

# 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 October 15th, 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

**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.”

## 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

**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."

**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."

**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 "■."

## 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."

**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):** Replace the crit rating of the Anti-Vehicle Mine with "2."

**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 "Improvised 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:”

**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.”

**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.”

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

**Stormtrooper Specialty Corps: Spacetrooper (page 217):** In the Talents section of the Stormtrooper Specialty 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."

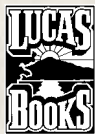
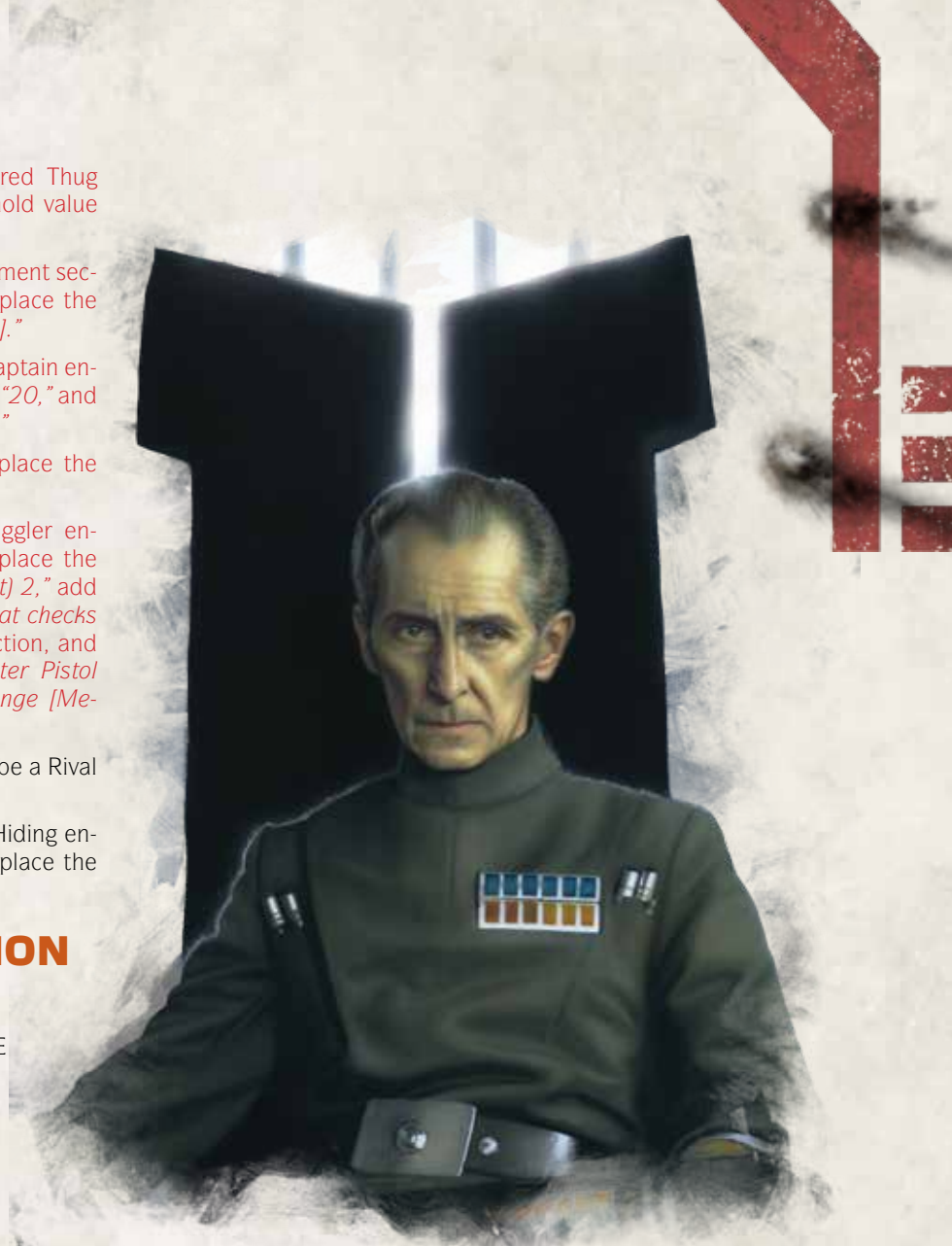
**Smuggler (pages 220-221):** In the Smuggler entry, replace the Intellect value with "2," replace the "Ranged (Heavy) 2" skill with "Ranged (Light) 2," add "Adversary 1 (upgrade difficulty of all combat checks against this target once)" to the Talents section, and replace the Equipment section with "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.



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