

AGE OF REBELLION BETA UPDATE

This document serves to keep the **AGE OF REBELLION** Beta testers up-to-date on all of the latest changes to the design of the **AGE OF REBELLION** Core Rulebook. The most recent update to this document was on November 4th, 2013. The newest changes to this document are always marked in **red**.

The changes are listed by chapter and by page. Some changes may encompass more than a single page, in which case that is described in the change entry. Each change is listed separately.

Thanks to everyone for your hard work and diligence on this project.

CHAPTER II: CHARACTER CREATION

Starting Duty (page 34): Replace the Starting Duty section with the following:

“STARTING DUTY

*A new recruit to the Alliance generally begins play with a moderate Duty score. This represents the accomplishments or goodwill that got the character noticed by the Rebellion in the first place. The size of each player’s starting Duty value is based on the starting number of players, as determined by **Table 2–2: Starting Duty Value**.*

If he so chooses, a player may reduce the size of his character’s starting Duty value after he generates his Duty, in order to gain additional starting experience, or additional credits to purchase starting gear. However, doing so uses up some of the good will the character has with the Rebellion, making things more difficult for him when it comes time for the GM to make the Duty check.

PLAYER STARTING DUTY VALUES

*The different starting amounts in **Table 2–2: Starting Duty Value** are designed to have starting parties begin with a total group Duty value between 30 and 50 points before any reductions for extra XP or credits. Players who too readily use up their Duty value to gain more experience points or extra credits during character creation might find their group with a much lower starting value.*

*Each Player Character has the option to reduce their starting Duty value at character creation in exchange for mechanical benefits, as laid out in **Table 2–3: Duty Reductions**. There are two limitations to this: each player can only choose each option once, and Player Characters cannot spend more Duty than their original starting value.*

Duty values will change over the course of a game, as players have the chance to earn additional Duty or earn rewards from the Alliance.”



TABLE 2-2: STARTING DUTY VALUE

# of PCs in the Party	Recommended Default Starting Duty per player
2	20
3	15
4	10
5	10
6+	5

TABLE 2-3: DUTY REDUCTIONS

Additional Bonus	Cost
+ 5 starting XP	-5 Duty
+ 10 starting XP	-10 Duty
+ 1,000 starting credits	-5 Duty
+ 2,500 starting credits	-10 Duty

Ithorian Bellow (page 40): In the Ithorian Bellow entry, replace the skill in the weapon profile with Resilience.

Gunner (page 44): In the Gunner specialization tree make the following changes:

In the first row, replace Precise Aim with Overwhelm Defenses, and replace Barrage with Debilitating Shot.

In the third row, replace Precise Aim with Overwhelm Defenses.

In the fourth row, replace Barrage with Exhaust Port.

Greased Palms (page 53): In the entry for Greased Palms, replace rules text with “Before making a social check may spend 50 credits to upgrade the ability of the check once.”

Commando (page 59): In the Commando specialization tree, make the following changes:

In the first row, replace Blooded with Physical Training.

In the second row, replace Blooded with Physical Training.

Point Blank (page 59): In the Point Blank entry, replace “close range” with “short range.”

Recruit (page 66): Add the following before the Step 6: Invest Experience Points section:

“UNIVERSAL SPECIALIZATION – RECRUIT

*Due to **AGE OF REBELLION**'s focus on the galactic civil war, most groups of PCs will find themselves embroiled in conflict very quickly. Against a force like the Empire, any form of military training can mean the difference between life and death. While the Alliance isn't as organized or regimented as the Empire, they do try to give a decent number of their members some form of combat training. This training helps to enhance the Rebels' chance to not only survive in combat but to fight effectively to achieve their goals.*

The Recruit specialization is a universal specialization and the experience cost to take it is ten times the total number of specializations that the character would have with (and including) the new specialization. While this means that the specialization costs the same as a career specialization, note that universal specializations are not career specializations.

*The additional career skills a PC receives when taking this specialization are **Athletics, Discipline, Survival, and Vigilance**. Alliance operatives who go through this training enhance their physical fitness, awareness, and general competency at a wide variety of skills. Those that commit extra time and effort can also enhance their abilities with weapons and ground vehicles, as well as their general knowledge of the many worlds to which they may end up traveling.*

Characters from almost any career can benefit from becoming a recruit and gaining some basic military training. Small teams of specialists going against the Empire's best will likely need to call upon every scrap of combat ability they collectively possess to survive dramatic fights for their very lives.

The Alliance strongly recommends such training for any Rebels who are actively going into the field, regardless of their career, goals, or role in a team. Even Diplomats are actively encouraged to undergo military training; they do no good to anyone if they cannot come back alive from their latest efforts to negotiate a treaty or acquire supplies. Becoming a Recruit might not make a character a full-fledged special forces hero, but it certainly doesn't hurt.”

Additionally, insert the Recruit specialization tree on page 9 of this document after this entry.

CHAPTER III: SKILLS

Negotiation (page 81): In the Negotiation (Presence) entry, second paragraph, “Presence and Cool” should read “Negotiation or Cool.”

Galactic Civil War (page 89): Replace “Galactic Civil War” with “Warfare” (Anywhere throughout the beta when Knowledge (Galactic Civil War) is called out, refer to Knowledge (Warfare) instead.)

Replace the rules text for the Galactic Civil War skill with the following:

“The Star Wars galaxy has been shaped for millennia by warfare. From the ancient conflicts that established the Galactic Republic, to the Clone Wars mere decades ago, warfare has played a large part in the history and lives of beings throughout the galaxy. Now, as the Rebel Alliance engages in its desperate struggle against the Galactic Empire, characters with knowledge on the working of warfare are more important than ever before.

This skill covers a character's knowledge of conflict, both on the ground and in space. Many things factor

into this, from training and insight on the strategies and tactics of modern warfare, to an awareness of the personnel and technology of the factions involved in the conflict, to knowledge gained from studying the other great wars throughout galactic history. Having a broad awareness of the workings and history of conflict allows a character to not only survive, but thrive in the Rebel Alliance.

- A character's knowledge of the strategies and tactics of warfare both on the ground and in space is represented by the Warfare skill.
- Any time a character wants to remember details about a significant event, organization, or individual who played a role in a galactic struggle, he should make a Warfare check.

The difficulty of the Warfare check is based upon how hard it would be to acquire the information the character wishes to know. Classified, highly localized, or ancient information is obviously more obscure, while standardized structures and patterns that the character has encountered before are much easier to remember."

CHAPTER IV: TALENTS

Basic Combat Training (page 94): After Barrage, add the following talent "Basic Combat Training, Activation: Passive, Trees: Recruit, Brawl and Ranged (Light) become career skills."

Commanding Presence (page 95): In the Commanding Presence entry, replace the main rules text with "The character removes ■ per rank of Commanding Presence from all Leadership and Cool checks."

Creative Killer (page 96): After Coordinated Assault, add the following talent "Creative Killer, Activation: Passive, Trees: Recruit, The character reduces the critical rating of all improvised weapons he is wielding by 2 (to a minimum of 1)."

Crippling Blow (page 96): In the Crippling Blow entry, change "Activation: Active" to "Activation: Active (Incidental)."

Debilitating Shot (page 96): After Deadly Accuracy, add the following talent "Debilitating Shot, Activation: Active (Incidental), Trees: Gunner, Upon making a successful attack with a starship or vehicle weapon, may spend ☹ ☹ to reduce the maximum speed of the target by 1 (to a minimum of 1) until the end of the next round. If the starship or vehicle was travelling its maximum speed, it has its current speed reduced to the new maximum."

Dynamic Fire (page 97): After Durable, add the following talent "Dynamic Fire, Activation: Active: Incidental, Trees: Recruit, When making a ranged attack while engaged with an opponent, the character may suffer 2 strain to reduce the ranged modifier added

for being engaged by 1 for the attack. So when firing a Ranged (Heavy) weapon, the character only increases the difficulty by 1 when engaged, and when firing a Ranged (Light) weapon, he doesn't increase the difficulty at all."

Exhaust Port (page 97): After Enduring, add the following talent "Exhaust Port, Activation: Active (Incidental), Trees: Gunner, Before attacking a starship or vehicle, the character may spend a Destiny Point to ignore the effects of the Massive rule for the attack."

Fine Tuning (page 97): In the Fine Tuning entry, change the rules text to "Whenever a character repairs system strain on a starship or vehicle, he repairs one additional system strain per rank of Fine Tuning."

Form on Me (page 97): In the Form on Me entry, replace both instances of "allies" with "allied vehicles."

Invigorate (pages 99-100): In the Invigorate entry, replace the main rules text with "Once per encounter, when an ally within short range attempts a skill check using the Brawn or Agility characteristics, the character may roll ☐. Each ☐ adds ✨ to the target's check, however each ● adds 🌀 to the target's check."

Overwhelm Defenses (page 102): After Outdoorsman, add the following talent "Overwhelm Defenses, Activation: Active (Incidental), Trees: Gunner, Upon making an unsuccessful attack with a starship or vehicle weapon, the character may spend ☹ ☹ per rank of Overwhelm Defenses. Reduce the defense rating in the defense zone targeted by the attack for the remainder of the encounter by 1 for every ☹ ☹ spent."

Physical Training (page 102): After Overwhelm Defenses, add the following talent "Physical Training, Activation: Passive, Trees: Commando, The character adds ■ per rank of Physical Training to all Athletics and Resilience checks."

Quick Draw (page 102): In the Quick Draw entry, add "or item" after "easily accessible weapon."

Sleight of Mind (page 104): In the Sleight of Mind entry, add "per rank of Sleight of Mind" after "■."

Tactical Combat Training (page 105): Before Targeted Blow, add the following talent "Tactical Combat Training, Activation: Passive, Trees: Recruit, Melee and Ranged (Heavy) become career skills."

Vehicle Combat Training (page 106): After Utility Belt, add the following talent "Vehicle Combat Training, Activation: Passive, Trees: Recruit, Gunnery and Piloting (Planetary) become career skills."

Well Travelled (page 106): After Well Rounded, add the following talent "Well Travelled, Activation: Passive, Trees: Recruit, Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills."

CHAPTER V: GEAR AND EQUIPMENT

Item Qualities (page 112): In the Item Qualities entry, at the end of the fourth paragraph add: *“Weapon qualities can only trigger on a successful attack, unless specified otherwise.”*

Burn (page 113): In the Burn entry, replace the last sentence of the first paragraph with *“Damage is applied at the start of each of the target’s turns.”*





Stun Damage (page 115): In the Stun Damage entry, second paragraph, change *“a free action”* to *“an incidental.”*

Armor Piercing Grenade (page 118): In the Special entry of the Armor Piercing Grenade, add the *“Limited Ammo 1”* quality.

Anti-Vehicle Mine (page 118): In the Anti-Vehicle Mine entry, replace its skill with *“Mechanics”* and its crit rating with *“2.”*

Anti-Personnel Mine (page 118): In the Anti-Personnel Mine entry, replace its skill with *“Mechanics.”*

Synthetic Standard Strength Neuroparalytic (page 124): In the Synthetic Standard Strength Neuroparalytic entry, *“Stuns”* should be *“immobilizes.”*

Thermal Cloak (page 128): In the Thermal Cloak entry replace   with  .

Fusion Cutter (page 129): In the Fusion Cutter entry, remove *“Improved 2.”*

CHAPTER VI: CONFLICT AND COMBAT

Interact with the Environment (page 140): In the *“taking cover”* section of the Interact with the Environment entry, replace both instances of *“+ 11”* with *“1.”*

Cover (page 150): In the Cover entry, replace *“increases the character’s ranged defense by 1”* with *“allows the character to gain ranged defense 1”*

CHAPTER VII: STARSHIPS AND VEHICLES

Fly/Drive (page 165): In the Fly/Drive entry, add the following sentence to the end of the paragraph: *“Moving between one range band and the next always takes two maneuvers regardless of speed, with the following exceptions detailed below:”*

Blanket Barrage (page 166): Before the Damage Control entry, add in the following action:

“BLANKET BARRAGE

Pilot Only: No

Silhouette: 5+

Speed: 0-3



The gunner uses the ship’s weapons to raise a curtain of fire around the ship, protecting it from starfighters. Any smaller vessel attempting an attack run will have to brave a hurricane of heavy weaponry.

*When performing the Blanket Barrage action, the character makes an **Average** (◆◆)*





When performing the Concentrated Barrage action, the character fires all weapons of a single type (heavy turbolasers, medium ion cannons, etc) within a single firing arc.

Although he is firing multiple weapons, he makes a single combat check, as per the rules for Performing a Combat Check with Vehicle Weapons action. If the attack succeeds, the character may spend   once to add damage equal to the number of weapons involved in the attack to one hit of the attack.

The Concentrated Barrage action can only be used to target ships with a silhouette 5 or higher.”

Damage Control (page 166): In the Damage Control entry, the second sentence in the second paragraph should read “In general, PCs can only attempt one Damage Control check to reduce hull trauma (one per success) per encounter.”

Overwhelming Barrage (page 167): Before the Perform a Combat Check with Vehicle Weapons entry, add in the following action:



“OVERWHELMING BARRAGE






Pilot Only: No

Silhouette: 5+

Speed: 0-3

The gunner disperses the vehicle’s fire to overwhelm the target with a multitude of shots, hitting it and every adjoining vehicle. This tactic is often used to overwhelm formations of enemy ships and vehicles.

When performing the Overwhelming Barrage action, the character fires all weapons of a single type (heavy turbolasers, medium ion cannons, etc) within a single firing arc. Although he is firing multiple weapons, he makes a single combat check, as per the rules for Performing a Combat Check with Vehicle Weapons action. If the attack succeeds, the character may spend  to deal one automatic hit to one vehicle that is at short range from the original target, plus one additional vehicle for every 10 weapons involved in the attack. For example, firing 10 weapons allows him to hit 2 additional targets with , firing 20 weapons allows him to hit 3 additional targets, and so on. This can be trig-

Gunnery check, and selects all weapons in one or more of his ship’s firing arcs. Those weapons count as firing that round. Until the end of the character’s next turn, all vehicles with silhouette 4 or smaller upgrade the difficulty of any combat checks made against the ship once, plus one additional time per   scored on the check. If their combat check generates  , they suffer one automatic hit dealing half the base damage (rounding up) of the most powerful weapon used in the Blanket Barrage action. If their combat check generates  they suffer one automatic hit dealing the base damage of the most powerful weapon used in the Blanket Barrage action.

At the GM’s discretion, the Blanket Barrage might not cover all arcs of the ship (if the ship had no aft weaponry, for example, it may leave an opening aft), and some ships might be able to approach from this direction and not suffer the penalties from Blanket Barrage.”

Concentrated Barrage (page 166): Before the Damage Control entry, add in the following action:

“CONCENTRATED BARRAGE

Pilot Only: No

Silhouette: 5+

Speed: 0-3

The gunner directs the vehicle’s fire to focus on a precise point in the opponent’s hull. Focussing fire in this way has the potential to deal significant damage.

gered multiple times, but cannot target any ships that have already been hit during this action.

These hits deal the weapon's base damage, +1 damage per ✨ on the check."

Alliance T-47 Airspeeder (page 179): In the Alliance T-47 Airspeeder entry, replace the "Ensnare 5" quality in the aft turret-mounted electromagnetic harpoon with "Tractor 3."

All Terrain Armored Transport (page 179): In the All Terrain Armored Transport entry, replace the armor value with "5."

T-65B "X-Wing" Multi-Role Starfighter (page 180): In the T-65B "X-Wing" Multi-role Starfighter entry, replace the armor value with "3."

TIE/IN Interceptor (page 181): In the TIE/IN Interceptor entry, add "Sensor Range: Close" after the Navicomputer entry.

Vigil-class Corvette (page 183): In the Vigil-class Corvette entry, replace the speed value with "3."

Dreadnought-class Heavy Cruiser (page 185): Add an "Additional Rules" section to the end of the Dreadnought-class Heavy Cruiser entry containing the following rule "Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher."

Vindicator-class Heavy Cruiser (page 186): Add an "Additional Rules" section to the end of the Vindicator-class Heavy Cruiser entry containing the following rule "Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher."

Immobilizer 418 Cruiser (page 186): Add an "Additional Rules" section to the end of the Immobilizer 418 Cruiser entry containing the following rule "Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher."

Imperial I-class Star Destroyer (page 187): Add an "Additional Rules" section to the end of the Imperial I-class Star Destroyer entry containing the following rule "Massive 2: When making an attack targeting this starship, the critical rating of any weapons used counts as 2 higher."

Praetor II-class Star Battlecruiser (page 187): Add an "Additional Rules" section to the end of the Praetor II-class Star Battlecruiser entry containing the following rule "Massive 3: When making an attack targeting this starship, the critical rating of any weapons used counts as 3 higher."

Victory-class Star Destroyer (page 188): Add an "Additional Rules" section to the end of the Victory-class Star Destroyer entry containing the following rule "Massive 1: When making an attack targeting

this starship, the critical rating of any weapons used counts as 1 higher."

MC80 Liberty Type Star Cruiser (page 188): Add an "Additional Rules" section to the end of the MC80 Liberty Type Star Cruiser entry containing the following rule "Massive 2: When making an attack targeting this starship, the critical rating of any weapons used counts as 2 higher."

Hydraulic Control Circuits (page 189): In the Modification Options section of the Hydraulic Control Circuits entry, there should be a "1" before the last sentence.

Retrofitted Hangar Bay (page 190): In the retrofitted hangar bay entry, replace the Modification Options entry with "5 Additional maximum silhouette (+1) capacity Mods."

CHAPTER IX: THE GAME MASTER

Compatibility with Other Games (page 207): Add the following to the end of Chapter IX:

"COMPATIBILITY WITH EDGE OF THE EMPIRE"

The Star Wars galaxy is a vast and diverse place. There is much more to it than just the conflict between the Rebel Alliance and the Galactic Empire. Smugglers, bounty hunters, and fringers of all kinds struggle to survive in the dark corners of the galaxy while the mysterious power of the Force lies untapped after the fall of the Jedi Knights.

*To represent these other facets of the Star Wars setting, there are two other Star Wars Roleplaying Games made by Fantasy Flight Games: **EDGE OF THE EMPIRE** and **FORCE AND DESTINY**. These games both use the same rules system as **AGE OF REBELLION**, and can be used alongside this game to create a richer Star Wars experience.*

*This section offers clarifications and guidance for playing **AGE OF REBELLION** alongside **EDGE OF THE EMPIRE**. For guidance on playing **AGE OF REBELLION** with **FORCE AND DESTINY**, see the Game Master chapter of **FORCE AND DESTINY**.*

OBLIGATION AND DUTY

*The biggest difference between characters from **AGE OF REBELLION** and characters from **EDGE OF THE EMPIRE** is Obligation and Duty. These two aspects of a character—chosen during step 2 of character creation in either game—emphasize the character's ties to the themes of that game line. When playing with a group comprised of player characters from both games, the two mechanics can be used in several different ways*

MIX AND MATCH

Most of the elements in **EDGE OF THE EMPIRE**, **AGE OF REBELLION**, and **FORCE AND DESTINY** can simply be brought into any of the other game lines with the GM's permission and very little extra work. Species, equipment, adversaries, Force powers, and many other elements of the game all use the same rules systems regardless of which book they came from. Using these elements together is not only allowed, but encouraged (as long as it fits into the GM's campaign, of course).

depending on what kind of game the Game Master (or the group as a whole) wants to run.

OBLIGATION ONLY

*In this type of game, all the player characters in the game only have Obligation, and Duty is ignored entirely. Players who wish to play characters from **AGE OF REBELLION** in this type of game simply use step 2 of character creation from the **EDGE OF THE EMPIRE** Core Rulebook in place of the normal step 2 from **AGE OF REBELLION**.*

*This way of playing is perfect for campaigns focusing on the underworld and fringes of the galaxy, or for running pre-made adventures from the **EDGE OF THE EMPIRE** game line. In this style of game, characters from **AGE OF REBELLION** can be represented in many different ways. They could be ex-Rebellion members who quit for a life of profit, mercenaries with military training, or active members of the Rebellion trying to settle their last debts before taking the fight to the Empire.*

DUTY ONLY

*In this type of game, all the Player Characters in the game only have Duty, and Obligation is ignored entirely. Players who wish to play characters from **EDGE OF THE EMPIRE** in this type of game simply use step 2 of character creation from the **AGE OF REBELLION** Core Rulebook in place of the normal step 2 from **EDGE OF THE EMPIRE**. Focusing on the characters' ties to the Rebellion and the fight against the Empire, this mode of play is great for running pre-made adventures from the **AGE OF REBELLION** game line. **EDGE OF THE EMPIRE** characters in this type of game could be freelancers hired by the Rebellion to help in the fight for pay, young fringers who dreamed their entire lives of going to war, or old veterans with a vendetta against the Empire.*

BOTH OBLIGATION AND DUTY

*In this type of game, all the player characters in the game have both Duty and Obligation. When creating characters for this game, players perform step 2 from both **EDGE OF THE EMPIRE** and **AGE OF REBELLION**. However, when choosing to take on extra Obligation or reduce starting Duty to receive benefits at character creation, **the character can only do one or the other, not both**. This results in a group of PCs who each have both an Obligation and a Duty, both with their own unique values.*

Much as Han Solo owed a debt to Jabba the Hutt, but still felt a sense of duty to the Rebel Alliance, this type of game represents a group of characters who have ties to both the Rebellion and their old lives, whatever those may be. The GM creates two separate charts, one for Obligation and one for Duty, and at the beginning of each session he checks against both. This way of playing the two games together requires the GM and players to keep track of a lot of information, but can result in some very entertaining and rewarding storytelling.

EITHER OBLIGATION OR DUTY

*In this type of game, each player in the game has a choice at character creation of whether to use Duty or Obligation with his character. When at step 2 of character creation, each player chooses to use step 2 from either **EDGE OF THE EMPIRE** or **AGE OF REBELLION**, regardless of which game he is making a character in. This results in a varied and realistic party of characters, each driven by the narrative mechanic most appropriate for them.*

During play, the game master creates two separate charts, one for Obligation and one for Duty, and at the beginning of each session he checks against both. Because the group is split between the two different mechanics, each table will have around half the normal characters on it. Because of this, the GM should apply Obligation and award Duty at the scale recommended for a group the size of the number of people using the relevant mechanic, not the actual group size. This guarantees that the mechanics scale properly to

NEW SKILLS

All of the skills in **AGE OF REBELLION** function in exactly the same way as the same skills in the other game lines. However, **AGE OF REBELLION** has one skill that the others do not: Knowledge (Warfare). Just because this skill is not present in the other Core Rulebooks, this doesn't mean it isn't available for characters to purchase as a non-career skill. If characters from other games wish to gain the Knowledge (Warfare) skill, they can simply write it in as a custom skill on their character sheet, and use the skill as presented in this rulebook.

the number of people, and stay relevant and interesting to the players.

Similar to games that use both *Obligation and Duty*, these games focus on both the fringes of galactic society and the Galactic Civil War. The group will be a mix of characters working forward the cause of the Rebel Alliance, and characters just looking out for their own interests.

REPEATED SPECIALIZATIONS

Several Specializations in this book are identical to Specializations available under different Careers in **EDGE OF THE EMPIRE**. Any Specializations that share a name are actually the same Specialization, just available under multiple careers. This means that—because characters cannot have more than one “copy” of the same Specialization—characters cannot buy into both versions. For example, if a character already has the Slicer specialization from the Technician career in **EDGE OF THE EMPIRE**, he cannot purchase the Slicer specialization from the Spy career in **AGE OF REBELLION**.

CHAPTER X: ADVERSARIES

Mechanic (page 211): In the Mechanic entry, replace the Soak value with “3.”

Starfighter Pilot (page 212): In the Starfighter Pilot entry, replace the Wound Threshold value with “5.”

Compnor Agent (page 213): In the Compnor Agent entry, the Knowledge (Galactic Civil War) skill should be followed by “2.”

Imperial Moff (pages 213-214): In the Talents section of the Imperial Moff entry, replace the “≥” with a ✨.

Stormtrooper Speciality Corps: Darktrooper (page 216): The Stormtrooper Speciality Corps: Darktrooper should be a Rival instead of a Nemesis.

Stormtrooper Speciality Corps: Spacetrooper (page 217): In the Talents section of the Stormtrooper Speciality Corps: Spacetrooper entry, replace the “±” with a ⊕.

Hired Thug (Aqualish) (219): In the Hired Thug (Aqualish) entry, replace the Wound Threshold value with “6.”

Hired Thug (Weequay) (219): In the equipment section of the Hired Thug (Weequay) entry, replace the range of the Vibro-ax with “Range [Engaged].”

Pirate Captain (page 220): In the Pirate Captain entry, replace the Wound Threshold value with “20,” and replace the Damage of the Vibro-ax with “9.”

Slicer (page 220): In the Slicer entry, replace the Willpower value with “2.”

Smuggler (pages 220-221): In the Smuggler entry, replace the Intellect value with “2,” replace the “Ranged (Heavy) 2” skill with “Ranged (Light) 2,” add “Adversary 1 (upgrade difficulty of all combat checks against this target once)” to the Talents section, and replace the Equipment section with “Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun Setting).”

Dianoga (page 224): The Dianoga should be a Rival instead of a Minion.

Jedi-in-Hiding (page 224): In the Jedi-in-Hiding entry, replace the Soak Value with “4” and replace the “Melee 4” skill with “Lightsaber 4.”

CHAPTER XI: OPERATION SHELL GAME

TIE Fighter Pilot (page 238): In the TIE Fighter Pilot entry, replace the Cunning score with “2,” the Wound Threshold value with “4,” and the Melee Defense value with “0.” Additionally, add the Gunnery skill to the Skills entry.



FANTASY
FLIGHT
GAMES

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www.FantasyFlightGames.com

Universal: Recruit Talent Tree

Recruit Bonus Career Skills: Athletics, Discipline, Survival, Vigilance

ACTIVE

PASSIVE

