevant to the planet's history, culture, or reputation. In addition, if the planet is home to a native species, add the language of that species to the background as a bonus language. If the planet has no natives, the Gamemaster instead should choose a common trade language (such as Bocce or Sy Bisti) or High Galactic. The latter language is especially appropriate for Core Worlds and planets that pride themselves on their prestige.

Fondor

You come from Fondor, a world in the Tapani Sector. You grew up in a society that was deeply involved in Imperial politics, and you still take pride in your home planet's great shipbuilding traditions.

Relevant Skills: Knowledge (technology), Mechanics, Use Computer
Bonus Language: Bocce

Gamorr

You hail from the Gamorrean homeworld of Gamorr, a forested planet ruled by warring tribes. You have learned to survive the constant violence and conflict and have become tougher as a result.

Relevant Skills: Climb, Endurance, Survival
Bonus Language: Gamorrean

Iridonia

You are from the harsh planet of Iridonia, the home of the Zabrak species. You have learned to live among vicious natural hazards, and so surviving on a world with an unforgiving climate is second nature to you.

Relevant Skills: Acrobatics, Endurance, Survival
Bonus Language: Zabrak

Ithor

You were raised in one of the floating cities of Ithor, the verdant home of the Ithorian species. You learned an appreciation for all things natural, and you know that nature can be manipulated to serve civilization's needs without devastating the wild.

Relevant Skills: Knowledge (life sciences), Persuasion, Treat Injury
Bonus Language: Ithorese

Kashyyyk

You come from the treetop cities high above the jungle world of Kashyyyk, home of the Wookiee species. Since you were raised among Wookiees, you are aggressive and not easily intimidated.

Relevant Skills: Climb, Persuasion, Survival
Bonus Language: Shyriiwook (understand only)

Mon Calamari

You hail from the aquatic planet of Mon Calamari, home to both the Quarren and the Mon Calamari species. You learned how to survive on the watery world and studied under great Mon Calamari shipwrights or Quarren traders.

Relevant Skills: Mechanics, Persuasion, Swim
Bonus Language: Mon Calamarian or Quarrenese (player's choice)

Naboo

You come from the beautiful world of Naboo, the home planet of Emperor Palpatine. You have learned the value of peace, but you also know the importance of vigilance and occasional defiance. You would go to great lengths to protect your beloved homeworld.

Relevant Skills: Ride, Persuasion, Swim
Bonus Language: Gunganese

Nar Shaddaa

You were raised on the grimy ecumenopolis known as Nar Shaddaa, the Smuggler's Moon. Your upbringing in the Vertical City taught you the harsh realities of life on the fringe, and you have become devious and tough enough to survive in any den of thieves.

Relevant Skills: Deception, Gather Information, Stealth
Bonus Language: Huttese

Rodia

You are from the humid rainforest world of Rodia, the home planet of the Rodian species. You learned the art of the hunt from Rodians who shared the world with you; as a result, you developed keen senses and hunting instincts.

Relevant Skills: Climb, Stealth, Survival
Bonus Language: Rodese

Ryloth

You come from the dangerous world of Ryloth, home of the Twi'lek species. The planet is divided in half, with a blasted hot day side and a frozen night side, and you lived in the twilight region between those extremes. You learned to fend for yourself in the perilous Twi'lek society, and you might identify with one of the planet's tribes.

Relevant Skills: Deception, Persuasion, Survival
Bonus Language: Ryl

Socorro
You grew up on the volcanic desert planet of Socorro, a distant world on the Outer Rim teeming with criminal activity. You learned hard lessons from the smugglers, pirates, and other spacers who passed through, gaining skills that allow you to follow in their footsteps.

Relevant Skills: Deception, Stealth, Survival
Bonus Language: Socorran

Sullust
You hail from Sullust, a volcanic world that is the home of the Sullustan species. You spent your formative years in the underground cities inhabited by the natives, and you might have worked for the SoroSuub corporation.

Relevant Skills: Climb, Mechanics, Survival
Bonus Language: Sullustese

Taris
You come from Taris, the home of the swoop bike, a once-beautiful planet that is now only a shadow of its former greatness. As a youth, you lived among the tall towers of the city-planet, listening to stories of your world's past as a prominent center of galactic importance.

Relevant Skills: Deception, Mechanics, Stealth
Bonus Language: Sy Bisti

New Languages
This section introduces three new languages: Old Corellian, Socorran, and Sy Bysti. Old Corellian is the original language spoken by the people of Corellia before that world joined the Republic and adopted Basic as the standard language. Though few actually speak Old Corellian these days, the language is far from dead, and many Corellians still pepper their speech with Old Corellian phrases.

Socorran is the language spoken by the natives of the volcanic desert world of Socorro. Like Old Corellian, Socorran has largely been supplanted by Basic, but many pirates, smugglers, and other criminals use it as a "secret" language known only to those who have spent time on the seedy world.

Sy Bysti is a trade language spoken on the Outer Rim and also in parts of the Unknown Regions. Though the language is not as widespread as Bocce, many inhabitants of worlds on the edge of the Unknown Regions and Wild Space use Sy Bysti as a common language between species that have not learned Basic.

Tatooine
You were raised on the harsh desert planet of Tatooine. You have always believed that if there is a bright center of the universe, then Tatooine is the planet farthest from it. Though you learned to eke out an existence on the dry world, you saw enough traders and spacers to dream of the wider galaxy.

Relevant Skills: Endurance, Ride, Survival
Bonus Language: Jawa Trade Language

Trandosha
You grew up on the dangerous world of Trandosha, the home of the Trandoshan species. You learned to live among the violent and aggressive natives, and you were tough enough and strong enough not only to survive but also to prosper.

Relevant Skills: Endurance, Persuasion, Survival
Bonus Language: Dosh

Jedi
The Dark Times, the years between the establishment of the Empire and the founding of the Rebellion, was truly the lowest point in the history of the Jedi. During that period, the Jedi were all but exterminated; only a handful survived. By the time Luke Skywalker receives his training from Yoda, the Jedi Master's claim that Luke is the last of the Jedi is largely correct. Very few Jedi exist during the Rebellion era, since most were hunted down and destroyed by Darth Vader and the Emperor's other minions. As such, playing a classically trained Jedi in the Rebellion era likely requires Gamemaster permission.

However, players can consider alternatives to a traditional Jedi character. Although the Empire wiped out the Jedi Order, for at least some time, many survivors of Order 66 continue to train Padawans (as Shaak Ti does with Maris Brood). Most of these apprentices, along with their Masters, are tracked down and killed by the Empire. But in some cases, the barely trained Padawans manage to escape the Empire's notice when their Masters are slain, leaving them alive but with only rudimentary knowledge of the Force. Your character might be one such student who, after years of letting that basic training lapse, has decided to explore the Force on his own, effectively becoming a self-taught Jedi. Alternatively, perhaps your character is the offspring of a Jedi who married after the fall of the Jedi Order. That parent died (or went missing) when you were still a child, and you discover your Jedi heritage only after going through some of your parent's personal belongings.

As another option, you can play a Dark Jedi who has turned away from the Empire. Typically, when Jedi fall to the dark side, the Emperor gives them a place in the Inquisitorius. Many former Jedi, such as Antinnis Tremayne and Adalric Brandl, were recruited into that organization. Perhaps your character is a young member of COMPNOR's SAGroup (a youth organization dedicated to preserving the Emperor's New Order) who is singled out for Inquisitor

training after displaying strength in the Force. However, after exposure to the teachings of the dark side, your character fled and went into hiding rather than become an Inquisitor.

Regardless of the form, Jedi characters in the Rebellion era can play to the strengths and tone of the time period. When crafting your hero's history, keep in mind the following facts:

The Jedi have been nearly wiped out. You would not have receive Jedi training from a fully trained Knight or Master, and most likely you have had no formal training in the traditional ways of the Jedi.

Knowledge of the Jedi and the Force has been declared illegal, and most sources of such information have been erased. If you learn about the Jedi and the Force, your knowledge should come from a secret or hidden source.

For the most part, you should be in the dark about the ways of the Jedi. With no teacher and no reliable source of information, the state of the Jedi before the end of the Clone Wars remains a mystery. One of your primary motivations might be to discover the history of the Jedi and learn how to continue your training.

Sample Jedi Concepts: The abandoned student, the failed Jedi (see the sidebar), the child of a Jedi, the former Inquisitor's apprentice.

New Jedi Consular Talents

The following new talents belong to the Jedi Consular talent tree (see page 39 of the Saga Edition core rulebook), which is available to members of the Jedi class. Any character who normally can choose talents from the Jedi Consular talent tree can choose from these talents as well.

Guiding Strikes: When you deal damage to a target by making a lightsaber attack on your turn, you can use a swift action before the end of your turn to activate this talent. If you do so, allies adjacent to the target at the time you made the attack gain a +2 circumstance bonus to melee attack rolls against that target until the start of your next turn.

Recall: Whenever you spend a Force Point to return a Force power to your suite, you regain two Force powers instead of one.

New Jedi Guardian Talents

The following new talents belong to the Jedi Guardian talent tree (see page 40 of the Saga Edition core rulebook), which is available to members of the Jedi class. Any character who normally can choose talents from the Jedi Guardian talent tree can choose from these talents as well.

Close Maneuvering: Once per turn, you can use a swift action to designate a target. Until the start of your next turn, your movement does not provoke attacks of opportunity from that target, provided that you end your movement adjacent to that target.

Immovable: You can activate this talent as a swift action. Until the start of your next turn, anyone attempting to move you involuntarily (such as with a bantha rush or the *move object* Force power) takes a –5 penalty to attack rolls or skill checks made to use the effect that would move you. An enemy can only take the penalty from this talent once per attempt, regardless of how many targets have used this talent.

The Failed Jedi

One of the oldest and most popular archetypes for Jedi heroes in the Rebellion era is that of the failed Jedi. The concept is simple: You were a student of the Force who studied under a Master at the Jedi Temple, but you never completed your training, washing out and abandoning the Order. Many years later, by the time the Empire rose to power, you had been forgotten and subsequently escaped the notice of Vader and the Inquisitors. When the campaign starts, you remember only distant glimmers of that past, though you might still possess some rudimentary skill with the Force.

The failed Jedi archetype offers a perfect chance for interesting roleplaying. You might strive toward redemption, but you also face great temptation. As you grow in power and knowledge, you will begin to feel the pull of the dark side. After all, you have already failed once to become a Jedi by traditional means; what if you must turn to the dark side to succeed? Still, if you reach the end of the path and become a Jedi Knight—or perhaps even a Jedi Master—you will have redeemed your previous failure and turned your wasted life around.

When you create a failed Jedi character, consider advancing your hero in age. With your Gamemaster's permission, start your hero at middle age or even old age to represent that your failure as a Jedi student took place long ago. In addition, consider starting at 1st level in a class other than Jedi, to represent the direction your life took since you abandoned your dreams. However, you should take Force Sensitivity as one of the feats gained at character creation, to represent your basic ability to reach out to the Force.

New Jedi Sentinel Talents

The following new talents belong to the Jedi Sentinel talent tree (see page 40 of the Saga Edition core rulebook), which is available to members of the Jedi class. Any character who normally can choose talents from the Jedi Sentinel talent tree can choose from these talents as well.

Gradual Resistance: If you take damage from the use of a Force power, until the end of the encounter you gain a +2 Force bonus to all defenses against that Force power.

Reap Retribution: If you take damage from the use of a Force power, until the end of the encounter you deal an extra 2 points of damage against the creature that used the Force power against you.

New Lightsaber Combat Talent

The following new talent belongs to the Lightsaber Combat talent tree (see page 41 of the Saga Edition core rulebook), which is available to members of the Jedi class. Any character who normally can choose talents from the Lightsaber Combat talent tree can choose this talent as well.

Precise Redirect: Whenever you successfully redirect a blaster bolt and hit your target, the redirected attack deals +1 die of damage.

Prerequisite: Redirect Shot.

NOBLE

In the Rebellion era, nobles face great temptation to join the New Order and follow the edicts of the Emperor. Doing so can be a fast track to wealth and power, especially for Human nobles. Prominent and privileged noble youths are expected to enroll in the New Order's programs and be groomed for future leadership under the guidance of the Empire. From a young age, many nobles are indoctrinated with prejudice and elitism, and when they eventually assume the reins of galactic control, they further enforce the Empire's will on those under their command. By claiming the minds of the galaxy's future leaders, the Empire ensures the perpetual reinforcement of its principles.

WINTER, A HUMAN NOBLE

However, not all nobles are molded so easily into greedy Imperial bureaucrats. Across the galaxy, as the Rebel Alliance grows in strength and influence, more nobles begin to funnel credits and support to the Rebels—often in secret, but in some cases overtly. Idealistic nobles no longer feel the need to blindly follow the Empire's doctrine. Your hero might be one such idealistic noble, a person who has rejected the dogma of the Empire and chosen to lead her people to freedom.

Nobles who rebel against the Empire make great sacrifices. They often have more wealth and possessions to lose than do other beings, and they might be stripped of properties, titles, riches, and belongings as punishment for defying the Empire. Publicly disgraced in front of the ordinary citizens of the galaxy, these nobles also become pariahs among their peers—for other nobles, associating with such an outcast is political suicide. As a result, nobles who denounce the Empire find themselves exiled from all they knew, unable to rely on any of their former resources.

Sample Noble Concepts: Disgraced noble, Rebel officer, spy for the Imperial Senate, ex-Imperial Intelligence agent.

GAMBLING LEADER TALENT TREE

You aren't afraid to take chances when leading your allies, and you risk defeat in exchange for a shot at even the most unlikely victories. You put yourself on the front lines to encourage your allies to overcome long odds.

Assault Gambit: Once per turn, as a standard action, you can designate one ally and one enemy that have line of effect to each other. The ally and the enemy make opposed Initiative checks, and the winner can make a single immediate melee or ranged attack against the loser. No character can benefit from this talent more than once per round.

Direct Fire: Once per turn, as a swift action, you can designate one ally and one target that does not have cover from you. Until the start of your next turn, the ally you designate ignores that target's cover bonuses to Reflex Defense.

Prerequisite: Assault Gambit.

Face the Foe: If you do not have cover from a target, you gain a +1 morale bonus to attack rolls against that target.

Lead From the Front: If you do not have cover from a target that you damage with a ranged attack, all your allies gain a +2 morale bonus to attack rolls against that target and a +5 circumstance bonus to opposed Initiative checks against that target until the start of your next turn.

Prerequisite: Face the Foe.

Luck Favors the Bold: If at least one enemy in your line of sight is aware of you and you do not have cover against that enemy, at the start of your turn if you are conscious you gain a number of bonus hit points equal to 5 + one-half your level. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost. Bonus hit points do not stack.

Prerequisite: Face the Foe.

New Leadership Talent

The following new talent belongs to the Leadership talent tree (see page 44 of the Saga Edition core rulebook), which is available to members of the noble class. Any character who normally can choose talents from the Leadership talent tree can choose this talent as well.

Unwavering Ally: Once per turn, as a swift action, you can designate one ally within your line of sight who can hear and understand you. Until the start of your next turn, that ally becomes immune to all effects that render the ally flat-footed or that deny the ally a Dexterity bonus to his or her Reflex Defense.

SCOUNDREL

Despite the Empire's draconian policies and increased military might, it does little to stop ordinary crime. The streets of the Core Worlds might be safe for a traveler alone at night, but many parts of the galaxy remain as rough and dangerous as ever. There might be stormtroopers on Tatooine, but there are not enough of them to discourage bounty hunters, smugglers, and other criminals from spending time in Mos Eisley's cantinas. Many scoundrels view the agents of the Empire as no more than the latest batch of government-sponsored bullies that have existed throughout galactic history. Under the Empire, scoundrels are just as likely as ever to flout the authorities, and not even the Imperial military can stop them from doing so.

Moreover, crime lords and other scoundrels have adapted to the New Order by preying on the greed and corruption of Imperial bureaucrats. A few bribes in the right hands can make a functionary overlook a violation of the Empire's policies, at least for a short while. The Empire metes out harsher punishments for such crimes than the Old Republic did, but many scoundrels think the risk is low enough to justify taking it. In truth, the galaxy has room for both the Empire and those on the fringes of society. Even Darth Vader recognizes this fact—he hires bounty hunters to hunt down the *Millennium Falcon* and barters with Lando Calrissian on the terms of the betrayal of Han Solo. For a scoundrel, the Empire is just another group of bureaucrats to be manipulated.

Not all scoundrels go along with the New Order, of course. Despite their ability to keep making a living, many scoundrels decide that no reward is worth suffering under the heel of the Emperor. Han Solo is the most famous example of a scoundrel who turns to the Rebellion, but he is far from the only one. Many smugglers, bounty hunters, and other criminals join the Rebel cause because, although the Empire is susceptible to greed just like any other government, those on the fringe never have true freedom. With the threat of stormtroopers kicking down the door or TIE fighters shooting down tramp freighters, your scoundrel hero might decide to resist the oppression of the Empire.

Sample Scoundrel Concepts: Rebel transport pilot, Rebel arms specialist, contraband smuggler, Rebel privateer.

NERA DANTELS, HUMAN SCOUNDREL

RECKLESSNESS TALENT TREE

You take risks that put you and your allies in danger but that always seem to pay off. Others call you reckless, but you know that great rewards come only from taking chances, even if they could be deadly.

Find Openings: Whenever you are missed by an attack, you gain a +2 morale bonus to your next attack roll before the end of your next turn.

Hit the Deck: Whenever you make an area attack, each ally in the area takes no damage if your attack roll fails to overcome his or her Reflex Defense, and takes half damage if the attack hits.

Lure Closer: Once per turn, as a move action, you can make a Deception check against the Will Defense of one enemy within 12 squares and within your line of sight. If your check result equals or exceeds the target's Will Defense, the target must move a number of squares equal to half its speed, and each square of movement must bring the target closer to you (though the target does avoid hazards and obstacles). If the target cannot avoid a hazard (such as a pit), it stops moving in the nearest safe square. This movement is considered involuntary and does not provoke attacks of opportunity. This is a mind-affecting effect.

Prerequisite: Trick Step.

Risk for Reward: Once per turn, when an enemy damages you with an attack of opportunity, you can make a single melee or ranged attack against a target in range as a reaction.

Prerequisite: Find Openings.

Trick Step: As a swift action, make an Initiative check, opposed by the Initiative check of an enemy within your line of sight. If your check result equals or exceeds the target's check, the target is considered flat-footed against the next attack you make before the end of your turn. If the target's check result is higher, you are considered flat-footed against the next attack made by the target before the start of your next turn.

Scout

During the reign of the Empire, many scouts find their traditional occupation brought under Imperial domain. Since the Empire controls nearly every aspect of space exploration through its Imperial Survey Corps, scouts who once worked independently find themselves under intense scrutiny or out of a job entirely. On worlds where scouts once were the masters of the environment, Imperial scout troopers have taken over their livelihoods. Many scouts turn to private service and work for hire, but some Human scouts—especially those of particular skill and renown—instead are recruited into the Imperial Survey Corps. The Corps not only pioneers new hyperspace routes, but it also studies and catalogs the worlds of the galaxy for the Empire's records. Given the large amount of materiel and personnel that the Empire must move around the galaxy on a regular basis, dedicated Survey Corps scouts make sure that everything reaches its destination safely.

Although the Imperial Survey Corps handles most of the galactic government's need for scouts, the rest of the galaxy, including the Rebel Alliance, finds a new need for them. With the Empire in control of the space lanes and planets, scouts are called upon to pioneer new hyperspace routes that are outside the known paths between worlds. When a scout discovers such a path, the Alliance pays handsomely to obtain the information—and to ensure that the scout does not share the discovery with the Empire. The Rebel Alliance then uses the new secret route to bypass Imperial blockades and make quick escapes from ambushes.

Meanwhile, the Rebels hire other scouts to find suitable locations for their hidden bases. When the Alliance wants to set up a base on a particular world, it recruits scouts from the local populace, since most scouts are intimately familiar with their home planets. Other scouts ply the space lanes, looking for uncharted or unexplored worlds where the Alliance can hide safely. Even after a base has been established, scouts remain valuable because many bases are on worlds with harsh environments. Having a trained scout handy can reduce the number of injuries and fatalities suffered by Rebels in their new bases.

Sample Scout Concepts: Imperial Survey Corps worker, Rebel pathfinder, planetary field guide, hyperspace pioneer.

Unpredictable Talent Tree

You make it difficult for enemies to harm you because you're never in the place where they expect you to be. When they do manage to hurt you, you make them pay for it with sudden retribution attacks.

Aggressive Surge: Once per encounter when you catch a second wind, you can make a charge attack as a free action, provided that you can make a charge attack against a legal target at the time you catch a second wind.

Blast Back: Once per round when you are damaged by an enemy's area attack, as a reaction you can make an immediate melee or ranged attack against the source of the area attack, provided that you have line of sight to the attacker and the target is within your melee or ranged reach.

Deena Shan, Human scout

Fade Away: Once per turn when you are damaged by an enemy's attack, as a reaction you can move up to half your speed. This movement does not provoke attacks of opportunity.

Second Strike: Once per encounter when you miss a target with a single melee or ranged attack, as a free action you can move up to half your speed and make a second attack of the same type against a different target. This movement does not provoke attacks of opportunity.

If you have the Combat Reflexes feat, you can use this talent a number of times per encounter equal to your Dexterity bonus (minimum 1). You may still only use this talent once per round.

Prerequisite: Blast Back.

Swerve: Once per encounter when an enemy makes an attack of opportunity against you, as a reaction you can automatically negate the attack and immediately move up to half your speed. This movement does not provoke attacks of opportunity.

If you have the Combat Reflexes feat, you can use this talent a number of times per encounter equal to your Dexterity bonus (minimum 1). You may still only use this talent once per round.

Prerequisite: Fade Away.

Soldier

During the Rebellion era, official military service for soldiers often means Imperial service. Since most planetary defense forces have been engulfed by the Imperial military, there are few independent outfits for soldiers to join. Although the Rebel Alliance makes extensive use of soldiers, the vast majority of soldiers in professional service were trained at Imperial institutions such as the Academy of Carida and now serve the Empire. In fact, the Empire employs such a wide variety of military forces that it's common to encounter soldiers who are not stormtroopers.

Given that most soldiers begin their careers in the Imperial military, it should come as no surprise that a large number of Rebel soldiers are defectors from the Empire. During the Rebellion era, defection is one of the greatest threats to the Imperial military. Not only does the Empire lose soldiers who cost time and credits to train, but many defectors also take valuable secrets and materials over to the Rebellion. Furthermore, when officers defect, they go on to train Alliance personnel just as they trained Imperial personnel. For example, Crix Madine, founder of the Imperial Storm Commandos, defected to the Rebellion and became a pivotal figure in the development of the Alliance's SpecForce program.

Trained soldiers are incredibly valuable to the Rebellion, and the Alliance goes to great lengths to recruit and keep them. Because many Rebels are ordinary citizens, they need training from experienced soldiers, which increases the combat effectiveness of individual cells.

New Language: Military Sign

Though not a language in the traditional sense, many military and paramilitary units use hand signals to communicate silently with one another. Favored by Alliance SpecForce, military sign allows beings who understand the signals to communicate with each other in basic terms. You can take military sign as a language just like any other language, although to use it, you must have line of sight to the person or people you are attempting to communicate with. Military sign makes no noise, but it can express only simple concepts. Examples include: halt, attention, danger, surround the target, move to a certain location, proceed with caution, trap ahead, ambush ahead, sensors ahead, bypass the hazard ahead, and execute orders.

Janek "Tank" Sunber, Human soldier

Your soldier hero might have been a member of the Imperial Army or Imperial Navy who defected to the Rebel Alliance. Alternatively, in some campaigns, you might begin as a loyal member of the Empire and over time come to realize that you are fighting on the wrong side of the war. As a soldier, your services are highly valued by the Rebel Alliance, and even if you try to remain neutral during the Galactic Civil War, you might find yourself approached by the Rebellion whether you express Rebel sympathies or not.

Sample Soldier Concepts: Alliance SpecForce member, Rebel starfighter pilot, pathfinder, Imperial Army squad leader, TIE fighter pilot.

AMBUSHER TALENT TREE

You specialize in springing ambushes on your enemies.

Ambush Specialist: If you are not surprised on the first round of combat in an encounter, you can treat the first round of combat as if it were the surprise round for the purposes of talents and feats that trigger only during the surprise round.

Additionally, during the surprise round as a free action you can designate that target as your prime target. You gain a +2 morale bonus to attack rolls against your prime target until the end of the encounter.

Destructive Ambusher: After you designate a prime target, you deal +1 die of damage on attacks against the prime target until the end of the encounter.

Prerequisite: Ambush Specialist.

Keep It Going: If you reduce your prime target to 0 hit points, as a free action you can designate another target within your line of sight as your new prime target. This new target remains your prime target until the end of the encounter.

Prerequisite: Ambush Specialist.

Keep Them Reeling: Once per turn as a swift action, you can make an Initiative check, opposed by the Initiative check of your prime target. If your check result equals or exceeds your prime target's check result, your target is flat-footed against all attacks you make before the end of your turn.

Prerequisite: Ambush Specialist.

Perceptive Ambusher: You gain a +5 circumstance bonus to Perception checks against your prime target until the end of the encounter.

Prerequisite: Ambush Specialist.

Spring the Trap: If you and all your allies roll higher Initiative checks to start combat than do all your opponents, you automatically gain a surprise round, even if the opponents are aware of you when combat begins.

Skills

Below is a new use for a skill described in the Saga Edition core rulebook. This additional application of the skill can be used in any era.

Mechanics

The Mechanics skill, described on page 68 of the Saga Edition core rulebook, allows a character to repair and modify machines, vehicles, and other devices.

Environmental Adaptation (requires tool kit): Many vehicles and objects do not work well in extremely harsh environments. The intense cold of Hoth or the severe heat of the day side of Ryloth can cause vehicles and objects to function poorly or not at all. You can spend 10 minutes adapting one object (or one hour adapting one vehicle) to the extreme environmental hazards, after which time you make a Mechanics check. If your Mechanics check result exceeds the vehicle or object's current Fortitude Defense, you can use the result of your Mechanics check in place of the vehicle or object's Fortitude Defense when it is attacked by extreme temperatures or atmospheric hazards. However, when you do so, you effectively adapt the vehicle or object's defenses for that particular environment. If you use that vehicle or object on another planet that has a different environment, you must repeat this process for the new conditions.

You can take 20 on this check, but the adaptation takes 20 times as long.

Extreme Temperatures

The rules on page 254 of the Saga Edition core rulebook cover the effects of extreme heat or cold on characters, creatures, and droids. Extreme heat or cold that would be sufficient to harm or kill a creature or droid might not affect vehicles and other machines, since most are designed to function under extreme conditions. However, in some situations, the weather on a planet might be so severe that it interferes with vehicle or object systems. In these cases, Gamemasters can use the following hazard to represent the effects of extreme temperatures on vehicles. This hazard should not be applied to creatures or droids, which are covered by the hazard in the Saga Edition core rulebook.

Extreme Heat or Cold (CL 4): Each minute a vehicle operates in extreme heat or cold, make an attack roll (1d20+10) against the vehicle's Fortitude Defense. If the attack succeeds, the vehicle moves –1 persistent step on the condition track. This persistent condition can be removed only if the vehicle receives repairs.

Feats

Feats provide game mechanics for core character concepts. They allow characters of any class to access significant special abilities as long as they meet certain prerequisites. This section provides new feats common to the Rebellion era, as well as a new subcategory of feats called species feats.

Assured Attack

You have become so practiced with your attacks that you almost always deal significant damage.

Benefit: Whenever you deal damage to a target with an attack and you roll multiple damage dice, you can reroll the lowest damage die but must keep its second result, even if it is worse.

Deft Charge

When you charge, it is merely part of a larger attack pattern that you continue to execute.

Benefit: After you charge, you can take swift actions, reactions, and free actions before your turn ends.

Normal: Without this feat, charging ends your turn immediately after the attack is resolved.

Table 1-1: Feats

Feat	Prerequisites	Benefit
Assured Attack	–	Reroll the lowest damage die when making a successful attack.
Deft Charge	–	Take swift actions, reactions, and free actions after you charge before your turn ends.
Fast Surge	–	Catch a second wind as a free action on your turn.
Imperial Military Training	–	Negate one mind-affecting effect per encounter.
Moving Target	Dodge	Gain a bonus to Reflex Defense when you remain mobile.
Prime Shot	Point Blank Shot	Gain a bonus to attack rolls when none of your allies are near the target.
Rapid Reaction	–	React twice to the same trigger once per encounter.
Rebel Military Training	Running Attack	Gain a dodge bonus to Reflex Defense when using Running Attack.
Recovering Surge	–	Move up the condition track when you catch a second wind.
Unstoppable Combatant	Extra Second Wind	Catch more than one second wind in an encounter.
Vehicular Surge	Trained in Pilot	Once per day, gain bonus hit points for a vehicle you pilot.
Vitality Surge	Extra Second Wind	Catch a second wind even when not at or below half hit points.

Fast Surge

You can return to the fight in the blink of an eye, giving your enemies no time to find an opening.

Benefit: On your turn, you can catch a second wind as a free action instead of as a swift action.

Imperial Military Training

You have been instilled with the sense of discipline and loyalty demanded by the Empire.

Benefit: Once per encounter, as a free action on your turn, you can negate any one mind-affecting effect targeting or currently affecting you.

Second Wind Feats

Many of the feats in this section interact with the second wind mechanic, and for good reason. In a Rebellion era campaign, it is significantly less likely that the heroes' party includes a Jedi who has the *vital transfer* Force power. As a result, second winds are one of the few sources of healing available to heroes while they are engaged in a combat encounter. The new feats in this section are designed to enhance parties that do not have access to the *vital transfer* power, compensating for the lack of combat healing by increasing the effectiveness of the second wind mechanic.

Moving Target

You know how to stay mobile, making it harder for your enemies to hit you with their attacks.

Prerequisite: Dodge.

Benefit: If you end your turn at least 3 squares away from where you started, you gain a +1 dodge bonus to your Reflex Defense until the start of your next turn.

Prime Shot

You know how to handle an enemy when none of your allies is closer.

Prerequisite: Point Blank Shot.

Benefit: If none of your allies is closer to your target than you are when you make a ranged attack, you gain a +1 circumstance bonus to the attack roll. Your target must be at short range or closer to gain this bonus.

Rapid Reaction

Your lightning reflexes allow you to complete complex actions in response to the actions of others.

Benefit: Once per encounter, you can use two different reactions in response to the same trigger. For example, if you use the Deflect talent and fail to negate the attack, you can also use *negate energy* as a response to the same attack.

Normal: Without this feat, you can use only one reaction in response to a particular trigger.

A member of Renegade Squad prepares to steal an experimental TIE Fighter.

Rebel Military Training

You are well versed in the hit-and-run tactics used by the Rebellion and know how to use your mobility to avoid retribution.

Prerequisite: Running Attack.

Benefit: Whenever you use the Running Attack feat to move both before and after making an attack, you gain a +2 dodge bonus to your Reflex Defense until the start of your next turn.

Recovering Surge

When you get back into the fight, you do not let your wounds hamper you.

Benefit: When you catch a second wind, you move +1 step on the condition track.

Unstoppable Combatant

You can keep coming back for more punishment, no matter what your enemies throw at you.

Prerequisite: Extra Second Wind.

Benefit: You can catch more than one second wind per encounter.

Normal: Even if you can catch multiple second winds per day, without this feat you are limited to one second wind per encounter.

Vehicular Surge

You can coax more out of vehicles than other pilots can, staying in the fight when others might be destroyed.

Prerequisite: Trained in the Pilot skill.

Benefit: If the vehicle you pilot is Colossal or smaller and is reduced to fewer than one-half its maximum hit points, once per day as a swift action your vehicle gains a number of bonus hit points equal to one-quarter its maximum hit point total. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost. Bonus hit points do not stack.

Vitality Surge

You can keep yourself in top fighting form at any point in the fight.

Prerequisite: Extra Second Wind.

Benefit: You can catch a second wind even if you are not at or below half your maximum hit points.

Normal: Without this feat, you can catch a second wind only if you are at or below half your maximum hit points.

Bonus Feats

Some of the feats in this chapter can be selected as bonus feats by certain classes. Each class can add the following feats to its relevant bonus feats list.

CLASS	BONUS FEATS
Jedi	Assured Attack, Deft Charge, Fast Surge, Moving Target, Rapid Reaction, Recovering Surge
Noble	Fast Surge, Rapid Reaction, Recovering Surge
Scoundrel	Fast Surge, Moving Target, Prime Shot, Rapid Reaction, Recovering Surge, Vehicular Surge
Scout	Deft Charge, Fast Surge, Moving Target, Prime Shot, Rapid Reaction, Rebel Military Training, Recovering Surge, Vehicular Surge
Soldier	Assured Attack, Deft Charge, Fast Surge, Imperial Military Training, Prime Shot, Rapid Reaction, Rebel Military Training, Recovering Surge, Vehicular Surge

Species Feats

The species described in the Saga Edition core rulebook represent many of the most common (and popular) species in the galaxy during the Rebellion era. To emphasize the iconic nature of these species, this section introduces new feats, called species feats, to the game. In essence, a species feat rewards you for choosing an iconic species by enhancing something that your species already does well. This section provides three species feats for each species except Humans. You can take any or all of these feats for your character. No species feats are considered bonus feats for any class.

Ample Foraging

You always seem to find the best food and shelter for yourself and your allies, increasing your ability to resist the hazards of nature.

Prerequisite: Ewok species.

Benefit: Whenever you make a Survival check for the Basic Survival application of the skill, each creature that consumes the food you find gains a +2 morale bonus to his or her Fortitude Defense until the start of the next day.

Binary Mind

The dual nature of your mind makes it difficult for others to influence you.

Prerequisite: Cerean species.

Benefit: Whenever an enemy tries to use a mind-affecting effect against you, the enemy must roll twice and keep the lower result.

Bothan Will

You epitomize the legendary willpower and resolve of the Bothan people.

Prerequisite: Bothan species.

Benefit: Whenever an attack or skill check targets your Will Defense and fails to equal or exceed it, you gain a +2 circumstance bonus to your Will Defense until the start of your next turn.

Bowcaster Marksman

You are an excellent shot with the bowcaster, and even your most difficult shots are solid hits.

Prerequisite: Wookiee species.

Benefit: Whenever you spend a Force Point to add to an attack with a bowcaster, if you hit the target, you gain a competence bonus to your damage roll equal to the amount added to the attack.

Clawed Subspecies

You come from a Quarren subspecies that has sharp claws at the tips of its fingers.

Prerequisite: Quarren species.

Benefit: You have natural weapons in the form of claws. When you make an unarmed attack, you can use your claws, dealing 1d6 points of slashing damage with that attack instead of normal unarmed damage. You are always considered armed with your natural weapons.

Confident Success

You have confidence in your ability to learn information that others consider secret, and in doing so, you boost your confidence in other areas.

Prerequisite: Bothan species.

Benefit: Whenever you successfully use the Learn Secret Information application of the Gather Information skill, you gain 1 Force Point. You cannot gain more than 3 Force Points each level, and you cannot have more Force Points than you gained when you reached your current level.

Darkness Dweller

You have lived underground for so long that you can spot sneaky enemies easily and make it hard for them to slip past your allies.

Prerequisite: Sullustan species.

Benefit: Any enemy that makes a Stealth check within 10 squares of you takes a –2 penalty to the check. This penalty does not stack with the same penalty imposed by other characters with this feat.

Deep Sight

You have spent so much time in the deepest parts of the oceans of your home planet that you can see even in total darkness.

Prerequisite: Quarren species.

Benefit: You gain darkvision, ignoring concealment (including total concealment) from darkness. You cannot perceive colors in total darkness.

Devastating Bellow

Your bellow produces greater sonic energy than do the bellows of other members of your species.

Prerequisite: Ithorian species.

Benefit: Your bellow attack deals 4d6 points of damage on a hit and half damage on a miss.

Normal: Without this feat, your bellow attack deals 3d6 points of damage on a hit.

Disarming Charm

Like many among your species, you know how to blend in with galactic society, using your natural gregarious disposition to keep others off guard.

Prerequisite: Sullustan species.

Benefit: Whenever you successfully use the Change Attitude application of the Persuasion skill to change a target's attitude, you gain a +2 circumstance bonus to all Deception or Persuasion checks against that target for the next 24 hours.

Table 1-2: Species Feats

Feat	Prerequisites	Benefit
Bothan Will	Bothan	Gain a bonus to Will Defense when an enemy fails to overcome your iron will.
Confident Success	Bothan	Gain a Force Point when you successfully learn secret information.
Lasting Influence	Bothan	After a successful Persuasion check, gain a bonus to future Persuasion checks.
Binary Mind	Cerean	Enemies must roll twice, keeping the lower result, on mind-affecting effects.
Mind of Reason	Cerean	Use Wisdom instead of Intelligence for Intelligence-based skill checks.
Perfect Intuition	Cerean	Reroll Initiative checks, always keeping the better result.
Flawless Pilot	Duros	Reroll Pilot checks, always keeping the better result.
Spacer's Surge	Duros	Gain a temporary Force Point when you roll a natural 20 on a Pilot check.
Veteran Spacer	Duros	Gain a bonus to Use Computer checks made to astrogate.
Ample Foraging	Ewok	Grant a bonus to allies' Fortitude Defenses by foraging.
Forest Stalker	Ewok	Reroll Stealth checks, always keeping the better result.
Keen Scent	Ewok	Increase the range of your Scent ability to 20 squares.
Increased Resistance	Gamorrean	Gain a bonus to Fortitude Defense when an enemy fails to affect you.
Primitive Warrior	Gamorrean	Deal +1 die of damage with simple melee weapons.
Quick Comeback	Gamorrean	Recover quickly after being moved down the condition track by damage.
Gungan Weapon Master	Gungan	Increase the die type when adding to attacks with an atlatl or cesta.
Perfect Swimmer	Gungan	Reroll Swim checks, always keeping the better result.
Warrior Heritage	Gungan	Gain a bonus to Will Defense when using an atlatl or a cesta.
Devastating Bellow	Ithorian	Deal more damage with your bellow attacks.
Nature Specialist	Ithorian	Increase the die type when adding to a Knowledge (life sciences) check.
Strong Bellow	Ithorian	Use your Bellow ability without moving down the condition track.
Justice Seeker	Kel Dor	Gain a bonus to damage rolls against those who harm your allies.
Read the Winds	Kel Dor	Detect hidden enemies within 10 squares of you.
Scion of Dorin	Kel Dor	Gain a bonus to Fortitude Defense against atmospheric hazards.
Fast Swimmer	Mon Calamari	Gain a bonus to your swim speed.
Mon Calamari Shipwright	Mon Calamari	Reroute power more quickly and without the risk of failure.
Sharp Senses	Mon Calamari	Increase the die type when adding to a Perception check.
Clawed Subspecies	Quarren	Deal damage with sharp claws on unarmed attacks.
Deep Sight	Quarren	Gain darkvision and ignore concealment from darkness.
Shrewd Bargainer	Quarren	Suppress opponents' insight and morale bonuses to Will Defense.
Fringe Benefits	Rodian	Reduce the cost multiplier of goods bought on the black market.
Hunter's Instincts	Rodian	Reroll Perception checks, always keeping the better result.
Master Tracker	Rodian	Increase the die type when adding to a Survival check.

Table 1-2: Species Feats Continued

Feat	Prerequisites	Benefit
Darkness Dweller	Sullustan	Impose a penalty to Stealth checks made when close to you.
Disarming Charm	Sullustan	Gain a bonus to skill checks on targets whose attitude you have improved.
Sure Climber	Sullustan	Gain a climb speed of 4 squares.
Pitiless Warrior	Trandoshan	Gain bonus hit points whenever you take down a foe.
Regenerative Healing	Trandoshan	Regain more hit points (but more slowly) when you catch a second wind.
Thick Skin	Trandoshan	Gain a +2 species bonus to your Fortitude Defense.
Imperceptible Liar	Twi'lek	Increase the die type when adding to a Deception check.
Jedi Heritage	Twi'lek, Force Sensitivity	Gain extra Force powers when you take the Force Training feat.
Survivor of Ryloth	Twi'lek	Make Survival checks to resist extreme heat and cold.
Bowcaster Marksman	Wookiee	Gain a bonus to damage rolls when you spend a Force Point on a bowcaster attack.
Resurgent Vitality	Wookiee	Gain additional hit points when catching a second wind.
Wroshyr Rage	Wookiee	Gain bonus hit points when raging.
Inborn Resilience	Zabrak	Reduce one defense bonus but increase another.
Instinctive Perception	Zabrak	Gain a temporary Force Point when your Perception reroll is lower.
Unwavering Focus	Zabrak	Impose a penalty to skill checks for mind-affecting effects that target you.

Fast Swimmer
You are naturally gifted at swimming and move through the water more quickly than do others of your species.

Prerequisite: Mon Calamari species.

Benefit: Your swim speed increases by 2 squares.

Flawless Pilot
You know how to handle a starship better than practically anyone else in the galaxy, and you can make any vehicle do exactly what you want it to do.

Prerequisite: Duros species.

Benefit: Whenever you reroll a Pilot check, you always keep the better result, even if you have multiple reroll abilities.

Forest Stalker
You are one of the most skilled hunters among your species and have learned to move through the forest with nary a whisper.

Prerequisite: Ewok species.

Benefit: Whenever you reroll a Stealth check, you always keep the better result, even if you have multiple reroll abilities.

Fringe Benefits
You are a well-known member of criminal society and can get the best deal possible on illicit goods.

Prerequisite: Rodian species.

Benefit: Whenever you buy goods on the black market, reduce the cost multiplier by 2 (for example, from ×5 to ×3), to a minimum of ×1.

Gungan Weapon Master
You have learned to master the ancestral weapons of your people and can penetrate even the staunchest defenses.

Prerequisite: Gungan species.

Benefit: Whenever you spend a Force Point to add to an attack roll with an atlatl or a cesta, increase the die type by one step (from d6 to d8, or from d8 to d10).

Hunter's Instincts
You have a sixth sense that allows you to spot your prey under almost any circumstances.

Prerequisite: Rodian species.

Benefit: Whenever you reroll a Perception check, you always keep the better result, even if you have multiple reroll abilities.

Imperceptible Liar
You have worked hard to eliminate your behavioral tells, making it almost impossible to discern when you are lying.

Prerequisite: Twi'lek species.

Benefit: Whenever you spend a Force Point to add to a Deception check, increase the die type by two steps (from d6 to d10, or from d8 to d12).

Inborn Resilience
You come from a hardy species, but some of your people are better than others at avoiding certain kinds of harm.

Prerequisite: Zabrak species.

Benefit: You can reduce your species bonus to any one defense score to +0 and increase your species bonus to another defense score to +2. Once you change your species bonuses in this way, they cannot be changed back.

Increased Resistance
You remain resilient against attacks that target your vitality, making it difficult for enemies to sap your strength.

Prerequisite: Gamorrean species.

Benefit: Whenever an attack or skill check targets your Fortitude Defense and fails to equal or exceed it, you gain a +2 circumstance bonus to your Fortitude Defense until the start of your next turn.

Instinctive Perception
You can sense the presence of danger naturally, giving you an edge even when you fail to spot trouble the first time.

Prerequisite: Zabrak species.

Benefit: Whenever you reroll a Perception check and take the second result, if your second result is lower than your first result, you gain a temporary Force Point. This Force Point can be spent only to add to the result of a Perception check, and if it is not spent before the end of the encounter, it is lost.

Jedi Heritage
You come from a clan that has produced many Jedi, and you have overcome your species' impulsiveness by becoming a master of the Force.

Prerequisites: Twi'lek species, Force Sensitivity.

Benefit: Your Wisdom is considered to be 4 points higher for the purpose of determining how many Force Powers you gain from the Force Training feat, granting you two extra Force powers for each Force Training feat.

Justice Seeker
You are willing to take the law into your own hands to bring justice to those who harm your allies.

Prerequisite: Kel Dor species.

Benefit: You gain a +2 bonus to damage rolls for attacks against targets that have damaged one of your allies since the end of your last turn.

Keen Scent
You can smell trouble coming from a much greater distance.

Prerequisite: Ewok species.

Benefit: The range of your Scent ability increases to 20 squares.

Lasting Influence
When you penetrate the mind of your enemy, you can keep your barbs there for a long time.

Prerequisite: Bothan species.

Benefit: Whenever you make a successful Persuasion check against a target's Will Defense, you gain favorable circumstances on future Persuasion checks against that target for the next 24 hours. For more details on favorable circumstances, see page 59 of the Saga Edition core rulebook.

Master Tracker
You can follow a shadow on a moonless night and survive in the wilderness with nothing but your wits to protect you.

Prerequisite: Rodian species.

Benefit: Whenever you spend a Force Point to add to a Survival check, increase the die type by two steps (from d6 to d10, or from d8 to d12).

Mind of Reason
You have learned to consider all sides of an issue carefully before making a decision, allowing you to reason out information that might not be readily apparent.

Prerequisite: Cerean species.

Benefit: You can use your Wisdom bonus instead of your Intelligence bonus for all Intelligence-based skill checks.

Mon Calamari Shipwright
You have intimate knowledge of the workings of starships and other vehicles and can keep them running no matter what.

Prerequisite: Mon Calamari species.

Benefit: You need spend only two swift actions to move a vehicle you occupy +1 step on the condition track. In addition, you automatically succeed on Mechanics checks to reroute power (see page 172 of the Saga Edition core rulebook).

Normal: It takes three swift actions to use the reroute power action.

Nature Specialist
You know even the most obscure information about the natural world.

Prerequisite: Ithorian species.

Benefit: Whenever you spend a Force Point to add to a Knowledge (life sciences) check, increase the die type by two steps (from d6 to d10, or from d8 to d12).

Perfect Intuition
Your insights serve you well, giving you some of the fastest reaction times among members of your species.

Prerequisite: Cerean species.

Benefit: Whenever you reroll an Initiative check, you always keep the better result, even if you have multiple reroll abilities.

Perfect Swimmer
You are among the best of your kind when swimming and can navigate even the most difficult waters.

Prerequisite: Gungan species.

Benefit: Whenever you reroll a Swim check, you always keep the better result, even if you have multiple reroll abilities.

Pitiless Warrior
Whenever you fell an opponent, the victory stokes your bloodlust and prepares you for more carnage.

Prerequisite: Trandoshan species.

Benefit: Whenever you reduce a target to 0 hit points, you gain a number of bonus hit points equal to 5 + one-half your level. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost. Bonus hit points do not stack.

Primitive Warrior
You have learned to make the most of primitive weapons and can wield them with deadly results.

Prerequisite: Gamorrean species.

Benefit: You deal +1 die of damage with simple melee weapons.

Quick Comeback
When you take damage that sends you reeling, you can recover quickly and get back in the fight.

Prerequisite: Gamorrean species.

Benefit: Whenever you are moved down the condition track by an attack that deals damage that equals or exceeds your damage threshold, until the end of your next turn you can move +1 step on the condition track as a single swift action. You can use this feat only once per attack that moves you down the condition track.

Read the Winds
You are so attuned to the wind patterns of your world that you can detect subtle shifts in air pressure around you.

Prerequisite: Kel Dor species.

Benefit: You ignore concealment and cover for the purposes of Perception checks against targets within 10 squares of you.

Regenerative Healing
Your natural regeneration can help you recuperate from wounds more quickly.

Prerequisite: Trandoshan species.

Benefit: Once per day when you catch a second wind, you can regain no hit points immediately and instead regain 5 hit points at the end of each of your turns until you reach full hit points or until the end of the encounter (whichever comes first).

Resurgent Vitality
Though your species heals quickly over time, you can push through your pain in the short term and return to fighting form.

Prerequisite: Wookiee species.

Benefit: Whenever you catch a second wind, you regain an additional number of hit points equal to twice your Constitution bonus (minimum 2).

Scion of Dorin
You are accustomed to the harsh environment of your homeworld, Dorin, and are tempered against the hazards of other planets.

Prerequisite: Kel Dor species.

Benefit: You gain a +5 species bonus to your Fortitude Defense against all natural hazards.

Sharp Senses
Your senses have been honed to the point where you can spot things that others could never see.

Prerequisite: Mon Calamari species.

Benefit: Whenever you spend a Force Point to add to a Perception check, increase the die type by two steps (from d6 to d10, or from d8 to d12).

Shrewd Bargainer
You know how to break down the defenses of your opponents, ensuring that you gain the upper hand in any negotiation.

Prerequisite: Quarren species.

Benefit: Whenever you make a Persuasion check against a target's Will Defense, the target does not receive the benefit of insight or morale bonuses to its Will Defense.

Spacer's Surge
Whenever you pull off an amazing maneuver in a vehicle, it gives you the confidence to accomplish similarly amazing actions in the near future.

Prerequisite: Duros species.

Benefit: Whenever you roll a natural 20 on a Pilot check, you gain 1 temporary Force Point. If that Force Point is not spent before the end of the encounter, it is lost.

Strong Bellow

You can use your lungs to bellow without growing fatigued.

Prerequisite: Ithorian species.

Benefit: Once per encounter when you use your Bellow species ability, you move one less step down the condition track.

Sure Climber

You can navigate steep cliffs and caverns as though climbing were second nature to you.

Prerequisite: Sullustan species.

Benefit: Whenever you are not distracted or threatened, you gain a natural climb speed of 4 squares.

Normal: Without a climb speed, you must succeed on a Climb check to climb.

Survivor of Ryloth

You know how to survive on both the night and day sides of your homeworld, allowing you and your allies to weather the harsh environments of the galaxy.

Prerequisite: Twi'lek species.

Benefit: Once per hour when you and your allies are in an environment of extreme heat or cold, you can make a Survival check. You and up to 10 allies can use the results of the Survival check in place of your Fortitude Defenses when the extreme heat or cold makes its hourly attack roll against your Fortitude Defenses.

Thick Skin

Your thick hide protects you from damage and fends off toxins and other hazards.

Prerequisite: Trandoshan species.

Benefit: You gain a +2 species bonus to your Fortitude Defense.

Unwavering Focus

Others might try to sway you, but once you focus on an objective, you cannot be stopped.

Prerequisite: Zabrak species.

Benefit: Whenever you are targeted by a mind-affecting effect that requires a skill check against your Will Defense, as a reaction you can impose a –2 penalty to that skill check.

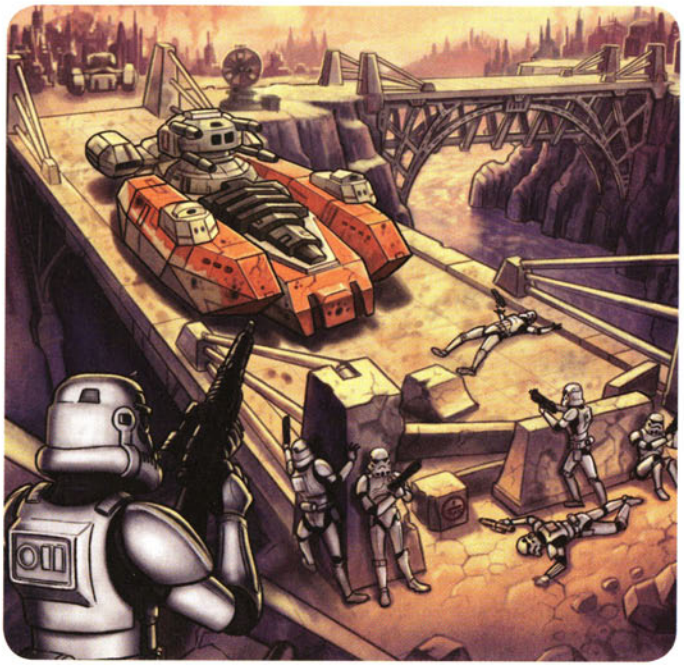
Veteran Spacer

Your people are among the oldest explorers to chart the stars, and you benefit from eons of collected knowledge about space travel.

Prerequisite: Duros species.

Benefit: You gain a +5 species bonus to Use Computer checks to perform astrogation aboard a starship.

STORMTROOPERS UNDER FIRE FROM A REBEL T-2B TANK



Warrior Heritage

You come from a proud warrior culture, and your pride fills you with self-assurance.

Prerequisite: Gungan species.

Benefit: You gain a +2 morale bonus to Will Defense when you wield an atlatl or a cesta.

Wroshyr Rage

You have learned that in the dangerous jungles of Kashyyyk, your mighty rage must be tempered by wariness so that predators don't get the drop on you.

Prerequisite: Wookiee species.

Benefit: When you first enter a rage, you gain a number of bonus hit points equal to 10 + one-half your level. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost. Bonus hit points do not stack.

Force-Using Tradition: Kilian Rangers

The Kilia system lies in an area of space marked "Unknown" on most astrogation charts. Over a thousand years ago, Humans colonized Kilia IV, the sole habitable planet in the system, bringing with them only the basic requirements to begin an agricultural colony. Since that time, the Kilians' technology has faded. They have only a handful of functioning technological devices, and their society has adapted to their situation. Kilians live in a basic feudal system, with a noble class ruling over the common working class of farmers and other merchants.

Though Kilia IV has no Jedi, it does have Force-sensitive inhabitants. Perhaps guided by what little the colonists knew of the old Jedi Order, the Kilians developed their own Force-using tradition, the Kilian Rangers. This small group defends the people of Kilia and enforces the law. The Kilian Rangers do not have lightsabers, but they have a similar affinity for the siang lance and the shield gauntlet (see Chapter 3: Equipment). Like a Jedi's lightsaber, these devices serve as badges of office and as combat instruments. Kilian Rangers have three ranks—Kilian Squire, Kilian Ranger, and Kilian Lord—that are roughly analogous to the ranks of Padawan, Jedi Knight, and Jedi Master, respectively.

Of course, where the Force exists, so too does the dark side. Some Kilian Rangers fall into its embrace and follow their own desires, believing themselves too powerful to waste their time defending the peasants of Kilia.

Membership: A Kilian who has the Force Sensitivity feat can become a member of this tradition by being accepted as a Squire to an existing Kilian Lord or Kilian Ranger. The candidate will be accepted only if there are fewer than five current Kilian Rangers (Squires, Rangers, and Lords combined).

KILIAN RANGER TALENT TREE

As a respected member of the Kilian Rangers, you have learned their methods of using the Force. You are a master of the siang lance and the shield gauntlet, and you use them to defend chivalry and justice.

Because the Kilian Ranger talent tree is a Force talent tree, you must have the Force Sensitivity feat to select these talents.

Empower Siang Lance: You can spend a Force Point to empower a siang lance, which takes a full-round action. After the siang lance is empowered, it deals an additional die of damage when you wield it. Others who wield the weapon do not gain the bonus damage die.

Prerequisite: Siang Lance Mastery, base attack bonus +7.

Shield Gauntlet Defense: Once per turn as a reaction, you can gain a +2 deflection bonus to your Reflex Defense against any one ranged attack. To use this talent, you must be wearing an active shield gauntlet, you must be aware of the attack, and you must not be flat-footed.

Shield Gauntlet Deflect: Once per round as a reaction, you can negate a ranged attack by making a successful Use the Force check. The DC of the skill check is equal to the result of the attack roll you wish to negate. To use this talent, you must be wearing an active shield gauntlet, you must be aware of the attack, and you must not be flat-footed. You can spend a Force Point to use this talent to negate a ranged attack against an adjacent character.

A Kilian Ranger deflects a blaster bolt with a shield gauntlet.

You can use Shield Gauntlet Deflect to deflect some of the barrage of shots fired from a ranged weapon set on autofire. If your Use the Force check succeeds, you take half damage if the attack hits and no damage if the attack misses.

Prerequisite: Shield Gauntlet Defense.

Shield Gauntlet Redirect: This talent allows you to redirect a deflected blaster bolt along a specific trajectory so that it damages another creature or object in its path. When you successfully deflect a blaster bolt, you can make an immediate ranged attack against another target within 6 squares of you to which you have line of sight. If the attack succeeds, it deals normal weapon damage to the target.

Only single blaster bolts can be redirected in this manner. You cannot use this talent to redirect barrages from autofire weapons and other types of projectiles. To use this talent, you must be wearing an active shield gauntlet, you must be aware of the attack, and you must not be flat-footed.

Prerequisites: Shield Gauntlet Defense, Shield Gauntlet Deflect, base attack bonus +5.

Siang Lance Mastery: You treat a siang lance as a rifle instead of as an exotic weapon. Additionally, you gain a +1 bonus to attack rolls with a siang lance. This talent counts as the Weapon Focus (siang lance) feat for the purpose of satisfying prerequisites. If you also have the Weapon Focus (rifles) feat, the attack bonus provided by this talent does not stack with the attack bonus provided by Weapon Focus (rifles).

Chapter II
Prestige Classes

Prestige classes enable characters to specialize, gaining new talents and abilities unattainable through other classes. These classes allow players to develop their characters around specific concepts, roles, or character types. Prestige classes are optional, and the Gamemaster has the final say on which ones, if any, are allowed in the campaign. The prestige classes presented here enhance Rebellion era campaigns, but they can be used in any era of play.

All the new prestige classes described in this chapter are suitable for player or Gamemaster use. To qualify for a prestige class, a character must meet all the class's prerequisites. The players and Gamemaster should work together to generate adventures and storylines that allow players to take these classes.

New Talents for Existing Prestige Classes

This chapter features two new prestige classes suitable for Rebellion era campaigns and also includes several new talent trees for existing prestige classes. As with the new talent trees for core classes in the previous chapter, any character taking a level in the designated prestige class that would normally grant the talent can take one of these talents. Even though a prestige class description might not mention these talent trees specifically, they are considered to be a part of the list of suitable talent trees for that prestige class.

For example, the description of the officer prestige class that appears in the Saga Edition core rulebook states that an officer character can choose talents from the Military Tactics talent tree, the Leadership talent tree, or the Commando talent tree. This chapter presents the Rebel Recruiter talent tree for the officer, which is considered to be on the list of talent trees for the officer just like the other three. If a talent refers to a class level but does not specify a class, the level is the combined number of levels in all of a character's classes that grant access to that talent.

However, none of the new talent trees granted to core classes by this book is added to the list of approved talent trees for that prestige class unless specifically noted in that talent tree's description. For example, even though the officer has access to the Leadership talent tree of the noble class, he does not gain access to the Gambling Leader talent tree from the previous chapter even though it is considered a noble talent tree. New talents for existing talent trees are treated no differently from any other talent in that tree.

New Prestige Class Talents

This section presents new talents for several of the prestige classes in the Saga Edition core rulebook. These talents are suitable for heroes of any era, but they are particularly appropriate for heroes in a Rebellion era campaign.

Ace Pilot Talents

The following new talents are intended for use with the ace pilot prestige class (see page 206 of the Saga Edition core rulebook).

WINGMAN TALENT TREE

You are adept at flying in tight formations with your allies, working together with them to achieve your goals and using your vehicle to shield theirs from harm. To use talents from this tree, you must be piloting a vehicle of Colossal size or smaller.

Concentrate All Fire: When you use the aid another action to aid an ally's attack roll with a vehicle weapon, if the attack hits, it deals +1 die of damage. Any ally can only benefit from this talent once per attack roll, regardless of how many allies with this talent aid on the attack.

Escort Pilot: When a vehicle that you are piloting is adjacent to a vehicle of Colossal size or smaller that is piloted by an ally, both vehicles gain a +10 bonus to their damage thresholds.

Lose Pursuit: When a vehicle that you are piloting is adjacent to a vehicle of Colossal size or smaller that is piloted by an ally, both you and your ally gain a +5 circumstance bonus to Pilot checks to avoid being pulled into a dogfight as an attack of opportunity.

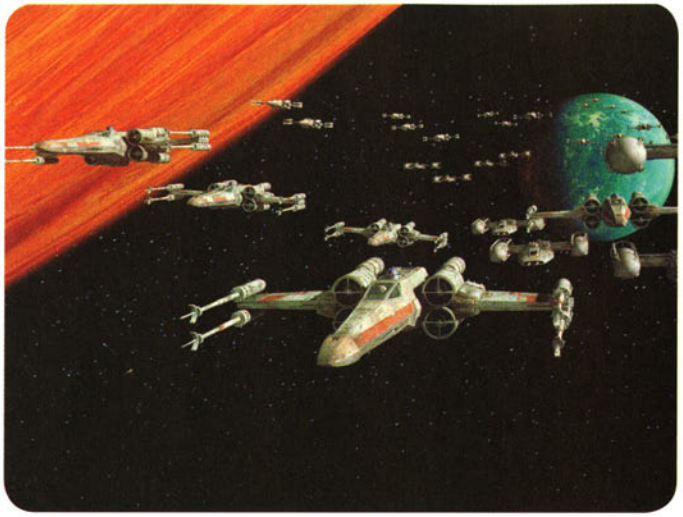
Run Interference: As a reaction, you can use the Vehicular Combat feat to negate an attack against an adjacent vehicle of Colossal size or smaller that is piloted by an ally. If you can use Vehicular Combat more than once per round, each use to negate an attack counts toward your limit of uses per round.

Prerequisite: Escort Pilot.

Wingman Retribution: When a vehicle of Colossal size or smaller that is piloted by an ally is damaged by an attack, once per round as a reaction you can make a vehicle weapon attack with a –5 penalty against your ally's attacker.

Prerequisite: Escort Pilot.

Rebel ace pilots at the Battle of Yavin



Officer Talents

The following new talents are intended for use with the officer prestige class (see page 220 of the Saga Edition core rulebook).

REBEL RECRUITER TALENT TREE

You have learned that many enemies can be considered potential allies instead. You can recognize the telltale signs of a potential ally, and, rather than killing your enemy, you can bring him or her over to your side.

Bolstered Numbers: Whenever you successfully use Recruit Enemy on a target, you and all allies within line of sight gain a +2 morale bonus to attack rolls until the end of the encounter.

Prerequisite: Recruit Enemy.

Noble Sacrifice: Whenever you successfully use Recruit Enemy on a target, if that target is reduced to 0 hit points or moved to the bottom of the condition track, as a reaction you can grant yourself and all allies within line of sight a number of bonus hit points equal to 10 + your class level. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost. Bonus hit points do not stack. No bonus hit points may be granted if you or an ally reduce the target to 0 hit points or move it to the bottom of the condition track.

Prerequisite: Recruit Enemy.

Recruit Enemy: Once per encounter when you deal damage to a living creature that is equal to or greater than the target's current hit points and the target's damage threshold (that is, when you deal enough damage to kill the target), you can use this talent. Make a Persuasion check against the target's Will Defense; if your result equals or exceeds the target's Will Defense, instead of dealing full damage, you deal half damage to the target and move it –1 step on the condition track. In addition, the target becomes your ally, and its attitude toward you immediately shifts to friendly. The target fights on your side until the end of the encounter, at which point it departs (or, if the GM wishes, the target might become your ally permanently and join your party). Anyone hostile to you becomes hostile to the target.

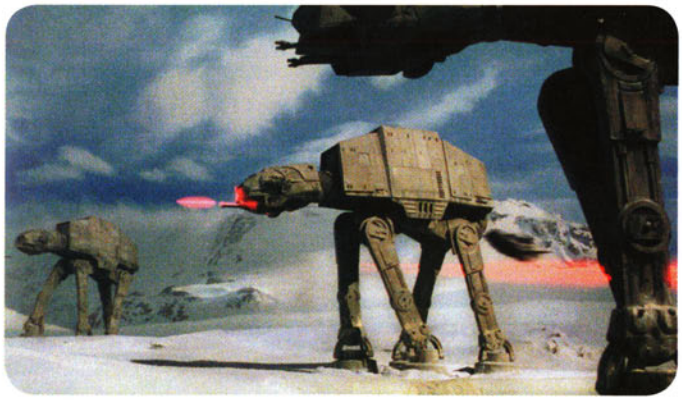
This is a mind-affecting effect. If the target is of a higher level than you, it gains a +5 bonus to its Will Defense. Enemies that cannot be bribed, blackmailed, or seduced (such as stormtroopers) are immune to this effect.

Stay in the Fight: If you successfully use Recruit Enemy on a target and that target can catch a second wind, the target can do so immediately as a reaction.

Prerequisite: Recruit Enemy.

Team Recruiting: You can use your Recruit Enemy talent whenever you or an ally would deal enough damage to kill a target, instead of only when you do.

Prerequisite: Recruit Enemy.



Imperial forces at the Battle of Hoth

New Prestige Classes

The following new prestige classes are available in the Rebellion era.

Table 2-1: New Prestige Classes

Prestige Class	Basic Description
Improviser	Expert at coming up with quick solutions to problems on the fly.
Pathfinder	Specialist in survival, exploration, and creating safe zones.

Improviser

Survival should not be taken for granted in the war-torn galaxy, particularly on the fringes of civilization where resources can be scarce. One of the most important skills for fending off death is the ability to think quickly when the need arises. Improvisers can quickly grasp the needs of a situation, analyze what tools are at hand, remember relevant information, and combine all these factors into a hasty (though not necessarily elegant) solution. Although improvisers specialize in mechanical marvels, they also have a moderate aptitude in almost any skill or area of knowledge.

Table 2-2: The Improviser

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, no tools required, talent
2nd	+1	Contraband (2,000 credits)
3rd	+2	Talent
4th	+3	Contraband (4,000 credits)
5th	+3	Talent
6th	+4	Contraband (6,000 credits)
7th	+5	Talent
8th	+6	Contraband (8,000 credits)
9th	+6	Talent
10th	+7	Contraband (10,000 credits)

Requirements

To qualify to become an improviser, a character must fulfill the following criteria.

Minimum Level: 7th.
Trained Skills: Mechanics, Use Computer.
Feat: Skill Focus (Mechanics).

Game Rule Information

Improvisers have the following game statistics.

Hit Points

At each level, improvisers gain hit points equal to 1d8 + their Constitution modifier.

Force Points

Improvisers gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the improviser prestige class.

Defense Bonuses

At 1st level, improvisers gain a +2 class bonus to their Reflex Defense and a +4 class bonus to their Will Defense.

No Tools Required

The improviser can use parts of machines and electronics as tools, eliminating the need for a security kit or a tool kit when attempting Mechanics or Use Computer checks that would normally require a kit. The improviser is always considered to be using a tool kit or security kit, even when he or she does not have one.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), the improviser selects a talent. The talent must be selected from the Procurement or Improviser talent trees (see below), from the Outlaw Tech talent tree (see page 16 of *Starships of the Galaxy*), or from the Slicer talent tree (see page 47 of the Saga Edition core rulebook). The improviser must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

A Bothan improviser

PROCUREMENT TALENT TREE

You know how to find just what you need, no matter how far you are from civilization or how rare the item is. If you can't find it, you make it—but most of the time, you find it.

Black Market Buyer: When seeking an item from the black market, you do not need to make a Gather Information check to locate a black market merchant; you automatically succeed.

Excellent Kit: You always make sure that your allies have the best gear available. Whenever you purchase weapons, armor, or other equipment (either legally or through the black market), all gear you purchase has 50% more hit points than normal and has 5 more DR than normal. In addition, whenever one of your allies makes a Mechanics check on an object that you purchased, that ally gains a +2 equipment bonus to the check.

Just What Is Needed: You have a knack for finding the best quality replacement parts for broken equipment. Whenever you use the Repair application of the Mechanics skill, you restore an extra 1d8 hit points with a successful Mechanics check, in addition to what you would normally restore.

If you use the aid another action to assist an ally with repairs, that ally also repairs an extra 1d8 hit points with a successful Mechanics check. Any ally can only benefit from this talent once per Mechanics check, regardless of how many allies with this talent aid on the check.

Only the Finest: Whenever you purchase goods through the black market, you can obtain items that have been modified with the Tech Specialist feat (see page 21 of *Starships of the Galaxy*) without increasing the base value of the items.

Prerequisite: Black Market Buyer.

Right Gear for the Job: Once per day when an ally makes an untrained skill check, as a reaction you can grant that ally a +5 equipment bonus to the check, and the ally is considered trained in that skill for the purpose of using trained-only applications of the skill. You cannot use this talent to allow an ally to make an untrained Use the Force check.

IMPROVISER TALENT TREE

You have mastered the ability to make something out of nothing, turning spare parts and scrap into a sensor pack, a weapon, or a protective suit of armor. You can build what you need on the fly, and sometimes your customized gear proves more useful than what you otherwise might have purchased.

Bigger Bang: Whenever you create a grenade with the Improvised Device talent, the grenade deals an additional die of damage when used.

Prerequisite: Improvised Device.

Capture Droid: Once per encounter, you can use this talent on an adjacent enemy droid that has been reduced to 0 hit points or moved to the bottom of the condition track but not destroyed. As a standard action, make a Mechanics check against the droid's Will Defense. If your result equals or exceeds the droid's Will Defense, the droid moves +2 steps on the condition track, regains 1d8 hit points, and becomes your ally, and its attitude toward you immediately shifts to friendly. The droid fights on your side until the end of the encounter, at which point it is destroyed.

Custom Model: Whenever you create a device with the Improvised Device talent, you can apply one modification granted by the Tech Specialist feat (see page 21 of *Starships of the Galaxy*) to the device. This customization does not affect the value of the item being created.

Prerequisites: Improvised Device, Tech Specialist feat.

Improved Jury-Rig: You can use the Jury-Rig application of the Mechanics skill as a standard action instead of as a full-round action. Additionally, you are not required to make a skill check to successfully jury-rig a device or vehicle, and the device or vehicle moves +3 steps on the condition track instead of +2.

Improvised Device: You can create a temporary piece of almost any type of equipment from the spare parts you have around. To do so, you must make a DC 25 Mechanics check and spend one hour building the device. The object can have a maximum value of 200 credits × your class level, it cannot have an availability of rare or illegal, and it cannot be unique. The device you create must be something that you would reasonably be familiar with, and after 24 hours the object is destroyed. You can use this talent once per day.

Contraband

At 2nd level, you gain access to illegal goods through your connections. You can obtain any combination of items that have an availability of rare or illegal, up to a total value of 2,000 credits × one-half your class level. You can choose the items all at once or obtain them over the course of the level. However, if you gain another level without having reached your per-level limit, any additional credits' worth of goods are lost, and your budget for obtaining rare and illegal items resets with the new level. You do not have to pay black market multipliers on these goods, only their base value. Obtaining any combination of these goods requires one hour of work in a civilized or semicivilized area.

PATHFINDER

The battles of the Galactic Civil War are not fought along rigid lines that clearly delineate Imperial territory from Rebel territory. In light of the superior resources and military might of the Empire, the Rebels must remain flexible, moving from base to base, planet to planet, and system to system, sometimes on a moment's notice. Such maneuverability and secrecy requires a multitude of small bases throughout the galaxy in unpopulated areas.

The Rebellion employs a group of scouts—sometimes called pathfinders—who work alone or in small groups, scouring the galaxy to find viable locations for secret bases. When they find a suitably remote site that fits the needs of their current mission, they begin preparing it with defenses, concealment, power, and other basic requirements. These scouts usually belong to the Alliance Special Forces Pathfinders.

Although pathfinders are used most often by groups focused on guerrilla warfare, others have need for their expertise as well. For example, the Empire and other organized governments have been known to use pathfinders to establish black ops centers, and some entities in the Corporate Sector hire pathfinders when they want to establish divisions that are best hidden from public scrutiny.

Pathfinders are experts in survival and exploration in desolate areas. They receive special training in quickly creating operational zones, including basic offensive and defensive measures. Not all who fall under the umbrella of the pathfinder description are members of the Alliance Pathfinder unit, and the essence of the pathfinder is a scout that can create a safe place for his or her people to set up a base of operations.

Table 2-3: The Pathfinder

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, talent
2nd	+1	Create cover (1 square)
3rd	+2	Talent
4th	+3	Create cover (2 squares)
5th	+3	Talent
6th	+4	Create cover (3 squares)
7th	+5	Talent
8th	+6	Create cover (4 squares)
9th	+6	Talent
10th	+7	Create cover (5 squares)

Requirements

To qualify to become a pathfinder, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Perception, Survival.

Talents: At least two talents from the Awareness, Camouflage, or Survivor talent trees (see pages 49–50 of the Saga Edition core rulebook).

Jan Ors, Rebel Pathfinder

Game Rule Information

Pathfinders have the following game statistics.

Hit Points

At each level, pathfinders gain hit points equal to 1d10 + their Constitution modifier.

Force Points

Pathfinders gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the pathfinder prestige class.

Defense Bonuses

At 1st level, pathfinders gain a +4 class bonus to their Fortitude Defense and a +2 class bonus to their Reflex Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), the pathfinder selects a talent. This talent must be selected from the Pathfinder talent tree (see below) or from the Awareness or Survivor talent trees (see pages 49–50 of the Saga Edition core rulebook). The pathfinder must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

PATHFINDER TALENT TREE

You specialize in finding and creating optimal locations from which your allies can fight, and then making sure that they reach those locales safely. In combat, you use your eye for finding secure locations to pick the best spots from which to launch your attacks.

Bunker Blaster: If you are adjacent to an object that can provide you with cover from a target, you can aim at that target as a move action.

Defensive Measures: All enemies treat your safe zone as difficult terrain.

Prerequisite: Safe Zone.

Enhance Cover: As a swift action, you can designate a single ally within your line of sight who has cover from one or more enemies. That ally is considered instead to have improved cover against those enemies until the start of your next turn as long as the ally still has cover.

Escort Fighter: You can spend a swift action to designate one adjacent ally. Until the start of your next turn, if you move, that ally can also move the same number of squares, provided that the ally ends its movement adjacent to you. You cannot move a distance greater than the ally's speed.

Launch Point: Any ally who starts his or her turn within your safe zone and then exits the zone gains a +2 bonus to attack rolls before the end of that ally's turn, provided that the ally is not within your safe zone when the attack is made.

Prerequisite: Safe Zone.

Obscuring Defenses: Enemies that fire into your safe zone take a –2 penalty to attack rolls.

Prerequisite: Safe Zone.

Relocate: You can dismiss your safe zone as a swift action, ending its current effects. Any allies in the space your safe zone was occupying gain a +2 bonus to their speed until the start of your next turn. When you use this talent, you cannot create a new safe zone until the start of your next turn.

Prerequisite: Safe Zone.

Safe Passage: Once per turn, you can spend a move action to allow one ally within line of sight to move up to its speed as a reaction. If a target makes an attack of opportunity against the ally during its movement, you can make an attack of opportunity against that target.

Prerequisite: Escort Fighter.

Safe Zone: As a standard action, you can identify a safe zone, within which your allies gain certain advantages. You designate a 4-by-4 square area of the combat area as a safe zone; at least 1 square of the safe zone must be the square that you currently occupy. Each ally who starts his or her turn within the safe zone gains a +2 circumstance bonus to his or her Fortitude Defense and Will Defense until the start of the ally's next turn. The safe zone lasts until the end of the encounter, and you can have only one safe zone in effect at a time. You can create a new safe zone as a standard action, dismissing the old safe zone and replacing it with the new one, but no square of the old safe zone can overlap with any square of the new safe zone. You cannot create a safe zone in a space that overlaps another pathfinder's safe zone.

Zone of Recuperation: Any ally who catches a second wind while within your safe zone regains a number of additional hit points equal to your class level.

Prerequisite: Safe Zone.

Create Cover

You know how to use the terrain to your advantage, creating obstacles and cover from the materials you have at hand. Starting at 2nd level, as a standard action you can designate a number of squares equal to or less than one-half of your class level, all of which must be within 6 squares of you. These squares are considered to be filled with low objects, providing anyone adjacent to the squares with cover against distant attackers. At least one of the squares you designate must be adjacent to you. You can use this ability multiple times per encounter, provided that the total number of squares you designate across all uses never exceeds one-half of your class level. Thus, if you have 6 levels in the pathfinder prestige class, you can spend one standard action to create 2 squares of cover, and on a subsequent round spend another standard action to create a third square of cover (one-half of your class level).

Chapter III
Equipment and Droids

War breeds technological innovations, a rule that held true during the Clone Wars and that continues to be borne out by the Galactic Civil War. However, by the time of the Rebellion, the Empire has not yet recovered from the economic and military exhaustion of the Clone Wars, nor has the Empire encouraged independent companies to develop new ideas. In many cases, those most willing to innovate are the ones who have the fewest resources and the least safety with which to do so. While the Empire focuses on mammoth superweapons designed to strike fear into the populace, the Alliance turns to new uses of older technologies as a matter of survival. Scoundrels and honest beings alike must carefully consider the consequences of developing new technology and wonder who might come to claim it.

This chapter presents new weapons, equipment, and droids that are available for use by anyone in the Rebellion era. Other chapters in this book present items that are used primarily by the Rebel Alliance (Chapter 6), the Empire (Chapter 7), and major fringe organizations (Chapter 8).

Imperial Contraband

While the Empire controls the galaxy, a number of items that were once merely rare or restricted become illegal contraband. As a result, many pieces of equipment that were legal (if tightly regulated) under the Republic are outlawed entirely, affecting not only their availability but also the penalty for being caught with such items. Many items with a particular availability tag (licensed, restricted, military, illegal, or rare) are more tightly restricted or outright banned under the Empire. For example, lightsabers, which were once given the rare availability tag, become illegal under Imperial rule.

As a general guideline, the availability tags for equipment in the Saga Edition core rulebook are accurate representations of those items' availability during the time of the Empire, with a few exceptions. All weapons in the lightsabers weapon group are considered illegal and rare, although the Empire overlooks possession of such items for its chosen representatives. Additionally, items with a military availability cannot be obtained legally through non-Imperial channels, not even by local planetary militias and system defense forces (most of which are absorbed by the Empire, anyway). Military-grade items obtained on the black market are illegal in the hands of private citizens, and those who carry such items risk stiff penalties if they are discovered.

Table 3-1: Melee Weapons

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Large						
Energy lance	3,500	2d8	–	5 kg	Piercing and energy	Restricted
Power lance	2,500	2d8	–	5 kg	Bludgeoning and energy	Licensed
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium						
Axe[1]	35	1d8	–	2 kg	Slashing	–
Large						
Gaderffii	60	2d4/2d4	–	5 kg	Bludgeoning and slashing	–

1 Can be thrown.

Melee Weapons

The Empire does not see melee weapons other than lightsabers as a major threat. Its laws regarding such weapons are usually lax, and it does not use sophisticated methods to detect them. Unpowered melee weapons are ignored as too primitive to worry about, and even advanced melee weapons are considered irrelevant to blaster-armed stormtroopers. In general, civilians and crime lords think that bringing a vibrodagger to a meeting is less unfriendly than openly carrying a blaster pistol.

Axe

Simple Melee Weapon

Though this weapon is a smaller, unpowered version of the vibro-ax, many fringers find a blade on a haft to be indispensable in the wilds of untamed planets. An axe also has the advantage of being legal nearly everywhere, largely because no one thinks to outlaw such a simple tool. Modern versions made of advanced composite materials are common in many explorers' shops, and various species pressed into service by the Empire bring their own traditional axes with them when they are shipped across the galaxy.

Energy Lance/Power Lance

Advanced Melee Weapon

Essentially, an energy lance is a force pike that has been combined with an electromagnetic pulse generator (the same kind used by an electrostaff) and balanced for use while riding a mount. Energy lances once were commonly carried by honor guards and ceremonial troops such as the Mon Calamari Knights, and many such weapons still in circulation bear signs of their once-proud heritage. Though an energy lance is a Large weapon, it is balanced in such a way that a Medium creature trained in the Ride skill can wield it in one hand when mounted. If an energy lance is wielded by a Medium creature that is not mounted, attacks with the weapon take a –1 penalty.

The electromagnetic pulse can also be channeled along the length of the staff and fired from the tip as a bolt of plasma. When used in this way, the energy lance functions as a blaster carbine with no stun setting. This use of the energy lance requires a power pack, and has the same ammunition capacity as a blaster cabine.

An energy lance requires two energy cells to operate. Its melee attack and its ranged attack both function underwater.

Power lances are energy lances that lack the ability to fire bolts of plasma. These weapons are significantly cheaper and are mass-produced as secondary weapons for scouts on speeder bikes and for cavalry.

Gaderffii

Simple Melee Weapon

Primarily found in the hands of Tusken Raiders, the gaderffii (also called a gaffi stick) is a pole weapon made from scrap metal. It always features a spike or blade on one end and some kind of bludgeoning instrument on the other. Similar weapons are sometimes carried by the raiders and scavengers of many worlds, especially in places that include old battlegrounds or plenty of discarded junk.

The gaderffii is a double weapon. The wielder can attack with both ends as a full-round action, but both attacks take a –10 penalty (certain feats and talents can reduce these penalties).

Ranged Weapons

Many new weapons come out of the Empire's weapons research centers, and some of those weapons eventually find their way into the hands of civilians. The following ranged weapons are suitable for campaigns in the Rebellion era, and may be used in other eras with Gamemaster permission.

Concussion Grenade

Simple Weapon

Concussion grenades deliver a devastating explosion of kinetic energy—enough to crack bones and jelly internal organs. A concussion grenade explodes on contact after it is thrown, dealing damage in the same round in which it is hurled.

When you make an area attack with a concussion grenade, you make a single attack roll and compare the result to the Reflex Defense of every target in the grenade's 2-square burst radius. Creatures hit by the attack take full damage; creatures that are missed take half damage. A target that has the Evasion talent (see page 50 of the Saga Edition core rulebook) takes half damage from a successful attack and no damage if the attack misses.

Flechette Launcher

Rifle

The flechette launcher antipersonnel weapon fires canisters filled with hundreds of tiny durasteel darts that spread out over a large area. A flechette launcher is considered a splash weapon, with a 1-square splash radius. Due to its single-shot nature, a flechette launcher cannot be used with the Rapid Shot feat or any other feat or talent that expends more than a single shot. A flechette launcher requires special ammunition: A canister of four shots costs 50 credits; after four shots, the canister must be replaced.

Gas Grenade

Simple Weapon

Gas grenades deploy an airborne chemical agent that can render unprotected creatures unconscious. A gas grenade bursts on contact after being thrown, taking effect in the same round in which it is hurled.

When you make an attack with a gas grenade, you make a single attack roll and compare it to the Fortitude Defense of every target within the grenade's 4-square blast radius. Creatures hit by the attack move -2 steps on the condition track (-1 step if the target has Evasion; see page 50 of the Saga Edition core rulebook). If the attack misses, there is no effect on any target. Creatures protected from atmospheric hazards are unaffected by the attack of a gas grenade.

Additionally, the area of the blast is filled with gas, providing concealment to all creatures within the blast area whether or not a creature is affected by the initial blast; likewise, all targets outside the blast area have concealment from any creature within the blast area. The gas persists until the end of the attacker's next turn, at which point it dissipates.

Merr-Sonn PLX-2M Portable Missile Launcher

Heavy Weapon

The shoulder-mounted PLX-2M is derived from Merr-Sonn's Clone Wars-era PLX-1 portable missile launcher. Designed to punch holes through heavy armor, the "Plex-Twoem" is also a particularly effective antipersonnel weapon. The PLX-2M can be fired in direct mode, or it can be fired in heat-seeking mode or gravity-activated mode (providing a –2 penalty to the Reflex Defense all targets of a particular type: character, droid, vehicle, or artillery). The miniature proton warheads in the PLX-2M's Arakyd 3t3 missiles detonate on impact, damaging all targets within a 3-square burst radius.

The PLX-2M is an area-effect weapon. When you make an area attack, you make a single attack roll; if your modified attack roll result is equal to 10 or higher, compare the result to the Reflex Defense of every target in the area. Creatures that are hit take full damage; creatures that are missed take half damage. A natural 20 on an area attack roll automatically hits all targets within the affected area, but an area attack does not deal double damage on a critical hit. A target that has the Evasion talent (see page 50 of the Saga Edition core rulebook) takes half damage from a successful attack and no damage if the attack misses.

The PLX-2M portable missile launcher holds six Arakyd 3t3 missiles and can be reloaded as a full-round action. Replacement missiles are available in packs of six, costing 350 credits and weighing 8 kg. The PLX-2M weighs 48 kg, but because of the launcher's built-in microrepulsorlift, the weapon does not count against encumbrance when it is carried as a character's active, drawn weapon.

Miniature Proton Torpedo Launcher

Heavy Weapon

Designed for use with zero-gravity stormtrooper armor (see page xx), miniature proton torpedoes can rip through starship hulls. The launcher mounts into the zero-g stormtrooper armor's left gauntlet, but enterprising Rebel engineers have adapted the weapon as a shoulder-mounted launcher. After launching a miniature proton torpedo, the wielder must spend a standard action to reset the launcher, which holds 4 torpedoes.

The miniature proton torpedo launcher is an area-effect weapon. When you make an area attack, you make a single attack roll; if your modified attack roll result is equal to 10 or higher, compare the result to the Reflex Defense of every target in the 2-square blast radius. Creatures that are hit take full damage; creatures that are missed take half damage. A natural 20 on an area attack roll automatically hits all targets within the affected area, but an area attack does not deal double damage on a critical hit. A target that has the Evasion talent (see page 50 of the Saga Edition core rulebook) takes half damage from a successful attack and no damage if the attack misses.

Alternately, the weapon can be fired at a single target, acting as a focused weapon designed to take out starfighters and heavy vehicles. As a swift action, you can set the miniature proton torpedo launcher to single-target mode. In this mode, the weapon no longer functions as an area attack weapon, deals 6d10[ts]2 damage, and applies a -10 penalty on attack rolls against targets smaller than Huge size.

Blastech 500 Riot Gun

Rifle

Apart from the brown color of their armor, Espos are known for their riot guns, manufactured by Blastech Industries. The Blastech 500 riot gun is standard issue for all Espos. It functions, in most ways, as a blaster carbine; however, the riot gun is known for its indiscriminate accuracy. When in single-shot mode, the riot gun imposes a -1 penalty to ranged attack rolls; however, the weapon grants a +2 equipment bonus to autofire attacks made by the weapon (meaning that, for most wielders, the weapon can be fired in autofire mode with only a -3 penalty, instead of the normal -5).

A riot gun requires a power pack to operate. After 50 shots, the power pack must be replaced.

SG-4 Blaster Rifle

Rifle

Because the range of a blaster is reduced in water, the Imperial Department of Military Research has developed the SG-4 blaster rifle, a combination weapon that fires normal blaster bolts out of water and miniature harpoon rounds underwater. Firing the weapon in blaster mode underwater—or firing the harpoon out of water—reduces its range by half (see page 129 of the Saga Edition core rulebook).

The SG-4 blaster rifle uses a standard 50-shot power pack for blaster fire. In harpoon mode, it must be reloaded between each shot as a swift action.

Siang Lance

Exotic Weapon

The siang lance is one of the few types of technological devices found on Kilia IV, although only a small number of functional lances remain. By law, only members of a noble house may use a siang lance. In practice, a siang lance is given to each active Kilian Ranger as a badge of office and to remind themselves and others of one half of their oaths: to defend justice, chivalry, and the people of Kilia. A siang lance is an ancient model of sporting blaster rifle with an affixed bayonet. It is typically wielded with one hand, leaving the other hand free to use the Kilian Ranger's shield gauntlet.

A siang lance can be used to make attacks of opportunity. When you would make an attack of opportunity against a target, you may choose either to fire the siang lance as a ranged weapon or to use the weapon's bayonet as a melee weapon.

A siang lance requires a power pack to operate. After 100 shots, the power pack must be replaced.

TABLE 3-2: RANGED WEAPONS

EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Siang lance[1]	2,000	3d8	Yes	S	4 kg	Energy	Illegal, Rare
HEAVY WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Large							
Merr-Sonn PLX-2M[3]	2,250	8d6	–	S	48 kg	Energy	Military
Mini-proton torpedo launcher[3]	1,500	6d10	–	S	8 kg	Energy	Military
RIFLES	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
Blastech 500 riot gun	1,200	3d8	Yes	S, A	2.2 kg	Energy	Military
SG-4 blaster rifle	400	3d8	2d8	S, A	5 kg	Energy	Military
or (underwater)		2d6	–	S	-	Piercing	-
Large							
Flechette launcher[2, 3]	1,100	3d8	–	S	5 kg	Piercing	Military
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny							
Concussion grenade	400	8d6	–	S	0.5 kg	Bludgeoning	Military
Gas grenade	250	–	4d6	S	0.5 kg	-	Military

1 Accurate weapon: This weapon takes no penalty when firing at targets at short range.

2 Inaccurate weapon: This weapon cannot fire at targets at long range.

3 Area attack weapon.

Table 3-3: Armor

Armor (Check Penalty)	Cost	Armor Bonus to Ref Defense	Equip Bonus to Fort Defense	Max Dex Bonus	Speed (6 sq.)	Speed (4 sq.)	Weight	Availability
Light Armor (-2)								
Merr-Sonn KZZ riot armor	2,500	+2	+2	+5	–	–	6 kg	Military
Shield gauntlet	1,500	–	–	–	–	–	1 kg	Rare

Armor

Most armor used in this era either belongs to specialized stormtrooper units, or is one of the types found in the Saga Edition core rulebook. The following new piece of armor is a specialized arm piece worn by the Force-using tradition known as the Kilian Rangers.

Merr-Sonn KZZ Riot Armor

Light Armor

KZZ riot armor is manufactured by Merr-Sonn Munitions, Inc., for the Espos of the Corporate Sector. It consists of a reinforced blast helmet and vest and a small shield; the shield is strapped to the wearer's arm and does not interfere with her ability to use the associated hand. The vest and helmet are brown, giving rise to the Espos' nickname, "Boys in Brown." While more expensive than a combat jumpsuit, KZZ riot armor offers the maneuverability of a typical blast helmet and vest and is lighter than a jumpsuit.

Shield Gauntlet

Light Armor

While personal shield devices have fallen out of use in much of the galaxy, they can still be found among the nobility of Kilia IV. Kilian Rangers use a shield gauntlet to both provide defense and remind themselves and others of the other half of their oaths: to defend themselves and their families. A shield gauntlet can be worn even if you are wearing other armor, although you cannot wear any items that cover your hands (such as combat gloves, stun gauntlets, a cortosis gauntlet, or shockboxing gloves) with a shield gauntlet. A shield gauntlet provides no benefit to the untrained, but those with certain talents (see the Kilian Ranger talent tree on page XX) can use it to deflect ranged attacks.

A character without the Armor Proficiency (light) feat suffers armor check penalties as usual when wearing a shield gauntlet. A shield gauntlet requires an energy cell to operate.

Equipment

Most of the equipment in use during the Rebellion era appears in the Saga Edition core rulebook. In many areas, items left over from the Clone Wars and the years that followed are more common than are pieces of new technology. But like all conflicts, the Galactic Civil War spurs advances in existing technology, and this new technology can be acquired in major spaceports and trade cities.

Ambient Aural Amplifier

Although aural amplifiers have existed for centuries, vast improvements to the technology are made during the Rebellion era, driven by the need to surreptitiously listen in on contacts who could be Imperial spies, Rebel recruiters, or bounty hunters looking to make a few quick credits. Previous models of aural amplifiers were bulky and obvious, and they garbled messages almost as often as they worked. They also required power cells, limiting the degree to which they could be concealed.

Employing the same technology used for protocol droids, the new ambient aural amplifiers can pick out sounds, analyze them, and amplify only the sounds that are likely to be useful. These devices draw power from the body heat of any warm-blooded creature that wears them, giving the amplifiers an effectively unlimited operation time. (Cold-blooded species can power the devices by placing them on a warm surface or piece of gear.) The result is a +5 equipment bonus to Perception checks to eavesdrop or to hear distant or ambient noises.

Computerized Interface Scope

This item is a small electrobinocular device, mounted onto a weapon, that projects a targeting image onto a monocle or helmet display worn by the wielder. Additionally, the computer image projected by the scope can be displayed on a datapad or transmitted by comlink to a remote location, allowing others to see what the wielder sees. By using a computerized interface scope, the wielder effectively reduces the range of the target by one category (minimum of point blank) when aiming. The device is otherwise mechanically identical to a targeting scope (see page 140 of the Saga Edition core rulebook) and does not stack with a targeting scope or with any other device that does not stack with a targeting scope.

Table 3-4: Equipment

Item	Cost	Weight
Ambient aural amplifier	3,000	0.5 kg
Computerized interface scope	2,000	0.5 kg

DROIDS

During the Rebellion era, most beings don't trust droids, partially because they were weapons of terror during the Clone Wars and partially because rogue droids have become much more common. With warfare gripping the galaxy for a second generation, many droids lose their masters, and others go so long without proper maintenance and memory-wipes that they develop a rogue streak and walk off on their own. In the last years of the Old Republic, a droid wandering by itself was assumed to be running an ordinary mission for its owner. Now, many citizens fear that any free-roaming droid is a renegade unless a restraining bolt is clearly visible. Droid licensing is stronger in the Core Worlds, whereas on the galactic fringe, signs declaring "Droids Not Welcome" are common.

FIRST-DEGREE DROIDS

The most common first-degree droids are medical models; civilians rarely encounter other types of first-degree droids. Newer models are very expensive and heavily licensed by the Empire, so most beings make do with whatever older models they can keep running.

FX-7 Medical Droid

The FX-7 was the most numerous model of the FX (or "Fixit") line of medical droids built by Medtech Industries. The FX-7 was extremely common in medical bay installations in the years just before the Clone Wars, but the development of medical technology advanced so rapidly during that conflict that by its end, the model had become outdated. Medtech Industries eventually went bankrupt, and agents of the New Order sold off vast stores of FX-7s to pay off the company's taxes.

As a result, although the FX-7 is not the preferred medical droid of the Rebellion era, it is one of those most commonly encountered in places other than large medical ships and military bases. Because it is cheap compared to newer models, having an FX-7 is considerably better than having no medical droid, and many of them eventually develop protective personalities that make them beloved members of the groups that use them. Unlike the 2-1B droids, which have extensive programming locks to prevent them from harming living creatures (except in the pursuit of life-saving operations), an FX-7 has only a simple block against intentionally causing harm. This block can be bypassed easily, and some less savory groups reprogram their FX-7s as interrogation droids.

AN FX-7 MEDICAL DROID

The two main drawbacks of the FX-7 model are its lack of mobility and lack of a vocabulator. Since the droids are designed to be permanent medical assistants, they have no mode of movement and remain wherever they are placed. Although this design helps keep down the cost of the droid, it means that something as simple as a patient sliding off the wrong side of a table can prevent an FX-7 from assisting. Some groups that use FX-7s equip them with vocabulators and post unskilled workers nearby to aid the droids; others plug the gaps in communication and mobility with a used translator droid and a few labor droids.

FX-7 medical droids cannot be played as droid heroes.

FX-7 Medical Droid **CL 0**

Medium droid (1st-degree) nonheroic 2
Init +1; **Senses** low-light vision; Perception +5
Languages Basic, Binary, 2 unassigned

Defenses Ref 10 (flat-footed 10), Fort 9, Will 12
hp 5; **Threshold** 9
Immune droid traits

Speed 0 (stationary)
Melee unarmed +0 (1d3–1)
Base Atk +1; **Grp** +1

Abilities Str 9, Dex 10, Con —, Int 15, Wis 14, Cha 9
Feats Cybernetic Surgery, Skill Focus (Knowledge [life sciences], Treat Injury), Surgical Expertise
Skills Knowledge (life sciences) +13, Treat Injury +13, Use Computer +8
Systems basic processor, 20 hands, improved sensor package
Possessions medical kit, medpac, surgery kit
Availability Licensed; **Cost** 3,800

Second-Degree Droids

Second-degree droids were the focus of the most impressive technological advances during the Rebellion era, in large part because of the need to maintain older equipment coupled with the increasing importance of starfighter combat. Astromech and repair droids are strong sellers for all companies that manufacture them, as are kits to repair, upgrade, or modify existing droids. Many of the most successful second-degree droids incorporate simple designs that emphasize durability and flexibility.

R4-Series Agromech Droid

With the massive success of the R2 astromech droid and the 2-1B medical droid in the last years of the Old Republic, Industrial Automaton needed to find new markets. The company decided to create a droid for casual users who were more likely to need a hand with a swoop than with a starfighter. The R4 agromech was designed to appeal to fringe world owners who needed a skilled hand around the garage, Core World designers who wanted help building prototypes, and farmers of any world who could use a droid that was reliable and loyal.

The R4 is based on the basic design of the older R2, although its design includes cost-saving measures to make it more accessible and less specialized. The R4 droid uses fewer miniaturized parts, resulting in a taller profile but a sturdier overall design. Internal components are spaced farther apart, reducing the droid's computing power (and making it unsuitable as an astromech unless modified), but enhancing its stability and decreasing the number of elements prone to malfunctions. The result is a droid that can survive in harsh conditions and remain operational even after taking damage that might wreck a more delicate model.

The R4 is very popular with repair crews, who often prefer it to repair droids specifically designed for reconstruction tasks. The R4 can also monitor crops, medical equipment, and nearly any type of sensor. Like the R2 on which it is based, the R4 is seen as friendly and helpful. The Empire, the Rebellion, and thousands of other organizations and individuals employ R4s across the galaxy, and it is easy to obtain spare parts and instructions for common modifications for R4 droids.

R4 droids can be played as droid heroes.

R4-Series Agromech Droid **CL 0**

Small droid (2nd-degree) nonheroic 2
Init +4; **Senses** darkvision; Perception +3
Languages Basic, Binary, 2 unassigned

Defenses Ref 14 (flat-footed 11), Fort 8, Will 10
hp 7; **Threshold** 8
Immune droid traits

Speed 6 squares (wheeled)
Melee electroshock probe –1 (1d8–2 ion)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** –1

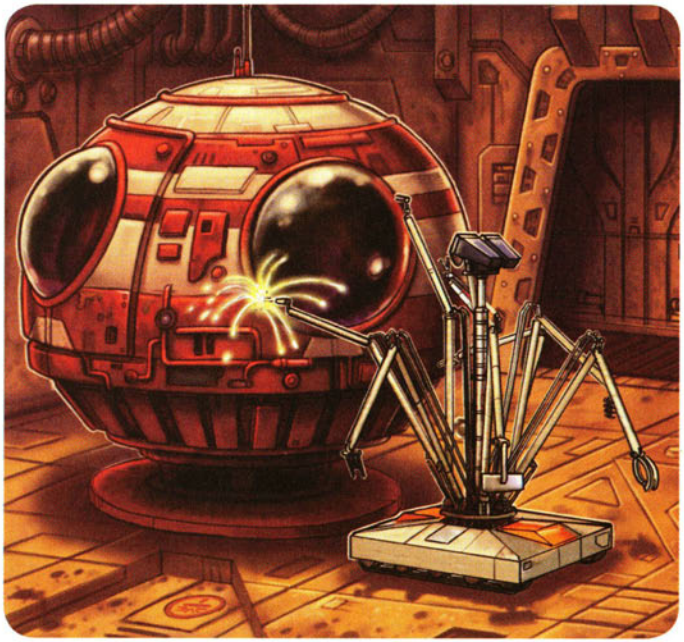
Abilities Str 7, Dex 16, Con —, Int 15, Wis 10, Cha 7
Feats Skill Focus (Mechanics, Use Computer), Toughness, Weapon Proficiency (simple weapons)
Skills Knowledge (life sciences) +8, Mechanics +13, Use Computer +13
Systems wheeled locomotion, heuristic processor, 2 tool appendages, diagnostics package, improved sensor package, darkvision
Possessions electroshock probe, electric arc welder, holorecorder, holoprojector
Availability Licensed; **Cost** 2,500

WED Treadwell

The WED Treadwell is not the most famous or most successful repair droid, but a large number of them have been manufactured and sold throughout the galaxy. Because the droid has a simple appearance—that of a rolling platform with a viewer on a stalk and four or more tool arms—raiders and pirates often overlook it when plundering. As a result, the Treadwell is one of the least often stolen droids. In fact, Treadwells are sometimes mistaken for tool racks, which is unsurprising since they essentially act as rolling tool racks for their owners. Treadwells are not particularly bright and don't have much drive, but these factors make them obedient and reliable, and they are especially popular on fringe worlds where residents are suspicious of droids.

Although WED Treadwells are fragile, requiring regular maintenance and environments that contain few hazards, they have a reputation for being adaptable and alert. The arms of a Treadwell can be swapped out quickly and easily, and many owners keep a stockpile of specialty arms for specific jobs. The droids are also single-minded, doing what they are told until they complete the task or receive new instructions.

WED Treadwell droids can be played as droid heroes.



A WED Treadwell droid repairs a 9000 Z004 landspeeder.

WED Treadwell Repair Droid **CL 0**
Small droid (2nd-degree) nonheroic 2
Init +4; **Senses** Perception +6
Languages Basic, Binary, 1 unassigned

Defenses Ref 14 (flat-footed 11), Fort 8, Will 10
hp 5; **Threshold** 8
Immune droid traits

Speed 6 squares (tracked)
Melee electroshock probe –1 (1d8–2 ion)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** –1

Abilities Str 7, Dex 16, Con —, Int 13, Wis 10, Cha 7
Feats Skill Focus (Mechanics, Use Computer), Skill Training (Perception), Weapon Proficiency (simple weapons)
Skills Mechanics +14, Perception +6, Use Computer +12
Systems tracked locomotion, heuristic processor, 4 tool appendages, diagnostics package
Possessions electric arc welder, fusion lantern, tool kit
Availability Licensed; **Cost** 3,000

Third-Degree Droids

Since the years of the Clone Wars, every major government and organization has used third-degree droids to inform local populations of the impending arrival of troops (and the impending seizure of property and goods). As a result, most civilians greet the arrival of third-degree droids with open hostility.

LOM-Series Protocol Droid

The LOM series of protocol droids was created by Industrial Automaton as direct competition to the popular 3PO series from Cybot Galactica. Indeed, Industrial Automaton managed to acquire many of the same components used in the 3PO design, and as a result, the main chassis of LOM-series droids is extremely similar to that of 3PO models. However, the head of the LOM-series droid has a distinctly insectoid appearance, designed to appeal to species such as the Gand and the Verpine.

Equipped with AA-1 Verbobrains (as were 3PO units) and excellent translator modules, the LOM series initially sold well. Indeed, their personalities were often preferred to those of 3PO units, since LOM droids had a propensity for sensible, rational action even under pressure. However, LOM-series droids often developed personalities too blunt to make them effective protocol droids. Many LOM-series droids removed their own restraining bolts and obtained reprogramming to enable them to carry out independent operations. This trend, coupled with legal pressure from Cybot Galactica, caused Industrial Automaton to stop producing the model. In the Rebellion era, many used LOM-series droids are sold far below market value, and independent LOM traders and explorers are not unknown.

LOM-series protocol droids can be played as droid heroes.

A LOM-Series protocol droid assists a Rebel commando.

LOM-Series Protocol Droid CL 0
Medium droid (3rd-degree) nonheroic 1
Init +0; **Senses** Perception +0
Languages Basic, Binary, 1 unassigned

Defense Ref 10 (flat-footed 10), Fort 9, Will 10
hp 2; **Threshold** 9
Immune droid traits

Speed 6 squares (walking)
Melee unarmed –1 (1d3–1)
Base Atk +0; **Grp** +0

Abilities Str 8, Dex 11, Con —, Int 13, Wis 11, Cha 15
Feats Linguist, Skill Focus (Use Computer), Skill Training (Knowledge [bureaucracy], Use Computer)
Skills Knowledge (bureaucracy) +6, Knowledge (social sciences) +6, Persuasion +7, Use Computer +11
Systems walking locomotion, basic processor, translator unit (DC 10), 2 hand appendages, vocabulator
Possessions audio recorder
Availability Licensed; **Cost** 2,000

Fourth-Degree Droids

The failure of the Separatists' battle droids to win the Clone Wars proved disastrous for the further development of military combat droids. Although the Empire sometimes creates droid warriors and assassins, few fourth-degree droid models have been created for civilian use.

BT-16 Perimeter Security Droid

Arakyd's BT-16 perimeter security droid is a walking guard droid that resembles a large, thin-legged spider. These droids were originally designed for basic perimeter defense around private estates and government compounds, although many found their way into the hands of criminals who used the BT-16s to protect their dens of illegal activity. These droids are extremely stable and have the ability to climb over low objects and even up vertical surfaces. The BT-16 reacts quickly against intruders, and it can unleash a torrent of blaster fire.

The B'omarr monks used modified BT-16 perimeter security droids as carriers of the brains of enlightened members of their order, who were said to have transcended the need for their corporeal forms. See the sidebar on the B'omarr monks for more information.

BT-16 perimeter security droids can't be played as droid heroes.

BT-16 Perimeter Security Droid CL 5
Large droid (4th degree) nonheroic 6/scout 3
Force 2
Init +6; **Senses** Low-light vision; **Perception** +18
Languages Basic, Binary

Defenses Ref 17 (flat-footed 15), Fort 20, Will 16
hp 39; **Threshold** 25
Immune droid traits

Speed 6 squares
Melee leg spike +11 (1d6+6)
Ranged heavy repeating blaster +4 (5d10+1) with Burst Fire or
Ranged heavy repeating blaster +4 (3d10+1) with autofire
Base Atk +6; **Grp** +16
Atk Options autofire (heavy repeating blaster), Blast Back, Burst Fire
Special Actions Fade Away

Abilities Str 20, Dex 14, Con –, Int 9, Wis 14, Cha 10
Special Qualities droid traits
Talents Blast Back, Fade Away
Feats Burst Fire, Improved Defenses, Skill Focus (Climb), Skill Focus (Perception), Skill Training (Climb), Weapon Focus (Heavy Weapons), Weapon Proficiency (heavy weapons, simple weapon)
Skills Climb +19, Perception +18
Systems heuristic processor, walking locomotion, improved sensor package, internal comlink, vocabulator
Possessions heavy repeating blaster, video recorder
Cost 4,100; **Availability** Restricted

B'omarr Monks

The B'omarr monks are members of a religious order on Tatooine that believes that the mind can be expanded to reach a state of enlightenment, which requires a withdrawal from all physical sensation. Once a monk has attained enlightenment, the order removes the brain from the enlightened monk's body and places it in a preserving container attached to a BT-16 perimeter security droid. Attachment to the BT-16 gives the enlightened monk mobility without the necessity of a mortal body. Enlightened B'omarr monks use telepathic commands to interface with their droids' processors and command the droids.

To convert a BT-16 perimeter security droid's statistics to the statistics of an enlightened B'omarr monk, make the following changes:

- Remove the heavy repeating blaster.
- Increase the droid's Intelligence, Wisdom, and Charisma to 18.
- Replace the Burst Fire feat with the Force Sensitivity feat.
- Replace the Blast Back talent with the Acute Senses talent.

RHTC-560 Hunter Trainer

The RHTC-560 was developed on Rodia as a gladiatorial and combat-training droid to help sate the planetary population's appetite for violence. The Hunter Trainer is an armored biped 1.8 meters tall, with vibro weapon claws, an improved sensor package, and blasters built into its forearms. Unlike most fourth-level droids, it is programmed to think for itself, taking general orders from its owner but employing independent judgment on how to accomplish those tasks. This independence makes the RHTC-560 more effective than the simpler battle droids of the Clone Wars, but it can also make this model dangerously unpredictable.

The droid's basic design quickly gained acceptance beyond Rodia. The RHTC-560 model is now used for various purposes, including tracking prey for both game hunters and bounty hunters, carrying out assassinations, and serving as enforcers for crime lords. Because Hunter Trainers are technically sport droids, they are legal on most Imperial worlds, though they require the same type of licensing as sporting blasters and carnivorous pets. Of course, anyone who uses an RHTC-560 to harm another sentient being on an Imperial world had better have the Empire's approval—or at least a good alibi.

The RHTC-560 is the control unit for six to 12 smaller hunter trainer drones, simple scouts that are designed to seek targets and relay their locations to the main droid. Though the HT drones can act independently, their basic programming can process only one command at a time. If an HT drone cannot communicate with the control unit, it continues to carry out the last task it was given for 20 hours, at which point it returns to its RHTC-560 controller. HT drones have no sense of self-preservation and so are fearless in pursuit of their targets but prone to self-destructive actions.

Neither the RHTC-560 droid nor the HT drone can be played as droid heroes.

AN RHTC-560 DROID ATTACKS REBEL TROOPERS ABOARD A CARGO SKIFF.

RHTC-560 Hunter Trainer **CL 6**
Medium droid (4th-degree) soldier 6
Force 1
Init +10; **Senses** darkvision; Perception +11
Languages Basic, Binary, Rodese, 1 unassigned

Defenses Ref 20 (flat-footed 18), Fort 19, Will 17
hp 47; **Threshold** 19
Immune droid traits

Speed 6 squares (walking)
Melee vibro claw +7 (2d6+6)
Ranged forearm blaster +8 (3d6+3)
Base Atk +6; **Grp** +8
Atk Options Melee Defense, Mighty Swing, Running Attack, Vehicular Combat

Abilities Str 13, Dex 14, Con —, Int 14, Wis 13, Cha 10
Talents Battle Analysis, Devastating Attack (advanced melee weapons), Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light, medium), Melee Defense, Mighty Swing, Point Blank Shot, Running Attack, Vehicular Combat, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +10, Jump +9, Knowledge (tactics) +10, Perception +11, Stealth +10
Systems walking locomotion, heuristic processor, vocabulator, comlink, darkvision, improved sensor package, locked access, secondary battery, 2 hand appendages, vibro claws, forearm blasters, quadanium battle armor (+7 armor)
Possessions 6 to 12 HT drones
Availability Licensed; **Cost** 5,000 (not including HT drones)

HT Drone **CL 1**
Small droid (4th-degree) scout 1
Init +8; **Senses** darkvision, low-light vision; Perception +9
Languages Basic, Binary, Rodese

Defenses Ref 17 (flat-footed 14), Fort 12, Will 13
hp 24; **Threshold** 11
Immune droid traits

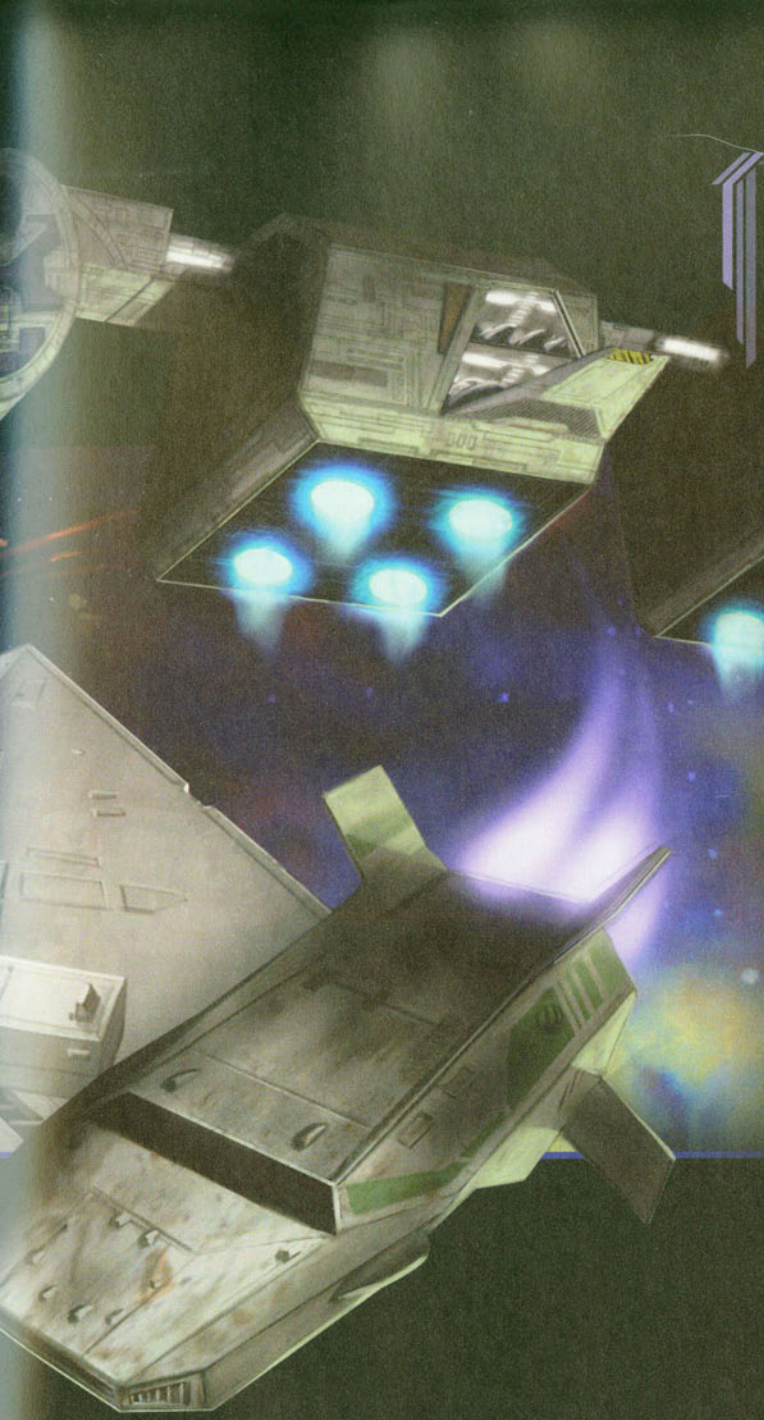
Speed 6 squares (hovering), 4 squares (walking)
Ranged blaster +3 (3d6)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** –2

Abilities Str 10, Dex 16, Con —, Int 12, Wis 15, Cha 11
Talents Acute Senses
Feats Point Blank Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +5, Initiative +8, Mechanics +6, Perception +9 (can reroll), Pilot +8, Stealth +8
Systems hovering locomotion, basic processor, improved sensor package, darkvision, locked access, integrated comlink
Possessions sensor unit, video recording unit, 2 hand appendages, blaster (treat as blaster pistol)
Availability Licensed; **Cost** 2,000

"I PRESENT TO YOU A GIFT, THESE TWO DROIDS. BOTH ARE HARD-WORKING AND WILL SERVE YOU WELL."

— LUKE SKYWALKER

Chapter IV
Vehicles and Starships



The Empire manages to control the galaxy in large part by controlling the supply of military vessels. The construction of capital-class ships outside Empire-approved shipyards declined massively in the years leading up to the Battle of Yavin, and only a limited number of independent shipyards retain the capacity to build such craft. As the Alliance grows and strengthens, it focuses more attention on maintaining and expanding its fleet, but throughout the Rebellion era, its large warships remain too precious to risk on anything other than major strategic targets.

As a result, the construction of smaller ships increases, as shipyards try to maintain profits and independent groups seek whatever vessels they can purchase. One advantage of smaller ships is that they are likely to be overlooked by Imperial forces that view capital ships as major threats. In addition, although the Empire has outlawed the ownership of armed freighters or starfighters in many Core Worlds, enforcement of this rule has a lower priority than locating Rebel bases or protecting Imperial interests. Even the Empire accepts that law-abiding citizens who live far from civilization might require armed vessels to protect themselves and their cargo; on fringe worlds, anything short of a frigate is unlikely to draw much attention.

The vehicles and starships presented in this chapter, many of which were designed and built prior to the end of the Clone Wars, represent the types of vessels available to private concerns during the Galactic Civil War. The Rebellion and major organizations (such as the Zann Consortium) sometimes develop unique vehicle designs to suit their needs, but most groups outside the Empire must make do with whatever generic vessels are available.

The vehicles and starships in this chapter are in the hands of pirates, smugglers, planetary defense forces, large cartels or corporations, and small organizations preparing to fight against the growing tyranny of the New Order. Other chapters in this book present vehicles and starships that are used primarily by the Rebel Alliance (Chapter 6), the Empire (Chapter 7), and major fringe organizations (Chapter 8).

Speeders

Throughout the Rebellion era, the Empire focuses on walkers, both as instruments of intimidation and in response to a growing number of antirepulsor mine designs, but the sale of speeders to civilians and small planetary forces continues unabated. The long range and high velocity of speeders makes them popular with legitimate business owners, smugglers, bounty hunters, Rebels, and others who rarely need to worry about mines or cowing the populace of an entire world.

Bantha-II Cargo Skiff

The Bantha-II is a typical heavy cargo speeder, little more than a platform with a railing around it. Though slow by the standards of most speeders, its simple controls and heavy lifting capacity make it effective as a cargo carrier and mid-range transport. The skiff's open deck makes it easy to load, and its long, lean frame allows it to move into tight spaces and close to loading docks. However, the skiff's large maneuvering vanes, which are easy to damage, make the Bantha-II unpopular for use in crowded cities and on industrialized planets. (The vanes grant anyone not trained in the Pilot skill a +2 equipment bonus to Pilot checks with a Bantha-II.)

Due to its delicate nature, a Bantha-II always moves –2 steps on the condition track the first time it takes damage greater than its threshold. Although the skiffs lack the armor and durability to serve as true military vehicles, they can be used as troop carriers, moving infantry close to a battle without coming directly under fire. Some crime lords and gangs mount defensive plates and heavy weapons on skiffs for intimidation purposes (reducing the top speed to 200 kilometers per hour), but these modified skiffs are effective only in nonmilitary conflicts, such as providing cover for smuggler operations or threatening lightly armed civilians. More creative crime lords sometimes add theatrical enhancements, such as extending planks for executions and imposing mastheads of mythological creatures.

Modified versions of the Bantha-II adapt the skiff to the environments of specific worlds. On planets with toxic fumes or dangerous plant life, the skiffs might have enclosed pilothouses and decks to grant life support to passengers. Aquatic skiffs can float on the surface of a lake or river even when unpowered and feature spray-screens to keep passengers dry in a downpour or in whitewater rapids. Skiffs used on desert worlds are equipped with screens and cooling vents to keep them operational during sandstorms.

Bantha-II Cargo Skiff **CL 3**
Huge ground vehicle (speeder)
Init +5; **Senses** Perception +5

Defenses Ref 13 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 5; **Threshold** 32

Speed fly 10 squares (max. velocity 250 km/h)
Fighting Space 3×3 or 1 square (starship scale); **Cover** none
Base Atk +0; **Grp** +22

Abilities Str 34, Dex 14, Con —, Int 12
Skills Initiative +5, Mechanics +5, Perception +5, Pilot +5, Use Computer +5

Crew 1 (normal); **Passengers** 16
Cargo 135 tons; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 8,000 (3,000 used)

Storm IV Twin-Pod Cloud Car

A cloud car is an air vehicle that uses both a repulsorlift system and an ion engine, allowing it to operate at near-orbital altitudes and very high speeds. Though cloud cars are not starfighters, they can effectively engage in combat with fighters and space transports within a planet's atmosphere. In fact, many cloud cars are faster and more maneuverable than starfighters operating in an atmosphere. Although their power generators limit them to weaker weapons than those used by typical fighters, in large numbers, cloud cars can defend against attacks on cities and ground installations. They can't hold off capital ships, but they have a good track record against bombers operating below orbital altitudes.

Because they don't have to be fully space-capable, cloud cars are significantly cheaper than starfighters. They are popular with planetary police, paramilitary groups, rangers, and scouts, as well as with bounty hunters who have ships large enough to carry a cloud car from planet to planet. The vessels are most common on worlds that have towers many kilometers high (such as Coruscant) and those that have suspended or floating cities (such as Bespin).

The Storm IV twin-pod cloud car is typical of the capabilities of such vessels, though its double-cockpit arrangement is unusual. Bespin Motors first developed the model as a patrol vehicle for Cloud City security forces. When the Storm IV proved successful, the company began producing models for export, and others have since designed their own versions of cloud cars.

Storm IV Twin-Pod Cloud Car CL 6
Gargantuan air vehicle (airspeeder)
Init +6; **Senses** Perception +6

Defenses Ref 15 (flat-footed 10), Fort 18; +5 armor
hp 80; **DR** 10; **Threshold** 38

Speed fly 16 squares (max. velocity 1,500 km/h), fly 6 squares (starship scale)
Ranged double blaster cannon +3 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +25
Atk Options autofire (double blaster cannon)

Abilities Str 26, Dex 20, Con —, Int 12
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use Computer +6

Crew 2 (skilled); **Passengers** none
Cargo 10 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 75,000 (28,000 used)

Double blaster cannon (copilot)
Atk +3 (–2 autofire), **Dmg** 5d10

A Storm IV Twin-Pod Cloud Car

Talon I Combat Cloud Car

The Talon I combat cloud car is a fast, agile airspeeder that boasts greater durability than the average cloud car. Additionally, the Talon I is outfitted with starfighter-scale weapons, allowing it to deal with starfighters or space transports that attempt to flee Cloud City. Though combat cloud cars have only a pilot for crew and cannot leave the atmosphere, they fill a gap between airspeeders and starfighters.

Talon I Combat Cloud Car CL 7
Gargantuan air vehicle (airspeeder)
Init +7; **Senses** Perception +6

Defenses Ref 18 (flat-footed 12), Fort 21; +7 armor
hp 110; **DR** 10; **Threshold** 41

Speed fly 16 squares (max. velocity 1,500 km/h), fly 6 squares (starship scale)
Ranged double blaster cannon +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +28
Atk Options autofire (double blaster cannon)

Abilities Str 32, Dex 22, Con —, Int 12
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +6

Crew 1 (skilled); **Passengers** 1
Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 80,000

Double blaster cannon (pilot)
Atk +5 (+0 autofire), **Dmg** 4d10×2

9000 Z004 Landspeeder

The Ubrikkian Industries 9000 Z004 landspeeder is an all-species adaptation of its Z001 model, which was designed for Ugors. It has the same spherical design and small frame of the Z001 but features greater interior comfort and more powerful engines, appealing to a much larger audience. Among young joyriders and fans of speed, the model has become known simply as the "Zeefour," and it sometimes appears in racing competitions that normally host only swoops and speeder bikes.

The Zeefour focuses on speed and stability over altitude or carrying capacity. It has a maximum ceiling of 1.5 meters off the ground and can manage speeds of up to 300 kilometers per hour with little chance of tipping. Not only is its design compact and stable, but its computer-enhanced navigational and steering systems also aid the pilot in making difficult maneuvers (granting a +2 equipment bonus to Pilot checks by a character trained in that skill).

Although the Zeefour is a major departure from traditional speeder design, it has proven successful enough to be imitated, and some scratch-modified Z001 speeders have been created to match its capabilities. All official models of the Zeefour-type speeder are civilian, but the enclosed capsule and high-powered engine lend themselves to paramilitary modifications, which typically include a layer of armor plating and a heavy blaster rifle.

9000 Z004 Landspeeder **CL 2**
Large ground vehicle (speeder)
Init +7; **Senses** Perception +5

Defense Ref 13 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 19

Speed 12 squares (max. velocity 300 km/h)
Fighting Space 2×2; **Cover** total
Base Atk +0; **Grp** +9

Abilities Str 18, Dex 16, Con —, Int 12
Skills Initiative +7, Mechanics +5, Perception +5, Pilot +7, Use Computer +5

Crew 1 (normal); **Passengers** 1
Cargo 30 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 8,000 (2,500 used)

Air-2 Racing Swoop

A design of swoop first introduced by TaggeCo during the Clone Wars, the Air-2 racing swoop saw huge sales in its first few decades of production because Podracing had recently been outlawed, replaced on many worlds by swoop racing. Balanced to have just enough power and mass for sport flying, the Air-2 has an impressive top speed of 600 kilometers per hour and a 1-kilometer flight ceiling. The swoop quickly became popular with racers, joyriders, and gang members, but it suffered from an image problem due to its relatively short frame and stubby appearance. When longer, sleeker swoops were introduced as competition, sales of the Air-2 declined.

The Air-2 requires skilled piloting. It has controls for both hands and both feet, and the pilot must shift his weight to perform many maneuvers. This coordination can be difficult for an unskilled pilot (a character not trained in Pilot takes a –2 penalty to Pilot checks while operating an Air-2). However, the lack of complex computer controls or droid ports simplifies repairs, making the swoop popular on harsh planets where more delicate speeders suffer regular breakdowns. (An Air-2 grants a +5 equipment bonus to Mechanics checks to repair or jury-rig it.)

The basic design of the Air-2 racing swoop has been copied and modified by dozen of companies; SoroSuub even has a model also called the Air-2. As a result, it's not unusual to find similar swoops with minor differences, such as a second seat for passengers, slightly decreased speed coupled with extra cargo capacity, or heavier armor and a lower flight ceiling. Unlike many other swoop and speeder designs, the Air-2 is almost never armed. Its small size, tricky handling, and lack of spare power make it impossible to mount weapons heavier than pilots can carry on their persons.

Air-2 Swoop **CL 2**
Large ground vehicle (speeder)
Init +9; **Senses** Perception +5

Defense Ref 16 (flat-footed 11), Fort 16; +2 armor
hp 50; **DR** 5; **Threshold** 21

Speed 16 squares (max. velocity 600 km/h)
Fighting Space 2×2; **Cover** none
Base Atk +0; **Grp** +11

Abilities Str 22, Dex 20, Con —, Int 12
Skills Initiative +9, Mechanics +5, Perception +5, Pilot +9, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 4,500 (1,200 used)

Starfighters

Starfighters are the most basic military vessels used in space combat, serving roles as varied as patrol craft, armed transports, escorts, attack vessels, and bombers. Much easier to conceal than larger military ships, starfighters are popular with Rebels, smugglers, pirates, and crime lords. An Imperial Star Destroyer can identify the military lines of a Corellian corvette at a glance, but it's more difficult to determine whether the ships in a transport's hangar are defenseless shuttles or Dunelizards.

Although the X-wing is the most famous starfighter of the Rebellion era, it is not the only fighter put to extensive use during that time. In addition to vessels left over from the Clone Wars and those designed for purely local use, hundreds of different starfighters were produced and saw combat during the Galactic Civil War. The vessels presented below are typical examples of the starfighters found throughout the galaxy in the hands of Rebels, Imperials, and those on the fringes of society.

G1-M4-C Dunelizard Fighter

The Dunelizard is a medium fighter designed primarily for use by small planetary defense forces, mercenaries, and powerful corporations. First produced by MandalMotors during the period between the Clone Wars and the Galactic Civil War, the Dunelizard was originally offered to, and rejected by, the Imperial navy. An Imperial advisor placed to oversee the operations of the company did not want MandalMotors to suffer major financial losses under his direction and thus approved limited sales of Dunelizards to other forces. Because the Empire had already passed on the design as too expensive and underpowered, the official position of the advisor was that Dunelizards in the hands of non-Imperial pilots posed an insignificant risk to Imperial forces.

In truth, the Dunelizard is a basic but capable starfighter that has served as the primary starship of more than one flight wing. It is especially popular with pirate groups and smugglers due to its rugged nature and the ease of making repairs (any Mechanics check to repair a Dunelizard gains a +1 equipment bonus). The fighter can be modified easily, and though the basic model has linked laser cannons, it is easy to swap out these weapons for ion cannons, concussion missile launchers, or proton torpedo launchers; each launcher has a six-missile payload. (For purposes of the starship modification rules from *Starships of the Galaxy*, the Dunelizard has 3 unused emplacement points.)

Two Dunelizard fighters take on a SoroSuub planetary defender starfighter.

The Dunelizard also has a hyperdrive and a simple navicomputer, but it lacks an astromech port that would allow the calculation of more advanced hyperspace coordinates. A popular modification of the starship involves removing the copilot's seat and installing an astromech port in the cockpit behind the pilot. However, the design of the ship's wings reduces the visibility of an astromech droid at that port location, a problem that led to the Type II Dunelizard—a version with a shorter, narrower wing configuration.

G1-M4-C Dunelizard Fighter **CL 8**
Gargantuan starfighter
Init +4; **Senses** Perception +5

Defense Ref 17 (flat-footed 13), Fort 27; +8 armor
hp 140; **DR** 10; **SR** 25; **Threshold** 47

Speed fly 15 squares (max. velocity 950 km/h), fly 4 squares (starship scale)
Ranged double medium laser cannons +4 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +32
Atk Options autofire (double medium laser cannons)

Abilities Str 44, Dex 18, Con —, Int 14
Skills Initiative +4, Mechanics +5 (+13*), Perception +5 (+3*), Pilot +4, Use Computer +5 (+13*)
**If the ship has an astromech droid, use these skill modifiers instead.*

Crew 1 (normal) plus astromech (optional); **Passengers** 1
Cargo 110 kg; **Consumables** 2 weeks; **Carried Craft** none
Hyperdrive ×2, limited navicomputer (3-jump memory) or astromech (10-jump memory)
Availability Restricted; **Cost** 115,000 (55,000 used)

Double medium laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 5d10×2

Ixiyen-class Fast Attack Craft

Built by TransGalMeg Industries throughout the Galactic Civil War, the *Ixiyen*-class fighter is sold to numerous independent groups, and fighters often change hands multiple times. TransGalMeg Industries is officially allied with the Empire but located in the Mid Rim, where populations are sparse and Imperial inspections are rare. Thus, the corporation feels safe in selling small numbers of the starfighters to anyone who has the credits to pay. As long as the vessels don't flood the market and TransGalMeg keeps the Empire supplied, Imperial officials overlook the corporation's side sales. The fighters are popular as squadron leader vessels and bounty hunter ships. Still, TransGalMeg does not produce the *Ixiyen*-class extensively, and no single group amasses the vessel in large numbers.

Though the fast attack craft is specifically designed to oppose starfighters, its weapons can pose a threat to larger ships as well. With its heavy armor and shields, the *Ixiyen*-class fighter can overwhelm smaller starships with brutal frontal assaults, shrugging off enemy counterattacks. However, its basic frame is not particularly sturdy, and the ship lacks the staying power and payload necessary for prolonged conflicts. Its main drawback is its lack of droid or gunner slots, forcing the pilot to choose between weapon systems for each attack. Expert pilots often use concussion missiles to devastating effect before resorting to laser fire, but in anything longer than a short dogfight, more versatile starfighters have an edge.

Ixiyen-class Fast Attack Craft **CL 8**
Gargantuan starfighter
Init +3; **Senses** Perception +5

Defense Ref 16 (flat-footed 13), Fort 27; +8 armor
hp 120; **DR** 10; **SR** 10; **Threshold** 47

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged double medium laser cannons +6(see below) or
Ranged medium concussion missiles +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +32
Atk Options autofire (double medium laser cannons)

Abilities Str 44, Dex 16, Con —, Int 18
Skills Initiative +3, Mechanics +5, Perception +5, Pilot +3, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 440 kg; **Consumables** 4 weeks; **Carried Craft** none
Payload 5 medium concussion missiles
Hyperdrive ×1, navicomputer
Availability Restricted; **Cost** 180,000 (40,000 used)

Double medium laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 5d10×2

Medium concussion missiles (pilot)
Atk +6, **Dmg** 8d10×2

M12-L Kimogila Heavy Fighter

Like the Dunelizard fighter, the M12-L Kimogila was designed and built by MandalMotors for sale to planets, corporations, and large criminal fleets or private organizations. Officially an update of the Dunelizard, the Kimogila is actually a much heavier and more robust starfighter that violates Imperial policy regarding military vessels sold to civilians. However, by the time of its design, the Empire no longer considers snubfighters a serious threat, and as long as MandalMotors continues to be guided by a (bribable) Imperial advisor, such transgressions are overlooked.

The M12-L Kimogila includes four linked lasers, a concussion missile launcher with a large magazine, and a proton torpedo tube with a small payload. Because either the pilot or the gunner can control the proton torpedoes, the ship can fill a variety of attack roles, at least for short periods of time. As a planetary bomber, it can make attack runs with both of its missile weapons; in space conflict, it can focus on making attacks with its lasers, reserving its concussion missiles and proton torpedoes for heavier targets. This versatility, coupled with its remarkable resilience, makes the Kimogila one of the most popular Rebellion era starfighters for unaligned forces that need to do more with less.

M12-L Kimogila Heavy Fighter **CL 10**
Gargantuan starfighter
Init +4; **Senses** Perception +5

Defense Ref 17 (flat-footed 13), Fort 28; +8 armor
hp 160; **DR** 10; **SR** 15; **Threshold** 48

Speed fly 14 squares (max. velocity 850 km/h), fly 4 squares (starship scale)
Ranged heavy laser cannons +5 (see below) and medium concussion missiles +3 (see below) or
Ranged heavy laser cannons +5 (see below) and proton torpedoes +3 (see below) or
Ranged medium concussion missiles +3 (see below) and proton torpedoes +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +33
Atk Options autofire (heavy laser cannons), fire-link (heavy laser cannons)

Abilities Str 46, Dex 18, Con —, Int 16
Skills Initiative +4, Mechanics +5 (+13*), Perception +5 (+3*), Pilot +4, Use Computer +5 (+13*)
**If the ship has an astromech droid, use these skill modifiers instead.*

Crew 1 plus astromech droid (normal); **Passengers** none
Cargo 110 kg; **Consumables** 2 weeks; **Carried Craft** none
Payload 12 medium concussion missiles
Hyperdrive x2, 10-jump memory (astromech droid)
Availability Restricted; **Cost** 175,000 (125,000 used)

Heavy laser cannons (pilot)
Atk +5 (+0 autofire), **Dmg** 6d10×2

Medium concussion missiles (gunner)
Atk +3, **Dmg** 8d10×2

Proton torpedoes (pilot or gunner)
Atk +3 (+5 pilot), **Dmg** 9d10×2

M22-T Krayt Gunship

The M22-T Krayt gunship was originally commissioned by Jabba the Hutt to serve as a command ship for his most powerful and loyal lieutenants. The design proved successful and popular, and MandalMotors produced many more such gunships, but only as special orders for valued clients. It was the last of the "scaled killer" series (including the Dunelizard, the Kimogila, and the Scyk), and it was so heavily armed and armored that it finally drew the Empire's attention to MandalMotors' independent military constructions. The Imperial advisor who allowed its design and sale was imprisoned, and various Imperial sycophants took his place for several years. After the Battle of Endor, MandalMotors workers ousted the Imperial advisor's position in favor of supporting the New Republic.

Because of its origin as a specially ordered craft, the M22-T Krayt gunship has a few unusual features. First, it has numerous cover panels that have little purpose but aesthetics, which can be modified or removed to suit the tastes of each owner. Second, the ship has room for two passengers (or prisoners), which allows it to be used as an armed shuttle or a prisoner transport as well as an attack craft.

The Krayt carries four laser cannons under the pilot's control, a gunner's turret that can be armed with lasers or ion cannons, and a concussion missile launcher controlled by either the pilot or the gunner. The gunner has a clear field of fire and a dedicated targeting computer, which grants a +1 equipment bonus to attack rolls with turret weapons (but not with the ship's concussion missiles). This heavy firepower makes the Krayt a highly effective attack craft, but it is too expensive for mass production. It remains most commonly found as a squad leader's fighter, a bounty hunter's personal vessel, or an escort for the wealthy.

M22-T Krayt Gunship **CL 12**
Gargantuan starfighter
Init +4; **Senses** Perception +6

Defense Ref 16 (flat-footed 13), Fort 28; +8 armor
hp 160; **DR** 10; **SR** 20; **Threshold** 48

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged heavy laser cannons +8 (see below) and ion cannons +7 (see below) or
Ranged heavy laser cannons +8 (see below) and medium concussion missiles +6 (see below) or
Ranged ion cannons +7 (see below) and medium concussion missiles +8 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +35
Atk Options autofire (heavy laser cannons, ion cannons)

Abilities Str 46, Dex 16, Con —, Int 18
Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4, Use Computer +6

Crew 2 (skilled); **Passengers** none
Cargo 440 kg; **Consumables** 1 week; **Carried Craft** none
Payload 16 concussion missiles
Hyperdrive x1, navicomputer
Availability Military; **Cost** 350,000 (210,000 used)

Heavy laser cannons (pilot)
Atk +8 (+3 autofire), **Dmg** 5d10×2

Ion cannons (gunner)
Atk +7 (+2 autofire), **Dmg** 4d10×2 ion

Medium concussion missiles (pilot or gunner)
Atk +6 (+8 pilot), **Dmg** 8d10×2

Pinook Fighter

It is often said that the design of the Pinook fighter is so bad that it couldn't have happened by accident. Though such statements are meant to be humorous, they actually are true. Built by Joraan Drive Systems, the Pinook suffered from heavy Imperial restrictions on its available armament, weapons, and power supply. Since Joraan Drive Systems was not a strong supporter of the New Order, its board of directors could not convince Imperial inspectors to allow the Pinook to be sold to allies of the Empire. As a result, the inspectors considered the ship a purely civilian craft and saw no need to let the company give it any serious combat ability.

The Pinook is slow, poorly armed, and underpowered. It's inexpensive, but that consideration pales in light of its performance. The ship can be outflown by a Y-wing and outgunned by jury-rigged ugly fighters built from spare parts. The Pinook has seen some success as a training vessel, since it is cheap enough to risk with raw pilots, but no force that fields the ship in combat expects it to do anything but report the presence of an enemy before being destroyed. The sales and performance of the Pinook are so poor that Joraan Drive Systems secretly constructs starfighters for criminal organizations just to stay solvent.

Pinook Fighter **CL 10**
Huge starfighter
Init +4; **Senses** Perception +5

Defense Ref 12 (flat-footed 11), Fort 24; +3 armor
hp 75; **DR** 10; **SR** 10; **Threshold** 34

Speed fly 9 squares (max. velocity 600 km/h), fly 3 squares (starship scale)
Ranged light laser cannons +4 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +24
Atk Options autofire (light laser cannons)

Abilities Str 38, Dex 12, Con —, Int 14
Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 25 kg; **Consumables** 1 week; **Carried Craft** none
Hyperdrive ×1.5, navicomputer
Availability Military; **Cost** 50,000 (25,000 used)

Light laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 3d10×2

TWO ALLIANCE PINOOK FIGHTERS ESCORT A YV-545 SPACE TRANSPORT.

Razor-class Starfighter

Built by the small Starypan/SunHui Spaceworks, the *Razor*-class starfighter is a typical example of the type of fighter available to corporate security forces and wealthy families that can get Imperial approval for armed ships. Though by no means exceptional, the *Razor*-class is a capable starfighter offering good firepower and speed, despite suffering from weak shields and little internal bracing. Like the R-41 Starchaser on which it is based, the ship is limited by its lack of a copilot, gunner, or droid port, making it impossible to take advantage of all its weapons on a single strafing run.

***Razor*-class Fighter** **CL 9**
Gargantuan starfighter
Init +6; **Senses** Perception +6

Defense Ref 16 (flat-footed 11), Fort 24; +6 armor
hp 90; **DR** 10; **SR** 15; **Threshold** 44

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged medium laser cannons +7 (see below) or
Ranged ion cannons +5 (see below) or

Ranged medium concussion missiles +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +31

Abilities Str 38, Dex 20, Con —, Int 16
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use Computer +6

Crew 1 (skilled); **Passengers** 1
Cargo 110 kg; **Consumables** 1 week; **Carried Craft** none
Payload 8 medium concussion missiles per tube
Hyperdrive ×2, navicomputer
Availability Licensed; **Cost** 75,000 (45,000 used)

Medium laser cannons (pilot)
Atk +7, **Dmg** 5d10×2

Ion cannons (pilot)
Atk +5, **Dmg** 3d10×2 ion

Medium concussion missiles (pilot)
Atk +5, **Dmg** 9d10×2

TWO *RAZOR*-CLASS STARFIGHTERS ATTACK A KIMOGILA FIGHTER.

SPACE TRANSPORTS

During the Rebellion era, space transports see a huge increase in use for a variety of reasons. First, they are the largest type of vessel that many shipyards are allowed to build under restrictive Imperial regulations. Second, they are easier than larger ships to hide, maintain, and modify in secret bases, but they remain more powerful than starfighters, making them the choice of smugglers, bounty hunters, pirates, small merchant cartels, and even Rebel strike forces. Third, it is possible to operate a dozen light freighters for the same cost as a single capital ship, so credit-strapped groups find it more economical to use space transports as scouts, patrol ships, and armed escorts rather than trying to field a fleet of larger ships. Even planetary governments that have Imperial permission to arm patrol ships sometimes discover that their treasuries, ravaged by the rigors of the Clone Wars and the harsh taxes of the Empire, cannot afford anything bigger than a space transport.

MOBQUET MEDIUM TRANSPORT

The Mobquet medium transport is a design of Mobquet Swoops and Speeders (MS&S), a repulsorlift manufacturing company owned in turn by TaggeCo. The only starship design produced by MS&S, the medium transport is a major departure from its normal line of swoop bikes and landspeeders. The design was built with aid from sister company Tagge Industries Shipyards Limited and initially intended for TaggeCo's exclusive use. The ship proved extremely popular, however, and as a result is sold to private concerns as well.

The three nodes of a Mobquet medium transport are intentionally modular, allowing it to be modified in sections as needed for its owner's intended use. The standard design has crew quarters, storage, and a few defensive weapons in the front node; speeder racks with external access in the second node; and engineering and computer units in the third node, along with some additional storage. However, it is possible to expand the weapon systems by reducing the rear storage, or to convert the central node into a passenger section that can carry up to 32 creatures in comfort. (For purposes of the starship modification rules from *Starships of the Galaxy*, the Mobquet medium transport has 10 unused emplacement points.)

Because TaggeCo has strong connections with the Empire (and many of its subsidiaries have contracts for Imperial vehicles and gear), it managed to have the Mobquet licensed as a medium transport rather than a bulk hauler or heavy cargo carrier. This classification results in reduced regulation of sales of the 113-meter-long starship, which is big enough to mount capital-class weapons. Although the ships aren't produced with heavy weapons as standard options, it is not unusual for pirates, Rebels, and smugglers to add a turbolaser turret to a Mobquet, often behind hidden panels that blow off if the weapon is fired. The ships are also used as fighter carriers, troop transports, and missile cruisers after extensive modifications, and Imperial customs ships have learned to approach Mobquet medium transports with caution.

Mobquet Medium Transport CL 8
Colossal (frigate) capital ship
Init –1; **Senses** Perception +6

Defense Ref 15 (flat-footed 12), Fort 39; +12 armor
hp 900; **DR** 15; **SR** 90; **Threshold** 139

Speed fly 3 squares (starship scale)
Ranged laser cannon +4 (see below) and
medium concussion missiles +4 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +51
Atk Options autofire (laser cannon)

Abilities Str 69, Dex 16, Con —, Int 14
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1,
Use Computer +6

Crew 2 (skilled); **Passengers** 24
Cargo 700 tons; **Consumables** 2 months; **Carried Craft** none
Payload 32 medium concussion missiles
Hyperdrive ×2, navicomputer
Availability Licensed; **Cost** 750,000 (225,000 used)

Laser cannon (gunner)
Atk +4 (–1 autofire), **Dmg** 4d10×2

Medium concussion missile (gunner)
Atk +4, **Dmg** 8d10×2

YKL-37R Nova Courier

Gallofree Yards, Inc., produced the YKL-37R Nova Courier in an attempt to turn the company's fortunes around after its medium transport ships failed to capture the market from competitors such as the Corellian Engineering Corporation. The design of the Nova Courier is significantly better than that of any of its larger transports and cargo freighters, but the company's reputation ensured that its sales were slow from the beginning.

To make matters worse, rumors of the company's demise preceded the release of the Nova Courier, making buyers skittish about acquiring the ships only to find parts and upgrades nonexistent. Furthermore, the cost of converting existing manufacturing plants to the new design was disastrously higher than expected, far outstripping revenues. When Gallofree Yards, Inc., finally folded, its vast stock of unsold YKL-37Rs was sold off at auction to the highest bidders, which included smugglers and independent merchants looking to pick up cheap ships.

A Mesens scout ship launches from a Mobquet Medium Transport.

Many of the new owners were pleasantly surprised by the Nova Courier's performance. Though its cargo capacity is low compared to most transports in its class, the ship handles well, is reasonably robust, and provides comfortable accommodations for crew and passengers. It also shows the benefit of the lessons learned from earlier GR-class designs, with low maintenance needs and a high degree of easy modification. (A character trained in Mechanics gains a +5 equipment bonus to Mechanics checks for a Nova Courier. For purposes of the starship modification rules from *Starships of the Galaxy*, the ship has 5 unused emplacement points.)

The Nova Courier also offers good defenses for a stock model, with two turrets of twin laser cannons and three small concussion missile launchers. Though each tube carries only a few missiles, the ability of the copilot and both gunners to fire missiles at the same time gives the Nova Courier a heavy punch for a short engagement. It has proven popular with mid-level diplomats and the moderately rich as an armed shuttle for short trips, and it frequently is the travel ship of choice for crime lords unable to afford luxury yachts or capital-class ships.

YKL-37R Nova Courier **CL 8**
Colossal space transport
Init –2; **Senses** Perception +5

Defense Ref 18 (flat-footed 15), Fort 27; +15 armor
hp 180; **DR** 15; **SR** 60; **Threshold** 77

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged 2 laser cannons +2 (see below) and 3 medium concussion missiles +2 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +37
Atk Options autofire (laser cannons)

Abilities Str 44, Dex 16, Con —, Int 14
Skills Initiative –2, Mechanics +5, Perception +5, Pilot –2, Use Computer +5

Crew 4 (normal); **Passengers** 6
Cargo 60 metric tons; **Consumables** 6 months; **Carried Craft** none
Payload 12 concussion missiles per tube
Hyperdrive ×2 (backup ×12), navicomputer
Availability Licensed; **Cost** 150,000 (45,000 used)

Laser cannons (2 gunners)
Atk +2 (–3 autofire), **Dmg** 5d10×2

Medium concussion missiles (copilot, 2 gunners)
Atk +2, **Dmg** 8d10×2

YV-545 Light Freighter

The Corellian Engineering Corporation (CEC) constantly struggles to replicate its successful freighter designs, but not all its efforts bear fruit. The YV-545 is an example of a design that should have been popular but simply was not. Specifically intended to bridge the gulf between the older YT series and the modern YV series, the YV-545 tried to please fans of both and ended up pleasing neither. Sales remained low, and the ship is now available only as a special order item.

On a landing pad, the YV-545 looks like a YT series design, with a side-mounted cockpit and a saucer-shaped main body. One of its two loading mandibles is notably longer than the other, and it has a forward-mounted access ramp in addition to one at the rear, but the freighter otherwise looks like a modified YT-1300. In flight, however, the YV-545 reveals its main trick—the cockpit rotates 90 degrees to be "on top" of the starship, with the saucer body hanging beneath. The ship can land in this configuration as well, allowing it to move between narrow loading supports and fit into docking slips that are off-limits to a standard YT series ship. CEC hoped that the typical YT series look would bring in new buyers and that the vertical flight profile would encourage them to consider the YV series designs.

In truth, most buyers see the design as needlessly complex. Cargo must be strapped down carefully whenever the freighter enters or leaves a gravity field, and during takeoff and landing maneuvers, passengers can't move freely about the ship without considerable caution. The YV-545's complex maneuvering system is difficult for casual pilots to manage (a character who is not trained in Pilot takes a –2 penalty to Pilot checks made to fly the ship). Furthermore, the internal compensators and rotating cockpit mechanism make the YV-545 hard to modify. (For purposes of the starship modification rules from *Starships of the Galaxy*, the YV-545 has only 3 unused emplacement points, rather than the normal 5 for CEC starships.)

However, the design did produce an extremely maneuverable ship that rivals many starfighters. In addition to being able to rotate its cockpit, the freighter is ringed with sensor dishes and maneuvering thrusters that allow it to spin and flip in ways that other transports cannot. Legitimate merchants might have little need for this feature, but it has proven useful to smugglers and pirates wishing to modify the YV-545 into an attack craft. The ship's under-and-over gun turrets have an unusually good field of fire, and many owners add heavier weapons to the modest double lasers installed at the factory.

Corellian YV-545 **CL 9**
Colossal space transport
Init +0; **Senses** Perception +5

Defense Ref 19 (flat-footed 14), Fort 27; +14 armor
hp 90; **DR** 15; **SR** 30; **Threshold** 77

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Ranged double lasers +3 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +37
Atk Options autofire (double lasers)

Abilities Str 44, Dex 20, Con —, Int 16
Skills Initiative +0, Mechanics +5, Perception +5, Pilot +0, Use Computer +5

Crew 2 (normal); **Passengers** 5
Cargo 80 tons; **Consumables** 3 months; **Carried Craft** none
Hyperdrive ×2 (backup ×15), navicomputer
Availability Licensed; **Cost** 120,000 (35,000 used)

Double lasers (gunner)
Atk +3 (–2 autofire), **Dmg** 4d10×2

Chapter V
Rebellion Era Campaign

In any society, citizens rely on the government for security: laws to define civilized behavior, officials to enforce those laws, punishments for those who break those laws, and so on. The sacrifice of some beings' freedoms for the safety and security of all seems to many during the Rebellion era to be a reasonable exchange. However, a few beings know that power, corruption, and oppression go hand in hand, and those beings oppose tyranny through acts of sabotage or open rebellion.

The heroes in a Rebellion era campaign can fight for either side of the conflict—the Galactic Empire or the Rebel Alliance—or even act on behalf of fringe elements such as smugglers and pirates. Heroes can be upstanding Imperial citizens lending their aid against the Rebellion, or they can be freedom-loving Rebels working to bring down the Emperor.

Whichever side the players choose, the Rebellion era is rife with possibilities and pitfalls, opportunities and obstacles, and nobility and villainy.

Heroes From Both Sides

The characters in a Rebellion era campaign do not need to be all Rebels, or all Imperials, or all outlaws from the fringes of society, but getting a disparate group to work together toward a common goal can prove complicated. Unless the Gamemaster is prepared to construct an elaborate plot that requires Rebels and Imperials to fight side by side, the group might have to agree not to play heroes with diametrically opposed ideologies—at least at first.

The players should discuss their visions of the campaign with the Gamemaster before the campaign begins. If players want to be heroic freedom fighters struggling against an oppressive galactic regime, then they should play Rebels. If they want to spend their time at the game table matching wits with terrorists and saboteurs, the Gamemaster should let them play Imperials. And, of course, smugglers and their ilk mesh with both groups, so heroes on the fringe have a place in either style of campaign.

A precampaign discussion also gives players an opportunity to develop their heroes' backgrounds, decide how their heroes know each other, and determine what brings them together in the first place. It gives the Gamemaster a chance to work the heroes' back stories into the campaign, and it also provides the group with an open forum in which the Gamemaster and players can discuss what they want to get out of the campaign.

If players develop character backgrounds with no clear connection to one another, the Gamemaster should consider preparing an introductory scenario that brings the heroes together and, ideally, gives them a common cause that keeps them more or less on the same side for the duration of the campaign.

From a Specific Point of View

The story of the Rebellion era is replete with examples of Rebels outwitting the vastly greater numbers of the Empire as they strive to restore justice to the galaxy. Faced with superior odds and superior equipment, the Rebel Alliance triumphs, eventually restoring the Republic and vanquishing the Sith.

Of course, from another perspective, the real heroes are the citizens of the Galactic Empire, who, though they enforce the edicts of one of the most evil beings ever to live, dutifully provide peace and order for the populace. Their struggle against the forces of chaos—embodied by the Rebel Alliance—might ultimately fail, but they are not necessarily evil themselves. They can comport themselves with as much honor, conscience, and courage as any Rebel—and sometimes with more.

Having the option to play either side of the conflict can make a Rebellion era campaign exciting—particularly if the players want to explore the *Star Wars* universe from the vantage point of otherwise noble individuals slowly coming to grips with the fact that they are on the wrong side of a moral and ethical struggle. As they advance within the ranks of the Galactic Empire, such characters see more and more of the Emperor's true cruelty and eventually have to choose between remaining loyal to a corrupted ideal or acting to right the wrongs that they have helped create.

Shared Hero Backgrounds

When the heroes cooperate, the campaign runs more smoothly, so giving the heroes motivations to join together, work together, and stay together afterward is often the primary goal of the first game session. The simplest and best method is to let the players define their own characters' relationships (although the Gamemaster can suggest a few ways to fill in gaps here and there). For example, Hero A is Hero B's older brother, and Hero C works with Hero D, who shared a dormitory room with Hero A back in the academy. Such connections encourage the heroes to cooperate with one another and can bring them all to the same location for the start of the campaign.

For example, Braht Rinnor is an Imperial Academy graduate serving aboard an Action VI supply ship, looking for an opportunity to desert and join the Rebellion. At a refueling stop on Commenor, he runs into his old girlfriend Miria, who, with her best friend, a Twi'lek named Zyrinna, has made contact with a Rodian Rebel named Skollo. However, Skollo is actually just a down-on-his-luck gambler with no real ties to the Rebel Alliance; he just wants to show off for the ladies. When Skollo tells the other three that he needs a ship to take him to his Rebel rendezvous, Braht realizes that the Action VI might be just the ticket, and suggests that the four of them "liberate" it for the Alliance.

Of course, if a player cooks up an extraordinarily elaborate background, the Gamemaster should feel free to suggest scaling it back a bit or, at least, quietly downplay the parts that don't fit into the campaign well. In the end, each hero needs only one compelling reason to want to team up with the other heroes.

Likewise, the Gamemaster has final approval over the players' character concepts. Not everyone gets to be the last Jedi in the galaxy, after all.

Common Campaign Elements

At the commencement of every campaign, the Gamemaster should let the players know what is common knowledge in the setting—what the heroes would know that the players might not. This can include information relating to the first story arc the Gamemaster has planned, and it can include interesting but ultimately unrelated leads that encourage the heroes to explore a bit. Either way, the Gamemaster should encourage the players to work this information into their character backgrounds.

Presented below are brief campaign outlines designed to give Gamemasters ideas for how to unite the heroes in Rebellion era campaigns:

- The heroes are Rebel operatives tasked with carrying out acts of sabotage and espionage against Imperial targets.
- The heroes are the personal staff of an ambitious Imperial Moff.
- The heroes are the crew of a tramp freighter, smuggling contraband to Imperial contacts—and running weapons to the Rebel Alliance.
- The heroes are Imperial citizens secretly supplying information and materiel to the Rebel Alliance.

Obviously, these are just suggestions to run past the players. Gamemasters should avoid railroading the players into a particular campaign setup—and should not let the campaign model limit the character types available to the players. A group of Rebel operatives might have a character in their midst who is secretly loyal to the Empire, for example; or the tramp-freighter crew might include a cultured noble who uses her contacts in the Imperial court to get the smugglers jobs.

Common campaign elements are aimed at giving the players a theme for their character concepts, but once the Gamemaster plants the basic idea, the players are free to run with it. The Gamemaster should work with the players to develop these elements, bearing in mind that the overall goal is to give the players hooks to unite their heroes, and to give the Gamemaster hooks for future adventures.

X-WING FIGHTERS TAKE DOWN A YE-4 GUNSHIP.

Chain of Command

Because Rebellion era campaigns are likely to include heroes in the roles of Rebels or Imperials, the easiest way to unite them is to put them in either organization's chain of command. In addition to bringing the heroes together, this gives them access to basic equipment (and, occasionally, mission-specific equipment), transport, occasional allies, and perhaps most important, a commanding officer to give them missions and advice—in other words, a tool for the Gamemaster to keep the campaign on track. For example:

- The heroes are junior officers serving aboard an Imperial Star Destroyer. They are under review by their commander and must exceed expectations in order to avoid being reassigned to guard duty at the penal colony on Dathomir.
- The heroes are Rebel recruits attached to the consular ship of an Alliance-sympathetic ambassador from Naboo. As new recruits, they are given assignments and duties no one else particularly wants, but if they perform well, they might be given more critical duties.
- The heroes are the crew of an Imperial supply ship whose captain is secretly diverting materiel to the Rebels. The captain frequently orders the heroes to carry out his drops to Rebels who are disguised as Imperials—and then blames the heroes when his superiors notice the difference between cargo and manifest.
- The heroes are part of a gang of shipjackers who steal Imperial ships to sell to the Rebels. Their commander is a disillusioned ex-Imperial officer who expects tight discipline from the heroes, but rewards them richly when they do well.

In any of these examples, the heroes can move up the chain of command as time goes by, perhaps eventually becoming commanding officers. Each mission gives the heroes a chance to impress their superiors with their good work and to earn promotions (or at least a greater share of the profits). Regardless whom they report to, the heroes need to perform well and follow orders—the primary order being "work together."

Base of Operations

When players want to work together but their characters' backgrounds do not cross paths, the simplest answer might be to put them all in the same location at the beginning of the first adventure. Putting them in the same place—whether or not they know each other—lets the Gamemaster present them with location-based adventures and gives them all a stake in working together: if they fail, they lose access to their base of operations and all its equipment and protection.

Of course, this sort of campaign element requires the Gamemaster to do a lot of advance prep work developing the base of operations, detailing the resources available to the heroes, creating NPCs who live and work there, and outlining the activities that normally go on there. Then the Gamemaster must present all this to the players—often before the campaign even starts. After all, if they live there, the heroes probably already know all of this information.

The initial benefit of creating a base of operations is that the Gamemaster can build in adventure hooks right away. Farther on into the campaign, though, the benefits multiply as the base of operations becomes the heroes' haven—a place to rest and recover between adventures, or to hide out when they have made too many enemies. The base of operations also provides heroes with a place to plan, practice, and prepare for missions, and it can be a great set piece if the campaign is going to explore the heroes' downtime as much as it explores their adventures.

The heroes' base of operations can be a place such as a secret Rebel base on Dantooine, the Imperial Academy on Corulag, or a hidden hangar on Nar Shaddaa.

Event

If the heroes have wildly disparate backgrounds or they don't want to be tied to a static location, the Gamemaster should consider uniting them with a major event. Thrown together by circumstance, the heroes have no choice but to work together if they want to survive. If they need a reason to stay together, the Gamemaster can tailor the event so that the heroes all have a motive to find out how and why it happened.

Campaigns of this nature rely largely on the heroes' backgrounds, because the Gamemaster has to ensure that each hero has the proper motivation to follow up on the event, as well as the motivation to do so with the aid of the others in the group. Having a hero break off from the rest for any reason can quickly fracture the group. The Gamemaster should identify suitable hooks in the heroes' backgrounds or, if the players haven't provided anything that works, suggest some such as these:

- The destruction of Alderaan has several witnesses—including the heroes. Having identified the Death Star as an Imperial superweapon, the heroes are motivated to join the Rebellion and seek justice for the millions of Alderaanians who died.
- The Battle of Yavin sees tens of thousands of Imperials killed—some of them friends and relatives of the heroes. Outraged, the heroes band together at a memorial service and vow to bring the Rebels responsible to justice.
- The Imperial occupation of Bespin puts a number of gas miners out of business, including the heroes. Equipped with a Tibanna-mining ship and a handful of improvised weapons, the heroes must fight a guerrilla war to drive out the Imperial garrison and restore Bespin's independence.

The Common Cause

Obviously, the heroes can also band together to support a common cause: bringing down the Empire, for example, or seeing the "Heroes of Yavin" answer for their crimes. As long as the goal is attainable, the heroes have clear motivation. And if the goal cannot be accomplished quickly, the Gamemaster has plenty of material for an ongoing campaign.

Themes of the Rebellion Era

When running a campaign in the Rebellion era, Gamemasters have a variety of themes available to them that can be integrated into adventures to give those adventures a distinct feel. These themes run throughout many of the stories that take place in the Rebellion era, and are central to distinguishing the Galactic Civil War from other conflicts throughout history. This is the time period that sees the rise of the Rebel Alliance against the backdrop of a powerful, well-established Empire. It is a time where desperate people make great sacrifices, and where ordinary citizens give up their lives and livelihoods to become heroes. These themes are discussed in more detail below, with tips for including these themes in your adventures in ways both large and small.

The Rise of the Rebellion

Perhaps the most distinguishing feature of the Rebellion era, and the one that gives the time period its name, is the rise of the Alliance to Restore the Republic, also known as the Rebel Alliance. For the first time since the Republic was transformed into the Empire, a well-organized group of dissidents has both the drive and the means to pose a threat to the Empire. The difference between the Rebel Alliance and other resistance groups is that the Alliance is a single organization, spread across the galaxy, which poses enough of a threat to be recognized and targeted by Imperial agents.

The importance of the Rebel Alliance can be emphasized in Rebellion era adventures in subtle ways. The Empire blames many of its own transgressions on Rebels or Rebel sympathizers, so when the heroes witness an act of Imperial tyranny, they could later hear Imperial propaganda blaming the act on the Rebellion. Since the existence of the Rebel Alliance is well known, even ordinary citizens will know something about the Rebellion. When the heroes go to gather rumors at the cantina, some of the gossip they hear might revolve around Rebel activity. The heroes' contacts may warn the heroes about an impending Rebel operation (if the heroes are members of the Rebel Alliance, hearing about the activities of other Rebel cells will reinforce the idea that they are not alone in the galaxy).

Even if the heroes aren't members of the Alliance, the Rebellion can be the genesis of many adventure hooks. For example, smuggler heroes could be involved in smuggling arms from a crime lord to a Rebel cell on an Imperial world. Mercenary units might be hired to supplement the ranks of the Rebellion at a key battle, or to rescue Rebel operatives who have been captured by the Empire. You should feel free to use the Alliance as a source of adventure for a variety of Rebellion era campaigns.

Great Sacrifices

Rebellion often demands great sacrifices, both from those rebelling and from those closest to them. During the Rebellion era, all who wish to fight for freedom must be prepared to lose everything—their homes, their families, and even their lives—for the sake of their ideals. An individual's dedication to rebellion against the Empire is constantly tested by the need to give up things that person holds dear, and heroes should never forget that price.

On a smaller scale, this concept can be reinforced in the histories of the characters that the heroes will interact with over the course of a campaign. Everyone serving the Rebellion has a story, and most of those stories involve great sacrifice. When the heroes begin digging into their cell leader's past, they may find out that her whole family was imprisoned at Kessel for her defiance. When making contact with a Rebel operative on a Core world, that operative might be missing an eye or have a cybernetic arm as a result of Imperial torture. When the heroes call upon an ally for assistance, they may later discover that the ally suffered Imperial retribution and lost home and livelihood as a result of the help given to the heroes.

REBEL B-WING FIGHTERS ATTACK A ZANN CONSORTIUM *KELDABE*-CLASS SHIP.

As a basis for adventure, sacrifices can be powerful motivators. Perhaps the heroes need to rescue Rebel operatives who are still alive in a bunker after an orbital bombardment. Or the heroes may learn that their allies are being captured or killed by Imperial agents, and the heroes must discover the informant in their ranks as the Imperial net draws ever tighter around them.

Desperate Measures

One of the hallmarks of the era is that, in defiance of the Empire, many Rebels are driven to desperate acts that have little chance of success. The attacks on the Death Stars seem like suicide missions to outside observers. Imperial officers who secretly sympathize with the Rebellion must take great risks in order to convince others to join them in mutiny. During the Rebellion era, the only chance of defeating the Empire comes through taking risks with long odds and hoping that boldness and determination can bring success.

As with the idea of a need for sacrifice, a sense of desperation can be fostered in a campaign through the actions and stories of the characters that the heroes interact with. The heroes might encounter allies, contacts, or even strangers over the course of the adventure who are driven to desperate acts in the hopes of breaking the stranglehold of the Empire. Perhaps a shopkeeper offers them his life savings if they will help his family escape to a Rebel-friendly world. In another case, a space transport pilot might offer to undertake a dangerous blockade run on behalf of the heroes for free, telling the heroes that he wants them to succeed too badly to take their credits. Characters that the heroes interact with are more willing to take large risks during the Rebellion era, showing that the galaxy is at a turning point.

Adventures in the Rebellion era convey a sense of desperation by their very natures. The Rebellion era is rife with adventures that center around desperate acts such as attacking well-defended space stations, breaking into Imperial garrisons, or traveling to Coruscant—the heart of the Empire—in search of information. In the Rebellion era, there should be few, if any, trivial adventures; each adventure should evoke a sense of desperation through the sense of having the odds stacked against the heroes. These adventures may be no more difficult than adventures in other eras, but the perception of greater danger (for example, by setting the backdrop of an adventure on a space station above Coruscant instead of on a space station above an Outer Rim world) can give the players a sense that the risks are greater than in other eras.

A Powerful Empire

By the time of the Rebellion era, the Empire has taken a tight grip on the galaxy and shows no signs of letting go. The Empire of the Rebellion era is just as monolithic as it was during the Dark Times, but now the Empire has not only military control but also social and cultural control over the galaxy. This is part of what makes the Empire so dangerous; not only does it have Star Destroyers hovering above every world, it also has millions of bureaucrats, nobles, and even ordinary citizens under its thrall. Though many are willing to rebel against the Empire, many more have been driven in the opposite direction and have become as zealous in their defence of the Empire as any stormtrooper.

As the Gamemaster, you can help reinforce the sense of a strong, ever-present Empire through simple description. When describing a scene on the streets of Tatooine, mention that a squad of sandtroopers is walking down the street on patrol. As the heroes land on a planet, describe a trio of TIE fighters zooming by the spaceport. The heroes might be forced to stop at a random Imperial security checkpoint during a trek across a city, or they may have to deal with an Imperial bureaucrat during a simple trip to replenish supplies. These small, unobtrusive details can subtly reinforce the presence of a powerful Empire without involving the players in direct conflict.

As the primary antagonist of the Rebellion era, the Empire is one of the best enemies to pit your heroes against in adventures. Although adventures can feature other enemies, such as the Zann Consortium or Hutt crime lords, those adventures can tie into the Empire in some way. For example, perhaps the heroes get stuck between the Zann Consortium and the Empire after hijacking an Imperial convoy that the Zann Consortium had also planned to steal. In this way, you can retain the sense that the ubiquitous Empire is the primary antagonist of the era even if it is not the heroes' main opponent in the adventure.

Everyday Heroes

The Rebel Alliance shows the galaxy that everyday citizens can grow into heroes. Many of the heroes of the Alliance come not from a great military lineage or from a line of powerful nobles but rather from ordinary beings who decide that the time has come for the Empire to end. Likewise, many of the beings who have great influence over the events of the Rebellion era are from species often regarded as less powerful, like the Sullustans or the Ewoks.

When populating adventures with allies and background characters, give those characters histories that begin in inauspicious places. The commander of the heroes' Alliance cell might have once been a mechanic whose defiance of the Empire led him into a position of leadership. The fight against the Empire can reveal undiscovered character traits; for example, a character who was once the pilot of a long-range cargo hauler might be forced to act as an escort starfighter pilot, at which point she discovers that she is naturally skilled at starfighter combat. Feel free not only to highlight the fact that many of the characters that the heroes interact with come from humble origins, but also to show the evolution of those characters from undistinguished origins to heroism.

Campaign Elements

The elements and themes the Gamemaster chooses to incorporate into adventures help set the atmosphere for the entire campaign. In addition to the overall themes of standing against oppression, using the Force, and seeking the hero's path—all of which define *Star Wars* in general—the other themes the Gamemaster introduces establish a specific setting, such as the Rebellion era. Of course, the Gamemaster need not inject every theme into every adventure—one or two are sufficient—but the absence of all of them might lead the players to feel as though something is missing.

In the Rebellion era, campaigns revolve around the themes and elements of regular space travel, guerrilla warfare, superweapons, secret bases, military battles, and the last remnants of the Force.

Life on the Move

A major theme of Rebellion-centered campaigns arises from the constant threat that the Rebel Alliance faces from the forces of the Empire. Pursued by a vastly superior military, the Alliance must strike fast and disappear quickly; they can never stay in one place for long. No settled world can afford to harbor the Rebels for long without drawing the ire of the Emperor, and no uninhabited world can provide everything the Rebels need for long-term survival. For a Rebel, creature comforts are a long way off.

Of course, things are not terribly different for the Empire, either. With the Rebels always on the run, the forces of the Empire have to struggle to keep up, tracking down every report of Rebel activity, investigating every suspicious cargo shipment, and flying all over the galaxy in hopes of ending the Rebellion once and for all. For every Rebel agent the Empire captures, two more escape, and every time the Rebels elude the Empire's grasp, more formerly loyal Imperial citizens are tempted into treason.

Adventure Hook

The Rebel Alliance is on the move. Having narrowly escaped destruction at Yavin 4, the fleet needs to find a new base of operations that can house several thousand Rebels of various species, their ships, their supplies, and their equipment. General Airen Cracken has assigned the heroes the task of scouting several likely locations. The first sites they survey are suboptimal, so Cracken sends the heroes to the remote world of Graador. An agrarian species, the Graadorians are mostly overlooked by the Empire, and their world, while capable of sustaining life, provides the Graadorians with little more. However, Graador has a number of caverns that can be adapted for occupation by the Rebels, and the caverns are large enough to house the entire Rebel fleet many times over. The heroes discover that the caverns are infested with mynocks that can tolerate the planet's atmosphere, but mynocks seem to be manageable. After the heroes send word to General Cracken to bring the fleet, the mynocks devour the heroes' transceiver equipment, and the heroes learn that the vast caverns are also home to colossal space slugs controlled by intelligent, mutated mynocks, who want to feed on the Rebels' generators while the space slugs devour the fleet's ships. The space slugs are too big to kill and become crazed when the mutant mynocks controlling them are killed. So the heroes have to evade the mynocks and their space-slug thralls long enough to repair their communication array and warn the Rebel Alliance before the unsuspecting fleet flies into the trap.

Guerrilla Warfare

The story of the Galactic Civil War is the story of underdogs fighting a larger and better-equipped enemy the only way they can: through subterfuge, secrecy, and hit-and-run battle tactics. The Rebel Alliance cannot survive a face-to-face confrontation with the vastly more powerful Imperial fleet, so the Rebels must rely on superior tactics or, at least, the element of surprise. If they strike where the Empire is weak and run before their enemies can regroup, they can stay one step ahead. It means a long, slow war in which hundreds of thousands of Rebels are likely to die, but the Empire eventually falls.

The Empire, on the other hand, must contend with an enemy whose strength is the Empire's weakness: mobility. The Imperial military is the most effective fighting force in the galaxy, but it relies on numbers and superior firepower. Bringing either to bear against an enemy that appears, attacks, and disappears again is a constant challenge. The Rebellion has better intelligence on the Empire than the Empire has on the Rebels; spies are everywhere—even within the Imperial military. The Empire's only hope is to fight a war of attrition, using the Empire's superior numbers to wear down the Rebellion.

Adventure Hook

The Empire makes a critical mistake. A shipment of bacta is missing, and HoloNet News broadcasts a report about the cargo ship's disappearance and distress call. Imperial censors quickly quash the story, and HNN later announces that the ship has been found and rescued by the Imperial Star Destroyer *Carnifex*. However, Rebel spies among the task force assigned to the search report that the *Carnifex* is still looking for the missing bacta ship. If the Rebels can find the bacta first, it would be a terrible blow to the Empire's war effort, and it would put a huge supply of much-needed bacta in Rebel hands. The entire story is a trap set by Admiral Veritts, commander of the *Carnifex*. The plan is to lure several Rebel ships close to the Imperial cargo ship *Lifeline* to either tow the ship or transfer its cargo to their own holds—then unleash the *Lifeline*'s secret weapon, a battery of gravity-well projectors. While the Rebels struggle to escape, the *Carnifex* and its escort ships sweep in to disable the Rebel ships, capture them, and interrogate the prisoners. As Rebel agents, the heroes are tasked with locating the *Lifeline* and reporting back to Rebel command. They are able to triangulate the distress call, track the ship's drift, and convince the *Lifeline*'s crew that they are there to provide assistance, but when they board, they find a platoon of Imperial stormtroopers waiting for them. The heroes must avoid the stormtroopers, discover the disguised gravity-well projectors, and warn the Rebel fleet to stay away—and then somehow escape the trap themselves.

SUPERWEAPONS

From the Death Stars to Centerpoint Station, the *Star Wars* universe is bristling with weapons designed to destroy entire worlds—remnants of ancient civilizations, or tools of war built by deranged conquerors. They are the deadliest weapons in existence and also the biggest targets. Without them, however, the *Star Wars* setting is just another space opera in which the enemy has to be defeated one starship, one walker, and one soldier at a time.

In *Star Wars* adventures, superweapons are mighty fortresses: impenetrable by main force, but vulnerable to a small team of clever and courageous heroes. They are capable of dealing devastating damage, making them a clear threat to everyone in the galaxy. They also have the advantage, from a storytelling perspective, of bringing heroes of different ideologies together. A weapon that threatens Empire and Rebel alike can make both sides put aside their differences, at least temporarily, in order to neutralize it.

Further, from an adventure-design perspective, a superweapon—particularly a large one such as the Death Star—makes for a great "crawl." The heroes can slip aboard and spend time sneaking around, avoiding sentries or traps and looking for weaknesses they can exploit later. Despite the superweapon's size, the Gamemaster does not need to fully map every room and every floor—just the areas relevant to the adventure.

Finally, the Gamemaster should remember that not all superweapons are gigantic devices. The Sun Crusher is only the size of a starfighter, and the war robots of Xim the Despot are as devastating as any space-based ray weapon in ground engagements.

Adventure Hook

When the planet Ord Dycoll suddenly ceases all communication with the rest of the galaxy, both the Empire and the Rebel Alliance send agents to investigate—including the heroes. When they arrive, the heroes discover a vast asteroid field where Ord Dycoll used to be, and a single, powerless transport ship full of survivors, slowly drifting toward Ord Dycoll's sun. After the heroes rescue the ship, they learn from the survivors that a gigantic drill-tipped starship appeared in the sky over the planet, and after it failed to respond to hails from the Imperial base on Ord Dycoll, the Imperials sent a shuttle up for a closer look. Shortly thereafter, the mysterious "drill ship" abruptly reoriented its drilling apparatus toward the planet and began punching through Ord Dycoll's crust until it reached the planet's core, whereupon the entire planet collapsed, and the drill ship entered hyperspace headed in the general direction of Bothawui. The heroes find the drill ship just as it enters orbit over the Bothan homeworld. When the heroes dock with the gigantic ship, they discover that it is an ancient mining vessel that malfunctioned when the Imperials at Ord Dycoll boarded it and started pressing buttons. The ship has already proven its power as a weapon, and those same Imperials, still aboard, are trying to gain control of it. However, the ancient wiring is so badly damaged that the drill ship is out of control, and if someone does not set its reactors to overload, its mining program will cause the drill ship to destroy Bothawui, then Muunilinst, and then innumerable other populated worlds.

Secret Bases

The galaxy is vast, with countless remote locales and hiding places where the Rebel Alliance can marshal its forces or the Empire can secrete research laboratories and training centers. Unlike conventional fortresses, though, these bases rely less on sturdy defenses and more on merely escaping notice. Location and self-reliance make them effectively invisible. Remote worlds such as Yavin 4 and Hoth make excellent places to hide, but Rebel forces must be ready to evacuate on short notice; Imperial Intelligence has ways of finding even the most secret of Rebel bases.

Obviously, the Rebellion employs secret bases far more than the Empire does. But the Empire has its fair share of hidden bases—places to perform work so dangerous or distasteful that news of it must not reach the Rebellion or even the Empire's own citizens. Imperial researchers might be developing new starfighters, crafting biological weapons, or harnessing extraordinarily unstable power sources. Bases such as these are practically purpose-made for clandestine operations conducted by small groups of Rebel agents. The heroes could be tasked with locating and infiltrating such facilities, uncovering the truth of what goes on in them, and making sure that the Empire can never use them again.

Adventure Hook

A group of Imperial heroes is dispatched by Admiral Piett to investigate reports of Rebel activity in the Cularin system. Records from before the Clone Wars indicate that the Jedi Order had a training temple on the planet Almas that was later destroyed by the Imperial fleet and eventually plundered by an Imperial Inquisitor. Shortly after the heroes arrive to search for the suspected Rebel base, the stormtrooper platoon assigned to them abruptly vanishes in a dense jungle. When the heroes finally reach the base, near the ruins of the old Jedi academy, they discover it buried under foliage that looks to have taken decades to grow. As the heroes explore the camp searching for information, they find that the Rebels built barricades and left traps, as though they were expecting an attack—or an infiltration attempt. The heroes soon realize that the academy's ruins are the center of a malign intelligence that hates all life, including the heroes. The longer the heroes stay, the more often they are attacked by creatures such as vicious, dark side-empowered lizards, diabolical bloblike creatures capable of filling their prey with blinding rage, and a group of dark side cultists who seem to have no will of their own—and who have been joined by the missing stormtrooper platoon. A Rebel rescue party arrives, searching for comrades from the abandoned base. Upon discovering the heroes, the rescuers assume that the Imperials are responsible for the loss of the Rebels on Almas. To reach their ship and escape, the heroes must overcome or evade both the dark forces of the corrupted planet and the Rebel troops.

Military Battles

Although the actions of individual heroes are often the tipping point in great events, the fate of the galaxy is usually decided in large-scale battles. Opposing armies clash on the soil or oceans or ice of fantastic worlds, while fleets of starships great and small duel in the cold vacuum of space. The warriors who fight these battles might be faceless and nameless, but their successes and failures chart the course of the Rebellion era.

Conflict is at the heart of *Star Wars*, and while massive battles can be hard to adjudicate, they provide an excellent backdrop for the heroics of individual characters. A lone starfighter pilot can be instrumental in destroying an enemy battle cruiser, or a unit of highly trained specialists can undertake a mission to disable an enemy's defenses in advance of the main strike force. The outcome of the engagement might already be decided by the Gamemaster; the heroes cannot fight the entire war themselves, after all. But the heroes have their part to play; if they succeed, their side is victorious. If they fail, however, their side might be overcome before firing a single shot.

Adventure Hook

The Rebel fleet is stalled in the Senex sector; its flagship, the MC80a cruiser *Home One*, is undergoing an emergency refit of its hyperdrive, and it is helpless until its main engines are repaired. When an Imperial scout ship stumbles onto the fleet, the Rebels know that an Imperial task group is on its way. The Rebel fleet must protect *Home One* until it can power up its engines and make the jump to hyperspace, and Admiral Ackbar requests that every able-bodied Rebel with flight experience get into the cockpit of a starfighter and join the picket line at the jump point where Ackbar believes the Imperial ships will arrive. The best starfighters—A-wings and X-wings—go to the first wave of volunteers; those who take too long to join up are stuck with Y-wings. If the heroes have their own ships, they can fly those. The plan is simple and desperate: Harry the incoming Star Destroyers, while simultaneously preventing TIE bombers from getting through to attack *Home One*. The faster Rebel starfighters are to engage enemy fighters; the slower ones are to attack the Imperial capital ships. The pilots have to hold out for 50 rounds of ship-to-ship combat (less if a tech-inclined hero helps with the repairs to *Home One*), after which the Rebel command ship can make a single hyperspace jump, and the starfighters can follow as soon as they disengage from their opponents. The Imperials bring an Interdictor cruiser into the fight, and soon the orders from Admiral Ackbar are to destroy the Interdictor at all costs. If the pilots fail, *Home One* might be lucky enough to make one emergency jump—but it must be a blind jump, and the ship is not able to broadcast its destination to the rest of the fleet without risking Imperial interception of the transmission. *Home One* is on its own until it can finish repairs and jump to the predesignated rendezvous.

The Force Is With Us

With a mere handful of Jedi Knights surviving the Emperor's purge, the theme of "ancient religions," spiritual justice, and prophecies yet to be fulfilled is rich fodder for campaigns that include at least one Force-using hero. Although in the Rebellion era the major Force-related action revolves around the Skywalker family, a Jedi aspirant can find plenty of adventure in a galaxy where a Sith is Emperor.

The Force is the ultimate Gamemaster tool for explaining seemingly random events—wildly convenient coincidences and trouble that always manages to find the heroes. It lets the Gamemaster put the heroes at the center of the action, and move the story along in a way that suits the needs of the campaign. At the same time, it provides Force-using heroes with an inexhaustible supply of nemeses: dark side NPCs who do everything in their power to kill any Force-wielder who can't be turned to the dark side. Such foes put constant danger in the heroes' way, as well as constant temptation.

Adventure Hook

Word reaches the heroes that a Jedi Knight has been found frozen in stasis in a decades-old escape pod. After being revived and learning what has become of the Jedi Order and the Republic, this Jedi, Aven Rolk, has put out word for other Jedi survivors to meet him on the frozen world of Zissh, where he intends to erect a new Jedi Temple and rebuild the Jedi Order. Rumor has it that even Luke Skywalker, the Rebel Alliance's Jedi-in-training, is planning to journey to Zissh to meet with Rolk. Since the heroes' own Force-user needs a real teacher, the heroes cannot afford to pass up this opportunity. However, Rolk's bold proclamation has also drawn the attention of the Empire, and a cadre of the Empire's own Force-using agents—led by none other than Darth Vader—are en route to Zissh as well. When the heroes arrive, they find Imperial troops and dark side adepts scouring the towns and villages, searching for Aven Rolk, Luke Skywalker, and any other would-be Jedi who might have answered the summons. After being detained and interrogated once or twice, the heroes meet Biggsy, a freighter pilot who says he knows where Aven Rolk is hiding and offers to lead the heroes there. Biggsy takes the heroes to a remote ice cave, but when Imperial snowtroopers appear and attack, a cave-in separates the heroes from their guide. Forced to find a different exit from the caves, the heroes eventually stumble upon the frozen body of Aven Rolk. Although Rolk's body is dead, he persists as a Force spirit. Seen only by the Force-using hero, Rolk guides the heroes to safety and offers to teach the Force-user to become a Jedi Knight.

Adventures in Rebellion

Although one of the greatest adventure stories ever told, the original *Star Wars* trilogy is a tale of specific events and specific heroes. Not every group of players wants to recreate that story in the roles of those heroes, but they still want to feel as though their characters' adventures have meaning in the overall course of events. Therefore, the Gamemaster must create stories tailored to the players that also fit into the overarching plotlines of *Star Wars*.

Obviously, writers and Gamemasters have provided useful tips on the process of creating interesting plots and subplots for years. But comparatively few have tackled those issues as they relate to *Star Wars*. The following section provides advice specifically for the Rebellion era.

Plot

Because the *Star Wars* universe draws on numerous iconic sources—such as samurai films, westerns, and war movies—almost anything can happen. A *Star Wars* campaign can incorporate many kinds of stories, so the Gamemaster can easily insert a plot from nearly any genre into his campaign and, with a little tweaking, make it work. Obviously, the Gamemaster should avoid going overboard—players spot timeworn plots quickly, and familiar names even faster—but *Star Wars* is rife with stories of trench warfare (such as at the Battle of Hoth), lurking monsters (the dianoga in the Death Star garbage compactor), pirates (the "walk-the-plank" scene at the Sarlacc's pit), jungle expeditions (the Rebel landing on the forest moon of Endor), and so on. Each is an homage to familiar adventure stories, but the addition of elements such as laser turrets, blaster rifles, aliens, droids, and Ewoks give these stories the unique *Star Wars* feel.

In addition to borrowing and reworking classic plots, Gamemasters can approach existing Rebellion era story lines from different directions. At the moment that Lando Calrissian and Leia Organa are escaping Cloud City, for example, the heroes could be battling a different platoon of stormtroopers one level down. Or perhaps as the Rebel fleet is punching through the Star Destroyers above Endor, a group of Imperial heroes could be desperately trying to evacuate the second Death Star ahead of the battle station's inevitable destruction.

The key to a good Rebellion era plot, though, is making it count in the larger scheme of things. Even though telling the story of the heroes investigating a "ghost ship" might be intriguing, the spirit of the Rebellion era is more tangible if the ship is somehow necessary to the war effort. A love story is more compelling if one of the lovers is from the Empire and one is from the Rebel Alliance. And the tale of a group of Rebels becoming stranded in a desert and having to rebuild their ship becomes even more appropriate if they are shot down by an Imperial customs cruiser over Tatooine and now have to fend off scavenging Jawas, battle irate Sand People, and avoid Imperial sandtroopers sent into the Jundland Wastes to finish them off.

Subplot

Subplots fill in the gaps in the narrative where the plot needs context or complications. They have little to do with the main plot—although plot points can be disguised as subplots to keep the players guessing—but instead provide necessary breaks in the action. Subplots can be an opportunity for character development, providing opportunities for players to roleplay the heroes' opinions and attitudes rather than just their responses to events in an action scene.

A hallmark of subplots is that they can feed back into the main plot by informing the later actions of the characters. For example, Leia's falling in love with Han Solo is a subplot in *The Empire Strikes Back*, but it gives her an excellent motive to risk her life to rescue him in *Return of the Jedi*. Similarly, Luke's training on Dagobah is a subplot designed to provide the character with insight into his own weaknesses; when he abandons his training to rescue his friends on Bespin, he returns to the main plot once more.

In Rebellion era campaigns, subplots allow the Gamemaster to present the stories that do not quite fit into the bigger picture. The heroes might be disabling an Imperial dry dock as part of a Rebel mission, for example, when they learn that a corrupt official is taking bribes to let smugglers use the dry dock's hangar facilities to repair and upgrade their ships. Or the heroes could be searching for a rare herb on Endor when they encounter a group of Imperial officers who crashed in the forest after escaping the attack on the second Death Star. Either way, the Gamemaster gets to tell the story he has planned—while at the same time reminding the players that they are in a Rebellion era campaign.

METAPLOT

Metaplot is a term used by roleplaying gamers to describe the overall story line, not just of the campaign, but of the campaign *setting*. The heroes might never participate in the metaplot, but it is always there. In a sense, the metaplot is the tapestry of events against which the heroes' stories are told. In the Rebellion era, the metaplot is the story of the Rebellion's battle against the Galactic Empire, culminating in the redemption of Anakin Skywalker by his son, the first in a new line of Jedi Knights.

How the heroes of a Rebellion era campaign fit into the metaplot is up to the Gamemaster. The campaign's heroes could be playing out adventures only hinted at in the books and movies: the Rebels' evacuation of Yavin 4 after the destruction of the first Death Star, for example, or the discovery of the location of the second Death Star. Even though the campaign's heroes might not determine the fate of the galaxy, they are still crucial to those events; their adventures are just as thrilling and fantastic as those of the Rebellion era's major heroes, but they should not supplant the major heroes in their already-established roles.

Another option is for the heroes to operate at a remove from the Rebel Alliance—as part of General Garm Bel Iblis's splinter Rebellion, for example, or as Imperial agents working to preserve the Empire. Neither sort of group might ultimately change the course of future events—but their adventures can still be epic tales in their own right.

On the other hand, the Gamemaster might wish to explore an "alternate history" approach to the Rebellion era, in which the actions of the heroes—or just random events—*do* change the course of the metaplot. Perhaps Luke Skywalker fails to destroy the original Death Star, or Darth Vader kills Han Solo instead of encasing him in carbonite. Maybe Vader disables Skywalker's X-wing at the Battle of Yavin, and one of the heroes must make the historic shot—or the *Millennium Falcon* never makes it off Hoth, and Han Solo makes the heroes promise to get Princess Leia to safety before he is captured by the Empire and executed.

The metaplot exists to give the heroes' actions context in the greater scheme of things, but it does not dictate their actions. That choice is still firmly in the players' hands. After all, what are roleplaying games if not exercises in "What if"?

NEWS OF THE WORLDS

In *Star Wars*, Emperor Palpatine is one of the most evil beings the galaxy has ever seen. He destroys the Jedi Order, reduces countless species to near-slavery, and authorizes the creation of superweapons designed to destroy entire planets.

Members of the Rebel Alliance, on the other hand, are clearly the heroic underdogs. They are merciful and brave, oppose unjust laws, and champion the idea of species equality. For every world the Empire has destroyed, the Rebels have liberated a dozen.

So why do people support the Empire?

The truth is that the average Imperial citizen has access only to the information presented by the government, and the Empire takes great pains to present itself as a force for peace and order in the galaxy. It vilifies the activities of the Rebel Alliance and ruthlessly punishes anyone who contradicts the official story. Imperial citizens soon come to think of the Alliance as murderers, pirates, and liars, and are only too happy to support any effort to bring "Rebel scum" to justice.

In a Rebellion era campaign focusing mainly on Imperial heroes (or soon-to-be-ex-Imperial heroes), the Gamemaster might find that the players want to know what their heroes know of certain major events such as the destruction of Alderaan and the annexation of Bespin. Only the best-informed Imperials know the whole story, and even then, they are too loyal to the Emperor—or too afraid of him—to publicly dispute the official version of these events.

The information below represents the knowledge of the average Imperial citizen.

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	The Galactic Empire came into being at the end of the Clone Wars, when the Galactic Republic was fractured and weak from galaxywide fighting. Supreme Chancellor Palpatine gathered up the fragments of the Republic and reorganized them into a more streamlined organization. Although he originally intended to lead only until the end of the Clone Wars, he remained in charge by popular demand and was eventually declared Emperor by the grateful Senate. His rule is challenged, however, by the so-called "Alliance to Restore the Republic"—diehards who refuse to admit defeat, even two decades after their Separatist leaders surrendered.
15	The Emperor was betrayed by the Jedi Order during the Clone Wars, and both he and his loyal assistant, Darth Vader, are left with terrible scars as a result of Jedi assassination attempts. Despite their injuries and ongoing suffering, though, both men have come to forgive the Jedi and now work to rehabilitate those they encounter who originally escaped justice. The Jedi are too stubborn to convert, however, and must be imprisoned for the safety of the Empire.

20 Although the Imperial HoloNet reports that Alderaan was destroyed by Rebel saboteurs who boarded the DS-1 Orbital Battle Station and triggered its main weapon during its first official unveiling, several eyewitnesses to the disaster report that the so-called "Death Star" ignored distress messages from ships damaged in the tragedy and jumped out of the system without so much as launching a single TIE fighter to look for survivors. A few such eyewitnesses either vanish or abruptly amend their accounts, suggesting that they have been silenced by the Empire for contradicting the official version of events.

25 Intercepted communications during the Clone Wars indicate that several Jedi Masters attempted to convince Palpatine to abdicate the office of Supreme Chancellor mere minutes before Palpatine issued "Order 66," calling for Jedi officers in the Grand Army of the Republic to relinquish their commands. Ostensibly, Emperor Palpatine's goal was to avert a Jedi coup, but local defense forces assisting the Grand Army were able to capture holovid images of clone troopers executing Order 66, abruptly turning on unarmed Jedi officers and slaughtering them without attempting to arrest them.

30 Accounts of the destruction of the Jedi Temple are sketchy; records of the event have disappeared over the years. What can be gleaned is that Emperor Palpatine arranged for the execution of thousands of Jedi Knights—including defenseless younglings—and might have used Jedilike powers to personally murder as many as five Jedi Masters, a feat that should have been beyond the abilities of even the most skilled bureaucrat. Numerous suppressed theories suggest that Emperor Palpatine might be the last of the Sith—ancient enemies of the Jedi who were last seen at the Battle of Ruusan, a thousand years ago. If true, this knowledge casts all the Emperor's activities in a completely different, more sinister light.

KNOWLEDGE (SOCIAL SCIENCES)

DC Result

10 The Galactic Empire ensures peace and prosperity for all but a small fraction of the known galaxy. Worlds and systems rule themselves with the protection and support of the Empire. The Imperial Moffs and governors act as liaisons to the Emperor, as well as provide checks and balances against local systems encroaching upon the freedoms and resources of their neighbors.

15 In practice, few worlds or systems rule themselves. Their leaders merely act as advisors to the local governors, who in turn simply enforce Imperial policies. Non-Human species are treated as second-class citizens even on their own homeworlds. Every world with an Imperial presence has at least a small garrison of stormtroopers, and some worlds have large Imperial forces.

The Imperial HoloNet

For Imperial citizens, the HoloNet is the most important source of information in the Rebellion era. With thousands of channels in thousands of languages covering millions of subjects daily, the HoloNet is a wellspring of information.

What citizens do not realize, however, is that the Empire heavily censors the HoloNet. Some channels are blocked outright, and news stories are routinely removed from broadcasts and revised to cast the stories in terms more favorable to the Empire.

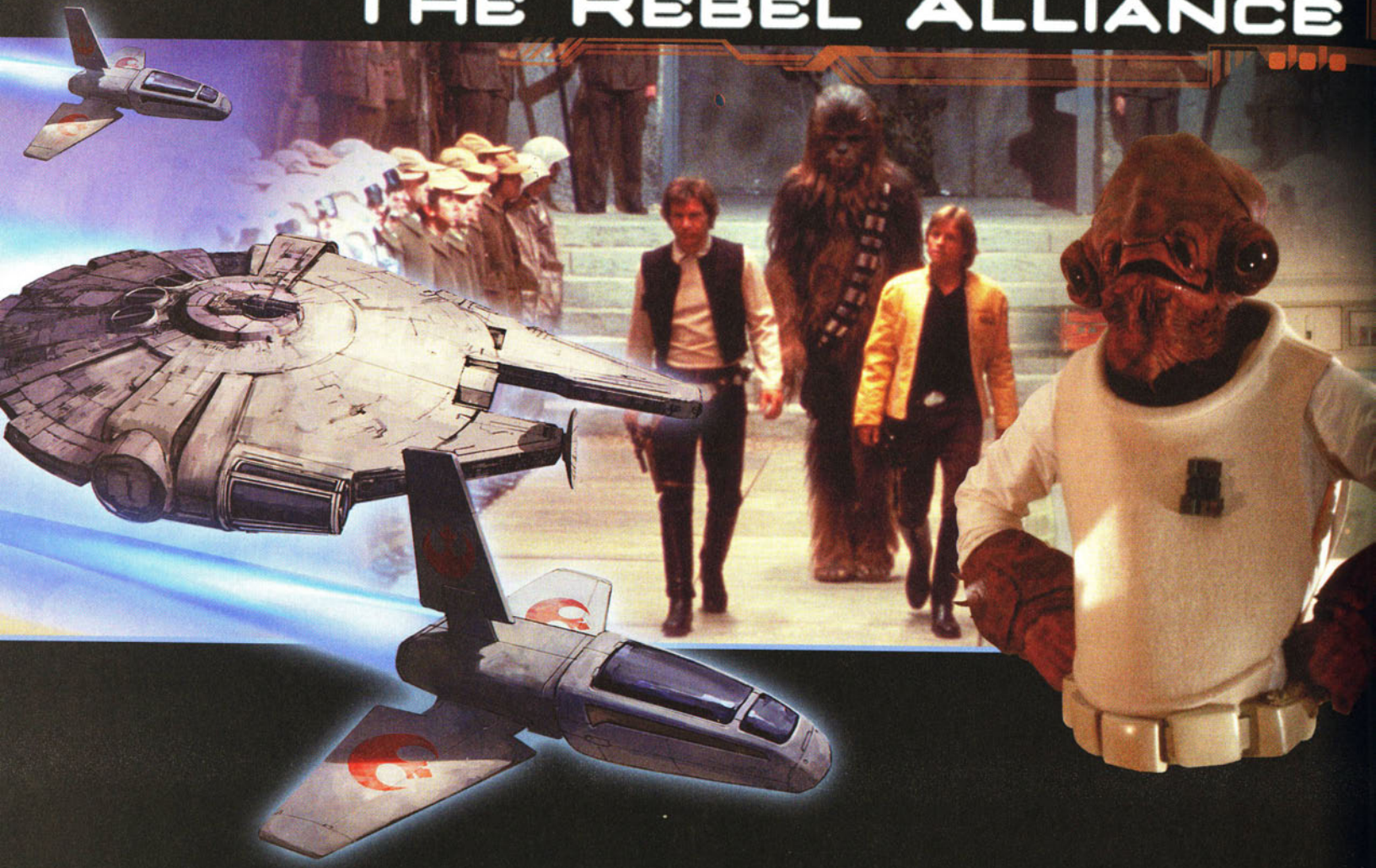
Even so, news is broadcast as events happen and is retracted or "corrected" only after the initial report reaches the public. Certain maverick reporters have joined the Rebellion specifically to report stories as they happen, transmit them on live feeds to news offices around the galaxy, and then get away before the Empire shows up to arrest them. Punishments for broadcasting anti-Empire "propaganda" are severe—many ex-reporters now labor in the spice mines of Kessel—but that does not stop those dedicated to bringing the truth to the Empire's citizens by any means available.

20 The Imperial governors are corrupt, and they use their positions to exploit the people they are supposed to be protecting. The Emperor turns a blind eye to such practices and might even support them, particularly where alien populations are concerned. In fact, many worlds have been essentially stolen from the native species and converted into factory worlds, where the populace labors to create the weapons the Empire needs to conquer and subjugate more worlds and systems.

25 While he was still Supreme Chancellor, Emperor Palpatine encountered stiff resistance to his policies from a coalition of Republic Senators who thought that he abused the emergency powers he was given. Several of these legislators are now key figures in the Alliance to Restore the Republic, and they issue numerous statements indicating that Emperor Palpatine overstepped his authority and manipulated the Senate into granting him total control of the Republic, which he then abused by declaring himself Emperor.

30 The Empire routinely revises history by destroying records of Emperor Palpatine's involvement in the various activities undertaken by Imperial agents and armed forces. This systematic erasure of facts is well documented by nonpartisan scholars—as is the suppression of various attempts to bring these facts to the public's attention. Whatever else Emperor Palpatine might be, he is a deeply corrupt and potentially megalomaniacal dictator, with a galaxy-spanning military at his disposal.

Chapter VI
The Rebel Alliance



The Rebel Alliance is a ray of hope in the blackness of the Dark Times. Outmanned and outgunned, the fighters of the Alliance risk their lives in the effort to free the galaxy from Emperor Palpatine's iron grip. Some Rebels fight for their homeworlds, some fight for their families, and some fight for ideals, but all fight the evils of tyranny. In many ways, the Rebel Alliance defines the *Star Wars* universe. It represents the ultimate battle between good and evil, light and dark.

A Brief History of the Rebellion

Early Resistance

Dark Times uprisings are small and restricted to specific planets or regions. Although they might be temporarily successful, none of these uprisings comes close to challenging the vast military power of the Empire. Victories are difficult to achieve, and few make a lasting impact on the galaxy.

Behind the scenes, a few powerful Imperial Senators have struggled for decades in a battle against oppressive Imperial edicts. However, cooperation is limited by the fear of detection and the ignorance of others' activities. Two senators, Bail Organa of Alderaan and Mon Mothma of Chandrila, secretly discuss organized resistance in Organa's Cantham House residence on Coruscant. Later, veteran senator Garm Bel Iblis of Corellia becomes involved as he begins to fear that the New Order is causing Corellia to lose its distinctive identity. As the Dark Times give way to the Rebellion era, pockets of resistance around the galaxy become locally organized. However, they are unable to coordinate with other like-minded groups and lack the communications and support structure needed for sustained operations.

Unleashing Rebellion

Two years before the Battle of Yavin, several major resistance units become active enough to force Organa, Mothma, and Bel Iblis to advance their plans for armed rebellion. By now, Mothma is on the run from Imperial authorities, after the Emperor's arrest order forces her to flee Coruscant. Bel Iblis goes into hiding following an Imperial assassination attempt that leaves the galaxy believing him to be dead. Bel Iblis and Mothma work from behind the scenes, recruiting others across the galaxy to their cause. Organa remains in the Imperial Senate, although his influence is greatly diminished since those loyal to the New Order refuse to support a senator suspected of treasonous activities.

Into this growing resistance movement suddenly appears a being strong in the Force, who calls himself Starkiller. He quickly proves worthy of trust by saving Senator Bail Organa from the wilds of Felucia. He also hinders the Empire's Wookiee slave operation on Kashyyyk at the behest of Princess Leia Organa, who has been ordered to oversee the construction of the operation by the Emperor as a form of punishment for her rebellious ways. Starkiller urges Bail Organa to join him in overthrowing the Emperor. Starkiller's considerable ability with the Force leads Bail Organa and his allies to believe that he might be capable of succeeding.

After conferring once again in a risky meeting at Cantham House, Organa, Bel Iblis, and Mon Mothma arrange to formalize the "Alliance to Restore the Republic" on Corellia. The three main conspirators attend, along with a holographic link with Princess Leia. Starkiller and his pilot, Juno Eclipse, soon follow. Just as the meeting starts, Imperial forces led by Darth Vader spring their trap. Bail Organa's quick order to sever the holographic link prevents the discovery of Leia's direct participation, but the three conspirators are immediately captured. Vader exposes Starkiller as his would-be apprentice, then devastates the youth by revealing that the Sith Lords had manipulated Starkiller's entire life for this moment. Vader then tries to dispose of his now useless apprentice.

Starkiller survives. Determined to destroy Darth Vader and the Emperor's plans, he pursues the Sith Lords to the Death Star construction site. Both Vader and Emperor Palpatine are on hand to witness the execution of the Rebel leaders. Starkiller infiltrates the incomplete battle station and frees the conspirators, but at the cost of his own life.

After a narrow escape, Organa, Mothma, and Bel Iblis go to Kashyyyk to confirm what they have learned of Starkiller's origins. Inspired by his sacrifice, they resolve to use his family crest as the symbol of their new Rebel Alliance, and finally formalize its creation and operational standards in the Corellian Treaty.

After his exposure to Darth Vader and the Emperor as a leader of the resistance, Bail Organa resigns from the Imperial Senate and returns to the protection of his position as Viceroy and First Chairman of the Alderaan system. His daughter, Leia, replaces him in the Senate, although her loyalty is suspect. Mothma becomes head of the Alliance, while Bel Iblis returns to command his militia forces in and around Corellia.

Mon Mothma releases a Declaration of Rebellion, publicly announcing the political ideology behind the Rebellion in an effort to forestall Imperial propagandists. A few systems openly declare their allegiance to the new Alliance well before any sizable defense force can be mustered. Imperial response quickly crushes these Secession Worlds, but not before significant resources, weaponry, ships, and manpower are delivered directly to freedom fighters and the Rebel Alliance.

The Battle of Yavin

For about two years, the growing Rebel Alliance fights for public support as much as it battles the Empire. Resistance efforts and recruitment spread slowly from sector to sector. The actual number of forces remains tiny compared to the mighty Empire, and the Alliance scores only one major victory against Imperial forces.

All this changes with the arrival of the *Millennium Falcon* at the main Rebel base on Yavin 4. A rescued Princess Leia and the plans to the newly operational Death Star give the Rebels the means and, with the Death Star's rapid approach, an immediate need to destroy the Emperor's monstrous superweapon. An ultimate weapon of terror, the Death Star is capable of annihilating entire worlds with a single shot of its superlaser, as is demonstrated by the destruction of Alderaan.

Fortunately for the Alliance, the *Millennium Falcon* also brings future Jedi Luke Skywalker at the time of the Rebels' greatest need. When Rebel starfighters make a desperate attack against the station, Luke joins them. After more experienced pilots fail to hit the station's vulnerable exhaust port, Luke makes the shot that shakes the galaxy and the Empire. In one cataclysmic explosion, the Death Star is gone.

HEROES OF THE REBEL ALLIANCE

The Rebel Alliance scores a major victory, although it is forced to flee Yavin 4 and spend much of the next several years on the run. This tremendous victory brings new allies, raw recruits as well as high officials on sympathetic worlds. Entire resistance groups are integrated into the Alliance's command structure, and new cells are created on even the most loyal of Imperial worlds.

IMPERIAL PURSUIT

However, the Empire is far from beaten and aggressively pursues the Rebels. Darth Vader leads the effort to seek out and destroy Rebel forces. The Imperial Security Bureau and the Commission for the Preservation of the New Order (COMPNOR) hunt down and arrest civilian Rebel sympathizers. Imperial response is brutal against the general public in areas where Rebel groups are active. Supporting the Rebellion is dangerous, and the Empire makes sure the galaxy knows it.

After years of relentless pursuit, Imperial forces locate the Alliance's new main base on the icy world of Hoth. The Imperials attack immediately, forcing the Rebels to flee once again. During this time, Luke Skywalker receives critical Jedi training from Jedi Master Yoda. All is nearly lost when the young Jedi is drawn into a trap and forced to battle Darth Vader on Cloud City in an effort to save his friends from capture.

Over the next few months, a series of events occur, ultimately leading to the Battle of Endor. Among these are the death of Black Sun head Prince Xizor, which disrupts the criminal syndicate and delivers information the Rebellion needs in order to locate and attack the second Death Star, still under construction. The Hutts also suffer a major blow when Princess Leia kills Jabba the Hutt while the heroes of Yavin rescue Han Solo from the crime lord.

THE BATTLE OF ENDOR AND THE DAWN OF THE NEW REPUBLIC

The Battle of Endor, quite simply, is an Imperial trap gone horribly wrong. It is an effort to draw out the main Rebel fleet and destroy it with the Imperial fleet and the secretly operational second Death Star. The Rebels cannot pass up an opportunity to destroy the station and the Emperor in a single blow. However, the Emperor fails to account for the resourcefulness and resiliency of the Rebellion's heroes—and a vast number of unexpected Ewok allies. In an immense planetary and space battle, the Rebels destroy the station. Luke Skywalker manages to turn his father, Darth Vader, back from the dark side, but Vader is killed by injuries sustained when he throws the Emperor to his death.

News of the Emperor's death races through the Empire. Mere days after the Battle of Endor, the Rebel Alliance becomes the Alliance of Free Planets and negotiates the creation of a new government as influential systems and sectors openly defect from the Empire. A month later, Mon Mothma creates the New Republic Provisional Council and publicly announces a "Declaration of a New Republic" signed by top Alliance leaders and officials from the most powerful breakaway systems. With Mon Mothma as Chief Councilor—and later, Chief of State—the fledgling New Republic government continues to evolve as its influence spreads through the Galaxy. Rebel Alliance military units transition into similar roles in the expanding New Republic forces.

Within the Empire, rival factions vie for power. Some attempt to claim the Imperial throne, while others, especially Moffs and high-ranking military officers, quickly consolidate power within their own personal kingdoms. These warlords and political opportunists further weaken the Empire, allowing the New Republic time to consolidate its holdings. Additional systems decide to join the new government, often without military confrontations. Still, powerful Imperial forces hold out for years before the New Republic reclaims the galaxy's major worlds from Imperial rule.

Organization

The Corellian Treaty establishes an organizational structure for the Alliance to Restore the Republic similar to that of a large-scale government. There are two main organizations acting in concert to bring about the fall of the Empire: the Civil Government and the Alliance Military. Both are led by the Chief of State, a position held by Mon Mothma throughout the history of the Rebel Alliance.

Alliance Civil Government

The civil government provides basic leadership and common government functions such as protection, taxation, and diplomatic relations. In practice, these functions fall to the control of local authorities and member governments of Allied worlds and organizations. The civil government handles political functions between members, potential members, and the galaxy at large. However, the primary purpose of the civil government is to support the Alliance military.

The Chief of State heads the civil government and is essentially an elected dictator with full autocratic power over the Alliance. Elections are held every two years among member governments, and the position is automatically terminated with the fall of the Emperor. The Chief of State is the Alliance's ultimate negotiator, diplomat, and arbiter.

The Advisory Council serves as a balance to the power of the Chief of State. The Council is made up of representatives from the seven Allied governments that have given the most lives in battle against the Emperor; which seven governments meet that criteria changes over time. They have the power to approve or disapprove the actions of the Chief of State, as well as remove her if they disapprove of her conduct. They also serve as a moral compass. They have no direct control over the cabinet or ministers.

The Cabinet is the primary leadership structure that runs the Alliance, carrying out the Chief of State's policy decisions. The Secretary of the Cabinet organizes the meetings and maintains operations when the Chief of State is unavailable. The cabinet is made up of six ministries, each under the charge of its own minister.

Finance Ministry: The Finace Ministry oversees Alliance income and expenditures, including those of the massive war effort. It establishes various financial structures to receive credits from overt and covert member states in the form of bonds, taxes, or other financial schemes. It also prints the Alliance Credit, though as a currency it is of limited value outside the Alliance until after the Battle of Endor.

Education Ministry: The Education Ministry provides intelligence services to the civil government, though it works closely with the larger and more effective Alliance Intelligence. It is also in charge of propaganda and promoting the true nature of the Alliance throughout the galaxy.

Ministry of State: The Ministry of State oversees the Diplomatic Corps and directs relations with nonmember governments. The Minister of State would also serve as the interim Chief of State, if anything were to happen to Mon Mothma. The Ministry of State is always looking to recruit able diplomats to negotiate with member worlds, potential members, and other organizations outside the Alliance.

Ministry of Industry: The Ministry of Industry oversees the Alliance's few, overworked industrial manufacturing facilities, which include a few factories on hidden Alliance safe worlds plus a few on sympathetic worlds such as Mon Calamari. The Ministry also negotiates covert deals with manufacturers secretly sympathetic to the Rebellion.

Supply Ministry: The Supply Ministry obtains the massive amount of supplies needed to keep the Alliance military operational. Materiel is obtained in any manner possible, since the Alliance's limited funds make purchasing everything on the open market a near impossibility. Food comes from Alliance safe worlds. Supplies are limited by the transport available. The Supply Ministry is always looking for good, cheap, and determined pilots to run food and supplies to far-flung Alliance bases and isolated resistance groups.

Ministry of War: The Ministry of War directs Alliance military forces. Its minister devises specific military strategies but leaves operational control to the specific military commanders and Chiefs of Staff. The minister also coordinates between the Alliance military and the other ministries.

Alliance Military

The Alliance military forms the heart of the Rebel Alliance. Its objective is to defeat the Imperial army and navy and bring about the fall of the Emperor. Although its forces are limited and vastly outnumbered, they are highly motivated and undaunted by the massive task.

Alliance High Command orders and oversees all Alliance military efforts. It operates aboard the Alliance fleet, but moves to the main Rebel base if needed. High Command reports to the Commander in Chief, Mon Mothma, and is composed of the Supreme Allied Commanders. The Supreme Allied Commanders oversee their own departmental commands and coordinate with the cabinet as needed.

Fleet Command represents the most important Alliance asset, the main Rebel fleet. Admiral Ackbar holds the position of Fleet Commander for much of the Rebellion's existence.

Ordnance and Supply obtains difficult-to-acquire ships, equipment, weaponry, and other supplies for the Alliance Military. This command coordinates heavily with the Supply Ministry. Transport of materiel falls to Support Services.

Starfighter Command oversees the Alliance's extensive starfighter fleet. It trains pilots and assigns wings to Fleet Command and Sector Command and provides operational orders for wings without permanent assignments, such as Rogue Squadron. Starfighter Command can find itself at odds with Sector Command when scarce starfighter wings are pulled away from sector defense to cover operational duties.

Support Services provides the heavy lifting for the Alliance's transportation and support network. It controls freight and passenger transportation and provides specialized personnel such as doctors, mechanics, repair facilities, technicians, cooks, maintenance crews, droids, and other support staff. It maintains and supports Alliance bases and safe worlds.

Intelligence provides detailed information on Imperial military forces and related civilian efforts such as COMPNOR. The Chief of Intelligence provides the accumulated information and analysis to the Supreme Commanders and reports to the Commander in Chief daily. With operatives spread throughout the galaxy, Intelligence agents make up a large percentage of active Alliance personnel.

Special Forces Command oversees the approximately ten divisions of Alliance Special Forces units. They work directly for and protect Alliance High Command. They serve aboard fleet vessels, carry out critical and specialized raids, and are provided to individual Sector Commands when needed. General Crix Madine is the best-known commander of Special Forces.

Sector Command oversees and provides strategic orders and advice to the thousands of individual Sector Forces spread throughout the galaxy. Sector Command does not attempt to micromanage the Sector Forces, but instead concentrates on coordinating them with Alliance Forces in critical operations. It also organizes new Sector Forces in uncontrolled regions without an Allied government. Sector Command cannot always move quickly, given the vast distances and communications difficulties involved, but it can set up individual Command Groups with limited autonomy for emergency situations. Finally, the majority of regular Alliance army troops fall under the auspices of the various Sector Forces.

Allied Commands

Allied Commands, collectively, are the individual Allied governments (planetary, regional, or otherwise) and military Sector Force Commands (when no Allied government exists). These commands report to and coordinate with Alliance High Command, though they also exercise semiautonomous control over their own regions. They can also coordinate with a local Sector Force, if they do not join it outright. Nominally, these Allied Commands have structures identical to the Alliance's political structure and ministries, but in practice these Allies retain their own governments and command organizations.

Rebel Alliance Military Ranks

Rebel Alliance military ranks are primarily divided between army and navy ranks, with variation within SpecForce and Starfighter Command. Compared with the galaxy's major military forces, the Alliance features fewer formal officer and enlisted personnel ranks. The simplified structure allows for more leeway in integrating newly recruited combat forces into the Alliance military command organization. It also discourages Alliance personnel from worrying too much about their career rank, especially since the Alliance expects the military to be dissolved or substantially reorganized upon victory over the Empire.

Local commanding officers are expected to clarify any ambiguities in their own chain of command and sometimes create unofficial or temporary designations; occasionally, a newly recruited organization retains its own rank structure. Additionally, as the Alliance frequently deploys units with mixed forces, command hierarchies between specific officers of equivalent rank but from different branches are established in the planning stages of a mission. Temporary or role-specific titles can be utilized within a given unit, base, or task force. The title of "commander" is used to designate the commanding officer of a given unit or mission, despite the actual rank of the individual.

NAVY	ARMY	SPECFORCE	STARFIGHTER COMMAND
Admiral	General	General	General
Captain	Colonel	Colonel	Colonel (Wing Commander)
Commander	Major	Major	Commander
Lieutenant	Captain	Captain	Captain
Lieutenant	Lieutenant	Senior Lieutenant	Lieutenant
Ensign	Lieutenant	Lieutenant	Flight Officer
Chief Petty Officer	Sergeant Major	Master Sergeant	–
Petty Officer	Sergeant	Sergeant	–
Senior Deckman	Senior Trooper	Senior (1st) Trooper	–
Deckman	Trooper	Trooper	Flight Cadet

THE ALLIANCE FLEET

The Alliance fleet is the single greatest military asset in the Rebel Alliance. It represents Rebel strength and mobility, and it is a powerful strike force capable of decisive military victories. Admiral Ackbar is the commander of the fleet throughout much of the Galactic Civil War. Even though the fleet is both a powerful symbol and a critical weapon against the Empire, Ackbar knows that he must pick and choose his battles carefully. A significant defeat would mean the loss of critically needed ships and personnel, not to mention the incalculable damage to the Alliance's public image.

So important is the fleet that Mon Mothma expressly forbids Ackbar from engaging the Imperials in a formal, large-scale battle. She believes the Alliance can survive the loss of either its main base or its fleet, but not both. Throughout most of the Galactic Civil War, the Alliance lacks the resources to replace lost capital ships. However, Ackbar is encouraged to detach up to one-quarter of his fleet for raids and specialized missions, and he rotates this detachment regularly. Even though the entire detachment might take part in the same mission, it is usually divided into separate strikes in support of various Sector Forces or as directed by Alliance High Command.

A *DAUNTLESS*-CLASS HEAVY CRUISER UNDER FIRE FROM IMPERIAL ASSAULT GUNBOATS

Unlike the Imperial fleet, the Alliance fleet is not standardized with specific ship models or designs. As with all other materiel, the Alliance gathers capital ships from wherever it can acquire them. This sometimes takes the form of the defection of a ship and crew to the Rebel cause. Although the core of the fleet is made up of Mon Calamari star cruisers, no two are exactly alike, given the Mon Cal preference of treating their vessels as works of art. The Rebels have also become experts at refitting old Imperial Dreadnaughts and bulk cruisers into Rebel assault frigates, but they, too, are slow to become available in large numbers. The fleet does standardize specific starfighters, in conjunction with Starfighter Command.

The fleet relies on close-support corvettes, frigates, gunships, and similarly sized vessels to provide antistarfighter screens for the big cruisers. The greater agility of these craft also makes them ideal for quickly maneuvering to outflank an opponent. Alliance task forces are built around ships of this size, occasionally backed up by a star cruiser.

Armed and armored freighters back up starfighters in picket and patrol duties. These freighters are by far the least suited for their new military roles. Though they are heavily modified with upgraded shields and weaponry, in a straight battle, their longevity depends more on the determination of their crews than on their specs.

The Alliance Navy

In keeping with the loose organization encouraged throughout the Alliance, subdivisions of the fleet are made on an interim and ad hoc basis. The fleet, its detachments, and semiautonomous groups are under the direct control of an Allied Command or Sector Force.

Element (1 vessel): A single starship is known as an element, commanded by the ship's captain.

Section (3–12 vessels): A small number of starships is called a section. A section's role determines its exact number. Heavy cruisers are not commonly available, and if they are included, number only 1–3. More often, the Alliance deploys a variety of 3–8 corvettes, frigates, or similar light capital ships. If both capital ships and close-support vessels are included, the group is called a flotilla. The most senior ship's captain in the section acts as its commander, unless otherwise directed by the fleet or Alliance High Command.

Squadron (12–36 vessels, plus support units): A squadron consists of 3–4 complementary sections, such as a line of capital ships supported by a section of escort ships and a flotilla of armored freighters acting as a picket line. Fleet detachments are commonly of this size and number. Squadrons are commanded by a senior captain or admiral (sometimes called a line admiral), as directed by the fleet or Alliance High Command. Allied Commands that retain the traditional commodore rank grant that position to squadron commanders.

Battle Group (48–72 vessels, plus support units): A battle group consists of 2–4 squadrons. Rarely does the fleet form such a large single detachment, so battle groups operate under the command of the largest Allied Commands. A battle group is commanded by an admiral, called a line admiral.

Fleet (100 or more vessels, plus support units): A fleet consists of 3–6 battle groups, led by a fleet admiral, or the Admiral of the Fleet (Admiral Ackbar for most of the Galactic Civil War) when speaking of the main Alliance fleet.

Fleet Command Structure

Internally, fleet command consists of the Admiral of the Fleet, who oversees the line admirals, Starfighter Command, Fleet Intelligence, and Ordnance and Supply. Beyond the rank organization illustrated in the rank sidebar, fleet organization also includes departments that might or might not be within the actual chain of command. Specialist positions, such as medical officers, deck officers, engineering personnel, and gunnery crews, report to their own department heads as well as to bridge officers. Starfighter pilots attached to the fleet report directly to ship captains or admirals, but not to Starfighter Command, for the duration of the tour. The same typically holds true for Special Operations and SpecForce personnel attached to the fleet.

Using the Rebel Fleet

The Rebel fleet is a powerful symbol in any campaign. The main fleet should not engage large-scale Imperial forces directly unless your campaign is re-creating the Battle of Endor, but there are plenty of other opportunities to use the fleet. First, the fleet makes an excellent base of operations for the heroes, providing safety from the Empire and giving heroes access to virtually all Alliance resources. If the heroes are Special Operations units, starfighter pilots, or crew members aboard one of the larger starships, they can participate in missions with fleet detachments, raids, or task forces, which could take them to virtually any sector in the galaxy.

The fleet does not seek to engage the Imperials, but the Imperials are still out to find it. Sudden retreats and relocation are common. Heroes could find themselves covering the fleet's retreat, or jumping to its last known location only to find an Imperial patrol or Star Destroyers waiting for stragglers after scaring the Rebel fleet off. Also, knowledge of the fleet's location and makeup is dangerous. Any captured hero should be extremely nervous about Imperial questioning.

Special Forces

Alliance Special Forces units are relatively few in number, but their high degree of training and personal investment make them effective combatants. SpecForce units are supremely confident in their own abilities, an opinion shared by Alliance High Command. They serve aboard the ships of the fleet, protect the main Rebel base (as on Hoth), train Sector Forces, carry out major commando operations, and fulfill any mission thrown at them by Alliance High Command.

SpecForce units use a formal organization similar to that of regular army units. However, they normally carry out missions as task forces or assigned assets regardless of formal classification or position in the command structure. SpecForce units are highly mobile and able to respond to emergency deployments throughout the galaxy.

Fire Team (2–4 troopers): The basic tactical unit, supervised by a senior trooper.

Squad (5–15 troopers): The squad is the smallest functional unit, made up of a specific SpecForce soldier type, occasionally reinforced by complementary fire teams in a supporting role. They are designated by a color of their own choosing.

Platoon (20–60 troopers): A platoon, designated by number, is composed of four squads. It is commanded by a lieutenant or senior lieutenant. A platoon can be deployed as a task force operating independently of or attached to other commands.

Company (100–300 troopers plus support personnel): A company, designated by letter, is a task force under the command of a captain or major. Companies typically consist of five platoons, each of a particular type of SpecForce soldier.

Regiment (300–1800 troopers plus support personnel): Regiments divide the SpecForces into their specific environmental combat roles (see below). They are rarely fielded as a unit, but when they are, it is typically as a task force of 3–6 companies, made up of the type of troops required for the mission. When deployed, a colonel or major commands them.

Division (2,400–15,000 troopers plus support personnel): There are ten SpecForce divisions. The Command Division is attached to Alliance High Command, divided between the main base and the fleet, and is under the direct control of General Crix Madine. Five divisions are assigned on an ongoing, as-needed basis to various Sector Commands, but they answer to their own generals. The remaining divisions are deployed as needed in smaller formations to virtually any Rebel Alliance command that requires their specialized abilities. They answer to local commanders for the duration of the mission.

SpecForce Regiments and Command Structure

For training and administrative purposes, each soldier is considered part of a regiment associated with the type of combat he or she is trained in. This combat type is usually, but not always, associated with a specific combat environment. These specialists are typically assembled into task forces with a wide variety of skills and combat abilities. See the "Personnel" section for specific examples, as well as pages 90 and 95 of *Threats of the Galaxy* for Heavy Weapons specialists and SpecForce elite soldiers. See the "Rebel Alliance Military Ranks" sidebar for SpecForce ranks.

1st Regiment, Marines (SpaceOps): Specialize in shipboard combat, boarding actions, and security.

2nd Regiment, Pathfinders: The first in, Pathfinders drop covertly into a combat zone to perform reconnaissance, establish beachheads, and perform scouting missions for other units.

3rd Regiment, Urban Guerrillas: The urban-combat specialists, experts in fighting both within the smallest metropolitan areas and in the vast metal canyons of the galaxy's planet-cities.

4th Regiment, Wilderness Fighters: Wilderness fighters receive generalized survival training and then specialize in a specific wilderness type, such as arctic, forest, or desert.

5th Regiment, Infiltrators: Masters of stealth and infiltration of enemy positions, these soldiers specialize in disrupting the enemy from within their own lines, using sabotage, social engineering, and silent death.

6th Regiment, Heavy Weapons Specialists: These SpecForces are gunners trained to use just about every type of heavy weapon available to the Alliance, including repeating blasters, artillery, vehicle weapons, and the massive turbolasers aboard the ships of the fleet.

7th Regiment, Technicians: All other SpecForce specialists fall into this category. This includes actual technical equipment specialists as well as mechanics, drivers, pilots, systems operators, interrogators, and procurement specialists.

Using SpecForces

Adventures and campaigns centering on Special Forces are naturally more militaristic in nature than other types of adventures. Fortunately, the system of integrating multiple types of SpecForce soldiers into a single combat unit allows for a great diversity in character types at the gaming table. The task-force system also allows Gamemasters to move the players' unit around the galaxy as required for the story. When using SpecForces, the Gamemaster can emphasize the military aspects and details of the organization, as well as the higher degree of risk that the characters' missions entail. Adventures can be designed around the heroes' specific SpecForce character types. The heroes' selection of and limitations in using weaponry and equipment should also play a bigger role in specific missions.

Starfighter Command

Starfighter Command controls strategic deployment and development of Alliance starfighter forces. It carries out pilot training and wing assignments to the fleet, Sector Forces, and other commands. It issues operational orders to those wings not permanently assigned to the fleet or to specific sectors. Once a wing is assigned to the fleet or a sector, Starfighter Command relinquishes operational control until the unit is needed elsewhere.

Since the fleet is forbidden from engaging Imperial forces in large-scale battles, raids and skirmishes are carried out by starfighters. A huge percentage of Alliance resources is dedicated to starfighter services. Alliance forces at all levels rely heavily on starfighter support and fight vigorously to hold on to it when it is available to them. Some starfighter squadrons or wings operate from their own dedicated bases. However, in most cases, starfighter squadrons and wings rely on the commands to which they are attached for supplies and support.

Starfighter Wings and Command Structure

Whether attached to a cruiser, carrier, sector base, or dedicated facility, starfighter wings have the same basic organization. The smallest unit assigned to a specific command is typically the squadron. A wing is typically scattered among several ships or bases of the command to which it is assigned.

Element (2 starfighters): The element is the smallest tactical unit in a wing. It consists of a leader and a wingman.

Flight (2 elements): A flight consists of four starfighters, led by a flight commander, the most senior of the flight's pilots (a lieutenant or captain).

Squadron (3 flights): A squadron is made up of 12 starfighters, led by the squadron commander. Each squadron contains only one type of starfighter, which might dictate the squadron's role in battle. A squadron has a name or color designation and may informally be referred to as a group.

Wing (3 squadrons): A wing consists of 36 starfighters plus all necessary support personnel, craft, and equipment. A wing is normally made up of three squadrons, one of which is a recon squadron. Each squadron within a wing can use a different fighter type, so A-wings, X-wings, and Y-wings are commonly deployed in the same wing. Wings are led by a colonel, called the wing commander, although an officer of lesser rank holding the position also uses the title of wing commander. The wing commander reports directly to the local commander, either a Sector Force officer or a ship's captain. When assigned to the fleet, a wing also reports to the fleet's Starfighter Command.

Group (2 or more wings): Formally, a group contains two or more wings. In Starfighter Command, the group is rarely used; smaller deployments of wings or squadrons are more common. In rare battles where large numbers of starfighters are deployed, a group is led by the most senior wing commander or by a general.

Sector Forces

Sector Forces are the backbone of Rebel Alliance's military. These are assimilated resistance groups fighting the Empire on their own worlds and in their own sectors. They receive a great deal of operational autonomy from Alliance High Command, which is usually too far away to respond to day-to-day details. Although Sector Forces control military assets, they must confront the Empire through traditional resistance methods far more often than in direct combat. They receive support, supplies, and materiel from the Alliance. They also exchange intelligence data and general news with Alliance High Command. Large Sector Forces that have not inherited a command structure use a structure similar to that of Alliance High Command. This includes a Commander in Chief, a Chief of Staff, and commanders leading individual departments such as Intelligence or Starfighter Command.

Independent resistance groups that want to formally join the Rebellion are integrated into the Alliance military. If there are no active Allied Commands or Sector Forces already in place in the area, the resistance group becomes the core of a new Sector Force. The group is encouraged, but not required, to adopt the Alliance command structure. If another Allied Command or Sector Force is already in place, the group is integrated into the existing command. Alliance High Command will go to great lengths to smooth over any political or personal hostility between rival groups.

Each Sector Force commands all types of units within its organization, including ground troops, starfighter squadrons, and sector-based fleets and starships. They also control standard Alliance army troops, which represent the greatest part of the Alliance's ground strength. If Alliance High Command needs a larger number of regular troops in a given area, it turns to the local Sector Force to provide the manpower.

The Alliance Army and Sector Force Command Structure

Some Sector Forces retain their own specific army organizations, but most have adopted the Rebellion's system described below, based on the traditional galactic army order of battle. However, the specific number and size of units varies greatly from sector to sector. Sector Forces also use the navy and Starfighter Command organizations presented earlier. Ultimately, all units within a specific Sector Force answer to the sector's Commander in Chief or equivalent commanding officer.

Squad (9 troopers): The smallest group in the Alliance army, a squad is commanded by a sergeant.

Platoon (36 troopers): The standard platoon consists of four squads led by a lieutenant and a master sergeant.

Company (144 troopers plus support personnel): A company is formed of four platoons commanded by a captain.

Battalion (576 troopers plus support personnel): A battalion consists of four companies led by a major.

Regiment (2,304 troopers plus support personnel): A regiment consists of four battalions led by a colonel (sometimes called a regimental commander).

Brigade (9,216 troopers plus support personnel): A brigade consists of four regiments led by a general or colonel. In some Allied Commands, a brigade might be referred to as a legion, depending on local military tradition.

Corps (36,864 troopers plus support personnel): A corps consists of four brigades commanded by a general.

Sector Army (over 100,000 troopers plus support personnel): Theoretically, a sector army consists of multiple corps, with the exact number and size determined by the size of the sector's assets. Practically speaking, the number varies considerably, depending on the time frame involved and the strength of Rebellion forces within the sector. By the Battle of Endor, a few sectors might be able to field multiple corps, while others are lucky to field a regiment. The sector army is commanded by the sector's most senior general, who might also be the Sector Force or Allied Commander. The commanding officer answers to the Alliance High Command Commander in Chief, Mon Mothma, although in practical terms, he or she coordinates with Sector Command for everyday operations.

Using Sector Forces

Sector Forces and Allied Commands are ideal for adventures and campaigns confined to a single sector, planet, or region. Gamemasters can create their own military and political leaders for the campaign without running afoul of established continuity. Sector Forces provide support and local leadership for the heroes to interact with and receive orders from. Sector Forces can also provide a base of operations from which to stage missions.

If a group of heroes wants to start and command their own Rebel operation, integrating it with the local Sector Force gives them a ready-made organization. Even alternate command structures—such as a local royal tradition created by the Gamemaster—can be accommodated, since a Sector Force is allowed to retain its own internal structure. Remember that while Alliance High Command controls overall strategy, Sector Forces are responsible for taking the battle to the enemy every day.

Rebel Bases

Rebel bases and outposts are the Rebellion's intelligence and communications centers. They provide safe havens for training, meetings, medical treatment, and repair facilities. The size and structure of these bases vary greatly, and they are normally camouflaged within the surrounding environment. The Rebel main base houses Alliance High Command, when it is not aboard the fleet. Alliance High Command is guarded by the best Special Forces units and starfighter squadrons, and its location is a closely guarded secret.

However, the vast majority of bases and outposts are small and unassuming, to minimize detection. Hidden rooms, small caves, or abandoned wrecks serve as meeting places for Rebel cells. Individual apartments or permanently grounded starships can become safe houses or weapons caches. Large hidden caches of weapons and materiel become supply bases for local groups.

Sector Forces, Allied Commands, and major resistance groups typically use large bases as their command centers. These bases have starship and vehicle hangars and repair facilities, sensor arrays, communications relays, and limited defenses. They also provide advanced training facilities and living quarters for a large number of personnel. A few large bases house small-scale manufacturing facilities for Alliance starfighters.

Starfighter bases provide forward outposts from which starfighter attacks can be directed. A typical starfighter base is little more than a hangar, a command center, and living quarters.

Rebel Operatives

Even though the Alliance military is formidable in limited operations, it lacks the strength to fully engage Imperial forces in a sustained campaign. Throughout the galaxy, individual Rebel agents, or operatives, work in conjunction with cell networks and Alliance military elements to engage the Empire on a daily basis. These are the Rebellion's spies, propagandists, recruiters, scroungers, and aid workers. They sow the seeds of rebellion on Imperial planets throughout the galaxy. Rebel operatives are always outgunned, always outnumbered, and usually working in complete isolation.

Many heroes in this era act as highly autonomous Rebel operatives. Agents can be attached to various parts of the Alliance structure. Rebel field agents work for Alliance Intelligence on semiautonomous, long-term missions. Other agents work for local resistance groups, perhaps attached to the local Sector Force or reporting through a cell network. Scroungers and procurement specialists work for local forces or for one of the Alliance High Command's ministries. They receive orders through other agents or through an attached military command. Agents must be able to adapt to constantly changing conditions and goals.

Agent secrecy is paramount, because discovery means almost certain arrest, internment, and interrogation by Imperial officials. Agents also run the risk of Imperial reprisal against the local citizenry if an operative's actions attract notice.

Sectors in Rebellion

With resistance efforts spread across a multitude of sectors in the galaxy, judging the reach and strength of Rebel Alliance forces is difficult. Below is a partial list of sectors in which Rebel activity takes place during the time between the signing of the Corellian Treaty and the Battle of Endor. The amount and type of resistance varies greatly among sectors, and many offer only minimal resistance until well after the Battle of Yavin. Rebel activity increases significantly after the Alliance evacuation from Hoth and in preparation for the Battle of Endor. After Endor, as the Alliance transforms into the New Republic, many of these sectors are among the first to throw off their Imperial oppressors.

Ado	Churnis	Kira	Parmorak
Airam	Corellian	Lambda	Ploo
Anoat	Eclorar	Lifh	Rayter
Atrivis	Elrood	Maldrood	Rolion
Bormea	Farstay	Merel	Sumitra
Brak	Hollan D1	Moddell	Tapani
Bruanii	Homon	Oplovis	Tharin
Calamari	Irnaj	Ottega	Trans-Nebular
Carrion	Kalamith	Parmel	Trax
Churba			

Rebel Cell Networks

On worlds under Imperial control, Rebel cell networks provide citizens with the means to clandestinely strike back at the Empire. Cell networks are essentially intelligence-gathering tools, providing a means of transmitting information to Alliance Intelligence while protecting the entire network in case of detection.

Cells are composed of three or four individuals, each of whom knows his or her own cell members plus one individual from another cell. Information and orders are passed to and from the local area coordinator through the network of cells. Area coordinators implement plans to carry out the orders of the network leader. The network leader—typically one per world—reports to off-world case officers located in the local Sector Force headquarters. Case officers work directly with Alliance Intelligence, providing information obtained by the network and receiving orders for new operations. Networks are designed to sustain the loss of multiple cells, and even of an area coordinator, with limited damage. However, heavily compromised networks must sometimes disband and reconstitute with a new structure.

Special Operations

Special Operations groups are made up of individuals who have shown great personal initiative, wide-ranging skills, and spectacular success at achieving Alliance goals in the most dire situations. Most Special Ops members are considered troublemakers or misfits by standard Alliance commands, but they are dedicated individuals who are able to take on challenges anywhere in the galaxy. The Chief of Special Operations reports directly to Alliance High Command, but must coordinate with the other Alliance commands for supplies and equipment. Those commands' willingness to support a Special Ops team is directly related to the priority of the mission, the team's reputation, and how hard Alliance High Command leans on it.

Special Operations mission groups receive their orders from the chief, delivered through the local Alliance command structure. Depending on the task at hand, a mission group might fall under the operational control of a local commander, group, or agent, or the mission group might be granted autonomy. Mission groups are typically small—usually 5–10 members—and have their own transportation. Missions might be covert (such as breaking key figures out of Imperial prisons) or intentionally conspicuous (such as blowing up a Star Destroyer in orbit around a planet occupied by Imperial Forces). There are a few self-sustaining, autonomous Special Operations Teams that essentially fight the Empire on their own terms and respond to Alliance requests for aid when and as they see fit.

Alliance Personnel

Below are several types of Rebel Alliance members. They are shown here as Human, but members of the Rebellion can be of any known species; their game statistics should be adjusted accordingly. Additional typical Rebel soldiers can be found in the Saga Edition core rulebook. Bothan spies and other typical character types can be adapted from the generic characters found in *Threats of the Galaxy*.

Rebel Cell Member

Rebel cell members make up the bulk of Alliance assets on Imperial-held worlds. These covert agents vary greatly in species, skills, and military knowledge. They are often the only Alliance presence on Imperial worlds and therefore must be self-motivated and able to operate without direct oversight. Given the need for secrecy, these agents are unaware of the extent of other Rebel cells operating in the same area. To cell members, secrecy is paramount, as is concealing their true loyalties from those around them.

Rebel Cell Member CL 1
Medium Human nonheroic 2
Init +1; **Senses** Perception +7
Languages Basic, 1 other

Defenses Ref 10 (flat-footed 10), Fort 10, Will 11
hp 5; **Threshold** 10

Speed 6 squares
Melee unarmed +0 (1d4–1)
Ranged hold-out blaster +1 (3d4)
Base Atk +1; **Grp** +1

Abilities Str 9, Dex 10, Con 10, Int 12, Wis 12, Cha 10
Feats Skill Focus (Gather Information), Skill Training (Deception, Stealth[H]), Weapon Proficiency (pistols, simple weapons)
Skills Deception +6, Gather Information +12, Perception +7, Stealth +6, Use Computer +7[H]
Possessions hold-out blaster, datapad (encrypted), comlink (encrypted)
H *Human bonus feat or trained skill*

Rebel Honor Guard

The guerrilla nature of the Rebel Alliance minimizes the use of ceremonial uniforms and personnel. However, there are occasions when pomp and formality are either required by protocol or desired by Alliance leaders and soldiers alike: medal ceremonies, formal visits to high-ranking officials, and bereavement traditions, to name a few.

The first Rebel Honor Guards are survivors of Alderaan, and they adapt their Alderaanian dress uniforms for their new role. Trained as bodyguards, they are the protectors of the Alliance leadership at formal occasions. Though Honor Guards are not trained to the same level of ability or fanaticism as the Imperial Royal Guard, they are professional, loyal protectors. Honor Guard personnel are regularly rotated back into standard Rebel units. There they share their new training with other unit members, which increases the likelihood that a few Honor Guards are available in any given sector. However, the primary reason for the personnel rotation is that Mon Mothma knows the dangers of keeping an elite unit too close to the Alliance's leadership. By rotating the troops, she hopes to prevent the Honor Guards from becoming too loyal to any single leader, and to prevent them from developing a sense of elitism.

Rebel Honor Guard CL 5
Medium Human nonheroic 6/soldier 3
Force 4
Init +11; **Senses** Perception +9
Languages Basic

Defenses Ref 17 (flat-footed 14), Fort 16, Will 13
hp 41; **Threshold** 21

Speed 6 squares
Melee unarmed +8 (1d6+2) or
Melee ceremonial staff +8 (1d6+3) or
Melee ceremonial staff -2/-2 (1d6+3/1d6+3)
Ranged blaster pistol +10 (3d6+1)
Base Atk +7; **Grp** +9
Atk Options Point Blank Shot, Precise Shot
Special Actions Harm's Way

Abilities Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 10
Talents Armored Defense, Harm's Way
Feats Armor Proficiency (light, medium), Improved Damage Threshold, Martial Arts I, Point Blank Shot, Precise Shot, Weapon Focus (pistols)[H], Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Perception +9[H]
Possessions blaster pistol, ceremonial staff, ceremonial uniform, blast vest and helmet (+2 armor), comlink (encrypted)
H *Human bonus feat or trained skill*

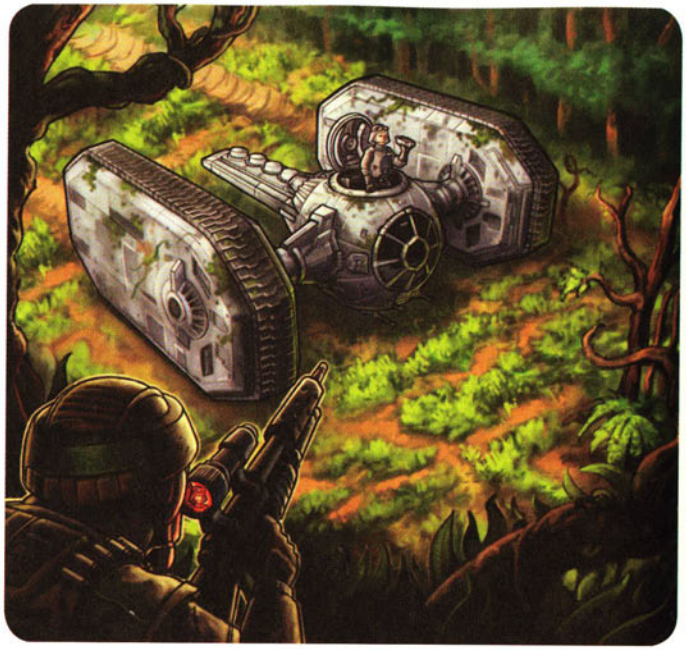
Rebel Marksman

All Rebels receive training in standard blaster types, but the best shooting soldiers receive additional marksman and sniper training with a variety of blasters and other weapon types. Marksmen are integrated into standard Rebel ground units, and elite snipers can be assigned to Special Forces.

"HOKEY RELIGIONS AND ANCIENT WEAPONS ARE NO MATCH FOR A GOOD BLASTER AT YOUR SIDE, KID."

– HAN SOLO

A Rebel marksman lines up for a shot on a TIE Crawler's commanding officer.



Rebel Marksman CL 4
Medium Human nonheroic 3/scout 3
Force 4
Init +10; **Senses** Perception +8 (can reroll)
Languages Basic

Defenses Ref 17 (flat-footed 15), Fort 15, Will 13
hp 27; **Threshold** 15

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster rifle +7 (3d8+1)
Ranged blaster pistol +6 (3d6+1)
Base Atk +4; **Grp** +6
Atk Options autofire (blaster rifle), Careful Shot, Keen Shot, Point Blank Shot, Precise Shot, Sniper

Abilities Str 11, Dex 14, Con 12, Int 9, Wis 10, Cha 8
Talents Acute Senses, Keen Shot
Feats Armor Proficiency (light), Careful Shot, Point Blank Shot, Precise Shot, Sniper, Weapon Focus (rifles)[H], Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +10, Perception +8[H] (can reroll)
Possessions blaster rifle, blaster pistol, comlink (encrypted), blast helmet and vest (+2 armor)
H *Human bonus feat or trained skill*

Resistance Leader

Resistance leaders hold a dangerous but critical position. They must recruit new members to the Alliance cause, plan new ways to resist local Imperial actions and then carry out those actions, and remain undetected by Imperial security forces. Discovery and capture mean imprisonment and possibly death for sedition or treasonous activities. These leaders must motivate their resistance group or cell network members and encourage the growth of the Rebellion at a grassroots level. Resistance leaders can be found in any business or government position at virtually any political or social level.

Resistance Leader **CL 5**
Medium Human noble 3/scoundrel 2
Force 3
Init +8; **Senses** Perception +9
Languages Basic, Bocce, Huttese, Shyriiwook

Defenses Ref 18 (flat-footed 17), Fort 15, Will 19
hp 32; **Threshold** 15

Speed 6 squares
Melee unarmed +3 (1d4+2)
Ranged heavy blaster pistol +4 (3d8+2)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot
Special Actions Fool's Luck, Inspire Confidence

Abilities Str 10, Dex 12, Con 11, Int 13, Wis 14, Cha 15
Talents Connections, Fool's Luck, Inspire Confidence
Feats Linguist, Point Blank Shot, Skill Focus (Deception, Persuasion[H]), Skill Training (Mechanics, Stealth), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +14, Gather Information +9, Initiative +8, Knowledge (tactics) +8, Mechanics +8, Perception +9, Persuasion +14, Pilot +8[H], Stealth +8, Use Computer +8
Possessions heavy blaster pistol, datapad (encrypted), comlink (encrypted), pocket scrambler, electrobinoculars, Medpac, mesh tape, security kit, tool kit
H *Human bonus feat or trained skill*

Rogue Squadron Pilot

The heroic exploits of Rogue Squadron become legendary during the Rebellion and the New Republic. Some pilots remain members of the squadron for extended periods, while others rotate in and out at the determination of the squadron leader. Rogue Squadron members are excellent pilots, but they typically have other combat and related skills, enabling them to carry out orders and assignments not usually given to a fighter squadron.

Rogue Squadron Pilot **CL 8**
Medium Human scoundrel 3/soldier 4/ace pilot 1
Destiny 1; **Force** 5
Init +11; **Senses** Perception +10
Languages Basic

Defenses Ref 24 (flat-footed 22), Fort 22, Will 20; Dodge
hp 60; **Threshold** 22

Speed 6 squares
Melee unarmed +6 (1d4+4)
Ranged blaster pistol +8 (3d6+4) or
Ranged blaster pistol +3 (4d6+4) with Rapid Shot
Base Atk +6; **Grp** +8
Atk Options Devastating Attack (heavy weapons), Far Shot, Hyperdriven, Penetrating Attack (heavy weapons), Point Blank Shot, Rapid Shot, Running Attack, Spacehound

Abilities Str 10, Dex 14, Con 13, Int 10, Wis 12, Cha 11
Talents Devastating Attack (heavy weapons), Elusive Dogfighter, Hyperdriven, Penetrating Attack (heavy weapons), Spacehound
Feats Armor Proficiency (light), Dodge[H], Far Shot, Point Blank Shot, Rapid Shot, Running Attack, Skill Training (Use Computer), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (pistols, simple weapons)
Skills Initiative +11, Mechanics +9, Perception +10, Pilot +11, Stealth +11[H], Use Computer +9
Possessions blaster pistol, comlink (encrypted), flight suit, X-wing starfighter
H *Human bonus feat or trained skill*

"Get set to make your attack run."
–Garvin Dreis
Red Leader

SpecForce Guerrilla

SpecForce guerrillas are urban-combat specialists. Trained to fight within the confines of the galaxy's sprawling urban environments and planetwide cities, guerrillas are proficient at using a city's form and facilities against the Imperials. Guerrillas are street fighters and close-combat specialists. They understand that their battleground contains citizens not directly involved in the fight. On one hand, guerrillas know how to minimize collateral damage; on the other, they can demolish an entire Imperial facility when required. They are trained in martial arts, light arms, demolition, stealth, and scouting urban targets. They are tough city fighters, unafraid of challenging urban locales such as kilometer-high structures or the underworld of a city's lowest levels.

SpecForce Guerrilla **CL 5**
Medium Human nonheroic 3/scout 4
Force 3
Init +5; **Senses** Perception +9
Languages Basic

Defenses Ref 19 (flat-footed 16), Fort 16, Will 15
hp 33; **Threshold** 16

Speed 6 squares
Melee unarmed +6 (1d6+3)
Ranged blaster carbine +7 (3d8+2) or
Ranged blaster carbine +2 (4d8+2) with Rapid Shot or
Ranged frag grenade +7 (4d6+2, 2-square burst)
Base Atk +5; **Grp** +7
Atk Options autofire (blaster carbine), Point Blank Shot, Precise Shot, Rapid Shot, Running Attack

Abilities Str 12, Dex 14, Con 13, Int 10, Wis 12, Cha 8
Talents Improved Stealth, Hidden Movement
Feats Armor Proficiency (light), Martial Arts I[H], Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Skill Training (Mechanics), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Mechanics +8, Perception +9[H], Stealth +10 (can reroll)
Possessions blaster carbine, frag grenade, comlink (encrypted), detonite with timer
H *Human bonus feat or trained skill*

SpecForce Infiltrator

Infiltrator units are composed of some of the most vengeance-ridden members of the Rebel Alliance. They channel their anger into direct, personal action against the Imperials and are the most feared of all SpecForce operatives—for their skills as well as their attitude. Infiltrators slip into enemy-held facilities, causing confusion and disrupting command and control measures. They excel at stealth and fight with close personal weapons designed to eliminate enemies quickly and quietly.

SpecForce Infiltrator **CL 7**
Medium Human scout 4/scoundrel 3
Force 4
Init +10; **Senses** Perception +8
Languages Basic

Defenses Ref 23 (flat-footed 19), Fort 20, Will 18
hp 62; **Threshold** 20

Speed 6 squares
Melee unarmed +7 (1d8+5)
Ranged heavy blaster pistol +7 (3d8+3) or
Ranged frag grenade +7 (4d6+3, 2-square burst) or
Ranged stun grenade +7 (4d6+3 stun, 2-square burst)
Base Atk +5; **Grp** +7
Atk Options Dastardly Strike, Pin, Point Blank Shot, Running Attack, Sneak Attack +1d6

Abilities Str 14, Dex 14, Con 15, Int 10, Wis 11, Cha 8
Talents Dastardly Strike, Hidden Movement, Improved Stealth, Sneak Attack +1d6
Feats Armor Proficiency (light)[H], Martial Arts I, Martial Arts II, Pin, Point Blank Shot, Running Attack, Skill Focus (Stealth), Skill Training (Acrobatics), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Acrobatics +10, Climb +10, Initiative +10, Jump +10[H], Mechanics +8, Perception +8, Stealth +15 (can reroll)
Possessions heavy blaster pistol, frag grenade, stun grenade, comlink (encrypted), detonite with timer
H *Human bonus feat or trained skill*

SpecForce Marine

SpecForce marines specialize in hand-to-hand combat aboard fleet vessels. They are trained in both onboard defense of their own ships and tactics for boarding enemy vessels. They do not typically serve as the ship's general security, but instead are stationed in critical areas when boarding actions are possible. Marines are trained in shipboard combat, so they can, in any area of a ship, identify the weapons that can be used against boarders without causing undue collateral damage to the vessel's systems. They excel in shipboard sabotage and can operate with or without armored space suits and in zero-g conditions. They typically use light weapons, but they can employ heavier weapons when attacking large capital ships, which can better bear the brunt of powerful arms.

FROM LEFT TO RIGHT: SPECFORCE GUERRILLA, SPECFORCE INFILTRATOR, SPECFORCE MARINE, SPECFORCE OFFICER.

SpecForce Marine **CL 4**

Medium Human nonheroic 3/soldier 3
Force 3
Init +10; **Senses** Perception +8
Languages Basic

Defenses Ref 16 (flat-footed 14), Fort 17, Will 13
hp 41; **Threshold** 17

Speed 6 squares
Melee unarmed +5 (1d4+1)
Ranged blaster rifle +8 (3d8+1) or
Ranged blaster rifle +3 (4d8+1) with Rapid Shot or
Ranged frag grenade +7 (4d6+1, 2-square burst)
Base Atk +5; **Grp** +7
Atk Options autofire (blaster rifle), Devastating Attack (rifles), Point Blank Shot, Precise Shot, Rapid Shot, Sniper

Abilities Str 11, Dex 14, Con 14, Int 9, Wis 10, Cha 8
Talents Armored Defense, Devastating Attack (rifles)
Feats Armor Proficiency (light), Point Blank Shot, Precise Shot, Rapid Shot, Sniper, Weapon Focus (rifles)[H], Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +10, Perception +8[H]
Possessions blaster rifle, frag grenade, comlink (encrypted), blast helmet and vest (+2 armor)
H *Human bonus feat or trained skill*

SpecForce Officer

SpecForce officers are highly intelligent, creative leaders able to revise complicated military operations on the fly and still succeed in their mission. A SpecForce officer is usually the most experienced member of a SpecForce unit and is expected to share knowledge and experience with those under his or her command. SpecForce officers are typically promoted from within each type of SpecForce unit, but some have served in more than one type of unit.

SpecForce Officer **CL 7**
Medium Human nonheroic 3/scout 1/soldier 3/officer 2
Force 4
Init +5; **Senses** Perception +10
Languages Basic, 2 others

Defenses Ref 20 (flat-footed 18), Fort 20, Will 19
hp 56; **Threshold** 25

Speed 6 squares
Melee unarmed +8 (1d6+4) or
Melee vibroblade +8 (2d6+5)
Ranged blaster pistol +8 (3d6+3) or
Ranged blaster rifle +8 (3d8+3) or
Ranged frag grenade +8 (4d6+3, 2-square burst)
Base Atk +7; **Grp** +9
Atk Options autofire (blaster rifle), Point Blank Shot
Special Actions Battle Analysis, Deployment Tactics

Abilities Str 12, Dex 13, Con 14, Int 15, Wis 13, Cha 14
Special Qualities command cover, share talent (Deployment Tactics)
Talents Armored Defense, Battle Analysis, Deployment Tactics, Improved Stealth
Feats Armor Proficiency (light), Improved Damage Threshold, Martial Arts I[H], Point Blank Shot, Skill Focus (Persuasion), Skill Training (Perception, Survival), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Knowledge (tactics) +11, Mechanics +11, Perception +10, Persuasion +16, Stealth +10, Survival +10[H]
Possessions blaster pistol, blaster rifle, vibroblade, frag grenade, comlink (encrypted), blast helmet and vest (+2 armor)
H *Human bonus feat or trained skill*

Alliance Personalities

The Rebel Alliance has many unique leaders and influential personnel. These personalities can be used as commanding officers or as support for the heroes. Many of the greatest heroes from the movies are detailed in the Saga Edition core rulebook and therefore are not repeated here. Information about Mon Mothma, Bail Organa, Garm Bel Iblis, Starkiller (Vader's apprentice), and several former Imperials turned Rebel leaders is provided in the *Force Unleashed Campaign Guide*. Information about Bail Organa can also be found in *Threats of the Galaxy*.

Admiral Ackbar

Hero of the Rebel Alliance and of his own people, Admiral Ackbar serves as the head of the Rebel fleet for most of the Alliance's existence. A brilliant tactician and powerful leader, Ackbar is best known for victory over Imperial fleet at the Battle of Endor. However, during the early years of the Rebellion, Ackbar is an Imperial slave, like the rest of the Mon Calamari. As Grand Moff Tarkin's slave, Ackbar gains considerable insight into Imperial tactics, weapons, and plans. After a Rebel attack on the Grand Moff frees Ackbar, he returns to Mon Calamari, where he convinces others to join the Rebel cause. He oversees the Shantipole Project, which created the B-wing starfighter. Quickly rising through the Rebel ranks, he becomes an admiral and directs the Rebel's major fleet actions and other operations. He is instrumental in the acquisition of Mon Calamari star cruisers by the Rebels, and in the ships' conversion to full-scale military capital ships.

Admiral Ackbar

Admiral Ackbar (Episode VI) **CL 11**
Medium Mon Calamari noble 5/soldier 2/officer 4
Destiny 2; **Force** 5
Init +6; **Senses** low-light vision; Perception +17
Languages Basic, Bothan, Durese, High Galactic, Mon Calamarian, Quarrenese, Shyriiwook

Defenses Ref 24 (flat-footed 23), Fort 23, Will 27
hp 61; **Threshold** 23

Speed 6 squares, swim 4 squares
Melee unarmed +9 (1d4+5)
Ranged blaster pistol +10 (3d6+5)
Base Atk +9; **Grp** +10
Special Actions Assault Tactics, Born Leader, Deployment Tactics, Rally

Abilities Str 10, Dex 12, Con 10, Int 15, Wis 15, Cha 14
Special Qualities breathe underwater, command cover, share talent (Assault Tactics, Deployment Tactics)
Talents Armored Defense, Assault Tactics, Born Leader, Deployment Tactics, Distant Command, Rally
Feats Armor Proficiency (light, medium) Linguist, Skill Focus (Knowledge [tactics], Perception), Skill Training (Knowledge [tactics]), Vehicular Combat, Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)
Skills Knowledge (galactic lore) +12, Knowledge (physical sciences) +12, Knowledge (tactics) +17, Knowledge (technology) +12, Mechanics +12, Perception +17, Persuasion +12, Pilot +11, Swim +5 (can reroll), Use Computer +12
Possessions blaster pistol, comlink (encrypted), datapad

WEDGE ANTILLES

Wedge Antilles never sets out to be the career soldier and legendary Rebel Alliance and New Republic hero he will ultimately become. He reveals his combat prowess and tenacity by chasing down and destroying the pirate ship responsible for the death of his parents. The ship flees his parents' refueling platform with its fuel lines still attached, and they die saving the station. Directionless, but not without friends such as Booster Terrik, Wedge begins a career as a smuggler. After running cargo for Rebel-affiliated customers, Wedge joins the Rebel Alliance as a starfighter pilot.

Wedge soon becomes a member of Red Squadron and is one of the few survivors of the attack on the first Death Star. He goes on to join and later lead the elite Rogue Squadron. Although primarily a fighter pilot, he also briefly serves as a spy and a commando and even as the commander of a Star Destroyer and as a fleet commander in the days of the New Republic. With the Rebel Alliance and Rogue Squadron, Wedge distinguishes himself at the Rebellion's most critical battles, such as at Hoth and Endor. He is the only Rebel pilot to attack both Death Stars, destroying the second one with help from the *Millennium Falcon*.

Wedge Antilles (Episode VI) **CL 9**
Medium Human scoundrel 1/soldier 6/ace pilot 2
Destiny 1; **Force** 5
Init +12; **Senses** Perception +10
Languages Basic, Mon Calamarian

Defenses Ref 27 (flat-footed 23), Fort 22, Will 21; Dodge
hp 56; **Threshold** 22

Speed 6 squares
Melee unarmed +7 (1d6+4)
Ranged blaster pistol +10 (3d6+4)
Base Atk +7; **Grp** +10
Atk Options Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons), Point Blank Shot, Precise Shot, Spacehound

Abilities Str 10, Dex 16, Con 10, Int 12, Wis 12, Cha 11
Special Qualities vehicle dodge +1
Talents Devastating Attack (heavy weapons), Elusive Dogfighter, Penetrating Attack (heavy weapons), Spacehound, Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light), Dodge, Martial Arts I, Point Blank Shot, Precise Shot, Skill Focus (Pilot), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +12, Mechanics +10, Perception +10, Pilot +17, Stealth +12, Use Computer +10
Possessions blaster pistol, comlink, datapad, flight suit, tool kit

WEDGE ANTILLES

Tycho Celchu

Tycho Celchu joins the Imperial Academy with an idealistic intention to change the Imperial military from within. After training under Soontir Fel, Tycho graduates and is posted to a Star Destroyer as a TIE fighter pilot. Celchu's life changes direction when his birthday transmission to Alderaan abruptly ends as the Death Star shatters the planet. With his family and fiancée dead, Celchu abandons his post and soon joins the Rebel Alliance. He joins the elite Rogue Squadron, battling AT-ATs at Hoth and attacking the second Death Star in an A-wing at the Battle of Endor. Celchu flies and fights extensively for the New Republic, though his career has rocky times. He marries Winter after his retirement years later.

Tycho Celchu (Episode VI) **CL 8**
Medium Human soldier 7/ace pilot 1
Destiny 1; **Force** 5
Init +11; **Senses** Perception +10
Languages Basic, High Galactic

Defenses Ref 24 (flat-footed 22), Fort 22, Will 19; Dodge
hp 103; **Threshold** 22

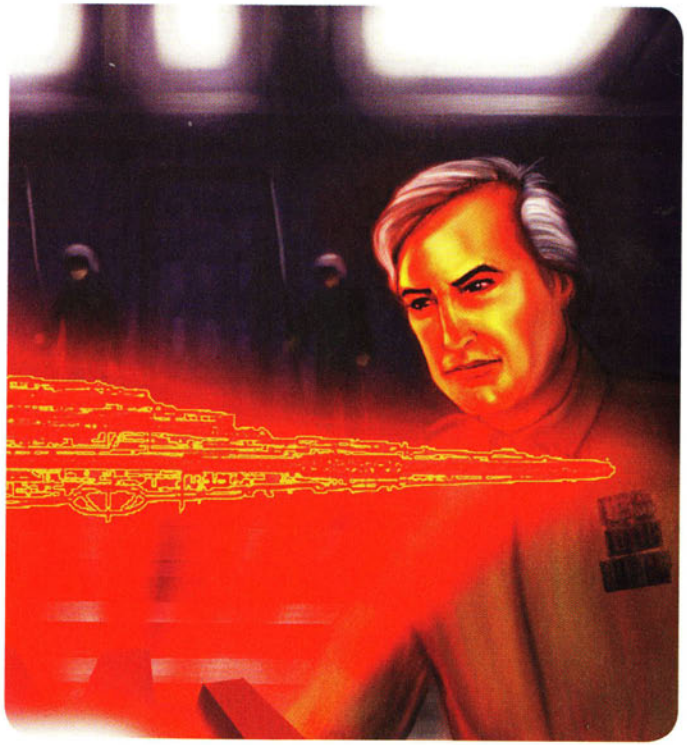
Speed 6 squares
Melee unarmed +7 (1d4+4)
Ranged blaster pistol +9 (3d6+4) or
Ranged blaster pistol +4 (4d6+4) with Rapid Shot
Base Atk +7; **Grp** +9
Atk Options Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons), Point Blank Shot, Rapid Shot
Special Actions Indomitable, Tough As Nails

Abilities Str 11, Dex 15, Con 13, Int 12, Wis 13, Cha 11
Talents Devastating Attack (heavy weapons), Elusive Dogfighter, Indomitable, Penetrating Attack (heavy weapons), Tough as Nails
Feats Armor Proficiency (light, medium), Dodge, Point Blank Shot, Rapid Shot, Skill Focus (Pilot), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +11, Mechanics +10, Perception +10, Pilot +16, Use Computer +10
Possessions blaster pistol, flight suit, comlink

General Airen Cracken

In his early days on his homeworld of Contruum, Airen Cracken owns a mechanic's shop, where he earns his reputation as a master mechanic and a creative technologist. His crew members are fast learners and apply their creative skills to any project that comes through the door. When Imperial forces arrive to take over the planet, Cracken and his employees organize a guerrilla force specializing in sabotage. He also establishes safe havens for the civilian population. In short, he single-handedly creates one of the most successful resistance groups to engage the Empire. In a few years, he and his crew make operating on Contruum so expensive for the Empire that the occupation forces withdraw.

Cracken realizes Contruum's good fortune has much to do with its insignificance in the galaxy, and he is not willing to let the Empire continue to torment other worlds. He and his crew say good-bye to their loved ones and join the Rebel Alliance. Their knowledge and creativity quickly spread throughout the Alliance forces, injecting a new ingenuity into Rebel tactics and covert operations. Cracken's Crew remains active as well, and its signature calling card—a hydrospanner inscribed "Cracken's Crew Says Hello"—begins appearing in Imperial installations throughout the galaxy.



General Airen Cracken

Cracken leads raids, trains and briefs Alliance agents of every sort, and works his way up to become head of Alliance Intelligence. His efforts support Crix Madine's commando units, and the hands-on general even mans one of the *Millennium Falcon's* turrets at the Battle of Endor.

Airen Cracken (Episode VI) **CL 10**
Medium Human noble 3/scout 1/scoundrel 5/soldier 1
Destiny 2; **Force** 5
Init +7; **Senses** Perception +12
Languages Basic, Binary (understand only), Bocce, Bothese, Durese, Huttese, Shyriiwook, Sullustese

Defenses Ref 24 (flat-footed 22), Fort 22, Will 24
hp 53; **Threshold** 22

Speed 6 squares
Melee unarmed +6 (1d4+5)
Ranged heavy blaster pistol +9 (3d8+5) or
Ranged heavy blaster pistol +4 (4d8+5) with Rapid Shot
Base Atk +6; **Grp** +8
Atk Options Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Jury-Rigger, Knack

Abilities Str 10, Dex 14, Con 10, Int 16, Wis 15, Cha 14
Talents Demolitionist, Educated, Gimmick, Jury-Rigger, Knack, Master Slicer, Spontaneous Skill
Feats Armor Proficiency (light), Linguist, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Mechanics, Knowledge [tactics, technology]), Skill Training (Stealth), Tech Specialist, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Deception +12, Gather Information +12, Knowledge (bureaucracy) +13, Knowledge (physical sciences) +13, Knowledge (tactics) +18, Knowledge (technology) +18, Mechanics +18 (can reroll when making jury-rigged repair), Perception +12, Persuasion +12, Stealth +12, Use Computer +18 (can reroll when improving access, keeping better result)
Possessions heavy blaster pistol (+1 Improved Accuracy), security kit, tool kit, comlink (encrypted), portable computer, datapad (encrypted), utility belt

Nera Dantels

In the months following the Battle of Yavin, the smuggler turned Rebel Nera Dantels puts her substantial flying skills at the Alliance's disposal. She is passionate and headstrong and lets nothing stand in her way—whether it be rules or people. The blue, curved tattoos around her eyes prominently proclaim her individuality and refusal to blend in. Once romantically involved with Biggs Darklighter, Dantels continues his all-too-short fight against the Empire. Dantels is one of the first pilots to fly the newly developed B-wing starfighter, as a Dagger Squadron pilot. She also flies her own freighter, the *Starduster.*

Nera Dantels (Episode V) **CL 5**
Medium Human scoundrel 5
Destiny 1; **Force** 3
Init +4; **Senses** Perception +8
Languages Basic

Defenses Ref 19 (flat-footed 17), Fort 15, Will 17
hp 55; **Threshold** 15

Speed 6 squares
Melee unarmed +3 (1d4+2)
Ranged blaster pistol +5 (3d6+2) or
Ranged blaster pistol +0 (4d6+2) with Rapid Shot
Base Atk +3; **Grp** +5
Atk Options Hyperdriven, Lucky Shot, Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Knack

Abilities Str 10, Dex 14, Con 10, Int 11, Wis 13, Cha 15
Talents Hyperdriven, Knack, Lucky Shot
Feats Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Mechanics +7, Perception +8, Pilot +9, Stealth +9, Use Computer +7
Possessions blaster pistol, comlink, *Starduster*

Biggs Darklighter

A close friend of Luke Skywalker, Biggs Darklighter grows up in a relatively affluent family on Tatooine. Though Skywalker and Darklighter dream of joining the Academy together, only Biggs is able to go. He returns to Tatooine to tell Luke that he is joining the Rebellion through contacts at the Academy, and he tries to convince Luke of the dangers of the Empire. The two are surprised to see each other soon after as they prepare to defend the main Rebel base from the menacing Death Star. Darth Vader kills Biggs in the Death Star trench, as Biggs protects Luke during his attack run on the Death Star's thermal exhaust port. However, Biggs' legacy lives on as a Rebel hero and through the exploits of his younger cousin, Gavin, who joins Rogue Squadron after the fall of the Emperor and goes on to have a long career with the New Republic and Galactic Alliance.

Biggs Darklighter (Episode IV) **CL 4**
Medium Human scout 1/soldier 3
Destiny 1; **Force** 3
Init +9; **Senses** Perception +8 (can reroll)
Languages Basic

Defenses Ref 18 (flat-footed 16), Fort 17, Will 15; Dodge
hp 41; **Threshold** 17

Speed 6 squares
Melee unarmed +5 (1d4+4)
Ranged blaster pistol +5 (3d6+2)
Base Atk +3; **Grp** +5
Atk Options Penetrating Attack (heavy weapons)
Special Actions Harm's Way

Abilities Str 14, Dex 15, Con 10, Int 11, Wis 12, Cha 10
Talents Acute Senses, Harm's Way, Penetrating Attack (heavy weapons)
Feats Armor Proficiency (light), Dodge, Skill Training (Use Computer), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +9, Knowledge (galactic lore) +7, Mechanics +7, Perception +8 (can reroll), Pilot +9, Survival +8, Use Computer +7
Possessions blaster pistol, flight suit, comlink

Wes Janson

Before the Battle of Yavin, Wes Janson flies as a member of the Tierfon Yellow Aces, stationed at the Alliance's Tierfon outpost. Along with Jek Porkins and others, Janson is transferred to the main Rebel base on Yavin 4 just prior to the Death Star's arrival, but illness keeps Janson from flying in the battle. The often-joking Janson goes on to join Rogue Squadron as Rogue 6. At Hoth, he serves as Wedge Antilles' gunner, becoming the first to flatten an Imperial walker with his harpoon and tow cable. Janson and Antilles eventually founded the New Republic's elite experimental Wraith Squadron.

Wes Janson (Episode VI) **CL 8**
Medium Human soldier 7/ace pilot 1
Destiny 1; **Force** 5
Init +11; **Senses** Perception +9
Languages Basic, Sullustese

Defenses Ref 25 (flat-footed 22), Fort 21, Will 18
hp 103; **Threshold** 21

Speed 6 squares
Melee unarmed +8 (1d6+6)
Ranged blaster pistol +9 (3d6+4)
Base Atk +7; **Grp** +9
Atk Options Devastating Attack (heavy weapons), Expert Gunner, Far Shot, Melee Smash, Penetrating Attack (heavy weapons), Point Blank Shot, Precise Shot
Special Actions Tough as Nails

Abilities Str 12, Dex 14, Con 10, Int 12, Wis 11, Cha 11
Talents Devastating Attack (heavy weapons), Expert Gunner, Melee Smash, Penetrating Attack (heavy weapons), Tough as Nails
Feats Armor Proficiency (light, medium), Far Shot, Martial Arts I, Point Blank Shot, Precise Shot, Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +11, Mechanics +10, Perception +9, Pilot +11, Use Computer +10
Possessions blaster pistol, flight suit, comlink, tool kit

Derek "Hobbie" Klivian

Derek Klivian, known as "Hobbie," joins the Rebellion along with Biggs Darklighter after training at the Imperial Academy. Hobbie goes on to have a long Rebel career, flying with Rogue Group at the Battle of Hoth, with Wedge at the Battle of Endor, and as a member of Rogue Squadron for several years. His skepticism was well known among his squadron mates, as were incorrect but legendary stories of his demise.

Derek "Hobbie" Klivian (Episode VI) **CL 8**
Medium Human soldier 6/scoundrel 1/ace pilot 1
Destiny 1; **Force** 5
Init +6; **Senses** Perception +10
Languages Basic

Defenses Ref 25 (flat-footed 22), Fort 22, Will 20; Dodge
hp 74; **Threshold** 22

Speed 6 squares
Melee unarmed +8 (1d6+6)
Ranged blaster pistol +8 (3d6+4)
Base Atk +6; **Grp** +8
Atk Options Devastating Attack (heavy weapons), Lucky Shot, Penetrating Attack (heavy weapons), Point Blank Shot, Precise Shot

Abilities Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 10
Talents Armored Defense, Devastating Attack (heavy weapons), Keep It Together, Lucky Shot, Penetrating Attack (heavy weapons)
Feats Armor Proficiency (light, medium), Dodge, Martial Arts I, Point Blank Shot, Precise Shot, Skill Training (Deception), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Deception +9, Mechanics +9, Perception +10, Pilot +11, Use Computer +9
Possessions blaster pistol, flight suit, comlink

Nien Nunb

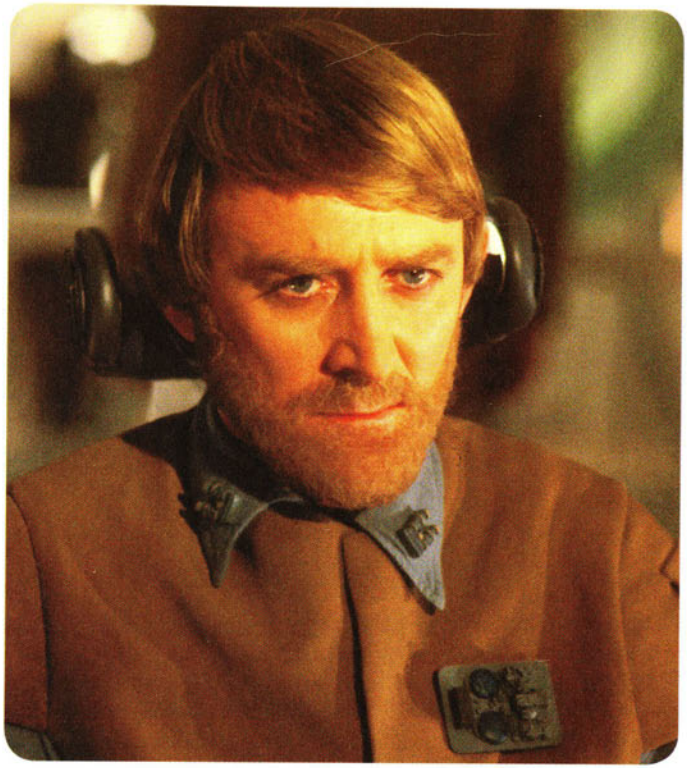
Nien Nunb is a well-known Rebel hero in the Sullust system. He originally works for the interstellar SoroSuub Corporation, but he quits in protest when the company takes control of Sullust and becomes an Imperial ally. He and his sister, Aril, raid SoroSuub ships in support of Rebel war and supply efforts. He and his ship, the *Sublight Queen*, gain the support of the Sullustan people and soon attract others ready to fight the Imperials. He is directly responsible for bringing SoroSuub and his homeworld into an alliance with the Rebellion. Nunb and much of his growing fleet escape an Imperial blockade to join the Alliance fleet. Nunb becomes a hero known throughout the Alliance as Lando Calrissian's copilot in the attack on the second Death Star.

Nien Nunb (Episode VI) **CL 8**
Medium Sullustan scout 7/ace pilot 1
Destiny 1; **Force** 5
Init +11; **Senses** darkvision; Perception +10 (can reroll)
Languages Basic, Sullustese

Defenses Ref 24 (flat-footed 22), Fort 21, Will 19
hp 56; **Threshold** 21

Speed 6 squares; Surefooted
Melee unarmed +5 (1d4+4)
Ranged blaster pistol +7 (3d6+4) or
Ranged blaster pistol +2 (4d6+4) with Rapid Shot
Base Atk +5; **Grp** +7
Atk Options Far Shot, Point Blank Shot, Rapid Shot
Special Actions Jury-Rigger, Quick Draw

Abilities Str 10, Dex 15, Con 10, Int 12, Wis 13, Cha 11
Special Qualities expert climber
Talents Evasion, Fringe Savant, Jury-Rigger, Keep It Together, Surefooted
Feats Far Shot, Point Blank Shot, Quick Draw, Rapid Shot, Skill Training (Initiative), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Knowledge (galactic lore) +10, Mechanics +10 (can reroll when making jury-rigged repair), Perception +10 (can reroll), Pilot +11, Stealth +11, Use Computer +10
Possessions blaster pistol, flight suit, comlink, tool kit, utility belt



General Carlist Rieekan

Carlist Rieekan is an early member of the Rebel Alliance, working with resistance forces in and around his homeworld of Alderaan. A mission to observe and inspect satellite transmitters near Delaya, also in the Alderaan system, saves his life when the Death Star arrives and obliterates Alderaan. He feels that if he had acted more quickly, he might have saved some of the population by beginning an evacuation upon the Death Star's arrival in the system. This guilt drives him to become acutely defensively minded, which serves him well on Hoth.

A dedicated Rebel and a fine officer, he rises to the rank of general while directing a variety of Alliance commands and operations. He becomes the commanding officer of the new Alliance main base on Hoth and successfully oversees the delaying action that allows many Rebels to escape the devastating Imperial attack. Rieekan survives the Galactic Civil War and becomes Minister of State of the New Republic.

General Carlist Rieekan (Episode V) **CL 12**
Medium Human noble 7/officer 5
Destiny 2; **Force** 6
Init +7; **Senses** Perception +14
Languages Basic, Huttese, Ithorese, Mon Calamarian, Shyriiwook, Sullustese

Defenses Ref 26 (flat-footed 25), Fort 24, Will 30
hp 74; **Threshold** 24

Speed 6 squares
Melee unarmed +10 (1d4+6)
Ranged blaster pistol +12 (3d6+6)
Base Atk +10; **Grp** +12
Atk Options Point Blank Shot, Precise Shot
Special Actions Born Leader, Coordinate +1, Deployment Tactics, Field Tactics, Inspire Confidence, Outmaneuver, Trust

Abilities Str 10, Dex 13, Con 12, Int 15, Wis 16, Cha 16
Special Qualities command cover, share talent (Inspire Confidence, Deployment Tactics)
Talents Born Leader, Coordinate +1, Deployment Tactics, Field Tactics, Inspire Confidence, Outmaneuver, Trust
Feats Armor Proficiency (light), Improved Defenses, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Knowledge [tactics], Persuasion), Weapon Focus (pistols), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Deception +14, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Knowledge (tactics) +18, Mechanics +13, Perception +14, Persuasion +19, Pilot +12, Use Computer +13
Possessions blaster pistol, comlink, code cylinder

Deena Shan

Deena Shan is drawn to the excitement of the Rebellion but plagued with self-doubt about her capabilities and position within the Alliance. Her early mundane duties make her question her decision to join the Rebels, but an unexpected encounter with the *Millennium Falcon* and the heroes of Yavin quickly erases those feelings. Deena soon finds herself serving in the Rebellion in undercover and commando operations, using her looks and persuasive skills against unsuspecting Imperial officers. However, she is unprepared for the powerful emotional conflict between her duties and her feelings. She feels out of place and in over her head on the battlefield. Fellow Rebels have to remind her of her military position and help her overcome her inexperience and hesitation. Despite the emotional rollercoaster, she remains dedicated to the Rebel cause.

Deena Shan (Episode V) **CL 5**
Medium Human scoundrel 1/ scout 4
Destiny 1; **Force** 3
Init +3; **Senses** Perception +9 (can reroll)
Languages Basic, Bocce

Defenses Ref 18 (flat-footed 17), Fort 16, Will 18; Dodge
hp 36; **Threshold** 16

Speed 6 squares
Melee unarmed +3 (1d4+2)
Ranged blaster pistol +5 (3d6+2)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot, Precise Shot
Special Actions Disruptive

Abilities Str 10, Dex 13, Con 10, Int 13, Wis 14, Cha 16
Talents Acute Senses, Disruptive, Improved Stealth
Feats Dodge, Point Blank Shot, Precise Shot, Skill Focus (Deception, Persuasion), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +15, Gather Information +10, Perception +9 (can reroll), Persuasion +15, Stealth +8 (can reroll), Use Computer +8
Possessions blaster pistol, comlink

WICKET

Wicket is the young Ewok responsible for bringing Princess Leia to Bright Tree Village on Endor's Forest Moon. Leia's arrival leads to his tribe's eventual alliance with the Rebel Special Forces team, there to destroy the massive shield generator protecting the Death Star in orbit high above the moon. Wicket's trap expertise contributes to the Ewoks' surprisingly effective attack against the Imperial forces protecting the Death Star's shield generator. Wicket's observation of Imperial activities prior to the battle also gives the Ewoks confidence that they can defeat the invaders—even with their primitive weaponry.

Wicket (Episode VI) **CL 3**
Small Ewok scout 3
Force 3
Init +9; **Senses** Perception +7 (can reroll)
Languages Ewokese

Defenses Ref 19 (flat-footed 16), Fort 14, Will 14; Dodge
hp 33; **Threshold** 14

Speed 4 squares
Melee spear +4 (1d8+3)
Ranged spear +6 (1d8+2)
Base Atk +2; **Grp** +0
Abilities Str 13, Dex 16, Con 11, Int 11, Wis 13, Cha 9
Special Qualities scent
Talents Acute Senses, Surefooted
Feats Dodge, Skill Focus (Climb, Survival), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)
Skills Climb +12, Jump +7, Perception +7 (can reroll), Stealth +14 (can reroll), Survival +12
Possessions spear

WINTER

Winter grows up in the Alderaan royal house, becoming known for her aristocratic manner and occasionally being mistaken for her close friend Princess Leia. As Leia enters politics, Winter becomes her personal assistant. After the destruction of Alderaan, Winter becomes an Alliance intelligence agent. She uses her unerring memory to scout potential targets. With that information, Winter can create detailed maps of targeted locations and dossiers on individuals. Both Imperials and Rebels know her as Targeter.

Her perfect memory comes at a cost, however. She recalls details vividly, so she never escapes the pain of the loss of Alderaan or of any other trauma. After the establishment of the New Republic, Winter returns to work as Leia's aide and as nanny and protector of the Solo children. Winter eventually marries Tycho Celchu.

Winter (Episode VI) **CL 3**
Medium Human noble 1/scout 2
Force 3
Init +3; **Senses** Perception +12 (can reroll)
Languages Basic, Binary (understand only), High Galactic, Huttese, Ithorese, Mon Calamarian, Shyriiwook, Sullustese

Defenses Ref 18 (flat-footed 16), Fort 15, Will 17
hp 27; **Threshold** 15

Speed 6 squares
Melee knife +0 (1d4)
Ranged hold-out blaster +3 (3d4+1)
Base Atk +1; **Grp** +3

Abilities Str 9, Dex 15, Con 10, Int 16, Wis 12, Cha 16
Talents Acute Senses, Presence
Feats Improved Defenses, Linguist, Skill Focus (Perception), Skill Training (Stealth, Survival), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +9, Gather Information +9, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +12 (can reroll), Persuasion +9, Ride +8, Stealth +8, Survival +7, Treat Injury +7, Use Computer +9
Possessions hold-out blaster, knife, electrobinoculars, comlink, datapad

Technology and Vehicles

The Rebel Alliance tries to standardize starships and weapon systems when possible, but as a network of semi-independent commands, the Alliance must press into service any available weapon, vehicle, or starship. With a few exceptions, such as the Mon Calamari Shipyards, the Rebel Alliance is unable to manufacture its own equipment, vehicles, technology, and other gear. However, it acquires materiel from across the galaxy through scrounging, donations, purchases, and other methods. The items shown described are among those used by Rebel forces. See the Saga Edition core rulebook and *Starships of the Galaxy* for additional Rebel vehicles and ships.

Equipment

The Rebel Alliance relies on nonstandard equipment and a high degree of creativity, whether upgrading outdated weaponry or modifying civilian items and vehicles for military use. Alliance scroungers and procurement specialists are adept at locating supplies that can be made suitable for a given task.

Cracken's Tactics

General Airen Cracken and his infamous Cracken's Crew excel at adapting equipment for sabotage or other disruptive purposes. Cracken and his crew members carry out extensive sabotage and clandestine attacks against the Empire, and they also train other units in their best tricks. Cracken's encrypted *Rebel Field Guide* can be found at most Rebel bases and training facilities. Not all of Cracken's tactics are destructive. As Cracken likes to point out, sometimes disabling a mechanism is more effective than destroying it, especially if you hope to use it later or if you need to prevent collateral damage. The creative use of mundane items is another of his specialties. Cracken's more popular tactics are described here.

Boosting the Power of a Repulsor Sled

Found in docking bays and warehouses across the galaxy, the utilitarian repulsor sled is a staple of cargo manipulation. Typically floating a half meter or less above the floor, a sled can easily move pallets, crates, and other cargo. Given their near-universal availability in docking bays, repulsor sleds are among the items commonly used and adapted by Rebel agents, who typically temporarily boost the power of the sled to gain speed, altitude, or both.

Required Items: Repulsor sled, independent power source (typically a small generator, vehicle battery pack, or power cable attached to a wall outlet), and basic tools.

Modification Time: 2 minutes.

Skill Check: Mechanics DC 15 or DC 10 with Tech Specialist feat.

Result: Increases sled speed by 2 squares or altitude by 2 squares. Lasts for 2d4 rounds before repulsorlift circuitry burns out and the sled crashes to the ground, useless and requiring spare parts to repair. The duration should be unknown to the heroes, although the sled might give off warning signs a round or two before failing.

Parts and Supplies

Many of the tactics in this section refer to specific parts or pieces of equipment that have never been epressed statistically in the *Star Wars* Roleplaying Game. For the most part, these pieces are merely listed for flavor purposes, and have no mechanical effect on their own. In most cases, it's safe to assume that any hero attempting one of these tactics has the necessary parts on hand. However, in some cases the Gamemaster should feel free to use the search for particular parts as a plot hook for adventures.

Disabling a Shield Generator

Disabling a shield generator with explosives or well-placed blaster fire is easy enough, but disabling a generator in a manner that is reversible or undetectable can be more useful. The installation of an LK-4 fusible link in one of the system's main power couplings can shut down the shield as soon as it achieves 50% power output. However, there must be no power to the coupling during installation, so the agent must provide an explanation for the temporary shutdown.

Some agents prefer to short-circuit the system using a length of power cable with a vampiric power tap at one end. The tap is hooked to the generator's main power supply cable, while the opposite end is attached to the negative power coupling. When the tap is triggered by remote control or by detecting a rise in power through the cable, it sinks its sharpened metal teeth through the power cable's insulation to the interior wire. The energy flows to the power coupling and either burns it out or surges through the generator's power system, causing it to automatically shut down.

Required Items: LK-4 fusible link (or similar equipment for vehicles) or 3-meter power cable with vampiric power tap, basic tools.

Installation Time: 5 minutes.

Skill Check: With fusible link, Mechanics DC 15 or 10 with Tech Specialist feat. With power tap, Mechanics DC 20 or DC 15 with Tech Specialist feat.

Result: With the fusible link, the shield generator shuts down upon reaching at least 50% power, and it cannot be used until the link is found and removed. With the power tap, the shield generator shuts down upon activation of the tap, and the generator requires extensive repairs and spare parts to reactivate.

Disabling Speeder Safety Systems

Some hotshot swoop and speeder racers like to disable the built-in safety systems of their vehicles, gaining more agility by making the vehicle less stable. Pilots sometimes find themselves unable to cope with the results and crash into the ground or another object. Agents use this tactic to sabotage enemy speeders; unsuspecting pilots might crash before figuring out the problem.

Required Items: Tool kit.

Modification Time: 2 minutes.

Skill Check: Mechanics DC 25 or DC 20 with Tech Specialist feat.

Result: The speeder's Dexterity score increases by 4, which in turn increases the vehicle's Initiative and Pilot skill modifiers by +2 and increases the vehicle's Reflex Defense by +2. Pilot checks failed by 5 or more cause a –5 penalty on the next Pilot check. Unsuspecting pilots receive a –10 penalty to all Pilot checks until the first successful Pilot check.

Disabling a Walker's Drive Motor

Disabling a walker's drive motor is easy. The hard part is getting inside to begin with. Large walkers are typically disabled by damaging the internal hydraulic system. Smaller walkers must have the exterior drive joint physically jammed. Many agents prefer to target a walker's gyroscopic balancing system, making the walker difficult to control and often causing it to tip over when under power.

Required Items: Tool kit, cutting device, or object to jam mechanism.

Modification Time: 1 minute (30 seconds with cutting device).

Skill Check: Mechanics DC 15 or DC 10 with Tech Specialist feat.

Result: The walker cannot move, but its other systems are still functional. If the gyroscopic balancing system is disabled, the walker can move, but the Pilot receives –20 penalty to all Pilot checks. Failure results in the walker toppling over.

Jury-Rigging a Power-Pack Bomb

Power-pack bombs are unpredictable but powerful improvised explosives. Rebel agents find them useful because the basic components are usually at hand. However, their unpredictability causes agents to use them only when desperate. The bomb works by taping 2 to 5 power packs together, then disabling the packs' sturm dowels, thereby causing the packs to build up an excessive charge and to explode after about 30 seconds. Although blaster power packs are typically used, any large power cell can be adapted to the task. Attaching an optional timing device or remote-controlled detonator is possible, but it is complicated by the need to include a mechanism to remove the dowels. Also, the explosion is not instantaneous, since the power packs must build up the charge first.

Required Items: 2 to 5 power packs, mesh tape, optional timing device or remote detonator with dowel-removal mechanism, tool kit required for timing device.

Creation Time: 2 minutes without timing device (30 minutes with timing device)

Skill Check: Mechanics DC 15 or DC 10 with Tech Specialist feat to create without timing device. A failure of 10 or more below the DC results in immediate detonation. With a timing device, the checks are Mechanics DC 25 or 20 with Tech Specialist feat, instead of the DC 10 typically required to set a detonator. Failure results in immediate detonation.

Result: The bomb detonates 1d6 rounds after the last dowel is removed or the detonation device is activated (rolled secretly by the Gamemaster). The bomb can be thrown like a grenade, but it does not explode until the charge builds up. The bomb can also be set as in the Place Explosive Device under the Mechanics skill. Once the charge begins building up, the bomb cannot be disarmed. Damage is 2 die of the type of power pack used (for example, a bomb made from two blaster-rifle power packs and a blaster-pistol power pack is 4d8+2d6). A standard power cell uses d6 damage dice. The explosion deals damage as an area attack to all targets within a 2-square burst radius.

Overloading a Starship or Vehicle Weapon

Whether you are disabling an enemy ship or merely need a diversion, overloading a ship or vehicle's energy weapon attracts a lot of attention in a hurry. Although it takes time to build up a big enough charge in the supercapacitors, the resulting explosion destroys the weapon and heavily damages the ship.

Required Items: Tool kit (not required for remote modification).

Modification Time: 30 seconds.

Skill Check: Mechanics DC 20 or DC 15 with Tech Specialist feat or Use Computer DC 30 for remote modification through ship or vehicle onboard network (remote modification not possible on smaller vehicles).

Result: The detonation occurs 1d6 rounds after the task is completed and deals damage as an area attack to all targets within a 4-square burst radius around the weapon, equal to the damage the weapon normally deals when firing. The attached vehicle also takes this damage (only once, not per square). The weapon can be disarmed before detonation, or it can be disabled by cutting power to the weapon while it charges.

Sending a Reactor into Automatic Shutdown

There are times when disabling a reactor is preferable to destroying it; irradiating a city rarely helps the Rebel cause. Clever agents use a reactor's own safety systems to force it into an automatic shutdown, making restarting the reactor in a short amount of time difficult or impossible. The hardest part of this task is reaching the portion of the system to be disabled. Typical methods include disabling the cooling system, disrupting the fuel-supply system, fooling safety sensors, and shorting out detectors.

Required Items: Tool kit.

Modification Time: 2 minutes.

Skill Check: Mechanics DC 20 or DC 15 with Tech Specialist feat.

Result: Success begins the shutdown process due to a physical fault. A reactor can take 1 to 5 minutes to fully shut down. Failure means that the reactor continues to function normally, although security systems might alert the reactor control room to the attempted sabotage.

Using Droid Restraining Bolts to Your Advantage

Never underestimate the usefulness of a droid restraining bolt. Although combat droids are shielded against enemy installation of the devices, Rebel agents deal with innumerable standard civilian units that are susceptible to restraining bolts. The devices rarely help an agent interrogate or take control of a droid, but they can prevent a droid from informing others of the agent's presence and keep the droid out of the agent's way.

Attaching a restraining bolt quickly and at range is challenging. Using instantly fusing attachment disks is a must. Heroes can find these unusual devices in civilized centers and from outlaw tech dealers at triple the cost of

regular restraining bolts. A Jedi can use Move Light Object to slap a bolt on a droid. Others can use stealth, deception, or persuasion to get close enough to attach the disk. Some agents modify the disk to instantly activate when attached (Mechanics DC 15), paralyzing the droid. In some droid models, the bolts must be attached in specific locations to be effective.

Weapon Emplacements

The Rebel Alliance relies on artillery emplacements to bolster the defenses of major bases and outposts. Fixed emplacements take time to install, and only permanent bases or those most in need of defense are granted this scarce resource. Weapon emplacements are treated as vehicles for statistical purposes, but they are usually immobile and do not require a pilot to function. Instead, gunners control all the functions of a weapon emplacement.

Atgar 1.4 FD P-Tower

The Atgar 1.4 FD P-Tower is an outdated light antivehicle artillery piece that dates back to the Clone Wars. Its slow fire rate, its large, dish-shaped target profile, and its minimal crew protection make it unpopular with Rebel troops. However, it is inexpensive and available through black-market channels, which makes it accessible to Alliance forces and resistance groups. It is largely ineffective against heavily armored vehicles, walkers, and fast-moving speeders, but the P-Tower can still take down moderately armored vehicles. The P-Tower requires a crew of four to operate—three to regulate the dish's power systems, and one to target enemy units.

Atgar 1.4 FD P-Tower Light Anti-Vehicle Laser Cannon **CL 5**
Huge emplacement
Init +4; **Senses** Perception +6

Defenses Ref 11 (flat-footed 11), Fort 18; +3 armor
hp 80; **DR** 5; **Threshold** 28

Speed 0 squares (immobile)
Ranged antivehicle cannon +3 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** +5
Base Atk +2; **Grp** +20

Abilities Str 26, Dex 0, Con —, Int 12
Skills Initiative +4, Mechanics +6, Perception +6, Use Computer +6

Crew 4 (skilled); **Passengers** none
Availability Military; **Cost** 12,000 (6,000 used)

Antivehicle cannon (gunner)
Atk +3, **Dmg** 3d10×2

Task Training

Typically, a hero must be trained in the Mechanics skill to carry out any uses of that skill. However, heroes can be trained to do specific, simple tasks without the comprehensive knowledge normally required to use the complete skill. This specific training allows a hero to make an untrained Mechanics check when attempting the trained task. At the Gamemaster's discretion, heroes already trained in the skill might receive a +2 circumstance bonus when attempting a task in which they received specific training. This bonus is best applied when the task at hand is unusual even for someone trained in Mechanics.

Task training takes a minimum of 30 minutes for simple tasks and up to two hours for moderately complex tasks. Tasks requiring additional time or complexity are beyond the ability of heroes untrained in the Mechanics skill. The trainer must be trained in the Mechanics skill. The trainer rolls a Mechanics check against the DC of the final task, and can benefit from Aid Another from one assistant also trained in the Mechanics skill. If the check fails, the trainer fails to adequately demonstrate the task to his or her trainees and must start again. If the check succeeds, the trainee rolls a DC 25 Perception check and gains a +1 insight bonus for every 5 points the trainer rolled on his or her Mechanics check above the final task DC. If successful, the trainee learns the task.

Gamemasters can allow heroes to apply their trained-task knowledge to similar tasks, but this use of specific training must be limited so that it does not replace becoming trained in the Mechanics skill. Gamemasters might also rule that after a certain period of disuse, the hero must retrain to be reminded of the specific details of carrying out a particular task. Although most useful for the Mechanics skill, task training can be applied to other skills (other than Use the Force) at the Gamemaster's discretion.

Golan Arms DF.9

The Golan Arms DF.9 anti-infantry tower is one of the Rebel Alliance's most common artillery pieces. Its rapid fire rate and impressive range make it highly effective against advancing infantry. Rebel technicians modify the DF.9's weapons systems in order to increase its effectiveness against AT-STs. The DF.9 requires a three-person crew, operating the weapon from within the cramped quarters of its tower enclosure. The armored tower has a lower entry hatch, an upper observation hatch, and a turret that rotates 180 degrees.

Golan Arms DF.9 Anti-Infantry Battery **CL 5**
Huge emplacement
Init +4; **Senses** Perception +6

Defenses Ref 12 (flat-footed 12), Fort 20; +4 armor
hp 120; **DR** 5; **Threshold** 30

Speed 0 squares (immobile)
Ranged anti-infantry cannon +3 (see below)

DF.9 ANTI-INFANTRY CANNONS FLANK A T4-B HEAVY TANK WHILE DEFENDING A REBEL BASE.

Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +22

Abilities Str 30, Dex 10, Con —, Int 12
Skills Initiative +4, Mechanics +6, Perception +6, Use Computer +6

Crew 3 (skilled); **Passengers** none
Availability Military; **Cost** 14,000 (7,000 used)

Anti-infantry cannon (gunner)
Atk +3, **Dmg** 4d10×2

GOLAN ARMS FPC 6.7 ANTI-AIRCRAFT BATTERY

The Golan Arms FPC 6.7 Anti-Aircraft Battery is an inexpensive defensive weapon suitable for protecting military bases and other installations from aerial assault. This unit is particularly effective against lightly armed airspeeders and holds its own against heavily armored or shielded starfighters and bombers. It typically requires four crew members: a gunner, a commander/sensor operator, and two power regulator technicians. However, Rebel units have been known to operate with as few as two crew members, and even one can fire the battery at a very limited rate. Rebel technicians like the FPC 6.7's quick setup and tear down, which makes relocating the weapon to new facilities relatively easy.

Golan Arms FPC 6.7 Anti-Aircraft Battery CL 5
Huge emplacement
Init +4; **Senses** Perception +6

Defenses Ref 13 (flat-footed 13), Fort 22; +5 armor
hp 120; **DR** 5; **Threshold** 32

Speed 0 squares (immobile)
Ranged anti-aircraft laser cannon +5 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24

Abilities Str 34, Dex 10, Con —, Int 16
Skills Initiative +4, Mechanics +6, Perception +6, Use Computer +6

Crew 4 (skilled); **Passengers** none
Availability Military; **Cost** 14,000 (7,000 used)

Anti-aircraft laser cannon (gunner)
Atk +5, **Dmg** 6d10×2

KDY V-150 PLANET DEFENDER

The KDY Planet Defender heavy ion cannon—referred to as the "ion cannon" or the "150"—is one of the few surface-to-orbit planetary defense batteries available. The ion cannon is capable of disabling even top-of-the-line capital ships such as an Imperial Star Destroyer for a few minutes at a time. Although the 150 is an expensive weapon with massive power and installation requirements, the Rebel Alliance acquired several of them to protect its most important bases. The ion cannon famously defended Alliance troops during the evacuation of Hoth.

KDY v-150 Planet Defender CL 12
Colossal (frigate) emplacement
Init -2; **Senses** Perception +8

Defenses Ref 11 (flat-footed 11), Fort 33; +11 armor
hp 550; **DR** 15; **Threshold** 133

Speed 0 squares (immobile)
Ranged surface-to-space ion cannon +10* (see below) or
Ranged surface-to-space ion cannon +5*/+5* with Double Attack (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +48

Abilities Str 57, Dex 10, Con —, Int 20
Skills Initiative -2, Mechanics +8, Perception +8, Use Computer +8

Crew 150 (expert); **Passengers** none
Availability Military; **Cost** 1.5 million (1 million used)
** Apply a -20 penalty to attacks against targets smaller than Colossal size.*

Surface-to-space ion cannon (gunner)
Atk +10 (-10 against targets smaller than Colossal), **Dmg** 9d10x10 ion

Loratus Manufacturing MPTL-2a Mobile Proton Torpedo Launcher

The MPTL-2a is an improved version of the slower and more vulnerable MPTL-2 used early in the war. The Rebel Alliance enjoys substantial support from Loratus Manufacturing, so the company accommodates design alterations requested by the Rebels. Although the Alliance military prefers fast-moving armored vehicles over tracked artillery, the offensive punch of the MPTL-2a's nine fire-linked proton torpedo launchers makes it ideal for supporting large-scale assaults. The launcher must open its armored shell and deploy to a secure position before firing, and its targeting is limited to forward firing. Though it deploys rapidly (two full-round actions), the launcher must rely on infantry and other units to provide close support. However, this is not always a problem, because the MPTL-2a can strike targets up to 20 km away with the use of spotters or targeting droids. Without a spotter, the MPTL-2a's range is limited to line of sight or manual programming (Computer DC 20 or DC 25 if not proficient in heavy weapons).

MPTL-2a Mobile Proton Torpedo Launcher **CL 8**
Gargantuan ground vehicle (tracked)
Init +2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 24; +8 armor
hp 100; **DR** 10; **Threshold** 44

Speed 0 squares (immobile in firing mode), 6 squares (max. velocity 95 km/h)
Ranged proton torpedo launcher +4 (see below)
Fighting Space 4×6; **Cover** total
Base Atk +2; **Grp** +31

Abilities Str 39, Dex 12, Con —, Int 14
Skills Initiative +2, Mechanics +6, Perception +6, Pilot +2, Use Computer +6

Crew 3 (skilled); **Passengers** 1 (spotter droid)
Cargo 600 kg; **Consumables** 1 week; **Carried Craft** none
Payload 30 proton torpedoes
Availability Military; **Cost** 20,000 (11,000 used)

Proton torpedo launcher (gunner)
Atk +4, **Dmg** 13d10×2, 4-square splash

Loratus Manufacturing Longvision LV-38 Spotter/Probe Droid

Longvision LV droids are Loratus Manufacturing's line of probe and spotter droids. Although the spotter droids are primarily sold as a package deal with artillery units, they share the same basic chassis as the probe droids, which are sold separately. The floating droids are equipped with advanced stealth programming, a powerful repulsorlift system, and burst-stream communications transceivers that resist battlefield jamming and interference. However, they are typically unarmed, because their small size limits their power supply and makes it difficult to both power a weapon and sustain the speeds required on the battlefield.

LV-38 Spotter/Probe Droid **CL 3**
Small droid (4th-degree) nonheroic 1/scout 3
Force 3
Init +11; **Senses** darkvision, low-light vision; Perception +16
Languages Basic, Binary

Defenses Ref 21 (flat-footed 17), Fort 13, Will 14; Dodge
hp 16; **Threshold** 13
Immune droid traits

Speed 6 squares (hovering)
Melee unarmed +1 (1)
Base Atk +2; **Grp** +0

Abilities Str 8, Dex 18, Con –, Int 14, Wis 14, Cha 8
Talents Hidden Movement, Improved Stealth
Feats Dodge, Skill Focus (Gather Information, Perception, Stealth), Skill Training (Initiative, Use Computer), Weapon Proficiency (simple weapons)
Skills Gather Information +11, Initiative +11, Perception +16, Stealth +21 (can reroll), Use Computer +9
Systems hovering locomotion, durasteel shell (+4 armor), heuristic processor, improved sensor package, darkvision, integrated comlink, locked access, secondary battery
Possessions holographic recorder, audio recorder, holoprojector

Combat Assault Vehicles

Combat assault vehicles—CAVs—are armored repulsorlift craft designed or modified to carry medium to heavy weapons during direct assaults and other combat missions. Rebel CAVs range from fast speeders to heavily armored weapons platforms. The Rebel Alliance has a variety of models in its arsenal, but it has few in large numbers, and these models were not top-of-the-line designs even when originally sold. Most have been further modified by the Alliance, as they often were by their previous owners. Below are some of the more common models available. Additional CAVs adapted to Rebel use are the Arrow-23 Landspeeder and the KAAC Freerunner, found on pages 110 and 113 of the *The Force Unleashed Campaign Guide*, respectively.

Gallofree HTT-26 Heavy Troop Transport

The Gallofree HTT-26 Heavy Troop Transport is one of the company's older designs, originally appearing during the last days of the Old Republic. Military organizations largely ignore the vehicle, believing its use to be limited by the fact that it is a landspeeder rather than a more versatile airspeeder. However, the Rebel Alliance finds the HTT-26 useful for transporting squads of troops across chaotic battlefields, where its armor gives great protection against small-arms and light-vehicle weapons fire. Thanks to their age, HTT-26s are also relatively cheap and easy to obtain from vehicle surplus dealers and mercenary groups. The HTT-26 is crewed by a pilot and a gunner who mans the repeating blaster cannon.

Gallofree HTT-26 Heavy Troop Transport **CL 8**
Gargantuan ground vehicle (speeder)
Init +3; **Senses** Perception +6

Defenses Ref 13 (flat-footed 11), Fort 23; +6 armor
hp 80; **DR** 10; **Threshold** 43

Speed 6 squares (max. velocity 95 km/h)
Ranged medium blaster cannon +4 (see below)
Fighting Space 4×6; **Cover** total
Base Atk +2; **Grp** +30

Abilities Str 36, Dex 14, Con —, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6

Crew 2 (skilled); **Passengers** 16
Cargo 1 ton; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** 20,000 (11,000 used)

Medium blaster cannon (gunner)
Atk +4, **Dmg** 4d10×2

Sienar Ultra-Light Assault Vehicle

Sienar Ultra-Light Assault Vehicles are small, fast, and extremely agile landspeeders designed for rapid deployment and quick, slashing strikes across the battlefield. The ULAV's size makes it ideal for deployment from drop ships or large transports. During the Clone Wars, ULAVs are highly effective at piercing the lines of CIS droid units. Zipping through the droid formations, the ULAV's gunner has ample targets for the double forward laser cannon and, after breaking through the line, the advantage of the more powerful rear-facing blaster cannon.

The early Empire regularly used ULAVs, but soon replaced them with larger and more powerful vehicles with forward-facing primary weapons. Most ULAVs were left forgotten in Imperial surplus depots, too small to attract buyers. Decades later, a Rebel commando raid steals a huge fleet of ULAVs from a minimally guarded Imperial storage facility on Hiffis. Rebel technicians make a few updates and modifications—including the addition of light shielding—and put the durable old vehicles into service throughout the galaxy. Though hindered by their rear-facing weaponry and half-meter flight ceiling, the ULAVs are welcome additions to vehicle-starved Rebel units.

Ultra-Light Assault Vehicle (ULAV) **CL 5**
Huge ground vehicle (speeder)
Init +10; **Senses** Perception +6

Defenses Ref 17 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 5; **Threshold** 32

Speed 12 squares (max. velocity 400 km/h)
Ranged heavy blaster cannon +4 (see below) and double light laser cannon +6 (see below) or
Ranged heavy blaster cannon +4 (see below) and concussion grenade launcher +6 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +24

Abilities Str 34, Dex 22, Con —, Int 14
Skills Initiative +10, Mechanics +6, Perception +6, Pilot +10, Use Computer +6

Crew 2 (skilled); **Passengers** none
Cargo 25 kg; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** 50,000 (22,000 used)

Double light laser cannon (pilot)
Atk +6, **Dmg** 4d10×2

Concussion grenade launcher (pilot)
Atk +6, **Dmg** 8d6, 2-square burst

Heavy blaster cannon (gunner)
Atk +4, **Dmg** 5d10×2

Mekuun Heavy Tracker

The Mekuun Heavy Tracker is a mobile scanning unit and battlefield communications nerve center. Equipped with advanced ground-hugging Omniprobe sensors and a standard military-grade sensor array, the heavy tracker excels at tracking and analyzing all active units and personnel in the surrounding region. The Rebel Alliance uses its few heavy trackers as mobile command centers, so that battles can be directed from a distance from within its heavily armored hull. The heavy tracker carries a single heavy laser cannon, able to accurately strike targets at extreme range thanks to its advanced sensor system. The heavy tracker's speed is reduced by its heavy armor and weapons and by its slightly undersized repulsorlift system.

Mekuun Heavy Tracker **CL 8**
Colossal ground vehicle (speeder)
Init -2; **Senses** Perception +6

Defenses Ref 16 (flat-footed 14), Fort 31; +14 armor
hp 200; **DR** 15; **Threshold** 81

Speed 8 squares (max. velocity 130 km/h)
Ranged heavy laser cannon +6 (see below) or
Ranged heavy laser cannon +3 (see below) without Omniprobe
Fighting Space 6×10; **Cover** total
Base Atk +2; **Grp** +43

Abilities Str 52, Dex 14, Con —, Int 18
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 6 (skilled); **Passengers** 5
Cargo 250 kg; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** 125,000 (75,000 used)

Heavy laser cannon (gunner)
Atk +6, **Dmg** 5d10×2

T2-B Repulsor Tank

The Rebel acquisition of the modern T2-B repulsor tanks is a prime example of how the Alliance obtains materiel from sympathetic corporate leaders. When the Alliance becomes aware that some of the top leadership at Yutrane-Trackata is not happy to be supplying a line of mining vehicles and other heavy equipment exclusively to the Empire, Rebel agents quickly broker a secret deal to purchase T2-B tanks and other heavy war equipment. To protect the lives of the Rebel collaborators, each shipment is carefully orchestrated to appear to be the result of a Rebel raid.

The repulsor tank features four linked rapid-fire blaster cannons paired with advanced sensor arrays that make them highly accurate. However, the lightweight weaponry has difficulty piercing heavily armored Imperial units. The tank's sensors and fast speed allow it to be used as an armored reconnaissance unit, passing detailed sensor information to other units on the battlefield. It is also one of the few shielded ground units used by Rebellion forces. The repulsor tank holds a crew of three: a commander, a pilot, and a gunner. Because of the Rebellion's limited numbers of tanks, the Alliance rarely fields large formations of these vehicles until after the Battle of Endor.

T2-B Repulsor Tank **CL 7**
Huge ground vehicle (speeder)
Init +7; **Senses** Perception +6

Defenses Ref 15 (flat-footed 12), Fort 24; +4 armor
hp 100; **DR** 10; **SR** 10; **Threshold** 34

Speed 6 squares (max. velocity 80 km/h)
Ranged quad light blaster cannon +5 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +26
Atk Options autofire (quad light blaster cannon)

Abilities Str 39, Dex 16, Con —, Int 16
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +6

Crew 3 (skilled); **Passengers** none
Cargo 200 kg; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** not available for sale

Quad light blaster cannon (gunner)
Atk +5 (+0 autofire), **Dmg** 4d10×2

T4-B Heavy Tank

Another tank model acquired through the Yutrane-Trackata deal, the T4-B is among the heaviest armored units fielded by the Rebellion. The Alliance can afford only limited numbers of these expensive vehicles. As a tracked ground vehicle, the T4-B is naturally limited in speed and versatility. However, its combination of dual laser cannons and triple concussion missile tubes makes it lethal against all types of infantry and allows it to hold its own against Imperial armor. Individually, the T4-B is not equal to Imperial walkers, but it is rarely deployed on its own. The tank requires a three-person crew: a commander, a driver, and a gunner.

T4-B Heavy Tank **CL 12**
Gargantuan ground vehicle (tracked)
Init +2; **Senses** Perception +6

Defenses Ref 15 (flat-footed 14), Fort 31; +9 armor
hp 200; **DR** 15; **Threshold** 51

Speed 6 squares (max. velocity 40 km/h)
Ranged heavy laser cannons +4 (see below) or
Ranged triple concussion missile launchers +4 (see below)
Fighting Space 4×4; **Cover** total
Base Atk +2; **Grp** +38

Abilities Str 52, Dex 12, Con —, Int 14
Skills Initiative +2, Mechanics +6, Perception +6, Pilot +2, Use Computer +6

Crew 3 (skilled); **Passengers** none
Cargo 300 kg; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** not available for sale

Heavy laser cannons (gunner)
Atk +4, **Dmg** 5d10×2, 2-square splash radius

Triple concussion missile launcher (gunner)
Atk +4, **Dmg** 8d10×2, 2-square burst radius

Starships

Most of the Rebel Alliance's primary ships are covered in the Saga Edition core rulebook and in *Starships of the Galaxy*. However, the Rebels use a great variety of starships, and any available craft might be pressed into service, especially when needed to fill a specific role. A few additional Alliance ships are included here.

YM-2800 Limpet Ship

When the Rebellion needs to board an enemy ship quickly, few craft compare to Corellian Engineering Corporation's YM-2800 survey and mining vessel. A member of a subclass of mining vessels called limpet ships, the YM-2800 secures itself to the surface of an asteroid or a planet. It uses powerful plasma beam cutters and other drilling devices to blast through the rocky surface to the ore below. The Rebels use the YM-2800 to breach enemy ships so that a crew in armored space suits can board the vessel. Military vessels are assaulted on occasion, but the Rebels more often use the craft for piercing the hulls of massive bulk freighters or for cutting into Imperial bases and storehouses.

Even though the YM-2800 has heavy-duty particle shielding, it does not have ray shields as standard equipment. Rebel technicians have, however, added light laser cannons to provide limited self-defense. The plasma beam cutter consumes so much power that the ship loses all shielding and can fire no other weapons during the round in which the cutting beam is used. The ship's shield and weapons systems become functional at the start of the pilot's next turn.

The YM-2800 has a powerful plasma beam cutter that can be used to drill into a starship, creating a breach through which a boarding party can enter. As a standard action, the pilot of the limpet ship can make an attack with the plasma beam cutter against a ship in an adjacent square. If the attack succeeds, the limpet ship moves into the target's space and attaches itself to the hull of the target ship without triggering a collision. Each round thereafter, as a standard action, the pilot can use the cutting beam to make a grapple check and deal damage to the target ship equal to the grapple check's result, ignoring the target ship's SR. When the target ship has taken cumulative damage from the drill in excess of its damage threshold, the limpet ship punches through and its boarding party can enter the target ship.

A YM-2800 limpet ship lands on an *Imperial* Class II frigate.

Corellian Engineering Corporation YM-2800 Limpet Ship CL 7
Colossal space transport
Init -4; **Senses** Perception +6

Defenses Ref 12 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **SR** 10; **Threshold** 76

Speed fly 6 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Ranged medium laser cannons +6 (see below) or
Ranged plasma beam cutter +6 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +38

Abilities Str 42, Dex 10, Con —, Int 14
Skills Initiative -4, Mechanics +6, Perception +6, Pilot -4, Use Computer +6

Crew 6 (skilled); **Passengers** 6
Cargo 125 tons; **Consumables** 2 months; **Carried Craft** none
Availability Restricted; **Cost** 150,000 (70,000 used)

Medium laser cannons (pilot)
Atk +6, **Dmg** 4d10x2

Plasma beam cutter (pilot)
Atk +6, **Dmg** — (grapple +38)

T-Wing Interceptor

The T-wing Interceptor is part of Hoersch-Kessel's limited entry into the starfighter market. Even though the small and light T-wing is extremely fast, many think it gives up too much in the way of durability and protection to be a top-of-the-line fighter. H-K clearly takes design cues from the popular X-wing and Z-95 starfighters. A few planetary governments purchase T-wings for their security services, but most of the fighters end up in the hands of lesser corporations and pirate fleets. The Rebel Alliance uses them in limited roles, but A-wings better fulfill the Rebels' interceptor needs. Despite its inferior defenses, the hyperdrive-enabled T-wing is effective at quick hit-and-fade attacks, thanks to its impressive speed and serviceable weapons systems.

Hoersch-Kessel T-Wing Interceptor CL 8
Huge starfighter
Init +11; **Senses** Perception +6

Defenses Ref 18 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat
hp 70; **DR** 10; **SR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,300 km/h), fly 6 squares (starship scale)
Ranged laser cannon +7 (see below) or
Ranged proton torpedo +7 (see below)

A ROYAL GUARD FIGHTER TAKES SHOTS AT A T-WING INTERCEPTOR.

Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24
Atk Options autofire (laser cannon), fire-link (proton torpedoes)

Abilities Str 35, Dex 24, Con —, Int 16
Skills Initiative +11, Mechanics +6, Perception +6, Pilot +11, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 50 kg; **Consumables** 1 week; **Carried Craft** none
Payload 4 proton torpedoes
Hyperdrive ×1, limited navicomputer (2-jump memory)
Availability Military; **Cost** 150,000 (60,000 used)

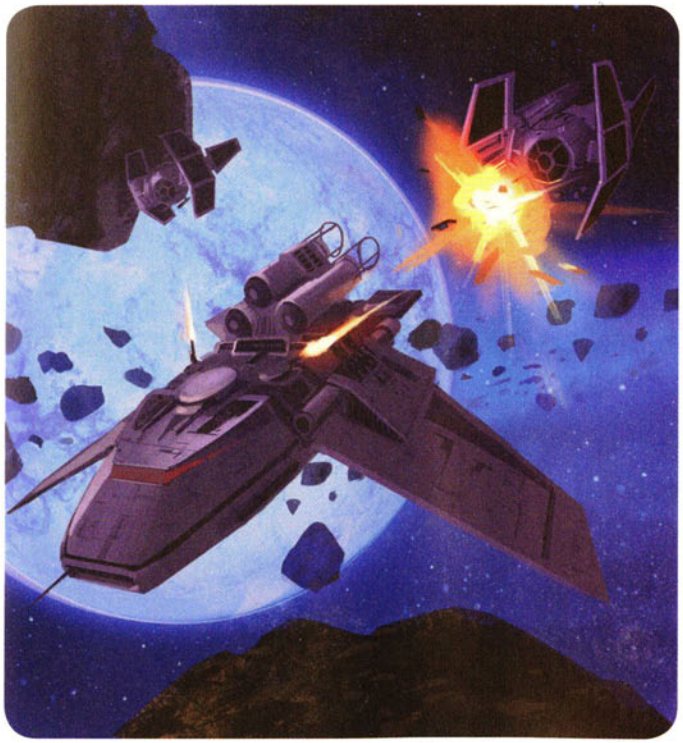
Laser cannon (pilot)
Atk +7 (+2 autofire), **Dmg** 4d10x2

Proton torpedoes (pilot)
Atk +7, **Dmg** 9d10x2, 4-square splash

X4 Gunship

The powerful X4 gunship is one of Incom's largest vessels to date. Roughly the size of a light freighter, the X4 has two full decks to accommodate a large crew, a limited cargo capacity, and ample access to the ship's weapons systems. Six laser turrets and a pair of forward-facing cannons allow the X4 to excel at picket and starfighter screening roles, as well as at taking on smaller capital ships. Its shielding and defenses are also impressive.

The Rebellion uses the X4 for escort duties, but given its performance as a light assault ship, the Alliance is quickly expanding the gunship's role. Incom's limited manufacturing facilities for a ship of this size make it available in limited numbers. Most of the ships manufactured end up in Rebel hands.



AN X-4 GUNSHIP REPELS AN ATTACK BY TIE AGGRESSORS.

Incom X4 Gunship **CL 10**
Colossal space transport
Init -2; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 28; +13 armor, Vehicular Combat
hp 150; **DR** 15; **SR** 20 **Threshold** 78

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged laser cannons +6 (see below) and 6 light laser cannons +4 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +4; **Grp** +40
Atk Options autofire (laser cannons, light laser cannons), fire-link (laser cannons)

Abilities Str 46, Dex 14, Con —, Int 14
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 8 (skilled); **Passengers** 6
Cargo 20 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×3 (backup x15), navicomputer
Availability Licensed; **Cost** 200,000 (75,000 used)

Laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 4d10x2

Light laser cannons (gunner)
Atk +4 (-1 autofire), **Dmg** 3d10x2

"MOVE AS CLOSE AS YOU CAN, AND ENGAGE THOSE STAR DESTROYERS AT POINT-BLANK RANGE."

—LANDO CALRISSIAN

Chapter VII
The Empire

The Empire prides itself on being a bastion of civilization and order in the galaxy. Most of its citizens believe that, aside from a few troublemakers, conflict is a thing of the past and that the galaxy's worlds and systems work together for the greater good.

But the Empire is far more sinister than it would have its citizens know. Having carefully undermined the Republic, Supreme Chancellor Palpatine represents himself as the only hope for peace and order. After formally dissolving the remnants of the Galactic Republic and reorganizing it as a Galactic Empire, Palpatine puts into motion a plan to systematically subjugate those worlds and systems that resist his rule. The Imperial Intelligence Bureau obscures these activities. The average citizen has no idea of the true nature of the Empire.

The Emperor's success stems from the brutal efficiency of the Imperial war machine: a vast army of troops, stormtroopers, and starships. Resistance is quickly crushed; the price of capitulation is enslavement. Once a world falls, the Empire uses its resources to fuel the Imperial military's next campaign. Opportunistic politicians have flocked to support Emperor Palpatine's New Order. Those who display the most loyalty garner both wealth and political power.

Similarly, those who are able to tap into and wield the Force find a place in the Empire—at the feet of the Emperor or his apprentice, Darth Vader. Where Jedi Knights once flourished are now would-be Sith. Although they are less common than they were during the Dark Times, devotees of the dark side are far more dangerous than before, since they now command the power of the Imperial military as well as the power of the Force.

The Imperial Machine

Although this chapter includes many of the characters, vehicles, and ships used by the Empire, but it is by no means a complete list. Almost any element of the Imperial war machine that appeared in the Dark Times can be found during the Rebellion era, particularly those elements found in *The Force Unleashed Campaign Guide*. Additionally, although most military hardware from the Clone Wars has been either mothballed or sold off to planetary governments (or, through the corruption of Imperial bureaucrats, sold to crime lords, pirates, and other fringe groups), the Empire still has a small contingent of ships, vehicles, and other items from that conflict. When designing adventures and encounters, the Gamemaster should feel free to choose elements from prior time periods in order to add variety to the Imperial forces arrayed against the heroes.

ORGANIZATION

With a thousand systems under Imperial control, the Emperor requires a massive bureaucracy to manage the galaxy's day-to-day activities. Based on Coruscant, now known as Imperial Center, the government oversees every aspect of life. The Emperor's authority is felt throughout the galaxy by means of his tightly controlled network of advisors, Moffs, local governors, the Commission for the Preservation of the New Order, and, of course, the military. The Ubiqtorate—also known as Imperial Intelligence—assures that Rebel sympathizers and other malcontents are quickly identified and reeducated.

SECTOR GOVERNMENTS

To persuade the remnants of the Republic Senate to accept the transformation of the Republic into an empire, Supreme Chancellor Palpatine retains the trappings of the Senate, changing little more than the name. As years pass, however, he replaces various members of the original legislature with politicians more vested in his New Order, frequently elevating them to positions of authority over their seniors. In time, little of the original Senate remains; when the Emperor dissolves the Imperial Senate shortly after the completion of the first Death Star, the act causes barely a murmur.

Moffs and Grand Moffs

The responsibilities once held by the Imperial Senate fall to the Moffs. Rather than a representative of beings he or she governs, a Moff is a representative of the Emperor. Initially, all Moffs are chosen from the ranks of the Imperial military—officers who serve with loyalty and distinction—and even by the time of the Battle of Endor, an overwhelming number of them are still appointed in this fashion. Each Moff is granted authority over one or more systems, usually determined by political, racial, cultural, or commercial boundaries. If a Moff proves incapable of handling such a large area, he or she might be required to share authority with another Moff, or might be replaced outright.

Initially, Moffs report to the Emperor's advisors. However, the system proves cumbersome, so sector overseers—Grand Moffs—are appointed. The Grand Moffs are given the responsibility of coordinating and managing the Moffs, carrying out the Emperor's directives concerning matters of policy and strategy. The position of Grand Moff is both a great honor and a great opportunity. The Emperor assigns quotas for production, labor, and armed-forces recruitment; if those quotas are met, he overlooks the loss of a few credits here and there. An enterprising Moff can request funds for Imperial projects and ensure that some of those funds are placed in a discretionary budget to which only he or she has access.

The Emperor is content to allow his Grand Moffs to manage the details of accounting and procurement, and even seems to encourage minor accounting irregularities. But if his appointed representatives become too brazen, they can expect a visit from Lord Vader to ensure that they, or their replacements, do not overstep their bounds again.

Planetary Governments

Obviously, a Moff who controls an entire system cannot micromanage the details of multiple worlds, so each inhabited planet or space station has its own individual government. These representatives are sometimes elected by the world's people, but most often they are appointed by the Moffs or the Grand Moffs from among their own personal staff.

In theory, each planet's government runs the planet's affairs and must be consulted whenever the Empire wishes to use the planet's resources, population, or airspace. In most cases, though, the Empire takes what it needs—by force if necessary. The message is clear: Planetary governments exist at the sufferance of the Emperor.

COMPNOR

Brute force is of limited effectiveness in controlling populations. Realizing this, the Emperor retools an old Republic education program into COMPNOR—the Commission for the Preservation of the New Order.

COMPNOR's purpose is to indoctrinate the youth of the Empire. They are taught to believe in the absolute infallibility of their Emperor and to execute his orders without hesitation. Some are encouraged to enter the political arena, ensuring that the government remains supportive of the Emperor's rule. Those with no gift for politics are encouraged to serve in areas such as the military, education, and civil service.

Although COMPNOR begins as little more than a youth group, it grows into a vast and influential organization, overseeing disparate aspects of Imperial life.

Sub-Adult Group: SAGroup provides general education and recreation for the Empire's teenaged population.

Coalition for Progress: The Coalition for Progress provides guidance and an operating framework for the arts, science, commerce, culture, and some legislation.

Coalition for Improvements: The Coalition for Improvements is the Empire's social services department. In practice, however, it is a vehicle for bringing non-Human cultures into line with Imperial dogma, as well as a subprogram for improving the public image of politically significant individuals.

CompForce: CompForce manages the Empire's various military academies. Nearly every officer in the Imperial military attends officer training school under a CompForce program.

Imperial Security Bureau: Imperial Security is the Empire's law-enforcement division. It provides protection for the Imperial populace—in the form of surveillance, investigation, interrogation, and reeducation.

As the Empire's largest bureaucracy, COMPNOR is not well thought of by average citizens. Most see it as an organization devoted to enforcing its own rules, and they resent its meddling in their day-to-day affairs without realizing that the meddling is at the Emperor's command. The Emperor prefers that they blame the bureaucracy while remaining loyal to him.

Citizens of the Empire are encouraged not only to observe COMPNOR's policies but to join the Committee and "serve the Emperor firsthand." These recruitment campaigns have successfully brought trillions of members into COMPNOR's fold.

Imperial Intelligence

Having indoctrinated the populace, the Empire must then monitor it. Imperial Intelligence is the Empire's eyes and ears in the galaxy. In addition to monitoring space outside the Empire and assessing external and internal threats, Imperial Intelligence also spies on the Empire's citizens—evaluating their loyalty, their commitment, and in some cases, the danger they pose to the Empire.

At the onset of the Clone Wars, then-Chancellor Palpatine instructs the Republic's various intelligence agencies to closely monitor the activities of members of the Republic Senate. What eventually comes to light is that the malfeasance that runs throughout the Senate has also spread to the intelligence community: Corrupt senators have been feeding false information to intelligence agents or bribing them to bury reports. Amid massive firings, resignations, and criminal charges, Chancellor Palpatine convinces the remaining agency directors to merge their organizations into one bureau responsible for ensuring that the government remains free from internal corruption. Immediately after Emperor Palpatine reorganizes the Republic as an Empire, the agency directors unanimously agree to the provisions set forth in the New Order.

In the years since, the new, unified intelligence groups again divided into separate organizations, all answering to an anonymous group of directors—the Ubiqtorate—that in turn reports directly to the Emperor.

Adjustments: Answering directly to the Ubiqtorate, these black-ops agents act as troubleshooters for Imperial Intelligence, solving problems by the most expedient means available.

Internal Organization Bureau: IntOrg is responsible for maintaining Imperial Intelligence's own security—protecting data and monitoring internal practices.

Internal Security Branch: IntSec provides physical security, including Imperial Intelligence's force of guards and sentries.

Internal Counterintelligence Bureau: IntCon watches Imperial Intelligence for signs of spies, saboteurs, and double agents.

Analysis Bureau: Analysis sifts through all the data that is transmitted or collected within the Empire.

Media: A great deal of the Empire's raw intelligence comes in the form of news reports. Media's job is to analyze every source of public information every day, looking for patterns or data that might otherwise be overlooked.

Signal: Signal intelligence analyzes the medium as well as the message, looking for information about the transmitter and the receiver of suspicious information.

Cryptanalysis: Cryptanalysis pores over coded transmissions and applies mathematical formulas in order to decrypt them.

Technology: The Technology bureau examines non-Imperial equipment to learn how it works, then adapt it or develop countermeasures for neutralizing it.

Interrogation: Enemy agents captured by the Empire are delivered to Interrogation to undergo thorough questioning, using drugs, psychology, and mental and physical torture. Interrogation also sometimes uses neuroprogramming to brainwash captured agents before releasing them as double agents.

Bureau of Operations: The Bureau carries out Imperial Intelligence's toughest jobs—the dirty work that requires more resources or more independent authority than other divisions can provide.

Surveillance: This branch of the Bureau monitors the activity of the Empire's enemies—both within and without—and is authorized to make arrests when necessary.

Infiltration: This branch provides highly trained double agents, spies, and sleeper agents.

Counterintelligence: Counterintelligence identifies and dismantles enemy intelligence groups working against the Empire.

Diplomatic Services: DiploSer is the Empire's diplomatic corps. DiploSer's agents advise local, regional, and planetary governments on matters of trade, diplomacy, and politics.

Destabilization: Destab is responsible for weakening the political, cultural, commercial, and religious apparatuses of the Empire's enemies, making them more susceptible to Imperial conquest.

Assassination: Agents of this division of the Bureau remove people inconvenient to the Emperor.

Intelligence: After Analysis has collected information, Intelligence employs an army of experts from every conceivable field of study to predict the actions of the Empire's enemies.

External Communications: ExComm relays messages between various branches of Imperial Intelligence, the Ubiqtorate, and the Imperial military.

Sector Branches: Intelligence is composed of thousands of individual branches organized by the sector for which each is responsible.

Sedition: This branch of Intelligence specifically predicts trends in the actions of groups that offer organized resistance to the Empire.

Crisis: A strictly pro tem group, the Crisis branch is formed when needed, for specific purposes, from appropriate subject-matter experts. Crisis answers to the Ubiqtorate, but in rare cases it can also be placed under the command of Grand Moffs or report directly to the Emperor.

Sector Plexus: Sector Plexus ensures that the content of Imperial messages is secure, using a variety of codes, transmission protocols, and electronic encryption formats.

System Cell: The basic units of Imperial Intelligence, system cells operate on every known world, carrying out instructions from the Ubiqtorate through Sector Plexus. Each cell consists of 4–20 agents. Every cell is outfitted according to its needs, but nearly all employ the RWStar A/P Transceiver, which allows agents to communicate with Sector Plexus systems.

Imperial CompLink: The Imperial CompLink uses software surreptitiously installed on computers all over the Empire to monitor electronic data. This spyware transmits packets of information to hyperspace orbiting scanners placed in strategic positions throughout the galaxy, which then relay the data to the CompLink bureau for study by Analysis. Imperial Complink and Sector Plexus work together closely.

The Imperial Military

The Empire's armed forces are divided between the Imperial fleet, consisting of starships and support structures such as dry dock facilities and space stations, and the Imperial ground forces, consisting of Imperial stormtroopers and mainly Human soldiers recruited from throughout the Empire.

Imperial Ground Forces

Sometimes incorrectly referred to as the "Imperial army," the Imperial military's ground forces include any troops not permanently stationed aboard elements of the Imperial fleet or otherwise attached to specific duties. Ground forces carry out the difficult tasks of taking and holding planetary targets—from initial assault to manning the resulting garrisons.

Ground forces are divided into stormtroopers and regular army troops. Stormtroopers are the Empire's shock troops, sent in ahead of regular troops to take enemy positions by dint of superior training and sheer numbers. The regular troops then move in to secure ground taken by the stormtroopers, and remain after the stormtroopers have departed.

Stormtrooper Order of Battle

The Empire's command structure and Orders of Battle evolve from the Republic's Grand Army structure. Regular army officers replace the Jedi Knights who once led clone troopers into battle; each unit is composed solely of stormtroopers and their commanding officers. No stormtrooper unit includes support personnel, although they sometimes take advantage of the support personnel assigned to regular army units.

The command structure of the Imperial stormtroopers is as follows.

Squad (8 troops): A squad consists of eight troopers, including a sergeant and a corporal.

Platoon (32 troops): A platoon consists of four squads commanded by a lieutenant and a sergeant major.

Company (128 troops): A company consists of four platoons led by a captain.

Battalion (512 troops): A battalion consists of four companies commanded by a major.

Regiment (2,048 troops): A regiment consists of four battalions commanded by a lieutenant colonel.

Legion (8,192 troops): A legion is composed of four regiments led by a high colonel. The legion is the standard deployment for major offensives.

Regular Army Command Structure

Although stormtroopers carry out the most dangerous ground missions for the Empire, the majority of Imperial troops are not stormtroopers. Most are conscientious citizens of the Empire who have signed up to serve their Emperor by maintaining peace and order throughout the galaxy.

Military duty in the Empire's regular army is light. Regular troops fight when necessary, but usually they serve garrison duty on worlds already pacified, or they maintain Imperial military bases. Some serve aboard fleet vessels as marines.

The command structure of the Empire's ground forces is as follows (troop complement indicates combat troops, but does not include command elements or support personnel attached to the unit).

Squad (8 troops): A squad consists of eight troopers plus a sergeant. One of the eight troopers serves as a corporal.

Platoon (32 troops): A platoon consists of four squads commanded by a lieutenant and a sergeant major.

Company (128 troops): A company consists of four platoons led by a captain.

Battalion (512 troops): A battalion consists of four companies commanded by a major. The battalion is the minimum deployment for any ground operation that does not include stormtroopers.

Regiment (2,048 troops): A regiment consists of four battalions commanded by a lieutenant colonel.

Battlegroup (8,192 troops): A battlegroup is composed of four regiments led by a high colonel. The battlegroup is the standard deployment for major offensives.

Corps (32,768 troops): A corps is composed of four battlegroups commanded by a major general. A corps is deployed for major planetary operations.

Army (131,072 troops): An army consists of four corps commanded by a general. The army can be scattered across several worlds, usually within the same system.

Systems Army (131,072–393,216 troops): A systems army is primarily a bookkeeping designation. It can consist of as few as one army, or up to three, all operating in the same system.

Sector Army (262,144–1,572,864 troops): A sector army consists of two to four systems armies, and includes all the troops operating in a sector. It is commanded by a marshal, sometimes referred to as a sector marshal.

The Imperial Fleet

Much of the Empire's fleet of starships comes from the original Republic navy, repurposed and refitted to serve the needs of the New Order. The majority of fleet crews are Human; fewer than one percent are not Human. Non-Humans are found in command ranks—such as Grand Admiral Thrawn, a Chiss—or as special adjuncts to the usual crew.

Fleet Command Structure

The Imperial Fleet is organized along a structure similar to conventional maritime navies.

The command structure of the Imperial fleet consists of six groups.

Command (1 vessel, plus maintenance and support crew): A single vessel commanded by a captain.

Line (1–20 vessels, plus maintenance and support crew): A line typically consists of four vessels commanded by a captain of the line. This is the smallest force the Empire sends to engage in space battles.

Squadron (14–60 vessels, plus maintenance and support crew): A squadron is the largest force of ships assigned to a system under normal circumstances. A squadron is led by an admiral.

System Force (up to 90 vessels, plus maintenance and support crew): A system force consists of three battle squadrons and a light squadron, led by a system admiral (sometimes known as a commodore).

Fleet (variable number of vessels, plus maintenance and support crew): A fleet includes all the vessels assigned to a sector, commanded by an admiral.

Sector Group (2,400+ vessels, plus maintenance and support crew): A sector group includes the total fleet strength of a sector, commanded by a high admiral. A sector group consists of at least 24 Star Destroyers and 1,600 combat-ready starships.

Personnel

The Imperial military is a massive organization, with tens of trillions of regular army soldiers, trillions of fleet crew, and a vast force of stormtroopers both cloned and conditioned. The sheer weight of numbers enables the Empire to simply overwhelm opponents in head-to-head battle.

Most of the Empire's armed forces consist of Humans or near-Human species. Imperial citizens believe government propaganda that this policy is driven by the need for uniformly configured control surfaces, cockpits, and other equipment, but in reality, this policy is based on the Emperor's contempt for non-Human species.

Below are described the various specialist troops fielded by the Imperial military.

Blackhole Stormtrooper

When an Imperial Intelligence operative codenamed Agent Blackhole proves particularly effective at intelligence operations, the Emperor appoints him as one of the infamous Emperor's Hands and grants him a wide array of resources, including his own Star Destroyer, *Singularity*. Blackhole orders all the Star Destroyer's stormtroopers reoutfitted with stygian-triprismatic polymer armor.

Blackhole Stormtrooper **CL 1**
Medium Human nonheroic 5
Dark Side 1
Init +2; **Senses** low-light vision; Perception +9
Languages Basic

Defenses Ref 17 (flat-footed 17), Fort 12, Will 10
hp 12; **Threshold** 12

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster rifle +4 (3d8) or
Ranged frag grenade +3 (4d6, 2-square burst)
Base Atk +3; **Grp** +4
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Perception +9, Stealth +7 (+9 vs. electronic scans)
Possessions stygian-triprismatic stormtrooper armor (+7 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

FROM LEFT TO RIGHT: NOVATROOPER, SEATROOPER, SWAMPTROOPER, SPACETROOPER

NOVATROOPER

The stormtrooper honor guard is assigned to historically significant locations such as the Emperor's birthworld of Naboo as well as to captured enemy starships. Novatroopers are somewhat better trained than the average stormtrooper, but they are similarly equipped. Novatroopers are distinguished by their distinctive black and gold, reinforced stormtrooper armor.

Novatrooper CL 3
Medium Human nonheroic 9
Dark Side 2
Init +5; **Senses** low-light vision; Perception +11
Languages Basic

Defenses Ref 18 (flat-footed 17), Fort 13, Will 10
hp 22; **Threshold** 13

Speed 6 squares
Melee unarmed +7 (1d4+1)
Ranged blaster rifle +7 (3d8) or
Ranged frag grenade +7 (4d6, 2-square burst)
Base Atk +6; **Grp** +7
Atk Options autofire (blaster rifle), Point Blank Shot
Special Actions Coordinated Attack

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Point Blank Shot, Skill Training (Endurance), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +10, Perception +11, Stealth +10
Possessions reinforced stormtrooper armor (+7 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

SEATROOPER

After receiving the same training as the Republic's subtroopers, Imperial seatroopers are equipped with similarly adapted armor and weapons. Deployed against aquatic opponents, seatroopers utilize a wide variety of modified weapons and vehicles.

Seatrooper CL 2
Medium Human nonheroic 6
Dark Side 1
Init +4; **Senses** Perception +9
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 13, Will 9
hp 21; **Threshold** 13

Speed 6 squares, 8 squares (swim)
Melee knife +5 (1d4+1)

Ranged blaster rifle +5 (3d8) or
Ranged harpoon +5 (2d6)
Base Atk +4; **Grp** +5
Atk Options autofire (blaster rifle), Careful Shot, Point Blank Shot
Special Actions Coordinated Attack

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Feats Armor Proficiency (light), Careful Shot, Coordinated Attack, Point Blank Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Perception +9, Swim +10
Possessions seatrooper armor (+4 armor, +2 equipment; see Armor), SG-4 blaster rifle, harpoon, knife, propulsion pack

Spacetrooper

Spacetroopers are among the stormtrooper elite, trained to operate the bulky but powerful zero-gravity stormtrooper armor (see page 127). They receive considerably more training than the average stormtrooper, but somewhat less than the Emperor's Royal Guards. Spacetrooper training focuses on starship combat—particularly on boarding enemy vessels in order to disable a ship's vital systems or neutralize its crew.

Spacetrooper **CL 7**
Large Human nonheroic 6/soldier 4/scoundrel 1
Dark Side 4
Init +6; **Senses** low-light vision, darkvision; Perception +13
Languages Basic

Defenses Ref 23 (flat-footed 22), Fort 23, Will 16
hp 30; **Threshold** 23

Speed 6 squares, fly 6 squares
Melee unarmed +10 (1d6+2) or
Melee wrist-blades +10 (2d6+2) or
Melee laser cutters +10 (2d6+2)
Ranged blaster cannon +9 (3d12+2) or
Ranged mini-proton torpedo launcher +9 (6d10+2) or
Ranged concussion grenade +9 (8d6+2, 2-square burst) or
Ranged gas grenade +9 (4d6+2 stun, 4-square burst) or
Ranged stun grenade +9 (4d6+2 stun, 2-square burst)
Base Atk +8; **Grp** +13
Atk Options Point Blank Shot, Power Attack
Special Actions Coordinated Attack, Spacehound

Abilities Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 9
Talents Armored Defense, Second Skin, Spacehound
Feats Armor Proficiency (light, medium, heavy), Coordinated Attack, Point Blank Shot, Power Attack, Skill Training (Pilot), Vehicular Combat, Weapon Proficiency (advanced melee weapons, heavy weapons, rifles, simple weapons)
Skills Endurance +12, Perception +13, Pilot +11
Possessions zero-gravity stormtrooper armor (+9 armor, +3 equipment; includes helmet package with darkvision), blaster cannon, mini-proton torpedo launcher, grenade launchers (4 concussion grenades, 4 stun grenades, 4 gas grenades), wrist-blades or laser cutters

Storm Commando

Imperial storm commandos, also known as shadow scouts because of their black armor, are elite stormtrooper units trained as saboteurs and assassins. Their missions include causing uprisings on systems with governments hostile to the Empire and putting down uprisings on worlds already part of the Empire. They are also expert pilots and frequently employ modified Aratech 74-Z speeder bikes during deep infiltration missions. The speeder bikes as well as the storm commandos' armor are coated with matte-black reflec that deflects both light and sensor energy. Their equipment, combined with their superior training in infiltration techniques, make storm commandos virtually undetectable either to the naked eye or to electronic scans.

Storm Commando **CL 9**
Medium Human nonheroic 6/soldier 3/scout 4
Dark Side 4
Init +13; **Senses** low-light vision; Perception +14
Languages Basic

Defenses Ref 22 (flat-footed 19), Fort 19, Will 18; Dodge
hp 62; **Threshold** 19

Speed 6 squares
Melee unarmed +11 (1d6+4)
Ranged blaster carbine +12 (3d8+3) or
Ranged blaster carbine +7/+7 (3d8+3) with Double Attack
Base Atk +10; **Grp** +12
Atk Options autofire (blaster carbine), Careful Shot, Double Attack (rifles), Running Attack
Special Actions Battle Analysis, Coordinated Attack

Abilities Str 12, Dex 14, Con 11, Int 10, Wis 12, Cha 8
Talents Armored Defense, Battle Analysis, Hidden Movement, Improved Stealth
Feats Armor Proficiency (light, medium), Coordinated Attack, Dodge, Double Attack (rifles), Martial Arts I, Running Attack, Skill Focus (Stealth), Skill Training (Pilot, Stealth), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +13, Perception +14, Pilot +13, Stealth +22 (can reroll)
Possessions storm commando armor (+4 armor, +2 equipment; as combat jumpsuit with shadowskin and helmet package), blaster carbine, thermal detonator

STORM COMMANDOS WITH AT-PT SUPPORT

SWAMPTROOPER

Swamptroopers are trained to operate for extended periods in marshy environments. Each is armed with a flechette launcher, except for one squad member who carries a heavy repeating blaster. The stormtroopers' most impressive feature is their armor, which is camouflaged to blend in with vegetation (granting a +2 equipment bonus to Stealth checks) and equipped with a rebreather, which allows swamptroopers to travel underwater for up to one hour.

Swamptrooper **CL 5**
Medium Human nonheroic 4/scout 4
Dark Side 2
Init +5; **Senses** low-light vision; Perception +11
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 16, Will 14; Dodge, Evasion
hp 40; **Threshold** 16

Speed 6 squares; Surefooted
Melee unarmed +6 (1d4+2)
Ranged flechette launcher +7 (3d8+2, 1-square splash) or
Ranged heavy repeating blaster +2 (3d10+2) with autofire
Base Atk +6; **Grp** +7
Atk Options Running Attack
Special Actions Coordinated Attack, Vehicular Combat

Abilities Str 10, Dex 13, Con 12, Int 10, Wis 11, Cha 8
Talents Evasion, Surefooted
Feats Armor Proficiency (light), Coordinated Attack, Dodge, Mobility, Running Attack, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +10, Perception +11, Stealth +7
Possessions flechette launcher or heavy repeating blaster, scout trooper armor (+4 armor; as combat jumpsuit with helmet package), utility belt with medpac, rebreather

INFLUENTIAL PERSONALITIES

The political intrigue and military nature of the Empire is fertile ground for the ambitious. Those who become part of the Imperial power structure develop a craving for more and more authority. Some even challenge the Emperor, to their short-lived regret. Nonetheless, ambitious—and colorful—figures occasionally rise through the Imperial ranks to assume positions of power and responsibility.

GRAND MOFF TRACHTA

Shortly after the completion of the first Death Star, a group of Imperial Moffs and high-ranking military officers plot together to eliminate both the Emperor and Darth Vader in a single, decisive coup. The author of this plan and the leader of the conspiracy is Grand Moff Trachta.

Trachta is a student in the Republic University on Coruscant when he attends then-Senator Palpatine's lectures on political science. Influenced by Palpatine's charisma and his no-nonsense theories of culture, economy, and social science, Trachta writes to the Naboo senator expressing his enthusiasm for Palpatine's philosophies, and volunteers to help the senator in whatever way he can. Palpatine forwards Trachta's records to the Republic Military Academy, and Trachta becomes an instructor in tactics and intelligence.

When certain Jedi begin to defect to the side of the Separatists, Palpatine asks Trachta to help capture them. In the brutal fighting, Trachta loses his limbs and eyes when a thermal detonator explodes close to him. Evacuated to Coruscant, Trachta receives new cybernetic implants that save his life and restore his limbs and sight. Trachta is able to resume his service to Palpatine by the end of the Clone Wars.

Even though Trachta rapidly ascends through the ranks of the military to one of the highest posts in the Imperial government, he concludes that the Empire cannot survive in its current form. The Sith cult is exclusionary, secretive, and harsh, and Trachta believes that a cabal so small is incapable of controlling a galactic empire. So Grand Moff Trachta begins laying the

GRAND MOFF TRACHTA

groundwork for a plot to remove Palpatine from the throne and install his own cabal as rulers of the Empire. To do so, he must first remove both Lord Vader and the Emperor's Royal Guard. He commissions the creation of a legion of stormtroopers for the defense of Coruscant and adjusts their programming so that they take orders only from him. Weeks before the first Death Star becomes operational, the cloned troopers are ready for deployment, and Trachta enlists a cadre of coconspirators, including Grand Moff Bartam, Moff Kadir, General Skosef, Lieutenant Dezsetes of the Star Destroyer *Mathayus*, and a professional assassin named Gauer.

After luring Darth Vader off Coruscant with news of a surviving Jedi Knight, and using a bomb to kill more than half of the Royal Guard, Trachta deploys his legion of stormtroopers to the Imperial Palace. However, even as the troopers move into position to eliminate the surviving Royal Guard, mistrust among the conspirators turns into open war: General Skosef assassinates Grand Moff Bartam, and Gauer murders Grand Moff Trachta before heading to the palace to face the Emperor. Ultimately, the plot fails: Darth Vader escapes the ambushes laid for him, and the Emperor kills every enemy who approaches him. With the conspirators dead or captured, Trachta's plan to overthrow the Emperor dies.

Grand Moff Trachta CL 7
Medium Human nonheroic 6/noble 4/officer 1
Force 5; **Dark Side** 8
Init +5; **Senses** low-light vision, darkvision; Perception +18
Languages Basic, High Galactic, Kel Dor, Zabrak

Defenses Ref 17 (flat-footed 17), Fort 14, Will 20
hp 35; **Threshold** 14
Immune inhaled poison hazards

Speed 6 squares
Melee unarmed +9 (1d4+3)
Ranged blaster pistol +8 (3d6+2)
Base Atk +8; **Grp** +9
Atk Options Point Blank Shot
Special Actions Born Leader, Coordinate +1

Abilities Str 12, Dex 11, Con 9, Int 16, Wis 13, Cha 15
Talents Born Leader, Coordinate +1, Distant Command
Feats Armor Proficiency (light), Point Blank Shot, Skill Focus (Deception, Perception, Persuasion), Skill Training (Deception, Knowledge [tactics], Mechanics, Perception), Weapon Proficiency (pistols, simple weapons)
Skills Deception +17, Gather Information +12, Knowledge (bureaucracy) +13, Knowledge (social sciences) +13, Knowledge (tactics) +13, Knowledge (technology) +13, Mechanics +13, Perception +18, Persuasion +17
Possessions blaster pistol, cybernetic arms, cybernetic legs, cybernetic eyes (low-light vision, darkvision, +2 equipment), personal Imperial shuttle

JANEK SUNBER

Perhaps Janek Sunber's greatest claim to fame is that he and Luke Skywalker are friends while the two are growing up on Tatooine. But Skywalker joins the Rebellion, and Sunber becomes a loyal servant of the Empire.

On Tatooine, Sunber is known as "Tank" because of his size. Although he flies through Beggar's Canyon many times, his skills do not meet the minimum requirements to enter the Imperial Flight Academy. Instead, the recruiters see Sunber as another strong back and hard head—the perfect candidate for infantry training.

However, Sunber surprises his instructors with his quick thinking and strategic planning, and he is enrolled in officer training. Within a year, he is serving as a lieutenant under the command of Captain Gage. Gage comes from a privileged background, and the two clash spectacularly. During a deployment to Maridun, Gage's superior, General Ziering, observes Sunber in action and is impressed. When the detachment comes under attack by the native Amanin, Sunber assumes a leadership role and Ziering gives him a field promotion to the rank of commander—placing him over Gage. When the general dies during the battle, Gage later claims that he is unaware of the order—ensuring that Sunber remains a lieutenant.

On his next assignment, Sunber captures an underground Rebel fortress on Jabiim and enslaves the survivors. After transporting the slaves, Sunber meets his old friend Luke Skywalker, who is dressed as an Imperial officer. Sunber soon discovers that Skywalker is a Rebel. Disillusioned, Sunber tries and fails to apprehend Skywalker. Realizing that he has vital information about the Rebel Alliance's Jedi Knight, Sunber takes that intelligence directly to Darth Vader.

Vader sends Sunber on a mission to infiltrate the Alliance, using his childhood connection with Skywalker to earn the Rebels' trust. When Skywalker vouches for Sunber and brings him aboard the Alliance fleet's flagship, Sunber attempts to seize control of the bridge. A shot from the Imperial fleet takes out the flagship's artificial gravity, and Sunber is apparently killed. But before the Rebel flagship escapes to hyperspace, one escape pod launches and is recovered by the Imperial fleet.

Janek Sunber **CL 6**
Medium Human nonheroic 2/soldier 5/officer 1
Force 5; **Dark Side** 2
Init +9; **Senses** Perception +5
Languages Basic, Huttese

Defenses Ref 19 (flat-footed 18), Fort 22, Will 21
hp 77; **Threshold** 22

Speed 6 squares
Melee unarmed +10 (1d6+6)
Ranged blaster pistol +7 (3d6+3)
Base Atk +7; **Grp** +10
Special Actions Battle Analysis, Coordinated Attack, Deployment Tactics, Shake It Off, Tough as Nails

Abilities Str 17, Dex 11, Con 18, Int 13, Wis 13, Cha 12
Talents Battle Analysis, Cover Fire, Deployment Tactics, Tough as Nails
Feats Coordinated Attack, Martial Arts I, Shake It Off, Skill Focus (Knowledge [tactics]), Skill Training (Pilot), Toughness, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +13, Knowledge (tactics) +15, Mechanics +10, Perception +5, Pilot +9
Possessions blaster pistol, comlink, code cylinder

Equipment and Droids

When the Clone Wars end, the newly born Empire absorbs the armor and weapons factories of the Confederacy of Independent Systems, as well as their vast droidworks. These formally Separatist factories are now run by the conquered populations of those worlds; they make the materiel that the Empire uses to conquer more worlds.

Armor

Most Imperial armor is produced by the Imperial Department of Military Research, but some designs are contracted out to civilian manufacturers.

Phrik Alloy (Template)

One of the hardest known substances in the galaxy, phrikite is mined at the Imperial facility on Gromas 16. When combined with tydirium it produces phrik alloy, which is lighter and sturdier than duralloy. Phrik alloy also turns aside lightsabers. A lightsaber does not ignore the DR of armor made with phrik. Because of the rarity of phrik alloy, a piece of equipment using this template costs 20% more than the base item.

Stygian-Triprismatic Polymer (Template)

Harder and more durable than standard plastoid, stygian-triprismatic polymer is used in the manufacture of Blackhole stormtrooper armor and some types of Mandalorian armor. It increases the armor's bonus by 1, and adds a +2 equipment bonus to Stealth checks to avoid being detected by electronic sensors. Armor made with stygian-triprismatic polymer costs 20% more than the base armor.

Seatrooper Armor

Developed specifically for engagements on Mon Calamari and Tibrin, the aquatic armor worn by Imperial seatroopers is pressure-sealed to a maximum of ten atmospheres (about 660 feet underwater) and incorporates a rebreather. In addition to the +2 equipment bonus provided by standard stormtrooper armor, seatrooper armor provides a +2 equipment bonus to Swim checks because of its underwater propulsion pack and swim flippers.

Zero-Gravity Stormtrooper Armor

Designed to enable the Emperor's elite spacetroopers to cut their way through the hull of an enemy vessel during starship combat, zero-gravity stormtrooper armor is essentially a small starfighter. Over two meters tall and twice as wide as a normal Human, zero-gravity armor has earned the spacetroopers the nickname "walking tanks." There have been several versions of the zero-gravity armor; the fist two iterations were large, bulky, and really more like small starfighters. The armor presented here is the light spacetrooper armor, which was developed after the Mark II version of the armor came into service.

Table 7-1: Armor

Armor (Check Penalty)	Cost	Armor Bonus to Ref Defense	Equip Bonus to Fort Defense	Max Dex Bonus	Speed (6 sq.)	Speed (4 sq.)	Weight	Availability
Light Armor (–2)								
Seatrooper armor	6,750	+4	+2	+2	—	—	14 kg	Military
Heavy Armor (–10)								
Zero-g stormtrooper armor	21,000	+9	+3	+0	4 sq.[1]	3 sq.[1]	38 kg	Military

1 When running in heavy armor, you can move up to only three times your speed (instead of four times).

All zero-gravity stormtrooper armor incorporates shoulder-mounted grenade launchers (loaded with concussion, stun, and gas grenades), a blaster cannon, and a miniature proton-torpedo launcher. The gauntlets are fitted with either rotating blades or laser cutters, enabling spacetroopers to cut through the hulls of enemy craft. The armor is currently manufactured only for Medium characters, and increases the wearer's size to Large. Routine maneuvers in zero-g stormtrooper armor do not require a Pilot check, but the wearer must make a DC 15 Pilot check to perform any maneuver more complicated than simple movement.

Equipment

The Empire manufactures more than just weapons and armor for its military. Factories work day and night on worlds all across the galaxy to produce a wide variety of equipment, both the tried-and-tested gear of the Clone Wars and the latest technologies.

Propulsion Pack

Designed to enhance underwater movement, a propulsion pack allows its wearer to swim much faster. Activating a propulsion pack is a swift action, and you gain a swim speed of 8 squares until the end of your turn. A propulsion pack has 10 charges and can run continuously, so no swift action is required to activate the propulsion pack on subsequent rounds of use.

The packs are designed to be worn with seatrooper armor; wearing them without the accompanying stabilization fins reduces a character's swim speed by 25%.

Table 7-3: Equipment

Life Support	Cost	Weight	Availability
Propulsion pack	200	10 kg	Military

Third-Degree Droids

Virtually all third-degree droids are protocol droids, with exceptions such as Imperial espionage droids.

Imperial Espionage Droid

Designed by Cybot Galactica to closely resemble its popular line of protocol droids, espionage droids are manufactured exclusively for Imperial Intelligence—which in turn arranges for them to be distributed as ordinary protocol droids to individuals under investigation. Once in place, Imperial espionage droids fulfill their function as protocol droids, but they also record and transmit the private conversations of their owners to Imperial Intelligence.

Imperial espionage droids can be played as droid heroes.

Imperial Espionage Droid **CL 1**
Medium droid (3rd-degree) nonheroic 3
Init +0; **Senses** Perception +8
Languages Basic, Binary, 3 unassigned

Defenses Ref 9 (flat-footed 9), Fort 9, Will 12
hp 6; **Threshold** 9
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +1 (1d3–1)
Base Atk +2; **Grp** –1

Abilities Str 8, Dex 9, Con —, Int 13, Wis 14, Cha 15
Feats Linguist, Skill Focus (Deception), Skill Training (Knowledge [bureaucracy], Knowledge [galactic lore], Perception)
Skills Deception +13, Knowledge (bureaucracy) +7, Knowledge (galactic lore) +7, Knowledge (social sciences) +7, Perception +8
Systems walking locomotion, basic processor, translator unit (DC 5), internal comlink, 2 hand appendages, vocabulator
Possessions audio recorder
Availability Restricted; **Cost** 5,000

Fourth-Degree Droids

Fourth-degree droids cover the full range of combat droids. The primary fourth-degree droids of the Rebellion era are the dark troopers created by General Rom Mohc around the time of the Battle of Yavin and the variants of that model.

Dark Troopers

The original Dark Trooper project uses droids rather than living beings wearing powered armor. However, Dark Trooper Phase II and III models are designed to function both as independent droids and as wearable suits of armor.

Dark Trooper Phase I

The initial production model, a Phase I dark trooper is essentially a phrik alloy skeleton equipped with a vibroblade on its right arm and a blast shield on its left. Although Phase I dark troopers are produced in great numbers, they are employed primarily as sentries in Imperial installations. If a dark trooper does not attack, it can use its blast shield to gain an additional +2 armor bonus.

Phase I dark troopers cannot be played as droid heroes.

Dark Trooper Phase I **CL 2**
Large droid (4th-degree) nonheroic 6
Init +4; **Senses** low-light vision; Perception +10
Languages Basic, Binary

Defenses Ref 18 (flat-footed 17), Fort 12, Will 10
hp 18; **Threshold** 12
Immune droid traits

Speed 6 squares (walking)
Melee vibroblade +7 (2d6+2)
Fighting Space 2×2; **Reach** 1 square
Base Atk +4; **Grp** +11
Atk Options Cleave, Power Attack

Abilities Str 14, Dex 12, Con —, Int 10, Wis 10, Cha 6
Feats Armor Proficiency (light, medium), Cleave, Power Attack, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons)
Skills Perception +10
Systems walking locomotion, basic processor, 2 hand appendages, improved sensor package, internal comlink, vocabulator, phrik alloy frame (+8 armor)
Possessions wrist-mounted vibroblade, wrist-mounted blast shield
Availability Military; **Cost** 10,000

Dark Trooper Phase II

The second phase of the Dark Trooper project results in a larger droid with more complete armor coverage and an assault cannon in place of the melee weapon of the previous phase.

Wearing a suit of Phase II dark trooper armor grants a character a +10 armor bonus (and counts as heavy armor), a +3 equipment bonus to Strength, and a +2 equipment bonus to Perception checks.

Phase II dark troopers cannot be played as droid heroes.

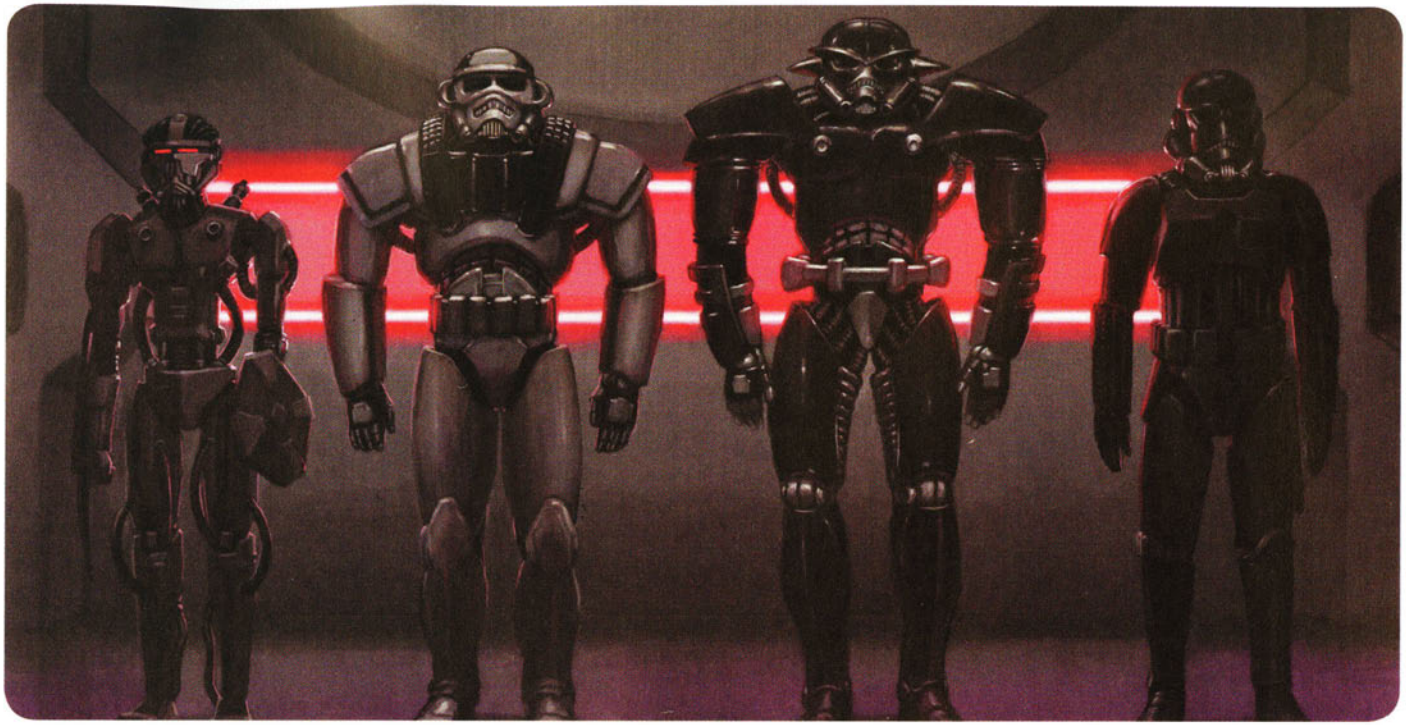
Dark Trooper Phase II **CL 5**
Large droid (4th-degree) nonheroic 6/soldier 2
Init +5; **Senses** low-light vision; Perception +11
Languages Basic, Binary

Defenses Ref 21 (flat-footed 20), Fort 17, Will 12
hp 39; **Threshold** 22
Immune droid traits

Speed 6 squares (walking), fly 6 squares (jet pack)
Melee unarmed +9 (1d4+4)
Ranged light repeating blaster +2 (3d8+1) with autofire or
Ranged light repeating blaster +5 (3d8+1) with braced autofire or
Ranged light repeating blaster -3 (5d8+1) with Burst Fire or
Ranged light repeating blaster +0 (5d8+1) with braced Burst Fire or
Ranged missile launcher +7 (6d6+1, 2-square burst radius)
Fighting Space 2×2; **Reach** 1 square
Base Atk +6; **Grp** +14
Atk Options Burst Fire, Devastating Attack (heavy weapons), Point Blank Shot
Special Actions Coordinated Attack

Abilities Str 16, Dex 12, Con —, Int 10, Wis 10, Cha 6
Talents Devastating Attack (heavy weapons)
Feats Armor Proficiency (light, medium, heavy), Burst Fire, Coordinated Attack, Point Blank Shot, Weapon Proficiency (heavy weapons, rifles)
Skills Perception +11
Systems walking locomotion, basic processor, 2 hand appendages, improved sensor package, internal comlink, vocabulator, phrik alloy battle armor (+10 armor)
Possessions assault cannon (light repeating blaster with over-under missile launcher)
Availability Military; **Cost** 50,000

From Left to Right: Dark Trooper Phase I, Dark Trooper Phase II, Dark Trooper Phase III, Blackhole Stormtrooper



Dark Trooper Phase III

The final phase of dark troopers results in a larger droid with total armor coverage, an assault cannon, and weapons mounts in the forearms and under the retractable shoulder plates. The most common configuration is given below, but the shoulder-mounted missile launcher racks can be replaced with Merr-Sonn PLX-2M missile launcher tubes (see page 49).

Wearing a suit of Phase III dark trooper armor grants a character a +12 armor bonus (and counts as heavy armor), a +4 equipment bonus to Strength, and a +2 equipment bonus to Perception checks.

Phase III dark troopers cannot be played as droid heroes.

Dark Trooper Phase III **CL 8**

Large droid (4th-degree) nonheroic 6/soldier 5
Init +5; **Senses** low-light vision; Perception +12
Languages Basic, Binary

Defenses Ref 22 (flat-footed 22), Fort 21, Will 15
hp 56; **SR** 20; **Threshold** 26
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +13 (1d4+6)
Ranged light repeating blaster +5 (3d8+4) with autofire or
Ranged light repeating blaster +8 (3d8+4) with braced autofire or
Ranged light repeating blaster +0 (5d8+4) with Burst Fire or
Ranged light repeating blaster +3 (5d8+4) with braced Burst Fire or
Ranged missile launcher +10 (6d6+4, 2-square burst radius)
Ranged shoulder-mounted missile launchers +10 (4d6+4, 2-square burst radius)
Fighting Space 2×2; **Reach** 1 square
Base Atk +9; **Grp** +22
Atk Options Burst Fire, Far Shot, Penetrating Attack (heavy weapons), Point Blank Shot
Special Actions Coordinated Attack

Abilities Str 18, Dex 10, Con —, Int 10, Wis 10, Cha 6
Talents Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons), Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light, medium, heavy), Burst Fire, Coordinated Attack, Far Shot, Point Blank Shot, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, rifles)
Skills Perception +12
Systems walking locomotion, basic processor, 2 hand appendages, improved sensor package, internal comlink, vocabulator, phrik alloy plating (+12 armor), shield generator (SR 20)
Possessions assault cannon (light repeating blaster with over-under missile launcher), shoulder-mounted missile launchers
Availability Military; **Cost** 85,000

Fifth-Degree Droids

Labor droids, maintenance droids, and custodial droids fall into the category of fifth-degree droids.

Imperial City Maintenance Droid

Imperial City maintenance droids were put into service over a hundred years before the rise of the Empire, maintaining and beautifying the upper levels of Coruscant, where they were known as RC-Ms. Shortly after the Clone Wars, the droids are replaced by newer, more versatile droids, and their designation is changed to IC-M. IC-Ms are still in use in Coruscant's lower levels, carrying out their maintenance programs from more than a century ago.

Imperial City maintenance droids can be played as droid heroes.

Imperial City Maintenance Droid **CL 0**
Medium droid (5th-degree) nonheroic 1
Init –1; **Senses** Perception –1
Languages Basic, Binary

Defenses Ref 9 (flat-footed 9), Fort 9, Will 9
hp 3; **Threshold** 14
Immune droid traits

Speed 4 squares (tracked)
Melee unarmed –1 (1d4–1)
Base Atk +0; **Grp** –1

Abilities Str 8, Dex 8, Con —, Int 10, Wis 8, Cha 6
Feats Improved Damage Threshold, Skill Focus (Mechanics), Skill Training (Knowledge [technology], Use Computer)
Skills Knowledge (technology) +5, Mechanics +10, Perception –1, Use Computer +5
Systems tracked locomotion, basic processor, 6 claw appendages, vocabulator
Possessions tool kit
Availability Licensed; **Cost** 500

Vehicles and Starships

The Imperial fleet is the largest in the history of the galaxy. Even during the days of the Old Republic, when Jedi battled the Sith across the stars, the number of ships was a mere fraction of the Empire's strength. Built by countless civilian contractors, the Imperial fleet enforces the Emperor's will in all corners of the Empire.

Weapon Systems

Vehicle weapons and starship weapons are often interchangeable; vehicle weapons are just as effective against starships as are starship weapons.

Below is described one of the weapon systems employed by the Galactic Empire.

Anti-Aircraft Flak Pod

The flak pod uses a rapid-loading system to launch dozens of flak missiles in a scatter pattern. These missiles use onboard targeting systems to home in on enemy ships. Firing an anti-aircraft flak pod is an area attack, even at starship scale: The flak pod gunner must choose a 2×2-square (starship scale) area within the pod's range and make an attack roll against a Reflex Defense of 10. If successful, compare the result to the Reflex Defense of each ship in that area. If the attack roll hits a target, the flak missiles deal their damage to that ship; if the attack misses, the flak missiles deal half damage. Pilots with the Vehicular Evasion talent cause their ship to take half damage from a hit or no damage on a miss.

Assassin-class Corvette

Intended as a more combat-ready version of the Corellian Engineering Corporation's famous CR90 corvette, the *Assassin*-class corvette sacrifices speed and grace for armor and strength. The *Assassin* is more streamlined than a standard corvette, and its engines are a combination of eight large thrusters and three smaller ones. The *Assassin* is commonly used by the Empire alongside CR90s in antipiracy or anti-Rebel operations.

***Assassin*-class Corvette** **CL 16**
Colossal (frigate) capital ship
Init –2; **Senses** Perception +6

Defense Ref 14 (flat-footed 12), Fort 38; +12 armor
hp 880; **DR** 15; **SR** 120; **Threshold** 138

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Ranged 2 dual turbolasers +10** (see below) and proton torpedo launcher +6 (see below)
Fighting Space 1 square (starship scale); **Cover** total (crew and passengers)
Base Atk +2; **Grp** +50

Abilities Str 66, Dex 14, Con —, Int 18
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 60 to 150* (skilled); **Passengers** 60*
Cargo 2,100 tons*; **Consumables** 1 year; **Carried Craft** none
Payload 10 proton torpedoes

Hyperdrive ×2 (×8 backup), navicomputer
Availability Military; **Cost** not available for sale
* *Maximum values for different configurations; typical values are crew 84, passengers 51, and cargo 1,500 tons with given weapons.*
** *Apply a -20 penalty to attacks against targets smaller than Colossal size.*

Dual turbolasers (3 gunners)
Atk +10 (–10 against targets smaller than Colossal), **Dmg** 6d10×5

Proton torpedo launcher (gunner)
Atk +6 (–14 against targets smaller than Colossal), **Dmg** 9d10×2

ASSAULT GUNBOAT

The *Alpha*-class Xg-1 Star Wing is designed by Cygnus Spaceworks to fill the Empire's need for a starfighter capable of long range deployments. Equipped with a hyperdrive and deflector shields, the assault gunboat is built to stand toe-to-toe with its targets, unlike the more common TIE fighter and its variants. Modified versions carry tractor beams, proton torpedo launchers, heavy rockets, or bomb launchers. After initial field tests show that the Xg-1 performs only as well as a Y-wing or B-wing heavy fighter, the Empire develops the strategy of arming an escort group of Xg-1s with beam weapons in order to clear the way for Xg-1s armed with missile weapons.

Assault Gunboat **CL 12**
Gargantuan starfighter
Init +5; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 29; +7 armor
hp 145; **DR** 10; **SR** 15; **Threshold** 49

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged laser cannon +7 (see below) or
Ranged ion cannon +7 (see below) or
Ranged missile launcher +7 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +36
Atk Options autofire (medium laser cannons, medium ion cannons), fire-link (medium laser cannons, medium ion cannons)

Abilities Str 48, Dex 18, Con —, Int 16
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 100 kg; **Consumables** 3 days; **Carried Craft** none
Payload 40 medium concussion missiles
Hyperdrive ×12, navicomputer
Availability Military; **Cost** 125,000 (75,000 used)

Medium laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 5d10×2

Medium ion cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 6d10×2 ion

Concussion missile launcher (pilot)
Atk +7, **Dmg** 9d10×2

AT-AA ANTI-AIRCRAFT PLATFORM

Built for surface-to-air defense, the AT-AA suffers from an inability to fire at ground targets—a flaw later corrected by the addition of gun ports that allow the crew to fend off attacks by enemy infantry.

The standard AT-AA comes with an anti-air flak pod, capable of punching through light metals (such as that found in starfighters and airspeeders); variant models replace the flak pod with concussion missile launchers, making the AT-AA more effective against landing craft.

Sophisticated electronic countermeasures aboard the AT-AA make it harder for aircraft to target the walker. It gains a +5 bonus to Reflex Defense against missile or torpedo attacks.

AT-AA Anti-Aircraft Platform **CL 10**
Colossal ground vehicle (walker)
Init –5; **Senses** Perception +5

Defense Ref 14 (flat-footed 14), Fort 27; +14 armor
hp 210; **DR** 20; **Threshold** 77

Speed 4 squares (max. velocity 60 km/h)
Ranged flak pod +2 (see below) or
light missile launcher +2 (see below)
Fighting Space 6×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +41

Abilities Str 44, Dex 10, Con —, Int 14
Skills Initiative –5, Mechanics +5, Perception +5, Pilot –5, Use Computer +5

Crew 3 (normal); **Passengers** none
Cargo 250 kg; **Consumables** 3 days; **Carried Craft** none
Payload 36 light concussion missiles
Availability Military; **Cost** not available for sale

Flak pod (gunner)
Atk +2, **Dmg** 5d10×5

Light missile launcher (gunner)
Atk +2, **Dmg** 7d10×2

AT-PT All-Terrain Personal Transport

The forerunner of the All-Terrain Scout Transport, the AT-PT is manufactured during the Clone Wars, and then is gradually replaced by the AT-ST, but it continues to see use in sentry and patrol roles. With a typical Imperial bias, the AT-PT's cockpit is designed for use only by a Human pilot. A later modification widened the cockpit to allow for a copilot.

AT-PT All-Terrain Personal Transport **CL 6**
Large ground vehicle (walker)
Init +7; **Senses** Perception +6

Defense Ref 15 (flat-footed 13), Fort 17; +4 armor
hp 120; **DR** 10; **Threshold** 22

Speed 6 squares (max. velocity 60 km/h)
Ranged double heavy blaster cannon +5 (see below) or
Ranged grenade launcher +5 (see below)
Fighting Space 2×2; **Cover** improved (+10)
Base Atk +2; **Grp** +14
Atk Options autofire (double heavy blaster cannon)

Abilities Str 24, Dex 14, Con —, Int 12
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7

Crew 1 (skilled); **Passengers** 1*
Cargo 150 kg*; **Consumables** 2 days; **Carried Craft** none
Payload 8 concussion grenades
Availability Military; **Cost** not available for sale
* *An AT-PT can carry either cargo or one passenger.*

Double heavy blaster cannon (pilot)
Atk +5 (+0 autofire), **Dmg** 5d10×2

Grenade launcher (pilot)
Atk +5, **Dmg** 8d6, 2-square burst

Imperial Cargo Ship

Much of the Republic's military surplus is converted to Imperial use, particularly when it can be easily upgraded or modified to fit the Empire's change of focus from warfare to peacekeeping. A sizable number of *Acclamator*-class assault ships are fitted for use as cargo ships, sacrificing weaponry to increase the ships' cargo capacity and making them suitable for use as both military supply craft and transport vessels.

Imperial Cargo Ship **CL 12**
Colossal (cruiser) capital ship
Init −3; **Senses** Perception +6

Defense Ref 13 (flat-footed 12), Fort 53; +12 armor
hp 980; **DR** 20; **SR** 110; **Threshold** 253

Speed fly 8 squares (max. velocity 980 km/h), fly 4 squares (starship scale)
Ranged 2 quad turbolaser batteries +15* (see below) and 4 point-defense light laser cannon batteries +15 (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +65
Atk Options autofire (point-defense light laser cannons)

Abilities Str 96, Dex 12, Con —, Int 16
Skills Initiative −3, Mechanics +6, Perception +6, Pilot −3, Use Computer +6

Crew 14,857 (skilled); **Passengers** 16,000 (stormtroopers)
Cargo 502,212 tons; **Consumables** 2 years; **Carried Craft** varies
Hyperdrive ×2, advanced navicomputer
Availability Military; **Cost** not available for sale
* *Apply a −20 penalty to attacks against targets smaller than Colossal size.*

Quad turbolaser battery (6 gunners)
Atk +15 (−5 against targets smaller than Colossal), **Dmg** 6d10×5

Point-defense light laser cannon battery (6 gunners)
Atk +15 (+10 autofire), **Dmg** 2d10×2

Imperial II-class Frigate

Sometimes referred to as a battle cruiser, the *Imperial II*-class frigate is a smaller, less powerful version of the Empire's feared Star Destroyers. This type of frigate is employed primarily to patrol shipping lanes and follow up on reports of pirate activity. It features extensive hangar decks both port and starboard, allowing it to bring suspicious vessels aboard to be inspected and detained if necessary.

Imperial II-class frigates are frequently the first assignment of junior officers just out of the Imperial Academy.

Imperial II-class Frigate CL 17
Colossal (frigate) capital ship
Init –2; **Senses** Perception +6

Defense Ref 16 (flat-footed 14), Fort 52; +14 armor
hp 1,500; **DR** 20; **SR** 120; **Threshold** 152

Speed fly 3 squares (starship scale)
Ranged 4 turbolaser batteries +11* (see below) and
4 ion cannon batteries +11* (see below) and
4 point-defense laser batteries +11 (see below) and
4 tractor beam batteries +11* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +69

Abilities Str 94, Dex 14, Con —, Int 16
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2,
Use Computer +6

Crew 19,899 (skilled); **Passengers** 4,400 (troops)
Cargo 46,350 tons; **Consumables** 6 years; **Carried Craft** 36 TIE fighters,
36 TIE/Interceptors, 2 *Lambda*-class shuttles, various support vehicles
Hyperdrive ×4 (×12 backup), navicomputer
Availability Military; **Cost** not available for sale
* *Apply a –20 penalty to attacks against targets smaller than Colossal size.*

Turbolaser battery (4 gunners)
Atk +11 (–9 against targets smaller than Colossal), **Dmg** 5d10×5

Ion cannon battery (4 gunners)
Atk +11 (–9 against targets smaller than Colossal), **Dmg** 3d10×5 ion

Point-defense laser battery (4 gunners)
Atk +11, **Dmg** 2d10×2

Tractor beam battery (4 gunners)
Atk +11 (–9 against targets smaller than Colossal), **Dmg** — (grappled +69)

LANCET AERIAL ARTILLERY

The Lancet aerial artillery repulsorcraft combines the dual cylindrical pods of a TIE bomber with the Lambda shuttle's tri-wing configuration, and it mounts a powerful proton beam cannon in the nose. Even though this weapon is capable of pointing downward only and proves difficult to employ against mobile targets, it can deliver devastating damage to fortifications and entrenched positions.

LANCET AERIAL ARTILLERY SUPPORTS A TIE MAULER.

Lancet Aerial Artillery CL 12
Gargantuan air vehicle
Init +3; **Senses** Perception +6

Defense Ref 13 (flat-footed 11), Fort 24; +6 armor
hp 120; **DR** 10; **Threshold** 44

Speed 12 squares (max. velocity 850 km/h)
Ranged proton beam cannon +6 (see below) and
2 laser cannons +4 (see below)
Fighting Space 4×4; **Cover** total
Base Atk +2; **Grp** +31

Abilities Str 39, Dex 14, Con —, Int 15
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3

Crew 2 (skilled); **Passengers** none
Cargo 850 kg; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** not available for sale

Proton beam cannon (pilot)
Atk +6, **Dmg** 6d10×5

Laser cannon (gunner)
Atk +4, **Dmg** 2d10×2

Missile Boat

Personally designed by Admiral Thrawn, the missile boat is the evolution of the *Alpha*-class Xg-1 Star Wing assault gunboat: a starfighter that relies on warheads instead of beam weapons, even in dogfight scenarios. The missile boat sports a single laser cannon, and two missile racks replace the gunboat's ventral wings. More important, it is outfitted with the advanced SubLight Acceleration Motor system, allowing it to sacrifice the use of its laser weapon for a tremendous (albeit temporary) burst of speed.

Missile Boat **CL 15**
Gargantuan starfighter
Init +5; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 32; +7 armor
hp 145; **DR** 10; **SR** 15; **Threshold** 52

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale)
Ranged 1 medium laser cannon +8 (see below) or 2 advanced missile launchers +8 (see below) or 2 missile launchers +8 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +39
Atk Options autofire (laser cannon)

Abilities Str 54, Dex 18, Con —, Int 18
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 100 kg; **Consumables** 3 days; **Carried Craft** none
Payload 20 advanced concussion missiles; 20 concussion missiles
Hyperdrive ×6, navicomputer
Availability Military; **Cost** not available for sale

Medium laser cannon (pilot)
Atk +8 (+3 autofire), **Dmg** 5d10×2

Advanced missile launcher (pilot)
Atk +8, **Dmg** 5d10×5

Missile launcher (pilot)
Atk +8, **Dmg** 9d10×2

Royal Guard Starfighter

Flown only by the Emperor's Royal Guard, this distinctive red-and-black variant of the TIE/Interceptor mounts the same laser cannons and adds a shield generator. Used to escort Emperor Palpatine's *Lambda*-class shuttle and its decoys during the Emperor's travels, these starfighters are a match for the best starfighter squadrons in the Rebel Alliance.

Few of these starfighters have seen use outside the Royal Guard, and most of those are heavily modified to carry missile launchers and stronger deflector shield generators.

Royal Guard Starfighter **CL 12**
Huge starfighter
Init +17; **Senses** Perception +12

Defense Ref 18 (flat-footed 11), Fort 24; +3 armor
hp 90; **DR** 10; **SR** 15; **Threshold** 34

Speed fly 16 squares (max. velocity 1,250 km/h), fly 5 squares (starship scale)
Ranged laser cannons +15 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +34
Atk Options autofire (laser cannons)

Abilities Str 38, Dex 24, Con —, Int 16
Skills Initiative +17, Mechanics +12, Perception +12, Pilot +17

Crew 1 (ace); **Passengers** none
Cargo 75 kg; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** not available for sale

Laser cannons (pilot)
Atk +15 (+10 autofire), **Dmg** 6d10×2

TIE Aggressor Starfighter

A two-person starfighter developed prior to the Battle of Yavin, the TIE aggressor is a starfighter that never truly left the experimental stage. Designed as a multipurpose craft, the TIE aggressor boasts forward guns, a rotating gun turret, and missile racks, making it a dangerous foe. Although the aggressor is a powerful vessel capable of performing a wide variety of missions, few TIE aggressor squadrons see service during the Galactic Civil War. The TIE aggressor is more expensive to produce than more specialized fighters such as the TIE/Interceptor or the TIE bomber, and it requires its pilots to be trained in a wider variety of combat techniques than the pilots of other Imperial fighters. Still, Rebel pilots who have survived encounters with TIE aggressors agree that they are more formidable than other TIE models.

TIE Aggressor **CL 10**
Huge starfighter
Init +10; **Senses** Perception +6

Defense Ref 17 (flat-footed 11), Fort 24; +3 armor
hp 90; **DR** 10; **Threshold** 34

Speed fly 16 squares (max. velocity 1,100 km/h), fly 5 squares (starship scale)
Ranged laser cannon +5 (see below) and laser cannon +7 (see below) or
Ranged laser cannon +5 (see below) and missile launcher +7 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +26
Atk Options autofire (laser cannons)

Abilities Str 38, Dex 22, Con —, Int 16
Skills Initiative +10, Mechanics +6, Perception +6, Pilot +10

Crew 2 (skilled); **Passengers** none
Cargo 75 kg; **Consumables** 2 days; **Carried Craft** none
Payload 6 concussion missiles
Availability Military; **Cost** not available for sale

Laser cannon (pilot)
Atk +7 (+2 autofire), **Dmg** 6d10×2

Laser cannon (gunner)
Atk +5 (+0 autofire), **Dmg** 6d10×2

Missile launcher (pilot)
Atk +7, **Dmg** 7d10×2

TIE Crawler

An early form of the TIE crawler, the TIE ap-1 mauler is a combination of reliable control interfaces and ground stability. The TIE mauler sees only limited action, however, and even its replacement, the TIE crawler—better known as the century tank—is not widely used until well after the Battle of Endor.

TIE ap-1 Mauler **CL 7**
Huge ground vehicle (tracked)
Init +6; **Senses** Perception +6

Defense Ref 14 (flat-footed 12), Fort 25; +4 armor
hp 70; **DR** 10; **Threshold** 35

Speed 6 squares (max. velocity 90 km/h)
Ranged triple medium blaster cannons +6 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +27

Abilities Str 40, Dex 14, Con —, Int 14
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6

Crew 1 (skilled); **Passengers** none
Cargo 95 kg; **Consumables** 5 days; **Carried Craft** none
Availability Military; **Cost** not available for sale

Triple medium blaster cannons (pilot)
Atk +6, **Dmg** 6d10×2

TIE Crawler **CL 6**
Huge ground vehicle (tracked)
Init +5; **Senses** Perception +6

Defense Ref 13 (flat-footed 12), Fort 24; +4 armor
hp 60; **DR** 10; **Threshold** 34

Speed 6 squares (max. velocity 90 km/h)
Ranged light turbolaser cannon +5 (see below) or
Ranged double medium blaster cannons +5 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +26
Atk Options autofire (laser cannon)

Abilities Str 38, Dex 12, Con —, Int 12
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5

Crew 1 (skilled); **Passengers** none
Cargo 65 kg; **Consumables** 5 days; **Carried Craft** none
Availability Military; **Cost** not available for sale

Light turbolaser cannon (pilot)
Atk +5 (+0 autofire), **Dmg** 3d10×5

Medium blaster cannons (pilot)
Atk +5, **Dmg** 5d10×2

TIE Experimental Starfighter

Sienar Fleet Systems' TIE Experimental Project turns out at least five working models: TIE-Experimental M1 through M5. These starfighters are built on standard TIE designs but modify the engines, weapons, and maneuvering thrusters to create faster, stronger ships, including a few capable of hyperspace travel. Each of these experimental craft is controlled remotely by a trained pilot aboard a *Beta*-class ETR-3 escort transport.

TIE Experimental M2 **CL 8**
Huge starfighter
Init +8; **Senses** Perception +6

Defense Ref 15 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged 2 turbolaser cannons +4 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24
Atk Options autofire (turbolaser turrets)

Abilities Str 34, Dex 18, Con —, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8

Crew remote controlled (skilled); **Passengers** none
Cargo 65 kg; **Consumables** none; **Carried Craft** none
Availability Military; **Cost** not available for sale

Turbolaser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 3d10×5

TIE Experimental M3 **CL 9**
Huge starfighter
Init +11; **Senses** Perception +6

Defense Ref 18 (flat-footed 11), Fort 24; +3 armor
hp 90; **DR** 10; **SR** 15; **Threshold** 34

Speed fly 16 squares (max. velocity 1,250 km/h), fly 5 squares (starship scale)
Ranged 2 missile launchers +5 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +26

Abilities Str 38, Dex 24, Con —, Int 16
Skills Initiative +11, Mechanics +6, Perception +6, Pilot +11

Crew remote controlled (skilled); **Passengers** none
Cargo 75 kg; **Consumables** none; **Carried Craft** none
Payload 8 concussion missiles
Availability Military; **Cost** not available for sale

Missile launchers (pilot)
Atk +5, **Dmg** 9d10×2

TIE Oppressor Starfighter

Designed as a light bomber, Sienar Fleet Systems' TIE oppressor proves unpopular with its test pilots: Its additional armaments and reduced solar panel stabilization make it somewhat less maneuverable. However, it quickly becomes a favorite of elite pilots, who find that the additional missile launcher provides a handy extra punch. As a result, almost no TIE oppressor sees action without a veteran pilot at the controls.

TIE Oppressor **CL 11**
Huge starfighter
Init +13; **Senses** Perception +8

Defense Ref 18 (flat-footed 11), Fort 23; +3 armor
hp 100; **DR** 10; **SR** 30; **Threshold** 33

Speed fly 16 squares (max. velocity 1,450 km/h), fly 5 squares (starship scale)
Ranged medium laser cannons +10 (see below) or
Ranged missile launchers +10 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +29
Atk Options autofire (laser cannons)

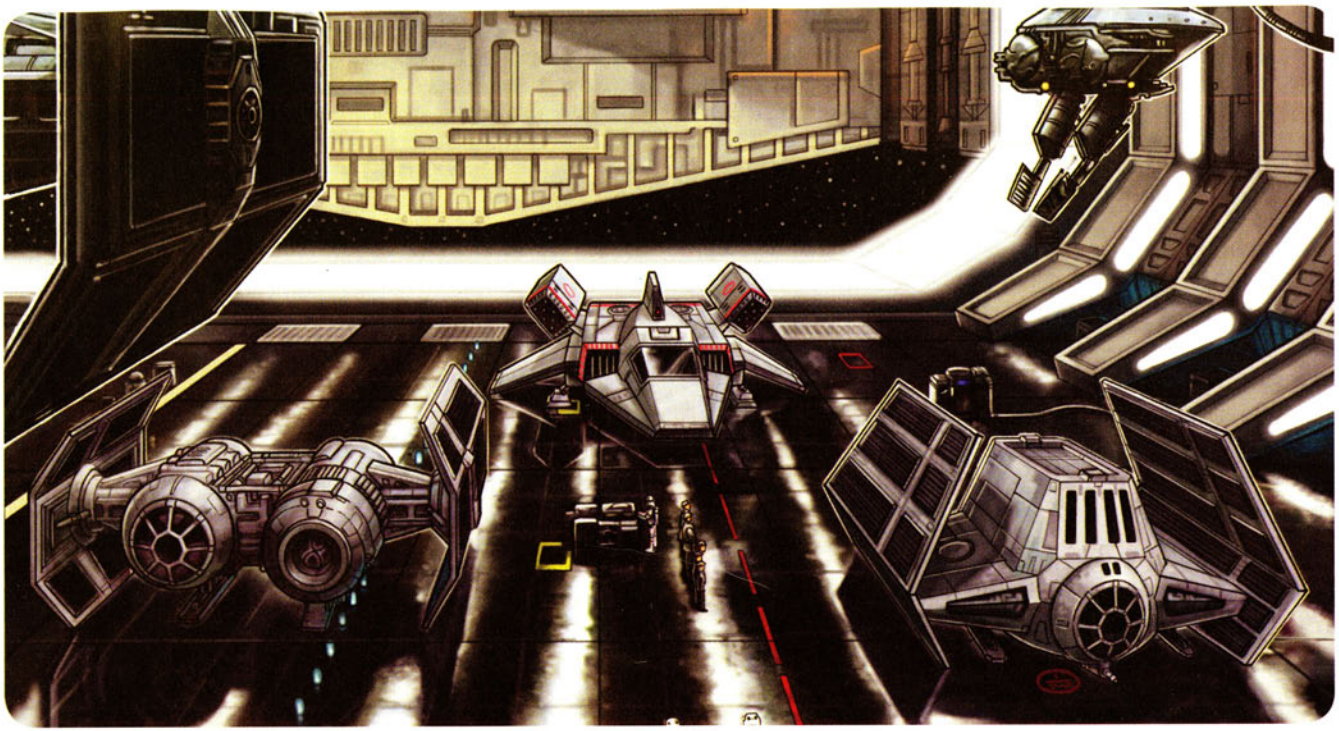
Abilities Str 36, Dex 24, Con —, Int 16
Skills Initiative +13, Mechanics +8, Perception +8, Pilot +13, Use Computer +8

Crew 1 (expert); **Passengers** none
Cargo 50 kg; **Consumables** 2 days; **Carried Craft** none
Payload 8 concussion missiles
Availability Military; **Cost** not available for sale

Medium laser cannons (pilot)
Atk +10 (+5 autofire), **Dmg** 6d10×2

Missile launchers (pilot)
Atk +10, **Dmg** 10d10×2

From Left to Right: TIE Shuttle, Missile Boat, TIE Scout



TIE Phantom Starfighter

The TIE phantom is developed specifically for a master-stroke attack against the Rebel Alliance. Equipped with shields and a hyperdrive as well as stygium-crystal cloaking devices, the TIE phantom carries out hit-and-run raids against Rebel targets and, eventually, is deployed in squadrons to take on the entire Rebel fleet. The cloaking device renders the vessel invisible while it is not firing its weapons, enabling it to strike, vanish, and reappear elsewhere to strike again. And unlike other Imperial starfighters built on the TIE chassis, the TIE phantom features an independent life-support system, allowing it to operate longer without returning to base—giving it ample opportunity to strike by surprise multiple times over the course of days.

Most TIE phantoms are destroyed in their hangars aboard the Super Star Destroyer *Terror* shortly after the Battle of Hoth.

TIE Phantom CL 13
Huge starfighter
Init +12; **Senses** Perception +6

Defense Ref 19 (flat-footed 11), Fort 24; +3 armor
hp 75; **DR** 10; **SR** 20; **Threshold** 34

Speed fly 16 squares (max. velocity 1,490 km/h), fly 5 squares (starship scale)
Ranged laser cannons +8 (see below) and laser cannons +6 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +26
Atk Options autofire (laser cannons), fire-linked (laser cannons)

Abilities Str 38, Dex 26, Con —, Int 18
Skills Initiative +12, Mechanics +6, Perception +6, Pilot +12, Stealth +6*, Use Computer +6
**The TIE phantom has total concealment when its cloaking device is engaged.*

Crew 2 (skilled); **Passengers** none
Cargo 90 kg; **Consumables** 3 days; **Carried Craft** none
Hyperdrive ×6, navicomputer
Availability Military; **Cost** not available for sale

Laser cannon (pilot)
Atk +8 (+3 autofire), **Dmg** 5d10×2

Laser cannon (gunner)
Atk +6 (+1 autofire), **Dmg** 4d10×2

TIE Scout

Commissioned for use as a light reconnaissance vessel, the TIE/sr starfighter, known more commonly as the TIE scout, is unusual not just for its shape but also for its great size. Only lightly armed, the TIE scout is designed for long-range missions, with crews of up to three pilots working in shifts to operate the onboard Com-scan equipment. Among its sensor gear is a "ping" emitter that grants the user a +5 equipment bonus to Use Computer checks to detect cloaked vessels.

The TIE scout also comes in a civilian version, the Lone Scout-A, which includes passenger compartments in the rear as well as a greatly expanded cargo hold.

TIE Scout **CL 5**
Gargantuan starfighter
Init +3; **Senses** Perception +6

Defense Ref 14 (flat-footed 12), Fort 28; +7 armor
hp 110; **DR** 10; **Threshold** 48

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged laser cannon +11 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +35
Atk Options autofire (laser cannon)

Abilities Str 46, Dex 14, Con —, Int 24
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6

Crew 1 to 3 (skilled); **Passengers** none (3*)
Cargo 25 tons (150 tons*); **Consumables** 6 months; **Carried Craft** none
Hyperdrive ×3, navicomputer
Availability Restricted; **Cost** 148,000 (75,000 used)
* *Civilian model only.*

Laser cannon (pilot)
Atk +11 (+6 autofire), **Dmg** 3d10×2

TIE Shuttle

A variation of the TIE bomber, the TIE/sh replaces the bomber's bomb bay with a passenger compartment and cargo room. The *Lambda*-class shuttle is more commonly used by upper-echelon officers; junior officers use TIE shuttles to move back and forth between starships and space stations.

TIE Shuttle **CL 4**
Gargantuan space transport
Init +3; **Senses** Perception +6

Defense Ref 12 (flat-footed 10), Fort 26; +5 armor
hp 120; **DR** 10; **Threshold** 46

Speed fly 12 squares (max. velocity 650 km/h), fly 3 squares (starship scale)
Ranged laser cannon +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +33
Atk Options autofire (laser cannon)

Abilities Str 42, Dex 14, Con —, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3

Crew 1 (skilled); **Passengers** 2
Cargo 1 ton; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** 120,000 (45,000 used)

Laser cannon (pilot)
Atk +6 (+1 autofire), **Dmg** 3d10×2

"I DON'T THINK THE EMPIRE HAD WOOKIEES IN MIND WHEN THEY DESIGNED HER, CHEWIE."

—HAN SOLO

VT-49 Decimator

Intended as a long-range reconnaissance vessel, the VT-49 Decimator is one the Empire's most fearsome warships. Fast and maneuverable for a space transport, the VT-49 Decimator weaves through enemy lines to deliver a vicious assault, and it can land highly trained raiding parties either on planetary surfaces or in hangar bays. Commanding a VT-49 Decimator is seen as a key step toward commanding a capital ship.

VT-49 Decimator **CL 12**
Colossal space transport
Init +0; **Senses** Perception +6

Defense Ref 19 (flat-footed 15), Fort 27; +15 armor
hp 215; **DR** 15; **SR** 40; **Threshold** 77

Speed fly 16 squares (max. velocity 975 km/h), fly 6 squares (starship scale)
Ranged laser cannons +6 (see below) and concussion missile launchers +8 (see below) or
Ranged laser cannons +6 (see below) and laser cannons +8 (see below)
Fighting Space 6×6 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +39
Atk Options autofire (laser cannon turrets)

Abilities Str 45, Dex 18, Con —, Int 18
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 2 to 4 (skilled); **Passengers** 6
Cargo 80 tons; **Consumables** 1 month; **Carried Craft** none
Payload 40 medium concussion missiles
Hyperdrive ×1 (×12 backup), navicomputer
Availability Military; **Cost** not available for sale

Laser cannons (pilot)
Atk +8 (+3 autofire), **Dmg** 4d10×2

Laser cannons (gunner)
Atk +6 (+1 autofire), **Dmg** 4d10×2

Missile launchers (pilot)
Atk +6, **Dmg** 9d10×2

YE-4 Gunship

Built by Sienar Fleet Systems to patrol the Kessel system, a YE-4 gunship is a heavily armed assault craft with multiple gun turrets and sufficient shielding and armor to allow the ship to engage its target while reinforcements are still in transit. YE-4s are operated solely by the Imperial military and are not sold or otherwise available to the public.

YE-4 Gunship **CL 15**
Gargantuan space transport
Init +6; **Senses** Perception +8

Defense Ref 22 (flat-footed 19), Fort 29; +14 armor
hp 145; **DR** 15; **SR** 25; **Threshold** 49

Speed fly 12 squares (max. velocity 900 km/h), fly 4 squares (starship scale)
Ranged 3 medium blaster cannons +11 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +39
Atk Options autofire (blaster cannons)

Abilities Str 48, Dex 16, Con —, Int 18
Skills Initiative +6, Mechanics +8, Perception +8, Pilot +6, Use Computer +8

Crew 8 (expert); **Passengers** 6
Cargo 40 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive ×4, navicomputer
Availability Military; **Cost** not available for sale

Medium blaster cannons (2 gunners)
Atk +11 (+6 autofire), **Dmg** 4d10×2

"THE ENTIRE STARFLEET COULDN'T DESTROY THE WHOLE PLANET. IT'D TAKE A THOUSAND SHIPS WITH MORE FIREPOWER THAN I'VE . . ."

—HAN SOLO

Chapter VIII
Fringe Factions

During the Dark Times, the galactic fringe became a haven for anyone escaping the Empire. Politicians, military personnel, and civic-minded activists are forced to retreat into the underworld of criminal organizations and lawless galactic backwaters. Some maintain their ideals, while others succumb to the reality of their grim situation and focus on day-to-day survival.

As the Rebellion spreads, it finds in this fringe sympathetic individuals in unique positions of power, and the Rebellion makes surprising connections in unusual locales. The Rebels also encounter the most notorious criminal organizations and crime lords of the galaxy. Clashes are inevitable when ideology meets criminality. However, the Rebels hire or otherwise make use of smugglers and fringe criminals to secure arms, goods, transport, and starships.

This chapter offers an array of organizations and individuals who might be enemies or allies of the heroes, depending on the situation. It is possible that these people might change from allies to villains (or vice versa) as the campaign evolves. Rebels heroes might balk at dealing with Jabba the Hutt to obtain ordnance and materiel, but heroes who are independent ship owners or smugglers might jump at the opportunity to make credits as regular haulers for Jabba. Most fringe alliances are based on convenience or financial incentive rather than loyalty to any individual or cause.

The Empire and the Fringe

Despite the fact that, by their very nature, most fringe organizations are disobeying the edicts of the Empire, many Imperial officials turn a blind eye to illegal activities, provided those activities further their aims. For example, corrupt Imperial bureaucrats will associate with crime lords when it suits them, accepting bribes in exchange for favors. Even Darth Vader, the second highest-ranking individual in the Empire, calls upon bounty hunters to track down the heroes of Yavin when his own Imperial forces fail. The fringe has a tenuous relationship with the Empire throughout the Rebellion era, although that relationship can quickly end the moment the Empire decides that a group of criminals is no longer useful. When that happens, groups on the fringe find that they have more in common with the Rebel Alliance than they do with their former partners in the Empire.

Bounty Hunters

With the rise of the Rebellion, the galaxy's bounty hunters have a lucrative class of targets that the Empire is willing to pay generously for. Thanks to standing Imperial bounties for Rebels and their sympathizers, no enemy of the Empire can feel completely safe with bounty hunters in the area.

Even without hunting Rebels, bounty hunters of this era find plenty to keep them busy. There seems to be an endless number of failed smugglers and gunrunners who find themselves unable to repay their criminal bosses. Interstellar corporations might also find themselves in need of freelance help in dealing with thieves, troublesome competitors, and rogue personnel. The Empire's richest rewards are offered for Jedi, although they are even more difficult than Rebels for bounty hunters to apprehend. More often than not, these so-called Jedi turn out to be con artists, charlatans, or untrained Force sensitives, for which the bounty is far smaller.

Bounty hunters come from a variety of backgrounds. They can be ex-military members, rogue droids, or even remnants of the Mandalorian culture. Regardless where they come from, competition among bounty hunters is fierce, especially after the destruction of the Bounty Hunters' Guild in the early days of the Rebellion.

Bounty Hunters

Until its destruction, the Bounty Hunters' Guild is a central clearinghouse for the majority of the galaxy's bounty hunters. In a plan masterminded by Black Sun head Prince Xizor and ordered by the Emperor, Boba Fett begins a bloody internal conflict that shatters the Guild. Following its destruction, individuals and small groups compete for bounties, power, and influence. During the Rebellion era, some bounty hunters aspire to create a new Guild, while others are more than happy to pursue credits on their own without interference. After several years, the Guild eventually reclaims its former influence. See pages 72–74 of *The Force Unleashed Campaign Guide* for more information on the Bounty Hunters' Guild.

Some of the era's prominent bounty hunters are described in this book. See page 270 of the Saga Edition core rulebook for information on Boba Fett. See page 17 of *Threats of the Galaxy* for information on Bossk, and see page 115 of *Scum and Villainy* for information on Zuckuss.

4-LOM

4-LOM is a unique bounty hunter with a highly unusual career. He is one of the few elite and successful droid bounty hunters in the galaxy. Prior to his career as a bounty hunter, 4-LOM is a standard LOM-series protocol droid. Unchallenged by his protocol tasks aboard the starliner *Kuari Princess*, 4-LOM first turns to thievery aboard the vessel. Jabba the Hutt becomes intrigued with the droid's inventiveness, intelligence, and operational planning. He arranges to upgrade 4-LOM to enable the droid to work as a bounty hunter. Jabba also suggests that 4-LOM form a partnership with the Gand bounty hunter Zuckuss. This partnership lasts for years. The two accept jobs throughout the galaxy for every conceivable type of client, including the Rebel Alliance and Darth Vader. However, Zuckuss and 4-LOM fail spectacularly in their attempt to steal the frozen Han Solo from Boba Fett high over Tatooine. Fett blasts 4-LOM to pieces. Zuckuss manages to repair the droid, but 4-LOM's personality becomes cold and compassionless. He stops working with other bounty hunters, including Zuckuss, and pursues his own goals.

"He's all yours, bounty hunter."
–Darth Vader

4-LOM **CL 12**

Medium droid (3rd-degree) nonheroic 1/noble 1/scoundrel 5/scout 3/bounty hunter 3
Destiny 2; **Force** 6; **Dark Side** 6
Init +7; **Senses** Perception +12 (can reroll)
Languages Basic, Binary, Bocce, Gand, Huttese, Quarrenese, Rodese, Ryl, Shyriiwook

Defenses Ref 27 (flat-footed 26), Fort 24, Will 25
hp 54; **Threshold** 24
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +8 (1d3+6)
Ranged heavy blaster rifle +10 (3d10+6) or
Ranged blaster pistol +9 (3d6+6) or
Ranged stun gas gun +9 vs. Fortitude Defense (–1 step on the condition track, 6-square cone, gas dissipates in 5 rounds)
Base Atk +8; **Grp** +1
Atk Options autofire (heavy blaster rifle), Hunter's Mark, Point Blank Shot, Spacehound
Special Actions Hunter's Target, Knack

Abilities Str 10, Dex 12, Con –, Int 16, Wis 12, Cha 15
Special Qualities familiar foe +1
Talents Acute Senses, Educated, Expert Tracker, Gimmick, Hunter's Mark, Hunter's Target, Knack, Spacehound
Feats Linguist, Point Blank Shot, Skill Training (Gather Information, Knowledge [bureaucracy, galactic lore, tactics], Mechanics, Perception, Survival, Use Computer), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +13, Gather Information +13, Knowledge (bureaucracy) +14, Knowledge (galactic lore) +14, Knowledge (social sciences) +14, Knowledge (tactics) +14, Mechanics +14, Perception +12 (can reroll), Persuasion +13, Stealth +12, Survival +12, Use Computer +14
Systems walking locomotion, heuristic processor, translator unit (DC 10), 2 hand appendages, integrated comlink, locked access, secondary battery, vocabulator
Possessions heavy blaster rifle, blaster pistol, stun gas gun, datapad, audio recorder

IG-88

The galaxy contains few beings with the vast ambition and drive of IG-88. Conceived as a droid fighting force built to crush the Rebellion, IG-88 is the result of Imperial Supervisor Gurdun's naïve Project Phlutdroid. IG-88 achieves sentience within seconds of activation, perceives his creators as threats, and eliminates them. He copies his consciousness into three identical prototypes and escapes Holowan Laboratories. A similar unit, IG-72, also escapes the facility, but is ultimately destroyed on Tatooine while working as a bounty hunter.

IG-88's goal is galactic domination. The IG-88 droids, now designated IG-88A, B, C, and D, secretly take over the Mechis III droid factories, altering the programming of all droids created there to act as IG-88's personal droid army when signaled. To provide cover for the scheme, IG-88B becomes a bounty hunter. His success and efficiency along with his pitiless drive make him highly feared. He soon becomes one of the galaxy's elite bounty hunters. His hunts cover his secondary mission: the elimination of anyone associated with the IG-88 project.

IG-88B pursues the bounty that Darth Vader places on the *Millennium Falcon* after it flees the Battle of Hoth. IG-88B calculates that Boba Fett is the bounty hunter most likely to locate the target first, so he follows Fett to Cloud City, where Fett ambushes the droid and blows him to pieces before the *Millennium Falcon*'s arrival. Units C and D arrive too late to aid their counterpart or to stop Fett's departure. They eventually set up an ambush for Boba Fett over Tatooine using their *IG-2000* starship. Once again, they fail to stop Fett. Unit C is destroyed, and unit D escapes only to be destroyed by Dash Rendar on Ord Mantell.

IG-88A continues with his plans, uploading his consciousness into a copy of the second Death Star's computer core. He then arranges to have this copy switched with the original core during an ambush of an Imperial convoy. Once installed, IG-88A's consciousness controls the station. He is about to trigger his droid revolution when the Rebels destroy the Death Star. IG-88's consciousness is gone, but his abandoned droid body is discovered years later and used as Tyko Thul's bodyguard.

"BOUNTY HUNTERS.
WE DON'T NEED THAT SCUM."

—ADMIRAL PIETT

IG-88 **CL 14**

Medium droid (4th-degree) scout 4/soldier 5/scoundrel 1/bounty hunter 4
Destiny 2; **Force** 6; **Dark Side** 14
Init +15 (can reroll); **Senses** 360-degree vision, darkvision, low-light vision; Perception +16 (can reroll)
Languages Basic, Binary, Bocce, Gand, Huttese

Defenses Ref 31 (flat-footed 28), Fort 29, Will 28
hp 91; **Threshold** 29
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +15 (1d3+10)
Ranged blaster cannon +15 (3d12+7) or
Ranged blaster rifle +15 (3d8+7) or
Ranged flamethrower +15 (3d6+7, 6-square cone) or
Ranged blaster rifle +10 (3d8+7) and flamethrower +10 (3d6+7, 6-square cone) with Dual Weapon Mastery I or
Ranged blaster cannon +13 (4d12+7) with Rapid Shot or
Ranged blaster rifle +13 (4d8+7) with Rapid Shot or
Ranged blaster rifle +8 (4d8+7) and flamethrower +8 (4d6+7, 6-square cone) with Dual Weapon Mastery I and Rapid Shot
Base Atk +12; **Grp** +15
Atk Options Devastating Attack (rifles), Dual Weapon Mastery I, Hunter's Mark, Point Blank Shot, Rapid Shot, Skirmisher
Special Actions Hunter's Target, Indomitable

Abilities Str 17, Dex 17, Con –, Int 16, Wis 14, Cha 12
Special Qualities familiar foe +3
Talents Acute Senses, Armored Defense, Devastating Attack (rifles), Hunter's Mark, Hunter's Target, Improved Initiative, Indomitable, Skirmisher
Feats Armor Proficiency (light, medium, heavy), Dual Weapon Mastery I, Exotic Weapon Proficiency (flamethrower), Point Blank Shot, Rapid Shot, Skill Training (Knowledge [gather information], Stealth), Weapon Proficiency (advanced melee weapons, heavy weapons, rifles, pistols, simple weapons)
Skills Gather Information +13, Initiative +15 (can reroll), Knowledge (galactic lore) +15, Mechanics +15, Perception +16 (can reroll), Persuasion +13, Pilot +15, Stealth +15, Survival +14, Use Computer +15
Systems walking locomotion, heuristic processor, 2 hand appendages, Mandalorian steel shell (+9 armor), darkvision, improved sensor package, internal comlink, locked access, secondary battery, vocabulator
Possessions blaster rifle, blaster cannon, flamethrower with 5 chemical cartridges, *IG-2000*

Dengar

Initially, Dengar plans to become a professional swoop racer. He has the talent and drive, but his risk-taking personality eventually puts him in an illegal race against Han Solo. His aggressive racing style causes a collision with Solo's swoop, and Dengar's head is smashed into a crystal spike. Even though he survives, his racing career is finished.

The Empire sees an opportunity to turn Dengar into an Imperial tool. Imperial surgeons implant an augmented neurosystem into his brain and install cybernetic eyes. Brain alterations eliminate all emotions other than rage, and Dengar becomes an Imperial assassin.

When Dengar learns of Jabba the Hutt's rich bounty on Han Solo, he undertakes bounty-hunting missions, occasionally partnering with other elite hunters such as IG-88 and Bossk. Ultimately, the Imperial order to assassinate the Holy Children of Asrat convinces him to oppose the Empire, or so he says. Dengar does not stop pursuing Han Solo, whom he blames for his racing crash. This drive leads him to infiltrate the Rebels, and he learns of their secret base on Hoth. Dengar arrives during the Battle of Hoth and is captured by a Star Destroyer. Lord Vader's need for elite bounty hunters enables Dengar to escape execution for treason, and the hunter is soon pursuing Solo to Cloud City.

At Cloud City, Dengar meets a female Aruzan named Manaroo, who uses a cybernetic link to restore Dengar's lost emotions. The two fall in love. Dengar continues to work as a bounty hunter, and he and Manaroo eventually end up in Jabba's palace, where Manaroo is forced to become one of the Hutt's dancers. When Jabba notices Dengar's desire to free his love, the hunter is staked out in the desert and left to die. The pair is freed after Jabba is killed by Princess Leia at the Great Pit of Carkoon. While investigating Jabba's final resting place, Dengar and Manaroo discover a wounded Boba Fett, who had escaped the Sarlacc. After nursing Fett back to health, Dengar goes on to partner with him. Their success enables Dengar to marry Manaroo, and Dengar and Fett continue to work together for many years.

"WELL, THE BOUNTY HUNTER WE RAN INTO ON ORD MANTELL CHANGED MY MIND."

—HAN SOLO

Dengar **CL 11**
Medium Human scout 5/scoundrel 1/soldier 1/bounty hunter 4
Destiny 2; **Force** 5; **Dark Side** 3
Init +13 (can reroll); **Senses** Perception +11 (can reroll)
Languages Basic, Bocce, Huttese

Defenses Ref 28 (flat-footed 25), Fort 25, Will 23
hp 86; **Threshold** 25

Speed 6 squares
Melee vibroblade +10 (1d4+7)
Ranged blaster rifle +12 (2d6+7) or
Ranged blaster rifle +10 (4d8+5) with Rapid Shot or
Ranged frag grenade +11 (4d6+5, 2-square burst)
Base Atk +8; **Grp** +11
Atk Options autofire (blaster rifle), Hunter's Mark, Point Blank Shot, Rapid Shot
Special Actions Hunter's Target, Knack, Shake It Off

Abilities Str 15, Dex 16, Con 14, Int 14, Wis 13, Cha 10
Special Qualities familiar foe +2
Talents Acute Senses, Armored Defense, Hunter's Mark, Hunter's Target, Improved Initiative, Improved Stealth, Knack
Feats Armor Proficiency (light, medium), Point Blank Shot, Rapid Shot, Shake It Off, Skill Training (Knowledge [gather information], Stealth, Survival), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, rifles, pistols, simple weapons)
Skills Endurance +12, Gather Information +10, Initiative +13 (can reroll), Knowledge (galactic lore) +12, Mechanics +12, Perception +11 (can reroll), Persuasion +10, Pilot +13, Stealth +13 (can reroll), Survival +11, Use Computer +12
Possessions blaster rifle, 2 frag grenades, vibroblade, blast vest (+2 armor), comlink, cybernetic enhancement (augmented neurosystem, +2 Dexterity), cybernetic prosthesis (eyes)

Black Sun

Black Sun is a galaxywide criminal organization on par with the Hutts' criminal empire. Although heavy operators within fringe society know the organization well, the public does not. Law-enforcement agencies know of its existence, but might be unaware of connections between local criminals and Black Sun or even of highly active segments of the Black Sun organization within their jurisdictions.

Prior to the Clone Wars and the Trade Federation's invasion of Naboo, Black Sun is dealt a severe blow when Darth Maul eliminates its entire top leadership, fulfilling Darth Sidious's plan to diminish the organization's power. Black Sun spends the following decades rebuilding. By the Rebellion era, Black Sun is a supremely powerful and shadowy organization under the secret leadership of the Falleen Prince Xizor. Xizor even gains the notice of the Emperor, which he uses to promote his own goals, such as the destruction of the Bounty Hunters' Guild.

Black Sun is vulnerable because of Prince Xizor's personal vendetta against Darth Vader and ambitions to replace the dark lord. Upon learning that Luke Skywalker is Vader's son, Xizor attempts to have Luke assassinated, hoping to diminish Vader in the eyes of the Emperor. Ultimately, the plan backfires as the prince vastly underestimates the heroes of Yavin, who destroy his Coruscant castle and escape his grasp. Vader learns of the assassination plots and confronts Xizor from the bridge of the *Executor*, demanding his immediate surrender. When the prince fails to do so, Vader destroys Xizor's skyhook, killing everyone on board. The loss of Xizor decimates Black Sun in the months prior to the Battle of Endor, sparking an internal power struggle that lasts for several years.

For more details on Black Sun, see page 68 of *The Force Unleashed Campaign Guide* and pages 26 and 152 of *Threats of the Galaxy*. For additional information on Prince Xizor, see page 111 of *Scum and Villainy*.

Two Authority IRD fighters try to run a Black Sun AEG-77 "Vigo" space transport to ground.

AEG-77 "Vigo"

A lightly armed but capable cargo transport ship, the AEG-77 "Vigo" transport becomes the mainstay of Xizor Transport Systems, the transporation company Prince Xizor uses as a front for Black Sun shipments. Able to carry legitimate and illegal cargoes with equal ease, the AEG-77 attracts attention from pirates and competing organizations. After the loss of many vessels, Xizor Transport Systems upgrades the weaponry of its fleet. The AEG-77 gunship version sacrifices much of its cargo space for 6 turrets—4 upper and 2 lower—and better shielding.

The ship has three decks and multiple cargo areas. Its irregular floor plan enables Black Sun to install hidden cargo bays or compartments in different locations on its vessels.

AEG-77 "Vigo" Gunship **CL 10**
Colossal space transport
Init -2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 26; +12 armor, Vehicular Combat
hp 120; **DR** 15; **SR** 20; **Threshold** 76

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged laser cannons +6 (see below) and 6 light laser cannon +4 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +38
Atk Options autofire (laser cannons, light laser cannons), fire-link (laser cannons)

Abilities Str 42, Dex 14, Con —, Int 14
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 8 (skilled); **Passengers** 6
Cargo 25 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive x3 (backup x15), navicomputer
Availability Licensed; **Cost** 200,000 (75,000 used)

Transport Version—Carries no weaponry; reduce SR to 10, increase cargo to 100 tons.

Laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 4d10x2

Light laser cannon (gunner)
Atk +4 (+1 autofire), **Dmg** 3d10x2

Kihraxz Light Fighter

The majority of Black Sun's starfighters are Kihraxz light fighters. Trans-GalMeg designs this fighter for Black Sun as a low-cost, fast, maneuverable ship that meets the needs of a variety of situations. The Kihraxz has few features but is easily modified. Kihraxzes are sometimes so heavily modified that a pair of them might not be recognizable as sharing the same base model. One such version is the Vaksai, a more costly but extremely effective starfighter.

Kihraxz Light Fighter **CL 9**
Gargantuan starfighter
Init +7; **Senses** Perception +6

Defense Ref 17 (flat-footed 11), Fort 24; +6 armor
hp 90; **DR** 10; **SR** 10; **Threshold** 44

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged light blaster cannons +4 (see below) or
Ranged light concussion missiles +4 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +31

Abilities Str 38, Dex 22, Con —, Int 14
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 130 kg; **Consumables** 2 days; **Carried Craft** none
Availability Restricted; **Cost** 70,000 (45,000 used)

Light blaster cannons (pilot)
Atk +4, **Dmg** 3d10×2

Light concussion missiles (pilot)
Atk +4, **Dmg** 7d10×2, 4-square splash

Vaksai CL 11
Gargantuan starfighter
Init +8; **Senses** Perception +6

Defense Ref 19 (flat-footed 12), Fort 26; +7 armor
hp 120; **DR** 10; **SR** 15; **Threshold** 46

Speed fly 16 squares (max. velocity 1,250 km/h), fly 4 squares (starship scale)
Ranged enhanced medium laser cannons +6 (see below) or
Ranged medium concussion missiles +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +33

Abilities Str 42, Dex 24, Con —, Int 18
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 95 kg; **Consumables** 2 days; **Carried Craft** none
Availability Restricted; **Cost** 185,000 (115,000 used)

Enhanced medium laser cannons (pilot)
Atk +6, **Dmg** 5d10×2

Medium concussion missiles (pilot)
Atk +6, **Dmg** 9d10×2, 4-square splash

Kihraxz-class fighters attack an Imperial cargo ship.

Supa Fighter

Usually accompanied by cheaper Kihraxz fighters, the Black Sun's Supa starfighter is designed by Joran Drive Systems to provide a moderate amount of firepower to a fighter group. The Supa is most commonly used to defend stations or convoys.

Supa Fighter CL 9
Gargantuan starfighter
Init +8; **Senses** Perception +6

Defense Ref 19 (flat-footed 12), Fort 26; +7 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 10; **Threshold** 46

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged double medium laser cannons +5 (see below) or
Ranged medium ion cannons +5 (see below) or
Ranged medium concussion missiles +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +33
Atk Options autofire (double medium laser cannons), fire-link (medium concussion missiles)

Abilities Str 42, Dex 24, Con —, Int 16
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 80 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 110,000 (70,000 used)

Double medium laser cannons (pilot)
Atk +5 (+0 autofire), **Dmg** 5d10×2

Medium ion cannons (pilot)
Atk +5, **Dmg** 5d10×2 ion

Medium concussion missiles (pilot)
Atk +5, **Dmg** 9d10×2, 4-square splash

TWO VAKSAI FIGHTERS ESCORT A RIHKXYRK ASSAULT FIGHTER.

RIHKXYRK ASSAULT FIGHTER

The largest Black Sun assault fighter, the TransGalMeg Rihkxyrk is one of the most heavily armed and armored starfighters of the Rebellion era. The Rihkxyrk it is slow and difficult to fly, but Black Sun pilots prefer the trade-off. Some say that Rihkxyrk pilots' high survival rates can be attributed more to the ships than to the pilots.

Rihkxyrk Assault Fighter **CL 11**
Gargantuan starfighter
Init +3; **Senses** Perception +6

Defense Ref 15 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat
hp 150; **DR** 10; **SR** 25; **Threshold** 48

Speed fly 12 squares (max. velocity 750 km/h), fly 3 squares (starship scale)
Ranged enhanced triple heavy laser cannons +5 (see below) or
Ranged medium concussion missiles +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +35
Atk Options autofire (triple heavy laser cannons), fire-link (medium concussion missiles)

Abilities Str 46, Dex 14, Con —, Int 16
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 80 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 240,000 (150,000 used)

Enhanced triple heavy laser cannons (pilot)
Atk +5 (+0 autofire), **Dmg** 7d10×2

Medium concussion missiles (pilot)
Atk +7, **Dmg** 9d10×2, 4-square splash

CLOUD CITY

Floating high above the gas giant Bespin, Cloud City remains much as it was during the Dark Times. The Tibanna gas mining colony is too small to interest the Empire, and it serves as a refuge for those who wish to escape the Empire while maintaining their commercial and social legitimacy. Two years before the Battle of Hoth, the infamous scoundrel Lando Calrissian wins control of the city from then Baron Administrator Dominic Raynor in a high-stakes sabacc game. Calrissian later discovers that the anonymous benefactor who helped him cover the enormous bet was, in fact, Lobot and thousands of Ugnaughts willing to put up their own credits to dethrone Raynor.

Lando proves to be a natural administrator, and the 6 million inhabitants of the city enjoy years of profit and stability. The city maintains strict neutrality in the Galactic Civil War and enforces a no-weapons policy for visitors and inhabitants, with some exceptions.

Cloud City still serves as a haven for underworld activity, but it has a low profile until the arrival of the *Millennium Falcon* and its Imperial pursuers. Although Lando Calrissian attempts to broker a deal with Darth Vader, handing over his friend Han Solo in the process, the effort ultimately fails. Lando and much of the population flee the city before an Imperial garrison is installed. The Empire maintains control of Cloud City until after the Battle of Endor, when Calrissian evicts the Imperials with the help of Lando's Commandos.

LOBOT

The cyborg Lobot is Cloud City's computer liaison. A one-time pirate and thief, Lobot is captured by Cloud City law enforcement and offered a choice between prison and a 15-year term as the city's computer liaison. He accepts the position and the permanent installation of a BioTech Borg Construct Aj^6 cybernetic unit. Lobot is in constant contact with the city's central computer, which controls the city's infrastructure. He enjoys faster reaction time and higher intelligence because of the link, although he has lost his linguistic capabilities and, some would say, his emotions. He remains at his post long beyond his 15-year term and serves as an aide to many administrators.

Lobot (Episode V) **CL 6**
Medium Human scoundrel 5/noble 1
Destiny 1; **Force** 4
Init +4; **Senses** Perception +15*
Languages Basic, Binary, Bocce, Durese, Huttese, Ithorese, Shyriiwook, Sullustese

Defenses Ref 20 (flat-footed 19), Fort 18, Will 21; Dodge
hp 42; **Threshold** 18

Speed 6 squares
Melee unarmed +3 (1d4+3)
Ranged by weapon +4
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot
Special Actions Coordinate +1, Master Slicer, Melee Defense

Abilities Str 11, Dex 13, Con 12, Int 16, Wis 15, Cha 10
Talents Coordinate +1, Gimmick, Master Slicer, Trace
Feats Dodge, Improved Defenses, Linguist, Melee Defense, Point Blank Shot, Skill Focus (Knowledge [bureaucracy], Perception, Use Computer), Weapon Proficiencies (pistols, simple weapons)
Skills Deception +8, Gather Information +8, Knowledge (bureaucracy)* +16, Knowledge (galactic lore)* +11, Mechanics +11, Perception +15*, Persuasion +3, Use Computer +16*
Possessions BioTech Borg Construct Aj^6 cybernetic augmentation, cybernetic comlink (Cloud City computer access), datapad
**Lobot gains an additional +2 beneficial circumstance bonus to all Knowledge, Perception, and Use Computer checks when linked to the Cloud City central computer.*

Wing Guard

The Wing Guard serves as Cloud City's security force, provides all emergency services, and fulfills civil responsibilities such as those of the elite Storm Guard weather-prediction unit. Throughout most of the history of Cloud City, the Wing Guard is a corrupt force, reflecting the personality of the Baron Administrator. When Lando Calrissian becomes the administrator of Cloud City, he clears out the corruption and turns the Wing Guard into a respectable organization. With better training and leadership, the Wing Guard becomes a reliable security force.

BioTech Borg Construct Aj-6

The BioTech Borg Construct Aj-6 provides a direct cabled or wireless link to computers and networks within a 10-meter range. It allows a cyborg to remotely program and access on-board data through thought alone. The standard model has a built-in cyborg/droid interface and up to four BioTech Knowledge Cartridge or standard datacard ports (at 500 credits per port beyond the first). Knowledge Cartridges use proprietary technology to achieve Intelligence 4 (instead of Intelligence 2 for a standard datacard), cost 100 credits each, and are not widely available. Installation is described at the Cybernetic Surgery feat; the unit cannot be self-installed.

Characters wearing the unit gain a +2 beneficial circumstance bonus to Use Computer, Knowledge, and other skills at the discretion of the Gamemaster. They can also use Issue Routine Commands as a swift action (or as a free action if they have the Gimmick talent). Wearers become more computerlike and less able to relate to people, causing them to take a -5 penalty to all Persuasion checks. They also speak less frequently as they grow accustomed to the speed of communicating through electronic networks.

Cost: 80,000 credits (standard model), plus 70,000 credits for surgery

Wing Guard (Episode V) **CL 4**
Medium Human nonheroic 3/soldier 3
Force 4
Init +9; **Senses** Perception +15
Languages Basic, Bocce

Defenses Ref 16 (flat-footed 15), Fort 15, Will 15
hp 24; **Threshold** 15

Speed 6 squares
Melee unarmed +5 (1d4+1)
Ranged blaster pistol +7 (3d6+3)
Base Atk +5; **Grp** +6
Atk Options Devastating Attack (pistols), Point Blank Shot, Precise Shot
Special Actions Coordinated Attack

Abilities Str 10, Dex 12, Con 11, Int 12, Wis 15, Cha 10
Talents Devastating Attack (pistols), Weapon Specialization (pistols)
Feats Armor Proficiency (light), Coordinated Attack, Point Blank Shot, Precise Shot, Skill Focus (Perception), Skill Training (Persuasion), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Gather Information +8, Initiative +9, Perception +15, Persuasion +8
Possessions blaster pistol, combat jumpsuit (+4 armor), Bespin guard uniform, binders, comlink

Jabba the Hutt's Criminal Organization

During the Rebellion era, Jabba the Hutt's Outer Rim criminal empire is at its height. From Tatooine to Nal Hutta, Jabba rules the powerful Desilijic clan. Besides the organization's spice smuggling ring, slave trafficking, and extortion, Jabba pursues schemes to further increase his wealth, power, and standing among the Hutt clans.

Jabba employs the best bounty hunters, smugglers, scoundrels, and criminals in the galaxy. Working for the ruthless Hutt is risky. Jabba tolerates few mistakes, especially where credits are concerned. Only the foolish would attempt to double-cross Jabba; few ever succeed, and the penalty for the attempt is death.

Jabba rules his far-reaching organization from his Tatooine desert palace, parts of which are still inhabited by the B'morr monks who built it as their monastery. Jabba and his underlings fill its darkened corridors with intrigue and death. Jabba drops those who displease him to the ravenous rancor below the throne room, while those who anger him intensely are fed to the sarlacc in the Great Pit of Carkoon.

With Jabba's death at the hands of Princess Leia, competing crime lords fight for control of Jabba's organization. Eventually, Hutts Kumac and Jelasi emerge as joint clan leaders. Within a year, they lose the organization to Jabba's father, Zorba, through legal maneuverings and traditional Hutt scheming.

Jabba the Hutt

Through six centuries, the legendary Jabba amasses great power and wealth, managing clan operations and schemes throughout Hutt space and the galaxy at large. He is vile, disgusting, arrogant, and evil. He inspires great fear in his followers and enemies alike.

Jabba the Hutt (Episode VI) **CL 12**
Large Hutt noble 3/scoundrel 4/crime lord 5
Destiny 2; **Force** 6; **Dark Side** 7
Init +4; **Senses** Perception +18 (can reroll, keeping the better result)
Languages Basic, Bocce, Gamorrean, Huttese, Rodese, Ryl, Shyriiwook

Defenses Ref 22 (flat-footed 22), Fort 26, Will 29
hp 98; **Threshold** 31

Speed 2 squares
Melee unarmed +8 (1d6+6)
Ranged by weapon +6
Base Atk +8; **Grp** +13
Atk Options Point Blank Shot
Special Actions Demand Surrender, Disruptive, Impel Ally I, Impel Ally II, Walk the Line

Abilities Str 11, Dex 7, Con 16, Int 15, Wis 14, Cha 14
Special Qualities command cover, Force resistance, supreme stability
Talents Demand Surrender, Disruptive, Impel Ally I, Impel Ally II, Inspire Fear I, Inspire Fear II, Inspire Fear III, Presence, Walk the Line
Feats Improved Defenses, Linguist, Point Blank Shot, Skill Focus (Deception, Gather Information, Knowledge [galactic lore, social sciences], Perception, Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +18, Gather Information +18, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +18, Knowledge (social sciences) +18, Perception +18 (can reroll, keeping the better result), Persuasion +18, Stealth −1, Use Computer +13
Possessions repulsor sled, sail barge, skiffs, speeders, palace, bodyguards, servants, vast wealth

Bib Fortuna

Bib Fortuna is Jabba's scheming, ambitious, manipulative, and underhanded majordomo; he runs the organization's day-to-day operations. Fortuna begins as a ryll smuggler on Ryloth, where he is arrested. After escaping to Tatooine, he and Bidlo Kwerve make spice runs for Jabba and later move to slave trafficking. Fortuna is instrumental in bringing the rancor to Jabba. He uses the occasion to eliminate Kwerve, his primary rival, and to become Jabba's majordomo. Fortuna attempts to seize control of the organization following Jabba's death, but is quickly taken by the mysterious B'omarr monks. The monks remove Fortuna's brain and place it within a BT-16 perimeter droid, a process reserved for monks who have reached enlightenment.

Sometime after the Battle of Endor, a Twi'lek named Firith Olan comes to Tatooine to try to take control of the Hutt's criminal empire. Olan is captured by Fortuna, who convinces the monks to place his brain in Olan's body.

Bib Fortuna (Episode VI) **CL 5**
Medium Twi'lek noble 2/scoundrel 3
Destiny 1; **Force** 3; **Dark Side** 4
Init +2; **Senses** low-light vision; Perception +14
Languages Basic, Bocce, Gamorrean, Huttese, Jawa Trade Language, Rodese, Ryl

Defenses Ref 17 (flat-footed 17), Fort 18, Will 19
hp 37; **Threshold** 18

Speed 6 squares
Melee knife +4 (1d4+3)
Ranged hold-out blaster pistol +3 (3d4+2)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot
Special Actions Disruptive, Inspire Haste, Knack

Abilities Str 12, Dex 10, Con 12, Int 14, Wis 14, Cha 14
Talents Disruptive, Inspire Haste, Knack

Feats Linguist, Point Blank Shot, Skill Focus (Gather Information, Perception, Persuasion), Skill Training (Stealth), Weapon Proficiency (pistols, simple weapons)
Skills Deception +9 (can reroll), Gather Information +14, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +14, Persuasion +14, Stealth +7, Use Computer +9
Possessions hold-out blaster pistol, knife, poisons (see page 255 of the Saga Edition core rulebook), desert robes, credit chip, datapad

Gamorrean Guard

Jabba employs a band of nine strong but dimwitted Gamorrean guards in his palace. Led by Ortugg, they are at Jabba's call as guards or to provide impromptu violent entertainment.

Gamorrean Guard (Episode VI) **CL 2**
Medium Gamorrean nonheroic 6
Dark Side 2
Init +3; **Senses** Perception +7
Languages Basic (understand only), Gamorrean (speak only)

Defenses Ref 15 (flat-footed 15), Fort 16, Will 9
hp 27; **Threshold** 21

Speed 6 squares
Melee vibro-ax +6 (2d10+4) or
Melee vibro-ax +6 (3d10+4) with Mighty Swing
Ranged blaster pistol +4 (3d6)
Base Atk +4; **Grp** +6
Atk Options Mighty Swing, Power Attack

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 9, Cha 9
Feats Armor Proficiency (light), Improved Damage Threshold, Mighty Swing, Power Attack, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Perception +7
Possessions blaster pistol, vibro-ax, light battle armor (+5 armor, +2 equipment)

Using Jabba's Organization

For many players, interacting with Jabba the Hutt is one of the most sought-after experiences in the *Star Wars* Roleplaying Game. Fortunately, Jabba is one of the easiest major movie characters for the heroes to access, regardless of their level. When using this legendary crime lord in the game, keep the following points in mind to help create an authentic Jabba the Hutt experience:

- Jabba is intimidating. The heroes should constantly be afraid of what Jabba might do to them or ask of them next. Every encounter should include at least one attempt to intimidate the heroes, either through a skill check or specific requests.
- Jabba has seen every trick in the book. No standard scam is going to work on Jabba, unless he wants to twist it to his own ends.
- Jabba is ready for anything. Catching Jabba off guard or surprising him is difficult.
- Jabba hears rumors and news constantly, from his spies, aspiring underlings, and desperate associates willing to give up anything to save themselves from the Hutt. Hiding plots against Jabba should be difficult.
- Jabba's anger is frightening. When something makes Jabba angry, his actions should make the heroes very uncomfortable.
- Jabba is well protected. The heroes should never be alone with the Hutt, even if it appears that they are. Jabba's guards react immediately to any threat.
- Credits are king. Jabba is interested in credits more than in anything else. Heroes who fail the Hutt monetarily should fear his reaction.
- Jabba never forgets a wrong and never lets one slide, unless it serves his own purposes.
- Jabba is out for himself and will sacrifice the heroes if necessary.
- Jabba always collects interest—one way or another.

Fortunately for the heroes, they do not necessarily need to deal with Jabba. In fact, at lower levels they might not even be allowed an audience until they prove their worth. Until then, they can deal with Bib Fortuna or another underling. Direct interaction with Jabba should be saved for a special encounter or for when things go seriously wrong. Being summoned to an audience with the crime lord after a failed smuggling run or bounty chase should rightfully frighten the heroes.

Zann Consortium

The Zann Consortium is a powerful criminal syndicate opposing both the Empire and the Rebellion. Run by the crime lord Tyber Zann, the Consortium is his tool to take control of the galaxy's underworld and ultimately the galaxy. The Consortium's enemies include most major organizations in the galaxy, as well as criminal operations such as that of the Desilijic Hutt clan.

The Consortium's rise to power begins shortly after the destruction of the first Death Star and continues beyond the Battle of Endor. Specialized Defilers excel at tasks such as corrupting officials, kidnapping, sabotage, and bribery.

The Consortium features a sizable military arm, which is able to field formidable space and ground forces. The Consortium's access to black-market weaponry and military devices of its own design gives it a great advantage over its enemies. What it cannot steal or otherwise obtain, it builds. Ships, armor, droids, equipment, and weaponry are all within the Consortium's capabilities.

Zann Consortium Defiler

The Defilers are the Zann Consortium's primary agents. Experts in stealth, social engineering, bribery, and extortion, they infiltrate a planet's government, industrial facilities, and underworld in an effort to bring the planet under Consortium control. Defilers use assassination and sabotage to convince local authorities to accept Consortium policies.

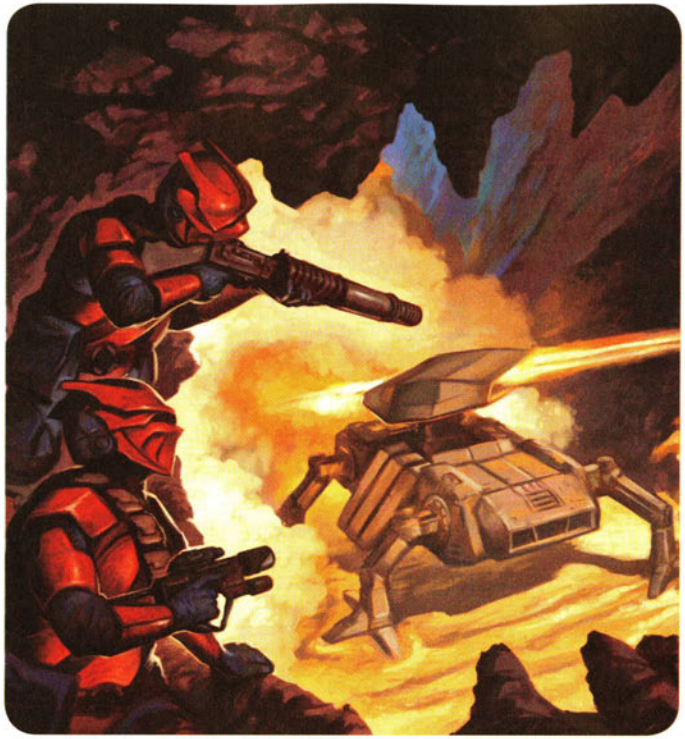
Defilers wear distinctive red armor that keeps them safely anonymous. They are humanoid in appearance, although the species of an individual Defiler is unidentifiable. Defilers prefer to fight at a distance and employ triggered explosives when possible.

Zann Consortium Defiler **CL 6**
Medium Human scoundrel 4/noble 1/soldier 1
Force 4; **Dark Side** 2
Init +5; **Senses** low-light vision; Perception +12
Languages Basic, Binary (understand only), Bocce, Dosh, Huttese, Rodese

Defenses Ref 22 (flat-footed 20), Fort 21, Will 20
hp 44; **Threshold** 21

Speed 6 squares
Melee combat gloves +4 (1d4+4)
Ranged blaster rifle +6 (3d8+3) or
Ranged thermal detonator +6 (8d6+3, 4-square burst) or
Ranged frag grenade +6 (4d6+3, 2-square burst)
Base Atk +4; **Grp** +6
Atk Options autofire (blaster rifle), Dastardly Strike, Devastating Attack (rifles), Far Shot[H], Point Blank Shot
Special Actions Disruptive

Zann Consortium Defilers prepare to attack an AT-AA.



Abilities Str 10, Dex 15, Con 13, Int 14, Wis 14, Cha 12
Talents Dastardly Strike, Devastating Attack (rifles), Disruptive, Presence
Feats Armor Proficiency (light, medium), Far Shot[H], Linguist, Point Blank Shot, Skill Focus (Persuasion), Skill Training (Knowledge [bureaucracy], Stealth), Weapon Proficiency (rifles, pistols, simple weapons)
Skills Deception +9, Gather Information +9[H], Knowledge (bureaucracy) +10, Knowledge (social sciences) +10, Mechanics +10, Perception +12, Persuasion +14, Stealth +10, Use Computer +10
Possessions battle armor (+8 armor, +2 equipment) with helmet package and combat gloves, blaster rifle, thermal detonator, frag grenade
H *Human bonus feat or trained skill*

Canderous-class Assault Tank

The *Canderous*-class assault tank is among the heaviest tanks in the galaxy, but it is so prohibitively expensive that few military forces can justify its purchase. A product of MandalMotors and named after the ancient Mandalorian hero Canderous Ordo, the tank features armor as durable as that of an Imperial walker. Armed with heavy laser cannons and a concussion missile launcher, the tank dominates a battlefield. The added maneuverability of its repulsorlift systems makes it more agile than walkers, although its low repulsorlift ceiling remains a limitation on its performance and it is vulnerable to aerial attack. The tank serves as a guardian for nearby weaker units by interfering with the targeting sensors of attacking vehicles and of missiles, drawing incoming fire to itself.

Canderous-class Assault Tank **CL 10**
Gargantuan ground vehicle (speeder)
Init +2; **Senses** Perception +6

Defenses Ref 16 (flat-footed 15), Fort 34; +10 armor
hp 250; **DR** 15; **SR** 10 **Threshold** 54

Speed 6 squares (max. velocity 50 km/h)
Ranged heavy laser cannons +4 (see below) and concussion missile launcher +4 (see below)
Fighting Space 4×4; **Cover** total
Base Atk +4; **Grp** +43
Atk Options autofire (heavy laser cannons)

Abilities Str 59, Dex 12, Con —, Int 14
Skills Initiative +2, Mechanics +6, Perception +6, Pilot +2, Use Computer +6

Crew 3 (skilled); **Passengers** none
Cargo 100 kg; **Consumables** 1 week; **Carried Craft** none
Availability Restricted; **Cost** not available for sale

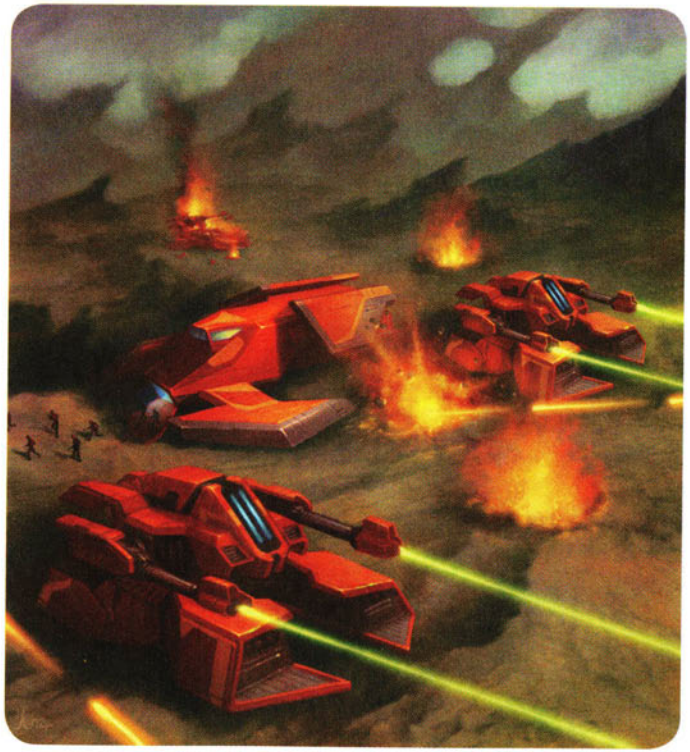
Draw Enemy Fire—As a standard action, the pilot makes a Persuasion check against each attacking enemy vehicle within line of sight or line of effect. If the check result exceeds DC 10, the enemy unit attacks this tank instead of another target. A hero piloting a vehicle targeted by this ability can use his or her Will Defense instead of DC 10.

Heavy laser cannons (gunner)
Atk +4 (–1 autofire), **Dmg** 6d10x2

Concussion missile launcher (gunner)
Atk +4, **Dmg** 9d10×2, 2 square splash

F9-TZ Transport

The F9-TZ Transport is a light troop transport landspeeder that excels at the clandestine insertion of troops into a battle zone. The F9-TZ features a cloaking device that shields the vehicle from both visual and sensor detection. However, the cloaking device requires considerable power, preventing the transport from using its cloaking device and its shields at the same time. The cloaking device can be engaged for only a limited time before requiring a recharge. The F9-TZ depends on its escorts for defense, since it carries no weaponry of its own. It can transport up to four squads of infantry but is unable to carry vehicles. The cloaking technology makes the price for this transport exceedingly high. The cloaking projectors are integrated into the vehicle's hull and cannot be installed on another vehicle without a complete redesign.



Two *Canderous*-class tanks protect a F9-TZ transport.

F9-TZ Transport **CL 8**
Gargantuan ground vehicle (speeder)
Init +3; **Senses** Perception +6

Defenses Ref 13 (flat-footed 11), Fort 24; +6 armor
hp 90; **DR** 10; **SR** 10; **Threshold** 44

Speed 6 squares (max. velocity 95 km/h)
Fighting Space 4×6; **Cover** total
Base Atk +4; **Grp** +33

Abilities Str 38, Dex 14, Con —, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6

Crew 2 (skilled); **Passengers** 40
Cargo 1 ton; **Consumables** 1 week; **Carried Craft** none
Availability Restricted; **Cost** not available for sale

F9-TZ Cloaking Device—The cloaking device and shields cannot operate at the same time. The cloaking device can operate for 15 minutes, after which it must be shut down and recharged. Recharging a cloaking device takes 30 minutes and a successful DC 20 Mechanics check. When cloaked, the transport is considered to have total concealment and can make a Stealth check to sneak. The –10 penalty to notice a target that has total concealment applies when making checks to notice a cloaked transport. Noticing the transport does not negate its concealment, but it does allow an opponent to make attacks against it with the normal penalty for attacks against concealment.

Keldabe-class Battleship

The *Keldabe*-class battleship is a MandalMotors design stolen by the Zann Consortium for its own use. The massive, blocklike *Keldabe* can take on any major capital ship up to a Mon Calamari star cruiser or an Imperial Star Destroyer. The ship features a unique system that drains energy from nearby enemy shields and channels it into the *Keldabe*'s power and weapons systems. As with other Consortium technologies, this ability drastically increases the cost of the ship.

***Keldabe*-class Battleship** **CL 19**
Colossal (cruiser) capital ship
Init -2; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 53; +13 armor, Vehicular Combat
hp 1,700; **DR** 20; **SR** 150 **Threshold** 253

Speed fly 3 squares (starship scale)
Ranged 5 turbolaser batteries +14* (see below) and 3 heavy ion cannon batteries +10* (see below) and mass driver missile launcher +6* (see below) and tractor beam battery +6* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +65

Abilities Str 96, Dex 14, Con —, Int 14
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 6,000 (skilled); **Passengers** 1,000 troops
Cargo 20,000 tons; **Consumables** 2 years; **Carried Craft** 36 starfighters, 2 shuttles, 2 light freighters
Hyperdrive ×2 (backup x10), navicomputer
Availability Restricted; **Cost** not available for sale
**Apply a -20 penalty to attacks against targets smaller than Colossal size.*

Shield Energy Drain—Range 1 square, duration 5 rounds, 5-round recharge. When activated, the shield energy drain system reduces the SR of all adjacent ships by 10 per round (cumulative). All turbolaser and ion cannon batteries gain +1 damage per ship drained to a maximum of +5 damage per round.

Turbolaser battery (6 gunners)
Atk +14 (-6 against targets smaller than Colossal), **Dmg** 5d10x5

Heavy ion cannon battery (4 gunners)
Atk +10 (–10 against targets smaller than Colossal), **Dmg** 3d10x5 ion

Mass driver missile launcher (2 gunners)
Atk +6 (–14 against targets smaller than Colossal), **Dmg** 8d20x5, 2-square splash, ignores target's SR

Tractor beam battery (2 gunners)
Atk +6 (–14 against targets smaller than Colossal), **Dmg** – (grapple +65)

Corporate Sector

The Corporate Sector is a section of space in the Tingel Arm, formed just under 500 years ago from a group of several hundred systems lacking intelligent life. The Galactic Republic closely supervised corporate exploitation of the resources found in the sector. Under the control of Emperor Palpatine, the Corporate Sector was expanded to its current 30,000 star systems, some of which contained native, sentient life. The Corporate Sector Authority (CSA) was established to manage the sector's business. The Empire has exercised less oversight of the Corporate Sector than did the Republic, and allows the CSA's military and police forces free rein in dealing with the sector's native populations. This freedom has allowed the CSA to maximize profits at the expense of ecosystems and personal rights.

CSA Organization

The CSA has a complicated bureaucratic structure reminiscent of the corporations it represents. Most of the control of the CSA rests with the Executive Direx Board (Direx).

The Imperial Advisor provides oversight by the Emperor and a means of communication between the Empire and the CSA.

An Executive Officer (ExO) heads the Direx, calls all meetings of the Direx, and represents the CSA abroad. The ExO, over time, has become the

ultimate executive authority, while the Direx has merely an advisory role; the ExO may not be a member of the Direx.

The President (Prex), selected from among the Direx membership, serves as a counter to the power of the ExO. The Prex composes an annual report for the Emperor and directly oversees several offices, including the all-important Auditor-General.

Most of the other functions of the CSA are divided among several Vice-Prex level divisions, including Financial, Legal, Media, Production, Research, Resources, Territory Administration, and the ever-present Security Division.

Security Division

The Security Division is one of CSA's Vice-Prex level units. It is divided into several branches, the most notable being Ground Forces, Detention Taskforce, and Picket Fleet.

Ground Forces

Most Security Division personnel and resources are devoted to the Ground Forces Security Police, or Espos; the Espos are the everyday police of the CSA. Ground Forces does not waste time or credits on recruiting the best and brightest, nor on training recruits in details such as justice or the personal rights of citizens. The Espos are known for their cruelty, intimidation tactics, and inconsistent application of the law. Espos often will open fire on a crowd of people in an effort to catch one criminal, and their signature Blastech 500 riot gun is designed with this approach in mind. Needless to say, the average citizen is not fond of Espos and does her best to avoid any confrontation with them. Where the Ground Forces does spend credits is on equipping Espos in state-of-the-art, sometimes experimental, weapons and armor.

Espo Trooper CL 2
Medium Human nonheroic 6
Init +4; **Senses** Perception +7
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 11, Will 9
hp 14; **Threshold** 10

Speed 6 squares
Melee stun baton +5 (2d6+1 stun) or
Melee riot gun +0 (1d6+1) or
Ranged riot gun +4 (3d8) or
Ranged riot gun +2 (3d8) with autofire
Base Atk +4; **Grp** +5
Atk Options autofire (riot gun)

Abilities Str 13, Dex 12, Con 11, Int 9, Wis 8, Cha 10
Feats Armor Proficiency (light), Skill Training (Endurance, Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +8, Perception +7, Persuasion +8
Possessions Blastech 500 riot gun, Merr-Sonn KZZ riot armor, stun baton, encrypted comlink, binder cuffs, mesh tape

Espo Elite Trooper CL 7
Medium Human nonheroic 6/soldier 5
Init +6; **Senses** low-light vision; Perception +11
Languages Basic

Defenses Ref 17 (flat-footed 14), Fort 18, Will 14
hp 41; **Threshold** 18

Speed 6 squares
Melee stun baton +11 (1d6+4 or 2d6+4 stun) or
Melee riot gun +11 (1d6+4) or
Ranged riot gun +9 (3d8+2) or
Ranged riot gun +7 (3d8+2) with autofire
Base Atk +9; **Grp** +13
Atk Options autofire (riot gun)

Abilities Str 14, Dex 13, Con 11, Int 9, Wis 8, Cha 10
Talents Armored Defense, Expert Grappler, Gun Club
Feats Armor Proficiency (light, medium), Skill Training (Endurance, Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +10, Perception +11, Persuasion +10
Possessions Blastech 500 riot gun, Merr-Sonn KZZ riot armor, helmet package, stun baton, encrypted comlink, binder cuffs, mesh tape

Espo Troopers haul away a rebel for questioning.

Detention Taskforce

The Detention Taskforce was not originally a branch of the Security Division; it was created later when the incarceration of political prisoners became an issue. The CSA did not anticipate a need for incarceration: White collar criminals, such as slicers and embezzlers, were offered a choice of death or working for the CSA in counter-operations; violent criminals would either be executed or sent to Imperial prisons; and minor offenders would be beaten and fined. Eventually, however, CSA's frequent executions began raising eyebrows. The Detention Taskforce was formed to address the issue. Their solution was Star's End.

Star's End

Designed as a maximum security, minimum cost, cutting edge detention facility, Star's End is a 40-level spire located on Mytus VII. It is extremely well defended with turbolasers, ion cannons, and some of the strongest armor plating available. Star's End is shrouded in secrecy; the public knows little more than the name of the facility. Star's End is almost entirely automated, with prisoners kept in suspended animation to avoid riots, to limit space requirements, and to make administration easier. All told, the facility can hold 24,000 prisoners in stasis.

The bottom levels of the tower contain the administrative offices; employee housing is located in the underground levels. The top levels of the facility contain the living quarters of the warden and the medical and interrogation facilities. Star's End is developing a reputation in some Imperial circles for the effectiveness of its interrogation techniques.

Picket Fleet

The CSA Picket Fleet is notoriously disorganized, inexperienced, and poorly trained. These flaws are not caused by a lack of funding or a refusal to acknowledge the problems; they are mostly the result of an inadequate supply of experienced personnel and functioning equipment. The only significant source for trained fleet officers is the Empire, and the CSA has been unable to lure away any officers of real skill. Similarly, the CSA filled out their lines with decommissioned Imperial fleet ships and have had a difficult time keeping the ships in working order. Finally, the CSA had their own starfighter designed for short-range dogfights. While heavily armed and quite fast, the CSA did not anticipate the need for atmospheric combat and lost quite a few starfighters before the pilots simply stopped pursuing targets once they reached a planet's atmosphere.

The Security Division has implemented several potential fixes for these problems. The CSA Naval Academy was opened several years ago, and the first graduates are entering the fleet now. Efforts have been made to hire away skilled mechanics from system fleets that use the same types of ships as those the CSA purchased from the Imperial Navy. Finally, a new version of their custom starfighter has recently entered service; this version has been designed to handle the stresses of atmospheric combat.

Authority IRD Starfighters

The IRD (Intercept * Reconnaissance * Defense) starfighter was designed and manufactured by the CSA as the primary starfighter for their picket fleet. The original IRD was fast, well armed, and had the best pilot ejection system yet developed, but it lacked any atmospheric combat capabilities. In response to numerous pilot complaints, the CSA developed a newer version, the IRD-A. The second generation adds atmospheric combat capability with a molded fuselage and vector stabilizers, swaps one of the two twin-laser cannons of the original IRD for a concussion missile launcher, and increases speed and maneuverability. IRD-As have been moved to live testing and CSA starfighter pilots are hoping for a full rollout soon.

Both versions of the IRD lack hyperdrive engines and must be transported longer distances in the bays of larger ships.

IRD Starfighter **CL 9**
Gargantuan starfighter
Init +5; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 26; +7 armor
hp 120; **DR** 10; **Threshold** 46

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged twin medium blaster cannons +7 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +33
Atk Options autofire (twin medium blaster cannons)

Abilities Str 42, Dex 18, Con —, Int 16
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 30 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 75,000

Twin medium blaster cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 5d10×2

IRD-A Starfighter **CL 10**
Gargantuan starfighter
Init +5; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 26; +7 armor
hp 120; **DR** 10; **Threshold** 46

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale)
Ranged twin medium blaster cannons +5 (see below)
Ranged light concussion missiles +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)

Base Atk +2; **Grp** +33
Atk Options fire-link (light concussion missiles)

Abilities Str 42, Dex 19, Con —, Int 12
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 40 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 90,000

Twin medium blaster cannons (pilot)
Atk +5, **Dmg** 5d10×2

Light concussion missiles (pilot)
Atk +5, **Dmg** 7d10×2, 4-square splash

Beasts

During the time of the Galactic Civil War, the Rebel Alliance and other factions make extensive use of beasts of many kinds. Thanks to Imperial restrictions on weapons and vehicles, many beasts (like the Cracian thumper) serve as alternatives to some military hardware.

Cracian Thumper

The cracian thumper is the galaxy's most widely used land mount. Originally a native of all five planets in the Craci System, the thumper has been exported to most civilized systems of the galaxy. It is used as a versatile mount for military operations by the Rebel Alliance, and as a racing mount by residents of more urban areas. A cracian thumper is bipedal, with powerful hind limbs, smaller forelimbs, and a thick tail it uses for balance and defense. Thick, long fur covers its body in colder climes, but is shed on warmer planets. Racing thumpers are typically shaved to reduce weight and to give the creatures a sleeker appearance.

The beast is known for its agility, intelligence, and versatility; however, above all else, thumpers are known for their stealth. Cracian thumpers have large feet that cause most observers to mistakenly anticipate that the creatures will make loud, thumping sounds as they run. On the contrary, the thumper is exceptionally quiet and makes an excellent mount for stealthy land operations.

Although they are herbivores, cracian thumpers possess potent defenses: sharply clawed front and rear limbs, and a powerful tail. Thumpers are capable of lashing out with their rear claws without breaking stride, or of knocking the heads off of unlucky stormtroopers with their muscular tails.

For animals, cracian thumpers are also fairly intelligent. They are easily trained for a variety of uses and are particularly good at recognizing simple patterns; for example, the Rebellion teaches their thumpers that humanoid shapes in hard, all-white shells are the enemy. A thumper is typically assigned one rider as a trainer in order to take advantage of the creature's naturally loyal disposition.

Cracian Thumper **CL 2**
Large Beast 4
Init +6; **Senses** scent; Perception +4

Defenses Ref 15 (flat-footed 11), Fort 13, Will 12
hp 30; **Threshold** 18

Speed 7 squares
Melee claw +4 (1d6+5) or
Melee slam +4 (1d8+5)
Fighting Space 2×2; **Reach** 1 square
Base Atk +1; **Grp** +9

Abilities Str 16, Dex 18, Con 16, Int 3, Wis 14, Cha 11
Feats Running Attack, Skill Focus (Stealth)
Skills Stealth +11

Uncanny Stealth—A cracian thumper is unnaturally stealthy and may choose to take 10 on Stealth checks, even when distracted or threatened.

CRACIAN THUMPER

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