

STAR WARS AGE OF REBELLION™

LEAD BY EXAMPLE



A Sourcebook for Commanders

STAR
WARS
ROLEPLAYING

STAR WARS
AGE OF
REBELLION
ROLEPLAYING GAME

LEAD BY EXAMPLE

Following an inspiring victory at YAVIN FOUR, the leaders of the REBEL ALLIANCE look to the stars and, for the first time, glimpse the ultimate victory that may lie ahead.

Yet the GALACTIC EMPIRE still holds the galaxy in its iron grip. To defeat the armies of the Emperor and liberate the peoples of the galaxy from his dark ambition, the leaders of the Rebellion must be as cunning as they are brave and as inspiring as they are fierce....

CREDITS

STAR WARS: AGE OF REBELLION DESIGNED BY

Jay Little
with Sam Stewart, Andrew Fischer, and Tim Flanders

LEAD PRODUCER

Tim Flanders

WRITING AND DEVELOPMENT

Gary Astleford, Brian Casey, John Dunn,
Andrew Fischer, Jason Marker, and Sam Stewart

EDITING AND PROOFREADING

Christine Crabb and David Johnson

GAME LINE GRAPHIC DESIGN

EDGE Studio, David Ardila, and Chris Beck

EXPANSION GRAPHIC DESIGN

Chris Beck and Scott Nicely

GRAPHIC DESIGN MANAGER

Brian Schomburg

COVER ART

Tomasz Jedruszek and David Kegg

INTERIOR ART

Cristi Balanescu, Matt Bradbury, Joshua Calloway, Tony Foti,
David Griffith, Steve Hamilton, Tomasz Jedruszek,
Jeff Lee Johnson, Jason Juta, Romana Kendelic, Adam Lane,
Viniciusde S. Menezes, Ali Mubarak, Siim Rimm,
Darren Tan, Ben Zweifel, and the Lucasfilm art archives.

ART DIRECTION

Zoë Robinson

MANAGING ART DIRECTOR

Andy Christensen

PRODUCTION MANAGEMENT

Megan Duehn and Simone Elliott

EXECUTIVE GAME DESIGNER

Corey Konieczka

EXECUTIVE PRODUCER

Michael Hurley

PUBLISHER

Christian T. Petersen

PLAYTESTERS

Playtest Coordinator Zach Tewalthomas.
"Death Star Contractors" Doug Ruff with Craig Atkins,
Matk Charlesworth, Nathan Wilkinson and Josh Jupp.
"Power Gamers Union (Local 404)" Phil Maiewski with Brett Bowen,
Kimber Bowen, Kirk Charest, Mike Coleman, Noah Harris, and
Andrew Maiewski. "Squadron 66" Jonathan Stevens with Eric
Brenders, Kevin Frane, Linda Whitson, and Rick Ciulla. James Binnie
with Hannah McLean, Ben Santos, Peter Johnsson, and Alex Bauer.
Emeric Dwyer with Michael Bernabo, Andrew Busam, Jamie Falk,
Karl Hoeschen, and Russ Needham. Nathan A. Kinney with Jesus R.
Colunga, Christopher R. Bohannon, and Marshal Scott Naylor.
Christopher Nutt with Craig Lawrie, Matthew Anderson,
and Richard Black.

LUCAS LICENSING

CREATIVE DIRECTOR

Michael Siglain

SENIOR EDITOR

Jennifer Heddle

LUCASFILM STORY GROUP

Leland Chee and Pablo Hidalgo



**FANTASY
FLIGHT
GAMES**

Fantasy Flight Games
1995 West County Road B2
Roseville, MN 55113
USA

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ISBN: 978-1-63344-224-5

Product Code: SWA36

Printed in China

For more information about the *Star Wars: AGE OF REBELLION* line, free downloads,
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Sergeant Trask slammed her fist onto the planning table. "I'm not going to sit around here and wait to get slaughtered!"

Although I'd spent years practicing my calm and impartial expression, I still flinched. On the other side of the table, Ral Garas's eyestalk merely lifted slightly at the furious Lannik's outburst—the Ishi Tib equivalent of raising one's eyebrow, I supposed. "Oh?" asked Ral Garas. "And you have a better plan? Preferably one that doesn't end with 'glorious death?'"

Trask glared at Ral Garas. "If you don't want this world trampled by a few dozen AT-ATs, you've got to deny the Imperials a landing site. That means you hit them hard and fast, before they get set up and dug in."

"What you don't do," Trask continued, gesturing at the dejarik set Ral Garas had been fiddling with, "is invent some super-complicated master plan that relies on everything going right to succeed!"

I sighed, leaning back in my seat and staring out across the throne room. The balcony doors had been left open, and through them I could see the streets of Molopolis. Most of the fires from the uprising had been put out, but a haze of smoke still hung over the city. On the horizon, I could just make out the globe of the Imperial Command Center, now half-destroyed by mining explosives. My people had suffered greatly to throw the Empire off Molos, and its force had been just a token occupation garrison. Now, the might of the Imperial Army was drawing near to reconquer my world.

And I thought the arrival of the Alliance would make things look better.

"...it's a simple matter of using our resources to foil their superior firepower," Ral Garas was saying. "We must split the Imperial troops into multiple fronts, then ambush each in turn. I estimate that if we conduct the ambushes in these mountains to the north of Molopolis, by the third attack, the Empire will notice our pattern and respond. While it moves

to reinforce its next front, we strike from behind and take out its command center." The Ishi Tib reached out and smugly tipped over the enemy's central piece on his dejarik board. "Simple."

"Simple? You call that simple?" Trask looked like she was about to climb over the table and throttle Ral Garas. "You brainless, smug—"

I stood. "If you please. I think this situation calls for some restraint."

Trask and Ral Garas both turned to face me, their expressions making it quite clear they had forgotten all about me. "King Amand, we were just—" Ral Garas started.

"No, I believe it is my turn to speak. You both have been a great help to my people since you arrived. Sergeant, you turned a rabble of miners, farmers, and shopkeepers into a proper army." Trask straightened with pride.

"And you, Ral Garas. Your organization of that army and its infrastructure has been no less crucial to its success. However," I raised a hand. "Both of your plans miss the mark. Sergeant, you would see your soldiers slaughtered on the tip of the Imperial spear. And Ral Garas has designed a scheme far too complex for a new-formed army to enact. A compromise is in order."

Both sat quiet for a long moment. Then Ral Garas nodded. "Perhaps a simpler plan. As the Empire lands, assault with a token force that breaks and runs. The overconfident Imperials pursue into a prepared defense."

Trask suddenly grinned. "Yeah, and after they bloody their noses on your bunkers, my troops stand ready to punch them all the way back to their drop ships! That could work!"

"And what about you, Your Majesty?" Ral Garas asked. "Where do you want to be in this?"

I smiled faintly. "Me? I'll be at the front, leading my people. To victory...or a glorious death."

COMMANDERS IN *STAR WARS*

From the Core Worlds to the farthest reaches of the Outer Rim, the Alliance to Restore the Republic fights a desperate battle against the Galactic Empire. These brave renegades from a multitude of worlds and species, equipped with whatever they can lay hands on, engage in battles both open and covert. Desperate, and with little real chance of success against the faceless might of the Emperor's troops and machines, the Rebellion is in conflict on a thousand different fronts and on a million different battlefields. Massive capital ships project power across a million planetary systems, ground troops attack and defend a multitude of strategic locations, snubfighters attempt to control vast expanses of sky and space, and even among the remnants of the Galactic Senate, individuals of quality and strength wage political battles to determine the fate of the galaxy. The great masses of soldiers, pilots, spies, and politicians, with the equipment they control, cannot hope to win by luck alone. To be an effective force in the face of the Empire, they need solid strategies, brilliant tactics, and effective leadership. If there is any hope at all for eventual victory, the Rebels must rely on their commanders.

If the Battle of Yavin and the destruction of the first Death Star has taught the Rebellion anything, it is that success depends entirely on its ability to form effective plans, make the best use of the people and equipment at its disposal, and execute its plans decisively. A Commander's job is equal parts personnel management, operational planning, and oversight of plan execution. Whether on the ground, in the sky, or in space, and even in the political arena, effective Commanders excel at completing their goals in the face of difficult odds and with a minimum loss of personnel and equipment. Every being is precious to the Rebellion. A wise Commander knows that each individual is a unique resource

that, if lost, can never be fully replaced. The last thing a Commander wants is to see years of training, experience, and practical ability wasted on the battlefield. Yet, each Commander knows that this can be the inevitable result of sending people into dangerous situations. Thus, Commanders act to preserve the lives of those under their command to the greatest extent possible. Even when such loss occurs, though, Commanders know the sacrifice has been made toward a larger goal and continue to do their best to bring about the return of the Republic. To do less would be to dishonor the memory of the fallen.

Fortunately, up-and-coming Commanders in the Rebellion have a number of sterling examples to guide them in their careers. There are few, in or out of the Alliance, who do not know of General Jan Dodonna's crucial leadership role and tactical acumen at the Battle of Yavin. His plan of attack guided the Rebel fighter squadrons to victory against the Death Star's defensive forces. General Carlist Rieekan's defense of Echo Base at Hoth was instrumental in saving the lives of many key Alliance personnel. The combined efforts of General Crix Madine and Admiral Ackbar at the Battle of Endor enable a beleaguered Alliance Fleet to prevail in the face of near-insurmountable odds. This victory eventually put an end to the second Death Star and the *Executor*, heralding the end of the Empire. However, none of these heroic actions would have been possible had it not been for the efforts of Mon Mothma in the Senate and as the face of the Alliance. It is through her efforts that the Rebellion was born and has been growing into the force that will eventually see the restoration of the Republic. Without her, the last flickering light of hope in the galaxy would die, snuffed out in the Emperor's ever-tightening grip.

THE MAKINGS OF A COMMANDER

The Alliance draws its Commanders from throughout the grand variety of people in the galaxy. While the Empire believes that the best Commanders come from the upper class of human society, the Rebellion is under no such delusion. Significant contributions to the Rebel Alliance's efforts come from people all along the spectra of class, species, gender, language, and other categories within which the Empire sets artificial barriers. As far as the Alliance is concerned, the qualities of good Commanders can occur in anyone, from anywhere, in any strata of society.

Promising candidates for the command track do share certain qualities, however. While not all Commander candidates are destined to lead the fleets of the Alliance or to command thousands of ground troops, a strong capacity for leadership is necessary at every level of operation. From the small specialist squads tasked with performing a single, vital mission, to larger detachments assigned to protect key emplacements, and even to those units assigned to support roles, every facet of an operation needs, and benefits from, a Commander's abilities. Even new recruits are carefully watched by their superiors for the qualities necessary to someday take leadership roles.

First among the qualities necessary in a Commander is the will to lead. Soldiers who are content to wait on the orders of others when confronted with difficulty; pilots who, in combat, cannot select targets of opportunity on their own; and supply officers who cannot spot their own opportunities for improving and increasing critical supplies are all detriments to the smooth operation and fighting effectiveness of those around them. Even those tasked with diplomatic duties seek out hidden opportunities during negotiations that were not part of the initial brief and act on them, strengthening the Alliance's bargaining position and winning over allies who might otherwise fall to the Empire. Commanders must be able to seize the initiative when it presents itself, and by so doing, lead those around them to victory. Strong Commander candidates recognize, even relish, those chances to prove themselves and thereby improve the ability of the Rebellion to carry on the fight and win.

Potential Commanders cannot be shy in the face of their subordinates. The troops under their command look to them for leadership and direction. Commanders must be able to issue orders in a clear, concise, and effective manner. There can be no doubt in the minds of those they command regarding what is being asked of them or how it is to be executed. Commanders who seek to make friends of their troops or attempt to couch their orders as mere requests risk losing those troops to indecision and confusion. While Commanders can be friendly, they cannot afford to treat some of those under their command as friends while others are neglected; infighting and unhealthy rivalry can be the only results of such policies. When the time for action arrives, Commanders must be able to order and evaluate the actions of all those they command without bias or favoritism and with an eye toward the larger goals of the mission at hand. This is not to say that Commanders are frivolous with the lives of their troops, but rather that they understand that to avoid wasting lives on the battlefield, they must make hard choices without regard to which individuals are at greatest risk.

The best Commanders, and those who rise to the highest ranks in the Alliance forces, are those most able to adapt to changing conditions on the battlefield. Every mission, regardless of importance, scope, or scale, is fraught with potential for the unexpected. No matter how carefully laid the plans may be, how thoroughly every possible contingency is accounted for, or how well understood the enemy's tactics are, the opposition is still capable of springing surprises to dramatic effect on the battlefield. Commanders must rise to the challenge and adapt accordingly to ensure that the tide of battle does not turn against them. Whether dealing with an ambush, a sudden change in the battlefield, or the unexpected arrival of enemy reinforcements, Commanders must evaluate each new challenge and react

accordingly. No battle goes exactly as expected; it is a foolish Commander who sticks entirely to the given plan regardless of the opponent's actions. Being able to adapt swiftly and appropriately while under fire, or in the middle of a heated debate, often separates those who are merely in charge from those suited to more significant leadership roles.



PLAYER CHARACTERS AS COMMANDERS

While many of the most notable Commanders in the *Star Wars* universe can be found at the very pinnacle of their careers, leading vast numbers of troops and ships in critical missions across the galaxy, it is important to note that the Commander career does not itself indicate a position of authority or rank. Neither does it mean that Commander characters are necessarily in charge of the group of which they are a part.

Characters beginning a Commander career may do so for a variety of reasons. Perhaps a character has a particular talent for which the Alliance has a need and has been assigned to a Commander position because it will test the PC's ability to fulfill that need. It may be that the character has received a battlefield promotion after the loss of the squad or unit's previous Commander as a casualty of war. Yet again, maybe a PC's specific set of skills has suddenly become essential to the successful completion of a

particular Rebellion goal, and the PC's advancement along the Commander career track is a temporary sidetrack while achieving said goal.

Players should consider how their PCs' backstory elements help inform a Commander career. Obligation, Duty, Motivation, and more can all help point both the player and the GM toward interesting roles for a Commander within the group and the larger story. Incorporating these elements into the game can help players understand how characters fit not only in relation to each other, but also in relation to the Alliance and the Galactic Civil War.

Ultimately, it is up to the Game Master and players to decide what makes for the most interesting story. Whether a Commander in the squad is given authority over fellow PCs or is of equal authority, having the discussion prior to the start of the game will help ensure a fun experience for all players at the table.

LED BY LIONS

The Alliance values every contribution to its efforts against the Empire, regardless of what level those contributions come from. From the logistics sergeant in charge of directing the flow of supplies and materiel to those in need of them, to the Commander tasked with maintaining equipment in a ready state, to the frontline Commander who oversees troops involved in conflicts, the Alliance's leaders know that each step in the chain is important and worthy of recognition. For every hotshot pilot ridding the skies of TIE fighters, every deft political negotiator winning hearts and minds, and every infiltrator returning with battle-changing information, there are hundreds, if not thousands, of loyal members of the Rebellion hard at work making their success possible.

While there are many areas in which a new Commander may begin to show proficiency, both on the battlefield and off, in general the Alliance has the greatest need for Commanders in five specific areas. Fleet command, squadron tactics, planetary engagements, covert operations, and strategic planning and oversight all represent the highest levels of command responsibility, and therefore require the greatest degree of ability.

Both General Carlist Rieekan and General Crix Madine show exemplary skills at leading and directing troops on the battlefield. General Rieekan's holding actions and tactical retreat at Hoth in the face of a full Imperial assault show a keen tactical mind and an

understanding that not all battles are about defeating the enemy. Sometimes victory is about living to fight another day and preserving your forces in the face of insurmountable odds. His actions at Hoth are hailed as the finest example of a fighting retreat in the galaxy. Without his efforts at Echo Base, the Alliance would have been damaged beyond repair, with key personnel and leadership killed or delivered directly into the hands of the Emperor. Such an outcome would have spelled the end of the Alliance and a sure descent into despair for the galaxy at large.

General Crix Madine has a finely honed ability to assemble effective covert strike teams and plan the insertion of those teams at key locations in preparation for ground assaults. His hard-won skills facilitate the successful infiltration of troops and equipment onto Endor's forest moon, with the goal of destroying the planetary shield generator protecting the second Death Star. His strike team deployment and assignment of key personnel to those teams help to ensure that the right people are in the right places at the right times. Not only are his hand-picked teams able to execute the plan, but they are also capable of dealing with unexpected events that might otherwise spell failure for less versatile and well-prepared teams. Without General Madine's efforts and experience in leading and selecting his teams, the Battle of Endor would end far differently than hoped.

The Battle of Yavin was the clearest demonstration of the Alliance's ability to combat the forces of the Empire. While the Death Star closed in on Yavin's fourth moon, having already demonstrated its destructive capabilities at Alderaan, determined Rebel pilots engaged in close combat both across the station's surface and against flights of Imperial TIE fighters in the intervening space. General Jan Dodonna's insight and leadership, and his careful planning and coordination of the assault by squadrons of small starfighters, were crucial to the destruction of the Death Star. Drawing on his years of experience and knowledge of Imperial tactics, he has shown the galaxy that the Rebellion is capable of facing the most dangerous assets of the Empire with only a small, dedicated group of individuals and emerging victorious. In the wake of the Battle of Yavin, few doubt that he is among the best operational overseers in the galaxy.

In space above Endor, Admiral Ackbar shows exemplary skills as Fleet Commander. His tactical foresight, along with his ability to adapt at a moment's notice to changing battlefield conditions, provide the Alliance Fleet with the guidance it needs to persevere in the face of the Empire's might. As it becomes clear the Imperial naval action over Endor is a trap, his decisive and rapid reactions prevent the Alliance Fleet from wasting itself against the Empire's capital ships. In turn, his foresight allows the Rebellion to seize the initiative the moment the planetary shields drop. Facilitated by his command of the battlefield and quick adaptability, his forces destroy the second Death Star and the *Executor*, and the Emperor's grip on the galaxy is finally loosened.

If anyone can be said to be the heart and soul of the Rebellion, it is Chancellor Mon Mothma. From the earliest days of the fall of the Republic and birth of the Galactic Empire, she has striven tirelessly to see the Republic restored. From her open opposition of Palpatine's rule, to her efforts to organize the Rebellion itself, she has carried the weight of a galaxy's hope for freedom from tyranny on her shoulders. Through negotiation and diplomacy, she convinced many planets to join the Rebellion and secured not only military, but political and moral support for the Alliance. It is her design that shapes and forms the Alliance from its infancy into the force that will eventually bring peace and order to the galaxy once again. To many, Mon Mothma is the Alliance to Restore the Republic and its most public face.

MANY PATHS, ONE GOAL

While the Empire enjoys the luxury of an established series of training academies and officer candidate schools, the Rebellion has no such facilities to speak of. But the galaxy is a vast place. Among its countless worlds, there are a small number of peoples who, overtly or clandestinely in support of the Alliance, have their own such school. Due to the rarity of such institutions, the number of sound candidates for the Rebel officer corps are relatively few, and those who are produced are trained for highly specialized roles. However, given the dangerous position this puts them in, these sorts of academies are few and far between. The Alliance must turn elsewhere to ensure that it gets the best possible Commander candidates.

As such, a surprising number of the Alliance's Commanders come from the Empire. Whether they are defectors or have fallen from the Emperor's favor makes little difference. General Jan Dodonna retired from active duty in the Republic forces at the advent of the New Order and wanted nothing more to do with the ongoing war. When the Empire decided he could not be brought on board and represented a liability to it, it marked him for assassination. Fortunately, the Rebellion was able to get to him first and effect his escape. Not long after that, he became a key part of the Rebellion's leadership. Crix Madine was once a well-respected general in the Empire's military machine, leading specialized commando forces against its enemies. He became dissatisfied with the Empire's methods and tactics but was unable to effect change from within. Finally realizing that he could no longer stomach the atrocities perpetrated on the Emperor's behalf, he defected and made contact with the Rebellion, which subsequently made good use of his natural talents and years of training. The military training and experience that Generals Madine and Dodonna brought to the Alliance have been integral to its success.

Leaders who are able to command the loyalty and respect of their troops simply by nature of their personality tend to advance quickly to a larger role in the Alliance forces. While it is one thing for troops to follow a Commander's orders as a matter of duty, it is quite another for them to do so on account of personal loyalty to that Commander. Such charismatic leaders arise not because they have been trained in the ways of command, but because they naturally assume the role. The people around them naturally defer to their wishes and willingly step into the fray when these leaders request it. Han Solo started as a smuggler only incidentally caught up in the Rebellion, but he proved so adept at leading those around him that he would later find himself commanding a strike team on the moon of Endor.

Mon Mothma relies as much on her force of personality to accomplish her goals and those of the Alliance as she does on her political acumen. Without her charismatic approach to both Senatorial debate and political negotiation, it is doubtful that the Rebellion would have survived its infancy and grown to the state it is in today. Her ability to engender trust and a sense of fair dealing has been crucial in bringing numerous planets and people to the Alliance. There are many currently serving in the Alliance who owe their loyalty as much to her as they do to the larger cause.

Then there are those who find themselves in the role of Commander simply because they show exceptional talent. Those capable of performing well in combat often inspire the people around them to greater heights of performance as well. Alliance Command is always on the lookout for individuals who have the talent and capacity to inspire greatness in others, and these individuals often receive promotion to leadership roles within their field of specialty. Luke Skywalker, a simple farm boy from Tatooine, proved at the Battle of Yavin that he had exceptional capability as a fighter pilot; he was given command of his own squadron soon after. At Hoth, he is able to direct the aerial fight against the Imperial assault on Echo Base in spite of being under heavy fire himself, buying time for the Alliance to evacuate the planet.

Admiral Ackbar gained his experience and training on Mon Cala. It was with the Alliance, however, that he really began to prove himself. His ability to plan and execute fleet tactics eventually bolsters his rise to the rank of Fleet Com-

mander. In the Battle of Endor, he secures victory for the Alliance by virtue of his ability to understand the changing field of battle and to exploit the opportunities that present themselves to him. Without his talents and abilities as Fleet Commander, it is doubtful that the Rebellion would survive the fight.

Regardless of where they come from, who they are, or what areas they specialize in, those who lead are always appreciated by the Alliance. Alliance Command understands the need to promote from within but also to seek talented and capable individuals from all walks of life. It knows that without the contributions of many disparate individuals from across the galaxy, all working together toward a common goal, there can be no hope for its eventual success. The Alliance needs competent and effective Commanders. Any PCs who wish to be considered for the command track need only show themselves capable of taking on the responsibilities that entails.







VOICE OF AUTHORITY

"Yes, I said closer! Move as close as you can, and engage those Star Destroyers at point-blank range!"

—General Lando Calrissian

While the backbone of the Rebel Alliance may be the troops who fill its ranks, the individuals who lead it to victory—or defeat—play a pivotal part in determining whether or not the Empire will be overthrown. These brave Commanders make decisions, often in a split second, that can affect the lives of hundreds, or even thousands, of Rebel troops. They must be tactically minded, intelligent, and charismatic, and they must inspire the trust and loyalty of their troops in times of great danger and strife.

Typical Rebel soldiers enjoy a certain amount of anonymity as they risk their lives to defeat the Empire. Not so the Commander who leads them. The troops' success, or lack thereof, is the Commander's responsibility; the outcome of any battle, no matter how small or insignificant, is inevitably laid upon the Commander's shoulders. While soldiers must conquer their fears in the face of withering enemy fire, the Commander must set aside his own personal feelings and risk the lives of the troops under their authority to accomplish the goals of the Alliance. Though not every Commander leads troops

and places them in harm's way, each must be ready to make sacrifices for the greater victory.

Leadership is more than just charisma, self-confidence, and responsibility, however. Commanders must also possess the forethought to plan for a protracted conflict, as well as the quick wits necessary to adjust plans when they inevitably go awry. They must understand the strengths and foibles of their troops so that they can get the most from them without pushing them past their physical and psychological limits. It is a difficult task even in the best of times, but it must be accomplished if the Empire is to be defeated.

Some Commanders lead fleets of starships, each with crews in the hundreds or thousands, while others lead squadrons of starfighters, with perhaps two dozen pilots at their disposal. Those Commanders who face the enemy directly, whether on a planetary surface or within the chaotic confines of a station or vessel, might lead a crack team of commandos or an entire regiment of mobile infantry. No two roles a Commander might play are exactly the same, and each one demands a different touch if victory is to be achieved.

BORN TO LEAD

Chapter 1: **Voice of Authority** offers a number of new options for players making Commander characters for **AGE OF REBELLION**. Three new species—the Chagrians, Ishi Tib, and Lannik—are presented for player use. Each contributes in its own distinct way in making many of its members especially suited as Commanders. Despite this volume's focus on the Commander career, the three species presented are also suitable for any of the other careers presented in the **AGE OF REBELLION** Core Rulebook.

In addition to these new species, this chapter presents new backgrounds to give players a sense of where their characters come from. New and modified Duties provide alternatives for Commanders' goals and driving impulses. Advice for players and GMs focused on creating and advancing characters through play is offered as well.

Three new Commander specializations are also presented: the Figurehead, the Instructor, and the Strategist. Figureheads are leaders, though they aren't necessarily ranked officers within the military chain of command. They command the respect of their subordinates through their appointment, perhaps as a civilian commander in chief or as a member of a committee focused on the Alliance military. Strategists, on the other hand, are masters of the big picture and experts on coordinating the overall

strategy of an entire war, rather than the specific details of individual missions or battles. Instructors, obviously, do not focus solely on leadership. Instead, they strive to teach their troops how to operate, survive, and ultimately win the battles they find themselves embroiled in.

Along with the new specializations, a number of new talents are included within this chapter, providing Commander characters with additional options and abilities that allow them to lead in their own ways. Two new signature ability trees outline additional capabilities for Commanders to lean on in times of need. Finally, several new Motivations specifically for Commanders offer an even deeper understanding of what drives a Commander's decisions.

Remember that the new options in **Chapter 1: Voice of Authority** can be applied to characters of all types. Though this chapter focuses on the Commander career, the systems utilized in **AGE OF REBELLION** for character creation and development are flexible enough to make use of these specializations in conjunction with other careers. For example, a battle-weary Soldier might take the Instructor specialization and become a drill instructor, while a Diplomat may very well take the Figurehead specialization in order to play a more proactive role in the shaping of the Alliance military.

BEING BOSS

Being a Commander likely means your character has some measure of authority in the game you're playing. While this may be true, remember that you are one of several players who want to enjoy **AGE OF REBELLION**, and that bossing the other Player Characters around probably isn't in the cards. Throwing around your virtual weight and expecting other PCs to do what you say is a good way to alienate your friends. Keeping this in mind, it's not a bad idea to consider what you intend to accomplish as your party's Commander.

Take a moment to imagine what your Commander's leadership style is. Is your Commander calm? Charismatic? Temperamental? Strict and by the book, or lax and easygoing? What is your PC's likely reaction when orders are disobeyed? Can your Commander earn the respect of the other characters, or is your PC merely the character who communicates with High Command when the group is required to?

Next, talk to the other players and let them know that you're playing a Commander. Find out what their characters are like, and work out how you'd like your Commander's relationship to function with each of them. Working this sort of thing out before the dice are even rolled can go a long way toward cementing the group together and making your role of leadership much more enjoyable for everyone involved.

AGE OF REBELLION is a cooperative storytelling experience, and everyone involved deserves to have fun. Commanders have access to talents and skills that allow them to do their job, but when it comes to roleplaying these abilities, you need to tread lightly. Remember, there are few things less enjoyable than losing control of your characters' autonomy, and that includes being bossed around.

COMMANDER BACKGROUNDS

No two Commanders are precisely the same, and this includes where they come from, what they've seen, and what they've done. While some leaders are groomed to command from a young age, most find themselves thrust into such a position by fortune alone. From the brave "generational" who descends from a long line of military officers, to the lone surviving corporal who receives a battlefield promotion due to a lack of breathing candidates, every Commander is different.

When creating a Commander, keep in mind that your character's past can be as simple or as complicated as you wish it to be. However, the more richly detailed that history is, the easier a time you'll have slipping into your character's skin and viewing the galaxy through your PC's eyes. Did family members expect your character to go to the academy? Or did your PC have to fight to get there, both literally and figuratively, rising above humble beginnings to achieve a position of command? Or did your Commander discover a talent as a leader when it was least expected?

It's one thing to assume responsibility for oneself, especially in wartime. It's quite another to take responsibility for the lives and well-being of a group of individuals and know that each one of them is looking to you for leadership. Not only that, but the gravitas of the war against Palpatine's New Order is such that every victory or defeat, no matter how small or insignificant, could shape the outcome of the conflict. Is this something your Commander is prepared for? Can your PC stand beneath the weight of duty and face the enemy without flinching?

Players should give their Commander's concept significant thought, even before they've put anything to paper. Though the Commander might be one of several PCs in a campaign, it's likely that this character will be the one assigned to lead the group—at least, in a virtual sense. As daunting as that may sound, remember that the authority you assume in the game you play is only as strong as your fellow players allow it to be. Just because your character has rank doesn't mean that character gets to boss everyone around or mete out punishment for in-game infractions or missteps.

DEFECTOR

Prior to joining the Rebel Alliance, defector characters were among the ranks of an enemy. Their former master was most likely the Empire, but even criminal organizations or regional governments that have crossed swords with the Alliance are possible.

For whatever reason—a moral quandary, disillusionment, or disgrace—such characters have defected from their original organization and offered their loyalty to the Alliance. Though accepted by the Rebels, defectors have yet to earn their complete trust. To make matters worse, defectors are fugitives who face certain death should they be captured by their former masters.

Many **Commodores** defected from the Imperial Navy following the dissolution of the Imperial Senate. Fearing the ambitions of Emperor Palpatine more than the justice they might face if caught, they now lead the Rebellion's fledgling navy. They helm ships great and small, contributing what they can to the fight ahead. A good number of the Alliance's most recognized Commodore heroes learned all they know in the Imperial Navy and cut their teeth at the Imperial Academy.

To survive more than a handful of missions, TIE pilots have to be the best they can be. Many **Squadron Leaders** developed a taste for adrenaline at the controls of an Imperial fighter, battling pirates in the Outer Rim or chasing smugglers closer to the Core. For whatever reason, they've taken their skills over to the other side, trading in the Empire's flimsy TIEs for durable X-wings and maneuverable A-wings.

Serving with ground forces isn't exactly the most prestigious occupation in the Imperial war machine. Nevertheless, the Imperial Army is a powerful organization with limitless personnel and excellent equipment. Former Imperial **Tacticians** get acquainted with the brutality of combat early on, and many of them question the ethics of terror tactics. Taking ground is one thing, but murdering innocents serves no tangible purpose. It isn't unusual for such individuals to defect to the Rebel Alliance, and some view their decision as the only thing that can save their soul.



Many Republic loyalists were displaced when Palpatine came to power. These **Figureheads** soon found themselves left out in the cold, their opinions and politics openly ignored or violently prosecuted by their former master. Some come from the Senate, having formerly represented a system or locality, while others held more mundane positions within the Republic or Imperial political machines. Whatever their reasons, they see a promise of power in the Rebel Alliance—if it can win the war, of course.

Palpatine's grand strategy hasn't always been clear, for the Empire is a dark and secretive institution. Many of the most effective military **Strategists** in the Empire found themselves marginalized once the Galactic Civil War was in full swing. Others decided that the war they were fighting wasn't the right one and chose to take their abilities elsewhere. Whatever their reasons, they may very well have an inside view of the Empire's motivations and future plans that could be of great value to the Rebel Alliance.

Whether they served as teachers at the Imperial Academy or as drill sergeants in any one of a thousand Imperial boot camps across the galaxy, **Instructors** play a pivotal role in ensuring that troops are well trained and fit for action. Sending citizens off to die in an immoral conflict can leave a bad taste in anyone's mouth, and a handful of the Empire's brightest teachers have decided to instill their lessons in fledgling Rebels, instead.

CITIZEN SOLDIER

Citizen soldiers are commoners from across the galaxy who fight to protect their families, their planets, and their people. Though many such individuals serve in the ranks of the Rebel Alliance, only a handful reveal themselves to be exemplary leaders, especially in times of great strife. For these people, the Rebel Alliance is a temporary but absolute obligation; the only things that might end their service are victory or death.

Civilian ship commanders and free traders are plentiful the galaxy over, especially in areas of commerce and intersystem trade. Though their experience in space battles may be lacking, or limited to skirmishes against pirates here and there, some discover they possess latent talents in leadership and ship-to-ship tactics. A great many Rebel **Commodores** are drawn from this large pool of individuals, perhaps even using their own ships and crews to help forge victory for the Rebel Alliance.

Not all **Squadron Leaders** are trained for military action. Some act as test pilots for corporate or planetary ship manufacturers, while the majority ply their trade as couriers, escorts, or transport captains. Hoping to make a difference in securing the galaxy for freedom, they have offered their skills and reflexes to the Rebel Alliance and found themselves no worse off for their lack of academy training. Those who can lead oftentimes find themselves placed in command of a fighter element, a squadron, or an entire attack wing. If only their parents could see them now!

Civilians trained in tactics are a rarity, and those who are usually come from law enforcement backgrounds. Other **Tacticians** were once war scholars and historians, familiar with small and large unit tactics due to their chosen area of study. Still, there are those who participate in mock combats, either on holographic tabletops or in skirmishes on civilian “stun ranges,” where fun and safety are the rule rather than the exception. Though they may be derided by the trained soldiers they serve with, many find their experiences a boon on the battlefield.

Though politics may be a realm of power and ambition, a great many politicians get involved in the affairs of state to better serve their communities. Though some of these officeholders may have been successful in local politics, or even risen to occupy a Senator’s seat, the Empire has effectively stripped their people of freedom, and nothing they can do through official channels can change that. With the trust and admiration of their constituents behind them, these **Figureheads** take their talents to the Rebel Alliance, motivating citizens the galaxy over to support the fight against Imperial tyranny.

War in politics and business isn’t all that different from combat. Though the methods used to achieve victory may be different, the ultimate goal remains chillingly similar in all three mediums. **Strategists** from the civilian sector often have their roots in economic, corporate, or political endeavors. Those employed by the Rebel Alliance are likely to find themselves working to destroy the Empire not militarily, but economically. They also work to provide the Alliance with its own income streams, especially those that cannot be drastically affected by the Empire’s efforts to bankrupt the Rebellion.

Instructors who qualify as citizen soldiers have their roots in a number of civilian professions, such as law enforcement, education, and (strangely enough) health and fitness. Instructors with experience in law enforcement training are capable of teaching small unit tactics, weapons use, and self-defense, while health and fitness professionals specialize in enhancing individual fitness through calisthenics, martial arts, and other methods. Scholars and educators are just as valuable, allowing potential Rebels to learn the theories behind warfare on a number of levels, and can help individuals to learn critical lessons from history.

THE FAILED LEADER

Not everyone is born to lead. Many individuals are thrust into positions of power against their will, or discover their shortcomings as leaders when it’s too late. These characters are such souls, who, through lack of skill or blatant misfortune, have failed in their attempts to command their people. Whether they have learned from their mistakes, or even recognize the mistakes for what they are, can be a pivotal decision when creating such Commanders. What remains to be seen is how they use the lessons they’ve learned, if they’ve learned them at all, and whether they can earn back the respect they’ve lost—that of their peers, as well as their own.

Commodores who fail to lead often lose their vessels to the enemy. Their ships are either captured, perhaps by pirates, or destroyed in military action due to poor decisions or tactical blunders. Each such loss is a disgrace that must somehow be atoned for, whether the failure was the Commander’s fault or the result of an unfortunate series of events. While failure to lead on the ground might lead to a handful of deaths, the loss of a starship results in hundreds, sometimes thousands, of casualties. The weight of such a burden is difficult to bear, but one must learn to live with it if one is to strive for better days ahead.

Losing a starfighter to enemy fire is bad enough, especially given the difficulty of acquiring new ships to replace those that have been lost. Losing pilots, however, is all the more serious, as talented fighter pilots don’t grow on trees. Each one lost is irreplaceable, and failed **Squadron Leaders** have lost most, if not all, of their pilots and starfighters in combat. The guilt and shame surrounding this loss haunts them at every moment, and replacing their pilots and ships is likely a top priority.

Every **Tactician** makes mistakes, but it’s the size of those mistakes and the cost they inflict in lives that they fear the most. Whether a Tactician planned a failed raid on an enemy facility, or chose to hit a flank the Empire had secretly reinforced, he’s lost a significant number of troops due to his own miscalculations. His own self-confidence is shaken, and he feels—rightly or wrongly—that the trust his troops and his commanding officer have placed in him has been weakened too.

Failed **Figureheads** can come from two different backgrounds. In the first, they once experienced a monumental climb in popularity and power, only to lose it all due to the Empire’s policies or their own overreach or corruption. In the second background, they never really succeeded as a politician at all, and instead eked out a living as a cog in some larger political machine. In these cases, they must attempt to either regain what they’ve lost, or gain what they never had, and the Rebel Alliance is the perfect opportunity to do just that.

When a **Strategist** fails, the outcome of an entire conflict can be placed in jeopardy. This defeat can be the result of a single bad decision, or the product of a number of smaller mistakes that snowball into an overwhelming catastrophe. Though Strategists rarely work alone, especially in the higher echelons of Alliance Command, their expertise and opinions are well respected and always considered when plans are made. To fail at this level is a rebuke that few can bounce back from, but learning from one's mistakes may very well make one a better Strategist in the end.

It is popularly said that "Those who can, do. Those who can't, teach." Such a dubious proverb seems to have been devised with these particular **Instructors** in mind. Despite their best efforts to attain a fleet appointment, a battlefield commission, or a political appointment, they were never able to do so. Instead of achieving what they felt was their calling in life, they have instead been relegated to an Instructor's position, training troops to do the job they once aspired to do themselves. Such individuals may be bitter and resentful, but that doesn't mean they won't rise to the occasion in time.

COMMANDER DUTIES

One element of command duty is that it provides a somewhat different outlook on war and combat. While Aces, Soldiers, and Spies may have very narrow views of the battlefield—merely what is right in front of them—Commanders must consider much, much more in order to be successful in their chosen field. Not only must they account for themselves, but they must also be aware of the needs of their troops, their abilities, and the motivations that drive them to either victory or defeat.

Duties are an excellent way to differentiate one Commander from another. They help to drive Commanders' Motivations, whether to support their troops to the best of their abilities, to find an unconventional method to guarantee success, or to defeat the enemy at all costs in order to secure victory and personal prestige. Whatever the case, a Commander's Duty drives and defines a style of command in a number of ways. It is also possible for a Commander to possess two Duties, even if they seem opposed at some level, and to benefit from them both.

Players may replace **Table 2–3** in the **AGE OF REBELLION** Core Rulebook with **LEAD BY EXAMPLE's** **Table 1–1: Commander Duties** on page 17. They may choose to roll randomly on the table, or to select a Duty based on their background or character concept. Each character starts play with a Duty value based on the size of the character's group and on whether or not the character sacrifices some or all of this value to gain access to additional starting XP or starting credits for gear.



TABLE 1-1: COMMANDER DUTIES

d100	Duty Type
01–08	Camaraderie: Each fighting unit is a family of sorts, and this is equally true within the ranks of the Alliance military. These Commanders seek to bring the troops together in a way that fosters trust, respect, and pride. By fostering the bonds that develop between comrades in combat, Commanders are able to strengthen morale and drive their people to fight harder and better than other, similar units. Unfortunately, camaraderie can have unfortunate results—alienation from fellow units, instances of hazing and initiation within the ranks, and overconfidence in the face of overwhelming odds.
09–16	Combat Victory: Not only is victory in battle necessary to the continued success of the Rebel Alliance, but it is also a measuring stick by which Commanders are judged against their peers. Commanders must lead their troops successfully for them to win, and troops' failures on the battlefield are inevitably linked to their Commander's failure to lead them.
17–24	Enemy Demoralization: Undermining enemies' psychological ability to wage war is just as important as defeating them in battle. Commanders realize this, and do their best to ensure that the Empire suffers every defeat on a psychological level. By fostering a unit's notoriety, a Commanders can ensure that its reputation precedes it among the enemy, thereby weakening the enemy's resolve before a fight even begins. Once a battle is won, a Commander must ensure that the enemy knows it's been soundly beaten, though the Commander must take care not to resort to the Empire's brand of brutality.
25–32	Intelligence: Commanders who focus on intelligence-gathering seek to take as many prisoners as possible, and they expect their troops to keep an eye out for sources of information that can be used against the enemy. They take great interest in interrogating captured foes, often doing the work themselves to ensure that every salient detail is pinpointed and exploited. This micromanagement can be detrimental, however, as it has the potential to distract Commanders from their other duties. Likewise, their methods as interrogators can shape others' perception of both their units and themselves.
33–40	Internal Security: These Commanders are fastidious about ensuring the loyalty of their troops, weeding out threats to their units from within, and punishing infractions. Success in this endeavor ensures that their troops are ready for anything, without any fear of betrayal or weakness. If they are too harsh or openly suspicious of their own, Commanders can adversely affect the morale of their troops, causing them to be overly cautious of their own actions lest they be seen as liabilities to their leader's command.
41–48	Loss Prevention: Ensuring that their troops are as safe as possible under battlefield conditions is these Commanders' primary concern. They never send their troops into hopeless situations in which defeat is certain, preferring instead to preserve their unit's strength for meaningful battles if sacrifices must be made. If taken too far, this ideology can result in weak commanding officers who lose ground because they aren't even willing to try. They may gain a reputation for cowardice, which harms both discipline and their own chances for advancement.
49–56	Political Support: Gaining support from political entities is this Commander's objective. Whether a politician or merely a guerilla fighter who desires to gain the support of a subjugated populace, this Commander sees political support as an efficient means of gaining victory on a grassroots level. More than conquering hearts and minds, this Commander seeks to actively help local populations as much in their day-to-day lives as in their efforts to resist their oppressors. Such Commanders expect their troops to respect the indigenous peoples and attempt to keep collateral damage to a minimum.
57–64	Recruiting: Whether it's to replace losses or merely to bolster their ranks, these Commanders seek to engage like-minded individuals and convince them that their best contribution to the war effort can be made within the Rebel Alliance. Such Commanders are always on the lookout for new prospects, though care must be taken to vet candidates appropriately, as the Empire is a cunning foe with spies and operatives everywhere.
65–72	Resource Acquisition: These Commanders know that proper equipment is also an essential component to victory, and the Alliance is always in short supply when it comes to weapons, rations, and other goods. With each battle their troops fight, these Commanders look for opportunities to enrich the supplies available to their troops and their auxiliaries. They take time to schedule raids on sources of Imperial equipment when possible, though they must be careful not to chase every carrot the Empire dangles in front of them, in order to avoid falling into traps.
73–80	Space Superiority: Though planetary engagements are important to the overall war effort, space and air superiority are both crucial to the success of the troops on the ground. Whether these Commanders command a capital ship, a wing of fighter craft, or a ground-pounding infantry unit, they seek to ensure that the Rebel Alliance controls the skies as well as the stars.
81–88	Tech Procurement: These Commanders ask for ingenuity and innovation from their troops. Even if their units aren't gifted with state-of-the-art weapons, they expect them to use what they have to the best of their ability, and to make improvements where they can in order to improve their situation. These Commanders are often more concerned with subordinates who are technologically or mechanically inclined, leaning on them to provide an extra edge for the rest of their unit.
89–96	Support: These Commanders' biggest assets are the troops who serve in their unit. They believe that by supporting their troops, they can increase the combat effectiveness of their unit and ensure that trust and morale are properly maintained. These Commanders must be approachable, even by the lowliest private, and they must be willing to learn what drives their troops—their thoughts, fears, desires, and goals, both as individuals and as Rebels. By helping their people achieve their goals, they make their units stronger and better able to meet the challenges posed by the Imperial war machine.
97–00	Roll twice on this chart. The PC's Duty is equally split between two different areas of focus, and success in either is good for increasing the Duty score.



NEW SPECIES

The threat of the Galactic Empire looms over all species, not just those who form the core of the Rebel Alliance. Each different alien species that joins the Alliance, whether in whole or in part, brings both its strengths and its weaknesses to the union. While each species is more than the sum of its parts, and each member contributes to the Rebellion in a number of different ways, some—due to cultural, psychological, or physiological strengths—excel in specific arenas. To ignore such differences would do both the Rebellion and the species that compose it a disservice.

Excellent leadership on the battlefield—whether in space or on land—is necessary if the Alliance intends to snatch victory from the jaws of the Empire. Ultimately, individuals rise to the occasion, lending their tactical strength and force of personality to the fray for the betterment of all. It is often said that leaders are born, not made. In the case of some alien species, this is doubly true, as they are particularly fit to organize, plan, and lead military actions.

This section highlights three such alien species—the Chagrians, the Ishi Tib, and the Lannik—and provides details allowing players to expand upon their character creation options. The three species presented here are indelibly suited for the role of Commander, especially given their temperaments, analytical savvy, and experience as battle-hardened warriors, respectively.

Initial characteristic ratings for these three species, as well as their special abilities and cultural touchstones, are presented, and should allow players to flesh their characters out as much or as little as they like.

Chagrian Commanders tend to be focused on the well-being of their subordinates, and their evenhandedness is well known throughout the galaxy. While Chagrians make balanced leaders, their Ishi Tib counterparts are intensely analytical and excel at planning, especially when it comes to overall strategy and tactics. Likewise, the Lannik hail from a society of warriors in which even the lowliest peasant is conversant in the language of combat. This gives them unprecedented insight into combat, war, and the possible outcomes of battle.

By selecting one of these species for their character, players open up a variety of new mechanical and roleplaying opportunities.* Despite this chapter's focus on these species as Commanders, players should never feel constrained when selecting their character's career. Master Even Piell, for example, was a prominent Lannik Jedi prior to his death, while Mas Amedda is a famous Chagrian diplomat who rose to the lofty position of Vice Chancellor of the Galactic Republic and Grand Vizier to the Emperor. Even though a particular species may be more inclined toward one profession over another, this doesn't mean they are all drawn to that particular career.

CHAGRIANS

A balanced and serene species, Chagrians are peaceful and stoic. They hail from a wealthy planet, and few native Chagrians have wanted for life's basic necessities—or even many of its luxuries. As such, Chagrians are rarely greedy or avaricious, and their desires are seldom motivated by such basic needs. Additionally, Chagrians are sticklers for procedure and law, and they are unwilling to deviate from the legal and bureaucratic systems they are accustomed to. Such predilections ensure that Chagrians make excellent Soldiers, Commanders, and Diplomats.

Physiology: Chagrians begin their lives in an immature tadpole form some thirty centimeters in length. Born in clutches of two or three siblings, they are cared for by their parents in sealed tubs kept within the home. As they mature, Chagrian children develop arms, legs, and lungs that allow them to breathe air. Once their limbs are fully developed, young Chagrians leave the water, and the last vestiges of their intermediate physiology begin to fade away. Adult Chagrians are humanoid and stand two meters tall on average. They possess powerful, muscular bodies well suited to swimming and heavy labor. As a result of their homeworld's exposure to an unstable sun during their species' evolution, Chagrian skin runs the gamut from light blue to cerulean to indigo, and it provides them with an innate resistance to harmful radiation. Though their planet's sun has been stable for millennia, this radiation resistance has become a dominant trait of their species.

Chagrians possess elegant horns growing down from the sides of their heads. Males possess a second set atop their skulls, called lethorns. Once used during mating rituals, the horns were also employed as weapons during formal duels. Though duels for mates have since been outlawed, Chagrians, especially males, consider their horns a sign of status. A large portion of Chagrian daily personal ritual consists of caring for their horns, filing and decorating them in an otherwise uncharacteristic display of vanity.

Despite having air-breathing lungs, Chagrians are as comfortable below the waves of their planet as they are above them. They are excellent swimmers, and their eyes have developed to help them see in dim, subaquatic light. Able to breathe underwater as well, Chagrians can remain submerged for months or years at a time without suffering any ill effects. They adapt easily to the seas of other planets as long as the alien ocean's chemistry is similar to that of their own planet.

Because of their constant exposure to the salty oceans of their planet, Chagrians can taste little else but salt. As a result, their sense of taste is incredibly weak, and they obtain little pleasure from eating. Rather than tasting food, Chagrian tongues act to enhance their sense of smell, much as those of some

reptilian species. As such, they can often be seen briefly flicking their tongues out when assessing the viability of unfamiliar food or drink.

Society: Chagrian society is law abiding and peaceful. Justice, both legal and social, is valued above all other things, and Chagrian courts are some of the most fair and balanced in the galaxy. Both criminal and civil investigations are meticulous and thorough, and even the most innocuous forms of evidence are carefully studied. Even those Chagrians put on trial are all too willing to admit their guilt, and only the most craven Chagrians deny the charges brought against them if they are true. This ensures that most criminal trials are brief affairs with little, if any, fanfare.

Given their homeworld's focus on tourism, Chagrians are accommodating and obedient—sometimes to a fault. Despite this desire to please others, Chagrians aren't ignorant of cruelty or bias. In fact, their affluent culture allows them to take notice of social injustices more quickly than other, less privileged species, who might otherwise consider such inequity to be normal.

Because of the richness of their homeworld and the amenities enjoyed by their people—such as excellent medical care, higher education, and social equality—Chagrians rarely want for anything. As a result, they are easily disturbed by concepts such as prejudice, homelessness, disease, and starvation, especially when confronted with them on other worlds. Many Chagrians are so moved by such sights that they seek to remedy them, whether through charity, by taking direct action, or by using local law to initiate lasting change.

THE COLOR OF WAR

Though Chagrians are not, by nature, a warlike species, their history is occasionally punctuated by bouts of conflict and unrest. To ancient Chagrians, war was a heavily officiated rarity that adhered to countless rules and codes. One such code involves the so-called “color of war,” a shade of red that is to be worn by combatants only during wartime. As a result, any Chagrian wearing that shade is considered to be a combatant during wartime, and thus is a valid target during any military action.

Due to this tradition, Chagrian soldiers fighting the Empire as part of the Rebel Alliance often incorporate red accoutrements as part of their standard uniforms. Such accoutrements usually take the form of epaulets, uniform piping, combat webbing, or some combination of the three. Not only does this promote solidarity between Chagrian soldiers, but it also provides a visual cue as to an individual Chagrian's commitment to the Rebel cause.



Due to their species' weak sense of taste, Chagrians consider meals to be an inconvenience at best. As a result, most Chagrians carry nutritional supplements or food capsules in an effort to shorten the time they spend eating. The concept of celebratory banquets is largely unheard of outside of Champala's opulent resorts and hotels, and offworld chefs are hired at great expense to satisfy the refined palates of tourists and visitors.

Chagrians in positions of authority—including those in command of Rebel military units—go to great lengths to see to the well-being of their subordinates. As long as supply lines remain open and logistics are competently managed, a unit commanded by a Chagrian officer is sure to be well fed, properly equipped, and highly motivated. Unfortunately, such officers are often unwilling to lose the lives of their troops, even when such sacrifice is called for.

Homeworld: Champala is a watery world featuring dramatic tides and beautiful coastlines. Chagrian settlements are built within the tidal zones of Champala's coastlines, and as the tides ebb and flow, these communities are engulfed by the rising sea. Chagrians, given their amphibious nature, are unimpeded by such events, which are as common and expected as the sun and seasons. The only Chagrian-built structures designed to remain above the rising tides are the planet's spaceports, including the one in Champala's capital city of Tidros.

The majority of the Chagrian economy centers on tourism. Champala has always been a popular resort destination for affluent travelers from the Core Worlds and beyond. The planet's warm climate, pristine beaches, and friendly denizens once attracted millions of visitors every year. Unfortunately, the Chagrian choice to support the Rebel Alliance, as well as the Empire's subsequent occupation of Champala, has caused the tourism industry to dwindle exponentially.

The Empire has expanded Champala's mining and manufacturing operations tenfold, resulting in its once-pristine seas' becoming poisoned by industrial pollution. The Chagrian people shoulder the burden of the Imperial occupation with their typical stoicism, torn between their desire for freedom and their unwillingness to see their society ground beneath the boot of Imperial brutality.

Language: The native language of Chagrians is called "Chagri," a pleasant tongue that rarely sees use outside of Champala. Though few Chagrians living on Champala speak Basic, those who venture out into the galaxy learn it with relative ease.

Life in the Alliance: Following Palpatine's rise to power, the Chagrian people deduced correctly that the Empire was a cruel and pitiless regime. Many Chagrians have since joined the Rebel Alliance, and they have proven invaluable in the liberation of many water worlds—including Mon Cala—from the Empire's tyranny.

Due to their penchant for adhering to the rule of law, including military code, Chagrians make excellent Commanders. They are also capable Diplomats, Soldiers, and Spies, though their species' lack of technological know-how results in few Chagrian Engineers.

SPECIES ABILITIES

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

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Chagrians begin the game with one rank in Resilience. They still may not train Resilience above rank 2 during character creation.
- **Amphibious:** Chagrians can breathe underwater without penalty and never suffer movement penalties for traveling through water.
- **Knowledge Specialization:** Chagrians start with one rank in the Knowledge Specialization talent.

ISHI TIB

Hailing from the planet of Tibrin in the Mid Rim, the Ishi Tib are an amphibious species that evolved from large, bony fish native to the reefs of their homeworld. They are keenly aware of their world's natural balance, and have striven for millennia to ensure its ecology is not unduly affected by their presence. They are a pensive species and rarely act impulsively, making them excellent planners and strategists. They are also dedicated to the tasks they pursue, finding it difficult to abandon an assignment once they set their minds to accomplishing it. A number of Ishi Tib have joined the Rebel Alliance, where they are greatly valued as tacticians and planners.

Physiology: Ishi Tib are amphibious humanoids who possess leathery green skin and two eyestalks that extend from their heads at a somewhat jaunty angle. Their eyes are typically yellow with slitted pupils, though colors such as orange and yellow-green have also been observed. Ishi Tib faces also feature two pouch-like cheeks, which are used to store food such as algae, microscopic organisms, and small crustaceans. In the center of the face is a powerful beak-like mouth. While Ishi Tib commonly use their beaks to crack open crustacean exoskeletons or shellfish shells, their mouthparts can also provide an improvised weapon in dire circumstances.

The bodies of Ishi Tib are bulky and muscular. Their thick limbs end in two-fingered hands and fin-like feet that allow them to swim unimpeded through the water. Though their thick skin is resistant to water evaporation, the Ishi Tib are forever tied to the seas of their homeworld. To prevent their bodies from drying out, Ishi Tib must regularly immerse themselves in a saline liquid similar to that of Tibrin's oceans. Failure to see to this basic need can result in disability and death, often within a matter of days.

Ishi Tib reproduce by laying eggs. Once fertilized, the eggs are tended to in communal hatcheries dug into sandbars near the coral reefs where the Ishi Tib build their settlements. Reproduction is rarely done out of personal desire. Eggs are fertilized only as their communities require. After six years of maturation, Ishi Tib children are developed enough to emerge from the water. Due to the communal nature of child rearing, Ishi Tib never know who their parents or children are.

Society: Ishi Tib society is based on communities called "schools," which can consist of up to 10,000 individuals. Each school is governed by a representative who is elected to a one-year term of office. Representatives rule based on ecological law—a series of strictures that look to nature and the environment, above all other things, for guidance. Ecological law dictates that the needs of the environment take precedence over the needs of groups or individuals.

NASTY TEMPERS

Though they are typically calm and unflappable, Ishi Tib have developed a reputation for snapping violently under harsh conditions. When cornered or pushed to extremes, either by enemies or unfortunate circumstances, they possess a tendency to lose control. During such episodes, Ishi Tib enter a violent rage, and their baser instincts take control of their actions. In many instances, they seek to kill and devour the target or targets of their anger, using their powerful beaks to tear their enemies apart.

Ishi Tib are not proud of their species' tendency toward extreme violence when pushed past their emotional limits. They rarely speak of such incidents and generally are ashamed to reveal that they have the potential for mindless brutality if driven too far. Most Ishi Tib admit that they can succumb to rage under the right circumstances, despite their best attempts to resist their more animalistic urges. A few Ishi Tib, however, embrace their rage and harness it to further their own ends.

Due to this unique outlook, Ishi Tib are suspicious of new technologies. Each new device, technology, or scientific process introduced to their planet is rigorously reviewed according to ecological law, with the potential impact to the environment analyzed from countless angles. Without approval, such advances are immediately outlawed. Even those that are approved are subject to intense regulation until such time as their benefit is proven beyond a reasonable doubt. It is for this reason that many offworld corporations avoid business with the Ishi Tib on their homeworld.

Emigration from Tibrin is a rarity, and most Ishi Tib are content to live out their lives on their homeworld. Those Ishi Tib who do choose to leave their planet are often tempted by job offers in the greater galaxy, for members of their species are in great demand by other governments and corporations. Due to their innate ability to oversee complex projects, Ishi Tib are most often desired as tacticians, executives, project managers, planners, and accountants. Unfortunately, many such Ishi Tib have been victimized by unscrupulous corporations and then found themselves cut adrift in a vast and unfamiliar galaxy.

Ishi Tib do not marry, and mating is conducted only in times of low population or some other pressing need. This, of course, is not to say that they do not seek out social interaction with others. Although they prefer relationships with other Ishi Tib, in the absence of their own kind, they focus these feelings on their associates.

Homeworld: Tibrin is a tropical world covered in shallow seas, expansive reefs, and atolls that extend above the surface of the water. The Ishi Tib strive to maintain the natural harmony of their world, and their environmental efforts have proven to be incredibly fruitful. Due to their dedication, Tibrin remains a pristine planet, unsullied by the byproducts of high technology or industrial avarice. Even the seas of Tibrin are safe, as the Ishi Tib have taken great pains through the centuries to either domesticate the native wildlife or eliminate dangerous apex predators altogether.

Ishi Tib cities, including the capital of Tibrina, are built upon—or grown out of—the planet's coral reefs. Their architecture is heavily influenced by nature, and it is often impossible for visitors to tell where the reefs end and the buildings begin. Rather than competing with nature, Ishi Tib structures are designed to complement the natural order. As such, Ishi Tib cities and towns are unaffected by neither storms nor tidal forces.



Much of the Ishi Tib's industry revolves around agriculture and food production in the seas surrounding their settlements. Countless varieties of edible seaweed are sown, tended, and harvested throughout the planetary year, and underwater corrals are stocked with fish and crustaceans, which make up the majority of the Ishi Tib diet. Hunger is unheard of on Tibrin, and excess stocks of food are exported to other worlds.

Language: Tibranese, the Ishi Tib language, is a tongue comprising squeals, honks, and clicks. Though considered discordant by offworlders, the language serves the Ishi Tib well. The written form of Tibranese consists of thousands of hieroglyphs, which, during the Ishi Tib's cultural development, were originally written by painstakingly inscribing them into soft objects. Spoken Tibranese is difficult for offworlders to master, largely due to the fact that many subtle linguistic cues can only be made with an Ishi Tib's beak.

Life in the Alliance: The Ishi Tib predilection for meticulous planning, patience, and insight has made them a welcome addition to the ranks of the Rebel Alliance. Ishi Tib Commanders are well respected for their grasp of tactics, calculating nature, and ability to analyze nearly every possible outcome.

SPECIES ABILITIES

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

- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Ishi Tib begin the game with one rank in Discipline. They still may not train Discipline above rank 2 during character creation.
- **Amphibious:** Ishi Tib can breathe underwater without penalty and never suffer movement penalties for traveling through water.
- **Water Dependence:** If an Ishi Tib has not been doused in salt water in the last twenty-four hours, the character's wound threshold is reduced by 2. This condition remains in effect until the Ishi Tib is doused in salt water.

LANNIK

The Lannik are a diminutive species native to the Mid Rim planet of the same name. Their society is one dominated by warriors, and they are no strangers to the rigors of combat. Though they may appear frail, nothing could be further from the truth. Lannik are rarely seen beyond their home-world, despite the state of unrest that has dominated their people for thousands of years. Those who do emigrate from Lannik often ply their military and fighting skills for credits as mercenaries, soldiers, and enforcers.

Gruff and outspoken, Lannik are considered uncouth by most civilized beings. They do not mince words, saying exactly what they mean regardless of the consequences. All Lannik face their challenges head-on, preferring to resolve them at once rather than to wait for other opportunities that may never materialize.

Despite their sour demeanors and propensity for war, they are nonetheless a calm people with keen, tactical minds and a unique ability for seeing combat situations from a variety of different viewpoints.

Physiology: The Lannik are a small species, standing 1.2 meters tall on average. Though of short stature, Lannik are a hardy folk with a dense skeletal structure. Despite the fact that their bodies appear thin and delicate, their solid bones more than make up for their slight frames. They are often underestimated at first glance, but such misconceptions rarely last long, especially in combat. As small as they are, Lannik are as physically capable as baseline humans. Lannik rarely smile, which has given weight to the rumor that they lack the ability to do so.

Aside from their height, the most obvious physical feature of the Lannik is their long ears, which droop down on either side of their head. Lannik skin color is usually pale, with subtle tones ranging from red

NARY A SCRATCH

"Listen here, chum. I been fighting the Empire all my life, seems like. Survived enough battles that I've every right to be dead by now, I reckon. Or wounded, for that matter, sent off to some safe world half blind, with stumps for legs. It ain't happened yet, but I figure it will. Only a matter of time. I seen enough die to know that my number's going to come up eventually.

"In all that time, I've outlived just about every commanding officer they've chosen to place me under. Them rank tabs they wear must weigh an awful lot. Practically got their own gravitational pull, the way they attract blaster bolts. They were all good people, mostly, though some stand out more than others.

"The last CO I had was a Lannik fellow. To glance at him, you'd probably laugh. About a meter high, looked like a stiff wind could blow him over. Never smiled, either. We was never sure if he was angry or if the rumors about them Lannik is true—that they can't smile at all.

"Short or not, that guy knew his business. Tactics, strategy, where to hit the Imperial defenses just right to bring 'em crashing down on top of themselves. He was a right maniac, too. Wouldn't back down from a fight no matter what. I got wind that we'd been ordered to retreat, but he ignored command. I wager he would've had us fix bayonets if we'd had 'em.

"That was his last fight, along with most of the others who served with me. Of course, I got out with nary a scratch. Wasn't for lack of trying, either. I like to think I'm lucky, but sometimes when things are quiet, I start to doubt it. Who'd want to live through something like that?

"So, you listen to me, and you listen good since we'll be serving together. I don't expect you to make it through this, any more than I expect to make it through it myself. Watch the old hands and do what they do. Always make sure you've got a fresh reload handy. Listen to your CO's orders and know he's got it all under control.

"But remember one thing, chum. He may be your officer, but he's just a man...unless he's a Lannik, in which case he's a bloody lunatic."

to orange, and from blue to purple. Their body hair tends to blend with their skin tones, while the hair on their head is localized at the top of the head and down to the nape of their neck. Warriors grow their hair long, wearing it in a traditional topknot when in service to their lieges. Noncombatants—even those trained for war who are not currently enlisted—wear their hair either short or braided.

Society: The Lannik have always been ruled by a hereditary monarchy, and their government is largely feudal in nature. Wars have been waged constantly throughout their long history, often between Lannik houses and clans vying for political and geographical control. As such, Lannik culture is largely one of warriors, with great value placed on personal honor, integrity, bravery, and skill at arms. A period of military service is compulsory for every Lannik, and given the species' warlike nature, it is a rare recruit who is not trained in the fires of battle.

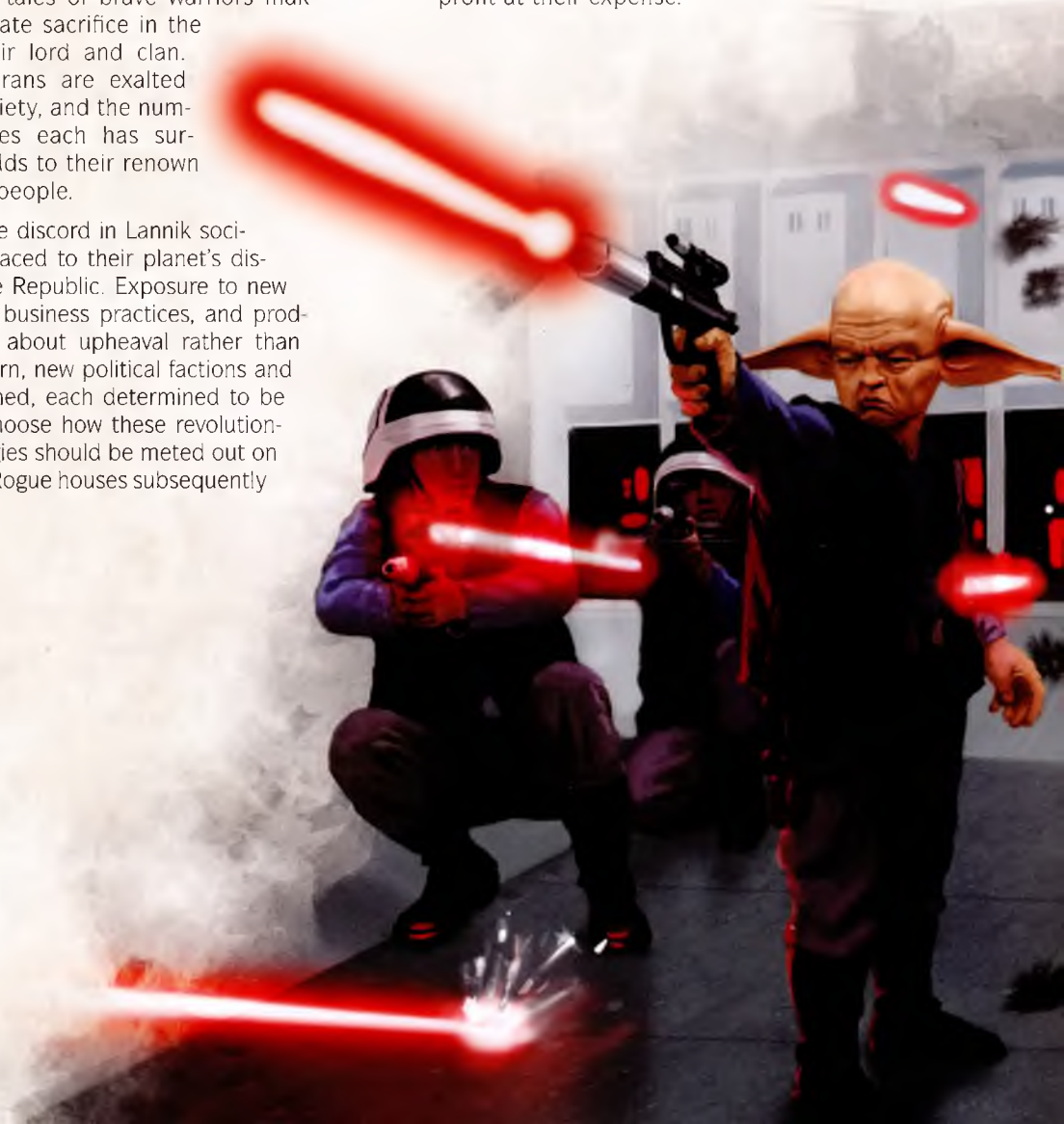
Wounds suffered in battle are an important aspect of every Lannik's life. Scars are worn as badges of courage by Lannik warriors, proving that they have survived the worst their enemies have to give and lived to tell the tale. Facing overwhelming odds is something each Lannik strives for; Lannik history is filled with tales of brave warriors making the ultimate sacrifice in the name of their lord and clan. Military veterans are exalted in Lannik society, and the number of battles each has survived only adds to their renown among their people.

Much of the discord in Lannik society can be traced to their planet's discovery by the Republic. Exposure to new technologies, business practices, and products brought about upheaval rather than stability. In turn, new political factions and alliances formed, each determined to be the one to choose how these revolutionary technologies should be meted out on their planet. Rogue houses subsequently

broke off in open rebellion against the traditional monarchy. Black markets, driven by offworld criminal elements, ensured that the chaos would continue, and the Republic's attempt to legislate trade with the Lannik only served to exacerbate the issues.

Though such matters have been settled in the millennia since, old rivalries and vendettas still simmer among the Lannik houses. As such, the world's economy has never fully recovered. Lannik institutions, as well as unscrupulous government officials and offworld corporations, continue to fan the flames of rivalry and ensure that prosperity remains an unrealized dream. Additionally, the Galactic Empire's rise to power has stifled what little trade the Lannik once engaged in.

Homeworld: Lannik is an isolated world with a varied ecology. Rocky, inhospitable deserts dominate the equatorial regions, while mountainous highlands stand above vast forests to the north and south. Discovered by the Republic's Duros explorers over fifteen thousand years ago, Lannik has nonetheless been cut off from much of the galaxy due in no small part to its people's warlike nature. Though Lannik does not lack for natural resources, its people are reluctant to allow offworlders to profit at their expense.



THE HONOR OF THE LANNIK

The Lannik have a strong sense of honor that pervades their society at every level. Though it is based on a warrior's creed, the Lannik use it to guide their actions in times of peace and in relation to their non-military professions. To Lanniks, their integrity is the most important aspect of their being, and it feeds into every task they attempt. To lose one's integrity is to lose one's soul.

For Lanniks who survive battle, the wounds they suffer represent honors that can never be taken away from them. Indeed, Lannik medicinal practices foster the formation of impressive—some would say gruesome—scars. Lost limbs or other debilitating injuries are accepted with grim determination. Lanniks never choose to replace what they have lost with prosthetics or cybernetic implants.

Language: The Lannik speak a highly nuanced language filled with harsh consonants. Although offworlders refer to it as “Lannik,” the Lannik call their language “Toffar,” roughly translated as “the speech.” In the millennia since their discovery by the Republic, the Lannik have integrated bits and pieces of Basic into their language. Despite this, the Lannik tongue is largely unintelligible to nonnative speakers. Lannik easily learn to speak Basic, though their isolation ensures that most of them have little opportunity to do so.

Life in the Alliance: Because of their love of warfare against insurmountable odds, Lannik warriors have flocked to the banner of the Rebel Alliance, the obvious underdog in the galactic conflict. The Alliance, in turn, has welcomed the Lannik with open arms, for the small, grim warriors are highly experienced and incredibly adept in matters of strategy. As such, Lannik make excellent Commanders and Soldiers, though their propensity for facing impossible odds has occasionally resulted in the loss of entire units in desperate holding actions.

Lannik settlements align themselves with a noble house and are built around that house's central citadel, which can be easily defended during times of war. In turn, these noble houses band together under strong and powerful lords, who ultimately owe their allegiance to the ruling monarch. The noble houses rarely remain at peace for long, and the monarchy allows them to compete militarily in order to prevent ill will from festering and boiling over into open warfare. Despite this political pressure valve, war is always a looming threat among the Lannik.

The technology level of the Lannik is relatively low. Their world has few legal imports and exports and is effectively cut off from the rest of the galaxy. Melee weapons and slugthrowers are about as advanced as their military technology gets, and transportation consists of ridden beasts of burden. As such, the planet of Lannik remains mostly environmentally pristine and uncontaminated by pollutants.

SPECIES ABILITIES



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 95 XP
- **Special Abilities:** Lanniks begin the game with one rank in Streetwise. They still may not train Streetwise above rank 2 during character creation.
- **Indomitable:** A Lannik removes up to ■ caused by Critical Injuries, fear, or the disoriented condition from all checks.

COMMANDER SPECIALIZATIONS

The **AGE OF REBELLION** Core Rulebook provides three distinct specializations for each career it presents. This allows for a great deal of customization and diversity among characters, which **LEAD BY EXAMPLE** expands upon with three new Commander specializations: Figurehead, Instructor, and Strategist. Each of these new specializations includes a new talent tree with talents reflecting the unique abilities that such characters possess.

The three new specializations are available to any character who chooses the Commander career, and they may be selected as the character's first specialization during character creation. Alternatively, these specializations can be purchased as additional specializations later on. As with the specializations in the **AGE OF REBELLION** Core Rulebook, characters with other careers can spend experience points to acquire any of these specializations during play as non-career specializations. Rules for purchasing career and non-career specializations beyond a character's original specialization may be found on page 103 of the **AGE OF REBELLION** Core Rulebook. Due to the nature of character progression in **AGE OF REBELLION**, these new specializations can be easily and seamlessly inserted into an ongoing campaign.

OBTAINING NEW SPECIALIZATIONS

Obtaining a new specialization through play should be encouraged, and doing so is liable to be a pivotal moment in any character's life. The process of learning a specialization should comprise more than just spending experience and writing it down on a character sheet. The story the character is involved in should somehow reflect the change that is taking place, making a new specialization a wonderful opportunity to add colorful narrative to a campaign. Doing so should be relatively simple and seamless, and it need not take up hours of game time.

As often happens in real life, a character may not necessarily identify with a chosen specialization right away. Often it is a gradual transition as an individual takes on new responsibilities and roles, and learns new methods of doing things. To be completely organic, it should be planned for ahead of time. As always, GMs should speak with their players about their characters' aspirations and which new specializations they are leaning toward.

Once this initial discussion has taken place, GMs can formulate a way for the characters in their campaigns to reasonably learn the ropes. Having an NPC with the specialization a PC plans to acquire become an associate of that PC is a great way to introduce a potential teacher into the mix without overwhelming any stories that are already taking place.

Though it might be great fun to give such transitions a lot of screen time, so to speak, it's also fine to figure out the details "off camera" as something characters do and learn during their spare time. Though this method is less immersive in some ways, this is a perfectly acceptable way of maintaining a campaign's flow.

Some players never choose to add new specializations to their characters, and there's nothing wrong with this. Players should have the freedom to focus on a single specialization with the intention of becoming the best Commodore, Instructor, or Tactician they can be. Such a decision should also be accompanied by plenty of narrative flavor, off-camera detail, or both.



SELECTING A SPECIALIZATION

Selecting a specialization is one of the most crucial decisions a player can make, both during character creation and once the campaign is on its feet.

During character creation, a specialization defines a character's primary path—at least initially. It provides the player with a focal point for the character's role in the group as well as in the war against the Empire. Once the decision has been made, there isn't any going back. Moving forward, however, is another matter entirely.

Taking a new specialization during play is no less important than choosing a character's first one. In fact, it's even more important, as there is a significant expenditure of experience points involved. While this decision does nothing to a character's prior abilities—they all remain the same—it definitely has an impact on future development. The talents made available in the character's new talent tree must be considered, especially as they relate to the ones the PC already possesses.

From a story perspective, it also helps if the new specialization gels well with a character's current path. Not only does this make the process of transition more natural, it also ensures that such an addition won't feel out of place or "tacked on."

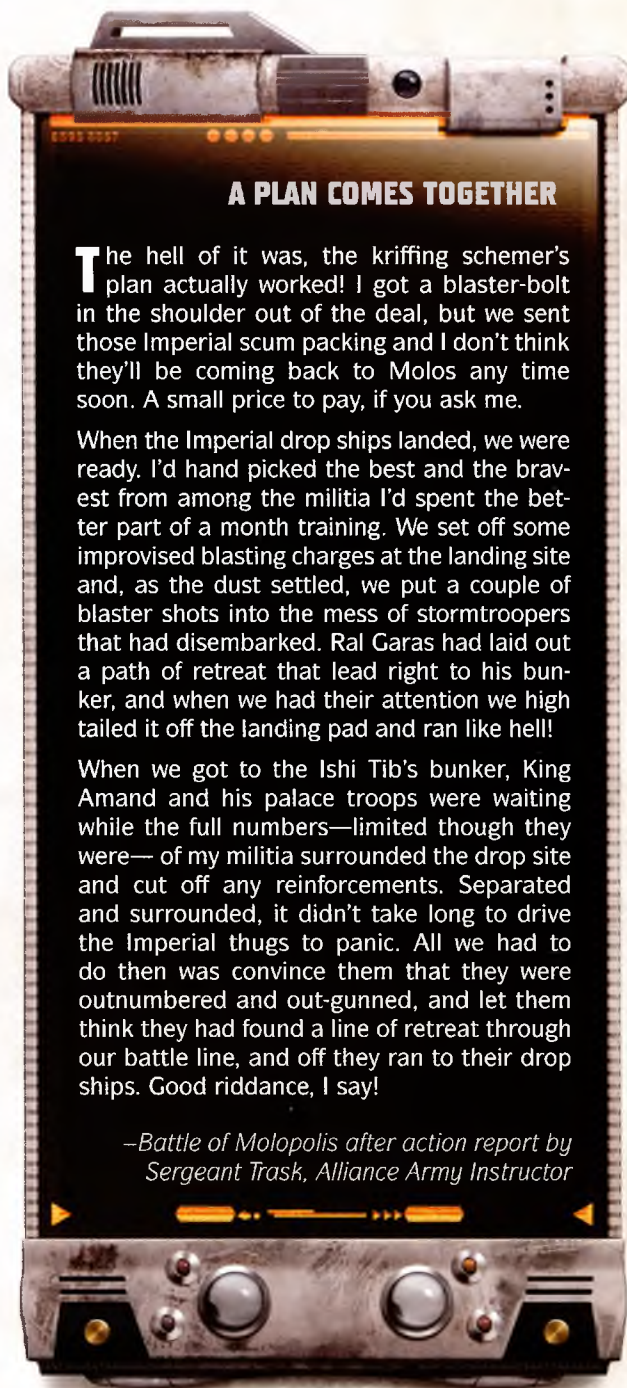
The following brief overview compares the three new specializations in **LEAD BY EXAMPLE** in order to assist players who may be trying to decide which one fits their character best.

The **Figurehead** is a particularly good choice for a character with a political background, or who has significant ties to the Alliance's politicians and diplomats. Figureheads who formerly held no political ambitions are just as likely to take this specialization as are those who dabbled in politics prior to their stint in the Alliance.

A character's deeds before becoming a Figurehead might also shape that character's future, as war heroes are occasionally used to boost morale among the rank-and-file troops. Likewise, sending one of the Rebellion's greatest heroes to negotiate a treaty is a huge show of trust that can't be beat.

The **Strategist** is a relatively low-key Commander, but one who is crucial for the Rebellion to achieve victory over the Empire. Characters who have connections to Alliance High Command, or who have otherwise seen how planning and logistics function at a higher level, are prime candidates for such a change. Characters who might be considered "armchair generals" also fit the role well, as does anyone with an analytical mind.

The role of a Strategist might also be tied to his prior specialization. For example, an excellent Slicer might be consulted as to the best way to lead a virtual assault on the Empire's computer network.



A PLAN COMES TOGETHER

The hell of it was, the kriffing schemer's plan actually worked! I got a blaster-bolt in the shoulder out of the deal, but we sent those Imperial scum packing and I don't think they'll be coming back to Molos any time soon. A small price to pay, if you ask me.

When the Imperial drop ships landed, we were ready. I'd hand picked the best and the bravest from among the militia I'd spent the better part of a month training. We set off some improvised blasting charges at the landing site and, as the dust settled, we put a couple of blaster shots into the mess of stormtroopers that had disembarked. Ral Garas had laid out a path of retreat that lead right to his bunker, and when we had their attention we high tailed it off the landing pad and ran like hell!

When we got to the Ishi Tib's bunker, King Amand and his palace troops were waiting while the full numbers—limited though they were— of my militia surrounded the drop site and cut off any reinforcements. Separated and surrounded, it didn't take long to drive the Imperial thugs to panic. All we had to do then was convince them that they were outnumbered and out-gunned, and let them think they had found a line of retreat through our battle line, and off they ran to their drop ships. Good riddance, I say!

*—Battle of Molopolis after action report by
Sergeant Trask, Alliance Army Instructor*



The **Instructor** is a good choice for older characters who have a lot of experience under their belts. While it applies well to battle-hardened soldiers who might train the Alliance Military's next generation, it also works as a new specialization for any characters wishing to pass along their know-how, whatever area it may be in. After all, members of any career or specialization may very well find satisfaction in passing along their skills.

FIGUREHEAD

♣1717MΞVK7

Figureheads generally come from civilian backgrounds and aren't necessarily a part of the Alliance Military's chain of command. They rely on their reputations, political connections, and charisma to accomplish their goals. Though their aims might not align perfectly with those of the other Commander careers, the respect they command due to their political legacies ensures that they continue to be a motivating factor in both political and military circles within the Rebel Alliance. Examples of Figureheads in the Rebel Alliance include Mon Mothma and the late Bail Organa, as well as his adopted daughter, Princess Leia Organa.



CHARISMATIC LEADERS

Figureheads receive **Cool, Leadership, Negotiation,** and **Knowledge (Core Worlds)** as additional career skills. If this is the character's starting specialization, the player may choose two of these skills and gain one free rank in each without spending experience. Many Commanders focus their social aptitudes on skills that help them get people to do what they want, such as Coercion. Figureheads, on the other hand, get what they want through subtle manipulations, preferring to persuade those under their command to do what must be done.

Much of a Figurehead's repertoire consists of personal fortitude, as bearing the hopes and fears of their people is a Figurehead's primary focus. Cool is especially important, for it allows a Figurehead to gain the trust and admiration of subordinates. Figureheads' demeanor must inspire those who admire them, allowing their followers to overcome their personal qualms—including fear—in order to strike a blow against the Galactic Empire. Whether this inspiring quality applies to a Figurehead's physical appearance depends on the character's personal style; many Figureheads have turned their scars and the wounds they've suffered into inspirational messages all their own.

Figureheads who take a more active role in resisting the Empire's oppression often do so through leadership and inspiration. The confidence and know-how of a trained leader is much more convincing under fire than good looks and a pithy slogan. Seeing action in combat also serves to bolster a Figurehead's reputation within the military, as Figureheads not only know how to "talk the talk," but to "walk the walk" as well.

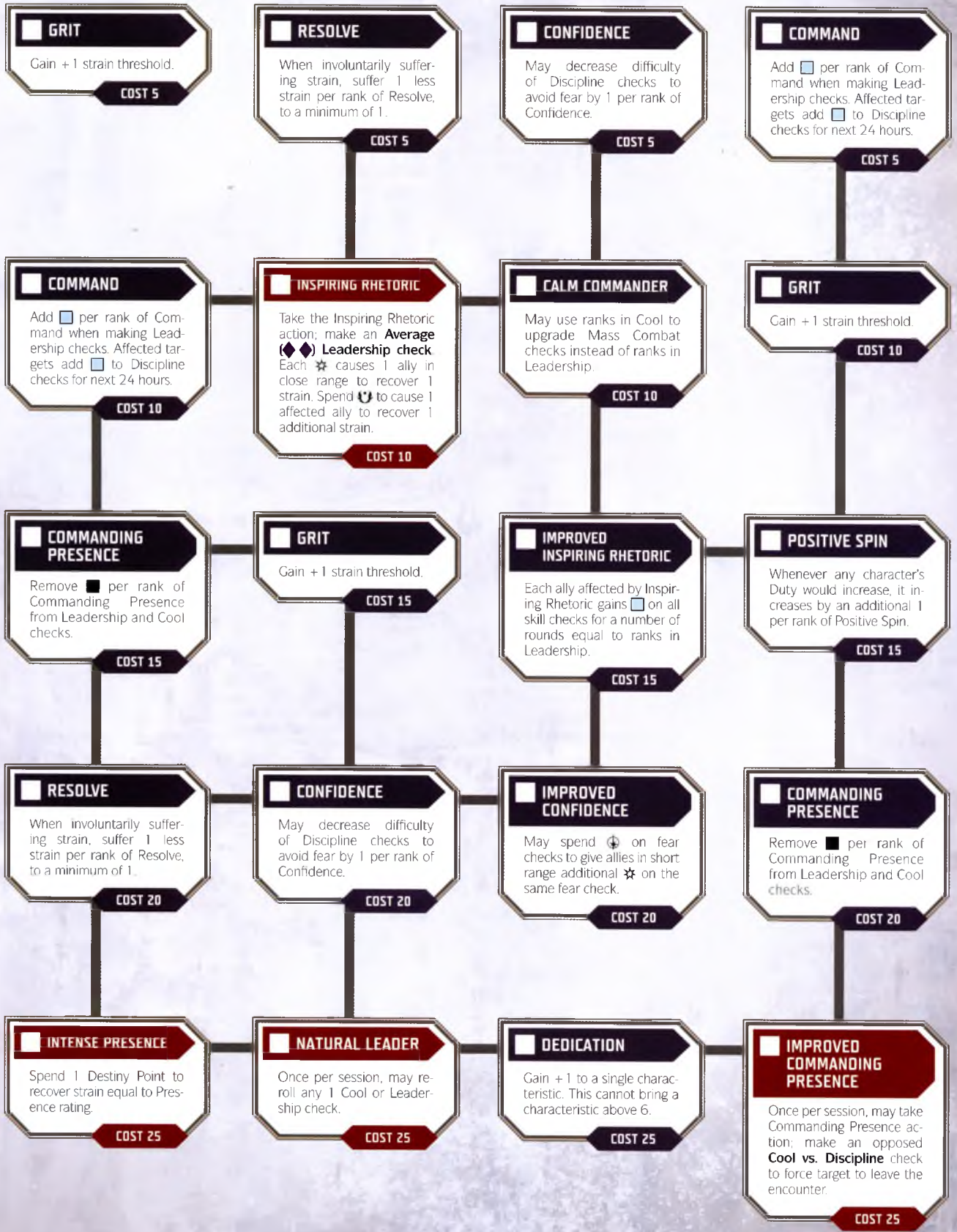
As many Figureheads got their start in the political arenas of the Core Worlds, it's no surprise that most of them know a thing or two about where they've come from. Not only do they have extensive knowledge of Core World political systems—including those of the now-defunct Republic—but they also have information about which Core Worlds systems are more or less opposed to the Empire. Such information can be valuable when deciding which systems to approach for help or determining where a group of Rebels in a pinch might be able to seek refuge.

COMMANDER: Figurehead Talent Tree

Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
 Figurehead Bonus Career Skills: Cool, Leadership, Negotiation, Knowledge (Core Worlds)

ACTIVE

PASSIVE



INSTRUCTOR

18 2 3 4 5 6 7

When it comes to showing the untested masses of the galaxy how to fight and win, an excellent Instructor is crucial. After all, handing untrained enlistees a blaster and sending them into the thick of combat is a good way of getting them killed before they've even had a chance to make a difference. Instructors ensure that no one is sent to fight the Empire before they're ready, preventing Rebel blood from being spilled in vain. Though their own role is primarily one of support, Instructors must also be proficient in the skills they impart to their students, making them effective soldiers when they are inevitably called to fight.

HEAD OF THE CLASS

Instructors receive **Discipline**, **Medicine**, **Ranged (Heavy)**, and **Knowledge (Education)** as additional career skills. If this is the character's starting specialization, the player may choose two of these skills and gain one free rank in each without spending experience. Not all Instructors need to be combat-ready, but most of those employed by the Rebel Alliance have, by necessity, at least some combat capability available to them. An Instructor must also have enough empathy to identify with students and to discern which areas they excel in and where they require improvement.

It takes intense control to maintain a professional demeanor and concentrate on the job at hand, both for Instructors and for their recruits. Order must be maintained both on and off the field so that would-be soldiers aren't cowed by the sights, sounds, and demands of combat. Imparting discipline to their students, especially if they've never held a weapon, is crucial if Instructors want to see them survive the rigors of warfare.

Some Instructors are also well versed in the use of Medicine. Not only is first aid a skill that every soldier should possess, but injuries occur all too often during intensive training. Passing on the basics of Medicine to recruits ensures that trainees can save not only their comrades, but themselves as well. If training recruits to use medpacs and synthflesh to patch up wounds is all an Instructor is assigned to do, then Medicine may very well be that character's primary focus.

Every soldier must learn how to shoot, so many Instructors are also accomplished marksmen. Trainees not only need to know how to fire their weapon with the intention of hitting the enemy, but they must also learn how to care for and maintain it under battlefield conditions. Drilling recruits with a blaster comprises the basics of infantry training. Initial training is with an unloaded weapon, to get recruits comfortable with carrying it, used to its weight, and vaguely uncomfortable when it's not within reach. Many hours of port-arms and awareness drills are held before a recruit is allowed to fire a fully charged blaster downrange at a target.

Though it seems to go without saying, Instructors must be well educated. Being skilled at conveying their knowledge to their students is an important part of their job description. When integrated with a Rebel cell or combat unit, Instructors can be a benefit to everyone they serve with. As teachers, they must be able to demonstrate the correct way to do something under any circumstances. It's highly unlikely that they wouldn't be able to show everyone a trick or two when the chips are down.



COMMANDER: Instructor Talent Tree

Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
 Instructor Bonus Career Skills: Discipline, Medicine, Ranged (Heavy), Knowledge (Education)

ACTIVE

PASSIVE

CONDITIONED

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

COST 5

PHYSICAL TRAINING

Add per rank of Physical Training to Athletics and Resilience checks.

COST 5

BODY GUARD

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

COST 5

GRIT

Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 10

ENCOURAGING WORDS

After an engaged ally fails a check, may suffer 1 strain to assist that ally's next check this encounter as an out of turn incidental.

COST 10

CONDITIONED

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

COST 10

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

COST 10

PHYSICAL TRAINING

Add per rank of Physical Training to Athletics and Resilience checks.

COST 15

MASTER INSTRUCTOR

Once per round as an out of turn incidental, may suffer 2 strain to allow ally to use character's ranks in Discipline for next Discipline check an ally makes.

COST 15

BODY GUARD

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

COST 15

IMPROVED BODY GUARD

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

COST 15

FIELD COMMANDER

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

COST 20

GRIT

Gain +1 strain threshold.

COST 20

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

IMPROVED FIELD COMMANDER

Field Commander action affects allies equal to double Presence, and may spend ◆ to allow one ally to suffer 1 strain and perform 1 free action instead.

COST 25

NATURAL INSTRUCTOR

Once per session, may re-roll one Discipline or Leadership check.

COST 25

THAT'S HOW IT'S DONE

May suffer 1 strain on successful skill check to add ◆ to the same skill check made by a number of allies equally to Willpower within short range during the next round.

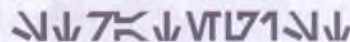
COST 25

DEDICATION

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

COST 25

STRATEGIST



Strategists are responsible for forming the core directives used in the war against the Empire. Rather than focusing on individual battles, they analyze the big picture—both what has happened and what is bound to happen should their plans bear fruit. They also monitor the effectiveness of logistics to ensure that military units aren't too thinly spread or sparsely supplied to be effective. Anything that might change the tide of battle concerns them, and they must possess sharp minds and keen wits to keep all the variables under control.

IN FOR THE LONG HAUL

Strategists receive **Computers**, **Cool**, **Vigilance**, and **Knowledge (Warfare)** as additional career skills. If this is the character's starting specialization, the player may choose two of these skills and gain one free rank in each without spending experience. Though they rarely possess direct command of armies or units, Strategists are expected to arrange the high-level details of the operations and battles the Rebel military must participate in. A Strategist must also be incredibly detail-oriented, as forgetting a minor item when planning a planetary strike could lead to the deaths of thousands of Alliance troops.

Strategists must be able to keep their cool. Viewing the Galactic Civil War from such a lofty vantage point can cause even the most tranquil individuals to break under pressure. In fact, the conflict at hand is so vast and complex that it can be difficult to digest it all, even in multiple sittings. Keeping a cool head also allows the Strategist an opportunity to examine an enemy's movements in order to discern whether or not it is attempting a feint or a full-fledged assault. Imperial commanders are cunning tacticians, and their ruses can be disastrous if they aren't seen for what they are before it's too late.

Obviously, successful Strategists must know the ins and outs of warfare. Being aware of their enemies' capabilities, as well as those of their own troops, is vital to planning a successful campaign. In addition, possessing intimate knowledge of wars both past and present allows Strategists to learn from the lessons of their predecessors, or to call up a little-used tactic to catch the Empire off guard.

Though a Strategist may seem like an odd choice for the typical Alliance cell, the knowledge and keen insight such a character brings to a party are well worth having.

With a little combat training, a Strategist can act as a secondary combatant while watching the battlefield for signs of opportunity or disaster. Given their potential training in both Cool and Vigilance, it's unlikely that a Strategist will be caught unawares when things turn ugly.

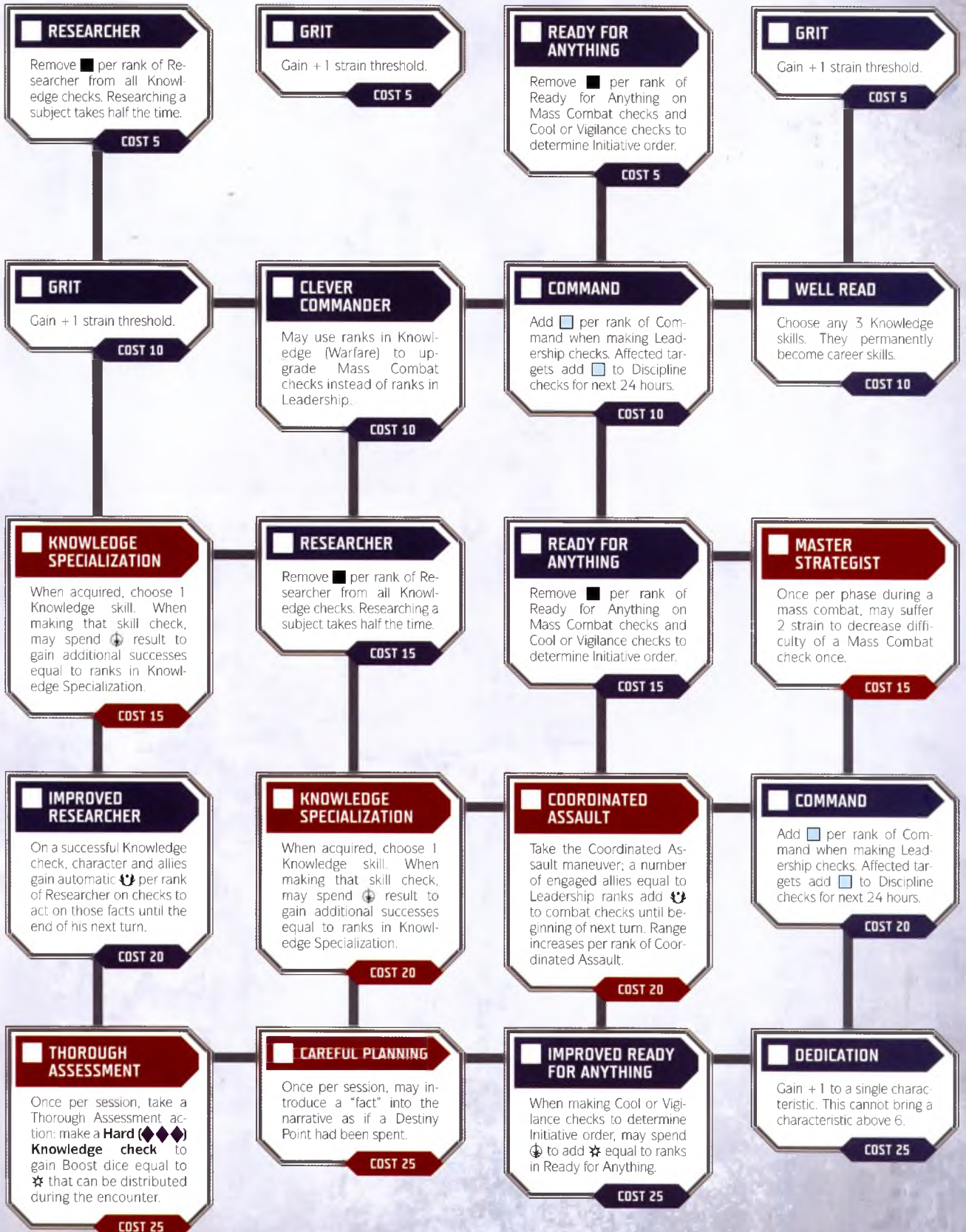


COMMANDER: Strategist Talent Tree

Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
 Strategist Bonus Career Skills: Computers, Cool, Vigilance, Knowledge (Warfare)

ACTIVE

PASSIVE



NEW TALENTS

Below is a description of each of the new talents added in **LEAD BY EXAMPLE**. Each entry includes the information required for gameplay (see page 139 of the **AGE OF REBELLION** Core Rulebook).

BODY GUARD (IMPROVED)

Activation: Active

Ranked: No

Trees: Instructor

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

CALM COMMANDER

Activation: Passive

Ranked: No

Trees: Figurehead

When upgrading the ability of a Mass Combat check in a mass combat in which the character is the commander of the acting force (or when upgrading the difficulty pool, if the character is the commander of the enemy force), the character may use ranks in Cool instead of in Leadership.

CLEVER COMMANDER

Activation: Passive

Ranked: No

Trees: Strategist

When upgrading the ability of a Mass Combat check in a mass combat in which the character is the commander of the acting force (or when upgrading the difficulty pool, if the character is the commander of the enemy force), the character may use ranks of Knowledge (Warfare) instead of ranks in the Leadership.

COMMANDING PRESENCE (IMPROVED)

Activation: Active (Action)

Ranked: No

Trees: Figurehead

Once per session, the character can take the Commanding Presence action to choose a target minion, minion group, or rival and make a **Cool check** opposed by the target's **Discipline**. If the check is successful, the target adversary or group removes itself from the encounter for the duration of the encounter. The target will not attack or otherwise engage the PCs, nor perform any hostile or overt action. However, it will defend itself if attacked. Attacking the target ends the effect.

The Commanding Presence action can be used in narrative encounters. The specific details of its effect are at the GM's discretion, but could include commanding a guard to let the PCs pass or causing political opponents to remove themselves from a debate.

CONDITIONED

Activation: Passive

Ranked: Yes

Trees: Instructor

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

CONFIDENCE (IMPROVED)

Activation: Passive

Ranked: No

Trees: Figurehead

May spend ☹ on a fear check to steady the nerves of other allies making the same fear check. If the character does so, each ally within short range who makes the fear check adds automatic ✨ equal to the character's ranks in Confidence to the results of the check.

ENCOURAGING WORDS

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Instructor

When an ally engaged with you fails a check, the character may suffer 1 strain. If so, the character may assist the next check that an ally makes this encounter as an out of turn incidental (rather than as a maneuver, as described on page 33 of the **AGE OF REBELLION** Core Rulebook).

MASTER INSTRUCTOR

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Instructor

Once per round as an out of turn incidental, the character may suffer 2 strain to allow an ally within short range to count as having the same number of ranks in the Discipline skill as the character for the next Discipline check the ally makes.

MASTER STRATEGIST

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Strategist

Once per phase during a mass combat, the character may suffer 2 strain to decrease the difficulty of the next Mass Combat check once.

NATURAL INSTRUCTOR

Activation: Active (Incidental)

Ranked: No

Trees: Instructor

Once per game session, the character may reroll any one Discipline or Leadership check.

POSITIVE SPIN

Activation: Passive

Ranked: Yes

Trees: Figurehead

When any character's Duty would increase by 1 or more, it increases by that amount plus 1 per rank of Positive Spin instead.

READY FOR ANYTHING

Activation: Passive

Ranked: Yes

Trees: Strategist

Remove ■ per rank of Ready for Anything from mass combat made while the character is acting on the side of the acting force and the character's Cool or Vigilance checks to determine Initiative order.

READY FOR ANYTHING (IMPROVED)

Activation: Passive

Ranked: No

Trees: Strategist

When making Cool or Vigilance checks to determine Initiative order, the character may spend ☉ to add additional ✨ equal to ranks in Ready for Anything.

RESEARCHER (IMPROVED)

Activation: Passive

Ranked: No

Trees: Strategist

When the character makes a successful Knowledge check to gain information, he and his allies gain automatic ☹ per rank of Researcher to checks they make to act on that knowledge until the end of his next turn.

THAT'S HOW IT'S DONE

Activation: Active (Incidental)

Ranked: Yes

Trees: Instructor

Upon a successful skill check, the character may suffer 1 strain. If so, a number of allies within short range equal to the character's Willpower add automatic ☹ when making the same skill check until the start of the character's next turn. The range at which That's How It's Done can affect allies increases by one band per rank of That's How It's Done beyond the first.

THOROUGH ASSESSMENT

Activation: Active (Action)

Ranked: No

Trees: Strategist

Once per session, the character may make a **Hard (◆◆◆) Knowledge check** (the GM and player should determine which Knowledge skill is most applicable in the given situation) to perform the Thorough Assessment action. If he succeeds, the character may add □ to one check that another character who could reasonably benefit from this information makes before the end of the encounter. For every ✨ beyond the first, he may add □ to one additional check this way. He cannot allocate more than □ to any single check this way. At the end of the encounter, any unused □ are lost.

WELL READ

Activation: Passive

Ranked: Yes

Trees: Strategist

The character chooses any three Knowledge skills. They permanently become career skills.



COMMANDER MOTIVATIONS

Motivation is an important facet of every character, for it guides characters' actions and makes them who they are. It also provides players with a compass for their roleplaying, giving them a star to sail by when it comes to taking action in the games they play. Commanders are each motivated differently, driven by a specific mindset that governs everything they do and every order they give.

The **AGE OF REBELLION** Core Rulebook includes an ample list of Motivations, broken into three distinct types: Beliefs, Connections, and Quests. When a character is created, players either freely choose Motivations for their characters or roll randomly on the Motivation tables to select them. The rules for determining a character's Motivation can be found starting on page 104 of the **AGE OF REBELLION** Core Rulebook.

TABLE 1-2: RANDOM COMMANDER MOTIVATIONS

d10	Motivation Category
1-2	Belief
3-4	Connection
5-6	Quest
7-9	Drive
10	Roll once each on any two specific Motivation tables



TABLE 1-3: SPECIFIC DRIVES

d100	Result
01–10	Guilt: The Commander is motivated to keep his troops alive due to the guilt he inevitably feels when they die under his command. He spends many waking hours analyzing his orders, as well as the events surrounding them, in an attempt to assuage his anguish for the lives he feels he's lost.
11–20	The Mission: The current assignment or mission drives this Commander. He stops at nothing to see that the orders he's been given are carried out, and carried out well. He doesn't give up easily, and he is considered to be a tenacious warrior by the troops who serve under him.
21–30	At All Costs: No price is too high for this Commander when it comes to accomplishing his goals. War is a bloody affair in which lives are lost and sacrifices are made. He's prepared to die in order to complete his objectives, and he expects his troops to lay down their own lives if necessary.
31–40	Command: The power or prestige of command drives this Commander. He strives to do his best in the line of duty so he can earn rank and renown. His ambitions drive every action he takes and fuel every order he gives. He's willing to do just about anything to prove himself and achieve the authority he knows he deserves.
41–50	Subordinates: The people who serve under this Commander are his sole motivation. He always keeps their best interests in mind, fosters their talents, and tries to ensure they have an opportunity to grow as soldiers. He's also a stickler for accountability; when his troops don't perform to his expectations, he's certain to let them know.
51–60	Redemption: This Commander has done something terrible in the line of duty and feels that he must somehow redeem himself. Whatever it is he thinks he's done—sending troops to their deaths, giving an order that resulted in civilian casualties, or failing to accomplish an objective—influences every order he gives and every decision he makes.
61–70	The Game: War is a game, and this Commander sees every participant—including himself—as a playing piece on a board. He has a tendency to analyze battles tactically, dissecting them and learning from his mistakes. Every deed done is a series of moves or countermoves, every enemy officer is an opponent, and winning the game is the only acceptable outcome.
71–80	Ego: This Commander feels he is the best at everything he does, and his ego drives him to maintain a nearly impossible status quo. Considering his plans to be flawless, he has a tendency to blame his own failures on his subordinates.
81–90	Retirement: Leading troops in war is a horrible business, and this Commander wants nothing more than to retire and put it all behind him. Unfortunately, the conflict against the Empire is far from over. He must carry on and do his duty before he can reap the benefits of victory and live in peace.
91–00	Spirit: This Commander believes he is the tool of a higher power, be it a deity, the Force, or a lofty ideal such as the Republic. He makes his decisions based on his faith, and in times of great peril he takes comfort in it. He may seem strange to his subordinates, especially those who don't share in his beliefs, but his guiding principles and moral character are obvious to anyone who takes the time to look.

The Motivations found in the Core Rulebook are meant to apply to a wide variety of character types, not just Commanders. With that in mind, **LEAD BY EXAMPLE** provides a number of Motivations specifically tied to the Commander career and its specializations. These new Motivations are grouped into a new type, called "Drives."

Players who wish to use these Motivations simply choose one of those listed or roll randomly on **Table 1-2: Random Commander Motivations** on page 36. This roll replaces the roll they would normally make on **Table 2-5: Random Motivation**, on page 104 of the **AGE OF REBELLION** Core Rulebook. If a player's roll results in the Drive type, the player then rolls again on **Table 1-3: Specific Drives** to determine a specific Motivation.

COMMANDER SIGNATURE ABILITIES

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

SIGNATURE ABILITY BREAKDOWN

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

NODES

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

ABILITY BASIC FORM

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

UPGRADES

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

ACQUIRING SIGNATURE ABILITIES

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

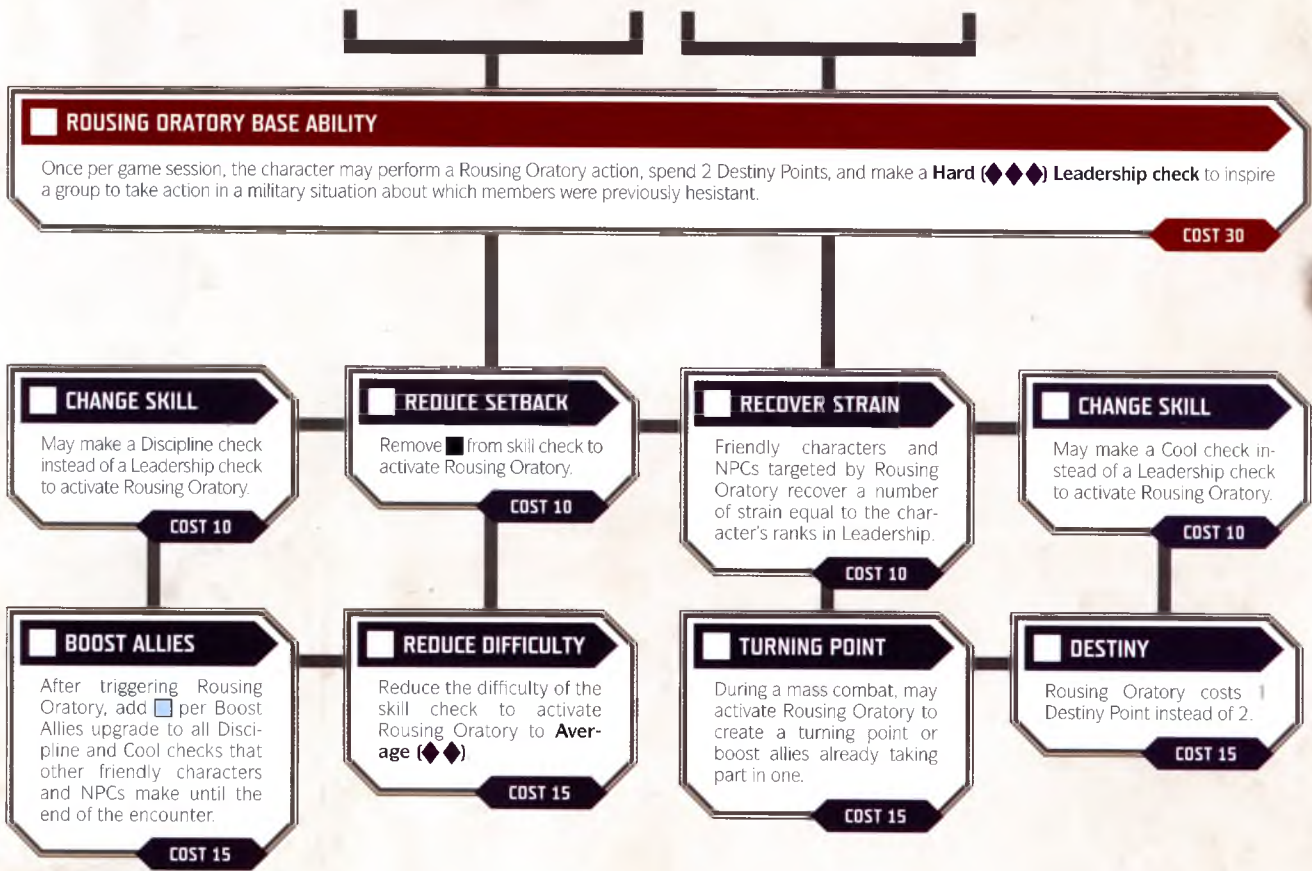
To attach a signature ability to a talent tree, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability. Then, once a signature ability has been attached to a talent tree, the character may purchase the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

The Commander career has access to two signature abilities: Rousing Oratory and Unmatched Authority.

SIGNATURE ABILITY: ROUSING ORATORY

Many in the Empire think that a commander is defined by the loyalty and service that the soldiers serving under them owe to the office. What they fail to realize is that the true definition of a commander comes from his responsibility to those soldiers. A true commander is responsible for seeing the mission through, but not at the callous disregard for his troops. A true commander is responsible for defeating the enemy, but not at the sacrifice of his army's humanity. A true commander is responsible for winning the war, but more importantly, for winning the war for the right reasons. The commander that can live up to these ideals is an inspiration to his troops and can drive them to ever greater feats of heroism for the cause.

Commander Signature Ability Tree: Rousing Oratory



BASE ABILITY

Once per game session, the character may perform a Rousing Oratory action and spend 2 Destiny Points to make a **Hard (◆◆◆) Leadership check**. On a success, the character inspires a group to take action in a military situation about which members were previously hesitant. This could include stirring the hearts of a beleaguered army, spurring an oppressed populace to take up arms against their oppressors, or uniting fractious groups against a common enemy. Rousing Oratory can influence only those who can see or hear the character using it. The exact nature of what the character is trying to accomplish, as well as the end results, must be approved by the GM.

UPGRADES

Boost Allies: After triggering Rousing Oratory, add ■ per Boost Allies upgrade to all Discipline and Cool checks the other friendly characters and NPCs make until the end of the encounter.

Change Skill (Cool): When activating Rousing Oratory, the character may make a Cool check instead of a Leadership check.

Change Skill (Discipline): When activating Rousing Oratory, the character may make a Discipline check instead of a Leadership check.

Destiny: To activate Rousing Oratory, the character needs to spend only 1 Destiny Point instead of the normal 2.

Recover Strain: Friendly characters and NPCs targeted by Rousing Oratory recover a number of strain equal to the character's ranks in Leadership.

Reduce Difficulty: The skill check to activate Rousing Oratory is **Average (◆◆)** instead of **Hard (◆◆◆)**.

Reduce Setback: Remove ■ from the skill check to activate Rousing Oratory.

Turning Point: During a mass combat, the character may perform the Rousing Oratory action to immediately create a turning point (see page 75). The player and the GM should work together to determine the exact nature of the turning point, based on the circumstances of the mass combat. Alternatively, if the PCs are already taking part in an ongoing turning point, after triggering Rousing Oratory, add additional 🗡️ to all skill checks that friendly characters and NPCs make until the end of the turning point.

SIGNATURE ABILITY: UNMATCHED AUTHORITY

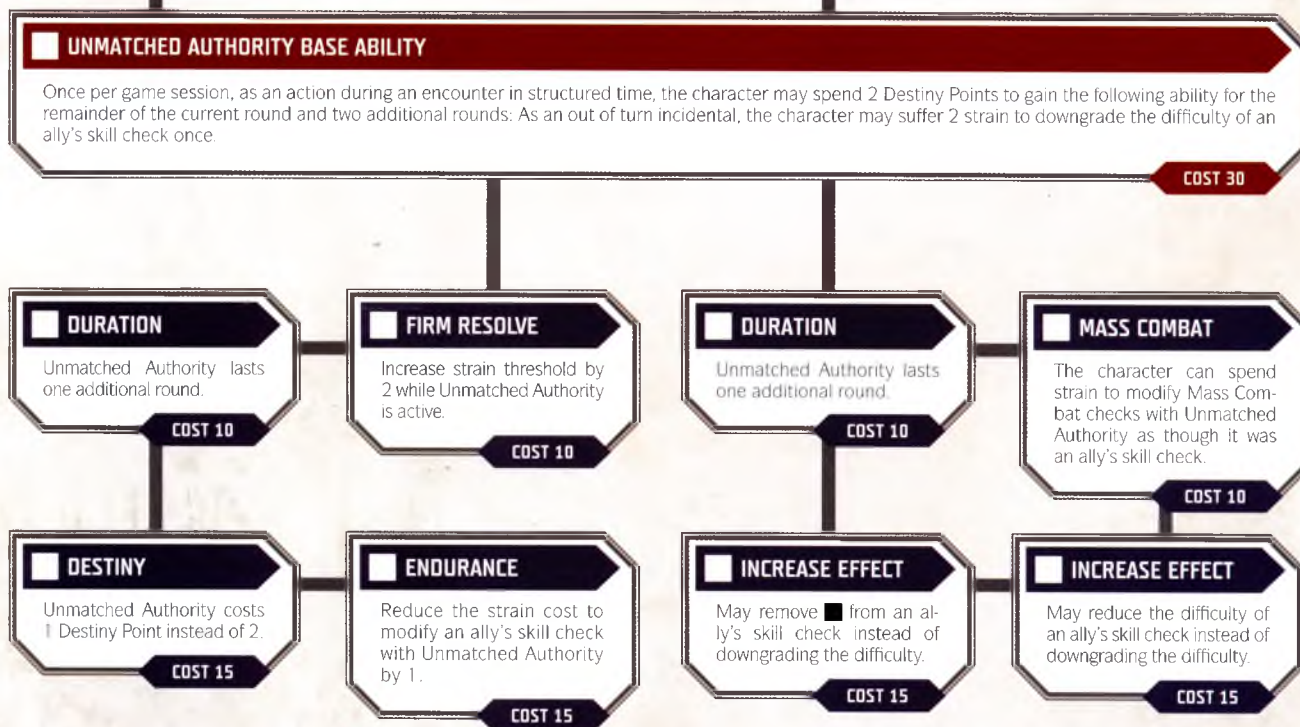
Few realize the true strain of command. Balancing the lives of one's troops against the necessity of victory is an impossible choice, but the best commanders know that even greater stakes rest on their ability to make hard decisions quickly. They must make complex and difficult decisions and coordinate them on the battlefield efficiently and accurately. This requires the soldiers following their orders to trust in their commander with the utmost faith. Once a commander can guarantee that his troops respect his absolute authority on the field of battle, he has become a truly dangerous foe. Able to weave complex maneuvers and counter-operations with unquestioned authority, truly great commanders all but erase the fog of war and confusion that can bring about the downfall of even the most formidable military force.

BASE ABILITY

Once per game session, as an action during an encounter in structured time, the character may spend 2 Destiny Points to gain the following ability: As an out of turn incidental, the character may suffer 2 strain to downgrade the difficulty of an ally's skill check once. The character must be able to communicate with the ally targeted by this ability. This ability is active for the remainder of the current round and two additional rounds. Unmatched Authority may be used to modify a single check multiple times. In such cases, the strain cost must be paid each time.



Commander Signature Ability Tree: Unmatched Authority



UPGRADES

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

Duration: Unmatched Authority lasts for 1 additional round per Duration upgrade.

Endurance: Reduce the strain cost to modify an ally's skill check with Unmatched Authority by 1 (to a minimum of 1).

Firm Resolve: While Unmatched Authority is active, increase the character's strain threshold by +2 per Firm Resolve upgrade. (Note that if the character's strain exceeds his strain threshold when Unmatched Authority ends, and his strain threshold resets to normal, he is incapacitated, as described on page 230 of the **AGE OF REBELLION** Core Rulebook.

Increase Effect (Remove Setback): When spending strain to modify an ally's skill check with Unmatched Authority, the character may remove ■ from the check instead of downgrading the difficulty.

Increase Effect (Reduce Difficulty): When spending strain to modify an ally's skill check with Unmatched Authority, the character may reduce the difficulty of the check instead of downgrading it.

Mass Combat: The character can spend strain to modify a Mass Combat check with Unmatched Authority as though it were an ally's skill check.





TRAPPINGS OF COMMAND

"The most dangerous thing on the battlefield is a junior officer with a map and a compass."

—Common military aphorism

Military leaders are most often known for their keen minds, their powerful personalities, and their ability to shrewdly weigh the needs of combat victory against the losses such victory would incur. Their purview is the mission, the battle, the campaign, and, in truth, the entire war.

For some Commanders, such responsibilities weigh heavily upon their shoulders. Each failed objective, each battlefield abandoned, represents a tragic loss of life, an unacceptable delay in the final victory. For others, command is an opportunity to test their mettle, a chance to pit their wits and their authority against the enemy, that they might prove themselves, their soldiers, and their cause the greater. Indeed, for some, command is simply what must be done to survive and to safeguard that which they care for the most.

In all such circumstances, Commanders require three basic things to fulfill their duties. They need soldiers to lead, knowledge of the objectives and the circumstances of the conflict at hand, and the ability to transmit their knowledge, experience, and intuition to those they lead.

This chapter contains an expanded list of gear, droids, vehicles, and starships tailored to the specializations of the Commander career. The gear and vehicles included below focus on providing Commanders with reconnaissance, superior communications, and battlefield command and control options. The options in this chapter are designed to offer a variety of choices for all types of players and their characters.

GEAR

Commanders are known for their cunning, their charisma, and their ability to motivate those who serve under them. They are not known for their reliance on weapons or technology to do so. However, numerous devices and articles exist that can aid Commanders in their duties and facilitate their ability to drive the forces they lead to ever-greater victories.

UNIFORMS AND ACCESSORIES

Uniforms in the Alliance Military are an eclectic collection of native military uniforms, debadged Imperial surplus, and various civilian and governmental uniforms modified for military use. The following is a small sampling of uniforms and accessories commonly found among Alliance personnel.

BPEA-1A CASCADER

Developed by Coruscant-based boutique electronics firm Farbreini MicroElectronics Ltd., the BPEA-1A Cascader was designed to give those who live in the public eye an extra level of control over their appearance. A relatively simple and elegant piece of electronic wizardry, the Cascader is a small, low-powered holoprojector connected to a patented projection matrix called the electronic molecular excitation net (EME Net). The projector is typically built into a piece of jewelry or, in the case of models used by military officers, into medals or decorations on a dress uniform. The EME Net is a lightweight, unobtrusive mesh of photoreceptors and photoreactive materials sewn into specially prepared clothing, such as uniforms and fancy dress outfits. When activated, the Cascader creates a subtle holographic effect that enhances both the features and voice of the wearer, increasing charisma and attractiveness. It allows wearers to tweak the shape of their face and the positions of their features, change the color of their eyes, adjust the tone and texture of their skin, alter the tenor of their voice, and make a number of other small adjustments to their appearance.

When wearing a Cascader, a PC upgrades all Charm, Deception, and Leadership checks he makes once.

DRESS UNIFORM

Equal parts formal attire from a variety of worlds and functional military uniform, an assortment of dress uniforms are worn for ceremonial purposes by Alliance Military personnel. Like standard working uniforms within the Alliance Military, dress uniforms are

TABLE 2-1: GEAR

Item	Price	Encum	Rarity
BPEA-1A Cascader	1,800	–	8
Dress Uniform	100	1	5
Ribbon Rack	15	–	4
Symbol of Command	100	1	3

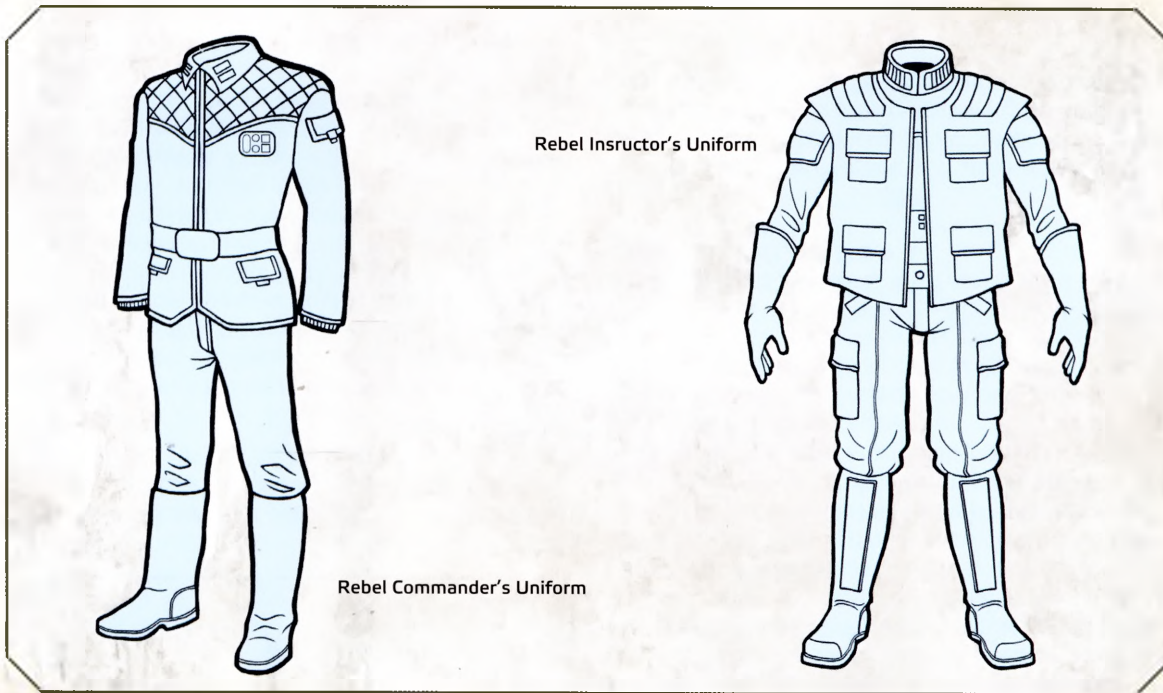
a mix of Imperial military surplus and the uniforms of the various Alliance member species. While they do exist, official dress uniforms are rarely worn by Alliance personnel due to the lack of common standards and a reluctance by some cultures to give up the traditions and trappings of their own militaries. This is slowly changing, however, as the Alliance Military becomes more organized and uniform guidelines filter down from High Command.

RIBBON RACK

A ribbon rack is typically worn with a dress uniform to display the various decorations earned by the wearer. Instead of the full medallions, which tend to be bulky, heavy, and unsuited for wearing on a day-to-day basis, most Alliance Military personnel prefer to wear the, less obtrusive rack ribbons issued with their commendations. These are typically small, horizontal bar ribbons a few centimeters in length in the same color and pattern as the ribbon on the full-sized medal. These smaller ribbons slot into the ribbon rack and can be easily rearranged as the wearer gains more commendations.

SYMBOL OF COMMAND

Alliance Commanders hail from numerous human, near-human, and alien cultures from throughout the galaxy. From contemplative, level-headed Mon Calamari, to cunning Bothans, to dangerously capricious humans of every stripe, Commanders who join the Alliance bring with them generations of their native military culture and heritage. In most of these cultures, commanding officers and highly ranked NCOs carry some item about their person that represents their lawful command over their subordinates. This could be anything from a ceremonial saber worn with a dress uniform, to a megaphone used to broadcast commands, to a stuncrop used to motivate sluggish troopers. Whatever the item, it symbolizes the power of an individual's command, and the Commander is rarely found without it.



No matter what form the item takes, Commanders carrying a symbol of command add to all Social skill checks made to interact with others brought up in their particular military culture.

DROIDS

Droids often make excellent military advisers, thanks to their quick, analytical droid brains and capacious databanks, which can easily store the entirety of galactic military history.

TABLE 2-2: TACTICAL DROIDS

Droid Type	Price	Rarity
T-Series Tactical Droid	(R) 8,000	8

T-SERIES TACTICAL DROID [RIVAL]

Initially designated the “CDE-T,” Baktoid Combat Automata’s T-series tactical droid first entered service in the years leading up to the Clone Wars. Boxy and awkward looking, with a humanoid configuration, spindly limbs, and a strangely small, roughly hexagonal head, the T-series droids were designed to act as military advisers and aides-de-camp. With a powerful and analytical brain and a vast database of galactic military history, a T-series droid can quickly size up a situation and almost immediately provide a handful

of solutions and tactics relevant to the current conditions. While these droids are extremely competent military advisors, the first few generations of the T-series gained a reputation for impatience, arrogance, and patronizing, didactic lecturing that aggravated their non-droid colleagues to no end. The majority of the T-series droids were eventually upgraded to super tactical droids, with more efficient systems and personality patches that reined in some of their worst traits. Very few T-series tactical droids are in service today, and those that are serve among the officer corps of the Alliance Military.

1 BRAWN	1 AGILITY	3 INTELLECT	2 CUNNING	2 WILLPOWER	3 PRESENCE
SOAK VALUE 3		W. THRESHOLD 10		M/R DEFENSE 0 0	

Skills: Cool 3, Discipline 2, Knowledge (Warfare) 3, Leadership 3, Perception 2, Vigilance 2.

Talents: Field Commander (as an action, may make an **Average** (◆◆) **Leadership** check; three allies may immediately suffer 1 strain to perform a free maneuver).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive indefinitely underwater and in vacuum; immune to poisons and toxins), CDE-T Tactical Computer (T-series tactical droids adds when making Leadership and Knowledge [Warfare] checks).

Equipment: None.

FIELD EQUIPMENT

While some Commanders do their best work from the command theater of a starship or the command and control center of a Rebel base, there are those who lead with their boots in the mud and a blaster in their grip.

1.4 FD P-TOWER LIGHT ANTI-VEHICLE BATTERY

The 1.4 FD is a light anti-vehicle and anti-armor laser cannon battery first introduced during the opening years of the Clone Wars. Initially designed to counter medium and heavy armored repulsortanks, the 1.4 FD is turret-mounted, single barrel, and roughly twice as tall as an average human. Operated by a single gunner and maintained by three engineers or technicians, this weapon features a seriously outdated and notoriously inaccurate targeting computer and fire control system linked to a boxy, handheld remote firing unit. It has its own integral power generator and low-yield ray shield system, and it features a unique series of micropower capacitor-routers that store energy in a broad dish at the back of the weapon. It is typically operated remotely by the gunner while the gunner and the weapon's technicians take cover behind a nearby fortification, as the weapon has a tendency to overload and burn or electrocute its users.

Due to its advanced age and a number of design peculiarities, the 1.4 FD suffers from a number of drawbacks that make it difficult to use effectively. It is relatively fragile and inaccurate, has a slow rate of fire, requires more than its fair share of maintenance and repair, and is generally unpleasant and often dangerous to operate. In addition, the weapon's broad dish and tendency to glow brightly when fired make it an excellent target for enemy anti-battery fire. Despite these drawbacks, the 1.4 FD continues to be popular among Alliance leadership and quartermasters due to its low purchase price and ubiquity, and the fact that purchasing these obsolete weapons, even in bulk, draws very little attention from the Empire.

The 1.4 FD emplacement is considered a small, immobile vehicle with the following profile:

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

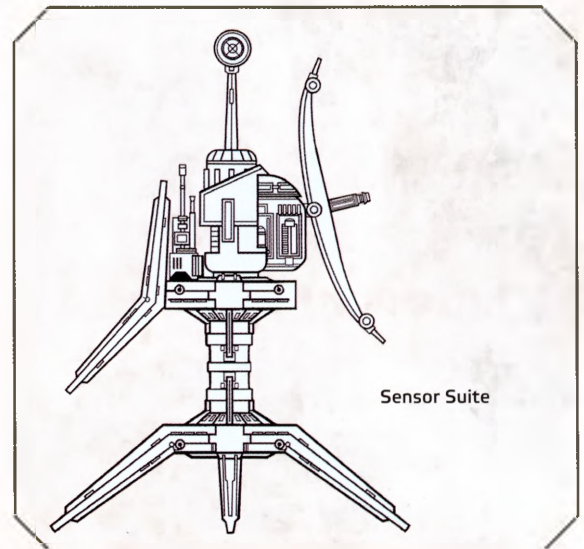
Crew: One remote gunner.

Weapons: One 1.4 FD anti-vehicle battery (Fire Arc All; Damage 4; Critical 4; Range [Close]; Breach 1, Inaccurate 2, Slow-Firing 1).

ALDERAANMOTORS HEAT SINK POWER GENERATOR

Portable power generators are a staple piece of equipment among explorers, homesteaders, and expeditionary forces. Built in a variety of sizes by companies such as Imperial Energy Systems, SoroSuub, and KravEn, power generators are designed to produce clean, stable electrical power in as small and efficient a package as possible. They generate their power via numerous sources, from solid and liquid fuels like Imperial fuel slugs or liquid hydrogen to fusion, fission, and other exotic reactions. They are typically used to power portable weapon and sensor emplacements, or even entire bases, depending on their output.

The AlderaanMotors heat sink power generator is a common, medium-output power generator. It is capable of powering a single modular base structure or equivalent structure.



CRYONCORP MK. I CAT'S EYE MULTIPURPOSE SENSOR SUITE

CryonCorp is a relative newcomer to the galactic technology market, having been founded in the last decade of the Clone Wars. A small electronics firm based out of the Corporate Sector, it specializes in high-resolution sensor systems for personal, commercial, and industrial use. Its breakthrough product, the venerable EnhanceScan general-purpose scanner, remains one of the most popular personal scanning rigs on the market, even two decades after its introduction. A bitter enemy of the Empire and its tyranny, CryonCorp's board of directors has dedicated itself to providing the Alliance with high-quality, low-cost sensor equipment with which to wage its ongoing guerrilla war. Its latest development for the Alliance is the compact, versatile Mk. I Cat's Eye multipurpose sensor suite.

Released just prior to the Battle of Yavin, the Mk. I Cat's Eye is designed for use in permanent and semi-permanent military camps. It combines a Pav.8r omnidirectional long range terrain following scanner, a KpR.4a omnidirectional aerospace defense sensor suite, and an FRR.v80a tightbeam visual tracking unit in a small, highly efficient package. Mated to a powerful computer suite and typically operated by a team of six sensor technicians, the Cat's Eye provides a comprehensive, long range, 360-degree combination active and passive sensor net that can detect ground, air, and orbital units, with auxiliary systems that provide internal security networks equipped with multi-optic cameras and sensitive audio pickup systems.

While they are extremely sensitive and provide excellent early warning and detection, Cat's Eyes require quite a bit of power to operate, are relatively easily spoofed, and can be detected from high orbit, thanks to their energy output. They are also vanishingly rare, as they have only recently entered production and their construction process is long and complex; few Alliance bases are equipped with them. With improvements in the Alliance's internal logistics chain and an increase in production by CryonCorp, this

system is slated for a wider rollout to Alliance garrisons in the near future.

The Cat's Eye Multipurpose Sensor Suite uses the planetary range scale and has a range of long. It adds ■■ to any Perception, Computers, or Vigilance checks its operators make to detect incoming orbital air traffic within its range, and it adds ■■ to Stealth checks made by land units approaching the device and operator.

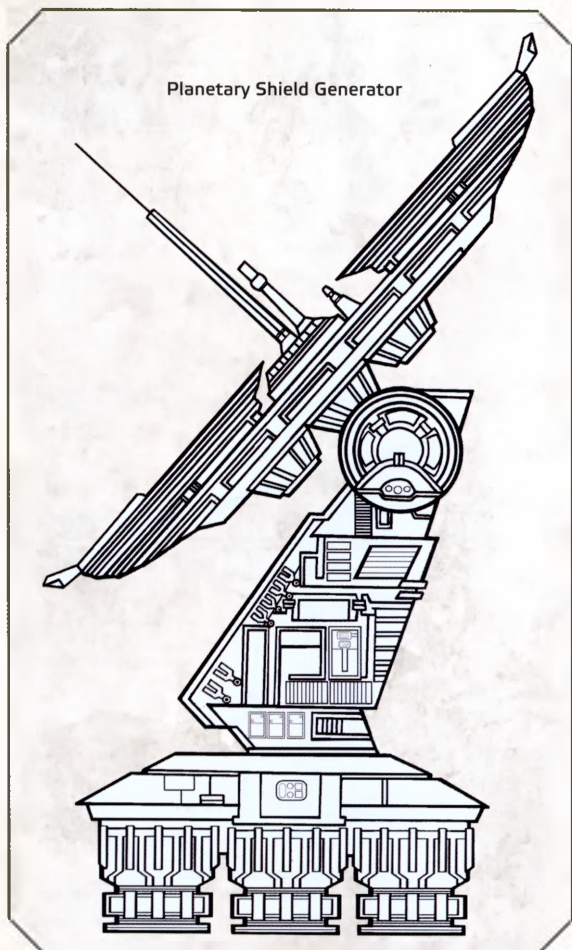
DEFENSTAR LTD. NYALSAN II PLANETARY SHIELD GENERATOR

DefenStar Ltd. produces a number of planetary shield generators designed to protect everything from small, platoon-sized camps to huge forward garrisons that house thousands of troops, personnel, and weapons. The Nyalsan II is a medium-sized shield generator used by both the Empire and the Alliance (when they can get it) to protect roughly company-sized, vehicle-reliant units like tank units or planetary fighter squadrons. Using DefenStar's patented shutter shield technology, the Nyalsan II uses a number of smaller, high-output shield generators to produce a shifting, adjustable network of overlapping energy fields. This field network can be moved instantly around a position to reinforce one area, or to open another to allow for vehicle launch or counterattack by troops. The shield system comes complete with generators, a prefabricated control bunker, and all the necessary equipment to set the system up and activate it. It requires a crew of eighteen technicians and engineers to operate it.

The Nyalsan II provides a ranged defense of 2 to each quadrant (north, south, east, and west) of a base. Ranged defense points can be reassigned to different quadrants by the shield generator's crew based on need, in a manner similar to the Angle Deflector Shields maneuver on page 246 of the **AGE OF REBELLION** Core Rulebook.

DELVIN CONSTRUCTS MODULAR BASE STRUCTURES

For the past few decades, Delvin Constructs has made a name for itself designing and building cheap, affordable, relatively durable prefabricated buildings for industrial, commercial, and military applications. Made in easily stored and transportable sections called "lockslabs," the modular base structures are built from light durasteel alloys, stresscrete, and foamcast, and are designed to be bolted or snapped together with a minimum of tools and effort. They come in a number of different patterns, from command centers to hangars, armories, and secure facilities, and they can be fitted with optional interior and exterior fixture kits that allow end users to customize each structure to their own specific needs. Delvin also sells a number of environmental adaptation kits that allow these structures to be sealed and protected from various



MODULAR BASE STRUCTURE MODELS

Com C-52 Modular Command Center: The C-52 is a smaller, more compact command center module designed for small bases and platoon-level command. It can hold between fifteen and twenty people and features one large open room good for a command and control space, with plenty of room for workstations, holotables, and assorted equipment. Its handful of smaller rooms are useful as comms stations, offices, and private meeting spaces.

BKR B-70 Modular Reinforced Bunker: The B-70 MRB is made from far sturdier materials than are Delvin's other modular structures. Constructed of reinforced, armorplast-faced ferrocrete, the MRB can be configured as a sealed bunker, open-topped fortification, or weapon emplacement, or as a protective structure to house power generators, shield generators, or other important base structures. The B-70 can hold six average-sized humanoid or one large piece of equipment like a turbolaser emplacement or shield generator. It provides 2 ranged defense to any individual or materiel inside.

Fac L-120 Modular Motor Pool: A combination garage, workshop, fabrication facility, and shelter, the L-120 modular motor pool is

designed to hold ground vehicles and their support equipment. Little more than a large, low-ceilinged open space with a large door taking up one long wall, the L-120 model modular motor pool can hold a number of land vehicles with silhouettes totaling no more than 6 and all the tools, lifts, and heavy equipment required to keep them in working order.

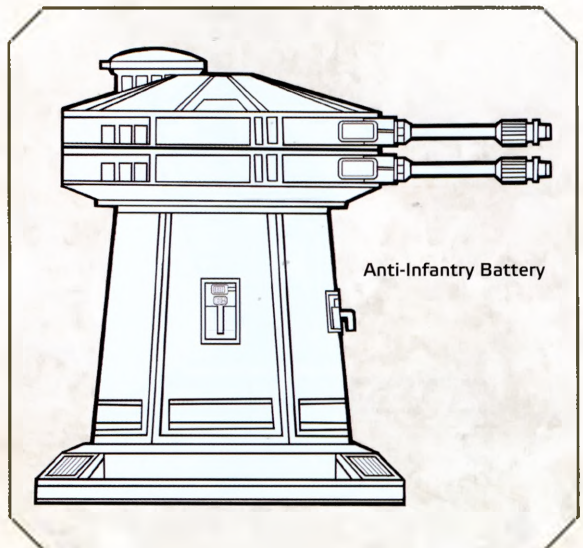
HNG F-104 Modular Hangar: Similar in construction to the L-120 modular motor pool, the F-104 modular hangar provides ample space for starfighters or airspeeders and all of the equipment needed to maintain and repair these near-priceless military assets. When assembled, a modular hangar can hold starfighters or airspeeders with silhouettes that together total 12 or less.

MilBar F-221 Modular Barracks: The F-221 modular barracks construct provides enough room and support facilities to house an entire platoon of troopers and all of their attendant gear. It features a large common area, smaller rooms that can be made into heads, lounges, or offices, and a climate control system that keeps the internal temperature steady and comfortable. It is proof against chemical and biological attacks.

hazardous environmental and atmospheric conditions. All modular base structures require external power, such as a power generator or a connection to a starship or a planetary power grid, and come complete with modular connections for other utilities, such as data, water, ventilation, and sanitation.

GOLAN ARMS DF.11 ANTI-INFANTRY BATTERY

Golan Arms' DF.11 is one of the more popular anti-infantry artillery weapons on the galactic market today. Used by both the Imperial Army and Rebel Alliance ground forces, the DF.11 is a powerful, reliable weapon typically found guarding the approaches to permanent and semipermanent military garrisons. The weapon itself is a short range, turret-mounted, double-barrel, light laser cannon mounted atop a short, armored, and lightly shielded tower. It fires a powerful and accurate laser beam over long distances that creates a wide area effect burst of energy upon impact. This blast can destroy whole squads of unarmored or lightly armored infantry, and even lightly armored vehicles, with a single, well placed shot. The DF.11 comes equipped with its own power generators and requires a crew of three—a gunner, a technician, and a fire control operator—to operate at top efficiency.



it's also a slow-firing energy hog that requires constant technical attention to keep functioning properly. It is best used in conjunction with lighter, more flexible weapons like E-Webs and other light and heavy repeating blasters.

The DF.11 emplacement is a small, immobile vehicle for game purposes and has the following profile:

1	0	N/A	1	-	-	0	2
SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT			ARMOR	
			HT THRESHOLD			SS THRESHOLD	
			5			7	

Crew: 3—One gunner, one technician, and one fire control operator.

Weapons: DF.11 anti-infantry battery—this weapon's profile uses personal scale, not planetary scale (Fire Arc All; Damage 15; Critical 2; Range [Long]; Blast 10, Inaccurate 2, Linked 1, Pierce 4, Slow-Firing 1).

TACNET TACTICAL DATA NETWORK

"TacNet" is a catchall term used by Alliance technicians. It describes the ad hoc tactical information networks that various Alliance cells have cobbled together to provide their Commanders with real-time information in the field. While the Imperial armed forces have dedicated tactical networks that use bespoke technology and are maintained by highly trained technicians, Alliance personnel must make do, as always, with what is available at hand and what, if anything, they can beg, borrow, or steal. Alliance TacNets are hodgepodes of sensor telemetry, comms, and readings from personal equipment fed to Commanders via hastily thrown-together data networks. While these systems tend to be unreliable and easily disrupted, when they do work, they pro-

TABLE 2-3: FIELD EQUIPMENT

Field Equipment	Price	Rarity
Light Anti-Vehicle Battery	4,000	2
Heat Sink Power Generator	550	2
Multipurpose Sensor Suite	(R) 2,750	5
Planetary Shield Generator	(R) 460,000	4
DF.11 Anti-Infantry Battery	(R) 7,500	5
TacNet Tactical Data Network	1,000	3
Delvin Constructs Modular Base Structures		
Modular Command Center	1,750	2
Modular Reinforced Bunker	4,900	3
Modular Motor Pool	1,200	2
Modular Hangar	2,200	2
MilBar F-221 Modular Barracks	2,000	3

vide invaluable information regarding the status and disposition of troops under an officer's command.

A character can access and utilize the TacNet by making an **Average (◆◆) Computers check**. If the check is successful, the character using the TacNet removes ■ from all Leadership checks he makes until the end of the encounter. In addition the character may spend ☹☹ or ☹ to add □ to all Leadership checks he makes until the end of the encounter while using the TacNet to direct his comrades.

VEHICLES

While the Imperial armed forces rely on specialization and overwhelming numbers, the Alliance must make do with general-use and multi-role vehicles to provide combat support on the ground.

AIRSPEDERS

Airspeeders are often deployed by Alliance Command to act as the eyes and ears of ground forces, especially when orbital support is inconvenient or non-existent.

SU-42RS FLASHBLIND AERIAL RECONNAISSANCE AIRSPEEDER

The SU-42RS Flashblind, a militarized version of SoroSuub's SU-40 high-performance airspeeder, is built for high-altitude penetration and aerial reconnaissance.

Using the plans for a basic, preorder SU-40 civilian airspeeder as its base, SoroSuub engineers with Alliance sympathies produce the SU-42RS in small numbers. The vehicles are distributed to Rebel cells through various black market channels. This highly illegal act of corporate largesse provides the Rebellion with a fast and reliable reconnaissance speeder packed with technologies that it would otherwise not have access to.

Like its civilian cousin, the SU-42RS is built around SoroSuub's powerful, high-performance IN-780 ion turbofan engine. Whereas the IN-780s used in the SU-40 are tuned for all-around performance, those in the SU-42RS are tuned for straight-line speed and maximum lifting thrust. This reduces the Flashblind's overall agility, but allows the airspeeder to climb to altitude quickly and to outrun nearly any fighter or missile sent to intercept it. The Flashblind retains the long,

graceful, needlelike fuselage, short, razor-thin wings, and two-position cockpit of its civilian cousin. It is slightly larger, however, featuring a stiffened, lengthened fuselage and light, anti-splinter armor around the cockpit, the engine, and the sensor systems bay.



Vehicle Type/Model: Airspeeder/SU-42RS.
Manufacturer: SoroSuub.
Maximum Altitude: 130 kilometers.
Sensor Range: Long.
Crew: One pilot, one sensor/comms officer.
Encumbrance Capacity: 5.
Passenger Capacity: 0.
Price/Rarity: 32,000 credits/7.
Customization Hard Points: 0.
Weapons: Forward-mounted auto-blaster (Fire Arc All; Damage 3; Critical 5; Range [Close]; Auto-fire).



GROUND VEHICLES

Ground vehicles play an important role in warfare throughout the galaxy. While naval forces can blockade or bombard a planet, it takes ground forces to take and hold those worlds. Along with various tanks and armored fighting vehicles, command and reconnaissance vehicles are used by both the Alliance and the Imperial armed forces to provide support to troops on the ground.

FABRITECH ARS-6B ATMOSPHERIC RECONNAISSANCE SUITE

Fabritech's Ars-6b is a powerful multisensor reconnaissance suite tuned specifically for work in atmosphere. It combines a PA-90 long range phased tachyon detection array, a PG-7u short range primary threat analysis grid, and various cameras fitted with optical enhancements (such as tight zoom, digital enhancing, thermal sensors, passive night vision, X-ray systems, ultrasound emitters, and infrared sensors) to provide a powerful and comprehensive visual recon system. In addition to the optical systems, the Ars-6b also features a powerful signals intelligence suite for listening in on encrypted enemy comms traffic.

AA-70 OBSERVATION AND COMMAND SPEEDER

The AA-70 is simply a medium-duty civilian speeder truck, typically the ubiquitous A-A5, modified for use by Alliance military personnel. Used primarily as a mobile command post and observation vehicle, the AA-70 is operated by a crew of four. It features a small but well-equipped command center complete with a comms suite, environmental protection, storage, and command and control systems. The command center has enough room and workstations for a general officer and staff to operate in relative ease and comfort for days on end. These vehicles are also equipped with light armor, proof against small arms and shrapnel, and they mount a light auto-blaster in a remote-controlled turret.



Vehicle Type/Model: Landspeeder/AA-70.
Manufacturer: Trast Heavy Transports.
Maximum Altitude: 3 meters.
Sensor Range: Medium.
Crew: One vehicle commander/gunner, one driver, two comms/electronic warfare operators.
Encumbrance Capacity: 40.
Passenger Capacity: 10.
Price/Rarity: 16,000 credits/4.
Customization Hard Points: 2.
Weapons: Turret-mounted auto-blaster (Fire Arc All; Damage 3; Critical 5; Range [Close]; Auto-fire).

LAVR QH-7 CHARIOT COMMAND SPEEDER

The LAVr QH-7 is a combination staff car, VIP transport, and command, comms, and control speeder used by the Imperial armed forces. Designed and built by Uulshos Manufacturing, the Chariot, as it's colloquially known, provides an officer and staff with a fast, agile, relatively well-armed and armored vehicle from which to observe and guide events on the battlefield. Within its wedge-shaped hull, the Chariot mounts a powerful sensor and comms array, a continuous orbital data uplink, and numerous electronic counter-measure and counter-countermeasure systems. The hull is heavily shielded against electronic attack and disruption caused by ion weapons, and it features a number of redundant systems that make the vehicle exceptionally difficult to neutralize, short of completely destroying it.

For non-electronic defense, the vehicle carries respectable anti-splinter and anti-small arms armor, and it mounts a light laser cannon in a retractable ventral turret. The armor, combined with the vehicle's sloping, angular hull and low profile, make the Chariot a remarkably tricky target to hit. Despite their respectable defenses, Chariots are rarely seen on the front lines. Instead, they are typically used to move quickly about a battlefield, appearing wherever and whenever they are needed at strategically important points to provide assistance, or to whisk officers away from dangerous areas.

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

Vehicle Type/Model: Landspeeder/LAVr QH-7 Chariot.

Manufacturer: Uulshos Manufacturing.

Maximum Altitude: 5 meters.

Sensor Range: Long.

Crew: One vehicle commander, one driver, one guard/gunner, four comms/electronic warfare droids.

Encumbrance Capacity: 20.

Passenger Capacity: 3.

Price/Rarity: 40,000 credits (R)/5.

Customization Hard Points: 2.

Weapons: Ventral-mounted light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]).

AT-FRC FORCE RECONNAISSANCE WALKER

KDY's AT-FRC is a small, two-position walker designed for use by ARC troopers toward the end of the Clone Wars. Derived from the smaller, one-position AT-RT, the force reconnaissance walker features a narrow, lightly armored body slung low between two reverse-articulated legs, giving the walker a surprisingly small silhouette and allowing it to utilize cover better. The two crew members sit in tandem—the driver in the higher, rear seat and the reconnaissance systems operator (RSO) in the lower, forward position—beneath a transparisteel bubble canopy that provides excellent visibility around the walker, with few blind spots.

The AT-FRC is fitted with a sophisticated reconnaissance sensor suite, Fabritech's LongView-341.A, and a high-powered encrypted comms system, which allow the vehicle's crew to gather information and transmit their intel back to base quickly and securely. The LongView is a scaled-down version of FabriTech's LongView-382.X sensor array. It is packed with numerous light, energy, sound, pressure, and seismic sensors mated to an encrypted recording device that can compress telemetry into small data packets for easy transmission. In addition to its sensor suite, the AT-FRC is fitted with a number of stealth systems, includ-



ing a sound-baffling system to muffle the noise of its engine and drive servos, a thermal/EMP dampening system that hides the vehicle's energy emissions, and a simple variable optical camouflage system that allows the walker to blend in with its surroundings.

While ostensibly an observation walker designed to survive by dint of speed and stealth rather than brute strength, the AT-FRC mounts a small assortment of defensive weaponry. Mounted in a ball turret beneath the walker's chin is a double-barrel auto-blaster for anti-personnel work, as well as a rapid-fire concussion grenade launcher for heavy infantry and light anti-armor defense. The walker's light, armorplast-coated durasteel hull is proof against small arms, splinters, and even some light repeating blasters, but it can't stand up to concentrated heavy fire or ordnance attacks. The driver's position contains all piloting controls, as well as the controls for the weapon systems, leaving the RSO free to concentrate on scanners and telemetry. In an emergency, control can be transferred to the forward RSO position, but this is typically only used to escape in dire combat situations.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORY/STARBOARD/AFT	ARMOR
2	2	+1	0 - - 0	2
			HT THRESHOLD	SS THRESHOLD
			5	8

Vehicle Type/Model: Walker/AT-FRC.

Manufacturer: Kuat Drive Yards.

Sensor Range: Medium.

Crew: One driver/gunner, one reconnaissance systems operator.

Encumbrance Capacity: 5.

Passenger Capacity: 0.

Price/Rarity: 75,000 credits/8.

Customization Hard Points: 1.

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

Forward-mounted concussion grenade launcher—this weapon's profile uses personal scale, not planetary scale (Fire Arc Forward; Damage 10; Critical 4; Range [Extreme]; Blast 8, Breach 1, Limited Ammo 20).

ADDITIONAL RULES

Sound-Dampening Camouflage System: Thanks to its active and passive stealth systems, skill tests made to detect the AT-FRC upgrade the difficulty once.

STARSHIPS

A Commander tasked with leading a ragtag Alliance fleet into battle needs two things for victory: information and the ability to transmit that information quickly and clearly to the troops. Reconnaissance and advanced early warning craft provide the former, while specially prepared command ships provide the latter. Dedicated command ships are especially rare in the Alliance Navy; many Commanders rely on antiquated command ships that were already old during the Clone Wars, or on newer ships modified for a command role.

CRUISERS

Smaller sub-capital ships serve the Fleet exceedingly well in scouting; picket duties; reconnaissance; and even light command, communications, and control duties.

MUNIFICENT-CLASS COMMAND, CONTROL, AND COMMUNICATIONS FRIGATE

A rare sight in modern fleet formations, the *Munificent*-class frigates once formed the backbone of the Confederacy of Independent Systems (CIS) Navy. Produced by Hoersch-Kessel Drive for the CIS during the Clone Wars, the *Munificent* class filled a number of roles in the CIS Navy. Initially designed as "pocket cruisers," the

first *Munificents* off the slips were fast, lightly armored, and almost comically overgunned vessels. They were designed to hunt in packs to take down powerful dreadnoughts and other capital ships. As the *Munificents'* capabilities became more apparent, numerous variants appeared, trading some of the powerful weapon systems for more effective sensors, sophisticated comms suites, and hangars filled to bursting with vulture droids.

Only a handful of *Munificent*-class frigates are in commission today, almost all with the Alliance Navy. The most common surviving variant is the command, control, and communications (C3) frigate, most of which have seen little direct combat. Instead, these vessels were originally equipped with what were, state-of-the-art C3 suites and operated as fast reconnaissance vessels, advanced early warning pickets, fleet communications vessels, and command ships for small CIS Navy formations. Those in service with the Alliance have undergone extensive refits, replacing their droid systems and installing pressurized, gravity-controlled compartments suitable for organic habitation. Providing much-needed comms and command capabilities for the credit- and ship-strapped Rebellion, they continue to prove their worth even after decades of service.

FLAK CANNONS

The concept behind flak cannons dates back to the earliest days of powered flight; flak cannons are among the simplest, most effective anti-fightercraft weapon systems in use today. Using a powerful mass driver, a flak cannon fires a large-caliber shell packed with thousands of

dangerous tiny objects such as shrapnel, micro-explosive pellets, or durasteel flechettes. Flak shells burst at a set distance and spread their contents in a dense cloud that can tear small, lightly armored airspeeders and starfighters to shreds in an instant.

TABLE 2-4: FLAK CANNONS

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



Hull Type/Class: Frigate/*Munificent*-class.

Manufacturer: Hoersch-Kessel Drive, Inc.

Hyperdrive: Primary: Class 1, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 1,100 officers, pilots, and enlisted crew.

Starfighter Complement: Twelve to thirty-six starfighters, depending on configuration.

Vehicle Complement: Assorted shuttles.

Encumbrance Capacity: 10,000.

Passenger Capacity: Up to 850 troops and support staff, depending on configuration.

Consumables: Two years.

Price/Rarity: 12,300,000 credits/9.

Customization Hard Points: 1.

Weapons: Two forward-mounted heavy turbolasers (Fire Arc Forward; Damage 11; Critical 3; Range [Long]; Breach 4, Slow-Firing 2).

Two forward-mounted long-barrelled ion cannons (Fire Arc Forward; Damage 9; Critical 4; Range [Long]; Breach 3, Ion, Slow-Firing 1).

Thirteen port and thirteen starboard twin light turbolasers (Fire Arc Port or Fire Arc Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

Ten port and ten starboard turret-mounted light turbolasers (Fire Arc All Port or All Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).

Four port and four starboard medium flak cannons (Fire Arc Port or Starboard; Damage 5; Critical 3; Range [Short]; Blast 4, Slow-Firing 1, Vicious 4).

Ten dorsal, ten ventral, ten starboard, and ten port turret-mounted retractable light laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]).

ADDITIONAL RULES

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

Command, Control, and Communications Suite: *Munificent*-class comms frigates are equipped with a powerful and sophisticated C3 suite that allows a ship's Commander and officers to provide a steady stream of battlespace data to allied vessels and ground forces. While active, an active force commander on the bridge of the *Munificent*-class starship upgrades the ability of all Mass Combat checks he makes once.

SURVEYOR-CLASS RECONNAISSANCE FRIGATE

The Imperial Navy's *Surveyor* class is a small, fast, frigate-sized vessel used for reconnaissance and long range exploration. Based on Kuat Drive Yards' *Active*-class fast attack frigate, these vessels are a relatively common sight in battle groups operating in the Core and Mid Rim regions of the galaxy. Lightly armed and armored, they have a thin, dagger-shaped hull similar to that of the larger *Vindicator*-class cruisers. Unlike those ships, however, the *Surveyor* class has no command tower. Instead, a broad, heavily shielded structure like a bunker rises at the aft of the ship and extends over the main drives; a similar structure can

be seen on *Bellator*-class dreadnoughts. This structure houses not only the command deck, but also the powerful sensor suites with which the ship is equipped.

While the *Surveyor* class can fight—it possesses a respectable collection of turbolasers and ion cannons, along with one squadron of fightercraft—its primary purpose is reconnaissance and exploration. The reconnaissance and sensor suites these ships carry are among the most sophisticated in the Imperial Fleet. A collection of passive and active sensors, multispectrum detection arrays, signals and data intercept systems, and a powerful dedicated computer system that collates and analyzes incoming data makes these small ships frighteningly effective at scouting and information gathering. In addition to their sensors, these ships are also equipped with a number of stealth systems that allow them to hide in star systems, relatively safe from detection, as they gather their information and feed it back to their battle groups.

6	3	-1	DEF. FORE/PORT/STARBOARD/AFT	3 2 2 1	ARMOR
SILHOUETTE	SPEED	HANDLING			6
			HT THRESHOLD	75	SS THRESHOLD
					45

Hull Type/Class: Frigate/*Surveyor*-class.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 1, Backup: Class 11.

Navicomputer: Yes.

Sensor Range: Extreme.

Ship's Complement: 900 officers, pilots, and enlisted crew.

Starfighter Complement: Twelve starfighters.

Vehicle Complement: Assorted shuttles.

Encumbrance Capacity: 3,700, depending on specific configuration.

Passenger Capacity: 80 troops.

Consumables: Two years.

Price/Rarity: 9,600,000 credits (R)/8.

Customization Hard Points: 2.

Weapons: Three dorsal and three ventral turret-mounted light turbolasers (Fire Arc All Dorsal or All Ventral; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).

Two port and two starboard turret-mounted medium turbolasers (Fire Arc All Port or All Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Three port and three starboard turret-mounted twin light laser cannons (Fire Arc All Port or All Starboard; Damage 5; Critical 3; Range [Close]; Linked 1).

Four forward-mounted medium ion cannons (Fire Arc Forward; Damage 6; Critical 4; Range [Short]; Ion).

Two forward-mounted heavy tractor beam emitters (Fire Arc Forward; Damage —; Critical —; Range [Short]; Tractor 6).

ADDITIONAL RULES

Sensor Suite: The powerful sensors and signals intelligence systems in the *Surveyor* class upgrade the

ability of any Perception or Computers checks made while using the sensors.

Run Silent: *Surveyor*-class ships are equipped with an array of stealth systems that makes them incredibly difficult to detect, even when running active scans. Add ■■ to any skill check made to detect a *Surveyor*-class ship.

BATTLESHIPS

Few things are more inspiring to friendly forces, and terrifying to the enemy, than the massive, city-sized warships classified as battleships. While most of these behemoths are solely fighting vessels, some few are designed as command ships. Packed with command and control systems and particularly well armed and armored, a command ship typically forms the core of a battle group and is often the ship from which a commodore, admiral, or sector commander leads a formation. When carrying an admiral or commodore, a command ship is referred to as a flagship. The mere presence of a command ship in theater can often be enough to turn the tide of even the most hopeless-seeming battle.

MC80A HOME ONE TYPE HEAVY STAR CRUISER

A broadly defined class of large, purpose-built Mon Calamari battleships, the *Home One* type ships are among the Alliance Navy's most powerful capital ships. Named for Admiral Ackbar's flagship, *Home One*, the vessels grouped into this class are larger and, overall, more powerful than the *Liberty* type ships more commonly seen in Rebel battle groups. Like their smaller cousins, ships of the *Home One* type began operation as civilian craft, mostly passenger liners or deep-space exploration vessels. Since these vessels were built in different shipyards for different roles and with different systems requirements, they varied widely in their equipment, fit, and finish. As they were brought into military service, they were given extensive refits at the Mon Calamari Shipyards that included stiffening their keels, adding armor, upgrading sensors and shields, converting internal spaces into hangars, upgrading launch facilities providing berthing for more crew and troops, and adding more powerful weapon systems. These refits also brought a certain amount of commonality to each vessel, allowing them to be grouped into a single type with *Home One* as its lead vessel.

Similar in size, strength, and role to the Imperial Navy's *Imperial II*-class Star Destroyers, the *Home One* type is quite an imposing vessel. While ships of this type still vary slightly in size and shape, they do share many common design cues and possess the same quasi-organic look as other Mon Calamari-built ships. Each vessel in the class has a long, cylindrical hull tapering to a point at the bow and

flaring into a flat fantail at the stern. Weapon batteries and sensor arrays are placed around the hull at strategic points, protected by long, armored blisters. Two massive hangar bays are mounted amidships, and thrust is provided by four massive M8.0-StarDrive and six M4.5-StarDrive ion drives mounted astern below the fantail. While the addition of the heavier hull plates and improved armor does not spoil the ships' graceful lines completely, it does give them a bulky, almost humpbacked appearance.

Precious few of these ships are currently in service with the Alliance Navy, and High Command jealously guards those that are. They are rarely deployed without a heavy escort of smaller cruisers and carriers, and orders are typically given that they are to stay at the rear of an engagement, protected from enemy fire. These orders don't stop bold commanders like Ackbar from running their ships directly into Imperial Navy formations, however. Their powerful weapons and large fighter wings can quickly turn the tide of a battle, and their mere presence serves to inspire Alliance personnel, thanks to the grit and bravery of their Mon Calamari crew.

9	2	-2	DEF. F0RE/P0RT/S7ARB0ARD/AFT				ARMOR
SILHOUETTE	SPEED	HANDLING	4	4	4	4	10
			HT THRESHOLD		SS THRESHOLD		
			155		90		

- Hull Type/Class:** Heavy Star Cruiser/*Home One* type
- Manufacturer:** Mon Calamari Shipyards.
- Hyperdrive:** Primary: Class 1, Backup: Class 9.
- Navicomputer:** Yes.
- Sensor Range:** Long.
- Ship's Complement:** 5,480 officers, pilots, gunners, and enlisted crew.
- Starfighter Complement:** 120 starfighters.
- Vehicle Complement:** Numerous shuttles, landing craft, gunboats, assault craft, planetary vehicles, and landing barges.
- Encumbrance Capacity:** 85,000.
- Passenger Capacity:** 1,200 troops and support staff.
- Consumables:** Two years.
- Cost/Rarity:** 112,000,000 credits/8.
- Customization Hard Points:** 4.

Weapons: Nine forward, ten port, ten starboard, and seven aft quad heavy turbolaser batteries (Fire Arc Forward, Port, or Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 3, Slow-Firing 2).

Twelve forward, twelve port, and twelve starboard twin battleship ion cannon batteries (Fire Arc Forward, Port, and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Twenty forward, thirty port, and thirty starboard quad laser cannon batteries (Fire Arc Forward, Port, or Starboard; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Six hull-mounted heavy tractor beam emitters (Fire Arc All; Damage –; Critical –; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 3: When making an attack targeting this starship, the critical rating of any weapons used counts as 3 higher.

Inspiring Presence 3: When this starship is engaged with the enemy, all allies gain ■■■ to any Cool or Discipline checks to resist fear caused by combat.



ASSERTOR-CLASS COMMAND DREADNOUGHT

Second only to the massive *Executor*-class dreadnought in size and power, the *Assertor*-class dreadnought is a powerful, imposing warship optimized for fleet and Sector Command duties. It is the largest vessel in a family of Imperial Navy dreadnoughts that includes the *Mandator*- and *Bellator*-class ships. The *Assertor* class has a long, thin, arrowhead-shaped hull with a broad ridge running from just forward of the tapering fantail, which overhangs the primary ion drives, roughly three-quarters along the dorsal face of the ship. Both the dorsal and ventral surfaces are crowded with laser, ion, and turbolaser batteries, providing each vessel of the *Assertor* class nearly enough firepower to destroy an entire planet. A combination command vessel and powerful mobile weapons platform, the *Assertor* is designed with an eye toward conventional fleet operations and Sector Command duties. To this end, it is equipped with a number of sophisticated communications and sensor suites, and it features command and control systems that allow its Commander a nearly unparalleled view of the battlefield.

Both the lead ship, *Assertor*, and her sister ship *Wrath* were laid down at Kuat Drive Yards some time before the Battle of Yavin. Both ships are currently deployed with large battle groups to provide support for anti-Alliance operations along the border between the Outer Rim and Mid Rim territories. The exact composition of these battle groups is currently unknown, but it can be assumed that *Assertor* and *Wrath* are traveling with dozens of other ships, including smaller dreadnoughts, *Imperial I*-class and *Imperial II*-class vessels, various cruiser-sized vessels, and numerous support ships.

9	2	-4	DEF. FORE/PORT/STARBOARD/AFT	4	3	3	2	ARMOR	13
SILHOUETTE	SPEED	HANDLING						HT THRESHOLD	205
								SS THRESHOLD	105

Hull Type/Class: Dreadnought/*Assertor*-class.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 125,000 officers, pilots, and enlisted crew.

Starfighter Complement: 120 starfighters.

Vehicle Complement: Numerous shuttles, landing craft, gunboats, assault craft, landing barges, ground combat vehicles, and AT-series walkers.

Encumbrance Capacity: 145,000.

Passenger Capacity: 20,000 troops and support staff.

Consumables: Three years.

Price/Rarity: 1,100,000,000 credits (R)/10.

Customization Hard Points: 2.

Weapons: Twenty port and twenty starboard quad heavy turbolaser batteries (Fire Arc Port and Forward or Starboard and Forward; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 3, Slow-Firing 2).

Fifteen port and fifteen starboard quad battleship ion cannon batteries (Fire Arc Port and Forward or Starboard and Forward; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 3, Slow-Firing 2).

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

Ten forward, ten port, and ten starboard quad light turbolaser batteries (Fire Arc Forward, Port, or Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 3, Slow-Firing 1).



ASSAULT CONCUSSION MISSILES

Designed as planetary or orbital installation bombardment weapons, assault concussion missiles (ACMs) are massive, slow-moving, devastating cousins of the standard concussion missiles typically found on starfighters. Roughly twice as long as Slayn & Korpil's B-wing strike fighters, ACMs carry an enormously heavy Chepatite-Thorium warhead encased in a durasteel alloy penetrator. Upon impact, the missiles pierce through soil, stone, armor, and duralloy to detonate deep within their target, causing much more damage than a simple surface detonation. While they are extremely deadly in their intended purpose—planetary bombardment and the destruction of immobile orbital facilities—their low speed and lack of guidance systems make them unsuited for ship-to-ship combat.

Twenty ventral twin battleship ion cannons (Fire Arc Forward, Port, and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

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




Twenty forward, twenty port, and twenty starboard turret-mounted quad laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Thirty forward, thirty port, and thirty starboard concussion missile launchers (Fire Arc Forward, Port, or Starboard; Damage 6; Critical 3; Range [Short]; Accurate 1, Blast 4, Breach 4, Guided 3, Slow-Firing 1).

Twenty heavy tractor beam emitters (Fire Arc Forward, Port, and Starboard; Damage —; Critical —; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 3: When making an attack targeting this starship, the critical rating of any weapons used counts as 3 higher.

Inspiring Presence 3: When this starship is engaged with the enemy, all allies gain    to any Cool or Discipline checks to resist fear caused by combat.

MAELSTROM-CLASS BATTLE CRUISER

The *Maelstrom*-class battle cruiser belongs to the family of dagger-shaped proto-Star Destroyers, such as the *Venator* and *Acclamator* classes, used by the Republic Navy at the outset of the Clone Wars. Designed as much to inspire awe in allies and dread in enemies as to fight, these massive and imposing vessels have a long, thin, and heavily armored cranked delta hull and graceful twin command suites positioned aft over the main drives. At the time of their introduction, the *Maelstroms* were the largest, and arguably most impressive, vessels in the Republic Navy. Armed to the teeth and heavily armored, they were optimized for fleet command duties, with additional fleet carrier and planetary siege capabilities. They carried an entire wing of starfighters—120 ships and their attendant support staff and facilities—and a full army of clones with weapons, vehicles, and assorted gear, and they were equipped with sophisticated command and control systems that granted the ship's Commander a near-limitless view of the theater of command.

Along with their impressive complement of starfighters and ground forces, the *Maelstroms* carry a staggering amount of firepower to operate in their planetary bombardment role. They mount various multibarrel turbolaser batteries in both broadside turrets and fixed forward emplacements. Smaller, lighter weapons and torpedo launchers provide anti-starfighter and anti-gunboat fire for those small ships that slip through the *Maelstrom's* prodigious fighter screen. The showpiece of the vessel's armament, however, is its array of heavy assault concussion missile launchers, used for planetary bombardment and anti-space station operations. With their thick armor and powerful shields, the *Maelstrom*-class ships were incredibly tough nuts to crack, and they fulfilled their roles very well.

Unfortunately, for the *Maelstrom*-class ships and their crews, at least, these vessels proved unpopular and were phased out of use soon after their introduction. By that time, the Clone Wars had entered their final phase. Newer, faster ships were coming out of KDY, including the innovative *Victory*-class vessels, and the *Maelstroms* were never really deployed in their intended roles. They required a massive amount of resources to keep running and were generally seen as too expensive to operate, despite their vast power. *Maelstrom*, the lead ship of the class, served with distinction at the Battle of Kromus and the Battle of Cularin under the command of Jedi general Darrus Jeht, but most of the others never saw combat. Eventually, with the end of the Clone Wars and the rise of the Empire, bringing with it a reorganization of the Navy, the *Maelstroms* remaining in service were either broken up, used as technology test beds, or laid up in mothballs. A handful of these mothballed ships still exist, and at least one of them, a scarred old warhorse named *Simoom*, has found a home in the Alliance Navy.



SHIP AND VEHICLE MODS

There are a number of ship and vehicle modifications on the market today designed to assist officers in their roles as leaders of troops. Some are bespoke C3 technologies produced by major technology conglomerates, while others are smaller-scale personal customizations that allow leaders to get closer to their subordinates.

BRIEFING AUDITORIUM

Most dedicated warships, especially those in service with the Imperial Navy, have special compartments set aside for the briefing and debriefing of fighter, gunboat, and shuttle pilots, ground vehicle drivers, and ground combat forces. Before and after missions, pilots, soldiers, and support staff gather in these large, well-lit compartments to be briefed on their missions by a senior officer, or to report on their missions and learn how their success or failure affected the larger strategic situation. Typically located close to hangars, barracks, or berth decks, a standard briefing auditorium features plenty of seating, access to power and shipboard networks for datapads, a lectern or speaking platform, and audio/video/holo equipment. These rooms and equipment allow senior officers to issue orders en masse and to make sure that all of their subordinates are properly prepared for the mission at hand.

While the Alliance to Restore the Republic fields some dedicated warships, either decommissioned vessels from the Clone Wars or stolen Imperial Navy vessels, most Alliance ships began life as civilian vessels and were militarized in an ad hoc fashion to fit the needs of specific Rebel cells or fleets. Ships of silhouette 5 or larger can be fitted with a briefing auditorium, giving Commanders a venue in which to issue orders personally and en masse to the troops and pilots under their command.

Models Include: None.

Base Modifiers: Characters briefed in this auditorium prior to a mission remove ■ due to known mission conditions from skill checks for the duration of the mission.

Modification Options: 2 Add 🗣️ to Leadership checks made by characters within the briefing auditorium Mods.

Hard Points Required: 1.

Cost: 2,500 credits.

Hull Type/Class: Battlecruiser/*Maelstrom*-class.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 3, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 45,000 officers, pilots, and enlisted crew.

Starfighter Complement: 96 starfighters.

Vehicle Complement: Numerous shuttles, landing craft, gunboats, assault craft, and landing barges.

Encumbrance Capacity: 12,500.

Passenger Capacity: 15,000 troops and support staff.

Consumables: Two years.

Price/Rarity: 158,000,000 credits (R)/8.

Customization Hard Points: 2.

Weapons: Ten port and ten starboard heavy turbolaser batteries (Fire Arc Port and Forward or Starboard and Forward; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Ten ventral battleship ion cannon batteries (Fire Arc Forward, Port, and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

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

Ten forward, ten port, and ten starboard proton torpedo launchers (Fire Arc Forward, Port, or Starboard; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Slow-Firing 1).

Ten ventral retractable quad-barrel assault concussion missile launcher batteries (Fire Arc Forward; Damage 10; Critical 3; Range [Short]; Blast 10, Breach 10, Inaccurate 4, Linked 3, Slow-Firing 4).

Twenty ventral medium tractor beam emitters (Fire Arc Forward, Port, and Starboard; Damage –; Critical –; Range [Short]; Tractor 4).

Ten ventral heavy tractor beam emitters (Fire Arc Forward, Port, and Starboard; Damage –; Critical –; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 2: When making an attack targeting this starship, the critical rating of any weapons used counts as 2 higher.

Inspiring Presence 2: When this starship is engaged with the enemy, all allies gain ■■ to any Cool or Discipline checks to resist fear caused by combat.

ELECTRONIC COUNTER-COUNTERMEASURES SUITE

“Electronic counter-countermeasures” (ECCM) is a catchall term for a number of techniques, such as FAST ECM detection, frequency hopping, pulse compression, and polarization filtering, used to prevent or break comms and sensor jamming caused by enemy electronic countermeasures. ECCM suites require large amounts of energy and often reduce the effectiveness of a ship or vehicle’s sensors. On smaller ships like fighters and shuttles, as well as in ground vehicles and airspeeders, ECCM suites are installed in line with the vehicle’s active sensors, and they can be activated or deactivated quickly by the pilot or electronic systems operator. On larger ships of gunship size or bigger, ECCM suites are complex affairs composed of numerous compartments and staffed by a dedicated crew.

Models Include: Fabritech 830 “Stutterer” ECCM system, Miradyne A5x.4 “Oracle” ECCM suite (starfighters and shuttles only), KDY Advanced Capital ECCM suite (gunships, cruisers, and battleships only).

Base Modifiers: May make a **Hard** (◆◆◆) **Computers check** to cancel all effects of an electronic countermeasures suite (**AGE OF REBELLION** Core Rulebook page 286).

Modification Options: 1 Decrease the difficulty of the Computers check by 1 Mod.

Hard Points Required: 1.

Price: 3,500 credits.

HOLO-TANK

“Holo-tank” is a catchall term for a type of holoprojection system used aboard starships and in military facilities. Produced by a number of technology firms, holo-tanks are large, circular holoprojectors mounted in decks or floors, typically in the center of large command centers. Real-time tactical data from friendly forces is fed directly to the holo-tank, where it creates a three-dimensional model of a battle that can be observed at various magnifications. Holo-tanks are instrumental in planning and executing large-scale military actions. When paired with proper tactical data networks, they provide unparalleled battlespace awareness.

Models Include: Imlok Technologies ARENA-2500, Broso Mk. IX Tactical holoprojector, Chedak Communications “Omni-View” LS-220 holo-tank.

Base Modifiers: Characters utilizing a holo-tank may always use Cool or Knowledge (Warfare) when making Initiative checks.

Modification Options: 2 Add 🌀 to Mass Combat checks when the acting force commander is on board this ship Mods, 1 Upgrade the ability of checks when determining Initiative once Mod.

Hard Points Required: 1

Price: 5,000 credits.

TABLE 2-5: ATTACHMENTS

Attachment	Price	Rarity	HP
Briefing Auditorium	2,500	4	1
Electronic Counter-Countermeasures Suite	3,500	6	1
Holo-Tank	5,000	4	1
Tactical Command, Control, and Communications Suite	4,200	6	1
Theater Command and Control System	8,500	6	2

TACTICAL COMMAND, CONTROL, AND COMMUNICATIONS SUITE

Mounted to ships and vehicles piloted by designated Squadron leaders, the TC3 suite allows the sharing of data and sensor telemetry between networked ships or vehicles. Built for use mainly in tanks, walkers, airspeeders, and starfighters, TC3 suites facilitate more efficient communications between members of a squadron, and they provide the squadron leader with a number of command and control options to enhance the squadron’s performance.

Models Include: Various models.

Base Modifiers: While active, an active force commander in the vehicle upgrades the ability of all Mass Combat checks he makes once.

Modification Options: 1 innate talent (Situational Awareness) Mod, 1 Allies benefiting from Situational Awareness remove ■ on Perception and Vigilance checks Mod.

Hard Points Required: 1.

Price: 4,200 credits.

THEATER COMMAND AND CONTROL SYSTEM

Fitted to ships or vehicles of silhouette 4 or larger, a theater command and control system (TCCS) grants a commanding officer and staff incredible control over large-scale conflicts. Using a combination of sensor telemetry, tactical data links, and banks of powerful processors, a TCCS takes in and analyzes battlespace data to provide Alliance commanders with all of the data needed to make good strategic decisions in battle.

Models Include: Various models.

Base Modifiers: While active, an active force commander on the bridge of the starship upgrades the ability of all Mass Combat checks he makes twice.

Modification Options: 2 Gain additional 🌀 on Mass Combat checks Mods, 1 Remove ■ from Mass Combat checks Mod.

Hard Points Required: 2.

Price: 8,500 credits.





THE TIDES OF BATTLE

"Its defenses are designed around a direct, large-scale assault. A small one-man fighter should be able to penetrate the outer defense."

—General Jan Dodonna

Commanders provide leadership and direction for their troops, but they are utterly dependent upon those troops' judgment and abilities as they work with them to enact their plans. Skilled Commanders recognize that their units' successes are the result of collaboration. The triumphs must be shared with their soldiers. However, the responsible Commander must also know that blame starts and ends at the top. In failure, Commanders must acknowledge that any mistakes start with their decisions about to whom they can safely assign responsibilities.

To the outsider, the position of command can appear glamorous. However, from the position of those with authority, the responsibility can be mentally and emotionally brutal. The responsible Commander recognizes that every life lost—even in success—is something precious that is lost to the galaxy forever. A Commander must carefully analyze every bit of information available, and use it to design the

best plans possible, employing only those resources that are absolutely necessary to achieve success. Only after each plan has been refined in exhausting detail can the Commander carefully implement it. While doing so, the Commander shepherds the troops through the conflict, contributing everything possible personally to the battle as well.

This section presents different ways in which a Commander may interact with the characters in that Commander's unit. It also guides the Game Master through ways of organizing a campaign and its setting within the scope of a military campaign. This includes advice on working with the players to make certain that the missions undertaken are consistent with their objectives for their Player Characters as well as the military objectives within the region. Finally, the section discusses the types of rewards that the Rebel Alliance can provide to those who have served faithfully and effectively in the Galactic Civil War.

INTEGRATING COMMANDER CHARACTERS

The Empire's tyranny compels many to undertake acts of independent rebellion. Members of the Commander career are those who are capable of organizing a small group of individuals to act in concert. In **AGE OF REBELLION**, this is typically framed within a military context. Commanders are able to organize and lead their units into the fray against the well-organized and well-equipped agents of the Empire. In the face of overwhelming odds, Commanders must be willing to make necessary sacrifices knowing that this is the only way to liberate the galaxy.

Much of the Rebel Alliance is a loosely organized confederation of units. Not every group is founded upon a principal of strict adherence to the chain of command. Certainly, most respect military discipline, but it can be lax. Similarly, chains of communication—and resupply—are often restricted by the Galactic Empire's stranglehold. Because of this, Commanders—even those operating with relatively small groups—must be capable of acting upon their own initiative. Similarly, they must earn the respect of their troops, knowing that loyalty and unity of purpose are key tools in their fight.

INTERPERSONAL ISSUES

The relationships between players can affect the interactions of their characters during a game. If the players have a good sense of camaraderie and a solid appreciation for storytelling, then interactions within the game could be completely isolated from their personal interactions. However, if the players do not know each other well—or if they are particularly competitive—interactions in the game can bleed over into their relationships outside of the game. In extreme cases, this can create a problem for the game experience. Such possibilities should be considered when characters are created.

If one or more players are uncomfortable having their characters accept in-game commands from another player's character, then friction that detracts from players' enjoyment may result. If group members anticipate that this could be an issue, make certain to discuss it at character creation—or outside of a game session as soon as it is noticed. In such instances, it might be better to have an NPC take charge of the group. While this could limit the heroes' independence, it could also make for a more enjoyable campaign.

For Game Masters, an effectively played Commander can be both an asset and a challenge. The Commander can help a campaign to stay on track by keeping the group tightly focused on achieving goals—ideally goals that are in keeping with the campaign's intended theme. At the same time, such characters are often interested in taking unexpected approaches to solving problems. These could include missions that take the party in unanticipated directions, forcing the Game Master to quickly revise plans for an adventure—often on the fly. This challenging interaction can work best if the Game Master and player are friends who know how to read one another well. A player who can recognize subtle cues might try to steer the unit's activity to make the situation more manageable. At the same time, a good Game Master must recognize a player's creative innovations and have the ability to roll with them, to make the game and the stories as entertaining and enjoyable as possible for everyone involved.

Key to these interactions is recognizing the different roles for all of the players and their characters. The Commander has ostensible authority over the other Player Characters, but the Commander does not hold full responsibility for success or failure. Every character deserves a moment in the limelight and the opportunity to achieve glory or ignominy. A Commander's foresight or mistakes can lead a unit to glory or disaster, but such things remain predicated upon the skills and actions of the specialists who form the team. Responsibility for success and failure is best shared by the group as a whole, rather than doled out as a precious commodity to a single character. Effective Commanders must recognize their own responsibility and strengths, but they should also know the abilities of the members of their unit. Commanders must be able to delegate tasks to them and to accept their input on how best to use their specialties. Communication and flexibility are crucial to achieving consistent success.

MILITARY STRUCTURE

Rebel Alliance groups come from a wide variety of backgrounds. Some are hastily assembled groups of inexperienced but courageous individuals. Other groups begin as mercenaries or even planetary forces that have come to oppose the Galactic Empire. Distinct groups have imposed varying mechanisms of organization and have wildly disparate expectations of discipline and responsibility. This broad spectrum

presents an opportunity for each group to implement a system that works best for its specific assembly of players and characters. In some instances, a strictly regimented system of command works best. Other groups may prefer a more freewheeling atmosphere. So that everyone knows what to expect from the beginning, the Game Master and players should work together to reach a mutually acceptable approach. That way, everyone knows what to expect when they create their characters, and their actions can be in keeping with any expectations of consequence in later sessions.

A group's organizational system often provides a basis for characters' interactions and may even restrict some options. For example, if the team begins as a part of a planetary militia, then its membership is likely to only include species that dwell upon its homeworld. Similarly, if the group is regimented around a particular focus, then some careers may be inappropriate. Including characters from offworld species or unconventional careers requires adapting their backstories, which can also add depth and flavor to the campaign at this early stage.

Responsibility is a central theme for a Commander within a military organization, regardless of the organizational structure. Ultimately, it is the Commander's decision that sends the troops in a unit to their triumph or to their death. "Acceptable losses" is a nice way of saying that even in triumph, comrades are likely to lose their lives. Memories of soldiers who died under their command haunt even the most enthusiastic and successful Commanders. War and tragedy are constant companions, even in games where the tone is upbeat and gung-ho. Commanders cannot make their tactical decisions lightly. Those who do may soon face mutiny from their followers or censure from their superiors.

ESTABLISHED UNIT

Established military units that have turned against the Empire typically retain many of their military trappings and traditions. Initially, these are likely to affect the types of gear and equipment they use, as well as their training, discipline, and common strategies. Over time, interactions with other Rebel Alliance units could modify these traditions. As other units come to associate with them,

the strategies and practices of other groups can become integrated. Similarly, when resupply is a challenge, the group might have to switch away from their traditional equipment. However, even as these functional changes take place, an essential esprit de corps is usually consistent. The central fighting spirit, terminology, and even attitudes continue to define the group.

During character creation, the game group can benefit from sketching out the military unit's background. Traditions, titles, and even slang add depth to the group. Linked to these is the knowledge that these characters have a common background and sense of military discipline. Characters from this environment are familiar with one another's training and know how to work together effectively. They also have expectations that are strongly rooted in that shared background. Commanders from this background are usually very familiar with their troops, and the troops are also familiar with and trusting of their Commanders.

INDEPENDENT OPERATORS

Not every unit existed prior to the creation of the Galactic Empire. Portions of the Rebel Alliance arose organically. Insufferable conditions caused like-minded individuals to take up arms against tyranny; many who did so had little training, depending instead on wits and luck. Commanders of such groups may not have an extensive tactical background. They might also have little background knowledge of their underlings. Similarly, troops from this environment might not fully trust the expertise of their leaders. Because of this, these groups need to work with a greater degree of flexibility. Further, their Commanders cannot depend as much on discipline, but must instead grant their troops the opportunity to act independently.



SPECIALIZED ROLES

A military unit is likely to take on a personality that is linked to that of its Commander, reflecting everything from the Commander's strategic thinking to personality quirks. Commanders' personalities lend themselves to a variety of roles, a number of which are delineated here as career specializations. Each specialization within the Commander career presents development choices and suggests strengths and weaknesses that are most appropriate for different types of units. Game Masters may want to discuss specialization choices with players of a Commander to make certain that they mesh well with the overall vision for the campaign.

COMMODORE

A Commodore is specifically focused on leading one or more capital ships in battle. These characters rarely fit well into campaigns that concentrate on ground action. Certainly, many of their skills are applicable in other situations, but if the campaign is not centered on a vessel or fleet of vessels, this can be a poor choice. A player who is intent upon making this selection must work with the Game Master to ensure that the role and support structures can work within the context of the campaign.

Though Commodores have full authority over one or more capital ships, their success ultimately depends on the ability of their officers and enlisted soldiers to execute their commands. In an ongoing campaign, a Commodore's support network includes many recurring NPCs, whose personalities and backstories could add great depth to the campaign. Similarly, a Commodore's command ship is certain to have its own personality, becoming as vital as a starfighter is to an Ace.

FIGUREHEAD

A successful Figurehead must be an inspiring speaker and is certain to quickly build a far-reaching reputation. This specialization is particularly relevant in places where the character must inspire troops and encourage others to join the Rebellion. However, such characters can be poorly suited to covert operations. Their specialties can also overlap with a Diplomat's. Players should discuss these potential issues with the Game Master prior to selecting this specialization.

Because of their reputations, Figureheads are almost always at the center of attention and media representatives are likely to follow them everywhere. Similarly, people in desperate situations are likely to beg them for assistance at every opportunity. Figureheads are certain to have an entourage of assistants to manage their schedule, as well as security to protect them from the Empire's vengeance. Other Player Characters could fill these, and many other roles.

INSTRUCTOR

Many who join the Rebellion have no experience in the ways of war. Before they can effectively combat the Empire, an Instructor must train them to use their gear and to understand the challenges and directives ahead of them. Characters who fulfill this role must be patient and recognize that proper training is essential for eventual triumph. The physical and emotional challenges can be overwhelming for any who undertake this task. This is particularly true for those who blame themselves when their students die in battle. Devoted Instructors must recognize that even some of their most promising students are bound to lose their lives in tragedy.

Instructors are likely to cycle through students over the course of a campaign. New ones may be introduced on a regular basis, many staying with the group for only a single adventure. Former students can provide hooks for the group's adventures by contacting the Instructor for advice or assistance.



SQUADRON LEADER

Every squadron depends upon its squadron leader to coordinate its members in combat. The Squadron Leader not only must be a capable pilot, but also must be able to track the actions and performance of everyone in the squadron. It is the Squadron Leader's responsibility to make certain that everyone thoroughly understands the plan and is capable of executing it, while also making adjustments based upon enemy actions. Notably, this specialization requires that the player and Game Master work together to make certain that a starfighter squadron is central to the campaign.

The other Player Characters are often members of the Squadron Leader's flight group in these campaigns. However, the squadron is likely to include other members as well, some of whom may rotate in when others meet with tragic ends or are reassigned. On many missions, the squadron may have to work in concert with other flight groups, and the Squadron Leader may have to share responsibility for leading the mission—possibly including command of the associated groups.

STRATEGIST

Many battles are won and many are lost throughout the course of a war. Every loss is a tragedy, but sacrifices are necessary for ultimate triumph. Strategists view the Galactic Civil War from a broad perspective and recognize the critical importance of advances in certain systems. They make the hard decisions about acceptable losses, while prioritizing victories and allocating assets. Some Commanders who follow this career are also capable of direct military engagement, but many remain far from the fighting. Their choices can impact entire star systems. When selecting this specialization, players should discuss the campaign's focus with the Game Master, so that they can be certain that the role offers the flexibility necessary for participation in the campaign.

Because Strategists operate at a very high level, military intelligence and logistics are central to their success. Strategists may have to pore through some very dense information in order to make the most effective decisions for the campaign. At the same time, they must live in constant fear of revealing their secrets to the enemy.

TACTICIAN

No plan ever survives contact with the enemy. Skilled Tacticians recognize the risks and opportunities inherent in every conflict. They reallocate assets as necessary, quickly reacting to the situation in the field, extracting the maximum value from every tool at their command. They depend on their team, but their team also depends on them in order to succeed. Experts in this field are most often focused on ground combat, but their skills can see applicability in starfighter combat and even capital ship engagements.

Tacticians arguably have the most flexibility of all of the specialties associated with the Commander career. Characters in this role are likely to be on the front lines of any conflict, but they can be effective in a broad range of battle types. Their skills are applicable to small teams as well as larger groups comprising thousands of soldiers. This flexibility can require the Tactician to be ready for reassignment, however, as the Alliance has a constant need for effective field commanders.





AUTHORITY AND INTERACTIONS

Military action depends upon unthinking loyalty and unquestioning obedience. Soldiers must be disciplined to act immediately upon the orders of their superior officers. Deviation may sometimes be necessary, but even that requires open communications. Many elements of the Rebel Alliance are less regimented than the Imperial Navy, but even Rebel forces value discipline, respect, and trust. An effective fighting force works with a near-mechanical precision that is grounded in following orders.

Replicating a military level of discipline, however, does not always make for the most entertaining game experience. Some players enjoy the opportunity to have their characters act in unpredictable ways. Others prefer to think on their feet, without dealing with the burden of responsibility and a command structure. These approaches can work well for isolated groups acting independently, but they create a significant issue if the group is intended to be a part of a larger fighting force. By necessity, a commando team has more freedom than a gun crew on a capital ship. Game Masters and players are well served by having frank discussions about this issue prior to the start of the campaign. If the group wants to simulate an authentic military experience, then a regimented style of play may be enjoyable. However, if players demand more flexibility, then the Game Master needs to be ready to accommodate that request.

A Commander plays an important part in establishing the overall play experience of the group. If the team serves as the Commander's unit, then the Commander holds complete authority over those characters. In some instances, this can create friction, when the players chafe at the boundaries of their characters' roles. If some characters are civilians attached to the team—as diplomatic advisors or technical specialists, for instance—this can mitigate the issue. Characters in those positions would be better suited to working *with* the Commander rather than under the Commander's authority.

Alternatively, some Commanders show a greater degree of flexibility with their troops. If the GM and the player of the Commander allow unit members to have input at the planning stage and works to ensure that they have involvement, the players may feel less as though their characters are being forced to take specific actions. Of course, when combat begins and plans must be changed, there is seldom time for everyone to voice an opinion. Under those circumstances, the Commander must exert control again, which can bring the issue back to the forefront. Many officers choose to maintain a strict level of discipline at all times, precisely to prevent soldiers from ignoring orders in the heat of battle. Unswerving obedience can be a crucial military tool.

LEADERSHIP AND THE FORCE

During the Clone Wars, Jedi played a prominent role in the Republic's military as their traditions included a solid grounding in military matters. Because of this, the various units of the Republic were happy to cede command to the Jedi. Of course, the Jedi also had training that enabled them to exert tremendous influence within the scope of any conflict. A unit that included a Jedi possessed a marked edge against one that did not. Soldiers who saw Jedi in battle became much more willing to follow them, and the actions of one of these warriors was enough to inspire others to acts of great heroism.

Since the execution of Order 66, however, the Empire has devoted vast resources to the elimination of the Jedi Order. Propaganda downplays Jedi abilities and denigrates their motivations. Valuable bounties put Force adepts

in the unfortunate position that they must conceal their abilities from everyone, lest they become Imperial prisoners. Few are willing to trust a Jedi, including even some members of the Rebellion. Facility with the Force is never enough to automatically promote one to a position of authority within the Alliance.

Those who have a natural aptitude for the Force can nevertheless rise within the Alliance. Such abilities represent a significant edge for any Commander. However, they are most effective when used in subtle ways. Otherwise, the Commander and any associates are sure to become the target of extreme Imperial attention. This increased exposure is almost certain to lead to failure of the Commander's mission, as the Galactic Empire's assets vastly exceed those of the Rebellion.

In some cases, it may even work best for the Commander's unit to consist entirely of NPCs. In this case, the other characters might be specialists attached to a mission. While they need to work with the Commander, they are not directly reports to him. Additional soldiers also increase the squad's size, which can add depth to any conflict and improve the group's overall firepower and resilience.

Rotating authority and responsibility for missions is an alternative approach to help players work together. A Commander might appoint another character to take the lead on a mission if its focus is within the character's expertise. A Diplomat might be in charge of a mission to instigate an uprising, while an Engineer could lead a mission to sabotage a space station. Ultimately, the Commander retains responsibility for success or failure, but in these circumstances follows the plan and directions of another party member. If each character has an opportunity to occupy this role, it can help to smooth over the rough edges in play.

Another solution can be for the players to rotate characters. Each player might have multiple characters, and teams could be assembled based on the specialties required for each mission. This can dramatically expand the number of characters in

the campaign. While that can add great depth to the setting, it limits the degree to which players become attached to their characters. Unless carefully managed, the characters can become very shallow. A related approach is for the players to rotate through playing a smaller group of characters. If each player has an opportunity to play the Commander, everyone can enjoy the authority it grants. However, if any player is likely to become especially attached to a particular character, this may not be a great fit for the group.

Ultimately, communication is the most important tool with which to overcome any difficulties between players. If any of the players resent the roles that they feel are forced upon them, then the game is unlikely to be an enjoyable experience for everyone. This can create awkward moments, particularly for people who are uncomfortable expressing themselves. Game Masters must learn to recognize each player's social cues and be prepared to act upon them. Sometimes this means discreet communications between sessions, and at other times it may require an open discussion before or after a game session is completed. In the end, the most important factor is that everyone have fun with the game and the story that develops over the course of the campaign.

SHARING THE BURDEN

At times, more than one player may wish to play a Commander. It is easy to imagine that this would be awkward, as a group seldom has two commanding officers. However, there are a number of different solutions to this problem. Notably, all of them require the Game Master and both players to discuss the details and implications of their shared responsibility. This can certainly make for an effective campaign and can introduce complexities and subtleties that add depth to play. However, if potential complications are not addressed at an early stage, it could create a confusing experience for everyone.

An easy possibility is for each Commander to lead a small group. Within the campaign, both groups are under the authority of an NPC. This situation is easier for beginning characters, when each would command a squad of soldiers or a squadron of starfighters. Scaling this upward, or extending it out for a lengthy campaign, could be awkward. After all, it is unlikely that the careers of two successful officers would remain linked together indefinitely. This does, however, solve the problem quite effectively for an extended series of missions all of which take place within the scope of a specific battlefield. If the characters are unable to leave a given system, then they are unlikely to be promoted out of their roles.

Alternatively, the two groups could come from different militaries, each with its own specialties. These could represent Alliance forces that

were hastily assembled from different worlds. A team of Wookiee brawlers might provide support for a unit of Bothan spies. A squadron of Sullustan pilots might provide flight support for a Gran diplomatic mission. Other Player Characters might be members of either group, or they could represent support elements added to these teams. They might even be consultants working with them or local specialists drawn into the mission. Such strategies provide an easy rationale for assembling a larger military unit while still integrating characters from a broad range of backgrounds.

More extreme examples could include one unit that focuses on ground conflict while another works underwater, in the air, or in space. In this case, the Commanders might need to work independently in the field, but their units would come to rely heavily upon one another. Even during a conflict, communications between the two could play a crucial part in establishing the ultimate success of a mission. Game Masters should be careful before deciding upon this approach. Simultaneously running scenes set in completely different locales can be challenging and confusing. If the group is engaged in a series of battles in two different locations, it requires careful coordination. This is particularly true if the success of one mission depends on actions undertaken in the other locale—such as detonating a shield projector on a moon's surface while a starfighter attack is launched in space. Giving each scene the dramatic attention it needs, while also keeping all of the players fully immersed in the story, requires careful balancing and a strong familiarity with the rules.

Deciding who has the ultimate authority in these types of units can be one of the biggest challenges. The Rebel Alliance lacks deeply entrenched traditions of military rank across different branches. Officers are more likely to assign responsibility to the most senior Commander or the one with the greatest familiarity with the situation. In some instances, the characters could easily cede authority to one another. In other cases, ambiguity about who is most suited to lead in that situation could lead to some friction. The friction might be helpful to the story, as long as the players are comfortable with it, but it could also limit the mission's chance of success. A convenient solution is to include an NPC who has overall authority, though this lends itself to becoming heavy handed, particularly over the course of a campaign. A better approach might be to rotate overall authority based upon the particular focus of each mission.



Either way, over the course of a campaign, two Commanders might come to develop a strong relationship. Whereas they might distrust one another at the beginning, repeated proof of competency and even compassion could cause their relationship to grow into a central part of the campaign. Ultimately, the character interactions could become as important a theme for the campaign as the battles that are fought. A campaign often benefits from a perceptive Game Master who notes the opportunities that come from character interactions. Providing scenes that can promote character growth adds depth to the campaign that can resonate with the players for years after the game is completed.

BURDEN OF COMMAND

Coordinating a team of volunteers is challenging under the best of circumstances. Convincing them to risk their lives for a cause, no matter how noble, is incredibly difficult. It requires a personality capable of making a connection with each soldier to earn a team's respect and loyalty. Deliberately endangering the lives of comrades then becomes even harder. Beyond exhibiting this charismatic and compassionate side, Commanders must also be intelligent and perceptive. They must recognize the strengths and weaknesses of the enemy as well as those of their own troops. Only by knowing these things can a Commander effectively exploit them, making certain that every asset is used in the most effective way possible.

Leadership is exhausting. Repeatedly establishing connections with soldiers only to see them die in battle leaves any officer emotionally wounded. Some leaders are able to remain compassionate toward their troops, even through the losses. Others put up walls and try to distance themselves, so that they suffer less of an emotional impact from each casualty. However, those walls can become impediments to effective leadership. Good Commanders can burn out because of this emotional struggle, but others remain capable of achieving greatness, overcoming this adversity just as their forces overcome their opponents.

Good Commanders do far more than simply issue orders to troops and develop plans. They also praise them when they do well and reprimand them when they do poorly. Military squads can become surrogate families, and a commanding officer must fulfill the role of parent. Commanders must be able to provide motivation and direction, but they may also need to provide emotional support and even counseling.

Many Commanders do not choose to assume a leadership role. Some recognize the challenges and responsibility implicit in the task and try to avoid it. However, their natural abilities may prompt others to promote them to positions of authority, where they may even excel. Some individuals may assume command reluctantly, when they recognize that no one else is willing or capable of performing the task correctly. Those who are thrust into the role either by circumstance or at the behest of others can be as capable as some who have trained for the task. While such Commanders may not have the tactical acumen of someone who is trained, the necessary compassion and perception are often their natural talents, and these are not easily learned.

Other Commanders aspire to leadership and the glory that may come with it. Some have a natural calling and suitability for the role and can recognize and exploit their knacks effectively. Unfortunately, a few have just enough skill to earn a command position but lack compassion and consideration for their troops. The ones who truly crave glory while lacking understanding can be the most dangerous Commanders. It is these individuals who are most likely to take unreasonable risks, sacrificing troops for minimal gains or even attempting plans that are far more likely to result in failure and loss than success. In some instances, an early misstep can be enough for an individual to recognize the dangers of aspiring to glory. Upon a particularly disastrous failure, an officer might reevaluate priorities and goals, becoming an effective leader thereafter. Others who fail are unwilling to recognize their mistakes and continue to make poor choices throughout their careers. This can lead to an early grave for some, though the troops they lead all too often tragically accompany them.

Conversely, some who have no desire for accolades are those most likely to earn them. Effective leaders are the ones who can inspire their troops to act courageously even in the face of certain defeat. When their troops keep fighting and struggling against overwhelming odds, then they are far more likely to meet with unexpected and dramatic success. These troops are also the ones who are most commonly to be personally loyal to their leaders. Leaders who set a positive example and who exhibit compassion have a strong tendency to receive it in return. Their superiors are then far more likely to recognize and reward their triumphs, while the troops who follow them become even more proud of their unit and its Commander. This leads the troops to take even more extreme risks and give their all proudly in the service of the Alliance.

MASS COMBAT

While the Rebellion prefers hit-and-run tactics to open warfare against the superior forces of the Empire, sometimes head-to-head conflict is unavoidable. As the Empire relentlessly pursues the Rebels throughout the galaxy, several large-scale battles have broken out, including as the Battle of Yavin and the Rebellion's escape from Echo Base on Hoth. Such conflicts see the full power and technology of both forces brought to bear, and they will be remembered as some of the defining moments of the Galactic Civil War.

In an **AGE OF REBELLION** campaign, large-scale battles act as excellent set pieces for climactic moments in a campaign. Game Masters can use them as backdrops to a more personal conflict or have the Player Characters take a major part in the battle, completing key objectives or even leading the battle themselves.

This section provides rules that allow GMs to use the *Star Wars* **ROLEPLAYING DICE** to abstractly represent the conflict and the PCs' roles in it. These rules facilitate interesting and unexpected battle outcomes without bogging gameplay down with too many details. They are adjustable to fit battles on many different scales—from small engagements with several squads to massive battles involving battalions of troops and the massive war machines of the Empire.

THE MASS COMBAT CHECK

To run a large-scale battle, the Game Master makes a series of checks across the course of the scene. These checks (called Mass Combat checks) follow the rules laid out for checks in **Chapter I** of the **AGE OF REBELLION** Core Rulebook; however, the number of dice and upgrades in the dice pool are determined by the details of the battle instead of the stats of individual characters. The outcomes of these checks inform how the battle unfolds, from who is currently winning or losing to determining specific events on the battlefield.

A STORYTELLING TOOL

The rules presented here are meant to serve as a storytelling guide for Game Masters, providing a structure to help craft a narrative around a battle. GMs shouldn't think of these as prescriptive rules, but as tools to aid in creating an interesting and consistent story structure for the PCs. Every battle is different, and GMs should feel free to alter these rules as needed to fit the unique situations for their campaign.

At its core, a Mass Combat check represents the climax of a portion of a battle between an active force (usually the PC's side of the battle) and the enemy force (the side constituted by the PC's adversaries). Success on a Mass Combat check means that the active force has achieved success in their objective during that portion of the battle, while failure indicates temporary defeat.

PHASES

To determine when to roll a Mass Combat check during a battle, the Game Master should first break the battle's timeline into phases. Similar to a round of combat (see **Chapter VI** of the **AGE OF REBELLION** Core Rulebook), a phase is a period of time during which a meaningful change could occur in the battle. Unlike a round of combat, however, a phase represents a length of time that differs from battle to battle based on the individual circumstances and the sizes of the forces involved.

There are two main ways to break a battle into phases:



- **Time:** The GM chooses an amount of time (ten minutes for smaller battles to an hour or longer for larger battles) for each phase to last. After this amount of time elapses in the game world, the GM rolls a Mass Combat check to determine how the battle phase resolved.
- **Events:** A GM who already has a more structured idea of how the battle should develop can instead break it into a series of notable events. Each of these events should mark a change in the battle. (For example, at the Battle of Hoth, phases delineated by event might include the landing of the Empire, the approach of the AT-ATs, the breaching of the base, and the escape to space.) When using event-based phases, the GM rolls a Mass Combat check at the transition between each phase and the next to determine how the battle has unfolded and may affect the phases to come.



When planning a mass combat, the GM should determine what constitutes a victory or defeat for the active force during each phase. As success or failure on the Mass Combat check will narrate the outcome of that phase, what those outcomes are should be defined beforehand. The GM should also consider what the PCs can do in each phase to facilitate a victory for their own side of the battle and prepare encounters for them accordingly. As with all checks in an **AGE OF REBELLION** game, the GM may have to think quickly in case the dice offer unexpected results.

BUILDING THE POOL

To perform a Mass Combat check, the GM creates a dice pool based on the current states of the active force and the enemy force, and any other battlefield conditions that might affect the outcome. The GM then rolls the pool and determines the course of the battle during that phase based on the results. To build the mass combat dice pool, use the same process as building a pool for a check, but the factors that determine the number of each die type added to the pool are detailed below.


STEP 1: THE ABILITY DICE

The addition of Ability  and Difficulty  dice to the pool represents the physical realities of the opposing forces: how well-trained they are, whether or not they have any vehicles, and what kinds of gear they have.

Ability dice  are added to the pool based on the makeup of the acting force, which comprises all of the infantry, vehicles, and starfighters working together on the acting side of the conflict. The stronger, larger, and better trained the acting force is, the more  get added to the pool. This only counts the forces that are actively participating in the battle during this phase; it doesn't include forces currently in bases or hangars or on other fronts.

COMBINED ARMS

Rarely, if ever, are major battles fought between armed forces composed entirely of a single type of military element. Most often, an army or navy consists of several troops of varied capabilities, numbers, and experience. This can complicate the calculation of force strength when building the Mass Combat check dice pool.

See **Table 3-1: Force Strength** for examples of forces of varying size and quality. Once the force strength of the acting force is established, look it up on **Table 3-2: Active and Enemy Forces** in page 72 to determine the number of  to add to the pool.



The forces listed in **Table 3-1: Force Strength** and the corresponding numbers of dice in **Table 3-2: Active and Enemy Forces** are recommendations and examples. A GM should use these as guidelines to assist in determining how many  and  to include in the pool. When forces include more than one element, it is recommended that the GM calculate the greatest force strength of any single element of the force, and increase the force strength by one step





TABLE 3-1: FORCE STRENGTH


Force Strength	Planetary Force	Starship Force
Trivial	<ul style="list-style-type: none"> Multiple Rebel cells working together Hundreds of civilian militia A platoon of Imperial Army troopers A squadron of speeders or recon walkers 	<ul style="list-style-type: none"> A single starfighter squadron A pair of combat-modified transports, freighters, or patrol boats
Significant	<ul style="list-style-type: none"> Dozens of Ewoks or Tuskan raiders Thousands of civilian militia or a tribe of Ewoks A company of Imperial Army troopers A wing of speeders or platoon of scout walkers 	<ul style="list-style-type: none"> A wing of starfighters A squadron of combat-modified transports, freighters, or patrol boats A single gunship
Imposing	<ul style="list-style-type: none"> An army of several dozen Gungans or Talz A platoon of Rebel marines of Imperial Stormtroopers A dozen Wookiee warriors A squadron of hovertanks or heavy walkers 	<ul style="list-style-type: none"> Multiple wings of starfighters Numerous combat-modified transports, freighters, or patrol boats A small fleet of gunships A single cruiser
Staggering	<ul style="list-style-type: none"> A company of Rebel marines or Imperial stormtroopers A platoon of Alliance SpecForce or Imperial storm commandos A battalion of Imperial Army troopers A platoon of hovertanks or heavy walkers 	<ul style="list-style-type: none"> A large fleet of gunships A small fleet of frigates A pair of cruisers A single battleship
Vast	<ul style="list-style-type: none"> A battalion of Rebel marines or Imperial stormtroopers A company of Alliance SpecForce or Imperial storm commandos A platoon of Rebel elite commandos or Imperial dark troopers A regiment of Imperial Army troopers A company of hovertanks or heavy walkers 	<ul style="list-style-type: none"> A large fleet of cruisers A fleet of battleships A star dreadnought such as the <i>Executor</i>.
Overwhelming	<ul style="list-style-type: none"> Any force larger and more skilled than listed above 	<ul style="list-style-type: none"> Any force larger and more skilled than listed above



(from Significant to Imposing, for example) to represent the aid of the other troops. In rare instances, a force may be so numerous and so varied that the force strength could be increased by two steps (from Significant to Staggering, for example).

STEP 2: THE DIFFICULTY DICE

Once all of the Ability dice  have been added to the pool, add Difficulty dice  based on the force strength of the enemy force. The larger or more well armed the enemy force is, the more Difficulty dice  get added to the pool. As with the Ability dice , this only applies to forces participating in the battle during the current phase.











































See **Table 3-1: Force Strength** for examples of forces of varying size and quality. Look up the force strength of the enemy force on **Table 3-2: Active and Enemy Forces** to determine the number of Difficulty dice  to add to the pool.

STEP 3: UPGRADE ABILITY DICE

While the ability and difficulty of the pool represent the tangible elements of the battle, upgrades to the pool represent how well those elements are being controlled and led. A good enough leader can turn the tide of a battle, and a bad leader can mean disaster in even the most mundane situations.

The ability of the dice pool is upgraded a number of times equal to the acting force's commander's ranks in the Leadership skill. The leader must be able to command the forces during that phase of the battle to gain this upgrade. If a leader's communications are knocked down, he is separated from his forces, or his command ship is disabled, he is unable

TABLE 3-2: ACTIVE AND ENEMY FORCES

Force Strength	Acting Force	Enemy Force
Trivial		
Significant	 	 
Imposing	  	  
Staggering	   	   
Vast	    	    
Overwhelming	     	     

to lead and thus does not grant the upgrade. Sometimes, when a leader is cut off from his forces but has left commands that the force can continue to act on, that force may continue to upgrade a number of dice equal to half the commander's Leadership skill rounded down. However, this only lasts as long as the commander's orders are applicable to the current situation.

Each phase, a new character may take the role of leader if the situation calls for it. If someone else takes over command in a situation, the fighting force can begin using the new character's ranks in Leadership (assuming that leader has the proper authority to take charge of the forces).

STEP 4: UPGRADE DIFFICULTY DICE

Just as the ability of the check is upgraded a number of times equal to the acting force's commander's ranks in Leadership, the difficulty of the pool is upgraded a number of times equal to the enemy commander's ranks in Leadership. The same restrictions outlined above regarding authority and new commanders apply to these upgrades as well.

STEP 5: BOOST AND SETBACK DICE





Once the ability and difficulty of the pool has been decided based on the composition and leadership of the two forces, Boost dice  and Setback dice  are added to the dice pool, based on other elements that may be affecting the battle. These can include the morale of the forces, circumstances on the battlefield, actions of the PCs, and anything else the GM and players can come up with. Elements that benefit the acting force add  to the pool, while elements that benefit the enemy force add  to the pool.





Table 3-3:  and  in Mass Combat on page 73 offers a list of suggested reasons for adding  and  to the Mass Combat check. These are just a jumping-off point to help the GM and players generate ideas about the kinds of things that may affect the check.

TABLE 3-3: ■ AND ■ IN MASS COMBAT

Reason to Add ■	Reasons to Add ■
The acting force is in a defensible position (a fortress, a natural choke point, a trench system, etc.)	The enemy force is in a defensible position (a weaponized space station, a hardened bunker, a fortified vault, etc.)
The acting force has had ample time to prepare for the engagement (set traps or mines, prepared covered positions, distributed ammunition, etc.)	The acting force is caught off guard, under extreme pressure, or otherwise unprepared for the battle (weapons are locked away, troops are out of position, defense systems are cycled down, etc.)
Weather or stellar phenomena provide the acting force with cover, the element of surprise, or a distraction to the enemy force.	Weather or stellar phenomena disrupt or distract the acting force or provide the enemy with cover or the element of surprise.
The acting force is well supplied with ammunition, tactical data, or equipment that is particularly useful for the task at hand.	The acting force is low on ammunition, lacks reconnaissance data about the environment, or is undersupplied.
The acting force has noncombatant allies who provide useful support (carrying a steady resupply of ammunition or other supplies, acting as scouts or spotters, offering their knowledge of the battle site to the acting force, etc.)	The acting force is hindered by noncombatant involvement in the battle (noncombatants are aiding the enemy force, present possible civilian casualties to guard against, are taken as hostages by the enemy, etc.)
The acting force is fighting for more than just martial victory or personal gain (higher ideals like the protection of others, the freedom of the galaxy from tyranny, justice, etc.) This is a very subjective category, but in <i>Star Wars</i> , right makes might.	The acting force has particularly unheroic motives for its actions (conquest, pillage, vengeance, etc.)

RESOLVING THE POOL

At the end of a given phase, the players construct and roll the mass combat dice pool for that phase. The results of the check determine the success or failure of the acting force during that phase and may well have repercussions on later phases of the combat.

On a successful check, the acting force accomplishes its objectives for that phase of the battle or prevents the enemy force from achieving its goals. Such objectives could range from pushing back an enemy advance, maintaining a defensive perimeter against an invading enemy, or buying time for civilians and noncombatants to evacuate the battlefield. Additional ✨ can be spent to achieve further goals or to increase the magnitude of the success. In some cases, as with the civilian evacuation example, the GM may wish to define success in degrees. In this case, each additional ✨ may mean a set number of civilians escape the conflict ahead of schedule, which could lead to the battle lasting fewer phases than planned.















On a failed check, the enemy force accomplishes its objectives for that phase of the battle, or the acting force is stymied. Enemy objectives could include such activities as breaching the outer defenses of a hidden

Rebel base, destroying a shield generator protecting the acting force, or successfully implementing a counter-ambush against an attacking Rebel fleet.

⚡, ⚡, ⚡, or ⚡ results can be spent narratively or by using the suggestions in **Table 3-4: Spending ⚡ and ⚡ in Mass Combat** on page 74, and **Table 3-5: Spending ⚡ and ⚡ in Mass Combat** on page 75.



TABLE 3-4: SPENDING  AND  IN MASS COMBAT

Result	Result Options
 or 	All characters with the acting force can recover 1 strain. The PCs notice a key feature of the enemy force (an enemy officer, weapon emplacement, support vehicle, etc.) and its position on the battlefield.
  or 	An attack by the acting force reveals a weakness in the enemy force's defenses. Add  to the next Mass Combat check as the acting force exploits the weakness. The PCs perform a particularly heroic act or do something with minor but lasting consequences for the cause of the Rebel Alliance (acquire enemy materiel or intel; rescue or otherwise aid a neutral party, thereby swaying that person or group's position on the Rebellion; etc.) When the battle is over, the PCs each increase their Duty by one.
   or 	A previously unnoticed geographical feature of the battlefield (a stand of trees, a valley, a rock formation, etc.) affords the acting force some cover. The acting force may downgrade the difficulty of the next Mass Combat check once as it utilizes this vital feature. The acting force disables an important piece of enemy hardware, destroying a heavy weapon or item of equipment that provided the enemy force an advantage in the battle. The leader of the acting force makes a rousing speech to inspire the troops or enacts a cunning plan. The acting force may upgrade the ability dice on its next Mass Combat check once.
	Overwhelmed by the ferocity of the acting force's attack, an enemy unit is close to abandoning its post. On the next Mass Combat check, any  generated causes the enemy force to abandon its post and run. A notable NPC within the acting force performs a particular feat of heroism. This provides the acting force with a tangible benefit and makes a name for the NPC in the Rebel Alliance. Reinforcements arrive to support the acting force. These increase the force strength of the acting force by one step (Significant to Imposing, for example) in future phases.
 	Sizable reinforcements arrive to support the acting force. These increase the force strength of the acting force by two steps (Significant to Staggering, for example) in future phases. A dramatic narrative moment gives the PCs the chance to singlehandedly change the entire course of the battle. This could be anything from a chance encounter with the enemy commander; to a dogfight with the enemy force's top ace; to the infiltration and slicing of the enemy force's comms station, redirecting enemy reinforcements away from the battle. The options here are endless and entirely dependent on the circumstances of the narrative.

WHERE THE PCS FIT IN

Where do the PCs fit into all of this? PCs are, by their very nature, wild cards. As the heroes of the narrative, the PCs fill many vital roles on the field of mass combat. With a few exceptions, the PCs are likely to be the most skilled members of a force within their own specialties. This makes the PCs extremely valuable when leveraging those skills in the battle. Aces and Soldiers provide much-needed firepower and combat support, and their experience and knowledge can be of great value as the tide of battle changes and the front lines shift. Commanders and Diplomats are particularly helpful, as they either take command of the acting force or aid an NPC Commander in that role. Resourceful Engineers offer technical support for the Alliance, fortifying its position and undermining the enemy. Finally, the Spy's talents for infiltration, reconnaissance, and sabotage can be of great use during a mass combat, providing the Rebels with information while disrupting the intelligence operations of the enemy.















When planning a mass combat, it is up to the GM to determine what events the PCs will be able to take part in during each phase. Most importantly, the GM should determine beforehand what the objective of each phase is and what success or failure means for

the greater scope of the battle. Only the objective of the final phase should be the final victory or defeat outcome of the entire battle, with each phase preceding it modifying the final check. Such phase objectives could include holding off an enemy advance long enough for an evacuation to begin or for reinforcements to arrive, taking down the shield generator of an enemy strong point so the final attack can begin, or even simply pushing the line of advance further forward, driving the enemy back.

The GM should also provide ways that the players can influence the outcome of each phase, giving the players smaller objectives of their own or simply interpreting the actions they chose to take during the mass combat and modifying the Mass Combat check dice pool accordingly.




If the players' actions have the potential to significantly affect the quality and numbers of troops fighting on either side, the GM should represent their success or failure by modifying the ability or difficulty dice of the next Mass Combat check accordingly. If the PC's successfully raise the active force strength, the ability of the Mass Combat dice pool should be increased once. If the active force strength is lowered as a result of the PC's actions, the ability should be decreased once. Similarly, if the PCs' actions increase

TABLE 3-5: SPENDING  AND  IN MASS COMBAT

Result	Result Options
 or 	The characters involved with the acting force suffer 1 strain. The fog of war creates confusion on the battlefield. Add  to the next Mass Combat check as the acting force struggles to differentiate allies from enemies.
  or 	The enemy disrupts the acting force's line of battle. Members of the acting force suffer  on their next skill check. One of the PCs involved with the acting force (chosen at random, or as determined by the GM to fit the narrative) suffers an unfortunate accident on the field of battle (falling debris, a stray round, friendly fire, etc). The PC suffers 4 wounds.
   or 	The acting force gets bogged down in difficult terrain. As a result, it upgrades the difficulty of its next Mass Combat check once. The enemy force disables an important piece of the acting force's hardware, destroying a heavy weapon or piece of equipment that provided the acting force an advantage in the battle. The enemy force gains a significant advantage in the battle due to a blow to the command of the acting force (the Commander is wounded, crucial equipment is damaged, etc.) Downgrade the ability dice in the next Mass Combat check once.
	One of the PCs involved with the acting force (chosen at random, or as determined by the GM to fit the narrative) is grievously hurt in the fighting and suffers one Critical Injury. A notable NPC within the acting force suffers a grievous Critical Injury. This deprives the acting force of a tangible asset and seriously endangers someone important to the PCs. Communications are disrupted, and orders are garbled. The commander of the acting force cannot clearly communicate orders to the troops. Unless another officer or respected leader who can communicate to the acting force steps in to take the commander's place, the acting force does not upgrade the ability of the dice pool due to its commander's ranks in Leadership the next Mass Combat check. Reinforcements arrive to support the enemy force, increasing its force strength by one step (Significant to Imposing, for example) in future phases.
 	Either succumbing to panic or enemy infiltration, a portion of the acting force turns traitor and joins the enemy force. Decrease the force strength of the acting force by one step (Imposing to Significant, for example), and increase the force strength of the enemy force by one step (Significant to Imposing, for example) in future phases. Sizable reinforcements arrive to support the enemy force, increasing its force strength by two steps (Significant to Staggering, for example) in future phases.

the enemy forces, the difficulty of the next Mass Combat Check increases once, and if the PCs eliminate a significant number of enemy troops, the difficulty is decreased once.

PC's often make the most obvious candidates for leadership in a mass combat, and if a PC takes the role of the active force commander, they upgrade the ability of the Mass Combat dice pool according to the **Step 3: Upgrade the Ability** on page 74. Conversely, if the PCs choose to affect the leadership of the enemy, and are successful in removing the "head of the snake," the difficulty of the next Mass Combat check is not upgraded, as the enemy force suffers from a lack of leadership or direction.

Finally, the PCs might perform less defined tasks, turning the environment or circumstances to their advantage or failing in their minor objectives and turning fortune against their cause. In these cases, the GM should add  or  to appropriately represent the outcomes of the PC's actions. It is also possible that the PCs may seek to remove an existing hindrance from the field of battle, if they succeed in such a goal, remove any  that hindrance added to the pool.

TURNING POINTS

Mass Combat is as much about the PCs and their actions as it is about the forces clashing around them. This is the story of their adventures, after all. PCs have an enormous capacity to affect the world around them, in many cases far exceeding their ability, their experience, or their rank. Truly, they are destined for great things.

When the actions of the PCs cause extreme results on the battlefield, the GM can call an end to the current phase, determine the dice pool, and roll the Mass Combat check for the phase immediately, circumventing the predetermined end of the phase. This is called a turning point, and the GM is encouraged to use them sparingly. In this way, truly heroic and epic actions performed by the PCs can shape the course of even a massive battle.

EXAMPLE: MASS COMBAT IN ACTION

The following example illustrates how to use this mass combat system in actual play. This includes how to structure the overall battle, how to form a Mass Combat check dice pool at the end of each phase, and how to interpret the results of the Mass Combat check to determine the ebb and flow of the mass combat.

In this example, a platoon of Rebel marines, led by veteran Captain Ette Shi'lou, undertakes a lightning raid against a force of Imperial stormtroopers that occupies the Outer Rim mining colony of New Valis. To acquire the rich mineral wealth of the mine, the Empire has no qualms about using brute military force to press the citizens into service. The Rebels seek to drive the Imperial soldiers out and liberate the mining community.

The Empire has stationed an entire company of stormtroopers at the colony, under the leadership of Imperial Army Lieutenant Fhaen. The Lieutenant is an inexperienced commander just out of the


academy, with little to no actual combat experience. The stormtroopers have minimal respect for him as a leader, but their time in New Valis has been quiet and without incident, so they have no reason to get up in arms.


Captain Shi'lou knows that the force that occupies New Valis is far beyond her team's ability to defeat in a head-on fight, so her mission is a lightning-fast assault to shock the stormtroopers into disorder and to press the advantage. Her plan is to inflict heavy casualties and sow chaos among their ranks, enough to drive them to full retreat.


Because this mass combat relies on speed and shock, the GM has decided to split the attack into only two phases. phase 1 encompasses the initial surprise attack, while phase 2 will involve either Captain Shi'lou's pressing the advantage if she is victorious in Phase 1 or her platoon's retreat if her initial attack is repelled.


PHASE 1


At the start of the battle, Captain Shi'lou's platoon of Rebel marines storms New Valis and catches the stormtrooper patrols unawares. After several rounds of combat through the streets of the fringer town, the GM calls an end to phase 1 and rolls the dice to see how the attack went.


Step 1—Ability Dice: Captain Shi'lou's Rebel marines are experienced veterans and have worked together for a long time. Checking **Table 3-1: Force Strength**, we see that this constitutes an "Imposing" active force. Cross-referencing this with **Table 3-2: Active and Enemy Forces** indicates the Captain's platoon adds  to the Mass Combat check.

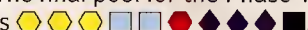
Step 2—Difficulty Dice: Due to the importance of the mineral resources, the Empire has stationed a company of Imperial stormtroopers in New Valis. Looking to **Table 3-1: Force Strength**, this constitutes a "Staggering" enemy force. Captain Shi'lou was right not to take this enemy lightly. **Table 3-2: Active and Enemy Forces** shows that the Imperial force adds  to the Mass Combat check.


Step 3—Upgrade Ability Dice: Ette Shi'lou is a seasoned officer who has worked with her operatives for several years. She has 3 ranks in the Leadership skill. As she is the acting force commander, this means she upgrades the ability of the Mass Combat check three times, so the positive dice in the pool are now .

Step 4—Upgrade Difficulty Dice: Unfortunately for the Empire, Lieutenant Fhaen, the enemy force commander, is an unseasoned, untested officer who has yet to see any real battles. He only has 1 rank in the Leadership skill, upgrading the difficulty of the Mass Combat check once. The negative dice in the pool are now , still no easy challenge for the Rebel soldiers.

Step 5—Boost and Setback Dice: Due to the relative quiet of the mining settlement, the Imperial stormtroopers stationed there have grown complacent and lax in their duties. Also, thanks to his lack of experience, Lieutenant Fhaen has earned little confidence from his soldiers. These two factors add  to the Mass Combat check.

However, the attack takes place in a settlement populated by innocent civilians, and the Rebel marines must take care to avoid putting them in harm's way. This need for caution in such a swift and brutal attack adds  to the Mass Combat check.

The final pool for the Phase 1 Mass Combat check is .

Captain Shi'lou's player rolls the Mass Combat check and, after removing cancelled symbols, the final results are .

The check is a success! The surprise Rebel attack has forced the stormtroopers to fall back to regroup.

EXAMPLE: MASS COMBAT IN ACTION (CONTINUED)

The Rebel marines have the advantage. Indeed, the captain's player looks to **Table 3-4: Spending ☉ and ☽ in Mass Combat** and decides to spend the ☽ to sway the civilian population to fight for their own liberation. Seeing the heroism of the Rebel marines on their behalf, dozens of miners take up their tools and machinery and join the fight against their oppressors.

However, the GM notes the ☉ ☉ and consults **Table 3-5: Spending ☉ and ☽ in Mass Combat**. He decides that the stormtroopers and their rookie lieutenant have the good sense to fall back and regroup at their fortified barracks.

The battle moves on to Phase 2.

PHASE 2

Captain Shi'lou and her Rebel marines press their assault, now aided by a mob of civilian miners and laborers. The final assault takes place at the Imperial barracks, where the stormtroopers have marshaled their remaining strength. After several rounds of standoff blaster fire, and several casualties on both sides, Shi'lou decides to try something daring. She takes the wheel of a heavy speedertruck carrying mine debris, and uses the vehicle to batter down the exterior wall of the Imperial barracks, allowing her Rebel marines to press the attack. At this point, the GM decides that Captain Shi'lou's heroic deed has provided a perfect place to end Phase 2.

Step 1—Ability Dice: As per the **Combined Arms** sidebar on page 71, the addition of the miners (thanks to the ☽ generated in the Phase 1 Mass Combat check) increases the force strength of the active force by one. This changes the force strength from "Imposing" to "Staggering," adding a total of ◆◆◆◆ to the Mass Combat check.

Step 2—Difficulty Dice: Despite losses during the initial attack, the stormtroopers are still numerous thanks to reinforcements received at the barracks. The enemy force strength remains "Staggering," adding ◆◆◆◆ to the Mass Combat check.

Step 3—Upgrade Ability Dice: Captain Shi'lou still holds strong command of her marines, and her actions have inspired the militia, who now follow her orders. Still the acting force commander, Shi'lou upgrades the ability of the Mass Combat check three times, thanks to her 3 ranks in Leadership. The positive dice of the pool are now ☉☉☉◆.

Step 4—Upgrade Difficulty Dice: For better or worse, Lieutenant Phaen is still in command of the stormtroopers, providing his measly 1 rank of Leadership to their fight. This upgrades the difficulty of the Mass Combat check once, making the negative dice of the pool ●◆◆◆.

Step 5—Boost and Setback Dice: Unfortunately for the Rebel forces, the stormtroopers are no longer caught off guard. By this point, their training has kicked in, and they are a force to be reckoned with. However, they still don't trust their commander, especially after their initial losses. In addition, the Captain's daring speedertruck maneuver has weakened the stormtroopers' position. These events add ☐☐ to the Mass Combat check.

In addition, with the addition of the civilian combatants, many of the bystanders that Captain Shi'lou had to worry about in Phase 1 are now part of the fight in earnest. Those who have not taken up arms have had time to retreat to relative safety. Yet, thanks to the ☉☉ generated in the Phase 1 Mass Combat check, the stormtroopers' superior defensive position and well-stocked armoury adds ■■ to the check.

The final pool for the Phase 2 Mass Combat check is: ☉☉☉◆☐☐●◆◆◆■.

Again, Ette Shi'lou's player rolls the Mass Combat check. After she removes the cancelled symbols, the results are ✨ ✨ ☉ ☉.

Another success for the heroes! Thanks to Shi'lou's heroic action and the courageous efforts of the Rebel marines and the citizens of New Valis, the Imperial forces have finally broken. With a few parting shots, the stormtroopers and Lieutenant Phaen abandon their post and leave the mineral wealth of New Valis to the Rebels.

Victory comes at a cost, however, and Captain Shi'lou pays it dearly. Realizing the desperate circumstances of his situation after the Rebel captain had breached the barracks walls, Lieutenant Phaen ordered his stormtroopers to concentrate their firepower on the hero of the Rebels. The GM spends the ☉☉ generated on the Mass Combat check to inflict 4 wounds on the captain above and beyond any wounds she may have taken during the combat rounds of Phase 2. Ette Shi'lou considers her injuries a price well worth the paying for the liberation of New Valis.

CONSTRUCTING A MILITARY CAMPAIGN

In order to run a campaign that makes use of a military structure, the Game Master needs to commit a significant amount of time to planning out the campaign's environment. Critically, the presence of two or more warring forces needs to have a reasonable explanation. Both sides must have specific and attainable goals in the region. In addition, the Game Master must consider the types and quantities of assets available to each of the sides in the conflict. Information about assets should include which are immediately available as well as what reinforcements, if any, could be called upon to join the conflict in a timely manner. Local forces are likely limited to assets that can be obtained within the system, though they may have treaties with neighboring systems. Militaries with a longer reach—the Empire or the Rebel Alliance—may be able to draw upon forces from other regions of the galaxy, though additional forces may be slow to arrive or only available under specific conditions.

OBJECTIVES

No military organization can afford to distribute its resources without a specific strategy during a time of war. Logistics play a major role in assignments; even the most seemingly secure locations may need to draw upon units from other locales in the case of unexpected enemy action. Ultimately, units assigned to engage the enemy do so with specific objectives as their focus. When a sizable force assembles in a region, it is there either to ensure security—to protect against an enemy action—or in preparation for a significant military action. Strategy and tactics come into play only after deciding upon a specific goal. Most often, a goal concerns a particular asset, which could be as grandiose as the inhabitants and resources of an entire system, or as small as a specific bit of information or technology.

A potential complication for any conflict can be that the objectives for different militaries within a region do not have to be identical or in direct opposition. The most straightforward option is to have both groups attempting to gain control over a world and its citizens. However, this does not necessarily have to be the case. An invading force could simply be interested in seizing control of a narrow area—possibly for agricultural, manufacturing, or mineral assets. In such a case, if the opposing force is concentrating on defensive measures, then it could focus its defenses near the area that the invaders are targeting. Alternatively, the defending force might instead work to seize control of

the invader's military resources or technologies, with the intent of eventually using those against the attackers. For such defenders, each attack might present a new opportunity to better achieve their goal. Opposing factions that are unaware of each other's objectives introduce complications, making planning each action far more challenging for the leaders of each force.

Game Masters also need to consider the implications for each faction's long-term objectives when designing smaller missions within a region. Every mission that a unit undertakes must have some link to the overall goal of the military action. In some instances, the link could be tenuous or even tangential—obtaining supplies necessary to maintain troop readiness or gathering information on enemy activities. Yet even these should have clear links to the larger scope of the campaign. Providing connections for each of the missions that the Player Characters undertake grants a degree of verisimilitude to the game, which adds substantial depth to the story. It also provides a mechanism for indirectly portraying the strategies and philosophies in use by the commanders involved in the larger conflict.

Typically, the objectives should be linked to the nature of the system where the conflict is taking place. If the location offers a strategic value, then it is reasonable that both sides might want to gain control because of its inherent advantage. If the desirable asset could

CAMPAIGN THEMES AND PLAYER CHARACTERS

Game Masters are encouraged to discuss many aspects of the campaign with their players at the time of character creation. It's a good idea to go over the types of worlds where the campaign is likely to take place as well as the overall tone of the campaign at an early stage. This way, the characters can be designed to fit the settings and tone. A discussion like this is particularly important if a specific series of worlds is to play a major part over the course of the story. Players might regret choosing an amphibious character species if the campaign takes place on a desert world, but they might lean toward such a selection if the campaign focuses on a water world. Similarly, an Ace career would be a less useful option if the campaign does not include at least some opportunities for vehicle combat.

be removed from the system once it is obtained, then a battle might be of smaller scope, as the opposing factions fight simply to gain control of the asset. If one side would rather see a resource destroyed than controlled by the other side, then the other side must not only attempt to secure the resource, but prevent it from destruction as well as theft.

For Game Masters who choose to design completely new star systems, both sides' objectives can easily be integrated into the creation of the locale. Using a location that has featured heavily in previous materials, makes it is important to link the existing information with the new campaign framework. Players already familiar with the setting are certain to appreciate this consistency, and this can also provide clear entry points for introducing previously established Non-Player Characters.

ASSETS

The assets available to both sides play a major role in defining the scope and nature of any extended military action. If one faction is substantially better equipped than the other, then the underequipped side must be far more selective in choosing its missions. It must also have objectives that are attainable within the context of a significant disadvantage in strength. Even if all parties involved are generally evenly matched, differences in equipment, training, and common tactics provide situational imbalances. When determining the scope and objectives of a military campaign, Game Masters must also consider the

specific types and quantities of assets available to both sides. Those items that either side has in abundance, as well as those that are more precious, can provide hooks for missions throughout the campaign. Over time, and based upon the outcomes of missions, the types and quantities of assets may change, which can have a substantial effect on the overall tone of the campaign.

The numbers and types of troops that each side possesses represent the most obvious assets for both factions involved in a conflict. Soldiers can vary in terms of training and equipment, as well as in the obvious differences of their species. If one faction is using a droid army, for instance, this disposition has clear implications in terms of the types of resources necessary to be in the field. It also is a strong indicator that the units are likely to be extremely consistent in terms of their abilities and combat performance. In contrast, an army hastily assembled from units trained upon a variety of worlds might perform very differently in each conflict, depending upon the specific individuals present. If the species involved in the fight have unusual dietary or respiratory needs, then this could also have clear implications in terms of the supply chain—in addition to any needs due to unusual types of weapons or ammunition. A force that has virtually unlimited personnel but little training or equipment is likely to use strategies very different from one that has only a limited number of soldiers, but a better selection of gear and training.

Similarly, if one side has a more primitive technology base, then it may not be able to engage the opponent on every possible battlefield. For example, a primitive culture that does not have access to space flight would be unable to engage the opponent in any battles outside of the atmosphere. Unless allies were involved in the conflict, this could completely eliminate a major element in many campaigns. Alternatively, if the conflict were to take place on a water world, then the ground-based element of adventures would be transformed—requiring boats and submersibles in place of ground vehicles.



REINFORCEMENTS

The war for control of the galaxy is a vast and sprawling affair. Untold billions of lives hang in the balance, and battles on seemingly isolated backwater worlds can have implications even for those who live in the civilized Core. Given its capacity for interstellar travel and its vast reserves of wealth, it seems reasonable to believe that the Galactic Empire could ship needed reinforcements to any battlefield in a timely fashion. This is not, however, the case. Its numbers are vast, but in the end even the Empire has only a finite quantity of stormtroopers and transports. Each unit is methodically assigned to a locale where it is thought to be most needed. Units can be reallocated from systems that are relatively nearby, but even this takes time for communication and transit.

Conversely, the Rebellion has a far more limited number of troops and support units. When it commits units to a particular task, they remain committed until the task is completed. By necessity, the Alliance's communications are somewhat hamstrung, as isolation adds to operational security. Additional troops are reassigned only in the most extreme of circumstances, and only for the most critical of missions or to recover vital assets that might otherwise be lost. By concentrating its units for the most essential missions, the Rebel Alliance can at times have numerical superiority over the Galactic Empire, but this is seldom a sustainable situation.

Often, the population and loyalties of a local population represent the most effective reinforcements available within a system. While seldom trained to any meaningful standard, natives may be swayed to tip the balance in a conflict. Their assistance can represent the turning point in a battle, and it may even free up other assets that have been unavailable. In addition, natives are frequently familiar with military resources that were previously concealed from the greater conflict. This could involve weapons—even archaic ones—that have been hidden from the Empire and the Alliance. It might also involve food supplies or raw materials that have been kept in reserve against the system's specific needs. Committing such assets to the conflict could have significant implications for the current series of battles but may also have implications for the Galactic Civil War far beyond the system.

Reinforcements are most commonly an issue with smaller-scale battles. If neither side has fully committed its forces to the battle at hand, then reinforcements may be available from local garrisons. This is particularly true for scouting missions and other minor incursions. If the initial battle plan called for a limited engagement, reinforcements could be made available if the circumstances change or the conflict grows unexpectedly. In these instances, the Game

Master must refer to the locally available assets for both sides. Either faction might become willing to commit additional forces should the situation dictate—particularly if a turn of events unexpectedly endangers a critical asset.

THE FRINGE

The Galactic Civil War spills out beyond the boundaries of civilized society. The scope of the war is enormous, as both the Empire and the Rebel Alliance have been scrambling to bring every possible resource to bear in the conflict. Some worlds on the edge of explored space have only made contact with galactic civilization because both factions have been seeking additional soldiers and resources there. The Empire's heavy hand and the Alliance's desperate pleas have both drawn previously isolated worlds into the conflict. Far from either faction's primary resources, battles on the fringe of the galaxy could have a different tone than those nearer the Core. On the fringe, both sides are substantially restricted in terms of the assets to which they have access. Command decisions must be made at the local level, as communications and logistics are a substantial challenge. While military outcomes in these isolated systems could have larger ramifications, more often they have the most dramatic effect upon those who dwell in relative isolation before the war.

Systems on the fringe present an opportunity for Game Masters to explore the galaxy in entirely new ways. Many of these places conceal secrets that are unknown to the larger galaxy. In some instances, such mysterious assets might present a major military innovation. If either faction were to gain control of a new defensive system, it might be enough to transform the course of the war. Perhaps a world on the fringe has a bacta alternative that further reduces recovery time, a hyperspace drive that lowers transit time, or a shielding system that is more capable of resisting incoming enemy attacks than those currently known. Alternatively, instead of a revolutionary technology, such a world could offer the manufacturing capacity or even the raw materials required to make a known technology in greater quantities. Constraints on manufacturing represent a substantial challenge for both the Empire and the Rebellion. A system on the fringe capable of supplying a precious commodity could change the logistics of the war within at least that region and possibly far beyond. If the commodity is one that has been tightly constrained, a newfound availability could even change the tactics employed by the side that gains better access to it.

Ultimately, however, most systems on the galaxy's fringe have relatively few local resources. While some colonists may be self-sustaining, many others are dependent upon imports. Even those who do not need materials from distant systems to survive appreciate

the small luxuries and news that they receive from more civilized worlds. Their needs place these relatively isolated systems at a tremendous disadvantage. They must often pay exorbitant prices in order to obtain goods that would be available readily within a Core or Mid Rim system. Relatively few groups are capable of facilitating trade at a high volume. Those that can do so expect to be well compensated for their efforts. The Empire has used this to its advantage, forcing many systems to supply it with materials in exchange for cheaply produced goods. This provides a mechanism for forcing loyalty to the Empire, but it also gives the Rebel Alliance a footing from which to gain leverage and a motivation for recruitment.

Battles over fringe worlds most commonly rotate around a locally available asset. In some instances, the local population, as a source for the recruitment of soldiers, could represent this asset. In other instances, the asset is either a raw material or something specific to the world. The important aspect is that the desirable product is something that requires the world to continue as a functioning society and a relatively populous world. Neither side can afford for the planet to suffer significant damage, as it would compromise the materials that are desired. Because of this, battles on these planets are commonly indirect or relatively small in scope. Only when the outcome is already decided might the opposing group be willing to take more direct action, in hopes of preventing the materials from falling into the enemy's hands.

THE MID RIM

Many of the Galactic Civil War's most contentious battles take place in Mid Rim systems. These worlds are well integrated into galactic society. Almost all have some connections to established trade routes. Few operate in isolation. Instead, they interact on a regular basis with other worlds, and many have even become dependent upon the relationships that they have established with the greater galaxy. Their trade partnerships form the basis for their economies as well as the standards of living for their inhabitants. Because of this, many are dependent upon the galactic government to enforce laws and keep the spacelanes clear, so that peaceful trade can continue between worlds. With the advent of war, many of these worlds are torn in their loyalties. While some recognize the dangers imposed by the Emperor's tyranny, others appreciate the regulations that are in place, as stability presents the greatest opportunity for businesses to grow and thrive.

Individual ethics as well as planetary styles of government play major roles in determining where a system's loyalties might lie. For many Mid Rim systems, those loyalties are deeply entrenched. Such worlds are likely only to be directly involved in the war if they have critical assets that either faction desperately

needs in the ongoing conflict. Other worlds, however, are not as firmly established in their loyalties. In systems where either faction thinks that it might be able to find sympathizers, the war is certain to escalate. At times, different styles of conflict may take place simultaneously. Diplomats and negotiators may do battle in secret meetings, trying to wrest control of critical resources through carefully negotiated treaties. Espionage agents could attempt to uncover precious secrets or critical plans. Recruiters might attempt to sway the loyalty of potential fighters at the same time as provocateurs foment unrest among the population.

A significant challenge for many Mid Rim worlds is that they are already committed to one faction or another. Changing their allegiance is a necessarily challenging matter. Supply chains and logistics are already in motion and cannot be easily altered. These worlds have interdependencies and trade relationships with dozens of other worlds. The Galactic Civil War has certainly disrupted some of these, but others may remain stable. Changing such a world's role within the war can have implications for the world as well as for its trade partners. In many cases, this can mean that the system must scramble to find the raw materials that its factories require or the goods that its citizens need to continue living their lives.

Notably, when a Mid Rim world's trade partners change allegiances, this can create a clear opportunity for it. Every time a new world joins the Alliance, all the worlds that trade with it must consider whether they can risk continuing to trade with that world illegally or if they must find another source for goods elsewhere



within the Empire. This can create a domino effect for the Rebel Alliance. Each time a world secedes from the Empire, there is a very real chance that it can draw other worlds away from Imperial influence as well. Of course, the Empire recognizes this danger and so may be willing to take extreme action as a demonstration of power—Alderaan being a particularly obvious example.

THE CORE

The worlds of the Galactic Core are all deeply entrenched in their ways of life. These systems represent the central hub of galactic culture. For many, the Galactic Civil War is something that is happening to other people in other places. The greatest impact it might have on these worlds is a subtle change in the availability of a luxury item or a minor change in residents' bank statements. The war may only come to these worlds when its outcome is practically decided. Direct conflict seldom occurs within these systems. However, the Core does still have a significant impact on the course of the battles that take place outside its boundaries. Many of the key tactical decisions, as well as the

overall cultural sentiments of the factions, come from within the Core. This is the place where the war for the hearts and minds of the galaxy is truly decided. Within its confines, logistical decisions are being made that determine what assets could become available both to the Empire and to the Rebel Alliance.

Major battles are extremely rare within the confines of the Core Worlds, as neither faction can afford for them to take place. For the Empire, such an event would mean a significant loss of face. It can ill afford for the Core Worlds to believe that the war could possibly intrude upon their security. For the Alliance, simply mustering the forces necessary could be a major hurdle. Even if that were overcome, the matter of potential backlash could be a disaster if the Core Worlds believed that they were significantly endangered by the Alliance.

Instead, both factions fight a war for the support of the Core World denizens. The Alliance attempts to conduct missions of espionage as well as a war of information. It constantly seeks to uncover key data from Imperial sources, while spreading word of the Empire's atrocities to any citizens willing to pay attention. In contrast, the Empire must continue to maintain the illusion of stability and security, stamping out insurrection and espionage efforts whenever possible. At the same time, it spews propaganda to the masses, assuring them that their way of life is ideal and that the Rebellion is nothing more than a passing fad.



PLANNING SESSIONS

Different units of the Rebel Alliance have engaged the enemy using very different methods during the Galactic Civil War. Variations go far beyond simple styles of leadership and tactical schools of thought. Leaders come from radically different civilizations and species, trained on worlds spread across the known galaxy. In many cases, leaders' specific goals and the means they use to attain them also vary. Objectives and command decisions that may seem obvious to one Commander might be at odds with those embraced by a leader from a different philosophical background.

One consequence of this variation is that the degree of latitude that Commanders possess can range substantially. Under some command structures, squad leaders operate with a high degree of independence. In others, even a lieutenant is compelled to strictly follow a carefully regimented set of instructions. When establishing a campaign, the Game Master needs to decide how much flexibility is most appropriate for the characters and players involved. Some groups may enjoy a campaign in which their characters have a high degree of independence, along with the authority to plan their own missions. Others might prefer that the campaign be more closely directed, with an NPC assigning specific objectives to the characters while permitting them some latitude in the means they use to attain them. While both of these structures require the Game Master to complete advance planning, the character-driven campaign requires the Game Master to be more flexible, reacting to the particular plans that the players devise and implement.

STRUCTURED CAMPAIGNS

Some Game Masters and their groups of players prefer to have a campaign that is at least loosely sketched out prior to the start of play. In these situations, the Game Master has a specific set of objectives in mind from the beginning, and a series of missions that could lead to attaining those objectives. If the Player Characters succeed in each of their missions, then they are likely to successfully complete their objectives. Failures along the way may reduce the ultimate chance of success, or might require an alternative series of missions to be completed in order to achieve the same objectives.

In a structured campaign, the Player Characters are rarely the primary leaders within the scope of the story. While they are absolutely the central characters, they must still answer to the authority of one or more important NPCs. That NPC—or group of NPCs—assigns mission objectives to the Player Characters, who must then attempt to meet their goals. For some groups, the missions are fully developed at the time of assignment, so that the characters need only

successfully follow a mission's plan to achieve its goal. For other groups, a bit more flexibility is required.

Supplies are seldom a critical factor in structured campaigns. Because the Player Characters are not designing the missions, it is reasonable to assume that the leaders who do the planning take into account the logistics and assets on hand. The Player Characters must make important decisions in the field and succeed in overcoming their opponents, but they are generally adequately equipped to complete those tasks. The only time unusual equipment might come into play is in those situations in which plans have gone awry and improvisation becomes essential.

CHARACTER-DRIVEN CAMPAIGNS

Some groups of players prefer to have their characters remain front and center at all times. For them, the idea that another entity might be issuing commands to their characters detracts from the overall heroic experience. They would prefer to have their characters analyze the situation within a given system, identify the key objectives, and then independently develop the missions necessary to attain their goals. While many find this to be a more rewarding method of storytelling, it does require a bit more work on the parts of both the players and the Game Master. This is because the system needs to be thoroughly sketched out in advance, so that the players can decide upon their objectives as well as considering the resources that they have available. The Game Master also needs to have a solid feel for the goals and leadership styles of any important opposition characters in the system. This allows those NPCs to react in an appropriate and consistent way to the missions that the Player Characters orchestrate.

Character-driven campaigns can be more rewarding, but they do require a substantial amount of effort on the parts of both the players and the Game Master to be effective. The Game Master needs to take the time to thoroughly identify the key military assets within a system and the characters who are associated with them. Typically, the GM needs to create significantly more characters and locations than are certain to appear in the campaign. This is because the players need to have flexibility to decide which avenues of attack to pursue. Similarly, the players need to take the time to thoroughly research the system of interest. This often goes beyond the time available for a game session. Instead, they need to take additional time to learn about the planet's ecology, economy, and culture. They may find that specific assets are present in abundance or that some valuable items might be less well defended. Researching all of this information can be time consuming, but it certainly adds depth to the game experience.

ASSEMBLING THE PIECES

In any military campaign, it is critical that the players and the Game Master work together to make sure that there are challenges and opportunities for characters who do not necessarily have a military bent. Ideally, a discussion about this should take place when the players work together to make their characters. If players are most interested in playing a Diplomat or Spy character, then the group needs to be open to having missions that showcase the skills of those careers. This may require some careful adjusting of overall objectives, and everyone needs to be open to those tweaks.

A Commander can play an important role in providing showcase opportunities for characters who are not focused on combat. Often, the Commander is the one who chooses the specific mission structure by which to attain the overall objectives. A wise Commander recognizes the assets that are available—including the skill sets of the other Player Characters—and works to leverage those in attaining the group's overall goals. If the Commander does not recognize this from the beginning, then the Game Master or the player of a non-combat character would be well advised to provide a reminder at the planning stage.

Even after an analysis of the target is completed, the players need to work together to devise a series of plans that will allow them to attain their goal. A certain level of trust is necessary in working with the Game Master at this juncture, as the GM must be able to offer input on the practicality of the plans while refraining from altering the enemy defenses in reaction to them. While it is clear that the group as a whole is collectively building the best story, care must be taken to avoid focusing on the confrontational elements between the Game Master and players in these situations.

MISSION FORMATS

Regardless of who designs the missions, there are a number of common themes to the missions that the unit is likely to attempt. The specific objectives need to be tailored to the system where the missions take place, but the trends are remarkably consistent beyond that. Game Masters and players should consider the different types of missions when they are planning out a campaign's overall arc. The results of each mission could have repercussions for future ones. Assets obtained or destroyed in an earlier mission could be critical in designing and completing a later one. Similarly, if the unit fails to prevent the enemy from receiving goods or completing construction of a new weapon, then it is likely to face those assets when attempting to complete a later task.

DENIAL

At times, the most incapacitating strike possible can be one that denies an important asset to the enemy. The specific types of asset can vary, but any facility associated with the manufacture, storage, or repair of military goods is certain to be a valuable target. Such targets are typically quite secure, as the defenders recognize the military value of the installations and the necessity to protect them. In spite of this, not every defense is necessarily perfect. In many cases,

a small team inserted through stealth or social engineering may be capable of eliminating a target that is effectively defended against a larger-scale direct assault. When a critical asset is eliminated, the enemy must rework its strategies in order to accommodate its loss. This can delay important operations, buying the Alliance time to bolster its own resources while implementing counterstrategies. In extreme cases, the Rebels may even be able to operate freely within a region while the Empire's forces scramble to repair their infrastructure.

Whenever possible, the Rebel Alliance prefers to make use of a resource acquisition mission in place of a denial. Crushing the Empire's facilities is useful, but strikes that lead to acquisition of useful supplies for the war effort are even more effective. However, sometimes a critical Imperial installation cannot be easily converted for Alliance use. For example, Imperial manufacturing facilities and repair yards are equipped and designed specifically for their own vessels and weapons. Adapting them for use with Alliance craft would require a significant amount of reworking—sufficiently complex that constructing a new installation could be easier and more secure. Stores of ammunition or armor that are specifically machined to work with Imperial weapons and vehicles are similarly only useful for denial missions. Unless stores of weapons and equipment are virtually limitless, then it is not worth the effort to distribute these goods to Alliance soldiers. By the time they were distributed and training completed, the Alliance would be likely to have run out of the necessary ammunition and other reserves.

In other cases, an Imperial facility has been used in such deplorable ways that the Alliance would never attempt to use it. The Death Star was a clear example of a monstrous technological device that had to be destroyed rather than repurposed. Prison and slave facilities often fall into this category as well; knowledge of the atrocities that took place in them cannot be overcome, regardless of any potential military value.

DISRUPTION

Organizations are structured around work that occurs within a consistent and routine framework. When things go according to plan, workers are able to be productive. Shipments arrive and depart in a timely fashion, and facilities are able to meet their goals. Typically, these facilities and their associated organizations are able to grow and expand under such conditions. Conversely, interference with the planned routine can cause significant problems for the organization. Assets can stagnate rather than be used to their fullest potential. Workers may fail to properly complete unfamiliar tasks. Goods produced may even be defective, which can lead to lost time and wasted assets. In short order, this can lead to heightened workloads and a dramatic decrease in morale, often triggering a downward spiral of production.

Military intelligence actions often focus on obtaining information about enemy facilities. Strikes can then be undertaken against those facilities, often with the specific goal of disrupting their routines. Some missions may attempt to destroy or even just damage those facilities—the time required for a repair can be even greater than that required for new construction. Even the threat of attack can have a serious impact on the capabilities of any facility. Security measures can decrease productivity through nervous tension, as well as damaging morale.

An important risk of an attack intended to disrupt a locale is that it may have significant political ramifications. If the target is an entirely military installation, then this may not be the case. However, if civilians also fall victim to the attack, then propaganda can easily turn the local society against the attackers. From the perspective of the Rebel Alliance, this could reduce the availability of supplies and increase difficulties for operational security on future missions, as local sympathizers may begin to view the Empire as the lesser evil. Consequently, disruption attacks need to be made selectively, and they should always aim to keep casualties to a minimum. Goods or transport vehicles—including droids—make more viable targets for these kinds of actions.

In cases where a facility is particularly large, disruption attacks may be most effective when made against its infrastructure. Power generators, moisture vaporators, and even memory cores make valuable targets. When a key part of the infrastructure is lost or badly damaged, an enemy base must spend time repairing it before the facility can return to normal functioning. In cases where the infrastructure is particularly complex or employs unusual technology, repairs can take weeks or even months to complete.

INTELLIGENCE

Every successful military campaign depends upon the information it can glean about the enemy. Any knowledge about the enemy's preferred tactics, military resources, and troop allocations can offer a huge advantage. Uncovering these secrets exposes an opponent's weaknesses, revealing the best places and times to strike. Good intelligence can make the difference between a successful series of campaigns and a disastrous one. By exploiting the enemy's secrets, strikes can hamstring critical processes, leaving the enemy in a state of utter disruption. However, a Commander who attempts to use faulty intelligence or who misinterprets sources could inadvertently fall prey to ambush or even attack at the enemy's strongest point. Responsible Commanders eagerly commit time and assets to obtaining additional information, while working to safeguard their own secrets from the enemy. Whenever possible, they also attempt to verify their sources, ideally using two or more unrelated channels.

Intelligence missions are often a focus during the start of a campaign. Typically at this stage, neither side is particularly familiar with the other's assets within the system. As the campaign continues and grows, the two sides often become more familiar with one another's strategies, though because of counterespionage, this is frequently the time at which important information channels become compromised.



Missions that attempt to gain information about the enemy can involve direct insertions, but they are often even more successful when they exploit social engineering. Discussions with enemy suppliers can yield information about the interior of a secure facility without the need to insert an agent. Although these sources are often less secure, the information can perhaps be uncovered over a drink at the local cantina, posing substantially less bodily risk.

Reversing the intelligence mission paradigm can also create an interesting series of adventures for the characters. The revelation that there is a spy active within the Player Characters' unit could leave all of the soldiers sus-

picious of one another. The resulting uncertainty and necessary compartmentalization could destroy their efficiency, while at the same time revealing important information to the enemy. Uncovering the enemy agent and then devising new strategies can provide a way to substantially shift the campaign's tone.

LIBERATION

The Empire's tyranny is dependent upon cruelty to non-human species. Countless sentients have been imprisoned with little or no justification, their sentences often amounting to lives of slave labor under the most deplorable of working conditions. The Rebel Alliance has conducted many daring raids to free these prisoners. Successful strikes to free slaves often have a serious negative impact on Imperial manufacturing capabilities. Frequently, the liberated slaves are more than willing to join the fight as soldiers on the side of the Alliance. The



strikes thus serve the dual purpose of incapacitating an enemy facility and boosting a critical asset. In exceptional cases, slave-run facilities have even been completely compromised, such that the Alliance has gained complete control. The former slaves have taken over the facilities and now work to manage them, obviously under far better working conditions.

Prison facilities—particularly those that house military and political prisoners—are another key target for liberation missions. Any time an important Alliance officer is captured, recovering the officer before an interrogation is completed can be critical. Obviously, soldiers wish to aid one of their own out of a sense of personal loyalty, but the operational security risks are also a crucial factor. Similarly, the liberation of a political prisoner from Imperial detainment can create a powerful propaganda tool for the Rebel Alliance. Escapees can continue to spread word about the evils of the Empire to those who are willing to listen. A freed prisoner represents a powerful sign that the Galactic Empire is not invulnerable. Any time the Rebellion demonstrates its ability to penetrate a seemingly secure facility to liberate a voice of freedom, it offers hopes to the masses.

One important consideration is that while the Empire is a vicious, oppressive regime, it is neither wasteful nor foolish. The Empire works to exploit all of its assets, including its prisoners. A skilled Technician, for example, might be forced to undertake technical challenges including important design work for Imperial weapons and facilities. Prisoners may also perform repair and refurbishment work, even on military installations. Any time that the Alliance can free such skilled laborers, it can add to its own workforce (if the former prisoners are willing) while restricting the Empire's capacity. In some instances, the former prisoners may also have gained access to important military secrets through the process of their work. A thorough debriefing of prisoners—after any immediate health concerns are addressed—can offer critical intelligence that might lead to future missions.

RESOURCE ACQUISITION

Since time immemorial, military units have depended upon their supply chains for success on the battlefield. When the essentials for combat run low, units lose their effectiveness. A downward spiral begins, and battlefield losses soon follow. As warfare has become more complex, the types of resources that a unit requires have also grown in complexity. While a ground unit

equipped with basic hand weapons might need only food, shelter, and standard clothing, a starfighter squadron needs all of those essentials as well as the consumables and repair parts required for its vessels. Combat within hostile environments adds further requirements, as troops must battle their surroundings at the same time as they face the enemy in the field.

A wise Commander recognizes the limitations imposed by the supply chains and works around them. To some extent, difficulties can be resolved through careful logistics and communications. Further, the forces of the Rebellion and the Empire can expect to receive some supplies from their contacts outside the star system in question. However, any time that supplies can be taken from the enemy, a strike becomes even more effective. A carefully planned attack can improve a unit's own supply reserves while decimating the enemy's. The ramifications of success are often felt in future battles, as the opponent becomes increasingly constrained by a lack of resources.

When integrating a star system into the campaign setting, the Game Master must consider what resources are constrained there. Certainly food, fuel, and ammunition are all likely candidates. Specific locales may require additional specialty items, such as breathing filters for worlds with toxic atmospheres or air tanks on a water world. On a desert world, water could be an exceptionally precious commodity, while heating fuel could be the critical resource on an ice planet. How each faction preserves its commodities and maintains fresh supplies of them must factor into each mission that involves procuring resources. Often, the best means to obtain them is simply by exploiting the enemy's supply systems so that these precious resources can be taken from the opposition.

At other times, the only way to obtain a necessary commodity might be on a mission that involves traveling beyond the system's boundaries. For units that have ready access to hyperspace-capable ships, these missions might involve making contact with suppliers in another system and then slipping through a blockade upon their return. Alternatively, a mission could focus on dealing with a less-than-reputable trade partner. This would be particularly appropriate if the trade partner is a smuggler who has some means of delivering critical contraband goods from another system. The PCs might need to barter away other precious commodities in exchange—commodities that might then need to be replaced in a future mission.

THE CALL TO ACTION

Commanders and their units are defined by the work that they perform during the war. In **AGE OF REBELLION**, Duty is the game mechanic used to measure their service. As the Player Characters make greater sacrifices and accomplish new feats, the Rebel Alliance recognizes and rewards them. Often, the most significant change is that the characters are assigned more responsibilities. Those who have shown success in smaller matters are trusted to exhibit the same competency when tasked with more important and challenging work.

Duty is primarily a storytelling mechanic, offering ways to hook characters more tightly into the story. Additionally, the **AGE OF REBELLION** Core Rulebook addresses Duty as a way of measuring the role that characters play within the Galactic Civil War. It also notes that Duty can be used to provide thresholds for social interactions with different groups and individuals. This section expands upon those ideas, presenting further ways to leverage these options.

CONTRIBUTION RANK

Typically, a new group of Player Characters begins a campaign at Contribution rank 0. As their stories begin, they have only limited ties to the Alliance, and its leadership has little reason to trust them. At this point in their careers, the characters are expected to have only limited responsibilities. Their missions are narrow in scope, and they possess minimal information about the Alliance as a whole. Over the course of a campaign, the characters are likely to repeatedly prove themselves. In the process, they earn additional respect and responsibility. **Table 9–3: Group Contribution Rank Guidelines**, on page 325 of the **AGE OF REBELLION** Core Rulebook, presents examples of the types of responsibilities that characters at different Contribution ranks are entrusted with, as well as what reputations they may have with the Alliance and the Empire. An alternative way to approach this is to consider the scope of responsibility that Player Characters at different Contribution ranks might have.

NOVICE

Starting characters have not proven themselves in any meaningful way. Their superiors within the Alliance may see potential in them, but they also question their loyalty and commitment. If they become involved in any suspicious circumstance, their superiors may even fear that the characters could be Imperial agents. Until the characters have proven themselves by collectively reaching a Contribution rank of 2 or

more, they are considered young recruits. Their superiors are certain to exercise caution in terms of both the equipment and military intelligence that they receive. By necessity, this dictates that the scope of their missions is also restricted.

Most commonly, new recruits are likely to work in a reasonable degree of isolation. While the Rebellion may operate more formal training facilities, unproven agents are not necessarily sent to them. The Alliance can ill afford for the Imperial Navy to learn the locations of such facilities. Consequently, the newest members of the Alliance often work within an isolated cell structure. Their missions, while they may be important, remain within the scope of a single city and seldom involve travel between worlds within a populated system. Units such as theirs have little knowledge of the Alliance beyond the cell. They may not even know the names of their contacts, so as to avoid the possibility of betrayal. Equipment is normally restricted to only the bare essentials required to complete missions.

PROVEN

Once characters have participated in a few missions, their commitment to the Rebellion becomes clearer. Past successes and sacrifices earn the respect of their peers and their superiors. Characters at Contribution ranks 2 to 4 are considered experienced and trusted agents. Suspicions of Imperial involvement are dismissed, unless there is extensive corroborating evidence. Now that they are trusted and experienced, the characters are offered greater responsibility. They are assigned more important missions and may even be tasked with coordinating actions between multiple isolated cells. Characters at this level of involvement in the Alliance are also more valuable targets for the Empire, as they have information that could be far more damaging to the Rebellion's efforts.

Proven characters are likely to have additional responsibilities beyond those of fellow characters with lower Contribution ranks. Characters versed in espionage might be points of contact for isolated cells. Commanders could have one or more squads of green recruits reporting directly to them. Diplomats could be tasked with negotiating deals on a planetary scale and ensuring that communications proceed smoothly between potential allies and ranking agents of the Rebel Alliance. In general, missions at this level are likely to remain within a single star system, but they could have serious implications for many cities within that system.

VETERAN

Characters who repeatedly prove themselves as vital agents of the Rebel Alliance become more tightly integrated into its systems. Those who reach Contribution ranks 5 through 8 have participated in ten or more operations against the Empire. By this point, their loyalty is without question, and they are certain to have sacrificed much for the war. As important agents, they assume greater responsibility, coordinating actions with larger groups as well as being prepared to make even greater sacrifices for the Alliance. These characters are a known thorn in the side of the Empire, and their capture and elimination is made a priority.

Veteran characters serve as examples to less experienced members of the Alliance. In their leadership role, they demonstrate the dedication and commitment that newer recruits might strive to attain. Engineers at this stage are likely to coordinate teams of less experienced Mechanics working to solve major problems or to maintain multiple squadrons of craft. A veteran Ace would lead a squadron of less experienced Pilots. Commanders might have ultimate authority over the Rebellion's efforts within an important system or a number of less populated ones, coordinating hundreds or even thousands of troops. These characters represent the functional backbone of the Alliance's hierarchy.

OFFICER

Sustained levels of success prove to the Alliance that a character is a valuable asset who must be used effectively. By the time characters reach Contribution ranks 9 through 13, they are likely to have successfully completed twenty-five or more missions. Their earlier missions are certain to have been of small scope, but the later ones likely involved battles for entire systems. Their successes clearly warrant an expanded role in the Alliance. At this level, they help to shape the strategies of the Galactic Civil War across multiple important systems. These characters are privy to critical information, and their judgment can affect the freedom of untold millions of individuals.

The decisions that officers make shape a significant portion of the war. They are responsible for viewing the whole war rather than individual battles. These individuals have units reporting to them to handle less important missions. They are less frequently involved in the direct conflict, as their expertise is needed in a role that involves making major decisions. It is only when their specific expertise is needed that they become involved in direct conflict. These characters may command small wings of ships or divisions of ground-based troops. They coordinate negotiations with organizations that influence large regions of the galaxy or the espionage activities of dozens of special agents. While still masters of their field, their skills are often too precious to risk in field operations.

HIGH COMMAND

Characters who have demonstrated their competency over several years may eventually rise to a position with Alliance High Command, when they achieve a Contribution rank of 14 or higher. For these individuals, the Rebellion dominates their lives. Their every waking moment is devoted to defeating the tyranny of the Galactic Empire. Not only are they capable of coordinating tens of thousands of soldiers in the effort, they are also capable of persuading the most resistant individuals to join their cause. In a very real sense, members of the Alliance High Command *are* the Rebellion. Without their direct actions and judgment, the Galactic Civil War might end abruptly, as the Imperial Navy could extinguish all resistance efforts.

High Command directly influences the strategies of the Rebel Alliance across the entire scope of the galaxy. Members coordinate with one another and with officers to make certain that actions in different regions of space complement one another and are consistent with the Alliance's overall strategy and philosophy. Characters in this position still have their specialties, but all must also be capable of basic diplomacy and military command. The Alliance collectively works to supply High Command with any assets it might need in order to successfully win the Galactic Civil War.

EXPERIENCED STARTING CHARACTERS

At times, a game group may wish to play **AGE OF REBELLION** with more experienced starting characters. Perhaps the group would prefer to feature characters who have had a role in the command of the Fleet from the very beginning. If the group can only commit to a few sessions of the game from its inception, then having characters who are well suited to the intended story is critical. When creating the characters, it's important for the Game Master to assign an appropriate starting Contribution rank as well as a generous pool of bonus experience points.

As a rule of thumb, Game Masters should assume that characters each would have advanced a Contribution rank every time they earned about 20 Duty—working from the assumption that there were about five characters in the unit. Duty typically accrues more slowly than experience points. So, a character created at Contribution rank 10 could be expected to have earned 300 to 400 experience points over the course of that character's career.

DUTY THRESHOLD

A unit's reputation, as defined by its combined Duty values, or Duty threshold, serves as the basis for interactions with NPCs. Page 49 of the **AGE OF REBELLION** Core Rulebook presents this Duty threshold primarily as a means for determining whether an NPC of a particular stature might be accessible to the team. For example, characters who have done little for the cause of the Alliance would have a low Duty threshold and would be unable to meet directly with a member of High Command, regardless of the importance of their message. Instead, their information would have to travel indirectly, through the appropriate channels.

The fact that Duty resets to 0 with each new Contribution rank achieved, however, complicates this usage. Game Masters should decide in advance what Contribution rank to associate with each NPC. This decision is not necessarily intuitive. **Table 3-6: Duty Threshold by Contribution Rank** presents examples that a Game Master might use to better understand the breakpoints. Note that an NPC with a Duty threshold in a higher Contribution rank range would not be accessible to the Player Characters under normal circumstances, while an NPC in a lower Contribution rank range would almost always be available.

TABLE 3-6: DUTY THRESHOLD BY CONTRIBUTION RANK

Contribution Rank	Characters with a Threshold in This Range
0	Neighborhood Scale: At this scale, the characters have influence within a particular neighborhood of a city. Local gang leaders, local union representatives, and even Alliance recruiters are hesitant to meet with them.
1	City Scale: The characters' experience has given them some credibility within the scope of a single small city, probably on a minor planet. Its rulers, local business leaders, and local Alliance leaders may become willing to enter discussions.
2	Minor Planetary Influence: Previous successes mean that the characters are expected to follow through on their word, at least on a lesser-known planet. The world's corporate and criminal leaders, as well as lesser politicians, leading scientists, celebrities, and scholars may agree to meetings.
3	Minor Planetary Leadership: The characters have proven that they can have a major influence on the Galactic Civil War within the scope of this minor planet. The planetary governor, as well as commanders for planetary militia or Alliance forces, become willing to listen to their input.
4	Minor System Command: Having heard of the characters' successes, those with influence throughout a minor system recognize the value of the characters' input. Commanders of a minor system's Alliance fleet or ground forces, and even some interplanetary traders, are willing to meet to discuss available assets.
5	Key Planetary Influence: The characters have a reputation that becomes credible in the eyes of a planetary system of significance, either in the Mid Rim or the Core. Leaders of major crime syndicates and corporations—whose influence extends far beyond this important world—will negotiate with the characters.
6	Key Planetary Leadership: Due to their past successes, it seems probable that the characters could have a substantial effect on the course of the war in a key system. That planet's governor and the governor's key aides, as well as the world's civil and military leaders, become willing to listen to input from the Player Characters.
7	Multiple System Command: The characters have demonstrated their competency at a high level. Their credibility is without question, and it is assumed that they would only ask for a meeting if it were a matter of utmost importance. Commanders of major fleets, partners in large trade conglomerates, and even leaders of huge criminal organizations agree to meet with the characters to address matters of importance.
8	Regional Leadership: Major news outlets as well as military intelligence networks have reported the characters' actions across the galaxy. The Empire has placed substantial bounties on them, and their reputations now precede them. Individuals become willing to meet with them just to have had contact with such infamous Rebels. Such individuals may control organizations whose power extends across a major portion of the galaxy.
9	Galactic Experts: The characters have consistently proven themselves. Even people who have only a peripheral involvement with the Galactic Civil War recognize their names. When the characters attempt to make contact with celebrities, scholars, or scientists who are renowned at the galactic level, those individuals agree to meetings out of curiosity or to preserve their own reputations.
10+	Key Galactic Figures: The characters have a reputation for changing the path of the war. Galactic leaders are forced to acknowledge their existence and cannot easily ignore their reputations. At this point, the characters can reasonably ask to meet with members of Alliance High Command as well as leaders of preeminent trade and criminal organizations that have major influence throughout the galaxy.

Game Masters may wish to consider also using thresholds for the points at which interested parties attempt to contact the characters. As the group improves in Contribution rank, its reputation becomes increasingly well known throughout the region and even the galaxy. When organizations consider devoting a portion of their resources to the Alliance, they may wish to meet directly with particularly well-known heroes, such as the Player Characters. The PCs' involvement in such meetings could offer a degree of credibility. Similarly, desperate individuals may also recognize their abilities and appeal to them directly for help. At times, the characters may be forced to decide between completing a mission associated with their primary objectives or going to the aid of a person who has sought them out for help.

The PCs' Duty threshold within its current Contribution rank serves as an important measure of the unit's influence within a particular scope. Because Duty resets to 0 each time a new Contribution rank is achieved, it becomes a measure of the characters' credibility and experience as they begin to interact with individuals who have an influence on an even greater scale. As the PCs complete new missions and bring about greater change, groups and individuals who operate on that same scale come to recognize their abilities and put faith in their competency. Often, willingness to meet with the Player Characters should be linked to the NPC's personality as well as the NPC's profession. For example, a conservative business executive, even one willing to commit resources to the Alliance, is less willing to meet with a relatively unproven soldier than with a local militia leader in need of immediate assistance.

VOLUNTARY SACRIFICES

Duty is primarily a storytelling mechanic, as it offers ways to consistently link the characters directly into the plot of each new adventure. Beyond that, though, the **AGE OF REBELLION** Core Rulebook indicates that characters receive specific rewards each time they achieve a new Contribution rank. This can be a great way for a Game Master to provide a unit with specialized new equipment, but it can also downplay the overall desperation of the Rebel Alliance. After all, every asset is precious. Any tool that could serve the characters well might also be useful to soldiers active in other regions of the galaxy.

Some rebel groups are particularly effective at scrounging gear for themselves. For these units, the Alliance's precious commodities are unnecessary. Instead of accepting a reward for their service that might go unused, individuals can instead choose to tell Alliance leadership that no special compensation is required at that time. Such generosity and selflessness is deeply appreciated. Consequently, instead of acquiring new gear, the characters each receive a boost to their Duty equal to 3 plus the party's current Contribution rank. This has the consequence of bumping their party Duty value so that it does not begin at 0 for the new Contribution rank. In this way, it remains possible to trigger each Player Character's personal Duty when making a check at the start of the next adventure.



MEDALS OF HONOR

Every military in the galaxy, from the most backward planetary defense force to the mighty Imperial Navy, has ways of recognizing exceptional performance in its personnel. The following are just a few of the many awards granted by the Alliance Military to its personnel and its civilian allies.

DISTINGUISHED SERVICE AND GALLANTRY

Awards granted by Alliance High Command for distinguished service or conspicuous gallantry are the most prestigious decorations Alliance personnel can wear. They show that the recipient is an exceptional soldier, pilot, or crewperson, or has performed some spectacular act of bravery or self-sacrifice that requires special recognition. While these medals provide no mechanical benefits, Game Masters may, at their discretion, grant a player who has earned one of these vaunted awards some small bonus to social interaction skills when dealing with other military personnel.

CORELLIAN CROSS

The Corellian Cross was first instituted at the outset of the Rebellion to commemorate the vital contributions of the planet Corellia. The second highest award given to Alliance personnel, it is an interservice medal awarded to any member of the Alliance Military forces for gallantry in the field. The official citation states that the award is given to "Any person serving in any capacity in the military, who has distinguished themselves in action with the military, or in operations conducted with friendly foreign forces, by taking extraordinarily heroic action at the risk of life sufficient to set the individual apart from his or her comrades." The Corellian Cross is awarded when an individual's actions are extremely heroic and noteworthy, but not enough to warrant awarding the Kalidor Crescent.

When presented, the Corellian Cross is given both as a medal and as a small ribbon for wearing in a ribbon rack. The medal is a large cross with a broad vertical beam and short, thin horizontal beam made of silvery alloy. The cross arms end in broad crescents with their convex sides pointing outward. A brass banshee bird with its wings outstretched is mounted to the front of the cross portion of the medal, and "Corellia" is engraved at the top of the cross in Aurebesh. The medal hangs from a tapering, three-colored ribbon with a thin outer red stripe, a thin middle blue stripe, and a broad central gold stripe. The small ribbon worn in a ribbon rack is a horizontal bar ribbon in gold with red and blue stripes on its outer edges.

ILLUDIUM STAR

The third highest decoration awarded by Alliance High Command, the Illudium Star was instituted just prior to the Battle of Yavin. An interservice decoration like the Corellian Cross, the Illudium Star is awarded for actions above and beyond the call of duty while engaged with enemies of the Alliance that do not warrant either the Corellian Cross or Kalidor Crescent. The official citation for the award states that the action for which the medal is awarded must take place during combat operations, either with Alliance or allied forces, against the Empire or other forces with whom the Alliance is at war.

While primarily awarded to Alliance Army personnel, due mainly to the fact that their opportunities for exceptional personal gallantry are more prevalent than those for other Alliance forces, Alliance Navy personnel are also eligible for the award. Starship and vehicle pilots are considered eligible for the award once they have five or more confirmed enemy kills



and have attained ace status. Vehicle and small ship crews, such as a repulsortank crew, the gunner of a Y-wing, or the crew of a patrol vessel or gunboat, are eligible for the award during an action in which the pilot of their vehicle is eligible.

The Illudium Star is presented as both a wearable medal and a small bar ribbon for use in a ribbon rack. The medallion is a five-pointed star roughly five centimeters across, made from polished illudium. In the center of the star, a laurel wreath surrounds a red-enamelled Alliance starbird. The short, tapered ribbon from which the medallion is suspended is metallic silver with a thin red stripe running around its edge. The ribbon-rack ribbon is silver with red stripes on either end.

Unlike the Corellian Cross, the Illudium Star can be earned by an individual numerous times. Subsequent awards of the Illudium Star do not provide additional medals, however. Instead, for each additional Illudium Star awarded, an individual is given a small starbird pin roughly five millimeters across to pin on the medal's ribbon.

KALIDOR CRESCENT

The Kalidor Crescent is the highest honor awarded by the Alliance to Restore the Republic. Named for a savage avian predator from Davnar II called the kalidor, this medal was initially created as the highest honor awarded to starfighter and gunboat pilots. Over time, however, the Crescent evolved to become an interservice decoration awarded for "Conspicuous and intrepid gallantry at the risk of life above and beyond the call of duty." So prestigious is the awarding of the Kalidor Crescent that these medals are awarded only by the Alliance Chief of State or the Supreme

Commander of the Alliance Armed Forces. Recipients must be nominated for the Kalidor Crescent either by their superior officers or a civilian governmental representative, such as a member of the Senate in exile. Due to the very high standards required for nomination, namely extreme heroism and gallantry in the face of overwhelming enemy force, many Kalidor Crescents are awarded posthumously.

The award consists of a large, heavy medallion suspended from a broad ribbon upon which is pinned a large gold kalidor. The medallion is a gold, intricately engraved, inverted crescent with a large, smooth gem suspended at the bottom between the points of the crescent. The color of the gemstone denotes which branch of the Alliance armed forces the recipient belongs to: green for Alliance naval forces, and blue for Alliance ground forces. The ribbon attached to the medallion is a dark, royal blue with a red stripe along both edges. Directly above the medallion, the ribbon is a single piece for roughly ten centimeters. It then splits in two, and each piece ends in half of a large alloy clasp. Pinned to the ribbon directly above the medallion is a detailed likeness of the kalidor in flight, its wings outstretched and its head looking to the right, made of the same gold-plated alloy as the medallion. On the rear of the medallion, the words "For Conspicuous Gallantry" are engraved in Aurebesh.

Despite the fact that most Kalidor Crescents are awarded posthumously, a living individual who has already received the award and is active in the Alliance Military can receive the award more than once



for further acts of heroism and gallantry. For each subsequent award, individuals are given a small embellishment for their existing medal. The first embellishment is the Bronze Cluster, a small cluster of three bronze stars attached to the ribbon between the medallion and the kalidor. The second is the Silver Talons, a set of polished silver talons added to the kalidor. The Silver Scimitar, the third embellishment, is a small polished silver sword pinned to the ribbon above the kalidor. Fourth is the Golden Wings embellishment, a set of solid gold wings for the kalidor. The final embellishment is the Diamond Eyes, a pair of small diamonds pinned to the ribbon to either side of the kalidor's head.

MANTOOINE MEDALLION

First issued to surviving members of the Mantooine resistance in the aftermath of their disastrous assault on an Imperial garrison, the Mantooine Medallion is awarded to Alliance personnel for exhibiting exceptional bravery in the face of an enemy force. Also known as the Mantooine Medal of Bravery, the Mantooine Medallion is the fourth highest decoration awarded by Alliance High Command. It is issued to individuals serving in any capacity within the Alliance Military who have distinguished themselves by exceptional and meritorious service to the Alliance. While it is most commonly issued for courage under fire or exceptional gallantry in a situation that does not merit awarding of a higher decoration, the Mantooine Medallion is also awarded for exceptional contributions to the overall readiness of the Alliance armed forces. It is one of the few decorations awarded during peacetime, and it is often awarded to noncombatants such as supply officers, intelligence agents, and others whose actions help support the Alliance Military as a whole.

A simple decoration in comparison to other, more prestigious awards, the Mantooine Medallion is issued as both a wearable medal and a ribbon-rack bar. The medallion consists of two overlapping diamonds of copper-colored alloy forming a sharp-edged figure eight shape. In the middle of the medallion is a cast of a flaming torch with a red-faceted gemstone representing the torch's flame. It is connected to a broad, rectangular, deep blue ribbon with a large, red Alliance starbird printed in the center. The ribbon-rack bar is a simple rectangular, royal blue ribbon with a small starbird in the center. Like most decorations, the Mantooine Medallion can be awarded numerous times, with each subsequent award represented as a small red-enameled starbird pinned to the medallion's ribbon.

STAR OF ALDERAAN

The fifth of the Alliance Military's major decorations, and the most commonly awarded, the Star of Alderaan is still a prestigious award. Created to commemorate the role played by Alderaan and its leadership in the creation of the Alliance, the Star of Alderaan is awarded to Alliance Military personnel for acts of conspicuous bravery during combat operations that do not warrant the awarding of a more prestigious award such as the Corellian Cross or Illudium Star. While its relative ubiquity tends to detract from its prestige, being awarded the Star of Alderaan is still an impressive feat, and speaks to the courage and professionalism of those who wear it.

Issued as both a wearable medal and a bar ribbon, the Star of Alderaan is a simple but aesthetically pleasing design. The medallion is a five-pointed gold star over a smaller disc with a center boss depicting a stylized star with eight rays of light emanating from it. The backing disc is blue with a gold rope laid around its edge. The ribbon from which the medallion hangs is a broad rectangle with a dark, navy blue center stripe and two lighter blue stripes along the edges. In the center of the ribbon is fixed a small alloy pin depicting Alderaan. The bar ribbon is a horizontal, rectangular ribbon in navy blue with two light blue stripes at the edge. Like most decorations, the Star of Alderaan can be awarded numerous times, with each subsequent award providing a small enamel starbird to be pinned to the ribbon above the Alderaan pin.

MEDAL OF ALDERAAN

The Medal of Alderaan is a unique decoration that lies outside of the standard hierarchy of Alliance Military decorations. Created by artisans who had survived the destruction of Alderaan, the medal was commissioned by the Alliance Chief of State to honor specific heroes of the Rebellion, and conveys similar honor to that of the Kalidor Crescent. The Medal of Alderaan is worn around the neck, and consists of a gold medallion suspended from a broad, jet black ribbon. The medallion itself is a heavy gold disc depicting a stylized sun and rays of light, connected to a thick horizontal bar from which the ribbon extends. Overlaying both the bottom of the bar and the top-center of the disc is a raised, heart-shaped cast with a decoration at the top that suggests a flaming heart, a common symbol for courage and passion. Members of the Alliance who have received the Medal of Alderaan include Han Solo, Luke Skywalker, and Chewbacca for their actions during the Battle of Yavin, and Arvel Crynyd, an A-wing pilot who received his Medal of Alderaan posthumously for his actions during the Battle of Endor.

CAMPAIGN MEDALS AND RIBBONS

Campaign medals and ribbons are issued to personnel who are or have served in specific theaters of operation or have taken part in specific Alliance Military campaigns.

BATTLE OF ENDOR

Issued to Alliance personnel, both army and naval, who served at the Battle of Endor, the Battle of Endor campaign ribbon is issued as both a medal and bar ribbon. The medal is a bronze disc featuring a depiction of Endor hung from a dark green tapering ribbon with gold stripes along its edges. The bar ribbon is a horizontal bar in dark green with two gold stripes.

DEATH STAR

Awarded to the starfighter pilots of Red and Gold Squadrons who flew against the first Death Star during the Battle of Yavin, this medal has the highest rate of posthumous nominations of any Alliance decoration. It is a simple silver pin depicting the first Death Star with a small Aurebesh numeral one in the center. It is worn below a ribbon rack on a dress uniform, or on the collar of a flight suit. There are precious few pilots who wear this medal, and they tend to be treated with equal parts awe and admiration by their younger colleagues and subordinates.

DEATH STAR II

The Death Star II medal was issued to every pilot who flew against Imperial Navy forces during the Battle of Endor. Not as rare as its predecessor, the Death Star II medal is still impressive, and many were awarded posthumously due to the bloody nature of the naval battle over Endor. Essentially identical to the Death Star medal, the Death Star II medal features a completed Death Star station with a small Aurebesh numeral two in its center. Like its predecessor, it is worn below a ribbon rack on a dress uniform or on the collar of a flight suit. Currently, there is only one Alliance pilot who is permitted to wear both the Death Star and Death Star II medals: Wedge Antilles.

DEFENSE OF HOTH

The Defense of Hoth medal was awarded to all Alliance Military personnel assigned to Echo Base on Hoth who took part in the battle to evacuate the base after its discovery by the Imperial Navy. The award is a simple round medallion featuring a likeness of Hoth suspended from a tapering white ribbon with thin blue and silver stripes along its edges. The rack ribbon is a horizontal white ribbon with silver and blue stripes at its edges and a black starbird in the center, signifying the loss of the base and the personnel killed in its defense.

OTHER CAMPAIGNS

While the medals listed here are certainly the most famous Alliance campaign medals, they are not the only ones awarded. Game Masters should feel free to come up with medals and decorations based on their own in-game adventures to award to players. Medals like these can elicit a certain esprit de corps among Player Characters and named NPCs, as well as provide the Game Master with adventure hooks going forward. What if, for instance, a fellow veteran of some shared campaign approaches the Player Characters for assistance, or they hear that an old war buddy is being held in an Imperial prison? The shared sacrifice of combat in a given campaign might be enough to spur the PCs into action and lead to further adventures.

DEFENSE OF YAVIN

The first major campaign medal issued by the Alliance Military, the Defense of Yavin medal was issued to all Alliance personnel, both army and naval, present at the Battle of Yavin. Often worn alongside the Death Star medal, the Defense of Yavin medal consists of a round bronze-colored disc with diagonal copper and gold bands depicting the gas giant Yavin suspended from a long tapering gold ribbon with red and brown stripes. The rack ribbon issued with this medal is a horizontal gold bar with red and brown stripes at the ends.

OTHER MILITARY AND CIVILIAN DECORATIONS

The number of common military and civilian decorations bestowed by the Alliance is truly staggering. While not as prestigious as the Corellian Cross, or even the Star of Alderaan, these decorations nevertheless carry some cachet. Nearly any job done by, or service provided to, Alliance forces carries with it the chance for some exceptional recognition. Below are some of the more ubiquitous decorations found throughout the Alliance.

REDBIRD BADGE

The Redbird is awarded to all Alliance Military personnel who have been wounded in the line of duty. It consists of an Alliance starbird medallion suspended from a tapering red ribbon with white edge stripes. The bar ribbon is solid red with white stripes at either end. The Redbird can be awarded numerous times, and for each additional award the recipient is given a small starbird pin to be placed in a vertical line in the middle of the ribbon.

DISTINGUISHED FLYING MEDAL

The Alliance's Distinguished Flying Medal is an award given to both military and civilian pilots who distinguish themselves in support of military operations by exhibiting heroism, conspicuous gallantry, or incredible prowess while operating or crewing a starship or airspeeder. While it is commonly earned by combat pilots, the Distinguished Flying Medal is not a specific combat medal. It can be earned by pilots and crews who run blockades, by smugglers in the employ of the Alliance, or by any other pilot who goes above and beyond the call of duty while flying for the Rebel Alliance.

The medal features a round, silver alloy medallion portraying a stylized ion turbine suspended from a broad, rectangular red ribbon with a broad central silver stripe flanked by two thin blue stripes. The Distinguished Flying Medal is typically only awarded once in a pilot's lifetime.

DISTINGUISHED SERVICE MEDAL

The Distinguished Service Medal is the Alliance Army's version of the Distinguished Flying Medal. It is issued to both military personnel and civilians who distinguish themselves by exceptionally meritorious service to the Alliance to Restore the Republic in a duty of great responsibility. Primarily a non-combat award, the Distinguished Service Medal is commonly issued to civilians who provide aid and materiel to the Alliance at great risk to themselves, or to noncombatant military personnel, such as clerks, supply personnel, analysts, cargo handlers, and others who, although they aren't on the front lines, nevertheless can and do provide important support for Alliance operations.

The DSM consists of a small, round, silver medallion featuring the Alliance starbird, surrounded by the words "For Meritorious Service" in Aurebesh on three sides, and the date "0 BBY" at the bottom. The medallion hangs from a silver rectangular ribbon with a single broad blue stripe running vertically down the middle. The Distinguished Service Medal is typically only awarded once to an individual.

MILITARY SPECIALTY BADGES

There is a dizzying array of jobs within the Alliance Military, everything from office and admin to front line infantry and from ordnance loader to starfighter pilot. Each military specialty has its own badge that marks the wearer as a member of that group. Pilots wear their wings, starship technicians wear a badge showing two crossed hydrosplanners, artillerymen a badge showing an antique cannon, and so forth. Players and Game Masters are encouraged to design their own military specialization badges for use in their campaigns. While they have no mechanical significance as it relates to the playing of the game, it does add a little more flavor to the setting.

AVIATOR'S WINGS

Upon graduating from flight school, or otherwise upon being made starfighter or airspeeder pilots in the Alliance armed forces, pilots are awarded their aviator wings. This badge, worn on both flight suits and dress uniforms, is the symbol of Alliance aviation and a pilot's calling card. It states, without words, that an individual is a trained, professional pilot versed in flying and fighting one or more of the Alliance's powerful starfighters or airspeeders. The medal shows an Alliance starbird on a black enamel background in the middle of a round boss. The edge of the boss features a number of six-pointed stars, one for each of the founding members of the Alliance to Restore the Republic. The central boss is flanked by broad, feathered wings like those of a bird of prey. The badge is silver for pilots from flight officer to sub-captain ranks, and gold for pilots of captain rank and higher.

INFANTRYMAN'S BADGE

The infantryman's badge is granted to Alliance Army soldiers under arms upon completion of their first combat mission. It is a simple badge featuring a blaster rifle laid upon a laurel wreath. A small bar is attached beneath the blaster rifle's barrel that reads "Rifleman" in Aurebesh. These badges are worn by enlisted soldiers and junior officers, and occasionally by senior officers in full dress uniform. While it carries no other significance than to show that the wearer has seen combat, it does identify the recipient as someone who has fought and, likely, bled for the Alliance, and therefore is worthy of respect.

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