STAR WARS

RULES OF ENGAGEMENT

THE REBEL SPECFORCE HANDBOOK

STAR WARS

RULES OF ENGAGEMENT
THE REBEL SPECFORCE HANDBOOK

BY TIMOTHY S. O'BRIEN

Design: **Timothy S. O'Brien** • Development and Editing: **Eric S. Trautmann** • Additional Editing: **Jen Seiden** • Cover Design and Graphics: **Brian Schomburg** • Cover Art: **Alan Pollack** • Interior Art: **Tim Bobko, Jacen Burrows, Storn A. Cook, Joey Robinson, Brian Schomburg** • Playtesting and Advice: **Wes Divin, Warrant Officer John Fernandes (retired), Terry Grazier, Rich Hawran, Steve Miller, D. Scott Palter, Peter Schweighofer, Ron Seiden, George R. Strayton, Paul Sudlow, Pat Villanueva, Paul Wocken**
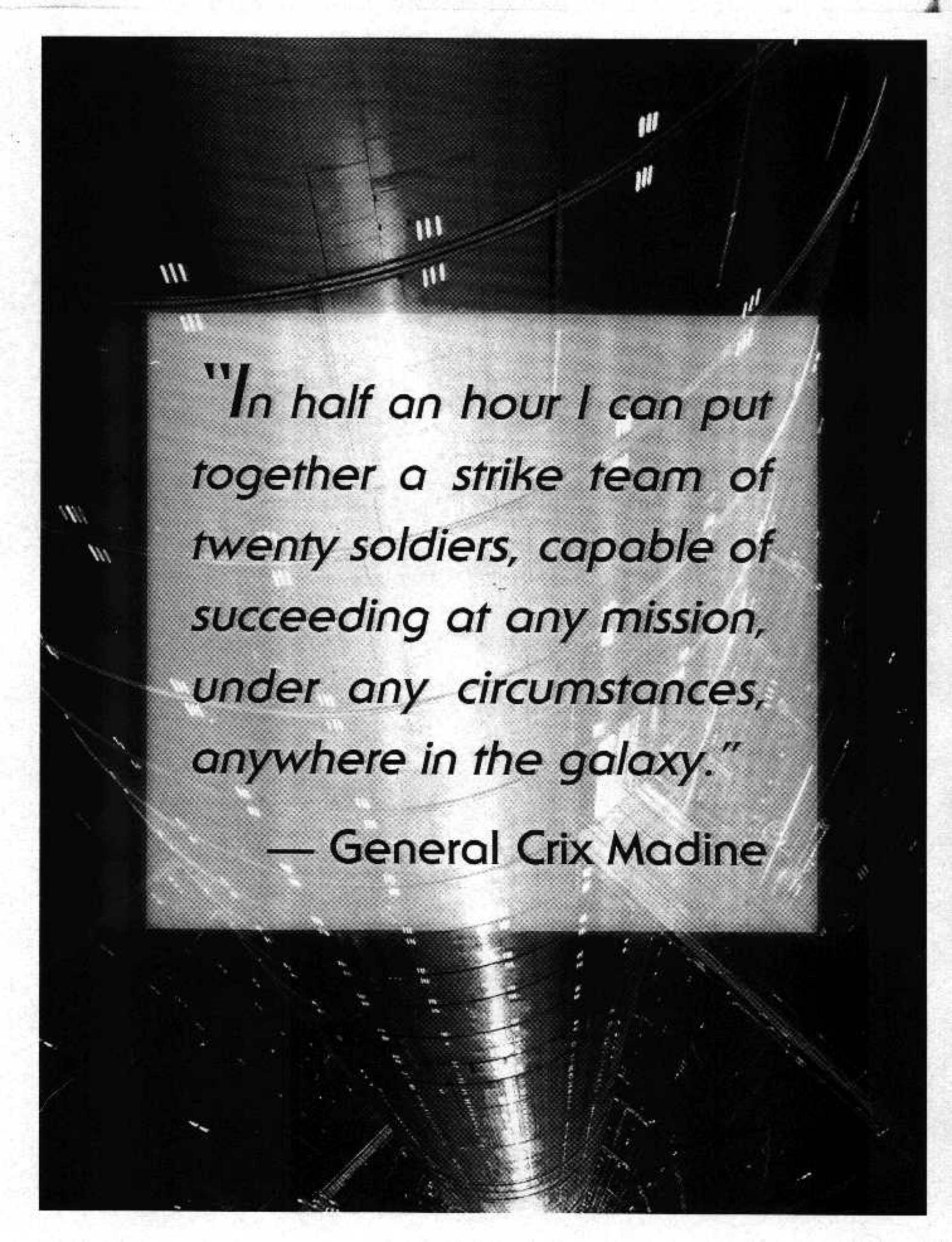
PUBLISHED BY

WEST END GAMES

"*In half an hour I can put together a strike team of twenty soldiers, capable of succeeding at any mission, under any circumstances, anywhere in the galaxy.*"

— General Crix Madine

TABLE OF CONTENTS

Rebel SpecForces

Introduction

"In half an hour I can put together a strike team of twenty soldiers, capable of succeeding at any mission, under any circumstances, anywhere in the galaxy."—Attributed to General Crix Madine.

The galaxy is at war. The Galactic Empire occupies thousands of systems and exercises indirect control over thousands more. It is opposed by the Rebel Alliance, a small band of freedom fighters dedicated to overthrowing the despotic regime. The Alliance wages an Empire-wide hit-and-fade war. Local sector forces keep their oppressors off-balance with ambushes, sabotage and insurgent campaigns. Starfighters strike from hyperspace against Imperial convoys. The tiny Alliance fleet is constantly strengthening itself, in preparation for the day it can engage the mighty Imperial Navy in direct combat. The Alliance refuses to take ground or keep territory, instead attacking the Empire's weak points and morale. For this duty, the Alliance has raised a corps of elite strike teams, the sharp end of the Alliance fighting forces: Special Forces.

A *special force* is any fighting unit specially trained to undertake extremely difficult missions. The Rebel SpecForces (often referred to simply as "SpecForce"), Imperial Storm Commandos and Thyrsus Sun Guards were created to handle specific missions that regular troops could not be expected to perform. Stormtroopers, for example, assault enemy positions and guard high-security installations. Alliance Infiltrators enter high-security areas to sabotage enemy equipment and sow confusion. Pathfinders scout and secure landing zones. SpaceOps troopers perform ship-boarding actions.

Whiskers

"So, Sergeant, when can I shave?" asked Jop quietly. "This thing's starting to itch." He scraped out the last of his cold ration pack dinner and ate the thick gray stuff.

Unit tradition declared that all newly transferred troopers grow beards, if they could, or braids, if they couldn't. Jop was only a couple weeks out of drop-camp. He knew he could shave it at some point, but exactly when remained a mystery. Most of the troopers kept a beard or didn't shave in the field, but Jop figured that was their choice. Jop's own beard was coming in strong and was reaching a stage where it felt like it was about to crawl off. It was cold in these woods, but the beard didn't seem to help.

Sergeant Hork scratched his own thick beard and looked at Jop with secrets in his eyes: "I'll let you know, trooper. Meantime, put up with it. You're not on watch tonight. Get some sleep. There's a big push coming on tomorrow."

"Thrilling." Jop had only been in one minor lightfight, and wasn't eager to experience it again. Still, that's what he'd signed on for: a chance to fight the Empire.

He quietly crawled to his slithole. Imperial troopers were out there, a couple hundred meters away. Nobody was interested in night combat, so by unspoken agreement the shooting stopped at sunset. Despite the informal nocturnal cease-fire, Jop knew better than to tromp along at night. *That would give away our position,* he thought, *and you never know if a sharpshooter is sitting out there.* Fortunately, the Imperials didn't really know where the Alliance troopers were, and mostly stayed in their fortified position. Jop's platoon had remained under cover enough to keep the Imperials guessing.

Jop dozed, dropping into a dreamless, timeless sleep. Suddenly, he felt something cold brush his cheek. His eyes snapped open, his heart leapt, and he froze. The moons had gone down. It was pitch-black.

"You're all right, troopy. Go back to sleep," a voice calmly intoned in his ear. He stayed still and waited. No sound. He realized his heart was pounding. He slowly moved his hand to his rifle, picked it up, and waved it in the dark. Nobody there. Time passed. His heartbeat slowed to normal. The stars slowly moved in the sky. Eventually, he dozed once again.

The next morning, he told the story to his squad over another helping of cold gray "nutritive supplement"—pausing only to wash the gummy taste out of his mouth with a lukewarm cup of cafstim. "Who in the name of Garhol's

Pain was that?" he finished, looking pointedly at Sergeant Hork.

"Infiltrator. You can't see 'em, hear 'em or touch 'em. They were heading out to the Imperial strongpoint to soften things up for us, take out a few stormtroopers and scare the *flarg* out of the officers. They were probably checking to see if you were an Imperial forward guard," said Hork. "You're a lucky man. They check to see if you've got long hair or stubble. Imperial regulations require troopers to remain clean-shaven and well-groomed, even in the field.

"By the way, you can shave now, if you really want to."

That night Jop couldn't sleep. Adrenaline and fear—the aftereffects of the day's combat—conspired to keep him awake. They'd taken the Imperial strongpoint with only a few casualties. They couldn't keep the position, of course—Alliance military doctrine mandated that all such operations remain hit-and-fade. The platoon moved out almost immediately with prisoners and captured equipment.

As he lay in his makeshift bunk that night, Jop realized his beard hadn't itched all day. Minutes later, he slept.

Historical Special Forces

There have been a number of special forces units throughout history—most notably, the Old Republic Rocket Jumpers, Freedom Warriors and Atrisian Assault Corps.

The Rocket Jumpers—officially designated "the Rocket-jumper Elite Advance Unit"—were short-range assault troops propelled by primitive rocket packs. They jumped into heavy fighting to break stalemates and sieges, seized and held ground until regular units could reinforce the area, and rapidly reinforced threatened positions. Only the most highly qualified and dedicated troopers were allowed to serve the Republic in this way.

The Freedom Warriors were highly trained troops supporting the Jedi Order in resource-heavy operations. Although the unit's ranks were only open to those who could not feel the Force as Jedi do, the Freedom Warriors were able to effectively battle Sith-tainted soldiers and Sith-spawned monstrosities.

The Atrisian Assault Corps was the hammer of the Emperors of the Kitel Phard dynasty—fast, hard-hitting, and able to roll over every enemy it encountered.

The Corps included His Majesty's Roto-gunners, the Imperial Atrisian Grenadiers, and the Queen's Own Armored Cavalry Troop.

Special Operations

"You aren't Skywalker. You aren't even Solo."—SpecForce Infiltrator to Rebel SpecOps trooper.

Rebel Special Forces (SpecForces) should not be confused with the similar sounding Special Operations (SpecOps) groups. Special Forces units are made up of military professionals of the highest caliber (in uniform and under military jurisdiction) who perform planned, specific missions. Special Operations agents tend to work on murky undercover missions involving investigation, snooping, desperate lightfights, and performing chaotic, seat-of-the-pants missions. SpecForces recognizes the need for SpecOps—and individual SpecForce members may even consider SpecOps members capable soldiers—but tend to think of their counterparts as amateurs, relying mainly on luck. SpecOps, on the other hand, regards SpecForce as a collection of arrogant, uptight, overtrained grunts with delusions of importance. The rivalry between the two branches of the Alliance runs very deep.

Regulars and Partisans

Special forces troops ("Specs") are drawn mainly from regular troops, but are more carefully and specifically trained to fight in certain ways, on specific terrain, and for select missions.

In the modern galaxy, special forces are used heavily by both sides in the Galactic Civil War. Both the Empire and Rebel Alliance have several such units, formed by the best physically and mentally able volunteers available. No one is drafted into elite units.

The Rebel Alliance relies on SpecForces to raid Imperial strongholds, prepare landing zones for regular troops, board and capture Imperial ships, guard bases, operate tactically important equipment, and execute almost every sort of important mission except one: taking and holding territory. The Alliance rarely takes ground, and when it does—usually temporarily—it uses regular ground troops.

Regular troops—actually partisan fighters and part-time soldiers—are mostly drawn from available sector forces (nicknamed "SecForces" by Alliance special forces soldiers) and are usually only used to fill out rank-and-file. Alliance High Command simply has little use for standard infantry until strategy calls for a general uprising. Local sector forces use regular troops much more often, partially from lack of other troops and partially because a standard sector command mission is to keep the Imperial forces busy.

tion, preparation and political groundswell, followed by a period of hit-and-fade warfare (often referred to as a "shadow war") to wear down and eventually crack the Imperial grip on the galaxy, followed by a general uprising and conversion of the Rebellion to a conventional war.

The first step was executed over a period of years. Arms stockpiles were built up and freedom-minded officers recruited. Allies gradually made contributions and small forces of "shadow warriors"—troops that specialize in hit-and-fade ground combat—began to raid Imperial installations. As Imperial crackdowns and "police actions" grew harsher, Rebel commandos began to strike back.

The second phase was thus launched unevenly. There was no formal beginning to hit-and-fade actions. Local resistance had been going on for some time. Unfortunately, local forces could be crushed under the mass and might of the Empire. The Alliance had to develop a fast-response military force. It readily became apparent that while most of the Alliance forces would be local, the deadliest forces would have to be under the direct control of Alliance High Command.

The Alliance was entering a long period of hit-and-fade operations. Early successes were small and mitigated by the overwhelming size

Regulars deal with theaters of operations, battle lines and control of physical areas. Attacks are for tactical gains and operational success. SpecForces attack objectives regardless of the current battle lines, and usually make no attempt to control zones. Special forces execute missions for operational gains and strategic success.

It should not be imagined that regular forces are less important than special forces. Quite the opposite: one of the special forces' primary missions is to reinforce, support and aid regular troop operations. SpecForces simply perform more difficult missions more routinely.

Creation of Alliance Special Forces

The original Alliance military plan was vague and starry-eyed. Few of the original planners of the Rebellion were militarily experienced. Fortunately, the Alliance was able to recruit a cadre of experienced retired officers like General Jan Dodonna, Admiral Adar Talon, Marshal Pashna Starkiller, and Commander Vanden Willard.

Bail Organa's strategy for the Alliance military called for a three-step process of revolution: First, insurrec-

of the Empire. The conventional phase of the Rebellion started in some sectors, faltered in most, and continued in a lurching way in others.

The newly formed Special Forces were initially divided into two regiments—Combat and Recon. Over several missions they evolved into the modern regiments. This turned SpecForce from two medium-sized units into several smaller units. Their numbers we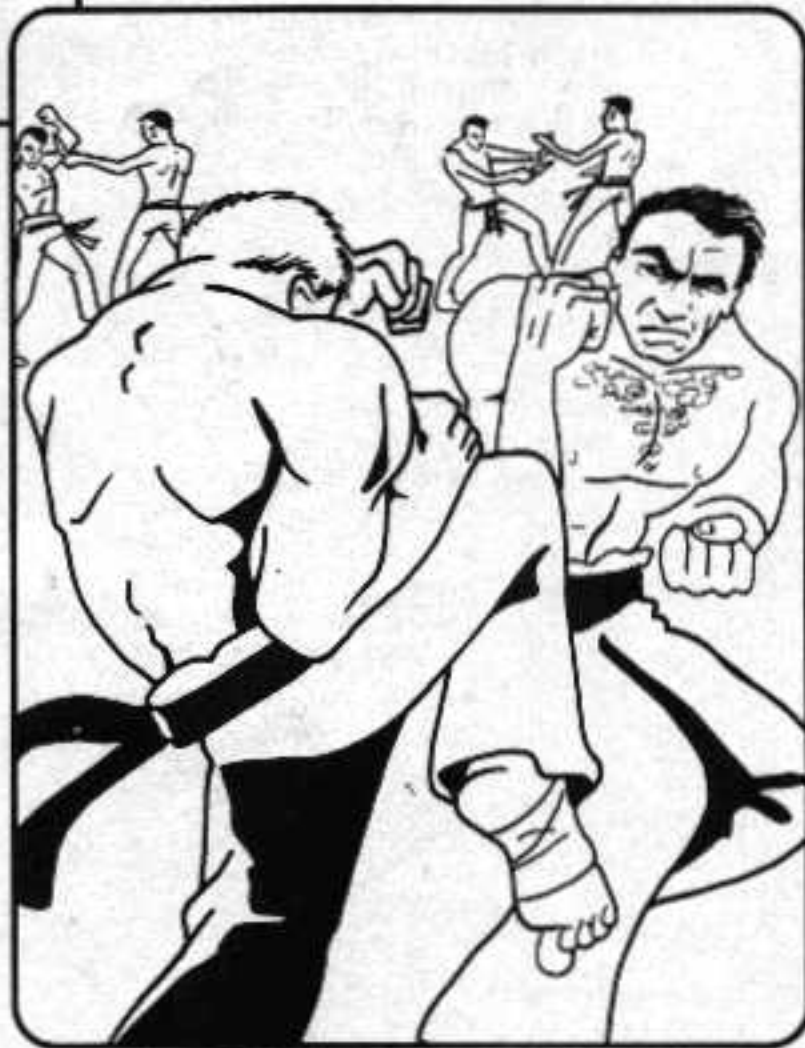re reinvigorated by an infusion of SecForce experts. This led to increased confusion. SpecForce, spread among several commands and without a dedicated commander, began to falter.

Then, shortly after the Battle of Yavin, General Crix Madine defected to the Alliance and was placed in command of Special Forces. At the time, SpecForce was chaotically organized and squandering its resources. Madine moved through SpecForce like blast of wind, clearing away confusion and sweeping up the very best of the Alliance military for duty. The best of the SecForces were offered positions in SpecForce. The borderline SpecForce troopers were whipped into shape or transferred.

Conventional war campaigns restarted. SecForces, with SpecForce lending critical support, began to make lasting footholds in the Empire. SpecForce became a military branch feared by the Empire. When Imperial propaganda mentioned "Rebel terrorists" they meant SpecForce, the branch of the Alliance that the Empire's military feared the most.

As the conventional war heats up, SpecForce units can expect to be used more and more. Infiltrator and Pathfinder units are already being used to prepare the way for invasion forces, and SpaceOps and HWS units will likely be attached to regular line divisions, spearheading planetary landings and assaults.

Special Forces in the New Republic

Alliance Special Forces becomes New Republic Special Forces after the Alliance seizure of Coruscant. The New Republic maintains SpecForce under the command of General Madine until his death.

The main difference between Alliance and New Republic SpecForces is that the later units are somewhat better trained, perhaps a little less experienced on average (since many veterans of the war have retired in the post-Endor period) and are given much better equipment.

New Republic Special Forces are instrumental in the ongoing drive against the Empire until the change in military policy toward the Empire, shortly before Mon Mothma's resignation. Once the final phase of Organa's overall plan is implemented and a conventional war starts up, Special Forces comes into its own as the Alliance's most elite fighting force.

As the New Republic-Empire War calms down, SpecForce contracts again, returning to roughly the same operation size it was under the Alliance. In this later period, SpecForce is a tool for defense and rapid solutions to military problems, and its role as an invasion force is left largely behind.

SpecForce Life

"Regular troops in the field live in holes or ruins, eat out of cold ration packs, and move and fight according to opaque orders (usually relayed from well behind the front lines). Troopers are generally careful, fairly well-trained and have a single overriding goal: avoid getting shot. They are under threat not only from the enemy, but from local creatures and diseases, and tend to wear down to their physical and mental chassis. Special forces are much the same, only more so. "—Dunn Jassigan, military analyst.

Candidates

"Your candidacy for SpecForce training is itself the mark of a superior soldier. "—From the standard acceptance holo to SpecForce candidates.

Very few troopers can enter special forces units. The Galactic Empire, for example, has a long and grueling series of examinations to determine a candidate's political, physical, educational, technical, and mental competency to serve in an elite unit. Extensive background checks and interviews of friends, relatives and acquaintances assure the candidate's loyalty and political acceptability. Although the vast majority of Imperial troops are draftees, no trooper is drafted into special military service. All Imperial military elite forces are made up of volunteers. Political connections are of little or no value to individuals attempting to enter Imperial special forces (although unacceptable political views are cause for disqualification). It is unclear whether stormtroopers undergo the same candidacy requirements.

The Alliance makes

a concerted effort to perform backgtround checks, but interviews of relatives or old freinds are usually impractical. Extremely complete personal interviews, interrogations and examinations make up the bulk of the SpecForce vetting process. In cases where a candidate is highly questionable, he or she is disqualified. Alliance Intelligence makes the vetting of SpecForce candidates a high priority and the percentage of Imperial agents pentrating the organization is surprisingly low.

Surprisingly, the Empire has given the Alliance an advantage in developing special forces assets. The anti-alien bias of the Imperial political system has created a large pool of non-humans who are strongly opposed to the New Order. Many of these aliens possess special skills or abilities particularly suited to covert military operations.

In addition, the Empire's oppressive rule has alienated uncounted numbers of humans who are willing to join the Alliance. The Empire's worst offenses have actually served to bolster Alliance ranks, allowing the Rebels to carefully select and train SpecForce troops.

Training

In both the Alliance and Empire special forces candidates have already endured basic and specialist training. Once selected for special forces training, the candidate goes through another round of advanced drop-camp training. Although the trainees are taught

Tim Bohko

necessary skills, the main purpose of this camp is to weed out those who lack the drive to succeed in their missions. Standards are very high in every area, and failure rates are equally high. A large percentage of Alliance regulars are failed SpecForce candidates. The Imperial washout percentage is slightly higher (but such troops are less common among the Imperial regular forces due to the Empire's larger size).

Failure in the entrance program carries no stigma in either military—washing out of a special forces program is far less serious than failure on the front lines. Simply being accepted to a special forces program is the mark of a superior soldier, and most troops that do

not make it through special forces drop-camp go on to good careers.

The identities of special forces trainees are high-level secrets. The trainee ID card carries a holoflat, rank and security clearance, but no name. If special forces troop IDs were known to an enemy, families would be endangered and personality profiles might be assembled. This is a particular concern for Alliance SpecForces, but also a problem for Imperial forces.

Fundamental SpecForce training exercises include two months of weapons drills in blasters, slugthrowers, heavy weaponry, and hand weapons. The trainees perform numerous deployment simulations: overland marches, stealth drills, drop-ship and para-sail deployments, and so on. Also fundamental to advanced training are lectures on military history, theory and practice. As training progresses, the trainees go through increasingly difficult scenarios, including live-fire drills and failure-rigged reenactments, finishing with an extremely realistic war game. Once this program is complete, SpecForce trainees advance to a further four-week specialization program.

Specialization

"One expects they have specialist sanitation engineers as well."—Imperial Ubiqtorate officer commenting on Alliance SpecForce structure.

Once trained to a peak in fundamental skills, special forces trainees are sent to their final training camp for "finishing and polishing" in a particular area of expertise. Each specialization requires a different application of the basic skills learned at drop-camp. The main areas of specialization in the Alliance SpecForces are:

• **SpaceOps troops.** SpaceOps troopers are typically ship-based combat personnel. They spend most of their time developing combat skills and tactics needed to fight effectively aboard starships. Secondary emphasis is placed on technical skills, and stealth training is kept to a minimum. When not engaged in combat, they often provide security aboard ships or at Rebel starship bases.

• **Pathfinders.** Pathfinders' main concentration is stealth and scouting of unexplored or unknown terrain. Pathfinders receive the basic SpecForce training in hand-to-hand combat, though technical instruction (computers, demolitions and repair skills, for example) is less stringent.

• **Urban Combat Specialists (UCSs).** Urban Combat Specialists are deployed in cities and metroplexes. UCSs balance their training between stealth and combat, with secondary instruction in technical and operational skills.

• **Wilderness Fighters.** Wilderness Fighters are the rural counterparts to Urban Combat Specialists, with an emphasis on survival and an additional emphasis on a particular terrain type: arctic, aquatic, desert, forest, jungle, plains, or mountain.

• **Technicians (Techs).** Technicians concentrate almost exclusively on select skills useful to SpecForce operations—demolitions, repair of SpecForce equipment, communications, sensor operations, emergency medicine, or "creative engineering." Techs are marginally deficient in combat skills, but are fully trained as SpecForce troopers. Techs are usually assigned to augment other SpecForce units.

• **Infiltrators.** Perhaps the most feared of all the Alliance SpecForce battalions, the Infiltrators rely heavily on stealth technique and hand-to-hand combat. Select sabotage and demolitions skills are also emphasized. Infiltrators are typically deployed behind enemy lines with minimal equipment.

• **Heavy Weapons Specialists (HWSs).** HWSs are the hammer of Alliance SpecForces. The Heavy Weapons Specialists' training concentrates on combat skills—particularly firing light and heavy repeating blasters. HWS indoctrination focuses on the operation and maintenance of mounted, ship, and vehicle blasters, artillery, and other such weaponry. High casualty rates keep this regiment's numbers lower than other regiments and veteran HWSs are generally revered as fearsome warriors.

In Alliance SpecForces, certain species are divided by terrain adaptation; for example, most of the underwater Wilderness Fighter units are populated by Mon Calamari and Quarren soldiers. Human reliance on technology allows the species to perform adequately virtually anywhere, but many non-humans perform best in particular environments.

In most cases, specializations reflect the terrain in which the trooper was raised. Wilderness fighters are usually natives of rural areas. Urban Combat Specialists are typically from metroplexes. SpaceOps troops are usually from heavily urbanized areas or spacer

stock. The main exceptions to this are the Infiltrator regiment (made up of troopers with an exceptionally strong reason to hate Imperials) and the Pathfinders (who come from all sorts of locations).

Other specialists are usually assigned to tasks in areas they are already conversant in; it is often more efficient to train an already skilled medic, pilot, or procurement specialist to SpecForce standards than the other way around. Medics, pilots, comm techs, drivers, supply specs, translators, interrogators, and a host of other necessary specialists are available for missions.

Troopers

The average SpecForce trooper is a little older than a Rebel soldier, has better-than-average intelligence and physical ability, and has a strong dedication to Alliance, unit, and mission. SpecForce troopers can be extremely wild in their private lives, but are usually consummate professionals in the field. Alliance soldiers in general are very idealistic and committed—SpecForce troopers are even more dedicated. A large percentage of SpecForce troops are former Imperial soldiers.

Officers

"Ranking officers on the lines are dangerous."—Experienced trooper's comment.

A large percentage of human Alliance SpecForce officers are ex-Imperials who have been extensively vetted by Alliance Intelligence. SpecForce officers are usually a little younger than their regular counterparts, especially at higher ranks. The nature of special forces usually allows a rapid rate of advancement, both for success and because of positions opening due to the SpecForce's high casualty percentage. SpecForce officers are typically exceptionally intelligent, physically fit and are among the most talented and driven officers in the galaxy. It takes an extraordinary officer to command the respect of SpecForce troopers.

The Daily Grind

"The only thing worse than a fight is waiting *for a fight."*—Comment overheard on a SpaceOps shuttle in the minutes before a landing assault.

SpecForce troops spend the bulk of their time training, maintaining their gear and moving from place to place. A fairly small amount of time is actually spent on missions. Like a regular combat soldier's life, SpecForce life is generally boring and tense, punctuated by moments of extreme stress and danger. When SpecForce troops are assigned a mission (or "called up") it tends to be short and exceptionally nasty (unlike regular trooper tours, which tend to be long and slightly less nasty). The main difference is that SpecForce units go out actively looking for trouble more often, and are expected to function more reliably.

Downtime—the period between missions—is seldom purely recreational for Specs. Skills are constantly being kept up and sharpened. Marginal skills are improved and new ones developed. An experienced SpecForce trooper is likely to be adept at a wide variety of skills and operations, and has probably been cross-trained to specialist levels in other fields (medical, technical or operational).

SpecForce troops spend a great deal of their time maintaining their own equipment. While techs are primarily responsible for unit equipment maintenance, personal gear upkeep is the individual trooper's duty. Blasters need only be cleaned and checked weekly, but many units use chemical or compressed-air slugthrowers or mechanical bolt-throwers, all of which require more regular attention. SpecForce troops that use armor must check it for damage and repair any minor failures; serious damage must be brought to the unit technician for repair or the battalion quartermaster for replacement. Other equipment, like night-goggles and stealth boots, must be checked for malfunction after every mission. Technicians get the worst of this, as they must perform their own gear maintenance as well as unit equipment repairs, *plus* spend time sharpening other skills.

Specs also tend to be in transit a great deal of time, whether from system to system or on the ground. Life aboard ship is cramped and dull. Spacers are used to the close quarters and have duties to keep them busy, but specs have to fill their spare time somehow. Even the most dedicated soldier finds empty stretches of time. Long hyperspace jumps are notoriously tense, especially when the Specs know they are on the way to

Ranks in Alliance Special Forces

Since the Alliance's military forces are a mishmash of army and navy forces, determining the relative rank of various officers can be confusing.

During training and while on SpecForce-only missions, SpecCom ranks its members in the following manner:

SpecForce Rank	Command Level	Equivalent Alliance Army Rank	Equivalent Alliance Navy Rank
General	Division	General	Admiral
Colonel	Regiment (TC)	Colonel	Captain
Major	Regiment or Company (TC)	Major	Commander
Captain	Company or Platoon (TC)	Captain	Lieutenant
Senior Lieutenant	Platoon (TC)	Lieutenant	Lieutenant
Lieutenant	Platoon	Lieutenant	Ensign
Master Sergeant	Platoon Second in Command	Sergeant Major	Chief Petty Officer
Sergeant	Squad	Sergeant	Petty Officer
Senior Trooper (First Trooper)	Fire Team	Senior Trooper	Senior Deckman
Trooper	—	Trooper	Deckman

Note: "TC" indicates Taskforce Command elegibility.
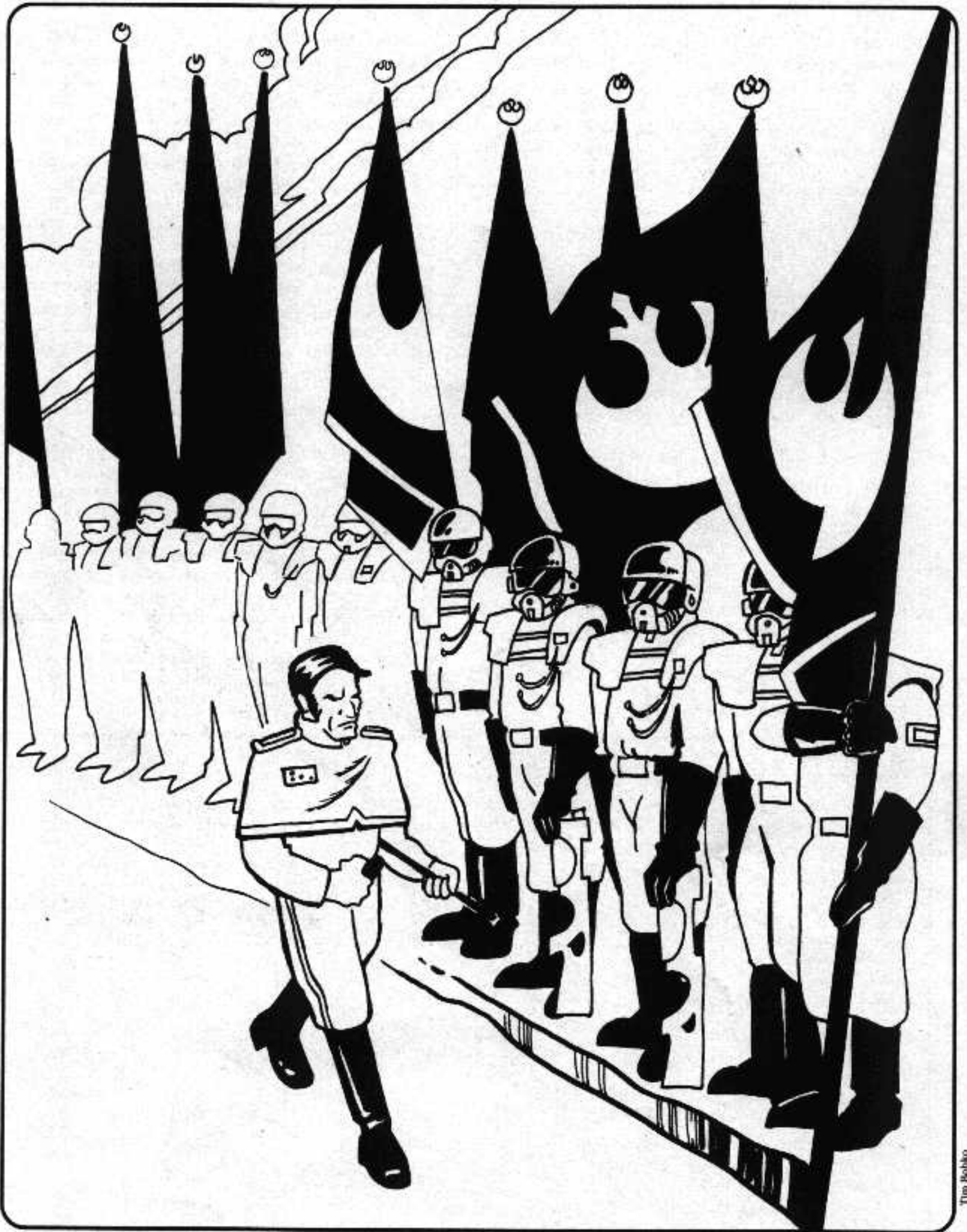
a dangerous mission. SpaceOps troopers are particularly notorious for being vicious; this antisocial behavior is generally attributed to the SpaceOps' long periods aboard ship—in close quarters and waiting for action—for the bulk of their tours of duty.

Rest and recreation is crucial to keeping morale up. SpecForce units can't simply drop into resorts or return home, so most of this recreation is spent on Alliance safeworlds. Interestingly, Specs tend to spend their off-time pursuing intense or dangerous sports and activities. Water-skimmer racing, rock-climbing, para-sailing, big-game hunting, deep-sea fishing, and contact sports like shockball are all popular pastimes while on leave. Leaves are nearly sacrosanct, since the mental health of SpecForces is a primary factor in their performance. Except under the most serious conditions, a Spec can expect to have the full term of the leave off, ranging from three-day passes to one month vacations.

Most Specs report that missions are usually less tense than off-times. The action-oriented Specs find combat preferable to the interminable waiting and training that dominates their lives. These missions are extremely stressful themselves, of course, with high casualty rates in every unit.

SpecForce units concentrate almost entirely on the task at hand. Mission parameters usually leave no room for error or distractions, and a single trooper's misstep can result in failure. Units are extremely tight-knit, with bonds running as deep or deeper than family. Such a group has no room for misfits, outsiders or loners, and troopers who do not fit into the group are quickly transferred. Specs who can't find a home unit usually find themselves assigned to a SpecOps Mission Group eventually—a minor embarrassment.

SpecForce Terms and Jargon

Amphibians—Also *Amphibs, Fish.* Aquatic Wilderness Fighters. Often literally correct, as Mon Calamari, Quarren and other amphibian species make up a significant percentage of these units.

Blaster Magnet—Also *Vapebait.* SpecForce euphemism for an Imperial officer.

Cold—Also *chilly, frosty.* Refers to a trooper's ability to maintain calm under fire.

Commando—Generic term for SpecForce troopers, usually used by non-Specs.

Cool Drop—An insertion, typically by para-sail or paraglider, into a relatively safe area.

Drop—Also *Paradrop.* Landing via para-sail. Dropped troops typically land in a pre-selected *drop zone* or *DZ.*

Drop Zone—Also *DZ.* A pre-selected area where troops are deployed, or *dropped.*

Field Promotion—Refers to rank advancement given to troops in the field for acts of skill or bravery; is also slang for "killed in action," typically in a successful mission (from the High Command habit of promoting and commending fallen troopers).

Gunner—Also *HSW.* Heavy Weapon Specialist, uses an *ISW.*

Hardpoint—Also *strongpoint.* A fortified enemy emplacement or other well-defended target.

High drop—Deploying troops from orbit.

Hot Drop—Landing in a dangerous area, typically one patrolled or while under fire.

ISW—Infantry Support Weapon.

KIA—Killed In Action.

KSAs—Imperial radtroopers (picked up from Special Ops agents; KSA stands for "Kinky Silver Armor").

Landing Zone—Also *LZ.* The area in which troops land.

Low drop—Troops are deployed or "dropped" while in atmosphere.

Mindspook—A Special Operations agent with enhanced mental powers, usually a Force-using agent.

Mud Foot—SpecForce derogatory term for inexperienced Alliance infantry.

Nature Lovers—Wilderness Fighters.

OBC—Order of Battle Companies.

Plastic Soldiers—Stormtroopers. Also *toy soldiers, whitehats, snowmen.*

Pop Gun—Compressed-air slugthrower.

Puppetmen—Imperial special mission troops, term derived from their use in political-gain operations to frame "Rebel terrorists" for carefully calculated atrocities. SpecForce troops utterly despise ISM personnel.

Pyroman—Also *boomer.* Demolitions expert.

Recovering Spook—A Mission Group agent attached to a SpecForce unit.

Rocket Jockeys—Starfighter pilots; SpecForce troops cheerfully despise the arrogant and (they believe) better-treated starfighter pilots.

Sand Banthas—Desert Wilderness Fighters.

SpecForce Terms and Jargon (continued)

Scanner—Sensor specialist. Not to be confused with type of sensor.

Scanner—Type of sensor.

Sec—Abbreviated modifier referring to Sector, as in *SecForces, SecInt,* or *SecCom*.

SecCom—Sector Command, the center of a sector Alliance force.

SecForces—The local sector Alliance military forces.

Shadowmen—Also *black-hats, shadows*. Imperial storm commandos.

Shuttling Your Dead—Refers to the SpecForce practice of recovering the bodies of fallen comrades before evacuating an area.

Smokers—Smoke grenades.

Spec—Also *SpecTroop*. Special Forces trooper. Also used to modify anyone or anything connected to Special Forces, as in *SpecForce, SpecTech* or *SpecCom*.

SpecCom—Special Forces Command.

SpecForce—Abbreviated term for Alliance Special Forces.

SpecTech—(Often simply "Tech.") SpecForce Technician or SpecForce Technical Services.

Special—1. Generic military term for anything unusual, as in special weapons, special missions, Special Operations, special situations, or special agents. Bland and non-descriptive, the term has become almost meaningless. 2. Non-descriptive term used to describe anything odd or suspicious.—"What a *special* honor."

Special Forces—1. Any elite military unit assigned to difficult missions; small caps when used generically, i.e. Imperial special forces. 2. An Alliance military branch primarily dedicated to hit-and-fade operations; capitalized as the name of a main military branch.

SpecTroops—General term for Alliance Special Forces troopers.

Specter—A Special Forces trooper assigned to Special Operations.

Spook—Alliance SpecOps agent. Also *spooky* when referring to SpecOps attitudes or missions.

Superspook—Alliance Free Agent.

Tauntauns—Arctic Wilderness Fighters.

TC—Taskforce commander.

TFC—Taskforce companies.

TK—Sniper (refers to telekinesis, from the sniper's ability to reach out and "touch" a target at long range).

Townies—Urban Combat Specialists.

TrekSpecs—Also *trekkers*; Pathfinders, troops that specialize in mapping and exploring dangerous combat areas prior to invasion.

Troopies—Alliance regular soldiers, generally SecForce troopers. Not derogatory; usually used in a parental sense.

UCSs—Urban Combat Specialists.

Useless—Imperial officers, especially ranking rear echelon officers.

Vacheads—SpaceOps troopers; to their faces, the name comes from their operational environment; behind their backs, the name refers to their harshness and reputed lack of intelligence. They do not respond well to the term.

Whiskers—Accumulated experience, as in "he's got long whiskers." Sometimes a literal description, as SpecTroop human males often wear beards.

Wookiees—Forest Wilderness Fighters.

Wraiths—Also *ghosts, shadows*. SpecForce Infiltrators.

Operations and Missions

"Civilians think of this war as a single sweeping affair. Generals think of the war in campaigns. For us, the war is defined in operations and missions, usually too long and too costly." — Lt. Page, Katarn Commandos.

"Trooper, I don't want to know your name until we've both come back from a mission." —Unidentified SpecForce Infiltrator to Alliance soldier.

Strategy

"You can win without fighting, but it's harder to do; the enemy is rarely so cooperative." —Ground Marshal Haras Jundop to a subordinate.

Alliance Special Forces' overall strategy is simple: keep the Imperial military off-balance through mobility, stealth and overwhelming concentration of resources followed by rapid dispersion of units. In short, the SpecForces utilizes the same fundamental hit-and-fade strategy as all other Alliance branches.

Application of this strategy varies, depending on unit specialization and operational parameters. SpaceOps units usually have little need for stealth, preferring to overwhelm enemy units, move fast and withdraw if resistance is too stiff. Pathfinders, on the other hand, *rely* on mobility and stealth to scout out territory and prepare a zone for a landing of Rebel troops. Infiltrators use stealth and rapid mobility to perform surgical strikes on enemy security and personnel.

Note that "overwhelming" is a relative term. If a small team can execute and attack with sufficient preparation, surprise and firepower it may be able to overwhelm a force three or four times its size. "Overwhelming" is as much a description of a mental advantage as it is a physical advantage. SpecForce has acquired a veneer of superiority in the minds of many Imperial regular units; consequently, Imperials Army troopers fear Alliance SpecForce operatives to a degree that SpecForce raids are increasingly successful.

Operations

"Plans change on contact with the enemy." —Widely known military maxim.

An *operation* is a field mission with a general or specific goal. For example, a campaign calculated to harass Imperial troops on a particular planet may be an operation. A mission to ambush a particular shipment of military material is also an operation.

Most SpecForce operations are of limited duration and with a specific goal in mind. SpecForce is too busy and useful to tie up troops and equipment during long-term campaigns (although SpecCom routinely assigns Specs to augment large-scale SecForce operations).

A SpecForce operation is carried out by a *taskforce*, a loosely defined unit of varying size. (Theoretically, a taskforce can consist of a squad, several squads, even several regiments.) Taskforces are commanded by an officer appropriate to the size of the force, as available. Lieutenants are placed in command of taskforces no larger than 30 troopers. A captain might be in charge of up to 70 troopers, while a taskforce of 100 would likely be commanded by a major. A colonel would probably take command of taskforces of more than 100. Taskforces are assembled to meet mission requirements as closely as possible with available specialists. Generally, squads are the basic taskforce building blocks. See Chapter Seven for further information on SpecForce organization.

Special Forces Missions

"Anything described as an 'easy mission' is probably an ambush." —Lesser-known SpecForce maxim.

Raids

A *raid* is simply a quick attack, often against a low-security installation. The attack is followed by an equally quick withdrawal. A successful raid may net

the attackers no gain in equipment and no obvious advantage toward gaining territory (although raids can do both). Raids are used primarily to damage Imperial personnel, both physically (by inflicting high casualties) and mentally (by undermining the Imperial attitudes of dominance and superiority). Most SpecForce missions are essentially raids.

Interestingly, SpecForce units never leave their dead behind on a raid. Fatalities are recovered and shipped out of the area, a practice called "shuttling your dead." This is done for two reasons: to create the impression that the raiders inflicted great damage without taking serious casualties, and as a matter of personal honor and pride. Specs that fail to recover their fallen comrades often suffer severe morale problems.

Ambushes

An *ambush* is an operation where an attacking force hides, waiting for a passing enemy in order to launch a surprise attack. Ambushes can be performed by regular troops (and indeed often are). SpecForce ambushes usually have a specific objective: the seizure of a particular shipment, piece of equipment or individual. These operations are usually brought to the attention of—and are sometimes supervised by—Alliance Intelligence. Such ambushes are often carried out by the Infiltrators, especially in Imperial-controlled areas.

Critical Strikes

A *strike* is a raid against a particular target to achieve an important goal: sabotage, personnel seizure (of enemy troops or captured friendlies) or intelligence retrieval. Strikes are performed by every kind of SpecForce troop, the specific kind usually determined by target terrain and mission needs. Some examples of critical strikes are: a mission to destroy an important shield generator deep in enemy territory, a mission to acquire crucial data without alerting Imperial authorities, or a strike on an Imperial star galleon to seize cargo. Critical strikes are usually conceived as joint operations, with units from the various SpecForce regiments coordinating their activities to achieve the mission objective.

Reconnaissance

Reconnaissance, or *recon*, is simply military information-gathering: sneaking into enemy territory and looking around to find, detect and identify enemy troop movements, force size and apparent activities. Recon may be considered direct research; long-range scans and intelligence research may indicate potable water is available and thick jungle is an area, but the best way to get an idea of what is really happening in a particular area is to go in on the ground and make visual contact.

Pathfinders rarely use comlinks—only when very important—and other Specs use comlink only a little more often.

Comlink

The MultiNode is typical of field comlinks used by Alliance troops. To keep the threat of detection and signal interception low, these comlinks are tuned to a very narrow wavelength. The comlink can be set to beep or vibrate to flag a call.

SecForce and SpecForce unit techs commonly wire their unit's comlinks into headsets or helmets, distinguishable by antennas sticking out at odd angles.

■ Comlink

Model: BCC MultiNode Communications Link
Type: High-durability comlink
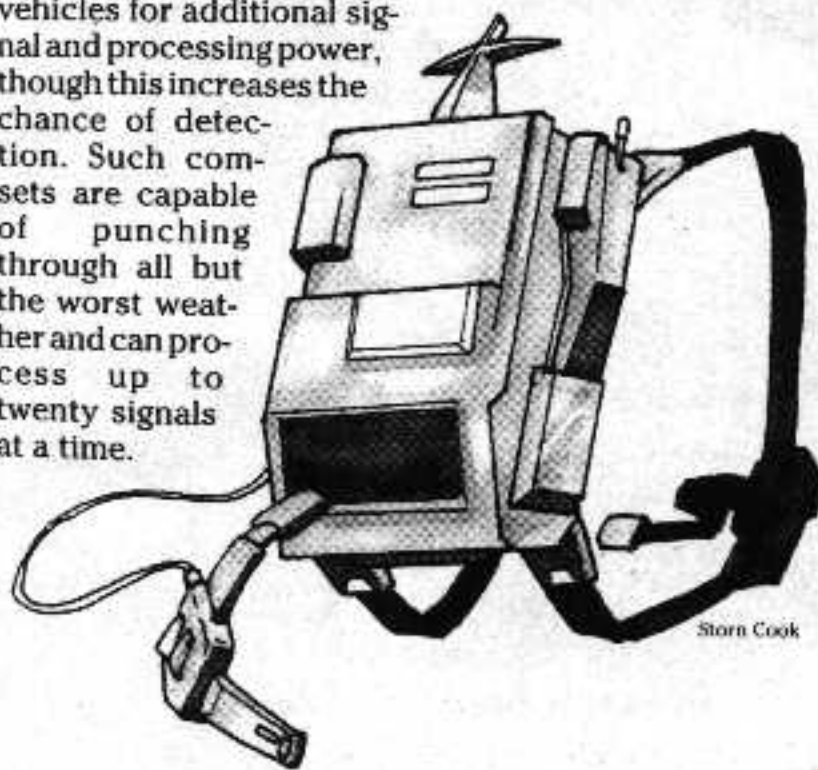**Skill:** Communications: comlink
Cost: 75 credits
Availability: 2
Difficulty: Moderate
Game Notes: 50 kilometer surface range, surface-to-orbit range in clear weather.

Comset

The OmniNode is a typical of field comsets used by Alliance taskforce commanders. To keep the threat of detection and signal interception low, these comsets are tuned to a very narrow communications wavelength. The OmniNode weighs just under two kilos and is the size of a small clothes case. It can be wired into vehicles for additional signal and processing power, though this increases the chance of detection. Such comsets are capable of punching through all but the worst weather and can process up to twenty signals at a time.

Storn Cook

■ Comset

Model: BCC OmniNode Communications Set
Type: High-power multisignal comset
Skill: Communications: comset
Cost: 300 credits
Availability: 2
Difficulty: Easy
Game Notes: 200-meter surface range, surface-to-orbit in harsh weather.

Optional Rule: Communications Difficulties

A host of factors can complicate communications. Most civilian comlinks are supported by repeater stations, processing nodes, comsats and fairly short transmission distances. Military communications are confounded by intervening terrain, inadequate repeating stations, enemy jamming, and strong electrical activity.

The Empire uses fairly hardy comlinks manufactured to military specifications. The Alliance has to rely on outdoor enthusiast hardware. The high-end civilian equipment roughly parallels military quality, and occasionally has a few extras like basic encryption programming and holoprojection.

Almost any comlink, even a fairly low-power comlink, can reach orbital comsats in clear weather. Ordinary comlinks use a wide-band broadcast to reach comsats, but these are much too easy to trace. As a result, military units use comlinks with narrow beamcast antennas, which reduces the chances of detection (though it also reduces communications range and clarity). In addition, hunter-killer sats are routinely deployed against enemy comsats. The HK sats are themselves a target of ships and starfighters.

When attempting to jam enemy communications the comjammer operators adds his *communications* skill roll to the opponent's difficulty.

Detecting and locating comlinks involves *sensor* rolls. Use the rules on page 51 of the *Star Wars Roleplaying Game, Expanded and Revised Edition.*

The following are basic difficulty guidelines for field communications:

Very Easy: Base communications set. HoloNet node. Surface-based comm signal within a system.

Easy: Military field comset. Civilian comset in city.

Moderate: Military field comlink. Civilian comset in rural area.

Difficult: Civilian comset in wild area.

Modifiers:

+5 to operators difficulty: Heavy cloud cover. Active energy fields (such as from moderate combat within 20 kilometers).

+10 to operators difficulty: Storm activity. Broad-based enemy jamming. Ionic interference (such as from a TIE fighter operating within 20 kilometers). Heavy combat conditions (due to strong energy fields).

+15 to operators difficulty: Nearby, very strong, or specific bandwidth energy fields. Trying to punch through planetary shields (either way).

Directional Transponder

The Graph 18 is a very handy device for scouts, hikers, Pathfinders and Wilderness Fighters. The transponder locates itself on a planet by tracking and correlating known orbital features, planetary north/south, and solar and lunar degree. The unit has over 25,000 planetary maps recorded and is easily updated with commercially available software or updates from Alliance MasterNav, although the unit is only as good as the best data available. The unit is somewhat bulky, weighing about three kilos and is roughly the size of a briefcase.

A more compact and powerful version of this device, called a survey datapad, is used by deep-space scouts, but it is not yet for sale to the general public.

■ Directional Transponder

Model: Graph 18 Surface Locator
Type: Orientation console
Skill: Sensors: directional transponder
Crew: 1
Cost: 1.000 credits
Availability: 2
Game Notes: Successful use adds +2D to *searching: tracking* attempts to navigate unfamiliar terrain.

Survival Equipment

"Terrain can be your best friend...or your worst nightmare."—Wilderness fighter to SpecForce trainee.

In the field, SpecForce troops are often issued equipment that helps them adapt and survive harsh or hostile environments. This equipment is designed to keep troops alive and relatively comfortable prior to engagement with an enemy; well-rested troops that have not been injured or sickened by local conditions will fight better than exhausted, demoralized soldiers.

Survival Pack

A survival pack is a stiff backpack, used to carry several kilos of equipment. Standard-issue Alliance survival packs include two week's rations, three

---

Optional Rule: Encumbrance

Star Wars is not ordinarily concerned with the concept of encumbrance, but with SpecTroopers entering the field with as much firepower as they can possibly get away with, it's good to have an idea of what a reasonable amount of equipment is. The following are methods that can be used to determine what a character can or can't carry in the field.

Characters that attempt to carry too many items are subject to the fatigue rules (specifically, the effects of arduous terrain) on page 53.

The gamemaster has final discretion on what a character can reasonably be expected to carry.

Method 1: The characters can carry the items listed below with no penalty. They can also carry one additional item per die of *Strength* (excluding "pips"). For example, a character with *Strength* of 3D+2 can carry three additional items.

Almost any trooper can be reasonably expected to wear or carry the following items:

• Fatigues

• Boots

• Partial armor (blast vest or other such minor combat armor)

• Helmet

• Main weapon (probably a rifle)

• Three grenades

• Three days' rations

• Roughly a half-dozen other small objects (power tools, spare blaster power packs, a secondary weapon: pistol, knife, etc.)

Note: Troopers are also likely to carry a great deal more than this in the unit's vehicle or on a pack animal. In addition, each trooper has a specific role within the squad: communications, heavy weapons, medic, and so on. Specialized items such as communications gear, an infantry support weapon, medical kits, and other such equipment should also be carried by the appropriate squad member with no penalty.

Method 2: A character can carry one medium-sized object for every "pip" of *Strength* that he or she possesses. Remember that 1D equals 3 "pips." For example, a character with a *Strength* die code of 3D+2 can carry 11 medium-sized objects: 3 "pips" per die multiplied by 3 dice equals 9; the additional "+2" in the die code brings the total to 11.

Medium-sized items include (in addition to the above list)*:

• Backpack

• Directional transponder/automap

• Explosives

• Portable computer

• Comset

• E-web power generator

• E-web blaster

• Scanner

• Medical backpack

medpacs, a glowrod, two thermal flares, a single-person di-crome shelter, a breath mask, six meters of syntherope in a dispenser, a utility knife in a auto-sharpening sheath, a blaster power pack, and a small high-power generator.

A very similar pack, a multipack, is used by long-range scouts. It has a somewhat different standard set of equipment.

Shelter

The Hiker & Hunter DuraShelter is a small, easily erected shelter that collapses to a package about the size of a large datapad. The shelter is popular with hunters (and Rebels) for its di-crome reflection coating. The di-crome surface is reflective until charged. While charged, it absorbs the basic images of the surrounding environment and blends into the background.

Storn Cook

■ Shelter

Model: Adventure Hiker & Hunter DuraShelter
Type: Single-person di-crome multi-environment shelter
Crew: 1
Cost: 120 credits
Availability: 2
Game Notes: Adds +2D to *hide* attempts once activated.

Medical Equipment

Medical Backpack

The ECM-598 is a complete medical kit carried by medics in the field. The unit weighs a modest twenty kilograms and includes tutorial programming for non-medics. This type of medical gear contains several types of diagnostic scanners, anti-venom, medicine to counteract the side-effects of contaminated water or radiation, burn treatments, and limited surgical and first-aid apparatus.

■ Medical Backpack

Model: Chiewab Amalgamated Pharmaceuticals Company ECM-598
Type: Advanced medical kit
Skill: First aid
Cost: 600 credits
Availability: 2
Game Notes: Components require an Easy *first aid* roll unless otherwise indicated. Kit includes the following:

• *Hand-Held Diagnostic Scanner:* Easy *first aid* or Moderate *sensors* roll to use. Provides readout of vital signs, with specific data, and recommended treatment.
• *Medicines:* Anesthetics, blood pressure, respiration and pulse regulators, and other essential medicines (for humans and other common species). Can be custom-filled.
• *Emergency Procedure Database:* Easy *computer programming/repair* roll. Using scanner readings the database provides user with a quick reference collection of treatment procedures.
• *Filtration Mask:* Supplies rich oxygen flow; may be connected to other atmosphere canisters for non-oxygen breathers.
• *Closure Packs:* Pressurized sealant bandages with medicines which, when exposed to air, sterilize a wound up to 10 centimeters in diameter.
• *Laser Scalpel:* Difficult *first aid* roll. Precision cutting tool for emergency surgery.
• *Medicine Dispenser:* Moderate *first aid* roll. Can be custom-loaded.
• *Portable Repulsor-Stretcher:* Collapsible one-person operation stretcher capable of supporting 150 kilos.
• *Pressure Cuffs:* Circular metal sleeves of varying diameters (5-30 centimeters) which inflate pressurized chambers around wounds.
• *Sterile Heating Cloth:* Covers an area up to 1.6 meters x 75 centimeters with a sterilized, heat-insulated covering.
• *Two Universal Plasma Fluid Sacks:* Requires Moderate *first aid* roll. Intravenous feed provides universal plasma stabilization serums.

Medisensor

A medisensor is an extremely handy tool for field medics (who typically add such equipment to a medical backpack). The unit is small and light, and can be carried on a belt clip. A small keypad and display screen relays data back and forth between the sensor and the diagnostic scanners in a medical backpack or computer in a medical bay. Imperial platoon medics often carry only this unit for diagnostics and patch into the unit's medical computer. The medisensor has a scanning range of three meters.

■ Medisensor

Model: BioTech RFX/K Medisensor
Type: Portable medical diagnostic relay
Skill: First aid
Cost: 5,000 credits
Availability: 2
Game Notes: Anyone using this model medisensor gains +2D to *first aid, medicine,* and related skill checks, provided the unit is within range (2 kilometers for military-issue units, 300 meters for civilian units) of its medical computer.

Fastflesh Medpac

The BioTech Fastflesh medpac is an improved version of the standard first-aid medpac. While it is designed to be used only when absolutely necessary, BioTech's Fastflesh can
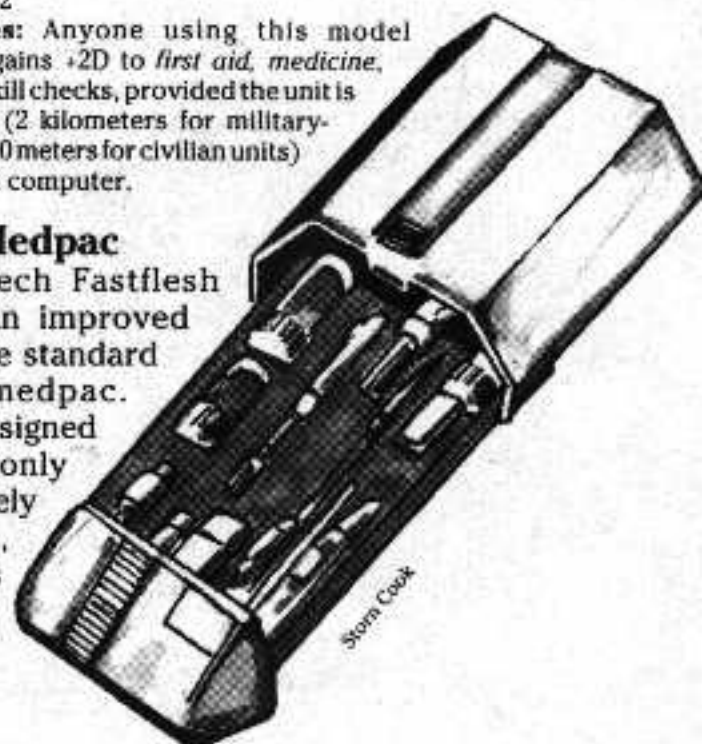
Storn Cook

be a lifesaver. The Fastflesh contains several advanced healing agents and accelerants that boost cellular repair in humans and near-humans to unbelievable levels, though the process is excruciatingly painful and can be fatal. Toxic backlash is a strong threat if used more than once per day.

■ Fastflesh Medpac

Model: BioTech Fastflesh Medpac
Type: Advanced medpac
Skill: First aid
Cost: 500 credits
Availability: 2
Game Notes: Can only be used once per day on a patient. Can be used with regular medpacs. Heals wounded characters at Difficulty 5, incapacitated characters at Difficulty 10 and mortally wounded characters at Difficulty 15. If used more than once per day, the character suffers a mortally wound *in addition to the wounds he or she may already have incurred*; this is usually fatal.

Sensors and Anti-Sensor Equipment

Sensors are a vital part of the modern military. Imperial forces are much less shy about using sensors than their Alliance opponents, although many Alliance regulars units use sensors as a matter of course. Special Forces rely on sensors less, but do use them to effect.

On the other hand, Special Forces routinely use anti-sensor equipment to conceal their position. Infiltrators are most concerned with this, but most of the other units are also interested in keeping as low a profile as possible. Some of these anti-sensor systems are active, meaning that they transmit jamming or decoy signals to fool sensors, but most are passive, absorbing sensor transmissions or the telltale signals that alert detectors.

The simplest and most common forms of sensors are sensory enhancers—macrobinoculars, audio pickups and chemical sniffers, for example. Sensor trips (another type of sensor) are automatic sensor systems that continually scan for a single phenomena and trigger an alarm or mechanism if the phenomenon is detected. Trips are effective, but stupid, and can be triggered by accident or fooled on purpose. Scanners—the third most-common form of sensor—require conscious ongoing monitoring to use. Scanners are usually dedicated to detecting a particular function and have interpretation software to assist the operator. General purpose scanners do exist, but are so generalized that it takes an expert to effectively operate them.

SpecForce taskforces sometimes include a sensor specialist (a "scanner," or "scan-com") to scan for lifeforms, tactical movement, specific materials, energy and radiation types and levels, or to counter enemy sensor systems.

Macrobinoculars, Pickups, and Sniffers

Standard Macrobinoculars

A standard model macrobinocular has a one-kilometer range, zoom feature, readouts for azimuth, range, and elevation, a light amplifier,for twilight conditions, and impact-resistant casing. Ziko also sells the 1020/A, a macrobinocular set with a long-range audio pickup, and the 1125, a headstrap set.

■ Standard Macrobinoculars

Model: Ziko 1000 Field Macrobinoculars
Type: Image-magnification sensor
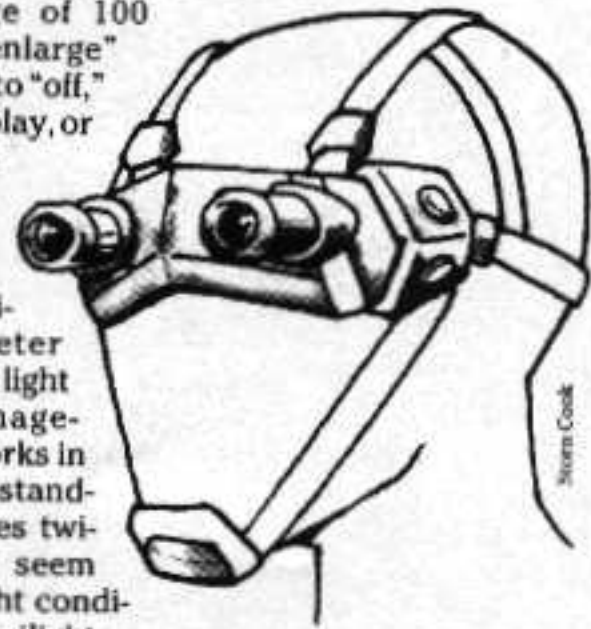**Skill:** Sensors
Cost: 100 credits
Availability: 1
Range: 100-250/500/1000
Game Notes: All modes have an Easy *sensors* difficulty at short range, increasing one level per range band. *Search* and other *Perception*-based rolls may be increased when using macrobinoculars by +3D when used to find something more than 100 meters away, at the gamemaster's discretion.

Headstrap Macrobinoculars

Headstrap macrobinoculars are flatter, goggle versions of the hand-held sets, strapped to the head of the user. Manual controls are set into the sides of the unit and can be easily manipulated with one hand after a little practice. This set has a minimum range of 100 meters. The "enlarge" mode can be set to "off," blanking the display, or "standby," granting normal distance vision, but once turned on skips to the minimum 100-meter range. Automatic light intensity management—which works in "enlarge" and "standby" mode—makes twilight conditions seem like day, and night conditions seem like twilight.

Headstrap Macrobinoculars

Model: Ziko 1125 Heads-Up Macrobinoculars
Type: Head-mounted image-magnification sensor
Skill: Sensors
Cost: 200 credits
Availability: 2
Range: 100-250/500/1000
Game Notes: All modes have an Easy *sensors* difficulty at short range, increasing one level per range band. May be used to improve aiming by +2D with blaster or slugthrower weapons (at medium and long range) if the weapon is equipped with a lasersight. *Search* and other *Perception*-based rolls may be increased when using macrobinoculars by +3D when used to find something more than 100 meters away, at the gamemaster's discretion.

Snooper Goggles

A civilian model macrobinocular headset, the VidGraph is highly suitable for infiltrator purposes. Infiltrator snooper goggles are fitted with photoreducers to prevent blinding from sudden increases in light. Snooper goggles suffer from a limited range, only about half that of regular macrobinoculars, but allows the viewer to see in near-total darkness as if under daylight.

■ Snooper Goggles

Model: VidGraph Peer Macrobinoculars
Type: Low-light image-magnification sensor
Skill: Sensors
Cost: 300 credits
Availability: 2, X in some systems
Range: 50-100/250/500 meters
Game Notes: Add +2D to *search* in low light. All modes have an Easy *sensors* difficulty at short range, increasing one level per range band. *Search* and other *Perception*-based rolls may be increased when using macrobinoculars by +3D when used to find something more than 50 meters away, at the gamemaster's discretion.

Experimental Holorecording Macrobinoculars

Designed by the a small group of SpecForce technicians and scan-comm operators, holorecording macrobinoculars are very useful for long-range field recordings. Expensive to produce and bulky to carry, holorecording macrobinoculars are still fairly innovative, but fill a gap in the market for effective recorders. Earlier methods of recording an image required a scomp link from macrobinocular to holorecorder, forcing the user to carry two units and hope the software wasn't glitchy. After the Battle of Endor, NeuroSaav developed a commercial model of holorecording macrobinoculars that were immediately adopted into the SpecForce arsenal.

■ Experimental Holorecording Macrobinoculars

Model: SpecForce Holorecording Macrobinoculars
Type: Specialized image-magnification/recording device
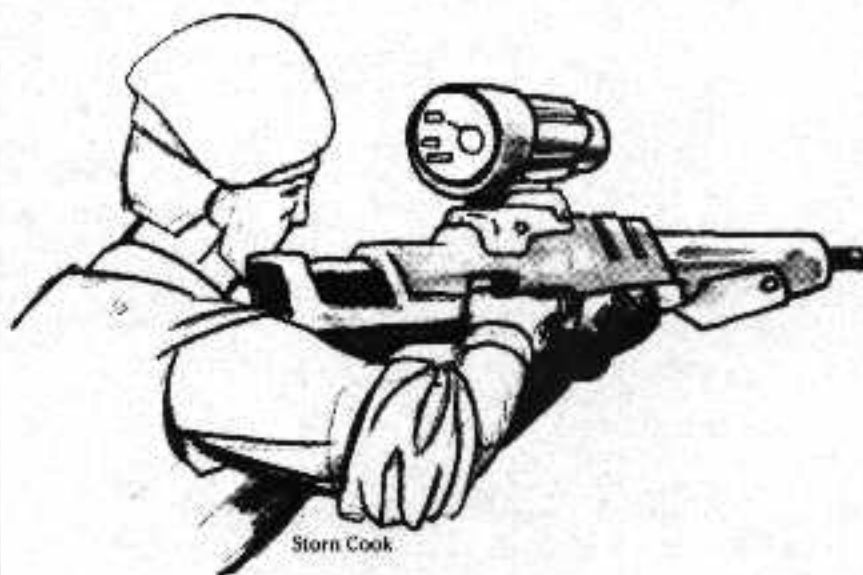**Skill:** Sensors
Cost: 8,000 credits
Availability: 2
Range: 100-250/500/1000
Game Notes: All modes have an Easy *sensors* difficulty at short range, increasing one level per range band. *Search* and other *Perception*-based rolls may be increased when using macrobinoculars by +3D when used to find something more than 100 meters away, at the gamemaster's discretion.

Sighting Macroscope

Theoretically sold to the target-shooting and competition-marksmanship market, the Merr-Sonn Targeter ranging scope drastically improves long-range accuracy by magnifying targets and superimposing a laser-sight target designator on the image. The macroscope must be mounted on the firing weapon, and the firer must spend a round sighting in the target before firing (once sighted, the firer may keep firing until a new target is selected).

Storn Cook

■ Sighting Macroscope

Model: Merr-Sonn Targeter Ranging Scope
Type: Weapon-mounted image magnifier
Skill: Sensors
Cost: 750 credits
Availability: 2
Game Notes: Adds +3D to medium- and long-range shots from blaster and slugthrowing rifles and carbines. Requires a Moderate *sensors* roll to sight-in a target.

Audio Pickup

The TeleSonic directional sensor can detect, filter, and magnify noise at a distance. The unit can filter out ambient noise and record it for future playback. The recorder can store three hours of recordings per datacard. Datacards are small and relatively inexpensive (costing roughly ten credits apiece).

■ Audio Pickup

Model: NeuroSaav TeleSonic Model Audio Pickup
Type: Specialized audio-magnification device
Skill: Sensors
Cost: 450 credits, 10 credits per replacement datacard
Availability: 2
Range: 50-100/250/500
Game Notes: Easy to detect noise, Moderate to magnify, and Difficult to filter, plus one level of Difficulty per range band.

Sniffer

Sniffers absorb small molecules from the air, analyzing them and warning of the presence of hazardous chemicals. In the field, a sniffer is typically left on "Hazardous Standby" mode (automatically alerting the operator with a sonic or vibratory alarm if dangerous amounts of chemicals are detected).

■ Sniffer

Model: NeuroSaav ChemDetect
Type: Chemical detection and identification device
Skill: Sensors
Cost: 1,500 credits
Availability: 2
Game Notes: Range highly variable, depending on wind conditions, humidity and the presence of other chemicals.

Scanners

Sensor Pack

The NeuroSaav 9320/B is a general-purpose sensor apparatus that can be used for most sensing functions, including detecting life forms, presence of a comm signal, movement, density, mass, volume, and energy type and intensity. The unit is so generalized that it does not offer any aid to the user, who must rely on practiced skill to collect and interpret data.

■ Sensor Pack

Model: NeuroSaav 9320/B Sensor Pack
Type: Portable scanning device
Skill: Sensors
Cost: 1,200 credits
Availability: 2, R
Range: 50/150/300
Game Notes: No *sensors* bonus.

Motion Sensor Pack

This type of scanner is designed to detect motion by sending low-power sensor pulses out at regular intervals (typically one per half-second) and locating differences in air movement, displacement and temperature to identify movement. The motion sensor displays the mover's range and direction on a flat display. The scanner can penetrate most interior building materials, but exterior walls and energy shielding or armor generally prevents an accurate reading.

■ Motion Sensor Pack

Model: Zone Control Motion Security Scanner
Type: Motion detector
Skill: Sensors
Cost: 50 credits
Availability: 2
Range: 25/50/100
Game Notes: Allows the user to detect motion up to 100 meters away.

Lifeform Scanner

The ILF-5500 can detect lifeforms, quantity and species present in the immediate vicinity. The ILF-5500 can store "species templates" for up to ten different creatures or aliens. This allows an operator to instantly determine if specific types of aliens are present almost immediately.

■ Lifeform Scanner

Model: Idellian Arrays ILF-5500
Type: Lifeform scanner
Skill: Sensors
Cost: 3,500 credits
Availability: 2
Range: 500/1/1.5
Game Notes: 4D *alien species* programming for identification. If the species is unidentified, the user may attempt an *alien species* roll.

Comm Scanner

Comm scanners are very handy for keeping an ear out for enemy activity and occasionally allow an able tech to listen in on transmissions, which are usually, but not always, coded.

■ Comm Scanner

Model: Courier Communications Scanner
Type: Comm detector and scanner
Skill: Sensors or communications
Cost: 2,500 credits
Availability: 2, R
Game Notes: Allows user to detect and tap into com transmissions.

Sensor Trips

Trips are sensors programmed to trigger a system under certain circumstances. Trips might set off an alarm, a mine or any other mechanism. Trips are noticed on a Moderate *search* roll.

Heat Sensor Trip

An automated heat sensor that detects any passing heat source. Heat trips can be used outdoors and can be programmed to ignore certain specific heat patterns; Imperial bases use heat-producing elements in armor to allow stormtrooper patrols to pass trips without disturbing them (requires Moderate *computer programming* roll).

■ Heat Sensor Trip

Model: SoroSuub Heat Sensor
Type: Heat sensor
Skill: Sensors
Cost: 100 credits
Availability: 2
Range: 20 meters, 45-degree arc. Has a variable trigger mechanism; can be set to trip if it detects a heat source with a temperature ranging from three to thirty degrees standard.

Motion Sensor Trip

An automated motion sensor that detects any passing object. Motion trips are best used indoors, where they cannot be triggered by a passing breeze or animal. The sensor can be deactivated with a remote control, which has a 50-meter range.

■ Motion Sensor Trip

Model: BlasTech MoveSense 34 Motion Trip
Type: Motion sensor
Skill: Sensors
Cost: 100 credits
Availability: 2, F
Range: 4 meters, 180-degree dome arc
Game Notes: Trips if any motion above 0.2 meters-per-second is detected.

Pressure Plate Trip

Pressure trips are mats that trigger if a minimum amount of pressure is applied. The amount is adjustable, and can be used as antipersonnel or anti-vehicle devices (although they can't detect repulsor fields). The mats come in assorted camouflage colors for assorted terrains. Small mats are 30 centimeters square and weigh 300 grams, large mats are one-meter square and weigh 1 kilogram.
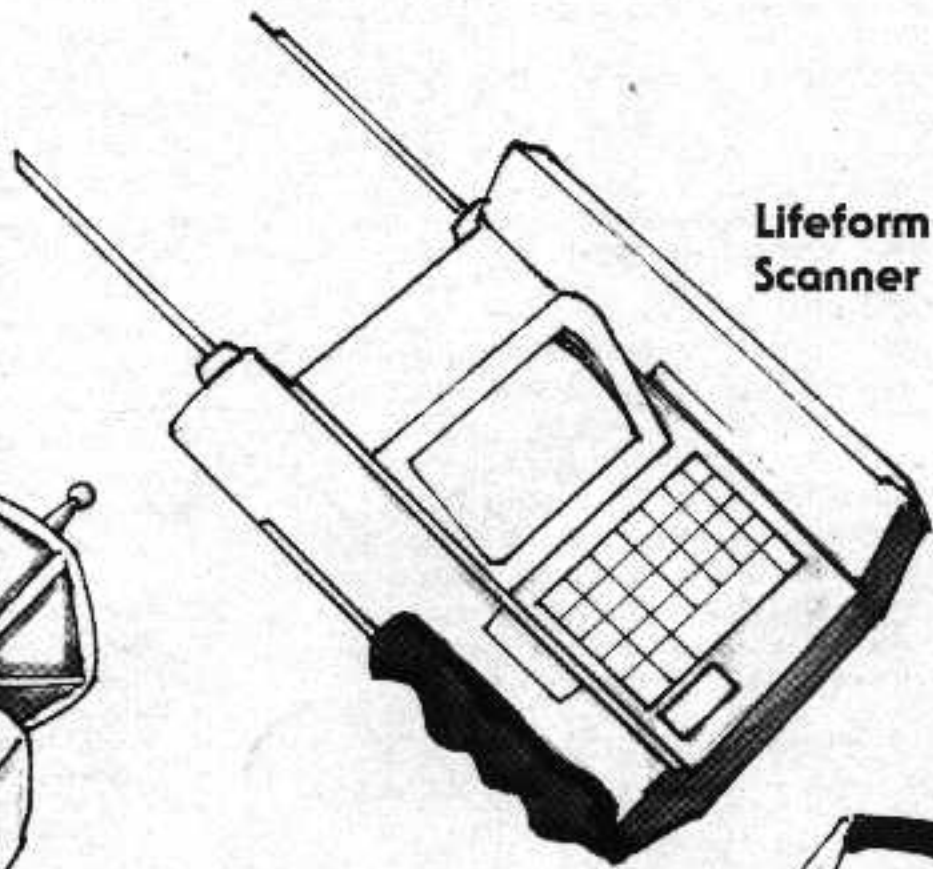
■ Pressure Plate Trip

Model: Zone Supplies, Ltd. Pressure Plate Trip
Type: Trip sensor

Scanners

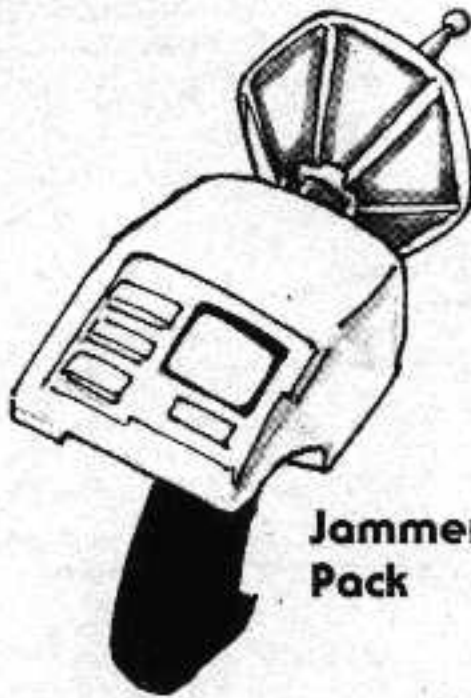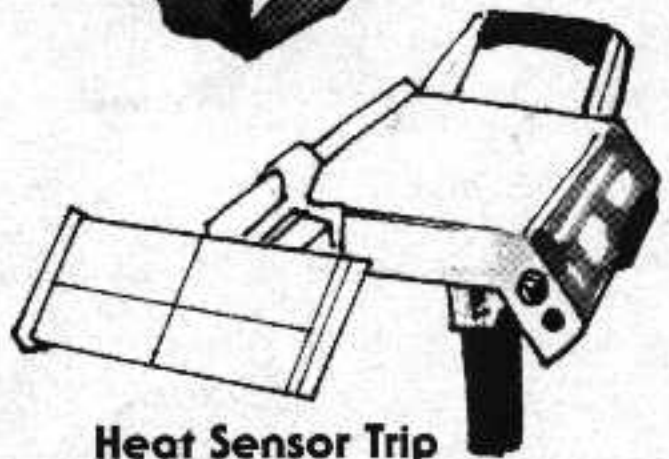**Sensor Pack**

Lifeform Scanner

Jammer Pack

Heat Sensor Trip

Sensor No-Show

Storm Cook

Skill: Sensors
Cost: 300 credits
Availability: 2
Game Notes: Can be set to trip at minimum weights.

Repulsorfield Trip

Used primarily to trip anti-vehicle mines, this device is also the key to an Imperial security tactic. During an occupation where local Rebel forces are know to have repulsorlift vehicles, the Imperials seize all registered civilian vehicles and store them. Any active repulsorcraft that are detected are logically controlled by Rebels and are immediately destroyed.

■ **Repulsorfield Trip**
Model: Zone Supplies, Ltd. Repulsor Trip
Type: Trip sensor
Skill: Sensors
Cost: 500 credits
Availability: 2
Game Notes: Can be set to trip to minimum field intensities.

Anti-Sensor Equipment

Jammer Pack

Jammer packs are used by Infiltrators to sow confusion if their presence is detected. Jammers announce

the presence of trouble, but they at least slow down coordination of response.

■ Jammer Pack

Model: Modified MicroThrust ComTech Eavesdrop Protection Unit
Type: Communications disruption unit
Skill: Communications
Cost: 1,050 (basic unit), 3,400 (Imperial issue), 1,750 (Jury-rigged unit)
Availability: X
Game Notes: Moderate *communications* roll to foul comlinks within 150 meters. Difficult *communications* roll to tie into and disrupt a local communications network (which requires several additional *computer programming/repair* rolls).

Disruption Bubble Generator

Used to assure privacy among those who can afford it, a disruption bubble generator creates a sonic shell, through which ordinary sound cannot pass, thus creating what appears to be a two-meter zone of silence. Very loud noises can break through the bubble. The bubble generator weighs about one kilogram and is the size of a small box. It is usually marketed to the audiophile market as a way to enjoy music without disturbing others, but has found a market among thieves and infiltrators.

■ Disruption Bubble Generator

Model: Audio Performance Inc. Sheer Silence Bubble Generator
Type: Anti-surveillance device
Cost: 3,000 credits
Availability: 2
Game Notes: *Sensor stealth* code of 4D to counter audio pickups; failure indicates the bubble itself is detected.

Sensor Scrambler

Sensor scramblers are also used by infiltrators if they are discovered. Scramblers are typically used to decoy pursuers. A favorite trick is to place a scrambler into a mouse droid's cargo compartment and send it running to the other end of a base, tripping alarms the whole way.

■ Sensor Scrambler

Model: Modified MicroThrust Com-Repeater
Type: Sensors disruption unit
Skill: Sensors
Cost: 1,175 (basic unit), 1,825 (Jury-rigged unit)
Availability: X
Game Notes: Moderate *sensors* roll to foul sensors within 200 meters. Sensor operators attempting to descramble the signal must make a Difficult *sensors* roll.

Sensor No-Show

Much sought after by thieves and infiltrators, a no-show is a wristband that masks body heat emissions with an electromagnetic sheath. It renders the user almost invisible on most sensors. No-Show users appear on scanner and sensor screens as wispy, wraith-like apparitions or curls of smoke.

■ Sensor No-Show

Model: Alliance No-Show
Type: Passive field generator
Skill: Sneak
Cost: Not for sale (5,000 credits for similar black market units)
Availability: 4, X
Game Notes: Protects an individual, adding +2D to *sneak* in regards to heat and infrared sensors. Battery drains after 15 minutes of use.

Camo-netting

Increasingly difficult to acquire since the Empire cracked down on Fabritech's sales of militarily useful equipment, camo-netting is ideal for concealing ships, vehicles, supply dumps or camp-shelters. The CN-15 unit is 225 square meters, 15 meters to a side. The unit consists of a square metal mesh with a small power unit at a corner. It is relatively light, and can be set up by two people with ease. The net is covered with flexible plastic scales coated with sensor baffling material, tricking sensors into reading the netting as if it were the surrounding terrain. Since the image is visual, it works on human eyesight as well. Other CN units were under development, but the Empire has forbidden their marketing to the civilian market.

■ Camo-netting

Model: Fabritech CN-15 Camouflage Netting
Type: Camo-netting
Skill: Hide
Cost: 3,500 credits
Availability: 2, R
Game Notes: Camo-netting adds +2D to the difficulty to detect the camouflaged object with sensor equipment at ranges of more than 250 meters. Camo-netting offers no bonus at ranges of less than 250 meters, although the object is still covered and camouflaged. If more than three nets are used in tandem, the difficulty modifier is reduced to +1D (since the multiple nets interfere with each other).

Miscellaneous Equipment

Smoke Generator

Primarily used to create smoke effects on stage, SpecForce uses this simple effects device to cause problems for Imperial troops. The generator produces thick smoke that obscures sight and partially disrupts blaster fire.

■ Smoke Generator

Model: GFBS SFX Smoke Generator
Type: Mood effects stage smoke generator
**Cost:** 40 credits
Availability: 2
Game Notes: Adds +2D of cover to blaster firer's difficulty. Adds +1D to difficulty with physical weapons (due to obscuration).

Landing Beacon

Landing beacons are used by Alliance forces to mark out coordinates for a landing or drop. The beacons can be set to transmit tight-beam comm signals, or infrared or ultraviolet flashes. These are often deployed by local SecForce troops to guide in supply drops or troop drops, and is part of a Pathfinder unit's regular equipment.

■ Landing Beacon

Model: Alliance Landing Beacon
Type: Multifrequency landing beacon
Cost: Not available for sale
Availability: 3
Game Notes: Uses *sensors* to detect. Moderate if frequency and mode is known, Very Difficult otherwise.
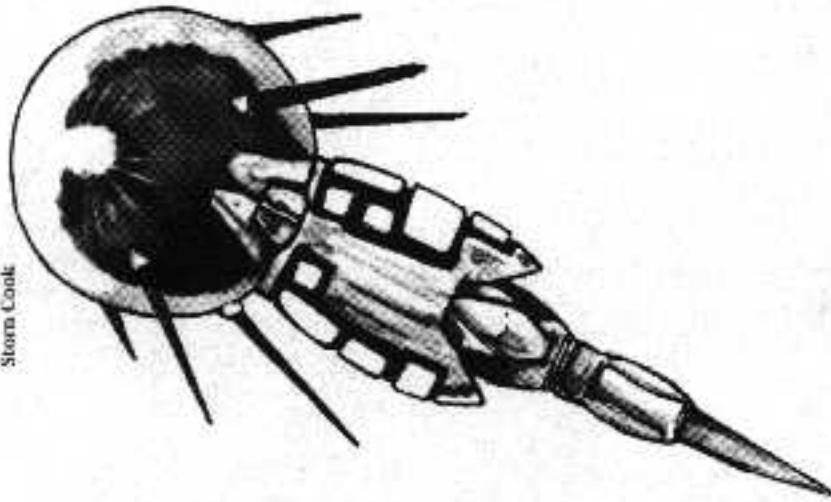
Storm Cook

Lock-Breaking Kit

A thief's best friend, most lock-breaking kits are self-assembled from other tool kits, with some unusual and rare components acquired from special security manufacturers.

■ Lock Breaking Kit

Model: Individual manufacture
Type: Security-code descrambler
Cost: 8,000 credits (legitimate agent), 16,000+ credits (illegal)
Skill: Security: lockpicking
Availability: 4, R or X
Game Notes: Adds +2D to a user's *security* skill when attempting to open an electronically sealed entryway.

Optional Rule: Equipment Maintenance

Weapons and equipment are subject to a great deal of wear and tear in the field. The amount of wear depends on local conditions (temperature, humidity, radiation, etc.) but can usually be counteracted by appropriate maintenance. Failure to adequately maintain equipment can lead to catastrophic mishaps at the worst possible time. Blasters can vapor lock, slugthrowers can jam or misfire, electronic equipment can short circuit, medical supplies can degrade, and droids can cease functioning.

Blasters require attention and cleaning at least weekly, including prismatic crystal alignment, sturm dowel replacement, static energy de-ionization, and a thorough metal deoxydation. Blasters should be checked for structural breakdown monthly.

Slugthrowers mush be stripped down, cleaned, lubricated, and the sights realigned daily at least, usually twice a day if the weapon is fired.

Electronic devices must be de-ionized in the field at least weekly, or more often in high-radiation zones.

Use the following as guidelines for handling equipment maintenance during play (though gamemasters are encouraged to develop their own maintenance schedules to suit his or her campaign):

Conditions	Suggested Maintenance Schedule	Suggested Repair Difficulty
Desert	• Blasters should be cleaned once per day to prevent failure of the trigger mechanism. • Slugthrowers should be oiled twice per day. • Cooling units in medical kits and electronic equipment should be cleared of sand and grit.	Moderate
Swamp/jungle	• Blasters should be cleaned twice per day to prevent rust/corrosion. • Electronic equipment should be waterproofed prior to mission deployment; waterproofing should be checked twice per day.	Moderate to Difficult
Arctic	• Blasters should be de-ionized twice per day to prevent static electric discharge . • Electronic equipment should be adapted for cold-weather use prior to mission deployment; cold-weather modifications must be maintained twice per day.	Moderate to Difficult
High Radiation	• Blasters and all electronic equipment should be calibrated three times a day to assure that circuitry is not degrading.	Difficult

Transportation

"Get there first with more."—Old adage on winning battles.

"Getting there is the first problem."—Old response to that adage.

Ships

Although SpecForce is not specifically a space service, its units do spend an inordinate amount of time in space, usually in transit between assignments. SpaceOps troopers and some HWSs are assigned to space duty, but most other specs are just along for the ride and look forward to getting off as soon as possible.

Landing Craft

A landing craft is, technically, a ship without hyperdrive capability used to transfer troops from ship to surface. The term "shuttle" is often used interchangeably with "landing craft," but "shuttle" is a broad description which includes non-combat and civilian craft, while "landing craft" is more suitably military-sounding.

Kappa-class Troop Shuttle

A shuttle design dating from the Old Republic Navy, the *Kappa*-class shuttle carries a full platoon into hot landing zones, using its double blaster cannons and repeating blasters for supporting fire. The Kappa was one of the last landing shuttles used by the Imperial Navy prior to the modern drop-ship design. The Kappas were designed to carry AT-PTs for close support, as well as platoon supplies and equipment. The shuttle interior troop cabin design allows for internal modifications—the seats are moveable and removable, and up to an additional platoon can be seated aboard if the cargo space is sacrificed, or the shuttle can carry twice its listed cargo if the passenger seating is eliminated.

The Kappa is still in use by Imperial forces, and still in limited production for sale to system militaries and mercenary units. It is also a much-demanded ship for use by Alliance SpecForces. Very few Kappas still have the AT-PTs they were originally outfitted for. Some units, especially merc units and shock-troop platoons, use the AT-PT bay in the rear of the ship to store and maintain power armor. Others simply use the bay as an assault staging area.
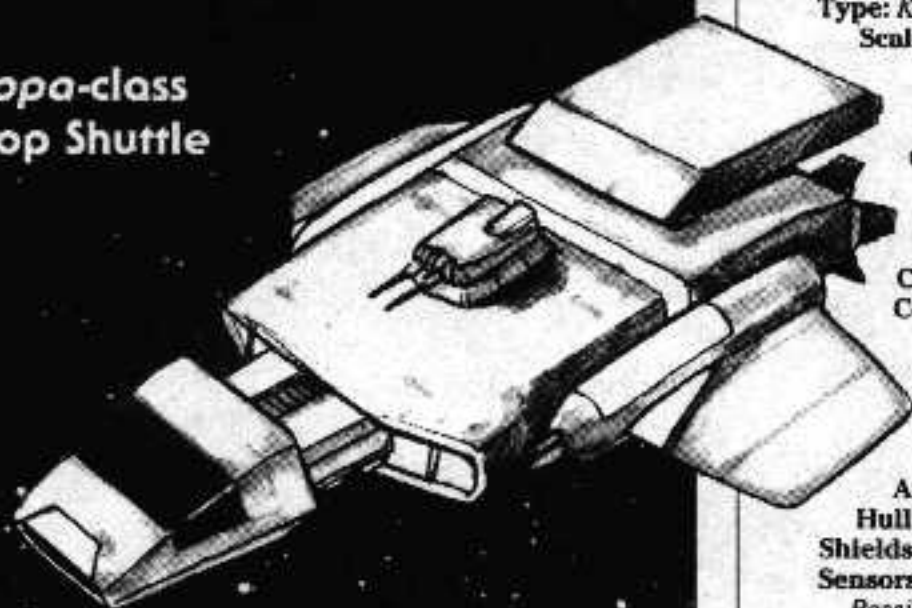
Kappa-class Troop Shuttle

Craft: Republic Sienar Systems Troop Shuttle
Type: *Kappa*-class shuttle
Scale: Starfighter
Length: 35 meters
Skill: Space transports: Kappa shuttle
Crew: 2, gunners: 2
Crew Skill: Typically space transports 4D, starship gunnery 4D, starship shields 3D
Passengers: 40
Cargo Capacity: 50 metric tons
Consumables: 1 month
Cost: Not generally for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 80/2D
Focus: 4/2D+2
Weapons:
2 Double Blaster Cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
2 Repeating Blaster Cannons (fire-linked)
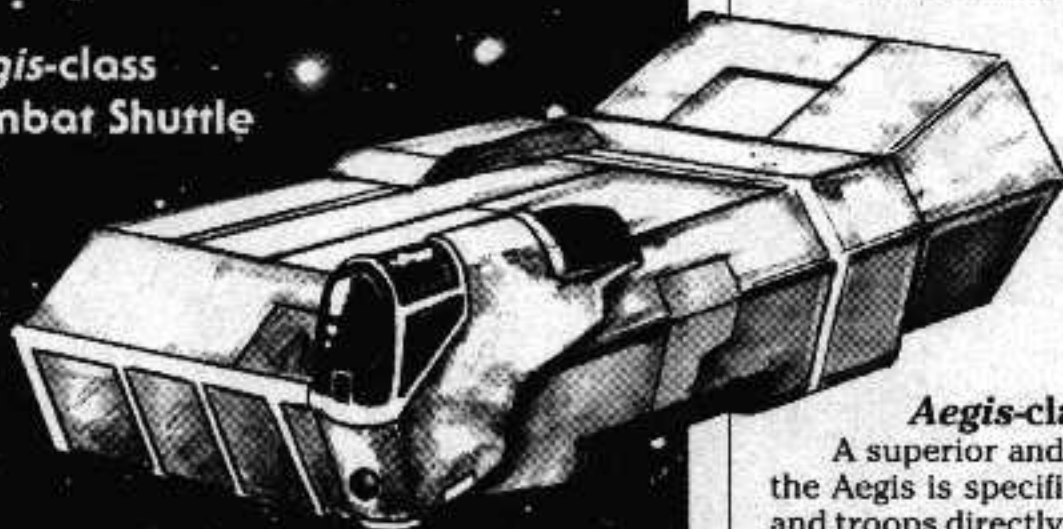*Fire Arc:* Front
Skill: Starship gunnery
Scale: Speeder
Fire Control: 2D
Atmosphere Range: 1–50/100/250
Damage: 3D+2

Aegis-class Combat Shuttle

A superior and much-demanded landing shuttle, the Aegis is specifically designed to deliver vehicles and troops directly into a hot zone. The interior cargo bay has room for three light combat vehicles, two medium-sized vehicles, or one fairly compact heavy vehicle, or up to 40 troopers and their gear.

The ship has two side airlocks that open in seconds to form unloading ramps. It is armed with a pair of laser cannons and a concussion missile launchers, for fire support.

Aegis Combat Shuttle

Craft: Telgorn Corp. *Aegis*-class Combat Shuttle
Type: Ship-to-surface combat transport
Scale: Starfighter
Length: 29 meters
Skill: Space transports: Aegis shuttle
Crew: 2, gunners: 2, skeleton: 1/10
Crew Skill: Varies
Passengers: 6
Cargo Capacity: 120 metric tons
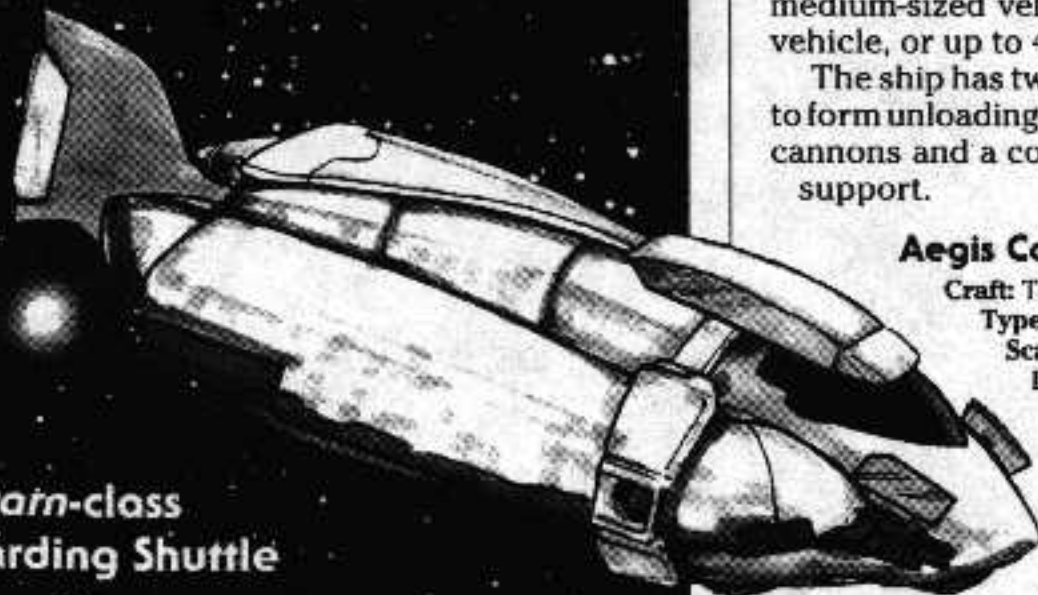**Consumables:** 4 days
Cost: 40,000 credits (used)
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh

Kappa-class
Troop Shuttle

Aegis-class
Combat Shuttle

Katarn-class
Boarding Shuttle

Hull: 6D
Shields: 2D
Sensors:
Passive: 30/1D
Scan: 45/2D
Search: 60/2D+2
Focus: 4/3D
Weapons:
2 Laser Cannons
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 1-3/12/25
Atmosphere Range: 100–300/1.2/2.5 km
Damage: 5D
2 Concussion Missile Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50–100/300/700
Damage: 7D

Katarn-class Boarding Shuttle

Rendili StarDrive's *Katarn*-class boarding shuttle is intended to quickly move troops to boarding actions. The Imperial Navy uses the Katarn to move Naval troopers quickly into boarding action, as do the Alliance SpaceOps troops.

The Katarn is designed as a boarding shuttle and features a nose-end boarding airlock. The ship rams a prize, seals the airlock to its hull, and launches a boarding party through the hull in as little as two minutes.

■ Katarn-class Boarding Shuttle

Craft: Rendili StarDrive's *Katarn*-class Boarding Shuttle
Type: Boarding shuttle
Scale: Starfighter
Length: 28 meters
Skill: Space transports: Katarn shuttle
Crew: 2: gunners 1
Crew Skill: Varies tremendously
Passengers: 50
Cargo Capacity: 500 kilograms
Consumables: 1 day
Cost: 10,000 credits (new), 55,000 credits (used)
Maneuverability: 1D+2
Space: 8
Atmosphere: 365; 1050 kmh
Hull: 5D
Shields: 2D
Sensors:
Passive: 10/0D
Scan: 20/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Double laser cannon
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

Plasma Torch Boarding Device
Fire Arc: Front
Skill: Starship gunnery
Crew: 2
Fire Control: 0D
Range: 4 meters
Damage: 8D
Notes: The plasma torch boarding device is mounted on a ship's airlock system. The controls are just inside the main airlock. Roll the target ship's hull -2D; if the torches roll scores a "lightly damaged" result, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a one-meter-wide-by-two-meter-high hole. The extendable boarding tube attaches to the hull and forms and airtight seal in 30 seconds.

Squad Pod

Alliance techs occasionally modify escape pods to drop a small taskforce of SpecForce troopers onto a planet's surface, usually while creating a distraction elsewhere in orbital space so the pods aren't sitting targets. These pods are only one-way and retrieval must be arranged separately. The pods are automatic, and head toward their landing point at full speed, with evasive maneuvers programmed in.

■ Squad Pod

Craft: Alliance Squad Pod
Type: Modified escape pod
Scale: Starfighter
Length: 6 meters
Skill: None
Crew: None
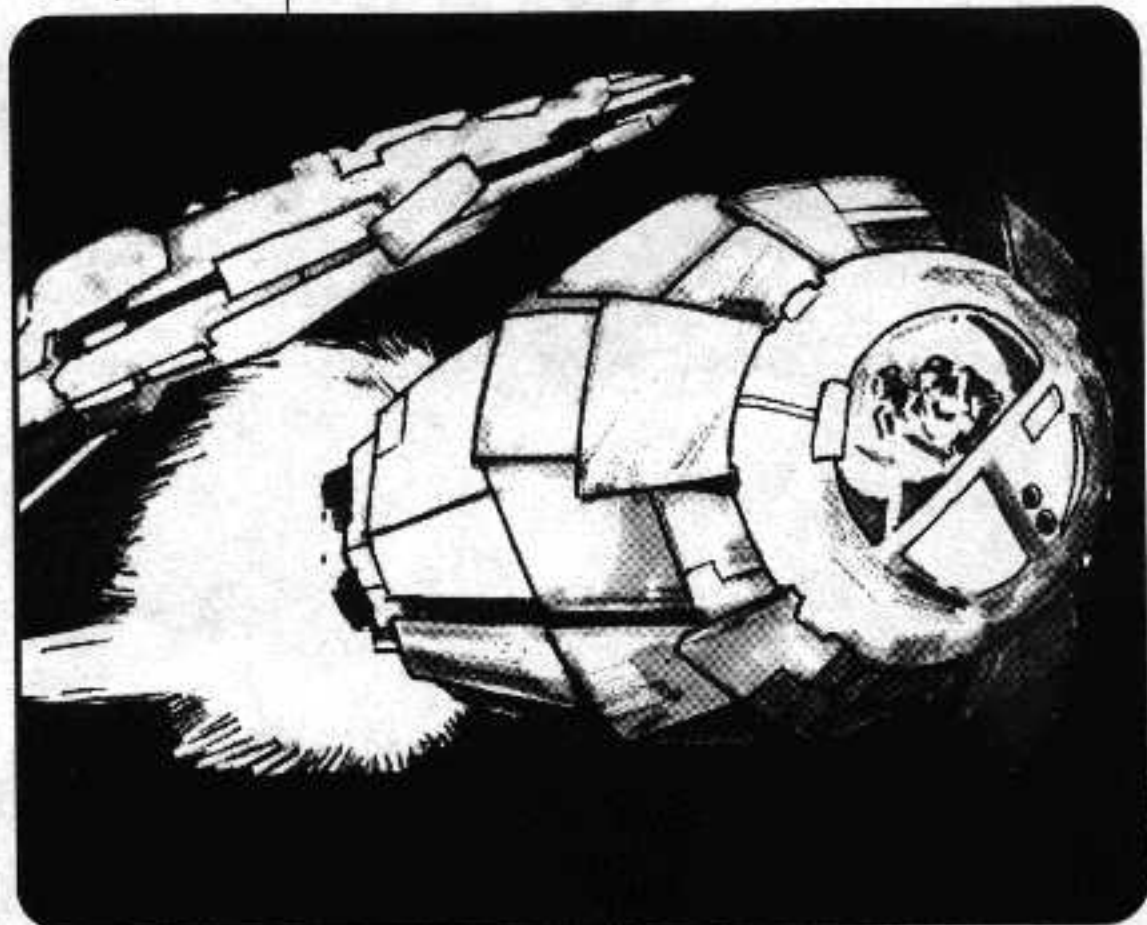**Passengers:** 10
Cargo Capacity: 100 kilograms
Consumables: 1 day
Space: 10
Maneuverability: 2D
**Atmosphere:** 415; 1,200 kmh (drop)
Hull: 1D

Troop Transports

Transport ships are usually overcrowded, none too clean, noisy, and full of jumpy, anxious and bored troopers. Transports usually have some recreational facilities, but never enough to keep the embarked troopers from periods of mental drag. There is a widespread farcical opinion among Alliance naval personnel that the reason SpecForce troops—particularly SpaceOps platoons—are so ferocious is that they don't want to have to retreat back to a transport.

BR-23 Courier

The BR-23 Courier is an outdated personnel transport formerly manufactured by Republic Sienar Systems. When the Empire suddenly swung away from this sort of design and Sienar found the TIE market vastly more profitable, the large Courier back stock was partially refitted and dropped on the open market. Most of this surplus entered the freighter market, although the durable little craft has found its way into cut-rate shuttle services and personal skiff use. Alliance Support Service snaps up the Couriers when it finds them (occasionally even resorting to buying them), as they are easily reconverted to troop-transport duty.
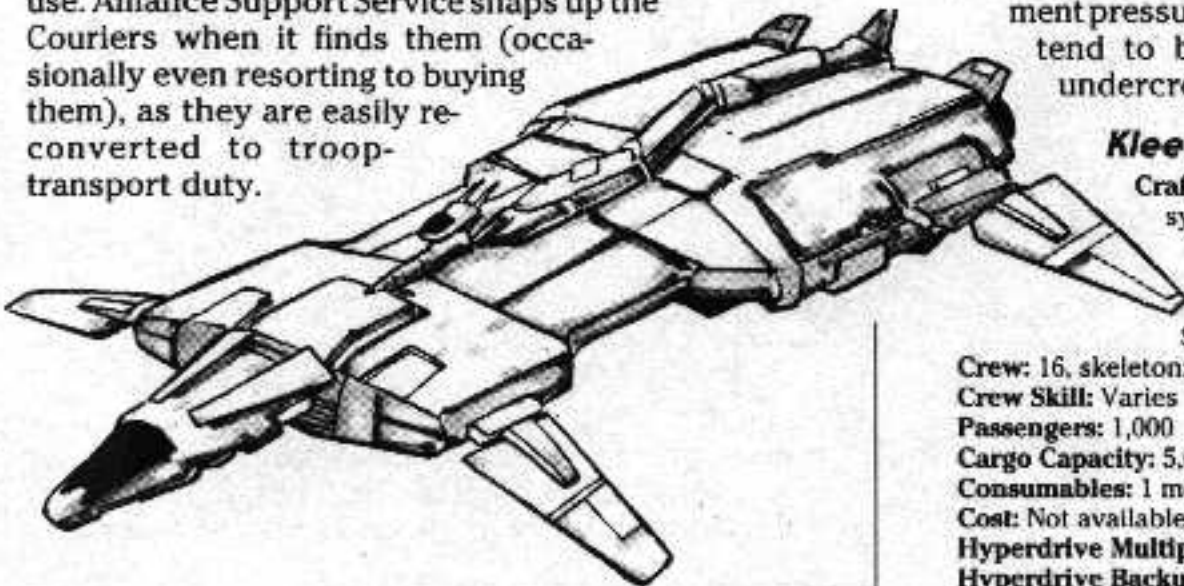
■ BR-23 Courier

Craft: Republic Sienar Systems BR-23 Courier
Type: Long-range troop transport
Scale: Starfighter
Length: 20.7 meters
Skill: Space transports: BR-23 Courier
Crew: 1, gunner: 1
Crew Skill: Varies
Passengers: 40
Cargo Capacity: 40 metric tons
Consumables: 2 weeks
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D+2
Shields: 1D+2
Sensors:
  Passive: 10/0D
  Scan: 25/1D
  Search: 40/2D
  Focus: 2/3D
Weapons:
  2 Laser Cannons
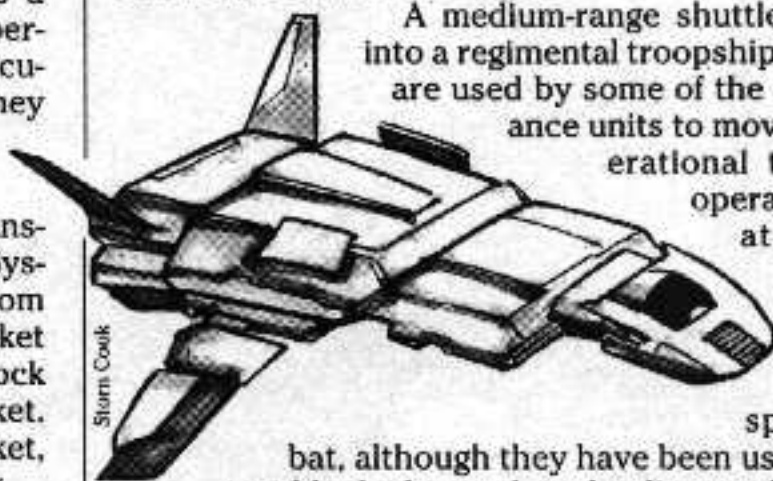   *Fire Arc:* Turret
    Skill: Starship gunnery
    Fire Control: 1D
    Space Range: 1–3/12/25
    Atmosphere Range: 100–300/1.2/2.5 km
    Damage: 4D

Kleeque-class Transport

A medium-range shuttle modified into a regimental troopship, Kleeques are used by some of the larger Alliance units to move from operational theater to operational theater. The Kleeque is not intended to enter space combat, although they have been used both to run blockades and as landing craft into hot landing zones. Alliance space, personnel and equipment pressures being what they are, the Kleeques tend to be overcrowded, overworked and undercrewed.

Kleeque-class Transport

Craft: Corellian Engineering's *Kleeque*-class Intersystem Transport
Type: Modified ferry–regimental troopship
Scale: Starfighter
Length: 250 meters
Skill: Space transports: Kleeque Transport
Crew: 16, skeleton: 4/+10
Crew Skill: Varies
Passengers: 1,000
Cargo Capacity: 5,000 metric tons
Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 480; 800 kmh
Hull: 3D
Shields: 1D
Sensors:
  Passive: 20/0D
  Scan: 40/1D
  Search: 60/2D
  Focus: 3/2D+2
Weapons:
  2 Laser Cannons (fire-linked)
    Fire Arc: Turret
    Skill: Starship gunnery
    Fire Control: 2D
    Space Range: 1–3/12/25
    Atmosphere Range: 100–300/1.2/2.5 km
    Damage: 4D+2

Vehicles

SpecForce prefers to transport their troops in armed and armored repulsorlift craft. While this isn't always practical for mission parameters, there are a number of such craft available.

Assorted Conveyances

Speeder Bike

A stripped-down, rebuilt civilian speeder bike, the Alliance-modified Overracer is essentially a chassis, laser and comlink. Passive sound dampers and sensor bafflers reduce the bike's repulsor "footprint," making detection much less likely. Pathfinders are very fond of these bikes when sent on a time-critical missions.

■ Speeder Bike

Craft: Combat-modified Mobquet Overracer Speeder Bike
Type: Modified scout bike
Scale: Speeder
Length: 4.4 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Crew Skill: Varies
Cargo Capacity: 4 kilograms
Cover: 1/4
Altitude Range: Ground level–20 meters
Cost: 8,000 credits (new), 3,200 credits (used)
Maneuverability: 3D+2
Move: 185; 530 kmh
Body Strength: 1D+2
Sensors:
Sensor baffling: +1D to difficulty to detect.
Weapons:
Laser Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 50–300/500/1 km
Damage: 3D

Submarine

An Alliance-adapted Mon Cal submarine, usually used for intercity travel, this little sub allows a half-squad of sea commandos to travel swiftly and quietly through Imperial-patrolled waters.

Submarine

Craft: Modified Urukaab Submarine Transport
Type: Modified compact submarine
Scale: Speeder
Length: 15 meters
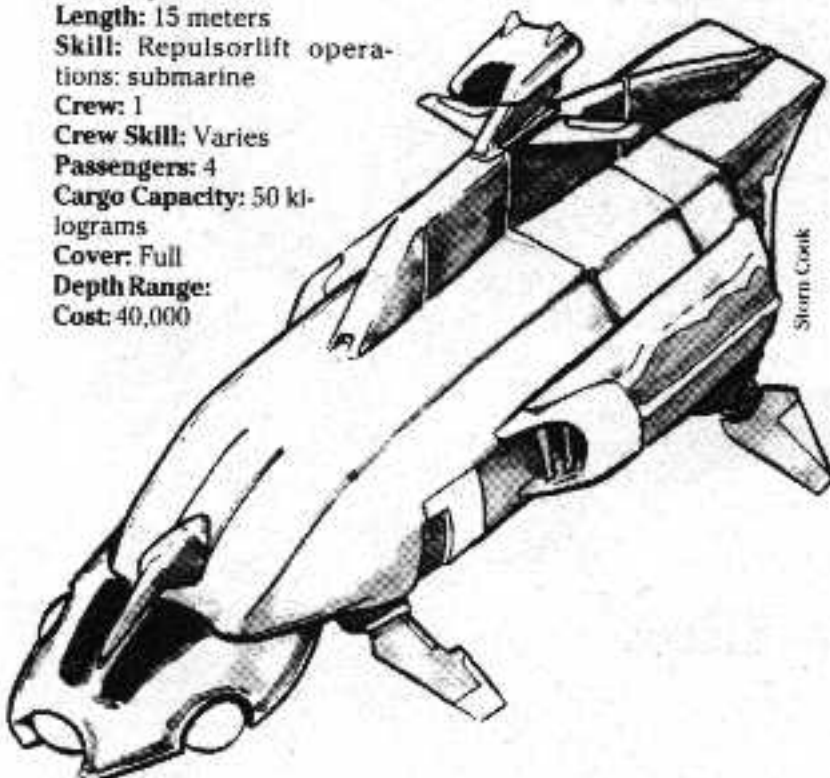Skill: Repulsorlift operations: submarine
Crew: 1
Crew Skill: Varies
Passengers: 4
Cargo Capacity: 50 kilograms
Cover: Full
Depth Range:
Cost: 40,000

credits (new), 10,000 credits (used)
Maneuverability: 1D
Move: 70; 200 kmh
Body Strength: 3D
Sensors:
Passive: 5/0D
Scan: 10/1D
Search: 15/2D
Focus: 2/3D
Weapons:
Laser Cannon
Fire Arc: Front
Scale: Speeder
Skill: Vehicle blaster
Fire Control: 2D
Range: 25-100/300/500
Damage: 5D

Drogue

Whisper-quiet with moderate cover, decent speed and sustained hover capability, the WorkStar is used by some SpecForce units to rapidly and quietly move cross-country. The Alliance-modified WorkStar is able to carry an operator and two troopers.

■ Drogue

Craft: Modified Aratech WorkStar Repulsorlift Skiff
Type: Small cargo skiff
Scale: Speeder
Length: 5 meters
Skill: Repulsorlift operation: skiff
Crew: 1
Passengers: 2 (subtract from cargo capacity)
Cargo Capacity: 350 kilograms
Cover: 1/4
Altitude Range: Ground level-200 meters
Cost: 1,000 credits
Maneuverability: 1D
Move: 14; 40 kmh (vertical), 8; 25 kmh (horizontal)
Body Strength: 2D

SpecForce Freerunner APC

One of dozens of Freerunner variations, this model carries a squad off of their landing craft and directly into combat with decent armor and good fire support.

■ SpecForce Freerunner APC

Craft: Modified KAAC Freerunner
Type: Modified combat assault vehicle/personnel carrier
Scale: Speeder
Length: 14.6 meters
Skill: Repulsorlift operation: freerunner
Crew: 2, gunners: 1
Crew Skill: Varies
Passengers: 8
Cargo Capacity: 500 kilograms
Cover: Full
Altitude Range: Ground level-2 meters
Maneuverability: 1D
Move: 105; 300 kmh
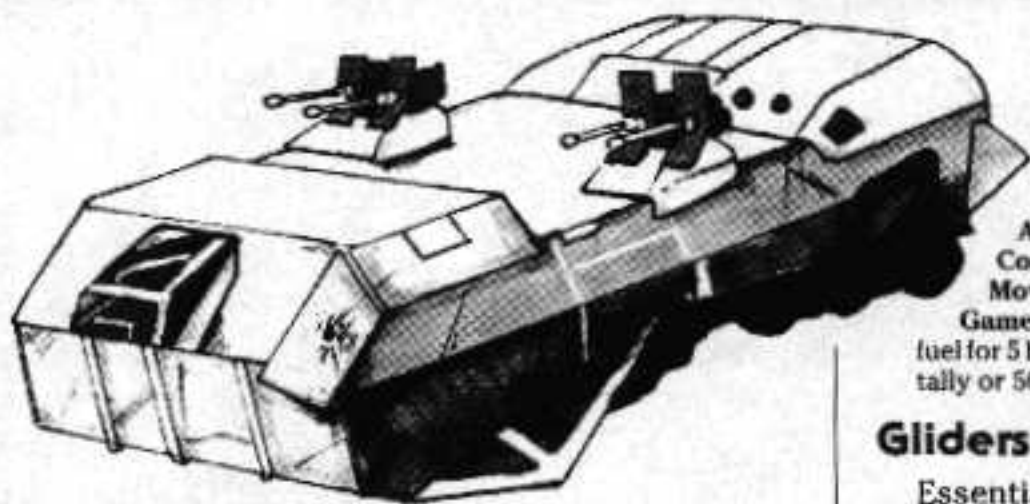Body Strength: 3D
Shields: 1D
Sensors:
Passive: 1D
Scan: 2D
Detect: 3D
Weapons:
Two Anti-Infantry Blaster Batteries (fire-linked)
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters

Fire Control: 2D
Range: 50-300/800/1.5 km
Damage: 3D+2

Jet Packs

Popular with people who need to move fast in the field, in numbers and individually, jet packs are becoming increasingly compact, versatile and quiet. Military units have used them, on and off, for millennia. They are ideal for rapid movement of units without needing to keep a personnel carrier in a combat zone. Unfortunately, they usually aren't subtle and expose their pilot to fire. Their military use may return in the next generation as lighter and quieter units become available.

Several SpecForce units like jet packs for rapid movement, especially Urban Combat Specialists and infiltrator units. While they are not useful for long-distance movement, they can be very handy for fast attacks, flanking maneuvers and rapid withdrawals.

Arakyd Whisper Jet Pack

A 20-charge jet pack with hover mode and a 150-kilogram cargo capacity (including pilot), the Whisper is preferred by infiltrator units for its internal sound bafflers, mid-range performance, moderate weight (30 kilos), high efficiency, and hardy construction.

Arakyd Whisper Jet Pack

Craft: Arakyd Whisper Jet Pack
Type: Jump pack
Scale: Speeder
Length: .75 meters
Skill: Jet pack operation
Crew: 1
Cover: 1/4 (from rear only)
Altitude Range: 70 meters
Cost: 400 credits
Move: 100
Body Strength: 2D

Jump Boots

A combination repulsor/rocket unit with cable-attacked hand controls. The boots are lightweight and allow greater freedom of movement than most rocket or jet packs. Such boots are used in some games, but have their use as emergency rapid transportation for SpecForce troops.

Jump Boots

Craft: Arakyd R82 Jump Boots
Type: Repulsor boots
Skill: Repulsorlift operation (repulsor engine), rocket pack operation (rockets)
Altitude Range: 35 meters
Cost: 150 credits, 25 credits (fuel)
Move: 18
Game Notes: One hour repulsorlift charge. Rocket-Jets have fuel for 5 bursts; each burst moves the wearer 35 meters horizontally or 50 meters vertically.

Gliders

Essentially repulsor engines with airfoils, gliders are useful for stealthy approaches and atmospheric drops. The Empire uses a custom-manufactured glider for their special missions forces, but the Alliance has to make do with modified gliders that were originally intended for civilian use.

Paraglider

Paragliders come in several varieties. The Nen-Carvon paraglider features a light repulsor motor, used to maintain or change altitude when conditions are unfavorable. Generally the paraglider is controlled by manipulating the gliders wings via hand controls and shifting weight. They are valued by SpecForces for their quiet running and sensor transparency.

Paraglider

Craft: Nen-Carvon R-23 Recreational Paraglider
Type: Recreational paraglider
Scale: Speeder
Length: 4 meters
Skill: Repulsorlift operation: glider
Crew: 1
Altitude Range: Ground level–2,000 meters
Cost: 300 credits
Availability: 2, F
Maneuverability: 3D
Move: 80; 230 kmh
Body Strength: 1D

Combat Paraglider

These unusual conveyances have been substantially modified from their civilian form in a number of ways. Sensor-baffling reflec body panels absorb many low-powered sensors, giving off only a slight return (in effect making the paraglider appear to be substantially smaller than it actually is). Careless sensor operators often mistake a combat paraglider for birds or other such innocuous avian creature.

In addition, combat paragliders have a number of mounting brackets for equipment storage, even of modestly heavy items. The repulsorlift package has also been augmented to help lift heavier equipment and improve the vehicle's sta-

bility and handling. In general, the paraglider can carry up to 80 kilograms of equipment in addition to the pilot.

The combat paraglider also possesses a pull-down display visor that is deployed directly in front of the pilot's face. This display gives easy access to night vision, terrain following and directional modules.

Finally, each paraglider is equipped with a low-powered transponder that allows the pilot to locate other similarly equipped paragliders in the immediate vicinity (for operations in darkness or other low-visibility conditions).

■ Combat Paragliders

Model: Modified Nen-Carvon R-19 Paraglider
Type: Combat paraglider
Scale: Character
Length: 4.5 meters
Skill: Repulsorlift operation
Crew: 1
Altitude Range: Ground level–5,000 meters
Cost: 1,900 credits (black market only)
Availability: 2, X
Maneuverability: 3D
Move: 90; 260 kmh
Body Strength: 2D
Game Notes: Reflec body panels increase *sensor* checks to detect the glider by one difficulty level. Heads-up display has night-vision mode (allows sight with no penalty in a 45-degree arc in front of the pilot, up to a range of 50 meters), terrain-following mode (+1D to *sensors* checks to follow terrain), and a directional mode (which shows the glider's current position). A low-level transponder allows the pilot to identify other paragliders

using the same frequency (allowing the pilot to remain in visual contact with other team members).

Para-wing Glider

The ShadoWing-4 is a recreational para-wing glider based on Imperial military gliders. The civilian models is equipped with safety features including a sensor beacon, navigational equipment and emergency thrusters. The geomorphous wings allows it superior maneuverability and, combined with the highly efficient repulsorlift, a high flight ceiling. It is, however, quite fragile and should not be used in poor weather. Alliance-modified versions remove the broadband sensor beacon to keep it sensor transparent. The ShadoWing-6 is a bit larger and can carry a passenger, but otherwise performs identically to the ShadoWing-4. ShadoWings are particularly popular with Pathfinders and Infiltrators as drop craft for their high-altitude capability.

■ Para-wing Glider

Craft: Neor-Yatten ShadoWing-4 Para-Wing Glider
Type: Glider
Scale: Speeder
Length: 4 meters
Skill: Repulsorlift operation
Crew: 1
Cover: 1/4
Altitude Range: Ground level–5,000 meters
Cost: 15,000 credits
Maneuverability: 2D
Move: 70; 200 kmh
Body Strength: +2

Microweight Glider

A hobby glider, popular for its low price and high performance, the microweight is only used by Alliance troops when other models are not available. Its flight ceiling is very low and its sensor footprint is fairly high due to a strong repulsorfield and a reflective wing coating used to enhance strength and durability. The microweight is useful for troops not trained to gliding, as its agility comes from its compact repulsor engine. The microweight can be folded down to a small backpack-sized bundle, for transport.

■ Microweight Glider

Craft: Illiseni Aerodyne HobbyCraft Microweight
Type: Ultra-light repulsor vehicle
Scale: Speeder
Length: 2.1 meters long, 4 meter wingspan
Skill: Repulsorlift operation
Crew: 1
Cover: 1/2
Altitude Range: Ground level-300 meters
Cost: 500 credits (new), 300 credits used
Maneuverability: 3D
Move: 80; 230 kmh
Body Strength: 2D

Mounts, Pack Animals and Droids

This more primitive method of transportation is still widely used, even with modern groundcraft and repulsorcraft. Walking is slow and tiring, but difficult to detect and able to cross nearly every ground type. Creatures have the added benefit of usually being edible in the event of short food supplies.

Bantha

Huge quadrupeds with shaggy coats, the bantha is very common throughout the galaxy, with dozens of wild and domestic breeds. They are used by hundreds of species on thousands of worlds and can carry vast amounts of baggage or several riders. They are not particularly quiet, however, being heavy, lumbering creatures. A bantha can carry up to 300 kilograms all day long.

■ Bantha

Type: Pack animal
DEXTERITY 2D
PERCEPTION 2D
STRENGTH 8D
Special Abilities:
Horns: STR+1D damage.
Trample: STR damage.
Move: 5; 15 kmh.
Size: 2–3 meters (at shoulder)
Orneriness: 2D

Bergruutfa

Useful as beasts of burden and noted for their considerable loyalty to those who treat them well, bergruutfa have been exported to several worlds in recent history. They are not yet commonplace. Some Alliance commands use them as patrol riding beasts, although they aren't common enough to use in large numbers without notice.

■ Bergruutfa

Type: Domestic riding beast
DEXTERITY 1D
PERCEPTION 1D+2
Search 3D+1
STRENGTH 6D
Brawling: head butt 7D, lifting 9D
Special Abilities:
Armored Head: -2D to resist energy and physical damage.
Armored Body: +1D to resist energy and physical damage.
Head Butt: STR+1D damage; for every 2 result points the target is thrown one meter.
Drool: Any being who steps in bergruutfa drool must make a Dexterity roll to avoid slipping.
Move: 15; 42 kmh
Size: Up to 7 meters (at shoulder)
Orneriness: 1D

Cracian Thumper

The Cracian thumper, a Cracian riding beast named for the sound it *doesn't* make, is one of the most common personal riding animals in the civilized galaxy. This makes it ideal for SpecForce Wilderness Fighters and Pathfinders, since it can be used on thousands of planets without undue attention. The thumper is also quite popular with Infiltrators, since its padded foot is adapted to make very little noise. The thumper can carry up to 100 kilograms of rider and/or baggage.

■ Cracian Thumper

Type: Common riding animal
DEXTERITY 3D
PERCEPTION 3D+2
Sneak 4D+2
STRENGTH 3D
Special Abilities:
Claws: STR+1 damage.
Tail: STR+1D+2 damage.
Silent Movement: Add 1D+2 to the thumper's *sneak* if it is moving at cruising speed or slower.
Move: 12; 35 kmh
Size: 1-1.8 meters (at shoulder)
Orneriness: 1D

Dewback

Dewbacks are riding lizards from the sandy world of Tatooine. They are exported, but not common off that world except in the service of desert stormtroopers. A desert-specialist team of Wilderness Fighters also uses dewbacks—which they call "sun lizards" since they operate so much faster in the heat of the day.

■ Dewback

Type: Desert beast of burden
DEXTERITY 3D
PERCEPTION 2D
STRENGTH 4D
Brawling 4D+1
Move: 100; 300 kmh (day), 7; 20 kmh (night)
Size: 1.5 meters (at shoulder)
Orneriness: 3D

Methnap

Methnaps are the calm cousins of the tsaelke and cy'een of the oceans of Chad. On average less intelligent than their cousins, they are loyal, calm and highly dependable mounts.

Methnaps are graceful, barrel-bodied cetaceans, with long necks and small heads. They have brass-colored hide with mottled camouflaging. Each methnap has a unique pattern of stripes, spots and rings. Methnaps can bear up to 125 kilograms or a rider and 75 kilos. Methnaps are fish-grazers, quietly browsing their way through a variety of fish schools as they cruise through the ocean. At least one sea commando unit uses methnaps as mounts.

■ Methnap

Type: Domesticated cetacean
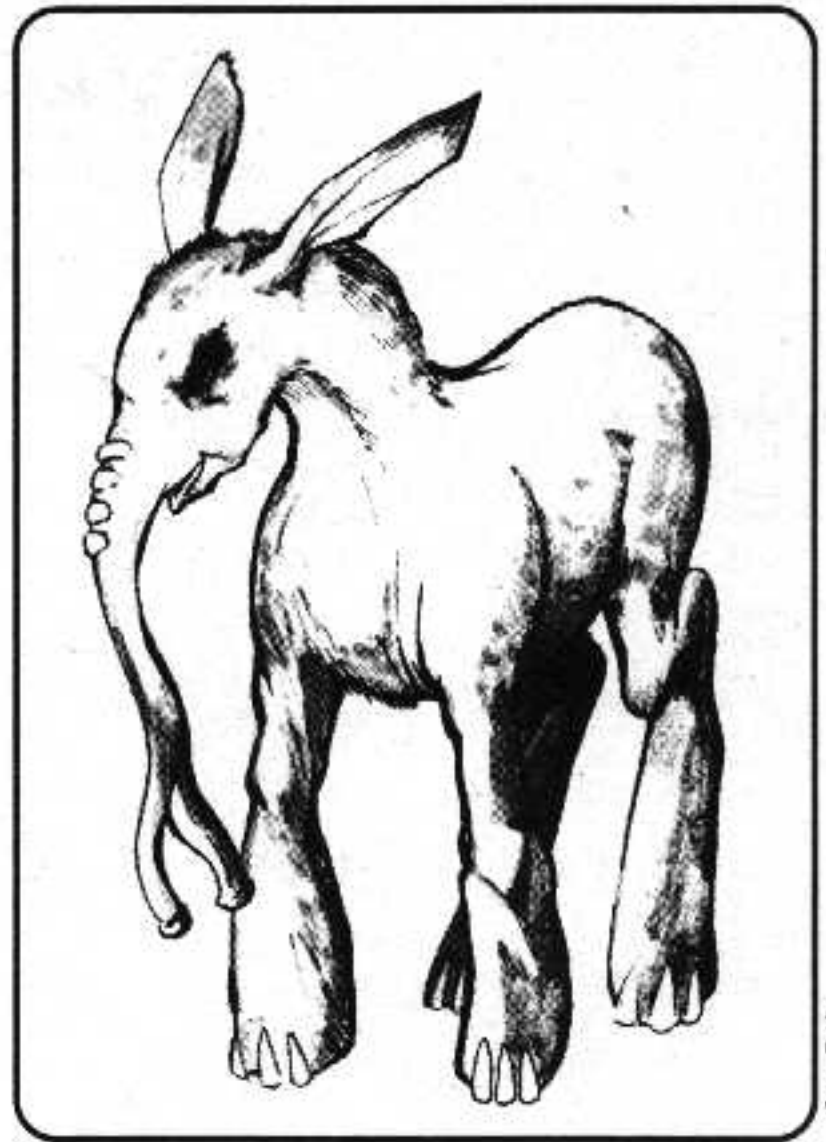**DEXTERITY 2D**
PERCEPTION 2D
STRENGTH 3D+2
Special Abilities:
Sea-Singing: Methnaps have a long range form of communication, allowing reasonably complex exchanges of information. With extended exposure, riders can develop understanding of more basic concepts in the methnap "tongue."
Move: 12; 35 kmh
Size: 12-15 meters
Orneriness: 1D

Sturn Cook

Runyip

This stubborn and annoying herbivore from Tran Mariel is reasonably common on frontier planets, not for its manners but for its excellent footing on treacherous ground and considerable load-bearing capacity. It has long ears and a semi-prehensile nose, used to grasp leaves and shrubbery. The runyip can bear loads up to 250 kilos without difficulty, and twice as much or more in emergencies.

■ Runyip

Type: Pack animal
DEXTERITY 4D
Movement 4D+2
PERCEPTION 3D
STRENGTH 3D+2
Lifting 5D
Special Abilities:
Kick: STR+2D damage.
Move: 9; 27 kmh
Size: 1-1.4 meters (at shoulder)
Orneriness: 4D

Tauntaun

Tauntauns, native to the frozen world of Hoth, are used by some arctic Wilderness Fighters as riding beasts and beasts of burden. They are handy for their broad diet—they will eat anything from fungus to carrion.

Foot Travel

Many SpecForce units find themselves using the "Heel-Toe Express" during missions. Cross-country marches are generally wearing and slow. Trained and in-shape marchers can make as much as 30 to 40 kilometers per standard day, depending on terrain, local gravity and length of marching time.

In game terms, this figure assumes cautious speed (one-eighth basic Move) over relatively easy terrain. While it is possible to move faster, it is more dangerous and considerably more tiring. Riding and pack animals also travel at their cautious speed; simply divide their kilometer per hour movement rate by 8. (Kmh provided for creatures and droids in this chapter for your convenience.)

Long marches are tiring: marchers should make a Very Easy *stamina* check every three hours, increasing the difficulty by one level every roll. This is assuming they take short (5-15 minute) breaks in that period. If the marchers march continually, the checks are made every two hours. One hour's sleep for every *stamina* check made will restore the marchers to vigor. Arduous terrain may modify these *stamina* difficulty at the discretion of the gamemaster.

Movement checks for terrain should also be performed every three hours (or two, if on a forced march), to reflect the hazards of the route. Terrain difficulties are on page 102-103 of *The Star Wars Role Playing Game, 2nd Edition, Revised and Expanded*.

Storn Cook

■ Tauntaun

Type: Arctic climate omnivore
DEXTERITY 2D
PERCEPTION 3D
STRENGTH 4D
Stamina: arctic 5D
Special Abilities:
Charge Attack: STR+1D+1 damage.
Arctic Creature: Tauntauns can withstand frigid temperatures deadly to other creatures (although their stamina is not unlimited).
Move: 16; 45 kmh
Size: 1.3-2 meters (at shoulder)
Orneriness: 1D

Tuggle

Tuggles are the draft animals used to draw the Whiphid sledges. They are lightly colored, long and wiry, with short powerful legs and thick fur. Six of these carnivores,

hitched to a sledge in tandem, can pull two riders and up to 50 kilos of baggage. Wild tuggles are pack hunters and have developed considerable stamina, which they use to harry, drive and pull down prey. Domestic tuggles can draw their sleds all day with only a couple of rest breaks, for days on end if fed regularly. They are popular with arctic Wilderness Fighters for their tenacity.

Tuggle

Type: Domesticated sledge beast
DEXTERITY: 2D
PERCEPTION: 1D
STRENGTH: 2D
Lifting: pulling 4D, stamina 4D
Special Abilities:
Bite: STR+2D damage.
Move: 12; 35 kmh (unhitched), 10; 30 kmh (hitched)
Size: .5 meters tall, 1.5 meters long
Orneriness: 2D

Storn Cook

Droids

"The droid that saves your life isn't irritating."—Common technician's rebuttal to complaints about droids.

Exploration Droid

Explorer droids are handy for remote scout work, light pack work and watch duty. F2s are not able to pack nearly as much as a MULE, but are more difficult to detect as they leave no repulsor signature. The F2 is able to recognize its "masters" and is programmed to be extremely loyal, often performing beyond its design specifications.

■ Exploration Droid

Type: Cybot Galactica F2 Exploration Droid
DEXTERITY 2D
KNOWLEDGE 1D
Survival 4D
MECHANICAL 2D
Communications 3D, sensors 5D
PERCEPTION 1D
Hide 3D, sneak 3D, search 4D
STRENGTH 1D
Lifting 3D
TECHNICAL 1D
Security 2D
Equipped With:
• Four legs
• Heavy grasper jaw
• Video, audio and olfactory sensors attached to head
• Movement sensor
• Comlink
• Rear-mounted antenna
Story Factors:
Loyalty: The F2 is loyal, dedicated and moderately clever, and will often go to extremes to perform its duty or protect a unit member.

Move: 10; 30 kmh
Size: 1 meter tall
Cost: 5,000 credits

MULE Droid

A dedicated lifting droid, the MULE is used to carry equipment over hostile terrain an animal might be unable to. While the MULE is handy and strong, it does emit a detectable repulsor "footprint" and is only used when necessary.

■ MULE Droid

Type: Mechanical Universal Labor Eliminating Droid, PackTack 41LT-R
DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 3D
Repulsorlift operation 4D+1
PERCEPTION 3D
Search 3D+2
STRENGTH 6D
Lifting 7D
TECHNICAL 2D
Droid programming 4D, droid repair 5D
Equipped With:
• Heavy lifting claw
• Large storage bay with 2 cubic meters space protected by 1D armor
• Repulsorlift (altitude 1 meter).
Special Skills:
Repair Advice: Although the MULE cannot repair itself, it can advise anyone attempting to fix it, using the combined actions rules.
Move: 7; 20 kmh
Size: 1.5 meters
Cost: 7,500 credits
Equipment: Often slung with additional storage pods.

Weapons

"When in doubt, open fire."—SpecForce axiom.

Optional Rules: Deadliness in *Star Wars*

SpecForce adventures feature a significant amount of combat. *Star Wars* combat is, in theory, fairly deadly given the nature of technology that is present (blasters, smart explosives, sensors and so forth). There are only five wound levels and an average character is essentially useless after being wounded two or more times. A blaster pistol inflicts more damage than an average character's *Strength*, and armor typically adds only a die to reduce that.

In practice, character points can drastically offset this apparent danger. Characters can spend up to five points, one at a time, to increase their resistance rolls. For a character with an average 2D *Strength*, that's the equivalent of 7D *Strength* to reduce damage. In addition, the effects of the Wild Die can, in some cases, add a great deal of resistance to damage. 7D (or more) *Strength* against 4D blaster damage isn't much of a contest.

Combat *should* be dangerous—if combat is easy on the player characters, they will just blast their way out of every situation without much effort and fearlessly walk where they should fear to tread. This is unheroic. There are, however, ways to keep combat deadly:

• **Keep character points modest.** Character points should not be dispensed lavishly. If a player has too many points available they can improve their skills *and* throw their character point pools at a skill. Character points shouldn't be heavily restricted; the characters should be able to improve skills and have some in reserve for emergency situations. Three to five points might be given out for an average adventure, even for adventures where the players spent a lot of points. Five to eight points might be given out for a tough adventure. A really hard, deadly adventure with good roleplaying and sharp thinking calls for eight to ten points.

• **Combined actions.** Soldiers group together in units in order to have more firepower than they can bring to bear alone. The combined action rules allow characters to pour fire into a target and inflict a great deal of damage. The full combined actions rules are on pages 82-83 of the *Star Wars Role Playing Game, Second Edition, Revised and Expanded.* Most combined action difficulties for combat are Very Easy to Moderate.

Optional Combat Rules

• *Skill Damage Bonus:* One way to make combat deadly is to make damage reflect skill—when a character hits, add the result points (the difference between the to-hit difficulty number and the rolled number) to the damage score. If you have a sure-shot gamemaster character, it makes that character much deadlier. For example, an Infiltrator has a blaster that inflicts 5D damage. He is attempting to shoot a stormtrooper, a task with a difficulty number of 15. His roll to hit is a 35. The Infiltrator's weapon inflicts 19 points of damage. In this case, the Infiltrator adds an additional 20 points of damage— 35 (the to-hit roll) minus 15 (the difficulty number) equals 20—for a total of 39 points of damage.

• *Skill Damage Bonus, Version 2:* For gamemasters who find the above approach is *too* deadly, this version allows for moderate increases in deadliness. In this case, add +1 to the damage roll for every 5 points over the difficulty number the character rolls. Using the above example, the Infiltrator beat the difficulty number by 20 points; in this case, he would add 4 points of damage to his weapon's damage roll.

• *Dice pools:* If a straight bonus is still too deadly (the idea is to make things exciting, not automatically fatal), try dice pools. This optional rule allows characters to choose how many dice in their combat skill goes toward hitting the target and how many dice are applied to doing damage. A less-skilled character will probably use all their dice on hitting the target, but a skilled marksman will probably throw a number of dice into hitting a vital area.

For example, a character with 7D in *blaster* can decide to spend 4 blaster dice to hit; if successful she can add an additional 3D to the weapon's damage roll.

If used, these rules should apply equally to both player characters and gamemaster characters. It's unfair to let the Imperial special missions sharpshooters apply dice to damage, but not "Sureshot" Antilles, Rebel SpecForce sniper.

Optional Rule: Suppression Fire

Suppression fire is fire intended more to scare the enemy into ducking than to actually hit—to suppress the enemy's ability to return fire. If a gamemaster wishes, suppression fire can be used to increase an opponent's Difficulty to hit by +1 for every shot fired. Repeating blasters (or firearms) are much better suited to this than single-fire weapons. Characters using repeating blasters for suppression fire add a full level to the opponent's Difficulty for every burst fired.

Recommendations

It is highly recommended that gamemasters use the optional rules on page 96 of The *Star Wars Roleplaying Game, Revised and Expanded* regarding hit locations when dealing with partially armored characters. It is also highly recommended that the gamemaster carefully read and become quite familiar with Chapters Five and Eight and the combat sections of Chapters Six and Seven of the *Star Wars Roleplaying Game, Second Edition, Revised and Expanded.*

Hand Weapons

Molecular Stiletto

A rigid monofilament weapon housed in a carbonite casing fashioned to resemble a datapad stylus, this deadly little weapon cuts through armor, flesh, bone, and plasteel with little difficulty. The main limit on the weapon's damage potential is the extremely fine cuts it makes—unless the cut is fairly large, the damage can be minor. Stabbing with the micron-thin stiletto is pointless, unless followed by a slicing maneuver. Although safer than slicewire, it is rarer due to the high price and secret manufacturing process used by Xana Arms.

■ Molecular Stiletto

Model: Xana Exotic Arms MSW-9 Molecular Stiletto
Type: Monomolecular hand weapon
Scale: Character
Skill: Melee combat: stiletto
Cost: 400 credits
Availability: 4, R or X
Difficulty: Moderate
Damage: STR+2D

Garrote

This garrote is a 60 centimeter wire cord with handles on each end. It inflicts damage by strangulation. It is not a noble weapon, but it is effective and quiet. Users usually have to maintain pressure until the victim ceases struggle.

■ Garrote

Model: Alliance-issue Garrote
Type: Single cord strangling weapon
Scale: Character
Skill: Melee combat: garrote
Availability: 1
Difficulty: Moderate (from behind)
Damage: STR-1D
Game Notes: Target may attempt a *brawling parry* to resist with a +10 difficulty modifier.

Slicewire

Standard issue slicewire is a one-meter-long monofilament cord wrapped around carbonite handles on each end. The molecule-thin monofilament is able to cut through most materials, including flesh, bone,
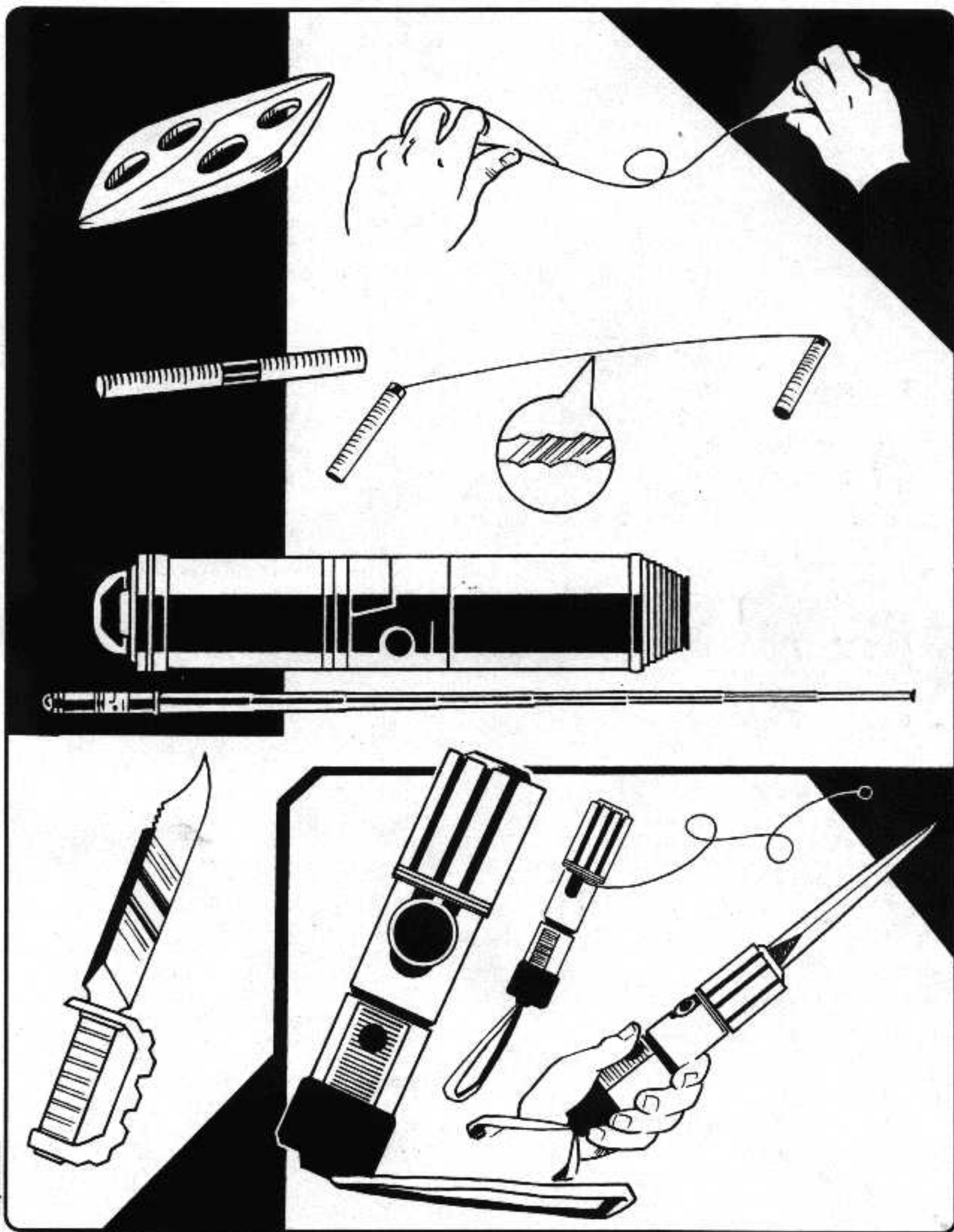
A selection of common SpecForce weapons (from top): garrote, slicewire, snap baton, combat knife and multi-weapon.

stone, duranium, or plasteel. It is only issued to qualified experts, most often Infiltrators, as errors with this weapon are crippling or fatal. The weapon can be used as a pseudo-garrote, or swung as a lash, using one handle as a counterweight. The results are usually fairly messy. Some Infiltrators carry a few meters of slicewire to string across Imperial base corridors, and convoy or patrol routes.

■ Slicewire

Model: Alliance-issue Slicewire
Type: Monofilament weapon
Scale: Usually character; see Game Notes
Skill: Melee combat: slicewire
Availability: 4, X
Difficulty: Difficult
Damage: STR-2D
Game Notes: If damage is caused by collision, use colliding character's, vehicle's, or starfighter's *Strength* +2D to roll damage.

Snap Baton

The snap baton is a commercially available personal-defense weapon where street crime demands self-defense but local codes forbid ranged weapons. Ordinarily, the baton is a 12-centimeter-long cylinder, but when released extends to a meter-long club suitable for combat. For such a simple device it is quite effective and when coated with a thin layer of black sound-damper makes a good, cheap hand weapon for Infiltrators.

■ Snap Baton

Model: Merr-Sonn Snap Baton
Type: Modified personal defense baton
Scale: Character
Skill: Melee combat: baton
Cost: 200 credits
Availability: 2
Difficulty: Moderate
Damage: STR+1D

Combat Knife

The combat knife is a basic, practical weapon. It is rarely actually used in combat, but is handy as a cutting tool. Infiltrators and other Specs relying on stealth do find it useful as a weapon, and usually coat the blade flat with a nonreflective blackening agent. Although it requires very close use, it is fairly quiet, never runs out of ammunition and requires no energy pack to operate.

■ Combat Knife

Type: Combat knife
Cost: 30 credits
Scale: Character
Skill: Melee combat: knife
Availability: 1
Difficulty: Easy
Damage: STR+1D+1 (maximum 6D)

Vibrodagger

The Talon is a favorite among pirates, Infiltrators, Imperial Storm Commandos, and others who need to operate silently. LaserHone has perfected vibration engineering that emits no sound in the human-audible range. The Talon does give off a slight ultrasonic whine that can be detected by properly adjusted audio sensors.

■ Vibrodagger

Model: LaserHone Talon Vibrodagger
Type: Personal combat vibroblade
Cost: 50 credits
Skill: Melee combat: vibrodagger
Availability: 2, R
Difficulty: Easy
Damage: STR+2D (maximum: 6D)

Multi-Weapon

Infiltrators share a common tendency among troopers: they try to carry more weapons and gear than they reasonably can. This weighs them down under excessive mass and makes finding any one piece of equipment difficult in the clutter. A recent attempt by unit armorers to cut down on this extra gear is a multi-weapon, combining an ordinary cosh, dagger and garrote in one housing. The tubular device has a weighted club-end, a thin sliding dagger with a twist lock emerging from the other, and a coiled garrote cord with handling ring. Multi-weapons are usually secured by a lanyard strap. Since these are individually developed by unit armorers, other designs have appeared according to individual requests, the most popular variation being a slicewire in place of the garrote cord.

■ Multi-Weapon

Model: Alliance Infiltrator Multi-Weapon
Type: Personal combat multi-weapon
Cost: Not for sale
Skill: Melee combat: dagger, club, garrote
Availability: 3
Difficulty: Easy; Moderate for garrote (from behind)
Damage: Dagger: STR+1D+2, cosh: STR+1D, garrote: STR+1D, (maximum: 6D)

Ranged Weapons

Blasters

"All blaster fire is a tracer and tracers lead to you too. "— Old infantry caution on injudicious fire.

There are thousands of blaster models in the galaxy today. Merr-Sonn, BlasTech, Czerka, and SoroSuub each have tens of lines with dozens of models and variants. Those are just the four largest blaster manufacturers—there are hundreds more selling to regional and sector markets.
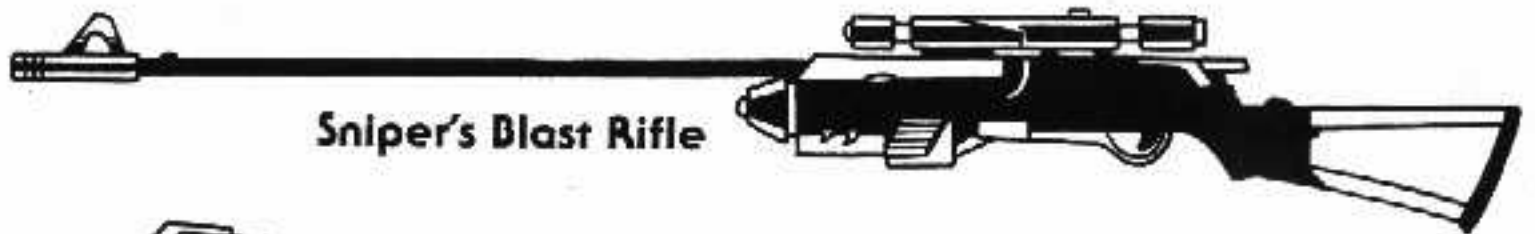
Penetrator Mini-blaster

A marvel of modern miniaturization, the Penetrator is a powerful and compact sporting blaster, not much larger than a hold-out blaster. The Penetrator is able to deliver a massive punch-per-shot, due to its highly focused beam and precision galven circuits, although its charge cycle is fairly long. The little dynamo is

Ranged Weapons
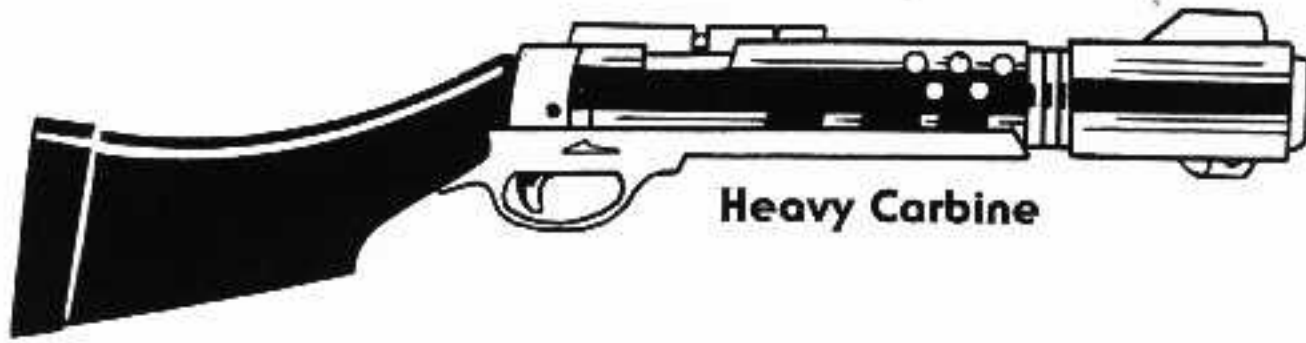
Heavy Carbine

Sniper's Blast Rifle

Alliance Adjudicator

Bolt-Thrower

Light Repeating Blaster

Joey Robinson

somewhat fragile due to the precise alignment of the internal lenses and their susceptibility to misalignment. The Penetrator is generally considered a "spook weapon," though some Specs use the weapon in the field.

■ Penetrator Mini-blaster

Model: Luxan Personal Armaments, Ltd. Penetrator MB-50
Type: Miniaturized heavy sporting blaster
Scale: Character
Skill: Blaster: sporting blaster
Ammo: 100
Cost: 600; 50 (power cell)
Availability: 4, F or R
Body: 1D
Fire Rate: 1
Range: 5-20/40/60
Damage: 5D
Game Notes: Increase normal *blaster* difficulties by one level due to precise targeting requirements (because of the focused beam).

Intimidator

A wicked little rapid-fire blaster pistol, the Intimidator lacks stopping power, but does lend suppression in target-rich environments. Used by a few Infiltrators and spooks.

■ Intimidator

Model: Merr-Sonn Munitions "Intimidator" IR-5
Type: Rapid-fire blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 50
Cost: 1,250, 25 (power pack), 200 (optional retractable stock)
Availability: 3, X
Fire Control: 2D
Range: 3-7/25/50
Damage: 3D
Game Notes: Fire-control bonus applies only to multiple shots at *different* targets within a 90-degree arc of fire; single shots or multiple shots at the same target grant no bonus. Addition of retractable stock adds +1D to *blaster* roll when aiming for one round.

Rifles and Carbines

Heavy Carbine

Popular with Wilderness Fighters and Urban Combat Specialists for its good range, stopping power and easy handling. Long rifles snag and trip in cluttered environments, a problem the short-barreled carbines largely overcome.

■ Heavy Carbine

Model: N'gant-Zarvel 9118 Carbine
Type: Heavy carbine
Scale: Character
Skill: Blaster: heavy carbine
Ammo: 100
Cost: 1,000 credits
Availability: 2
Range: 3-25/50/200
Damage: 5D+1

Sniper's Blast Rifle

Merr-Sonn's LD1 is an expensive and rare "target rifle" sold to sports shooters, hunters, and anyone else who has the credits and proper licensing and wants to hit targets at fairly long ranges with personal weapons. Alliance Intelligence and SpecForce uses this weapon and others in the same class to pick off targets at extreme range.

■ Sniper's Blast Rifle

Model: Merr-Sonn LD-1 Blaster Rifle
Type: Long range blast rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 100
Cost: 3,000 credits
Availability: 2, F, R, or X
Fire Control: 1D+2
Range: 2-50/150/500
Damage: 5D
Game Notes: The rifle's fire control is due to built-in macroscopic sight and auto-steady gyrogimbals. Additional sighting modifications require removal of this sight.

Firearms

Firearms are not as powerful as blasters and lack range, but have the advantage that they can be silenced, while a blaster cannot. Without a silencer or integrated silencing system, a firearm is very loud and can be heard for several hundred meters under ideal conditions.

Merr-Sonn Silencer

An attachment placed onto the barrel of a firearm, the NonSonic silencer absorbs sound by emitting precisely tuned counter vibrations. The result is a silent weapon that makes no noise even if dropped onto a hard surface. This silencer does not work on blasters because most of a blaster's report comes from the bolt interacting with atmosphere.

■ Merr-Sonn Silencer

Model: Merr-Sonn NonSonic Silencer
Type: Firearm noise suppressor
Scale: Character
Skill: Blaster repair: modification
Cost: 1,200 credits
Availability: 2, R
Game Notes: Absorbs the sound of a firearm, preventing the need for a *Perception* check when fired.

Alliance Adjudicator

A relatively common slugthrower, used by civilians as a personal defense weapon, the Alliance tech-modified Adjudicator is one of the most common slugthrowers used by Infiltrator units. The pistol is completely silenced and highly suitable for stealth missions. The original model's wrist-mounted spring clamp-holster has been removed, and is usually worn on a belt, wrist or ankle holster.

■ Alliance Adjudicator

Model: Modified Czerka Adjudicator
Type: Silenced slugthrowing hold-out pistol
Scale: Character
Skill: Slugthrower
Ammo: 4
Cost: 300, 10 (ammo)
Availability: 2, F or R

Fire Rate: 2
Range: 1-5/10/25
Damage: 3D+1

Silenced Slugthrower

The Alliance SH-9 is a modified version of the Czerka SH-9, which has a predisposition to silencing. Alliance technicians modified the weapon so that the only noise it makes is a moderate clicking as the slide operates. Infiltrators are very fond of this weapon, one of the few ranged weapons available in their armory.

■ Silenced Slugthrower

Model: Alliance/Czerka Arms SH-9
Type: Modified slugthrowing pistol
Scale: Character
Skill: Firearms: pistol
Ammo: 10
Cost: Modified version not for sale
Availability: 4
Range: 3-10/30/60
Damage: 3D+2
Game Notes: Silenced slugthrower makes very little noise, adding only +1 to opponent's *search*.

Other Ranged Weapons

Air Gun

A common sports targeting weapon, the air gun is not especially powerful, but at short ranges and in the hands of a skilled shooter it can be effective, once it has been upgraded with a powerful compressed air canister. This weapon is commonly used by several of the sneakier Spec units. It has the advantage of being available in sports shops throughout the galaxy and of usually not being confiscated if discovered, since it is generally regarded as a toy.

■ Air Gun

Model: Field Sports Air Pistol
Type: Compressed air pistol
Scale: Character
Skill: Firearms: air pistol
Ammo: 20
Cost: 200 credits
Availability: 1
Range: 3-10/20/40
Damage: 3D
Game Notes: Air guns make very little noise, adding only +2 to opponent's *search* to detect.

Bolt-thrower

This Infiltrator weapon is a low-tech solution to high-tech conflict, the bolt-thrower is constructed from spring steel, spun graphite, and uses a fluffed shadowsilk braid to provide a nearly silent ranged weapon with stopping power approaching that of a blaster. The bolt-thrower has the strong disadvantage of being a one-shot, slow-loading weapon. This is not considered a sufficient disadvantage to counter the weapon's advantages.

■ Bolt-thrower

Model: Alliance Bolt-thrower
Type: Mechanical bow
Scale: Character
Skill: Bow: mechanical bow
Ammo: 1

Cost: 300 credits
Availability: 2 or 3
Fire Rate: 1
Range: 3-25/100/200
Damage: 4D

Magna Caster

A dart-shooting magnetic rail gun, this weapon is a clone of the unusual Frohad Galactic Firearms Magna Caster-100, a whisper-quiet weapon that impressed the few Infiltrators to get a hold of them. It was not available on the black market in sufficient numbers to satisfy Alliance needs, and was manufactured by Alliance arms factories in a short production run. As the magna caster uses a simple-to-produce steel dart loaded into a side-loading clip, it is fairly easy to keep ammunition stocks supplied. The Alliance currently has no magna casters in stock, as they have all been issued, but they do periodically recycle through quartermasters as their operators become inactive.

■ Magna Caster

Model: Alliance Magna Caster
Type: Magnetically propelled missile weapon
Scale: Character
Skill: Missile weapon: magna caster
Ammo: 10 (clip)
Cost: Not available for sale (2, 000; 150 (quarrel clip))
Availability: 3
Fire Rate: 2
Range: 5-50/75/100
Damage: 6D/5D/4D

Vac Blades

Another silent Infiltrator weapon, wrist-mounted vac blades fire three circular blades at a target. The launchers are usually worn in pairs (one per arm if the species has more than two) to keep the need for reloads to a minimum.

■ Vac Blades

Model: Golon Arms Vac Attack Mark-127
Type: Anti-personnel weapon
Scale: Character
Skill: Missile weapon: vac blades
Ammo: 2 (3 blades per shot)
Cost: 700, 30 (blade clip)
Availability: 3, F
Fire Rate: 2
Range: 10-20/30/50
Damage: 5D (combined), 3D (separate shots)
Game Notes: Usually, all three shots are fired against one opponent. Can be fired in arc, against separate opponents. If fired this way, each blade shot is requires a separate *missile weapons* roll, with penalties.

Heavy Weapons

"There are very few military problems that cannot be resolved with sufficient firepower."—Heavy weapon specialist creed.

Heavy weapons—or Infantry Support Weapons (ISWs)—are mainly the province of Heavy Weapons Specialists. SpecForce has no standard heavy weapons, and a gunner can expect to work with a variety of ISWs, ranging from light repeating blasters to turbolaser artillery.

Repeating Blasters

Light Repeating Blaster

BlasTech's repeating blaster, based on a riot gun model originally marketed in the Corporate Sector, is quite popular with Alliance heavy weapons Specs for its relative ease of handling and high volume of fire. This weapon is found both as an ISW and as a primary trooper weapon.

■ Light Repeating Blaster

Model: BlasTech Light Repeating Blaster
Type: Repeating blaster
Scale: Character
Skill: Blaster: repeating blaster
Ammo: 300
Cost: 1, 500 credits
Availability: 2, R
Range: 3–30/100/300
Damage: 5D+1

Game Notes: On constant-fire mode the riot gun fires a burst of 6 blasts per shot. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower.

Prax "Blast and Smash" Energy Rifle

This intimidating weapon was originally developed for bounty hunter operations. A pair were captured by an Alliance privateer and sold to the Alliance, which has set up a limited duplicate production run in one of its arms factories. The original design has been somewhat modified, and is in high demand among SpaceOps and HWS units.

The rapid-fire blaster rifle has been stabilized with an internal damping system, making its burst-fire mode more effective. The repeating rifle is supplemented with a Locris Syndicates micro-grenade launcher, a half-meter-long tubular antipersonnel grenade-delivery system slung underneath the rifle barrel.

■ Prax "Blast and Smash" Energy Rifle

Model: Alliance-modified Prax Arms Model AXM-50
Type: Repeating blaster rifle/micro-grenade launcher
Scale: Character
Skill: Blaster: blaster rifle (for blaster rifle), Missile weapons: micro-grenade launcher (for micro-grenade launcher)
Ammo: 250, (rifle), 30 (micro-grenade magazine)
Cost: Not available for sale (original model: 4, 500; 250 (bi-pod), 1, 000 (micro-grenade magazine), 100 (power pack), 500 (backpack power generator))
Availability: 3, F or R
Fire Rate: 7 (blaster rifle), 1 (micro-grenade launcher)
Fire Control: 1D (see Game Notes)
Range: 3-25/50/75 (blaster rifle), 5/25/100/200 (micro-grenade launcher)
Blast Radius: 0-2/4/6 (micro-grenade launcher)
Damage: 5D (blaster rifle), 4D/3D/2D (micro-grenade launcher)
Game Notes: The micro-grenade launcher has a computerized fire-control system; if the shooter makes a Moderate *Perception* roll (free action) add +1D to hit. If the shooter is firing at the same target repeatedly, the +1D add continues until the target is switched. A bi-pod may be attached to the rifle, adding +1D to the *blaster* roll. On constant-fire mode the riot gun fires a burst of 2 blasts per shot. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower.

Flame Carbine

Flame carbines are medium-sized rifle-like weapons that are connected to a fuel cell via a reinforced transfer hose. The Czerka carbine model is a weapon used by some SpaceOps and Pathfinder units, and is the preferred weapon of Urban Combat Specialists during street-fighting operations.

■ Flame Carbine

Model: Czerka Flame Carbine
Type: Flamethrower
Scale: Character
Skill: Flamethrower
Ammo: 10
Cost: 500 credits
Availability: 2, X
Fire Rate: 1/2
Range: 3-4/5/7
Damage: 5D first round, 3D each round for the next five, unless extinguished

Flame Rifle

The rifle version of the flame carbine, usually used in the open to clear out trenches, strongpoints or fortified urban positions. The rifle is usually used by Heavy Weapons Specialists, or occasionally by Urban Combat Specialists.

■ Flame Rifle

Model: Czerka Flame Rifle
Type: Flamethrower
Scale: Character
Skill: Flamethrower
Ammo: 25
Cost: 700 credits
Availability: 2, X
Fire Rate: 1/2
Range: 3-5/7/10
Damage: 5D-1 first round, 3D each round for the next five, unless extinguished

Heavy Flamer

The vehicle-mounted version of the flame projector, almost always reserved for HWS Specs. This weapon is used to take out buildings and squads. It is even less popular than the more portable versions, but still highly effective.

■ Heavy Flamer

Model: Czerka Vehicle Flamer
Type: Flamethrower
Scale: Speeder
Skill: Flamethrower
Ammo: 50
Cost: 2, 000 credits
Availability: 2, X
Fire Rate: 1/2
Range: 3-7/10/20
Damage: 5D-2 first round, 4D each round for the next five, unless extinguished

Missile Weapons

Missile ISWs are physical matter weapons, usually with a high damage rating and low ammunition capacity and fire rate.

Flechette Launcher

Useful for taking out clustered groups or improving hit odds on a single target, a flechette launcher has the advantages of a grenade and the range of a rifle. The canisters hold scores of microdarts that shred everything in the blast area.

■ Flechette Launcher

Model: Golan Arms FC1 Flechette Launcher
Type: Flechette launcher
Scale: Character or Speeder
Skill: Missile weapons
Ammo: 6 per canister
Cost: 800, 100 (antipersonnel canister), 200 (anti-vehicle canister)
Availability: 2, F, R, or X
Fire Rate: 1
Range: 5-25/100/250
Blast Radius: 0-1/3/5
Damage: 6D/5D/3D (character scale, antipersonnel), 5D/4D/3D (speeder scale, anti-vehicle)
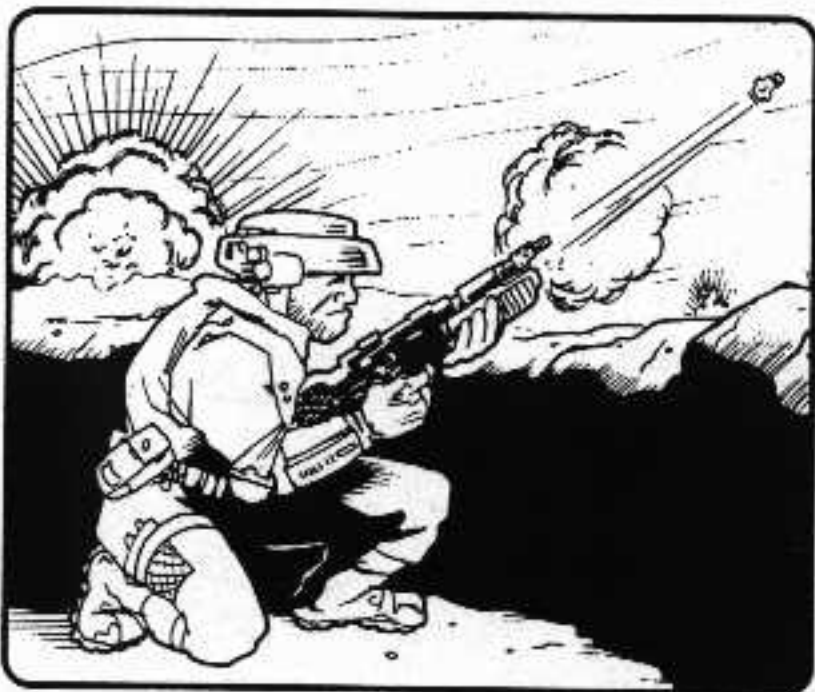
Grenade Launcher

The Viper 2 is a modestly upgraded version of Zone Control's original Viper model grenade launcher. It has the same excellent accuracy at short ranges as the Viper and has a 150% larger capacity grenade magazine. It is considered one of the best rifle-attached grenade launchers in the industry, and is a favorite among Alliance troops.

■ Grenade Launcher

Model: Zone Control Viper 2 Grenade Launcher
Type: Grenade launcher rifle attachment
Scale: Character
Skill: Missile weapons: grenade launcher
Ammo: 5
Cost: 500 (launcher), 200 (grenades)
Availability: 2, R
Fire Rate: 2
Range: 1-250/350/500
Blast Radius: Per grenade
Damage: Per grenade
Game Notes: Two rounds to reload grenade magazine.

Grenade Mortar

A rare item, the Espo grenade mortar is in high demand among Heavy Weapon Specialists since a shipment was "liberated" by a privateer raid. The Espo mortar fires any type of grenade (which otherwise has its normal characteristics), with excellent range and ammo capacity.

■ Grenade Mortar

Model: Espo Grenade Launcher
Skill: Blaster artillery
Crew: 1
Ammo: 100
Cost: 3, 500 credits
Availability: 3 (2, F, R, or X in Corporate Sector)
Body: 4D
Fire Rate: 5
Fire Control: 1D
Range: 25-100/500/1 km
Damage: Varies by grenade type
Game Notes: Fires any type of grenade.

Micro-Grenade Launcher

A half-meter long tubular antipersonnel grenade-delivery system, this weapon has found its way into several Alliance HWS squads. It is still fairly rare, but at least one Alliance arms factory has scheduled a clone version for production.

■ Micro-Grenade Launcher

Model: Locris Syndicates Model MGL-1
Type: Micro-grenade launcher
Scale: Character
Skill: Missile weapons: micro-grenade launcher.
Ammo: 30 (magazine)
Cost: 2, 500; 1, 000 (micro-grenade magazine)
Availability: 3, F
Fire Rate: 1
Fire Control: 1D (see Game Notes)
Range: 5/25/100/200
Blast Radius: 0-2/4/6
Damage: 4D/3D/2D
Game Notes: This micro-grenade launcher has a computerized fire-control system; if the shooter makes a Moderate *Perception* roll (free action) add +1D to hit. If the shooter is firing at the same target repeatedly, the +1D add continues until the target is switched.

Rocket Launcher

Merr-Sonn's RPS-18 rocket launcher is primarily marketed to the mercenary and system defense market but is also found among Alliance units. This is the rocket launcher line that Locris based the somewhat more sophisticated RDP rocket launchers on, but the RPS is more directly lethal.

■ Rocket Launcher

Model: Merr-Sonn Model RPS-8 Rocket Launcher
Type: Rocket launcher
Scale: Character
Skill: Missile weapons: rocket launcher
Ammo: 4 (internal magazine); 20 (external magazine)
Cost: 1, 500; 200 (internal magazine); 1, 000 (external magazine)
Availability: 3, F or R
Fire Rate: 1
Range: 3-30/100/300
Blast Radius: 0-1
Damage: 6D
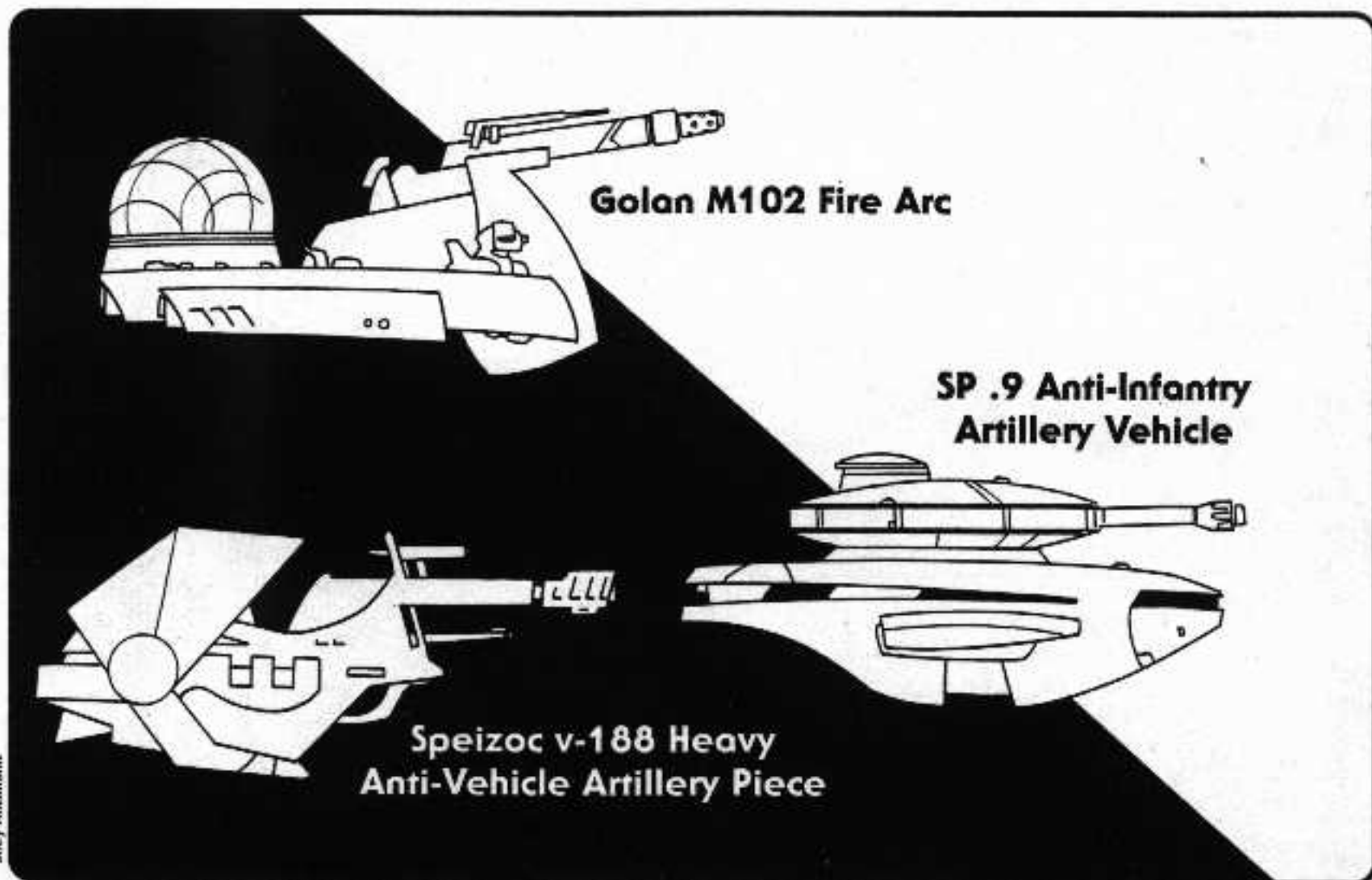
Golan M102 Fire Arc

SP .9 Anti-Infantry
Artillery Vehicle

Speizoc v-188 Heavy
Anti-Vehicle Artillery Piece

Artillery

"Armored vehicles wish they had artillery."—Artillery crewer's opinion.

Artillery, like infantry support weapons, are generally left to Heavy Weapons Specialists. SpecForce is using artillery more than it had expected to, especially as the conventional side of the war heats up.

Golan M102 Fire Arc

Slow, towed, old-fashioned, and loud, lob-shell artillery has the great advantage of being able to pick out targets the crew can't see, on the other side of intervening terrain, at extreme range, and drop a shell on top of them from nowhere.

The Golan Arms M102 Fire Arc artillery piece was an attempt to recreate a market for lob-shell pieces, but the prime market, the Empire, had little interest in artillery. Most of the production run scattered across the arms market, and a number came into the possession of the Alliance. The Fire Arc incorporates a Tana Ire GroundSweeper-3 omniprobe sensor array to improve its targeting at short ranges.

■ Golan M102 Fire Arc

Model: Golan Arms M102 Fire Arc Artillery Piece
Type: Surface-to-surface shell launcher
Scale: Walker
Skill: Artillery

Crew: 4
Cover: 1/4
Ammo: 20
Cost: 25, 000 (new)
Availability: 3, X
Body: 2D
Fire Rate: 1
Fire Control: 2D (3D against targets at short range)
Range: 1-5/10/20 km
Blast Radius: 20 meters
Damage: 5D
Game Notes: Shells in transit can be shot down by laser weapons (this is Very Difficult). Shells remain in the air for one round for every range band it crosses: 1 round for short range, 2 rounds for medium range, 3 rounds for long range. Shells are not especially durable (they're intended to break up) and have a Body Strength of only 1D.

Alliance SP .9 Anti-Infantry Artillery Vehicle

Golan's self-propelled .9 artillery piece is not in common use by Alliance forces, as they take up a great deal of cargo space, but when it is needed it performs decently. A practically identical weapon is used by the Imperial Army.

■ Alliance SP .9 Anti-Infantry Artillery Vehicle

Model: Golan Arms SP .9
Type: Modified anti-infantry battery
Scale: Speeder
Skill: Blaster artillery (to fire), repulsorlift operations (to drive)
Crew: 1, gunners; 3

Cover: Full
Ammo: Unlimited
Cost: 20, 000 (used)
Availability: 2, X
Body: 3D
Move: 21; 60 kmh
Fire Rate: 6
Fire Control: 2D
Fire Arc: Turret; front, left, right
Range: 20-600/3/16 km
Blast Radius: 5 meters
Damage: 4D

Alliance Speizoc v-188 Heavy Anti-Vehicle Artillery Piece

The Alliance has several Speizoc v-188s, some liberated, others purchased in the invisible market. This is one of the heaviest guns available to Alliance forces. Most are deployed to secure warehouses, waiting the outbreak of conventional war, some are in the field with regular units in conventional theaters. A few are in SpecForce service, for missions that require extra punch. Stored units are usually not equipped with self-propulsion, but the field units have been mounted on a modified Aratech 440 Super-Heavy Armored Chassis (the name is more impressive than the vehicle). These 440s have themselves been modified, with repulsor motivators added for increase mobility, targeting computer upgrades, high-efficiency rechargers, and a separate fusion generator to power the gun.

■ Alliance Speizoc v-188 Heavy Anti-Vehicle Artillery Piece

Model: Alliance-modified Speizoc v-188 Penetrator
Type: Modified anti-vehicle gun
Scale: Speeder
Skill: Blaster artillery: anti-vehicle gun
Crew: 1, gunners: 8
Cover: Full
Ammo: Unlimited
Cost: 70, 000 (as modified)
Availability: 3, X
Body: 3D+1
Move: 35; 100 kmh
Fire Rate: 1/2
Fire Control: 1D+1
Fire Arc: Turret; front, left, right
Range: 50-600/5/25 km
Blast Radius: 20 meters
Damage: 7D/5D+2/3D+2

Ammunition

"Ammo is cheaper than medpacs. Expending ammunition is preferable to expending medical supplies."— Combat survival advice.

Power Packs

Power packs are among the most standard items in the galaxy. They vary little from system to system or manufacturer to manufacturer. Soldiers can go from world to world, and while the food, social customs, terrain, climate, gravity, and atmospheric pressure might be radically different, the blaster gas power packs are comfortingly familiar. Power packs can be used as currency in any back-world with periodic contact with the galaxy. Credits have abstract and fluctuating value, but power packs are always usable.

This high degree of standardization is for extremely practical reasons: all manufacturers comply to Old Republic-set standards in order to have equal access to the market. Soldiers want to be able to have easy access to blaster gas. If a blaster uses irregular standards, it fails in the market. Quality is less a factor in this than one might think: tibanna spin-sealed blaster gas is more efficient than most other kinds, but is rare and requires effort to re-gauge blaster systems. It is accordingly not dominating the market, despite the predictions of market analysts.

Power packs are refilled from blaster gas canisters, able to hold up to 5, 000 shots worth of small-arms fire. Filling an empty power pack is automated and takes only about a minute. Small-arms combat power packs generally hold 100 shots, although some blasters are modified to squeeze out extra power by igniting more gas per shot. This is highly inefficient, requiring 400% as much gas for a mere 25% increase in power.

■ Blaster Power Packs

Model: Standard Blaster Power Pack
Scale: Character
Cost: 25
Availability: 1
Damage: Per weapon
Game Notes: May be used for any blaster in its class: blaster pistol packs fit most blaster pistols, blaster rifle packs fit most blaster rifles, etc.

■ Blaster Gas Canister

Model: Standard Blaster Gas Dispenser
Scale: Character
Cost: 1, 250
Availability: 2, R or F
Game Notes: Vending port automatically fills power pack in about 10 rounds.

Slugs

Much less standardized than blaster ammunition, firearm slugs are less effective and more expensive than blaster shots, but still fairly deadly. They are most commonly available on Industrial- and Information-technology worlds.

■ Slugs

Model: Various manufacture
Scale: Character
Cost: 25-100 per clip
Availability: Highly variable: 1, 2, or 3
Damage: Per weapon

Explosive Slugs

A reinvented and recycled idea for ages, explosive slugs help mitigate the advantage armor has over ordinary slugs. This sort of ammunition is commonly used by Rebel units on less-advanced planets, where firearms outnumber blaster weapons.

Smoke Grenade

Impact Grenade

Antigrav Field Mine

Thermal Detonator

Thermal Well

■ Explosive Slugs

Model: Alliance Manufacture Explosive Slugs
Type: Explosive slugs
Scale: Character
Skill: Demolitions
Cost: 50 (micronite for 10 slugs), 25 (phospha for 10 casings)
Availability: 2, F or R (micronite), 1 (phospha)
Difficulty: Moderate
Damage: +1D to slug's damage against hard armor
Game Notes: The slugs work on any hard armor, including stormtrooper armor, adding +1D to the basic damage of the weapon. Soft armor (armor that adds less than a full die of protection) and ordinary tissue do not detonate the slugs, and they do normal damage.

Explosives

"Imperials don't appreciate subtlety. Use more detonite."—Platoon sergeant to his demolitions tech.

"Five-second fuses are incredibly accurate...give or take two seconds."—Demolitions tech rule.

Most SpecTroopers are trained to set and detonate explosives, but prefer to leave it to experts.

Detonite

Detonite cubes are fist-sized putty-like explosives. Detonite is the most common high explosive on the market, used for every explosives job from civil engineering to military demolitions. Modern detonite is a fairly stable substance and will usually explode only when charged with electricity, high doses of radiation or extremely energetic kinetic impact. Old detonite destabilizes after a shelf life of about 10 years and can explode much more easily. Very small amounts of detonite are occasionally used for pyrotechnic displays or precise explosions. These tiny charges are sometimes referred to as micronite.

■ Detonite

Type: Common detonite
Scale: Speeder
Skill: Demolitions
Cost: 500 credits per cube
Availability: 2, R
Damage: 1D

Shaped Charges

Shaped charges are—as the name implies—explosive devices that are molded in such a way as to focus the brunt of a detonation to maximum effect. Shaped charges are particularly effective against extremely hardened targets: starship hulls, armored garrison walls and reinforced doors.

■ Shaped Charges

Model: Merr-Sonn Munitions Pre-shaped Detonite Charge
Type: Shaped charge
Scale: Speeder
Cost: 200 credits

Skill: Demolitions
Availability: 2, R
Difficulty: Moderate
Damage: 1D per charge (plus bonuses)
Game Notes: Shaped charges are used to penetrate strong building materials, such as duracrete, plasteel, and durelium ships' hulls. Successful use of a shaped charge increases the explosion's damage +2D.

Plasticene Thermite Gel

Thermite gel, a grey-white moldable substance, can be used to burn through many materials, and is often used to make improvised doors. Most Specs do not use thermite gel, unless they have a great deal of demolitions training.

■ Plasticene Thermite Gel

Model: Gatrellis Plasticene Thermite Cube
Type: Controlled pyrotechnic explosive
Scale: Character
Skill: Demolitions
Cost: 1, 000 credits per kilogram
Availability: 2, X
Damage: 20D for a full kilogram; 2D per hundred grams
Game Notes: The gel can be ignited by remote relay. Thermite gel can be shaped, molded, or stretched, and a full kilo can cover up to 20 square centimeters. The gel burns for 3 rounds.

Detonite Tape

Detonite tape is a plastic adhesive tape impregnated with a detonite gel and packaged in 5-meter rolls. The compound is highly stable and requires intense heat or an electrical charge to detonate. Detonite tape is use much like shaped charges, to open hatches and hulls, but is more flexible and self adhesive. D-tape is also easy to cut, and can be used in small amounts to sever connections and cause precise damage.

■ Flex-5 Detonite Tape

Model: Merr-Sonn Munitions Compound Flex-5 Detonite Tape
Type: Adhesive explosive strip
Scale: Character
Skill: Demolitions
Cost: 1, 500 credits per 5 meters
Availability: X
Difficulty: 10
Damage: 3D

Grenades

Smoke Grenades

Smoke grenades were originally developed as nonlethal explosives, ideal for sowing chaos among enemy ranks. The BlasTech Nacht-5 smoke grenades (nicknamed "smokers"). The Alliance has modified several cases of Nacht-5 grenades to release colored smoke: red, green and blue. These are often issued to SpecForce units to be used as low-tech, long-distance signalling devices.

■ Smoke Grenade

Model: BlasTech Nacht-5 Smoke Grenade
Type: Smoke grenade
Scale: Character
Cost: 25 credits
Skill: Grenade
Ranges: 3-7/20/40
Blast Radius: 0-3
Damage: None
Availability: 2, R
Game Notes: Releases thick, obscuring smoke, which adds +2D to blaster shooter's difficulty.

Impact Grenades

Developed by an engineer who once had a delayed-timer grenade lobbed back at him (which turned out to be a dud), the BNO impact grenade is very handy for sight-specific destruction. No stormtrooper ever tosses back an impact grenade. The BNO is only used by approved troopers and under certain circumstances—the BNO must be thrown fairly strongly to detonate, but if dropped against a hard surface it might be instantly fatal.

■ Impact Grenade

Model: BNO Impact Grenade
Type: Impact-activated grenade
Scale: Character
Skill: Grenade: impact grenade
Cost: 150 credits (for a box of three)
Availability: 2
Range: 3-7/20/40
Blast Radius: 0-2/4/6/10
Damage: 5D/4D/3D/2D
Game Notes: Grenade explodes only on impact.

Antigrav Field Mines

Handy for covering retreats and as nasty surprises for patrols or convoys. Specs are fond of laying out a mine field, pulling off a hit-and-fade attack, and retreating across the field with ground vehicles, hovercraft, or animal mounts. When the repulsor-mobile Imperials give chase, they run into another trap.

■ Antigrav Field Mines

Model: SoroSuub XG Anti-Gravity Field Mine
Type: Light Repulsor Mine
Scale: Speeder
Skill: Demolitions: mines
Cost: 400 credits
Availability: 2, X
Blast Radius: 1-2/4/6/10
Damage: 6D/5D/3D/2D
Game Notes: Triggered by any repulsor field within three meters. Moderate *demolitions* roll to disarm (failure detonates the mine).

Thermal Detonators

Used as a military-engineering explosive, baradium charges, commonly known as thermal detonators, are highly effective but highly unstable. They are rarely used for direct attack—too dangerous to the user. Instead, the charges are primarily used for blasting and other demolitions work. Only the extremely des-

perate use thermal detonators as weapons. Since it is so unstable (and popular as a terrorist weapon), possession of baradium charges is illegal without a license, and illegal possession is a capital offense in many systems. Tarascii (a subsidiary of BlasTech) is one of the few explosives companies licensed to manufacture baradium. The Empire tries to keep a careful watch on baradium distribution, but shipments do go missing—even ships well-prepared to carry baradium surrender to pirates when carrying the touchy material. One stray shot could easily destroy both ships.

■ Thermal Detonators

Model: Tarascii Explosives Thermal Detonator
Type: Baradium explosive device
Scale: Character
Skill: Demolitions or Grenade
Cost: 2, 000 credits
Availability: 2, R
Blast Radius: 0-2/8/12/20
Damage: 10D/8D/5D/2D
Game Notes: Mishaps—such a rolling a "1" on the Wild Die—indicate premature explosion.

Thermal Well

The Alliance is no more pleased to work with baradium than anyone else, but often finds the sabotage potential to outweigh the risks. To minimize these risks, Alliance technicians have developed a method of mixing the baradium with stabilized ytterbium, resulting in a much denser material. The resulting stabilized baradium ignites when energized, rather than explode. The thermal reaction lasts for several seconds and reaches temperatures of several thousand degrees, hot enough to melt through five meters of permacrete as the thermal sphere sinks toward the center of local gravity. This makes a much more suitable sabotage weapon than a thermal detonator, able to disable machinery without destroying the saboteurs.

Thermal Well

Model: Alliance-manufactured Thermal Well
Type: Baradium meltdown device
Scale: Character
Skill: Demolitions
Cost: Not for sale
Availability: 4
Blast Radius: 0-1
Damage: 10D
Game Notes: Mishaps—such a rolling a "1" on the Wild Die—indicates premature ignition.

Luma Flare

Primarily used as an illumination device for artillery, a marker for starfighter strikes, or a rescue signal, luma flares also serve as effec-

tive attention-getters and decoys. Inactivated luma flares are half-meter long tubes housing one rocket-propelled flare. Single-use, the flares effectively turn dark night into bright daylight.

■ Luma Flare

Model: Salamini Chemical Munitions Model-3287
Type: Aerial illumination
Skill: Missile weapons
Cost: 100 credits
Availability: 2
Range: 5 kilometers vertical, 10 kilometers horizontal
Blast Radius: 20 meters
Damage: 4D
Game Notes: Maximum range for the luma flare is five kilometers vertical and 10 kilometers horizontal. The illumination lasts for three minutes, and an area 300 meters in diameter is affected. While not designed as a weapon, luma flares will cause 4D burn damage to anyone within 20 meters of the detonation point. Anyone within 50 meters of the detonation point and who is looking directly at the detonation point must make a Difficult *Perception* total or be blinded for eight minutes.

Joey Robinson

SpecForce Organization

"The key to SpecForce's flexibility is its unique command structure, allowing virtually any composition of troops and equipment with minimum confusion and friction."—Excerpt from an Internal Alliance document.

"Never send a generalist to do an expert's job."—Colonel Anena Seertay, Alliance High Command Special Forces Regimental Marine Commander, KIA during the Primtara Offensive.

Introduction

"The Rank Rule: those who have the Rank make the rules."—Old military truism.

SpecForce generally follows the same organizational model as the rest of the Alliance's military assets, though SpecCom is given greater flexibility and autonomy than other branches of the service (largely to facilitate SpecForce's operational response time). SpecForce is broken down into various elements: divisions, regiments, companies, platoons, squads, fire teams, and taskforces.

Divisions

There are roughly 10 SpecForce divisions scattered throughout the galaxy at any time. One division, the Command Division, is attached to Alliance High Command at all times and has a representative regiment of all specializations. A wilderness regiment is assigned to the actual Command Base, along with local SecForce units, specific unit types varying depending on the terrain of the current baseworld. A SpaceOps regiment and HWS regiment is attached to the Fleet. The remaining regiments are divided among the other Supreme Commands. Intelligence uses an Infiltrator regiment and Pathfinder regiment, for example, while Starfighter Command uses a mixed specialty regiment, doubling as support personnel and fighting forces. This division answers to General Madine, via subordinate generals and colonels.

Five divisions are assigned more or less by region, some regiments attached to Sector Commands on an ongoing, but not permanent, basis. Other regiments are mobile from sector to sector, as operational demands shift. These divisions answer to a general.

The rest are deployed as rogue divisions, mobile by regiments or companies from command to command, sometimes attached to sector commands, sometimes attached to other divisions. In theory, these divisions and constituent units answer to whatever divisional general they are currently assigned to, but are headed primarily by regimental colonels.

Divisions are made up of several regiments, generally one regiment of each specialist troop type. A division should be able to call up a sizable number of each kind of specialist, but attrition and transportation difficulties sometimes makes this a logistical challenge. Thus, a division theoretically has a minimum of eight regiments under its command.

Regiments

Regiments, like divisions, are primarily an accounting unit. They rarely see action as a unit. Regiments are usually commanded by a colonel, although majors are often in command as situations dictate. Regiments are consistently numbered by type in each division (see below). Regiments are made up of three to six companies, four being the norm.

A regiment is the pool from which operational taskforces are assembled. Once a mission is defined and a taskforce commander assigned, the TC meets with regimental commanders and hashes out the needs of the mission. Regiments, companies, platoons, and squads are then assigned to the mission as available.

Companies

A company is usually comprised of five platoons and commanded by a captain or major. Companies are usually the largest unit to see action. Functionally, there are two kinds of companies: order companies and taskforce companies.

Order companies (order of battle companies, or OBCs) are administrative units, useful for keeping track of assets. OBCs are made up of a single specialist type, and rarely see action as a unit.

Taskforce companies (TFCs) are cross-attached with other regimental order companies to comprise field mission units. Such units are generally composed of two or three platoons of a particular troop type (for example, Pathfinders), with two or three other platoons of mixed kinds rounding the unit out. Thus, the company is referred to as a Pathfinder company, but may include a number of other specialists.

In either case, companies are identified by a letter in the aurebesh alphabet: i.e. Aurek, Besh, Cresh, and Dorn Companies.

Platoons

Platoons are made up of four squads. They are identified numerically and commanded by a lieutenant. Platoons are also cross-attached with other platoons to match their missions and sent on missions as small taskforces.

Squads

A squad has five to fifteen troopers and is commanded by a sergeant. Squads are identified by color—Red Squad, Blue Squad, Green Squad, and Gold Squad, for example. There is no set method of assigning squad

This chapter includes several profiles of typical basic gamemaster character Special Forces troops. It should be stressed that SpecTroops do significantly vary from these minimal norms. The profiles below are should be considered the lowest skill levels for a given SpecForce specialist.

Veteran SpecForce troopers are likely to have minimal attribute die codes, and an extra 4D–9D allocated to their skills. Members of elite units may have as much as an additional 7D–12D in skill dice.

colors and the designations change as needed.

Most squads are primarily of a particular troop type, but can include cross-attached elements, most often as an attached fire team. Any squad with a heavy weapons detail, APC driver, Pathfinder point team, or other inconsistent squad member has a cross-attachment. These cross-attached squad members tend to remain attached to their squad for morale and performance purposes.

Fire Teams

A fire team is the basic tactical element of squad maneuver, consisting of two to five troopers. Troopers should not act in the field without fellow team members, if possible. A fire team is usually supervised by a senior trooper, also called a first trooper in scandocs.

Taskforces

As mentioned earlier, SpecForce missions are performed by a *taskforce*. A taskforce may include anywhere from a regimental-sized unit to several squads. Most taskforces are company- or platoon-sized. A taskforce is commanded by a *taskforce commander*, an officer temporarily assigned to mission command. A TC is selected purely on the basis of ability. There is no ego involved—TC is not a coveted position. The TC is ultimately responsible for mission success and every mission is considered crucial to the advancement of the Alliance's war.

Usually the TC is of a rank appropriate to the size of the units involved. A platoon-sized taskforce is typically commanded by a lieutenant. A company-sized taskforce would probably be commanded by a captain or major.

Once selected, the TC requisitions however many units of appropriate size are needed for the mission, limited by the available force mix. There is no typical taskforce mix. A taskforce may be made up of one Pathfinder company. Another could be a SpaceOps company with an Infiltrator squad. Another might be as complicated as: two Pathfinder squads, one Infiltrator squad, one Wilderness Fighter squad, one HWS squad, one UCS company, and necessary additional specialists.

Joey Robinson

1st Regiment

SpecForce SpaceOps Regiment

"Never go into space with someone braver than you."—
Conventional SpaceOps wisdom.

SpaceOps troops are space and shipboard
SpecTroops, used for ship or station security, board-
ing actions, and spaceport landing assaults. Referred
to as "vacheads," SpaceOps have a reputation for
thick-headedness and charge-ahead attitudes.

SpaceOps are trained to fight in close quarters and
in zero-g. They are typically armed with hand weap-
ons, pistols, carbines, and grenades. A few SpaceOps
units have access to armored
spacesuits and battlesuits.

■ SpaceOps Troopers

Type: SpecForce SpaceOps Trooper
DEXTERITY 2D+2
Blaster 3D+1, brawling parry 3D, dodge 3D,
grenade 3D+1, melee combat 4D, melee com-
bat: zero-g 5D+2
KNOWLEDGE 1D+1
Survival 2D, survival: space 4D
MECHANICAL 1D+2
Capital ship gunnery 2D+1, starship gun-
nery 2D+1, powersuit operation 3D+2
PERCEPTION 2D+2
Command 3D+1, search 3D
STRENGTH 2D+2
Brawling 3D+2, stamina 3D+1
TECHNICAL 1D
Capital ship repair 2D, first aid 2D, security
2D, space transports repair 2D
Character Points: Varies; typically 0–5
Move: 10
Equipment: Blaster pistol (4D), blaster car-
bine (5D), 2 grenades (5D), space suit (+1D
physical, +2 energy), vibroknife (STR+1D)

2nd Regiment

SpecForce Pathfinders

"The easy way is always mined."—
Pathfinder observation.

Pathfinders make covert drops into
Imperial-held territory to perform dan-
gerous reconnaissance missions, clear
beachheads, and hold landing zones
until relieved. This sort of mission
must usually be performed by a fairly
small taskforce, perhaps a company
at most. If not relieved or retracted
this small force can be annihilated
once the local Imperial forces have
regrouped.

The Pathfinder's secondary mission
is to scout for other Spec units in
ground operations. This mission is
also performed in small units, but at
least they have better backup if some-
thing goes wrong.

Pathfinders are typically equipped with blasters
rifles, grenades, and survival gear. They often also
field heavy weapons and repulsorcraft, in order to
apply sufficiently concentrated firepower, and travel
fast and light.

■ SpecForce Pathfinders

Type: SpecForce Pathfinder
DEXTERITY 2D+2
Blaster 3D+2, blaster: blaster rifle 4D+2, blaster artillery 3D,
dodge 3D, grenade 3D+1, vehicle blasters 3D+2
KNOWLEDGE 2D
Alien species 3D, survival 3D
MECHANICAL 1D+1
Repulsorlift operation 2D+1
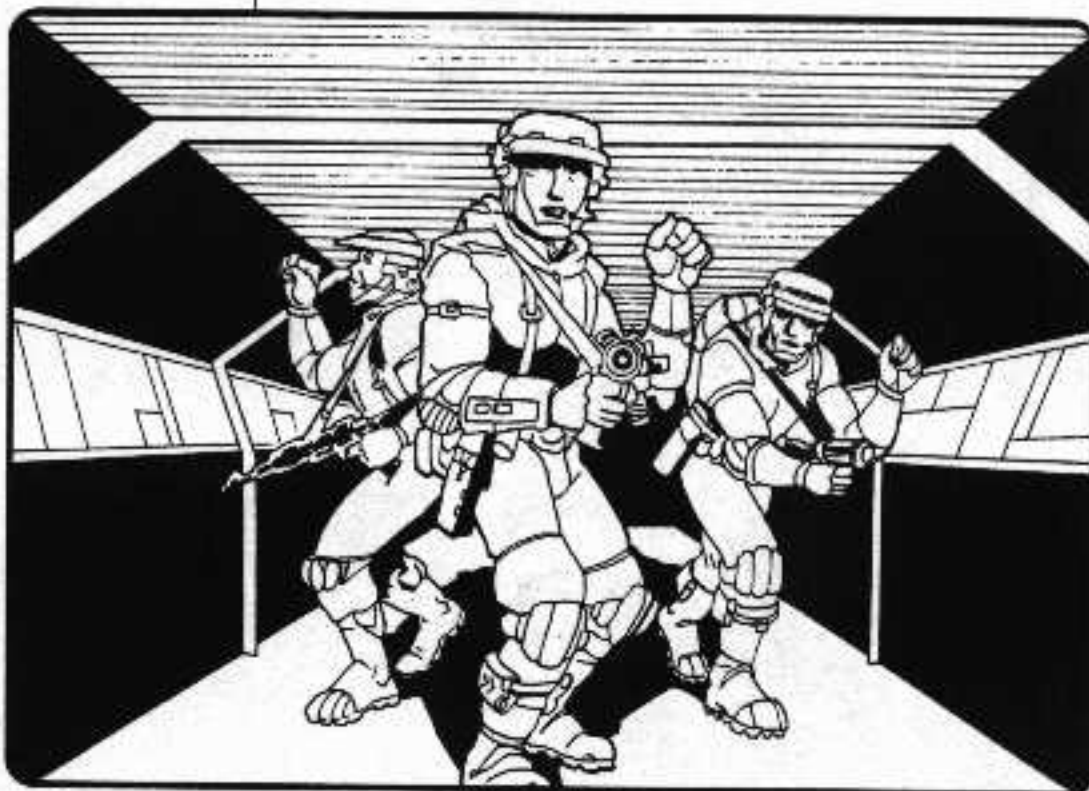
Jerry Robinson

PERCEPTION 3D+2

STRENGTH 3D+1

TECHNICAL 1D

3rd Regiment

SpecForce Urban Combat Specialists (UCSx)

Urban warfare is distinctly different from other types of warfare. The battlefield in a dense, fortified urban area is filled with potential hazards and fortifications. Although urban combat...

...by city-sprawls, Coruscant being the most famous example...

comparable to quiet suburban developments.

Urban Combat Specialists prefer to engage in ambushes, hit-and-fades, and running battles. They are typically equipped with hand weapons, blaster pistols, explosives, light ISWs, and highly modified combat repulsorcraft.

Urban Combat Specialist

Type: Infantry/Reconnaissance Specialist

DEXTERITY 3D+1

KNOWLEDGE 3D+1

MECHANICAL 1D+1

Republican operation 2D

PERCEPTION 3D+2

Command 3D+1, hide 3D+1, sneak 3D+2

TECHNICAL 1D+1

4th Regiment

SpecForce Wilderness Fighters

All-weather equipment and Alliance...

...operations in a variety of wild terrain. There are so many different terrain types that the wilderness fighters specialty...

Alliance prefers to base itself...

STAR WARS

RULES OF ENGAGEMENT
THE REBEL SPECFORCE HANDBOOK

by Timothy S. O'Brien

They undertake only the most difficult missions.

They are experts in hand-to-hand combat, weapons, tactics, and survival.

They are the Rebel Alliance's most elite soldiers, fighting the best the Empire has to offer.

They are the Rebel SpecForces.

Infiltrate a secret Imperial installation to rescue captured Rebel spies. Steal prototype weapons from the heart of the Empire. Sow confusion and destruction behind enemy lines. Perform missions that other soldiers consider impossible. *Rules of Engagement* gives you all the information needed to run a SpecForce campaign, featuring:

- Detailed descriptions of the elite forces of the Empire.
- New weapons, equipment and vehicles.
- New SpecForce character templates.
- Dozens of optional rules that reflect the dangerous nature of hit-and-fade combat.
- A guide to commando training and SpecForce operational tactics.

Fight the battle against the Empire from the front lines where the rules of engagement are simple: achieve your objective and make it back alive.

A STAR WARS SUPPLEMENT

for use with *Star Wars: The Roleplaying Game*