

STAR WARS REBELS

SEASON ONE
SOURCEBOOK



BY +OLIVER QUEEN



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It is a dark time in the galaxy. The evil GALACTIC EMPIRE has taken control of the Republic, and while there is peace from the Clone Wars, there is oppression. The Jedi are being hunted to extinction by the Dark Lord of the Sith, DARTH VADER, and his Inquisition. On the planet Lothal, hope springs anew in the form of a young man named Ezra Bridger...

On the planet Lothal, an oppression has fallen over the residents of Capital City at the hands of the Empire. Among these residents is a Force-sensitive fourteen-year old named Ezra Bridger. Following the sudden disappearance of his parents, Ezra was left an orphan. Ezra eventually took up residence in an abandoned tower, and resorted to stealing to survive. This thievery extended to the Empire, whom he would occasionally steal helmets from.

One day, Ezra encounters the crew of the Ghost, a group of rebels. The group is led by Kanan Jarrus, a Jedi-in-hiding. Interested, Ezra watches as the rebels secretly sabotage an Imperial speeder before stealing some supplies. Ezra then attempts to steal the supplies for himself, unsuccessfully. Ezra eventually joins the crew of the Ghost, leaving his life as a street rat behind.

It isn't long before Kanan learns of Ezra's force potential. Kanan offers to train Ezra in the ways of the force, to Ezra's approval. Overtime, the Ghost's crew forms the foundation of the Rebel Alliance, striking blows against the Empire. Unfortunately, the rebels are being tracked down by an Imperial ISB agent named Kallus. In addition to Kallus, the crew is also being pursued by The Inquisitor, also known as the Jedi Hunter.

CHAPTER 1

DRAMATIS PERSONAE

HEROES OF THE RESISTANCE

C1-10P "CHOPPER"

Codename: Spectre 3

C1-10P, commonly known as "Chopper," is a C1 model astromech droid with masculine programming. His master, Hera Syndulla, is a member of a resistance movement opposing the Empire. Most of his original components have been replaced with second-hand parts.

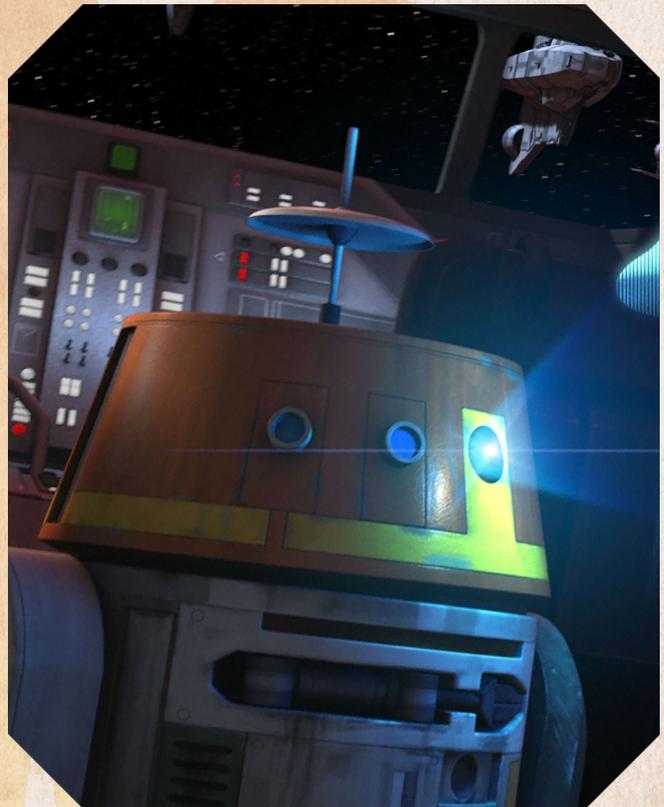
Chopper makes himself an invaluable member of the *Ghost* by customizing the vessel to such a degree that he is the only one who understands its systems well enough to keep it running. Despite his mechanical skills, he prefers to do things such as playing holochess rather than performing menial labor aboard the ship. His favorite feature is his electroshock prod, which he uses to shock enemies.

Chopper speaks binary, a common droid language. He can only be understood by Hera, Kanan Jarrus, and Sabine Wren. He and Ezra Bridger enjoy playing tricks on one another. He also later grew fond of C-3PO, after the latter complimented him for his polite "manners."

Personality & Traits

Due to his advanced age and lack of consistent maintenance, Chopper developed a sarcastic, and cranky demeanor. However, he does have a mischievous streak, often pulling pranks on the other denizens of the *Ghost*. Unlike many other astromechs such as the famous R2-D2, Chopper does not care about being loved by the organics he works with. While he is always cantankerous, stubborn, and irritable, Chopper does

have the crew's best interests in mind and will always help them during a problem, prompting his partners to forgive his personality quirks. Though he does not get along with the *Ghost*'s computer, the Phantom follows Chopper's commands without question.



Relationships

- **Garazeb Orrelios:** Chopper and Zeb have mutual dis-

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liking of each other. Zeb dislikes Chopper for his lazy nature and lack of respect. He even bet Chopper in a game of Sabacc.

- **R2-D2:** Chopper and R2 quickly became friends almost immediately, despite their differences in attitude.
- **Hera Syndulla:** Chopper and Hera work closely together on the *Ghost*. The two seem to share neutral feelings for one another. Additionally, Hera is also capable of understanding Chopper, something none of the other rebels could manage.
- **Ezra Bridger:** Chopper and Ezra first met when Ezra was sneaking around in the *Ghost* near Kanan's room. Though Chopper barely knew him, he seemed to agree with Hera to go rescue him when he was captured by the Empire. Chopper loves to play pranks on both Ezra and Zeb forming a rivalry between them. Over time it's shown that the two have formed a friendship as seen when they were trying to rescue Kanan and Chopper went along with his plan and Ezra having faith in him that he will succeed.

C1-10P "Chopper"

Model: Heavily modified Industrial Automaton C1-10P Astromech Droid

DEXTERITY 2D

Brawling parry 4D, dodge 3D, electroshock prod 4D, melee combat 4D, running 5D, thrown weapons 6D

KNOWLEDGE 2D

Intimidation 4D, willpower 6D

MECHANICAL 4D

Astrogation 4D+1, starship gunnery 5D,

starship piloting 5D

PERCEPTION 3D

Con 4D+2

STRENGTH 3D

Brawling 4D+2

TECHNICAL 4D

Droid programming 5D, droid repair 5D,

equipment repair 5D+2, repulsorlift repair 4D,

space transports repair 8D

Equipped With:

- Three wheeled legs (one retractable)
- Two medium arms (retractable)
- Buzzsaw (5D damage)
- Laser welder (1D to 5D damage, as fitting the situation)
- Fire extinguisher
- Imagecaster



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- **Booster Rocket:** Holds enough fuel for five blasts, which can propel "Chopper" up to 25 meters vertically or 50 meters horizontally.
- **Electroshock prod** (3D stun)
- **Armored hull** (+1D to Strength when resisting damage)

Force Points: 1

Dark Side Points: 0

Character Points: 8

Move: 6

Size: 0.99 meters tall (32 kilograms)

Cost: No value (800 credits estimated)

Availability: 2 (parts only, custom droid)

Personality Matrix: Masculine, advanced

Story Arc:

- *Like the Back of His ... Errrr:* "Chopper" has repaired, replaced, jury rigged and modified just about every system aboard the *Ghost*. This gives him a +1D modifier for performing repairs on that ship.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

EZRA BRIDGER

Codename: Spectre 6

Ezra was born on the planet Lothal, to Mira and Ephraim Bridger, the same year when the Empire came to power. His parents were involved in speaking out against the Empire because they fought for those in need and for his freedom. Sadly his parents small rebellion would cost them and by the time he was seven his parents were taken away by the Empire, leaving Ezra to fend for himself. He eventually took up residence in an abandoned communication tower, which he nicknamed Ezra's Tower. Throughout his childhood, Ezra would occasionally trigger "strange abilities", which allowed him to see into the future. At the time, Ezra didn't know the true nature of these abilities, which, in truth, were the Force.

Personality & Traits

Unbeknownst to him, Ezra is Force-sensitive. Ezra passed his Force-related feelings as strange skills and would use these skills to steal from others. Once Ezra learned the true nature of his skills from Kanan, he began his training as a Jedi.

Ezra's rough upbringing taught him not to trust others, let

alone help them. After meeting the crew of the *Ghost*, Ezra became a bit more trusting. Ezra is charismatic, which helped him get by during his early years. Though he was a thief, he was easygoing and upbeat, liking to play pranks and make jokes. He flirts with Sabine and pranks Zeb but with his light-hearted attitude he hides from the others what he really feels about his parents, as he doesn't trust people easily.

Relationships



Ezra's outfit is more than meets the eye. Firstly, his hands are fitted with protective gloves. Directly above his left arm is an Energy Slingshot. A comlink is located on the left side of his waist. His left knee is padded for improved sliding. Finally, Ezra also keeps a backpack on him, which is filled with stolen gadgets (e.g. wrench, flashlight, droid arm, and a holodisk).

He also has a lightsaber-blaster hybrid, allowing him to engage in lightsaber combat as well as firefights. The lightsaber blade was light and swift, which compliments Bridger's speed and size. The blaster component was built as a result of Bridger's lack of skill at deflecting blaster bolts with his blade;

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blaster mode, with a disengaged lightsaber blade, fired stun blasts at an enemy, giving Bridger time to escape dangerous situations. Members of the Jedi Order would never have built such a weapon, but Bridger valued surviving dangerous encounters over Jedi traditions.

At the heart of the lightsaber was a kyber crystal, which Bridger received in the Jedi Temple on Lothal; the crystal was attuned to the powers of the Force. In addition to the crystal, the lightsaber was built out of a number of parts from different members of the rebel crew of the *Ghost*. Kanan Jarrus, Bridger's master, had spare lightsaber parts that he had found over the previous fifteen years. Sabine Wren, a fellow crew member, donated modulation circuits and an energy gate. C1-10P, an astromech droid nicknamed Chopper, donated a power cell. Hera Syndulla, the owner and pilot of the *Ghost*, likewise provided additional technology based on Bridger's specifications. Those specifications included a blade emitter shroud, hand-grip ridges, a blade length adjuster, an activator, and a blaster barrel.

Powers & Abilities

Ezra is a skilled thief, able to pickpocket someone in plain sight without being noticed. He uses his various odds & ends of tools and junk to pick locks, and he uses street smarts and his skills in free running to make quick escapes.

Force Powers

Ezra holds a strong connection to the Force, so strong that he (unknowingly) used the Force throughout his years on the streets. He is capable of Force Sense, which is what first drew him to Kanan, and was able to Force Jump with a crate onto the *Ghost*. He begins learning Telekinesis under Kanan and first uses the Force Push against Kallus to save Zeb. As his training progresses, Kanan teaches Ezra the technique of Animal Friendship, which they use against the Inquisitor by herding a group of fyrnocks against him and his troopers.

However, Ezra's troubled past and Kanan's training could not prepare him for when he briefly tapped into the Dark Side, which encouraged Kanan to test Ezra by sending him into the Jedi Temple of Lothal. Despite a rough start, Ezra manages to overcome his fears and is rewarded with a kyber crystal, enabling him to construct his own lightsaber.

Relationships

- **Kanan:** Kanan took Ezra into his "family", otherwise known as the crew of the *Ghost*. Kanan quickly learns of his Force abilities, and began to train Ezra as his apprentice. Ezra views Kanan as a father figure and their bond is by far their strongest, as both of



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them need each other to achieve their full potential. It is also known that one of his fears is losing Kanan.

- **Zeb:** Ezra and Zeb started off as rivals, with Zeb treating him as an outcast. They were competing against each other as well as Chopper constantly. Their relationship evolved over time, however, as the two of them became close friends and began going on missions together, as well as still having the occasional tussle from time to time.
- **Sabine:** He had instantly a crush on Sabine and attempted to flirt with her. Sabine ignored it, yet he carried on. Over time they trusted each other more (Sabine was the one who stopped Zeb from chucking him out of the *Ghost* in "Spark of Rebellion") but still had a teasing/joking relationship. Sabine has shown in later episodes that she cares for Ezra's well being. She even went as far as obtaining and cleaning out a hologram file of Ezra and his parents and was instrumental in helping Ezra confront his demons about his parents' whereabouts. It has been shown that Sabine cares enough about Ezra to know when to stop talking about his parents when he enters a room. Sabine has shown that she has complete trust in Ezra, as she was willing to go along with his plan to find Kanan, even behind Hera's back.
- **Hera:** Hera serves as a mother-figure to the crew of the *Ghost*, especially to Ezra. They care for each other but Hera is willing to be firm and have Ezra pull his own weight. When Ezra led the others in a bid to find Kanan, she was not happy with him, but when their efforts paid off she praised Ezra for stepping up and that Kanan had taught him well. Ezra told her that she taught him as well.

Ezra Bridger

DEXTERITY 3D

Blaster 6D, dodge 7D, lightsaber 4D+2, melee parry 5D, pick pocket 8D, running 6D

KNOWLEDGE 2D+1

Streetwise 4D+2, survival 4D, value 3D+2

MECHANICAL 2D

Repulsorlift operation 5D

PERCEPTION 4D

Con 6D, hide 5D+2, sneak 7D

STRENGTH 2D

Climbing/jumping 5D+1

TECHNICAL 3D+2

Equipment repair 5D, lightsaber repair 4D, repulsorlift repair 4D+2



Special Abilities:

Force Skills: Control 3D+2, sense 4D+2, alter 3D

- Force Powers (these are the known powers Ezra Bridger possessed and it is believed that he had access to many other powers):
 - ◆ **Control:** concentration, resist stun
 - ◆ **Sense Powers:** danger sense, life detection, life sense, sense force
 - ◆ **Alter:** telekinesis
 - ◆ **Control and Sense:** lightsaber combat, projective telepathy

Note: *Projective telepathy* can be used to project the Force users emotions to those around him. Ezra and Kanan did this with the Loth-cat in "Empire Day." Ezra, while inadvertently calling on the Dark Side in "Gathering Forces" called the alpha fymnock and had it attack The Inquisitor.

Equipment:

Energy Slingshot (4D+2 stun, 3-4/8/24), backpack, lock picking tools, Lightsaber(Difficult, 5D,

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5D Stun, 3-10/30/120, 25 shots as pistol)

Ezra's Lightsaber:

Ezra's lightsaber is unique because it functions not only a lightsaber (Difficult, 5D) but as a stun pistol (5D Stun, 3-10/30/120, 25 shots). Kanan designed the lightsaber with a shorter blade to compliment Ezra's speed and size, and the pistol because Ezra has difficulty with deflecting blaster bolts.

Force Sensitive? Yes

Force Points: 2

Dark Side Points: 1

Character Points: 8

Move: 10

Size: 1.65 meters (50 kilograms)

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

GARAZEB "ZEB" ORRELIOS

Codename: Spectre 4

Garazeb Orrelios, better known as Zeb, is a male Lasat. He serves as a rebel alongside the crew of the *Ghost* after his homeworld was destroyed by the Empire.

Zeb grew up on his homeworld Lasan. Here, he served in the Lasan Honor Guard. During the destruction of Lasan at the hands of the Galactic Empire, Garazeb, along with the rest of the Honor Guard, helped protect his people. Unfortunately, the Honor Guard was no match for the wrath of the Empire, and they quickly succumbed. Garazeb managed to survive the endeavor, unlike most of his kind. Because of this ordeal, Zeb has a great deal of sympathy towards the weak.

Personality & Traits

Zeb is a Lasat, meaning he has several interesting traits. His ears, for instance, release heat. His large eyes can see very clearly at night time, making for good hunting. Finally, his body is covered by a thick sheet of fur, which helps regulate his body temperature.

Among the crew of the *Ghost*, Zeb is considered the muscle. He is a well-trained honor guard, who has a past in the military. Much of his fighting style is reminiscent of martial arts.



In terms of personality, Zeb is typically very witty. During fights, however, he becomes serious.

Zeb has a softer side like when he sprung into extreme rage when Kallus used a bo rifle in battle, Zeb seemed rather depressed (although he tried to hide it), like he would miss Ezra when they dropped him off back on Lothal.

Relationships

- **Ezra:** Zeb and Ezra's relationship is one that is constantly evolving. At first, the two of them held a stiff grudge against one another. Zeb would often cast Ezra aside, especially during fights. Over time however, the two of them have developed a bond.
- **Chopper:** Zeb has strong dislike for Chopper, nearly hateful in degree. Chopper's disrespect and laziness frustrates Zeb a great deal.
- **Agent Kallus:** Zeb and Kallus had their first face-to-face encounter when Kallus challenged Zeb with, to his fury, a Bo-Rifle. Furious that his old military unit's signature weapon was wielded by an Imperial, Zeb answered the challenge viciously, and during the duel Kallus mocked Zeb about his fear of the disrupters and Zeb's world was rocked when Kallus admitted to being responsible for the atrocities against Zeb's people. This would lead to them

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becoming archenemies.

Zeb's Bo-Rifle

Type: Melee weapon/blaster pistol

Scale: Character

Skill: Melee; Blaster

Ammo: NA; 50 (power packs: 25)

Cost: Unique

Availability: -

Fire Rate: -; 1

Difficulty: Moderate; by range

Range: Melee; 3-30/120/350

Damage: STR+2D Stun; 4D+1

Capsule:

A unique weapon that could be used as both a blaster rifle and a staff. The weapon was used exclusively by the Lasan Honor Guard, and was an important part of Lasat culture. Following the rise of the Galactic Empire, the weapon became extremely uncommon. It was manufactured by the Lasan-Malamut Firearms Corporation, and was issued to the Lasan Honor Guard on the planet Lasan.

Additionally, the weapon could be collapsed into a compact design whenever need be.

ISB Agent Kallus, who participated in the destruction of Lasan, carried the weapon. He claimed to have received it from a fallen member of the Lasat Honor Guard.

This weapon was also carried by Garazeb Orrelios, one of the few Lasats who survived their planet's destruction. Garazeb received the weapon during his time in the Honor Guard.

Garazeb "Zeb" Orrelios

DEXTERITY 2D+2

Blaster 5D+2, blaster: bo-rifle 8D, brawling parry 7D, dodge 6D, melee combat 6D, melee combat: bo-rifle 7D, melee parry 4D, melee parry: bo-rifle 6D+2, vehicle blasters 5D+1

KNOWLEDGE 2D

cultures 3D+1, intimidation 7D+2, languages 3D, survival 7D

MECHANICAL 3D

Repulsorlift operation 4D+2, starship gunnery 5D



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PERCEPTION 2D

STRENGTH 5D

Brawling 10D, climbing/jumping 7D, lifting 6D, stamina 8D

TECHNICAL 3D+1

bo-rifle repair 5D+2, first aid 5D, repulsorlift repair 6D

Special Abilities:

- **Prehensile Toes:** due to their unique physiology, Lasat gain a +1D bonus to their climbing rolls. Lasat toes are very strong, allowing them to pick up items equal to their normal carrying capacity, but lack any fine motor control.
- **Darkvision:** Lasat have highly developed night vision allowing them to see in dark without penalty up to 50 meters.

Equipment:

Bo-rifle (Moderate melee combat, STR+2D stun; 4D+1, 3-30/120/350)

Force Points: 1

Dark Side Points: 0

Character Points: 11

Move: 12

Size: 2.1 meters (115 kilograms)

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

HERA SYNDULLA

Codename: Spectre 2

Hera Syndulla is a Twi'lek female rebel and the daughter of Twi'lek revolutionary Cham Syndulla who lived during the reign of the Galactic Empire. A capable pilot, Syndulla is the owner of the VCX-100 light freighter *Ghost*. She is close with Kanan Jarrus, whom she convinced to become a rebel.

Following the rise of the Galactic Empire, Hera became a first-rate starship pilot. Hera then met the former Jedi, Kanan Jarrus on the planet Gorse, where she convinced him to fight against the Empire. She was inspired to become a rebel by her father, the Twi'lek revolutionary Cham Syndulla, who had fought against the Confederacy of Independent Systems in the Clone Wars and the Empire after the war's end.

Personality & Traits

A highly capable pilot, Hera took good care of her ship, as well as her crew. Upon meeting Ezra, Hera developed a sort of motherly bond with the boy. She was also the only other crew member aware of Kanan's test after Ezra stole the latter's holocron. Hera was very close to Kanan, referring to him as "love" and usually confided in him. She was more than capable of putting her foot down when she saw conflict within the crew, such as sending Ezra and Zeb out on an errand together when the two had been fighting. She always figures out how to bring everyone together and Hera is a lot like a mother in the episode "Fighter Flight" when she breaks up Ezra and Zeb's fight with Chopper.



Weapons & Gear

Hera mainly used a Blurr-1120 holdout blaster when fighting the Empire.

She mainly wore a tight orange jumpsuit and a pair of flight goggles on the top of her head as she was the Rebels' pilot.

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Relationships

- **Kanan Jarrus:** Hera met Kanan on the planet Gorse after scouting for information on the Empire's activity on the planet. The two joined each other and became the founders of the rebellion.
- **Sabine Wren:** Hera is like a mother to Sabine. Hera has always supported Sabine and cares for her like a daughter.

Hera Sundulla

DEXTERITY 3D

Blaster 5D+2, dodge 6D+2, running 3D+2, vehicle blasters 6D+1

KNOWLEDGE 2D

Languages 3D, planetary systems 5D+2, streetwise 5D, survival 4D, value 5D, willpower 4D+2

MECHANICAL 3D+2

Astrogation 5D, communications 4D, sensors 4D+2, space transports 6D+2, space transport: VCX-100 7D+2, starfighter piloting 5D+2, starship gunnery 5D, starship shields

5D+2

PERCEPTION 3D

Bargain 4D+2, command 4D, persuasion 5D+1

STRENGTH 2D+2

TECHNICAL 3D

Computer programming/repair 4D+1, droid programming 4D+1, droid repair 5D, space transports repair 5D, starship weapons repair 3D+2

Special Abilities:

- **Head-tails:** Twi'leks can use their head-tails to communicate in secret with each other, even if in a room full of others. The complex movement of the tails is, in a sense, a "secret" language that all Twi'leks are fluent in.

Equipment:

Blurr-1120 Holdout Blaster (4D, 3-10/20/35, The character may make two shots as a single action. This counts as a single action but increases the task difficulty by one rank. If shooting at a single target make one roll, if shooting at two targets roll vs each).

Force Points: 2



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Dark Side Points: 0
Character Points: 13
Move: 10
Size: 1.8 meters

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Ghost

Craft: Modified CEC VCX-100 Light Freighter
Type: Light transport
Scale: Starfighter
Length: 44 meters
Skill: Space transports: VCX-100
Crew: 1 (can coordinate); 3 gunners; Skeleton: 1/+5
Passengers: 6
Cargo Capacity: 150 metric tons
Consumables: 6 months
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 365; 1,050 km/h

Hull: 5D
Shields: 1D+1
Sensors:
Passive: 20/1D
Scan: 40/2D
Search: 50/3D
Focus: 3/4D

Weapons:
2 Twin Laser Cannon
Fire Arc: 2 turret (dorsal), forwards (below cockpit; can coordinate with pilot)
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Game Notes:

- *Signal Modulator:* currently broadcasting as the *Tontine*.
- *Engine Baffles, Energy Dampeners, Static Jammers:* +2D difficulty modifier to scan the "Ghost."
- *Docking Ring* (starboard and port).
- *External Cargo Ring* (ventral).

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- "Phantom" can be used as an additional weapon emplacement but only the turret may be used for this purpose.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Phantom

Craft: Modified CEC VCX-101 Short-Range Assault Shuttle
Skill: Space Transports
Length: 12 meters
Crew: 1
Passengers: 8
Consumables: 2 weeks
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Navigation Computer: No
Cargo Capacity: 550 kilograms
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 km/h
Hull: 4D
Shields: 1D+2
Sensors:
 Passive: 25/0D
 Scan: 50/1D
 Search: 75/2D
 Focus: 3/4D

Weapons:

Twin Laser Cannons (fire-linked)

Fire Arc: Front
Crew: 1 (pilot)
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

Top Laser Turret

Fire Arc: Turret
Crew: 1 (pilot)
Fire Control: 2D
Space: 1-5/10/17
Atmosphere Range: 1-500/1/1.7 km
Damage: 5D

Game Notes:

- *Sensor Jammer:* all sensor scans to detect the *Phantom* suffer a +2D difficulty modi-

fier.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.



KANAN JARRUS

Codename: Spectre 1

Kanan Jarrus, born Caleb Dume, was a Human male Jedi Padawan who survived Order 66. Going into hiding, he forsook the Jedi ways for some time, swapping his blue-bladed lightsaber for a blaster. Eventually, he would come to command the VCX-100 light freighter *Ghost* several years before the Battle of Yavin. While cocky and often sarcastic, Jarrus was eager to help out and fight the Galactic Empire. Five years before the Battle of Yavin, Jarrus met Ezra Bridger, a fourteen-year-old Force-sensitive Human, whom he decided to mentor.

A Human male, Caleb Dume was born during the waning years of the Galactic Republic. He was integrated into the Jedi Order, and, as a youngling, caught the eye of Jedi Master Depa Billaba. He once attended a lecture by Obi-Wan Kenobi in the Jedi Temple central security station learning about the Jedi recall signal and inadvertently giving Obi-Wan the idea to use the beacon to warn Jedi away.

Billaba would eventually take Caleb on as her Padawan, but

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he had no time to reach the status of Jedi Knight. Supreme Chancellor Sheev Palpatine of the Republic issued Order 66, which branded all Jedi as traitors to the state and called for their immediate execution. Dume, fourteen years of age, somehow escaped the massacre and went into hiding, as Jedi Master Obi-Wan Kenobi instructed all Jedi to go into hiding from the Empire. Meanwhile, Palpatine and his second-in-command Darth Vader started transforming the Republic into an authoritarian Galactic Empire, sending their Inquisitor to hunt down the remaining Jedi. Forced to hide his Force-sensitivity, he took the name "Kanan Jarrus" and kept his lightsaber locked away, disguising himself as a freighter pilot, a bounty hunter, and a frontier ranger.



Jarrus would eventually wind up as a freighter pilot for the corporation Moonglow Polychemical, piloting *Moonglow-72* between the tidally locked planet Gorse and its illustrious moon, Cynda. Jarrus became good friends with Okadiah Garson, the owner of a bar in Gorse City. After getting caught up with a ragtag rebellious group consisting of a Twi'lek pilot, Hera Syndulla, the conspiracy theorist Skelly, and the Sullustan woman Zaluna Myder, Kanan helped prevent the Imperial Count Denetrius Vidian from destroying Cynda. Jarrus made the decision to accompany Hera on her VCX-100 light freighter, the *Ghost*.

Personality & Traits

Kanan Jarrus was a lean, tan-skinned man with blue eyes and brown hair. He sported a ponytail and a short goatee. A secretive man, he would rarely talk about his past. Having felt adrift since the destruction of the Jedi way of life, he had developed a cynical and cocky personality. Despite this, he was known for humorous banter and had "a thousand one-liners ready to go."

Kanan had the privilege of having had Jedi training in the past. While he had left the Jedi side of him behind, he still carried a lightsaber around with him. Additionally, Kanan also used a blaster, something not commonly used by Jedi. While Kanan was not the owner of the *Ghost*, he was still considered the leader of the rebels. In terms of personality, Kanan was very authoritative. As the leader of the rebels, he was typically the one issuing orders. On the other hand, Kanan was also very relaxed.

Powers & Abilities

Kanan had some skill in Form III due to being trained by Depa Billaba, who was a master of the style. During his third duel with the Inquisitor, Kanan's skill had improved, something the Inquisitor acknowledged. In addition to Form III, Kanan also possessed skill in Shien, which he demonstrated on numerous occasions. In his final duel with the Inquisitor, Kanan demonstrated enough mastery of Jar'Kai to defeat the Jedi hunter. He also showed skill in telekinesis, such as pinning the Inquisitor to the ceiling or pulling stormtroopers in before clotheslining them. Kanan also showed great skill in unarmed combat as shown on Stygeon Prime in addition to mind tricks. Kanan could also sense things through the Force, such as when he first felt Ezra's presence on Lothal and when he felt Luminara Unduli's presence on Stygeon Prime. On Empire Day, Kanan demonstrated an affinity for influencing animals through the Force as he did with a Loth-cat and performed a Force-enhanced jump to escape Agent Kallus later that night.

Weapons & Gear

Kanan's strongest weapon was his lightsaber, which he constantly carried around with him and also splits into two for concealment. Additionally, Kanan also carried a DL-18 blaster with him.

His right arm was fitted with a protective guard, to protect him from plasma fire. He also wore a utility belt, strapped around his waist. His outfit was intentionally made to resem-

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ble that of a bounty hunter's, in order to disguise his Jedi nature.

Kanan's lightsaber has a blade length adjustment control. Rather than hang it on his belt by the belt ring, which would easily identify him as a Jedi, Jarrus stored it directly on his belt as two separate pieces, with the main body and grip of the hilt at the small of his back, and the top portion that produced the blade on his left side. Jarrus merely needed to insert the top portion into the main body and twist to lock them together.

Kanan Jarrus's Holocron

Kanan owns a Jedi holocron. Though not stated, more than likely this is a Padawan instruction holocron, containing some Jedi lore and training exercises.

Ezra Bridger was able to sense the holocron with the Force. When he was later captured by Imperials, Ezra accidentally used the Force to access the holocron, discovering a recorded message from Kenobi.

Game Notes:

- Holographic recorder/projector
- To access the Holocron for anything than as a holo recorder/player requires opening the Force lock. Attempting to do requires a Control roll equal to or greater than the lock difficulty. The lock may be set

for various levels of difficulty and may include additional Force attributes, skills, etc to open.

- Files may be encrypted using the same criteria as the Force lock as well as additional requirements (specific knowledge skill roll, Force power, etc)
- Using the information provided by a Jedi holocron will grant a +2 pip bonus to repair and scholar skill rolls that have to do with Jedi-oriented equipment (lightsabers, jedi armor, vehicles, starships, etc.).
- Attempts to get information from the holocron requires a Very Difficult Scholar: Jedi lore skill check. Treat holocron as having Scholar: Jedi Lore 5D.
- The character receives a +1 pip bonus for every Force point he has, and a -1 pip penalty for every Dark Side point he has.
- Force Power Lessons: Sense force, danger sense, animal friendship, lightsaber combat, telekinesis, force push, force leap. The holocron is considered a teacher with Force skills: Control 1D, Sense 1D, Alter 1D

Relationships

- **Ezra Bridger:** Kanan and Ezra's relationship was crucial to one another. Once Ezra joins the crew, Kanan enters the role of teacher and unsuccessfully tries to



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teach his new student the ways of the Jedi. But due to his incomplete training and hesitation, Kanan initially has problems being a competent teacher to Ezra that soon believes Ezra deserves better than him. Only after the fruitless endeavor to free Luminara (who had been long dead) and working together to use the Force to make their escape does Kanan find the resolve he needs, swearing to Ezra he will not try to train the boy, he would train him, and their relationship as master and apprentice improves. Together, the two of them trained each other in the ways of the force. Ezra eventually inspired Kanan to reclaim his Jedi title.

- **Hera Syndulla:** Kanan met Hera at the planet Gorse and its moon Cynda approximately six years prior to the events in Star Wars Rebels. During an incident relating to the mining operations on Cynda, Kanan revealed himself to be a Jedi and instructed Hera to not tell He then joined The Ghost as a crew member. Not much more is known about Kanan and Hera's past together.

Kanan Jarrus

DEXTERITY 3D+2

Blaster 6D, brawling parry 4D+2, dodge 5D+2, lightsaber 6D, melee combat 5D, melee parry 7D+1, running 5D, vehicle blasters 5D

KNOWLEDGE 3D

Alien species 3D+2, planetary systems 5D, scholar: Jedi lore 3D+2, streetwise 5D+1, survival 5D, tactics 5D+1, value 5D, willpower 5D+2

MECHANICAL 3D

Astrogation 4D+2, communications 4D, repulsorlift operation 6D+2, sensors 4D, space transports 5D+2, starfighter piloting 5D, starship gunnery 5D+2

PERCEPTION 3D

Bargain 5D, command 5D+1, con 5D, persuasion 5D

STRENGTH 3D

Brawling 5D+1

TECHNICAL 2D+1

Equipment repair 5D, first aid 4D+2, lightsaber repair 5D, repulsorlift repair 5D+1

Special Abilities:

- *Force Skills:* Control 7D, sense 7D, alter 5D
- Force Powers (these are the known powers

Kanan Jarrus possessed and it is believed that he had access to many other powers):

- ◆ *Control:* concentration, control pain, enhance attribute, force of will, resist stun,
 - ◆ *Sense Powers:* combat sense, danger sense, life detection, life sense, sense force
 - ◆ *Alter:* force push, telekinesis
 - ◆ *Control and Sense:* lightsaber combat, projective empathy
- Note:** *Projective empathy* can be used to project the Force users emotions to those around him. Ezra and Kanan did this with the Loth-cat in "Empire Day"
- ◆ *Control and Alter:* force jump

Equipment:

DL-18 blaster (4D, 2-10/30/120), modified bounty hunter armor (+1D vs physical and energy), two-piece lightsaber (5D, +10 to hide its true purpose, requires an action to remove from belt and assemble), holocron.

Force Sensitive? Yes

Force Points: 3

Dark Side Points: 0

Character Points: 15

Move: 10

Size: 1.9 meters

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

SABINE WREN

Codename: Spectre 5

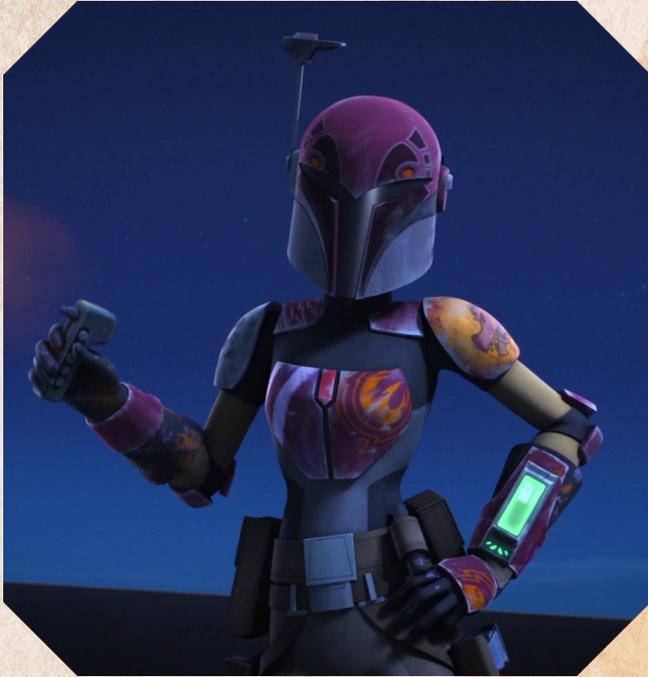
Sabine Wren was a Human Mandalorian and weapons expert of the *Ghost's* crew. She was raised on the planet of Mandalore, homeworld of the Mandalorian clans. At an early age, Sabine trained as a cadet in the Imperial Academy, a choice she would later regret. At the age of sixteen, she joined the rebels after her family became negatively affected by the Empire.

She is one of the youngest members of the crew alongside Ezra, and shares a family-like relationship with them all. She looks up to Hera and Kanan, and thinks of Zeb as an older brother, but she ignores Ezra's awkward attraction to her.

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Personality & Traits

Like the rest of her crew, Sabine was sympathetic to victims of the Empire. Her past with the Empire led to a strong hatred towards the Imperials.



Aboard the *Ghost*, Sabine was considered the "daughter" of the bunch. She looked up to Hera and Kanan, and thought of Zeb as an older brother. However, Sabine tended to ignore Ezra's signs of affection towards her, considering him just a good friend.

Sabine was also a skilled graffiti artist, a skill she implemented into most of her missions. In addition to simply spraying Imperials, Sabine also made use of "paint bombs", which she would occasionally rig to Imperial vehicles.

Additionally, Sabine was also capable of using the *Ghost's* cannons.

Her past and age has molded Sabine into a fierce rebel but also left with trust issues. This caused a slight row between her and Hera until the Twi'lek convinced Sabine to have faith in her and Kanan despite their secrets, which they, for the most part, keep Sabine in the dark. This stemmed from her time in the imperial academy, where she had blindly taken orders in a setting where she wasn't allowed to ask questions, something she described to be a nightmare.

Weapons & Gear

Sabine was equipped with a uniquely painted set of Mandalorian armor as well as a helmet. She wielded a customized pair of different-colored (grey/yellow and blue/grey) WES-TAR-35 blaster pistols, which were used by various Mandalorians during the Clone Wars era.

She also was in ownership of an airbrush and art supplies, which she used to express herself, and promote the Rebellion. Additionally, she was also equipped with explosives, which she would occasionally camouflage with paint.

Sabine is skilled enough with blasters to wield two simultaneously and shoot multiple targets down, and is trusted enough to be the gunner of the *Ghost*.

Sabine is an excellent saboteur, using explosives and knowing when and where to strike, and bring down her targets.

Sabine makes use of explosives as a saboteur, but also uses bombs that yield varying effects, such as her paint-bombs and fireworks.

Sabine expresses herself with anti-imperial graffiti, and custom paints her gear. She always leaves her mark on her exploits, usually with a bomb hidden in the artwork.

Relationships

- **Hera Syndulla:** Sabine and Hera were known to have a daughter-mother bond. Sabine always told Hera about any of her problems or troubles.
- **Kanan Jarrus:** Sabine looked up to Kanan due to his leadership skills and abilities.
- **Garazeb Orrelios:** Sabine treated and thought of Zeb like an older brother, coming to appreciate how he looked out for her and his crewmates.
- **Ezra Bridger:** As the two youngest members of the crew of the *Ghost*, Sabine and Ezra were good friends. Ezra instantly had a crush on Sabine the moment she first revealed her beauty to him. She tried to ignore his awkward attraction to her. However over time, she has seemed to become very protective of Ezra's well-being. She even went as far as obtaining and cleaning out a hologram file of Ezra and his parents and was instrumental in helping Ezra confront his demons about his parents' whereabouts. It has been shown that she cares enough about Ezra to know when to stop talking about his parents when he enters a room. Sabine has shown that she has complete trust in Ezra, as she was willing to go along with his plan to find Kanan, even behind Hera's back.

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Sabine Wren

DEXTERITY 3D+2

Acrobatics 8D, Blaster 8D, Dodge 7D, grenade 5D+2, running 5D+2, vehicle blasters 5D

KNOWLEDGE 2D+1

Bureaucracy 3D, languages 4D+2, law enforcement 3D, scholar: art 4D+1, survival 4D, tactics 4D+1

MECHANICAL 2D+1

Artist: graffiti 6D+2, Communications 5D, repulsorlift operation 5D, space transports 4D+1, starship gunnery 6D+1

PERCEPTION 3D

Con 5D, hide 7D, sneak 8D

STRENGTH 2D

Climbing/jumping 5D, stamina 5D+1

TECHNICAL 3D+2

Armor repair 5D, blaster repair 6D+1, computer programming/repair 7D+1, demolitions 8D, first aid 4D+2, repulsorlift repair 4D+1, Security 5D+2, space transports repair 5D+1

Equipment:

Two Westar-35 blaster pistols (4D+2; 3-10/20/100, drawing this weapon is a free ac-

tion), Computer-linked Wrist gauntlets (datapad, holographic imagecaster, computer interface, and communications link-up; remote access computer systems 10 meters from signal), APS-1 airbrush, blast vest (+1 vs energy, +1D vs physical), Mandalorian helmet (+1 vs energy, +1D vs physical; internal HUD display; +2D bonus to all Perception checks in low light environments;

macrobinoculars 100-250/500/1,000; +3D to Perception or search for 100-500 meters away; atmosphere filter allows operation in toxic-air environments for 1 hour before filter needs replaced; hands-free internal comlink)

Story Arc:

- *Tag it!:* Sabine is an expressive young lady and practical as well. She is constantly creating works of "art" on the bulkheads or the living quarters aboard the *Ghost*. Her need to express herself through her "art" is strong that she has created a logo for their group, based on the starbird. Whenever she takes part in an action against the empire or its allies he must "tag" something.

Force Points: 1

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Dark Side Points: 0
Character Points: 12
Move: 10
Size: 1.7 meters

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

FORCES OF THE EMPIRE

ALTON CASTLE

A Human male journalist who worked as a broadcaster on HoloNet News on the planet Lothal. As a broadcast journalist, he helped spread propaganda for the Galactic Empire, including propaganda about Wookiees and local unemployment rates. He was noted for being impeccably dressed.

Because of his affiliation, Kastle wore a gray-blue variant of the Imperial uniform, complete with black boots, belt and gloves. However, he wore an Imperial Press Corps badge rather than a military rank plaque, had a Holonet News patch under the left shoulder, and carried two code cylinders on the left side of the chest.

Alton Kastle

All stats are 2D except:
bureaucracy 5D+2, Perception 3D+2, con 5D, investigation 4D, persuasion 3D+2. Move: 10.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

ARIHND A PRYCE

Planetary Governor

Arihnda Price is the Governor of Lothal during the Rebellion Era. Under Pryce's rule, lead from Capital City, the Empire has a large military presence on the planet, has built numerous factories, and exploited the people of Lothal in order to benefit the Empire. At one point, Pryce visited Coruscant to discuss Lothal's industrial and mining sectors, and was re-

ceived by Grand Vizier Mas Amedda. She was extended an invitation to meet with officials on Eriadu within the upcoming weeks. Pryce's rule also sees the rise of a rebellion, particularly in Capital City.

Planetary Governor Arihnda Pryce

All stats are 2D except:
Knowledge 3D, bureaucracy 6D+1, law enforcement 5D, planetary systems 4D+1, value 5D, Perception 3D+2, bargain 5D+1, command 4D, persuasion 4D. Move: 10.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.



CUMBERLAYNE ARESKO

Codename: LRC-01

Cumberlayne Aresko, operating number "LRC-01", served as an officer in the Galactic Empire. Aresko held the title of Comman-

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dant and was stationed in Capital City, on the planet Lothal. Along with Taskmaster Myles Grint, he was charged with training cadets at the local Imperial Academy.

Aresko, along with Grint, attempted to stop the activities of the rebel crew of the *Ghost* on numerous occasions, employing ineffective tactics that often failed partially due to Aresko's overconfidence and lack of tactical ability. Due to their multiple failures, they were executed by the Inquisitor, on the orders of Grand Moff Wilhuff Tarkin.

Aresko exhibited the typical air of arrogance common amongst imperial officers. Overconfident, self-important and cruel, Aresko commanded respect from his underlings, though his haughty and confident display masked his inner fear of his superiors. His cowardly nature revealed itself whenever he had to report to Agent Kallus or The Inquisitor, as he would timidly spout excuses or attempt to shift blame from himself. Whereas Kallus would lead his men into battle, Aresko typically shouted orders from the sidelines and was quick to protect himself rather than his men, moreover he appeared unable to adapt to any situation once his initial plans had failed. He was typically seen as the brains to Grint's brawn, yet despite being better spoken than his assistant he rarely proved to be any more competent.

Aresko was a tall, thin, exceedingly pale human. His appearance was described as "cadaverous" by Zare Leonis.

Commandant Cumberlayne Aresko

All stats are 2D except:

blaster 4D+2, dodge 4D, Knowledge 3D, bureaucracy 4D, intimidation 3D+2, law enforcement 4D, planetary systems 3D+1, Perception 3D+1, command 4D+1. Move 10. Blaster pistol (4D), C1M military comlink, datapad.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

GALL TRAYVIS

Senator

Served as a member of the Imperial Senate after the rise of the Galactic Empire. According to rebel fighter Hera Syndulla, Trayvis was the only Imperial Senator who spoke out against the Galactic Empire. In reality, Trayvis remained an Imperial agent and simply posed as a dissident and exiled politician, which allowed him to gain the loyalty of rebel forces and lead them towards their destruction.



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Senator Gall Trayvis

All stats are 2D except:

blaster 3D, dodge 4D, Knowledge 3D, bureaucracy 5D, cultures 3D+2, law enforcement 4D, planetary systems 3D, communications 3D, bargain 5D, command 3D+2, con 7D, persuasion 5D+2. Move: 10. Holdout blaster (3D+2), Modified Star Commuter-2000 shuttle, two modified RQ-series protocol droids armed with force pikes (STR+2D).

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.



IMPERIAL COMBAT DRIVER

The Imperial Army's elite ground vehicle pilots. They were known to operate the AT-DP walker, 614-AvA speeder bike, and the Imperial Troop Transport. Imperial combat drivers, while well-trained and cocky, nevertheless wore two distinct sets of heavy armor, one with an overall darker coloring than

the other. Their distinctive armor proved intimidating and effective in case of run-ins with local populations, while they also proved to be formidable in their own right in combat against insurgents. AT-DP pilots were looked down upon by their peers, who envied their elevated perches and protective cockpits.

Imperial Combat Drivers

All stats are 2D except:

blaster 4D, brawling parry 4D, dodge 4D, Mechanical 3D, repulsor operations 4D, repulsorlift operation: speeder bike 5D+2, walker operations 5D, brawling 3D, Move: 10. Driver armor (+2 physical, +2 energy), blaster pistol (4D).

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

IMPERIAL STORMTROOPER

Stormtroopers are the elite troops of the Empire, trained to fight and die without fear or question. Squads of stormtroopers strike terror into the hearts of civilians throughout the galaxy, enforcing the Emperor's will with ruthless zeal and efficiency. They wear armor similar to that of worn by clone troopers of the former Republic. Following the formation of the Galactic Empire, the clones formed the original stormtroopers. However, the Empire had to also enlist non-clone human troops.

Stormtroopers are a separate force from the troops of Imperial Forces and do not answer directly to Imperial military officers. They are obedient and devoted to the Emperor. They cannot be bribed, blackmailed, or seduced. Any such attempt automatically fails.

Imperial Stormtrooper

All stats are 2D except:

Dexterity 3D, blaster 4D, brawling parry 4D, dodge 4D, brawling 3D. Move: 10. Stormtrooper armor (+2D physical, +1D energy, -1D to Dexterity and related skills), blaster rifle (5D), blaster pistol (4D).

Source: Star Wars Rebels animated-tv, Star Wars REUP (p.273).

IMPERIAL STORMTROOPER SERGEANT

Stormtroopers assigned to command other Stormtroopers of the Galactic Empire. The only thing that made the Commanders different from the Stormtroopers was they wore an orange or red shoulder pauldron on their right shoulder.

Imperial Stormtrooper Sergeant

All stats are 2D except:

Dexterity 3D, blaster 5D, brawling parry 4D, dodge 4D, command 4D, brawling 3D. Move: 10. Stormtrooper armor (+2D physical, +1D energy, -1D to Dexterity and related skills), blaster rifle (5D), blaster pistol (4D).

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

IMPERIAL TIE FIGHTER PILOT

Imperial pilots receive top-level training at the Imperial Academies and must endure countless hours of pre-commissioning flight exercises before transferring to combat units. Like most members of the Empire's military organization, pilots consider themselves the most-skilled in the galaxy, second to none. Their arrogance often dominates their personalities. Few Imperial pilots have enough skill to become TIE pilots. The Empire's main starfighter requires expert handling and pinpoint firing accuracy to make up for its lack of hyperdrive and shields.

TIE Pilots were equipped with a black jumpsuit, a black helmet, which featured the Imperial logo on the shoulders. The uniforms also included life support chest pieces with breather tubes, to provide necessary gases.

The helmet design was reminiscent of stormtrooper armor, with a few notable distinctions. Additional modifications enabled the pilot to survive in the cockpit's vacuum. Breather tubes extended from the helmet to the front of the chest plate, where controls for the suit's portable life support system were located. The actual supply of oxygen was built into the rectangular back plate of the armor.



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Imperial TIE Fighter Pilot

All stats are 2D except:

Dexterity 3D+1, blaster 4D+1, dodge 4D+1, planetary systems 3D, Mechanical 4D, sensors 4D+2, starfighter piloting 6D, starship gunnery 5D, Perception 3D, command 4D, search 4D, Strength 3D, stamina 4D, computer programming/repair 3D+1, starfighter repair 5D. Move: 10. Navigation computer linkup helmet (internal comlink, +1D to sensors), high gravity stress flight suit with life support equipment

Source: Star Wars Rebels animated-tv, Star Wars REUP (p.274).



THE INQUISITOR

The Inquisitor was a male Pau'an agent of the Galactic Empire who hunted and eliminated Jedi that had survived the destruction of the Jedi Order. Trained in the ways of the Force by Darth Vader, he was tasked with converting or destroying Force-sensitive children, as well as Jedi who could train them, before they could become a threat to the Empire. To accom-

plish his tasks, the Inquisitor studied the records of the Jedi Temple, giving him insight into the Jedi and their fighting style. As a result, he was a deadly foe for any surviving Jedi.

After being informed of the actions of a group of rebels on the Outer Rim world of Lothal, the Inquisitor took an interest in both killing Kanan Jarrus and converting his apprentice, Ezra Bridger to the dark side. His first attempt came when rumors of Jedi Master Luminara Unduli's survival led the rebels to the Imperial prison known as the Spire where the Empire was allegedly holding her. However, it was a ruse designed by the Empire to lure surviving Jedi into a trap. Although the Inquisitor failed to capture the two Jedi, he began his hunt for the two and headed to Lothal to track them. During the fifteenth anniversary of the Empire's birth, the Inquisitor came face to face with the two Jedi once again. During a confrontation on Fort Anaxes, the Inquisitor defeated Jarrus and tried to turn Bridger to the dark side but the Padawan used his power to summon a giant fyrnock who distracted his opponent long enough for the Jedi to escape once again.

Weeks after the confrontation on Fort Anaxes, Grand Moff Wilhuff Tarkin arrived on Lothal to take over the hunt for the rebels. Tarkin had the Inquisitor execute two Imperial officers for their constant failure to stop the rebels. On Tarkin's orders, the Inquisitor and ISB Agent Kallus set a trap in which they successfully captured Kanan Jarrus. Interrogating the Jedi about his knowledge of a larger rebellion, they failed to break him and Tarkin ordered that he be transferred to an Imperial facility on Mustafar. When the rebels staged a rescue, Bridger managed to break his Master out of his cell aboard Tarkin's flagship, the *Sovereign*. The Inquisitor confronted them in the ship's reactor room where, after initially winning and nearly killing Bridger, Jarrus turned the tide by embracing the full power of the Force, allowing him to defeat his enemy. Hanging onto a walkway above an exploding reactor, the Inquisitor warned Jarrus that something far worse would come for all of them because of his defeat. Knowing the price he would have to pay for his failure, he let himself fall to his death into the exploding reactor.

The Pau'an male known as the Inquisitor hailed from the planet Utapau, where he was born over fifteen years prior to the Invasion of Naboo. After Darth Sidious, publicly known as Supreme Chancellor Palpatine, transformed the Galactic Republic into the Galactic Empire and declared himself Emperor, the Inquisitor came into the service of the Empire and the Sith. Though not a Sith himself, the Inquisitor was tasked with hunting down and eliminating any Jedi who had survived Order 66, the order given to the Grand Army of the Republic by Darth Sidious to destroy the Jedi Order. To accomplish this task, the Inquisitor was trained in the ways of the dark side of the Force and studied the records of the Jedi Temple in order to defeat his enemies.

At one point, the Inquisitor spoke via hologram with Darth Vader, the Dark Lord of the Sith, who told the Jedi hunter that

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the Emperor had foreseen a new threat rising against him. Vader told him that the threat was the "children of the Force" and that they could not be allowed to become Jedi. The Dark Lord ordered the Inquisitor to hunt them down and either make them join the Empire or destroy them, along with any Jedi survivors who could train them—as these were the orders of the Emperor. With the order given, the Inquisitor told Vader that it would be done. One method that the Inquisitor used to find Force-sensitive individuals was to look for cadets at the Imperial Academy on Lothal who met a set of criteria, one that indicated their ability to use the Force, an operation known as "Project Harvester."

A group of rebels who operated on Lothal came to the attention of Agent Kallus of the Imperial Security Bureau. The rebels rescued a group of Wookiees that had been enslaved in the spice mines of Kessel, a mission in which the rebel leader, Kanan Jarrus, used a lightsaber and revealed himself as a Jedi survivor. After the rebels escaped, Kallus contacted the Inquisitor and informed him about what happened on Kessel. The Inquisitor was pleased that Kallus informed him of the rebel cell and the Jedi in its ranks.

The Inquisitor had grey, lined skin and red tattoos adorning his face. He wore black armor emblazoned with the crest of the Galactic Empire and carried a red gyroscopic double-bladed lightsaber. He used this type of lightsaber in order to intimidate his opponents. In particular, he was able to throw inexperienced Jedi off-balance. Because Jedi relied on

balanced emotions, the imbalance gave the Inquisitor an edge in combat. Although he was a physical opponent for Jedi and tapped into the dark side of the Force, he did not appear overly emotional, instead operating as a cold and analytical mind. Whatever intensity he showed was a result of his purpose in completing his mission.

Through the dark side, the Inquisitor was able to learn about individual Jedi and use their secrets against them. He studied the records of the Jedi Temple to not only identify Jedi, but also have an understanding of their combat forms and traditions. His knowledge was extensive enough that he could identify who a Jedi was trained by, such as when he identified Depa Billaba as Jarrus' Jedi Master. He utilized this, like his lightsaber, to inflict an opponent with fear, which was his most powerful weapon against his enemies. Once in combat, he did not show mercy, having been tasked with judging and eliminating Jedi survivors.

The Inquisitor was a practitioner of the dark side of the Force and trained in lightsaber combat. He wielded a double-bladed lightsaber, which he used in multiple settings; single-bladed, double-bladed, as well as double-bladed with the blades spinning on the hilt. In addition to using the weapon to unnerve his enemies, he wielded it in order to quickly and efficiently end combat with as little effort as was required. This allowed him to skillfully execute the Jedi he encountered. The Inquisitor also demonstrated skill in the use of dual blades to the point of using a single-bladed lightsaber and his dou-



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ble-bladed spinning lightsaber at the same time, such as when he fended off a giant fyrnock in Fort Anaxes.

In addition to being a formidable lightsaber duelist, the Inquisitor was skilled in the use of telekinesis. He possessed enough telekinetic power to push Kanan Jarrus clear across a hall and throw his lightsaber with lethal precision. The Inquisitor had a keen Force Sense, which he demonstrated during his pursuit of Kanan Jarrus and Ezra Bridger on Empire Day. While interrogating Kanan, the Inquisitor demonstrated an affinity for mind tricks. The Inquisitor was also a skilled pilot, and commonly demonstrated his competence in flying a TIE prototype while hunting rebels.

The Inquisitor wore the Special Adjutant's Helmet during his flights in his TIE Advanced v1 starfighter and was wielded a unique variant of lightsaber. The weapon featured a ringed emitter which could partially detach from the cylindrical handgrip in the center, allowing the twin blades to rotate rapidly without effort from the wielder. The Inquisitor's personal weapon could also separate into two single-bladed lightsabers, and the handgrip could be removed entirely from the ring-shaped emitter, allowing the Force-imbued circlet of metal to be used as a throwing disc.



Relationships

- **Darth Vader:** The Inquisitor answered only to Darth Vader, his master, regarding news of his exploits across the galaxy. When he is defeated by Kanan in "Fire Across the Galaxy", The Inquisitor warns the Jedi he has no idea what he has unleashed, and that there are things worse than death, before he allows himself to fall to his own. His taking own life and words imply The Inquisitor feared whatever punishment Vader would have for him.
- **ISB Agent Kallus:** The Inquisitor and Kallus worked very closely together, as they shared the same aim: to eliminate the remaining Jedi. Kallus later came to the belief that The Inquisitor was focusing too much on capturing the two Jedi then the rebels as a whole, and came to the compromise that to catch the rebels would be to catch the Jedi. It is unknown what The Inquisitor's reaction to this was.
- **Ezra:** The Inquisitor has an interest in Ezra that appears to have become a desire to make Ezra his apprentice despite being enemies. The Inquisitor has tried to sway Ezra to turn to the Dark Side, and threatened to destroy all that the boy cares about, which provoked Ezra into briefly giving into the Dark Side. When Ezra was fighting The Inquisitor with Kanan in a Star Destroyer's reactor core, The Inquisitor had no problem pushing Ezra off the ledge to his supposed death.

The Inquisitor

DEXTERITY 3D+2

Brawling parry 5D, dodge 6D, lightsaber 8D, melee combat 6D+2, melee parry 8D+1, running 5D, thrown weapons 4D+1

KNOWLEDGE 3D

Bureaucracy 5D+2, intimidation 5D, law enforcement 4D, planetary systems 4D, scholar: Jedi Lore 7D, survival 4D+1, tactics 4D+2, willpower 5D+1

MECHANICAL 2D+1

Starfighter piloting 6D, starship gunnery 5D+2

PERCEPTION 4D

Command 5D+1, con 4D+2, investigation 5D, persuasion 5D

STRENGTH 3D

Brawling 5D+2

TECHNICAL 2D

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Lightsaber repair 6D

Special Abilities:

- *Low Light Vision:* In low light situations Pau'ans can see twice as far as a normal humans and get a +2D modifier to Perception rolls involving vision.
- *Shadow Dwellers:* Pau'ans get a +1 bonus to all skills when in a shadowed environment
- *Force Skills:* Control 8D+1, sense 7D+2, alter 7D
- Force Powers (these are the known powers The Inquisitor possessed and it is believed that he had access to many other powers):
 - ◆ *Control:* concentration, control pain, enhance attribute, force of will, remain conscious, remove fatigue, resist stun
 - ◆ *Sense Powers:* combat sense, danger sense, life detection, life sense, sense force
 - ◆ *Alter:* force push, telekinesis,
 - ◆ *Control and Sense:* lightsaber combat
 - ◆ *Control and Alter:* force jump
 - ◆ *Control, Sense and Alter:* Affect mind, control mind, enhanced coordination

Story Arc:

- *Inquisitorius:* Being a part of the Inquisitorius is to be a part of the most feared of the Emperors agencies. Members are fanatically loyal to the the Emperor and Lord Vader and command as much fear as respect from those within the Imperial bureaucracy and those they hunt. Inquisitors are the highest rank within the organization and are powers unto themselves, able to issue commands and expect them to be carried out. Only a Moff or higher rank has more power within the bureaucracy than an Inquisitor.

Equipment:

dual-blade lightsaber (Difficult, 5D), Inquisitor armor (+1D vs physical and energy).

Force Sensitive? Yes

Force Points: 3

Dark Side Points: 5

Character Points: 18

Move: 10

Size: 2 meters (80 kilograms)

Game Notes:

- Dual-blade lightsaber
- *Double-blade* (when wielded double-bladed +5 bonus to all parry rolls; if the wielding character misses the base difficulty number by more than 10 points they have injured themselves with the lightsaber)
- *Spinning Double-blade* (Very Difficulty; +10 bonus to all parry rolls, +5 to strike; if the wielding character misses the base difficulty number by more than 10 points they have injured themselves with the lightsaber)
- *May be thrown* (use the Thrown Weapon skill; 5D; 3-5/8/15)

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

LIEUTENANT JENKES

Around the fifth year of Emperor Palpatine's reign, Jenkes managed a gladiator arena on the planet of Nyriaan. By way of gladiator fights, he was acquainted with a Dug bookmaker Gronson "Shifty" Takkaro. Shortly thereafter, however, Jenkes joined the Galactic Empire and became an agent of the Imperial Security Bureau, or ISB for short. Some nine years later, Jenkes was transferred to the Outer Rim planet of Lothal, where he served under the order of ISB Lieutenant Herdringer. Jenkes managed to have his superior killed by pushing him in front of a speeder bus and making it look like an accident.

Despite the law enforcement duties of the ISB, Jenkes teamed up with "Shifty" Takkaro to arrange an illegal event known as "Gladiator Night", going under the title "the Commissioner." However, the sudden arrival of the Trandosha bounty hunter named Bossk threatened his lucrative plans. Indeed, the Imperial senator Hack Fenlon had placed a bounty on Takkaro's head, which Bossk sought to collect.

In order to prevent his criminal dealings from coming out, Jenkes hired the Duros assassin Angrigo and the Kratchell twins to kill Bossk. His activities were ultimately exposed by Bossk, to whom he had pretended to be Lieutenant Herdringer, aided by the young Lothal resident Ezra Bridger. After Bossk revealed to Commandant Cumberlayne Aresko and Taskmaster Myles Grint of the local Imperial Academy, the two Imperial officers guaranteed him that he would "never

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hear of [Jenkes] again."

Lieutenant Jenkes

All stats are 2D except:

Blaster 5D, dodge 5D+2, alien species 4, bureaucracy 3D+2, business 4D, law enforcement 4D+2, planetary systems 3D, streetwise 4D+1, repulsorlift operation 3D+2, command 4D, con 3D+2, gambling 5D+1, persuasion 4D. Move: 10. Blaster pistol (4D), C1M military comlink, C1 civilian comlink, datapad.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

ISB AGENT KALLUS

Codename: ISB-021

Kallus was born on Coruscant several years prior to the Invasion of Naboo, during the final years of the Galactic Republic. After Darth Sidious, publicly known as Supreme Chancellor Palpatine, declared himself Emperor and transformed the Republic into the Galactic Empire, Kallus joined the Imperial

Security Bureau, a secret task force that pursued and destroyed rebellious activity throughout the galaxy. Kallus was codenamed ISB-021 and became a high-ranked ISB Agent.

As an ISB Agent, Kallus took part in the cleansing of the planet Lasan, in which the planet's species, the Lasat, was all but destroyed and completely driven away from their homeworld. Kallus gave the order for Imperial troops to use T-7 ion disruptors against the population. These rifles were powerful enough to disable starships and had gruesome results when used against sentient beings. These weapons were ultimately banned by the Imperial Senate as a result of their destructive power. Before the cleansing of Lasan ended, Kallus took an AB-75 bo-rifle from a member of the Lasan Honor Guard that he had killed.

Kallus was later assigned to the Outer Rim planet of Lothal, where he pursued the rebels who operated there in an attempt to stop them from fomenting a larger rebel movement. His frequent efforts, along with those of the Inquisitor and government officials, were unsuccessful in stopping the rebellious activities, drawing the attention and ire of Grand Moff Wilhuff Tarkin.

As an Agent of the Imperial Security Bureau, Kallus was a firm believer in the Imperial cause and held a fierce loyalty towards the Emperor. Kallus hated disorder and rebellious activity, and made it his life's work to ensure stability within the Empire. He had a sense of superiority over others, which inflated his disdain of lawlessness in the Outer Rim Territories.



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Through his position as an ISB Agent, Kallus hoped to achieve greater prominence within the Empire. Any time he could defeat rebel insurgents, he would consider it a prize that he achieved for the Empire, a prize that could help him move onto something bigger.

Kallus, a skilled fighter, did not command soldiers from afar, but rather fought alongside them on the front lines, including against the crew of the *Ghost*. Kallus even took pride in his role in the destruction of the Lasat species, and he showed an eagerness to fight Orrelios on Lothal in bo-rifle combat. Kallus saw his actions as necessary in order to do his job and ensure stability and efficiency within the Empire.

Additionally, Kallus demonstrated his ruthlessness once by kicking one of his men into a chasm to his death for asking an innocent question. Despite this he appeared genuinely disturbed by the sudden and brutal execution of Cumberlayne Aresko and Myles Grint on the orders of Grand Moff Tarkin.



Kallus was trained in both riot control and heavy combat, and he wore an ISB helmet designed for such situations. He underwent extensive training to become proficient in fighting and was a dangerous foe in hand-to-hand combat. After the fall of Lasan, he learned to use a bo-rifle and kept his as a trophy of his actions during the cleansing. He was able to successfully use this weapon against Orrelios, a trained Honor Guardsman, during a fight on Lothal.

Agent Kallus wore a gray Imperial uniform with a pair of black boots, gauntlet gloves over his hands, and a fleximetal

cuirass. His distinctive ISB combat helmet had blast-proof cheek pieces. His belt was fitted with an identity disk. The metallic rank insignia on the left breast of his armor comprised one row of four tiles, two blue, one silver, and one red. He often carried an AB-75 Bo-Rifle, which he stole from a fallen Lasan Honor Guard.

Relationships

- **The Inquisitor:** Kallus and The Inquisitor worked very closely together, as they shared the same aim: to eliminate the remaining Jedi that survived Order 66.
- **Zeb:** Kallus took a sadistic interest in Zeb, calling him out in a Bo-rifle duel, wielding the one he claimed like a trophy, mocking his fear of the disrupters, and cruelly admitted to being the one who ordered their use against the Lasats. In doing so, he made Zeb a personal enemy.

ISB Agent Kallus

DEXTERITY 3D

Blaster 5D+2, blaster: bo-rifle 5D, dodge 5D+2, melee combat 6D, melee combat: bo-rifle 7D, melee parry 4D, melee parry: bo-rifle 7D

KNOWLEDGE 3D

Bureaucracy 5D, intimidation 4D+2, law enforcement 4D, tactics 4D+1

MECHANICAL 2D

PERCEPTION 3D

Command 3D+2, investigation 5D+1, persuasion 4D+2

STRENGTH 3D

TECHNICAL 2D

Story Arc:

- **ISB Agent:** Kallus is an agent of Imperial Security Bureau and as an agent can requisition and order even an admiral if he has appropriate leverage. Typically autonomous, agents are often attached to certain assets to not only make sure operations are smooth and effective, but also a specialist dealing with intelligence collection, analysis and implementation of special operations. In this capacity he may commandeer equipment and personnel as needed.

Equipment:

stun rifle (4D+1 stun, 3-30/120/350) bo-staff

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(Moderate, STR+2D Stun), blast vest and helmet (+1D vs physical, +2 vs energy), ISB uniform, rank code cylinder

Force Sensitive? No

Force Points: 1

Dark Side Points: 1

Character Points: 12

Move: 10

Size: 1.9 meters (80 kilograms)

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

ADMIRAL KASSIUS KONSTATINE

An Admiral in the Imperial Navy, he commanded the Imperial Star Destroyer *Relentless* and aided the Inquisitor in his search for the *Ghost*, a rebel starship. After the Inquisitor captured the rebel Jedi Kanan Jarrus sometime later, Konstatine was reassigned to Grand Moff Wilhuff Tarkin's flagship, the Sovereign, while over the planet Mustafar. After a lightsaber duel between Jarrus and the Inquisitor destroyed the Sovereign's engines, the ship was evacuated.

Admiral Kassius Konstatine

All stats are 2D except:

bureaucracy 4D+1, law enforcement 6D, planetary systems 6D, tactics 5D, value 4D, command 5D. Move: 10.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

MAKETH TUA MINISTER

Minister Maketh Tua is a native of the planet Lothal, and was a graduate of the Imperial Academy. In the absence of Governor Arihnda Pryce on Lothal, Tua is tasked with overseeing Lothal's industries, making certain they all operated at peak efficiency for the Empire.

As Lothal's minister, Tua plays a key role in the planet's affiliation with the Empire. One of her initial actions as minister was bringing new government-sponsored housing to Lothal.

These homes were reasonably affordable, and helped the growing population.

Having studied abroad on worlds more cosmopolitan than her native Lothal, Maketh Tua considered herself above the people of a "barely civilized Outer Rim world." She enjoyed the refined conversation of fellow intellectuals, and resented having to deal with unsavory types like Commandant Cumberlayne Aresko in the course of her duties as an Imperial public servant. Minister Tua is a loyal servant of the Empire and a graduate of the Imperial Academy. She follows the will of Emperor Palpatine, which brought her into contact with Agent Kallus and made her a recurring enemy of the Lothal rebels. Unlike other Imperials, she serves the Empire out of a sense of belief in its ideas and a desire to spread law and order rather than her own personal ambitions, which sets her apart from the Empire's servants such as Agent Kallus, Grand Moff Wilhuff Tarkin, and The Inquisitor. Unlike her Imperial colleagues, Tua was not known to use her position as Minister to vent sadistic or even sycophantic urges.



Unlike other Imperial officials, Maketh Tua appears to care for the common people and uses her position to introduce government-sponsored housing. Tua threw a celebration on Empire Day to rally support for the Empire's goals on Lothal and reassure the citizens of their importance to the Empire. While she often appears cold and authoritative she is also friendly, as shown during an encounter with Sabine Wren, a rebel posing as a "level five Imperial Academy student". How-

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ever, she was capable of bending laws and participating in underhanded actions if it served the Empire's interests. For example, she was willing to mass produce T-7 ion disruptors on the orders of the Empire, despite knowing that they had been outlawed by the Imperial Senate. In addition, Tua also has a short temper.

However, Maketh Tua rarely displays any sign of weakness, even in the intimidating presence of the Inquisitor. Her confident bravado is only diminished by Grand Moff Tarkin, who publicly lambasted her failings and threatened her career in the Empire's service. Tua is also visibly horrified and shaken by the summary execution of Aresko and Grint at the hands of the Inquisitor.

Minister Maketh Tua

All stats are 2D except:

bureaucracy 4D, planetary systems: Lothal 3D, willpower 4D+1, command 4D. Move: 10.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

MYLES GRINT TASKMASTER

Grint was the taskmaster and one of the commanding officers of Lothal, stationed in Capital City. Together with his partner Commandant Aresko, the two managed Imperial military operations on the planet and trained cadets at the Imperial Academy. Grint, along with Aresko, attempted to eliminate the rebel crew of the *Ghost* on numerous occasions. Due to their multiple failures, both officers were executed by the Inquisitor, on the orders of Grand Moff Wilhuff Tarkin.

Grint was a reserved and quiet individual who usually let his partner Commandant Cumberland Aresko do the talking for him. However, when he did speak, he was known for being loud, obnoxious and aggressive. He served the Empire for its cause but also relished the privileges of abusing his power, as he demonstrated by bullying citizens of Lothal who protested the Empire's authority and taunting their inability to stand in the Empire's way. He was considered to be the brawn to Aresko's brains, though neither of them were particularly competent. His bungling eventually led to his execution on Grand Moff Tarkin's orders.

Taskmaster Myles Grint

All stats are 2D except:

Dexterity 3D, blaster 4D+1, brawling parry 5D+2, dodge 4D+1, grenade 3D+1, bureaucracy 3D+2, intimidation 5D+1, law enforcement 4D, Strength 3D+2, brawling 5D. Move: 10.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

WILHUFF TARKIN GRAND MOFF

Fourteen years after the end of the Clone Wars, the Empire began to expand into the Outer Rim Territories, the farthest reaches of the galaxy which had been notorious for its lawlessness during the the days of the Republic. The Empire claimed several worlds in the Outer Rim, such as Lothal. Tarkin was appointed as Governor of the Outer Rim and took on a great many responsibilities in seeing that every planet operated at peak efficiency to assist Imperial expansion into the Outer Rim. On Lothal, Tarkin was responsible for evicting a multitude of farmers from their land to allow the Empire to mine for minerals and establish new industrial complexes to increase productivity to equip the Imperial military. Now without a roof over their heads, the farmers banded together and assembled makeshift huts, calling their new home "Tarkintown" after the Grand Moff.

As more and more worlds were conquered by the Empire, rebel cells began to emerge to defy Imperial occupation, such as a small group of rebels on Lothal. Although they were considered insignificant by the Empire, Tarkin and several other high-ranking Imperials feared that these cells would unite and form a more dangerous threat to the Empire. Tarkin therefore required his officers to act with brutal efficiency against such defiance to prevent any type of allied resistance developing.

A Jedi on Lothal

When rumors reached the high levels of the Empire that a Jedi was leading a rebel cell on Lothal, a world vital to Imperial military efforts in the Outer Rim, it created fear that this could be the symbol the various rebels needed to unite against Imperial occupation. Although Tarkin doubted the existence of the Jedi, believing them to have all died during the Purge, the constant failures of the Inquisitor to apprehend the rebels made the situation all the more pressing. Tarkin eventually decided to travel to Lothal personally to deal with the rebels.

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Grand Moff Wilhuff Tarkin

DEXTERITY 3D

Blaster 7D, dodge 6D, melee combat 4D+2, melee parry 5D+2

KNOWLEDGE 4D

Alien species 7D, bureaucracy 9D, cultures 7D, intimidation 7D+1, languages 6D+1, planetary systems 6D, scholar, streetwise, tactics, tactics: fleet 9D, tactics: sieges 10D, value 5D

MECHANICAL 3D+2

Astrogation 5D, beast riding 5D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D+1, repulsorlift operation 3D+1, space transports 4D+1, starship gunnery 4D, starship shields 4D+1

PERCEPTION 3D+1

Bargain 6D+2, command 10D+2, con 6D+2, gambling 5D+1, search 5D

STRENGTH 2D

Brawling 6D+2, stamina 5D, swimming 5D

TECHNICAL 2D

Computer programming/repair 3D, first aid 3D, repulsorlift repair 3D, security 5

Equipment:

datapad, blaster pistol (4D; 3-30/120/350), Imperial uniform, rank code cylinder

Force Sensitive? No

Force Points: 3

Dark Side Points: 3

Character Points: 22

Move: 10

Size: 1.8 meters (70 kilograms)

Source: Star Wars Rebels animated-tv, wookieepedia, Star Wars the Movie Trilogy SW (p.48).

BARON VALEN RUDOR

Codename: LS-607

Baron Valen Rudor is a TIE fighter pilot in the Imperial Navy. His codename is "LS-607." After establishing factories on the Outer Rim planet Lothal, Siener Fleet Systems was able to convince Rudor to travel to Lothal and test out products that had been built in Lothal's most prosperous factories.



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Rudor's decision to go to Lothal was used by the Galactic Empire in HoloNet News propaganda reports.

Baron Valen Rudor

All stats are 2D except:

blaster 3D, dodge 3D+2, bureaucracy 4D, planetary systems 3D+2, tactics 4D+2, starfighter piloting: TIE/In 7D, starship gunnery 6D+1, command 4D+1. Move: 10.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

YOGAR LYTE

SUPPLY MASTER

Codename: LSM-03

Yogar Lyste, operating number: LSM-03, is an officer of the Galactic Empire. He is stationed on the planet Lothal, where he serves as Imperial Supply Master of Capital City; keeping track of all weapons and gear shipped in, as well as any produced locally.

Lyste exuded confidence and performed his duties with a sadistic sense of pride. He took his position as supply master

seriously and cared little for anyone standing in his way. He was charged with securing land on Lothal, and he attempted to negotiate before resorting to force, but when forced to use drastic measures to clear farmers from their land he carried out the task with considerable zeal, grinning sadistically while destroying Morad Sumar's homestead and arresting the innocent farmer and his family. Despite his confidence he proved unable to stop Ezra and Zeb from freeing his prisoners.

Supply Master Yogar Lyste

All stats are 2D except:

blaster 2D+2, bureaucracy 4D+1, intimidation 3D+2, repulsorlift operation 4D, command 4D. Move: 10.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

FRINGES



AMDA WABO

Amda is an Aqualish, originally a native of the planet Ando. During the early years of the Galactic Empire's reign he worked as a weapons designer on the planet Garel. Wabo acted as a representative of Garel in negotiating a deal to sell a large supply of experimental T-7 ion disruptor to the Imperials, weapons which were illegal under Imperial law.

Amda Wabo has brown hair and skin and black, round, eyes. At the time of his dealings with Maketh Tua and the Galactic Empire he stood 1.67 meters tall and weighed 80 kilograms. Wabo learned to be cautious due to the fact his line of work often required him to meet with dangerous individuals, and when meeting with Tua the Aqualish would of preferred to have been accompanied by guard droids. In order to avoid the Imperial bureaucrat bringing stormtroopers to their meeting however, Wabo agreed to a one on one meeting.

When Wabo came to believe Tua had double crossed him during a face-to-face meeting on Lothal he drew his weapon on her, and had they fought would have been able to defeat her as he had more experience with armed combat, preferring to bully foes in combat. Wabo spoke the Aqualish language

and did not understand basic.

Amda Wabo

All stats are 2D except:

All stats are 2D except: blaster 6D+1, dodge 4D, bureaucracy 4D, business 5D+2, intimidation 4D+1, value 4D, bargain 5D+2, blaster engineering 6D. Belligerence: Aqualish tend to be pushy and obnoxious, always looking for the opportunity to bully weaker beings. More intelligent Aqualish turn this belligerence into cunning and become manipulators. Move: 9. Blaster pistol (4D; 3-30/120/350).

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

ANGRIGO

Angrigo was a male Duros assassin. He was hired by Lieutenant Jenkes along with the Kratchell twins to kill Bossk. He was killed by Bossk in Ake's Tavern on Lothal after a brief shootout.

Angrigo

All stats are 2D except:

Dexterity 3D+2, blaster 5D+2, dodge 6D+1, melee combat 4D+2, melee parry, running 5D, law enforcement 4D+1, streetwise 5D, survival 5D, tactics 4D, repulsorlift operation 4D, astro-gation 5D, space transports 5D+1, Perception 4D, hide 4D+2, investigation 5D, search 5D+2, sneak 5D. Move: 10. Blaster carbine (5D; 3-25/50/200).

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

AZMORIGAN

Azmorigan is a male Jablogian who is a slaver kingpin. An associate of the Devaronian criminal Cikatro Vizago, Azmorigan on one occasion did business with the galactic entrepreneur Lando Calrissian, trading him a puffer pig for the Twi'lek pilot Hera Syndulla.

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Azmorigan is extremely lazy, only walking when necessary. Eating is one of his favorite pastimes, and he has a large number of men to do things for him. He is also impatient and rather gullible.

Azmorigan

All stats are 2D except:

blaster 3D+2, dodge 5D+2, alien species 4D, bureaucracy 3D+2, business 4D+2, cultures 3D+1, streetwise 6D, value 5D+2, Perception 3D, bargain 5D+2, con 3D+2. Move: 10. Blaster pistol (4D; 3-10/30/120), "Merchant One" a C-ROC Gozanti-class cruiser.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

BORBIG DROB

Borbig is a Houk gladiator. He participated in the Stormblade Bloodfest several times, emerging victorious on nine occasions. Sometime after his ninth victory, Drob was hired by Lieutenant Jenkes of the Imperial Security Bureau who used the alias "the Commissioner" to take part in an event called Gladiator Night on the planet Lothal. There he faced another

gladiator named Warjak, whom he had agreed to lose to for additional pay. The rigged match was interrupted however, by the arrival of Jenkes, who was being chased by the bounty hunter Bossk and his companion Ezra Bridger. After Jenkes wounded Bossk he requested that he fight the two gladiators in bare-handed combat, which Drob and Warjak agreed to, only for the bounty hunter to defeat them both.

Borbig Drob is a capable gladiator who was able to win the Stormblade Bloodfest on multiple occasions. However, he was willing to lose in a rigged match against Warjak for additional pay. When Bossk challenged him and Warjak to bare handed combat, Drob assumed he could easily defeat the wounded Trandoshan and willingly dropped his weapons, only to be quickly beaten by the bounty hunter. The Houk was heavily muscled, with huge forearms.

Borbig Drob

All stats are 2D except:

Dexterity 3D, brawling parry 6D+2, melee combat 6D, melee parry 6D+2, business 2D+1, intimidation 4D+2, streetwise 3D+2, Strength 5D, brawling 6D+2, lifting 7D, stamina 6D+2. Belligerence: For most Houk, violence is often the only means to achieving a desired end. Most Houk are generally regarded as brutes who cannot be trusted. Imperial Experiment

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Subjects: Many Houk have disappeared after being taken custody by Imperial science teams.
Move: 8. *Gladiator sword* (STR+3D; MAX: 7D), *shield* (+1D vs physical).

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

BOSSK

A fierce warrior and hunter, Bossk is renowned and feared for his success in the field of bounty hunting.

Bossk

DEXTERITY 4D

Blaster 5D+2, *brawling parry* 5D+2, *dodge* 4D+2, *flamethrower* 5D, *grenade* 4D+2, *missile weapons* 4D+2, *vehicle blasters* 5D+2

KNOWLEDGE 2D+2

Alien species 3D+1, *intimidation* 5D, *languages* 3D, *planetary systems* 5D, *streetwise* 3D+2, *survival* 5D, *value* 4D

MECHANICAL 2D+2

Astrogation 4D+1, *space transports* 6D+1, *starship gunnery* 5D+1, *starship shields* 3D+1

PERCEPTION 3D

Con 3D+2, *gambling* 3D+2, *hide* 4D, *search* 5D+2, *sneak* 4D

STRENGTH 3D+2

Brawling 6D+2, *swimming* 6D

TECHNICAL 2D

Computer programming/repair 3D+2, *security* 4D+1, *space transport repair* 4D+2

Special Abilities:

- *Vision:* Trandoshan vision is in a different portion of the electromagnetic spectrum, allowing them to see in infrared. They can see in darkness with no penalty.
- *Clumsy:* Trandoshans lack manual dexterity. They have considerable trouble performing actions requiring precise finger movement, such as picking locks or picking pockets. They suffer a -2D penalty whenever attempting an action of this type.

Equipment:

Relby-v10 mortar gun (5D/4D/3D/2D, stun or normal, depending on grenade type, 3-30/100/300, 0-2/4/6/8 blast radius), concussion grenade (5D/4D/2D 0-2/4/6/8 blast radius), IPKC bounty hunter license, binders

Force Points: 1

Dark Side Points: 0

Character Points: 9

Move: 9

Size: 1.9 meters (113 kilograms)

Source: "Ezra's Gamble" (junior novel), Star Wars the Movie Trilogy SE (p.108-109), tweaks by +Oliver Queen.

Hound's Tooth

The *Hound's Tooth* is a modified Corellian Engineering Corporation YV-666 light freighter owned by the Trandoshan bounty hunter and slaver Bossk. Bossk acquired the ship after Han Solo and Chewbacca destroyed his former ship on Gandolo IV. The exterior is smooth and rounded, with an elongated, rectangular hull originally meant for cargo transport. The ship also has a three-deck design and is protected by shields and reinforced armor.

The main deck contains Bossk's private quarters, a training chamber, an armory and an advanced medical bay. Its aft section is modified into a prison equipped with a series of magnetically reinforced holding cages which are connected to a force-field generator activated by motion sensors in the event a breakout takes place. The prison also has a skinning table for skinning Wookiee captives, his trophy collection and interrogation devices.

The command bridge is situated on top of the main hull and provides access to all the ship's systems. Its cockpit is equipped with a monitor bank which relays information from hidden sensor screens, allowing the Trandoshan to monitor the entire vessel. The vessel also has an interior scanning system for monitoring cargo, motion sensors which are linked to neural stunners, subcutaneous injectors, shock panels and voice-recognition security systems that prevent unauthorized access. The ship's ramp has security that include anti-personnel blasters, a durasteel net and an electrocution array.

The bottom deck contains the engines, power core, and weapons systems. The vehicle's armament is a turret-mounted quad-laser cannon, a secondary ion cannon, and a forward-firing concussion missile launcher that carries up to six missiles. A scout ship, *Nashtab Pup*, is stored in the interior for emergency operations.

Its propulsion system is simple though it gives the *Hound's Tooth* a considerable amount of maneuverability despite its

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size. Its standard ion engines generate thrust while a pair of long maneuvering fins linked to the engines providing vertical movement. Two main drive nozzles between the fins of the vessel controlled turning.

The onboard systems are controlled by a X10-D droid brain that was capable of responding to verbal commands from anywhere on the ship. It also controls most of the ship's systems including weapons and security. The bridge and Bossk's private quarters also feature datalinks connected with the droid brain.

Hound's Tooth

Craft: Modified YV-666 Light Freighter
Type: Transport
Scale: Starfighter
Length: 62 meters
Skill: Space transports: YV-666
Crew: 1
Crew Skill: Astrogation 5D+1, space transports 7D+1, starship gunnery 6D+1, starship shields 4D+1
Passengers: 4 (prisoners)
Cargo Capacity: 20 metric tons
Consumables: 6 months
Cost: Not for sale (480,000 estimated)
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 1D+2
Space: 7
Atmosphere: 350; 1,000 km/h
Hull: 6D
Shields: 4D
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/2D
Focus: 4/4D

Weapons:

Retractable Quad Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D

Ion Cannon

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D

Concussion Missile Launcher (6 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D

Game Notes:

- The Hound's Tooth carries the Z-95 Headhunter "Nashtah Pup".

Source: "Ezra's Gamble" (junior novel), stats by +Olive Queen.

CIKATRO VIZAGO

Cikatro is a Devaronian crime boss on the planet Lothal. He is the leader of the "Lothal Underground," a criminal organization. He carries out most of his deals in the outskirts of Tarkintown, and has a neutral relationship with the rebel crew of the *Ghost*, who occasionally take up jobs from him.

Vizago is, for the most part, a reliable source of income for anyone willing to risk their lives on his missions. However, he is never hesitant to make a last-minute bargain, nor is he willing to affiliate himself with any Imperials. Vizago also has capable knowledge of weapons, an important trait in his field of work. However, he tends to leave most of his shooting to his IG-RM droids.

Cikatro Vizago

All stats are 2D except:

Dexterity 3D, *blaster* 5D, *dodge* 5D+2, *Knowledge* 3D, *business* 4D+2, *law enforcement* 5D, *planetary systems* 5D, *streetwise* 5D+2, *value* 6D, *repulsorlift operation* 4D, *space transports* 4D, *Perception* 4D, *bargain* 7D+1, *con* 5D, *security* 5D+1. *Move:* 10. *DTS-591 blaster pistol* (5D, 3-10/30/90), *four IG-RM droids*, "Broken Horn" a C-ROC Gozanti-class cruiser.

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Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.



FERPIL WALAWAY

Ferpil is a Xexto pawn shop owner and pickpocket on Lothal. He was the mentor of Ezra Bridger, a young thief. He was selling tickets for "Gladiator Night", an illegal event hosted by "The Commissioner". He was later shot in his shop by Lieutenant Jenkes, who was really "The Commissioner", and who had come for his share of credits. Moments later, he was found dying by Ezra and the bounty hunter Bossk, to whom he told the identity of "The Commissioner". He passed away in Bridger's arms.

Ferpil Walaway

All stats are 2D except:

Knowledge 3D, business 4D, languages 3D+2, law enforcement 4D+2, streetwise 5D+2, value 6D, repulsorlift operation 4D, Perception 3D+2, bargain 5D+2, con 4D+2, forgery 5D, gambling 4D+1, persuasion 4D. Four Arms: Xexto have four arms. Separate actions performed by each arm still incur the normal -1D

penalty for every action past the first. The arms are specifically suited to climbing, and Xexto characters receive a +1D bonus to all Climbing/Jumping skill rolls that involve climbing. Quick Reflexes: Xexto gain a +1D bonus to all Perception rolls made to determine initiative. Move: 6. Equipment: data, comlink.

Source: "Ezra's Gamble" (junior novel), stats by +Olive Queen.

GALUS VEZ

Galus worked as the owner of the space station *Osisis*, which orbited a planet in the Regani sector and acted as a hangout for the sector's lowlifes. Vez used discrete channels to obtain parts for starships, which he would then sell to those visiting his station. Many visitors also raced the Besalisk on his personal race course, which was known as Fool's Run and ran between the asteroids in the nearby planet's rings. Vez won every race, though sometimes he used secret asteroid thrusters he had installed in the course, which he could use to drive asteroids into his opponent's ships.

Galus Vez was a brown skinned Besalisk with a brown beard and yellow eyes. Despite a long working relationship with the Lothal rebels, he was unwilling to continue business with them after Imperial inspections of his space station increased. Due to their history together, Vez was willing to not hand the rebels over to the Imperials as long as they accepted his racing challenge, but cheated during the race in an attempt to assure his victory. After losing he betrayed the group and tried to capture them. Upon meeting the fourteen-year old Bridger for the first time, Vez commented that the rebels must be getting desperate if they were hiring children.

Vez used two blaster pistols in combat and piloted the Gauntlet fighter *Splendor* while racing. He wore blue pants and a green jacket, with silver rings in his beard.

Galus Vez

All stats are 2D except:

business 3D+2, intimidation 3D, planetary systems 3D+2, streetwise 5D+1, value 4D+2, astrogation 3D+1, sensors 3D, space transports 5D, starship gunnery 4D+1, starship shields 3D+2, Perception 3D, bargain 4D, con 4D+2, gambling 3D+2, equipment repair 5D+1, space transports repair 6D. Move: 10. Two blaster pistols (4D, 3-30/60/120), "Splendor" a

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Kom'rk-class fighter/transport, Osisis Station.

Source: Star Wars Rebels Magazine #1, stats by +Oliver Queen.

Splendor

Craft: Kom'rk-class "Gauntlet" fighter/transport

Type: Transport

Era: Rebellion (~5 BBY)

Affiliation: Galus Vez (fringer parts seller)

Scale: Starfighter

Length: 52.3 meters

Skill: Space transports: Kom'rk-class

Crew: 1 (may coordinate), gunners 4, skeleton: 1/+5

Crew Skill: Varies

Passengers: 24 (troops)

Cargo Capacity: 150 metric tons

Consumables: 6 months

Cost: Not for sale (estimated 45,000)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D+2

Space: 6

Atmosphere: 295; 850 km/h

Hull: 5D

Shields: 1D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

Weapons:

2 Twin Laser Cannons (fire-linked)

Fire Arc: 2 Front, 2 Rear

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Source: Star Wars Rebels Magazine #1, stats by +Oliver Queen.

GRONSON TAKKARO

Generally known as "Shifty", Gronson was a Dug gambler and former manager of the Daystar Casino on Ahakista. At some point, he owed a debt to an Imperial senator. A bounty was submitted on him, and bounty hunter Bossk tracked him to Lothal.

Gronson "Shifty" Takkaro

All stats are 2D except:

blaster 3D, melee combat 3D+2, alien species 3D, business 4D, streetwise 4D+1, repulsorlift operation 3D+2, Perception 3D, con 3D+2, gambling 5D+2, investigation 4D, computer programming/repair 3D+2. Climbing/Jumping Bonus: Due to their physiology, Dugs gain a +1D bonus to their climbing/jumping skill. Shout: Dugs can issue forth a deep bellow which can be heard up to 3 kilometers away. Move: 6. Vibroknife (Moderate, STR+3D), datapad, comlink.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

KRATCHELL TWINS

Unnamed Nikto twins, one carried two blaster pistols while the other carried a sawed-off disruptor rifle. Along with his brother and Angrigo, he was hired by Lieutenant Jenkes to assassinate the bounty hunter Bossk. He was killed during a shootout in Ake's Tavern.

Kratchell Twins

All stats are 2D except:

Dexterity 3D, blaster, dodge, intimidation, Strength 3D+2, brawling 4D. Vision: Nikto have a natural eye-shielding of a transparent keratin-like substance. They suffer no adverse effects from sandstorms or similar conditions, nor does their vision blur underwater. Ka-jain'sa'Nikto Stamina: These Nikto have great stamina in desert environments. They receive a +1D bonus to both survival: desert and stamina rolls. Move: 10. Twin #1: Two blaster pistols

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(4D, 3-10/30/120).

Twin #2: sawed off disruptor rifle (5D+2, 0-3/5/7).

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

SLYTH

Slyth is a Ruurian who works as a fence and pick-pocket on the planet Lothal. He often recruits orphaned children to work for him, and one occasion convinced Ezra Bridger to work with him on a snatch-and-run job which resulted in Bridger nearly being caught in an Imperial sting operation. Slyth also offered the boy pickpocketing lessons, although Bridger was already experienced enough not to need them. Bridger drew and wrote about the Ruurian in his journal after working with him.

The fence later met Bridger again in the spaceport of Lothal's Capital City and tried to convince him to take part in another snatch-and-run. Bridger refused, even when Slyth claimed he needed the money for medication to stop his metamorphosis into a chroma-wing. When Slyth revealed that the job would involve stealing cargo destined for the local Imperial Academy however, the urchin reconsidered, as he collected Imperial headgear. Bridger successfully stole the cargo Slyth had specified from Supply Master Yogar Lyste, and left the Ruurian's cut of the loot in a refuse bin. The urchin later discovered however that the cargo he had stolen consisted of propaganda holopads, not helmets.

Slyth had blue, yellow and red skin, with red eyes and blue and purple fur. He clacked his mandibles together instead of smiling and would sometimes brush his feathery antennae against others' faces when talking to them. Slyth greatly feared the process of metamorphosis which all Ruurians underwent in order to become chroma-wings. Most of his species considered the adult life stage to be one of bliss, but the fence feared he would not be able to continue his criminal activity and become rich after the transformation and so used various treatments to prevent the change from taking place. Some of the medication he used caused negative side effects, such as coughing, yellow splotches and loss of hair, but the criminal was willing to endure them as long as he did not transform.

Slyth

All stats are 2D except:

pickpocket 6D+1, languages 4D, streetwise 5D+2, value 6D, repulsorlift operation 3D+2, Perception 3D+1, bargain 4D+2, con 4D, per-

suasion 3D+2, computer programming/repair 4D. Move: 6. Datapad, comlink.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

TSOKLO

Tsoklo is a Rodian who resides on Lothal, with green skin, and black eyes. Normally, Tsoklo wore a blue jacket, light pants, and brown boots during his daily activities. Unlike Tseebo, Tsoklo did not exhibit spines on the top of his head. Tsoklo served as factory worker, but also worked for the Galactic Empire as an informant who reported to Supply Master Yogar Lyste. He also operated a fruit stall in the city of Kothal, and at one point sold his supply of meiloorun fruit to Lyste. During the Empire Day holiday, the Empire set out to find a Rodian named Tseebo, who was an Imperial Information Office worker that deserted the Empire after stealing a large number of Imperial files. Tsoklo was apprehended twice by Imperials, first by a trio of TIE fighter pilots and later by Agent Kallus of the Imperial Security Bureau, who compared Tsoklo to a picture of Tseebo to verify whether or not Tsoklo was the Rodian the Empire was after. Tsokolo later visited Old Jho's Pit Stop for a game of sabacc, where he lost to the Human Lando Calrissian and the Lasat Garazeb Orrelios.

Tsoklo

All stats are 2D except:

melee combat 3D, melee parry 3D+2, business 3D+1, languages 3D, value 4D, repulsorlift operation 3D+2, bargain 3D, con 3D+2, gambling 3D, hide 4D+2, investigation 4D, search 3D+2, sneak 4D. Move: 10. Vibroknife (Moderate, SR+3D), has a fruit stand and home in Kothal.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

WARJAK THE FEEORIN

Warjak is a Feeorin who works as a gladiator. Warjak takes part in the Gladiator Night event on the planet Lothal, where

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he fights against the Houk gladiator Borbig Drob. The events organizer, Imperial Security Bureau Lieutenant Jenkes, arranged for Drob to lose to Warjak, but the fight was interrupted by the arrival of the Trandoshan bounty hunter Bossk. Bossk fought and defeated both Warjak and Drob in combat, after which Imperial forces arrived to break up the event and arrest Jenkes.

Warjak has thick tendrils which hang from the back of his head. He is skilled enough in combat to go undefeated at the Outer Rim Carve Up, but was defeated by Bossk even when he was armed and the Trandoshan was not. The Feeorin is willing to participate in a rigged match for a large payout, and when he saw Drob defeated by Bossk in unarmed combat armed himself despite agreeing to a bare-handed combat.

Warjak the Feeorin

All stats are 2D except:

Dexterity 3D, brawling parry 5D, dodge 3D+2, melee combat 6D, melee parry 6D+2, thrown weapons 6D, intimidation 4D+2, streetwise 3D+2, Strength 4D+2, brawling 6D, lifting 6D, stamina 6D+1. Low-Light Vision: Feeorin can see twice as far as a human in dim light. Endurance: Due to their high level of endurance, Feeorin may re-roll any failed stamina roll once.

Move: 10. Vibro-axe (Moderate, STR+3D), stun net (4D stun, 1/2/3, Special), body armor (+1D vs physical).

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

CITIZENS OF THE GALAXY

BAIL ORGANA

Born into the royal family of Alderaan, Bail Organa began a career in politics which led him to represent his home planet in the Senate of the Galactic Republic during its final years. He was also the Viceroy of his homeworld and the husband of Breha Organa, Queen of Alderaan. Due to his honesty and his commitment to justice, Organa gained the respect of his senatorial peers and came to be esteemed as a politician.

At the end of the Clone Wars, Chancellor Palpatine transformed the democratic Republic into an authoritarian Empire,



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bestowing upon himself the title of Galactic Emperor. Organa, along with other dissident members of the newly-refashioned Imperial Senate (notably, Mon Mothma) took steps to form the Alliance to Restore the Republic, which sought to restore democracy to the Galaxy.

Following the execution of Order 66, Organa adopted the newborn Leia, daughter of the late Padmé Amidala and the fallen Jedi Anakin Skywalker, in order to protect the child from harm at the hands of the Emperor. Organa and his wife, Queen Breha Organa, had always wanted a baby girl, and readily raised Leia as an Alderaanian princess. With time, Leia became a politician in her own right and a dedicated member of the Alliance. During the reign of the Empire, Organa remained Senator of Alderaan in the Imperial Senate, though he secretly rebelled against the Empire.

In the fourteenth year of the Empire, Organa sent his astromech friend R2-D2, accompanied by Organa's protocol droid C-3PO, on a secret mission to gather intel about the "Lothal rebels". After the mission, the droid was returned to Organa by the rebels' leader Kanan Jarrus aboard the Tantive IV. Organa thanked Jarrus by compensating him for his efforts, before reciting a Jedi saying. Once C-3PO had left the room, Organa looked over R2's footage.

When the Lothal rebels launched a mission to rescue their captured leader from an Imperial fleet over Mustafar, the mysterious rebel known as "Fulcrum" discovered their plan. As TIE fighters from the fleet closed in on them from all sides, a small fleet of Rebel ships, commanded by "Fulcrum" (secretly the former Jedi Padawan Ahsoka Tano), emerged from hyperspace and aided the rebels' escape. Once onboard the ship, Chopper transmitted a communication from Senator Organa, who was introduced by Hera Syndulla. He told them about the different rebel cells that he and Ahsoka had been contacting around the galaxy and that they were now coming together to unite against the Empire.

Bail Organa

DEXTERITY 2D+2

blaster 4D, dodge 4D

KNOWLEDGE 3D+1

bureaucracy 6D+1, cultures 6D+2, languages 4D+1, planetary systems 4D, planetary systems: Alderaan 5D, scholar: galactic politics 8D, value 4D+2, willpower 8D

MECHANICAL 2D+2

beast riding 4D+1, repulsorlift operation 3D+1

PERCEPTION 3D+1

bargain 5D+1, con 5D+2, oratory 4D+2, persuasion 5D+1

STRENGTH 2D+2

brawling 4D

TECHNICAL 3D+1

computer programming/repair 4D+1.

Move: 10

Equipment:

datapad, comlink

Source: Star Wars Rebels animated-tv, wookieepedia, stats from D6 Holocron.

DHARA LEONIS

Dhara was a star cadet at the Imperial Academy on the planet Lothal approximately fourteen years after the rise of the Galactic Empire. She disappeared during her time at the academy. Imperial propaganda stated that she ran away, but her brother, Zare Leonis, did not believe the Empire's story. Dhara had been identified as a Force-sensitive and abducted by The Inquisitor as part of an Imperial project codenamed Project Harvester.

EPHRAIM BRIDGER

Ephraim and Mira had a son at the time the Empire came to power and over the next seven years they made underground broadcasts, speaking out against the Empire. He was not afraid to stand up for what he believed in like his wife did and fought for his son's freedom.

Unfortunately their small rebellion would cost them their safety, and by the time Ezra was seven Ephraim and his wife were captured and taken away by the Empire, leaving their son to fend for himself.

FULCRUM/AHSOKA TANO

Former Jedi Padawan Ahsoka Tano eventually joined Imperial Senator Bail Organa in joining cells of resistance together to fight back against the Empire. Working under the code-name of "Fulcrum", she provided the rebels of the *Ghost* with intelligence for missions in order to hit Imperial forces or interests, and those missions were part of a larger plan that the rebels were part of. Only Hera Syndulla knew of both this plan and Fulcrum's identity. Because of all the secrecy, Sabine Wren, the crew's explosives expert, became curious and suspicious of who Fulcrum was and on rare occasions insisted on

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knowing the individual's identity to no avail. This made Sabine feel untrusted and wanted to know why the rebel missions were becoming so dangerous, but Hera assured her that the less she knew, the safer she would be if captured by the Empire.

Sometime later, Fulcrum took former Imperial Information Officer, Tseebo, into safe custody who had half of the Empire's secrets downloaded into his cybernetic implants. Information that would prove useful in the Rebels fight the Empire, despite the whole download was an accident when Tseebo was actually looking for information on what happened to Ezra's parents.

When Kanan was captured by the Empire, Fulcrum contacted Hera and dissuaded her from her attempt in rescuing him. After reminding her that Kanan understood the risks and Ezra, the crew's remaining Jedi, was too important to risk losing, Fulcrum informed her that the transmission they sent out had attracted a great deal of attention, not just from citizens but also from the highest levels of the Empire. Fulcrum urged Hera to take her crew into hiding to avoid further risks that would jeopardize their mission.

Note by +Oliver Queen: During season one Fulcrum is a secretive figure who works with Hera (more than likely with Kanan as well) to gather information and organize a Rebel cell on Lothal. She makes no direct contact with the group until she orchestrates their rescue in the last episode of the season. For season one Fulcrum/Ahsoka should be used as a plot de-

vice.

JAI KELL

When Ezra Bridger of the Lothal rebels infiltrated the Academy under the fake name "Dev Morgan," he and Jai were put in the same cadet squad. The pair developed a friendly rivalry, with Ezra coming first and Jai second in every training session. Their friendship was tested, however, when Ezra turned on Jai and sabotaged him during one lesson, causing Jai to lose one of the top three spots that gave extra privileges. While Jai saw this as competitive backstabbing, Ezra actually did it so that his ally, Zare Leonis, would get the spot and be able to help him in his mission for the rebels.

After securing the Imperial decoder that he had been sent to collect, Ezra overheard the school's director contact the Inquisitor, informing him that both Jai Kell and "Dev Morgan" did well enough in their lessons to indicate that they were likely Force-sensitive; the Inquisitor planned to come by the next day to collect them. Ezra and Zare alerted Jai and convinced him to flee. Jai was both disbelieving and reluctant at first, but eventually agreed after Zare told him how his sister, Dhara, was likely taken away by the Inquisitor and had not been seen since.

The next day, those who received the best results in their training session were allowed to apprentice aboard an All Terrain Defense Pod; Jai and Zare received the spots and hijacked it, allowing Jai and Ezra to escape. Zare stayed behind to look

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for more information about his sister, pretending that he had tried to stop the others.

The rebels agreed to help Jai and his mother hide from the Empire, though Jai seemed bitter and pessimistic about their chances of succeeding.

Jai Kell

All stats are 2D except:

blaster 4D, dodge 4D, survival 3D+2, repulsorlift operation 3D, walker operation 3D, Perception 3D+2, brawling 3D+1, climbing/jumping 4D, first aid 3D, security 3D. Force Sensitive. Move: 10.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

JHO

An Ithorian known as "Old Jho" was born on the planet Ithor, but left his homeworld and settled on the planet Lothal at a time when the planet's Capital City was just a sleepy trading post. He remained on Lothal for many years, during which he witnessed Capital City transform into a busy center of administration for the Galactic Empire. Jho owns and operates a popular cantina known as Old Jho's Pit Stop and a docking bay, both located in a small, remote outpost which was known as Jhotal. The cantina is decorated with parts from a Low Altitude Assault Transport dating from the Clone Wars between the Galactic Republic and the Confederacy of Independent Systems, which Jho claims was the authentic remains of the vessel known as the *Crumb Bomber*.

Jho is opposed to the rule of the Galactic Empire and ignores their mandate that the Imperial broadcasts be played at all times, even arguing with TIE pilots when they demanded he comply with the law. The Ithorian keeps his ears open for information which could be useful to his customers or enemies of the Empire, and sometimes provides information to the rebel crew of the starship known as the *Ghost*, who he is friendly with and allows to dock at his cantina. When there is trouble Jho draws his blaster from under the table.

Old Jho

All stats are 2D except:

business 4D+2, streetwise 3D, value 4D, willpower 4D, repulsorlift operation 3D+2, bargain 4D, con 3D+1, gambling 3D+2. Move: 10. Hunting blaster rifle (4D+1, 2-40/120/350), thorian translator (Language: basic

10D), Old Jho's Pit Stop.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

KITWARR

Kitwarr is a Wookiee who is about ten years old when he was taken as a slave by the Galactic Empire along with his father, Wullffwarro, he is forced by the Empire to work in the spice mines of Kessel.

MIRA BRIDGER

Mira gave birth to Ezra at the time the Empire came to power and over the next seven years she made underground broadcasts with her husband, speaking out against the Empire. Clearly she was not afraid to stand up for what she and her husband believed in and fought for her son's freedom.

Unfortunately their rebellion would cost them their lives. By the time Ezra was seven, Mira along with her husband were captured and taken away by the Empire, leaving their son to fend for himself.

MORAD SUMAR

On Kothal, Sumar was the owner of a small farmstead, and was a long-time family friend of Mira and Ephraim Bridger. Following the Galactic Empire's overtaking of Lothal, Sumar was threatened with losing his land for Imperial expansion.

MOREENA "MO" KRAI

The Human female Moreena Krai (sometimes shortened to just Mo) was born on the planet Lothal, where she and her younger sister lived with their parents on their family's farm. During her childhood she became good friends with another Lothal native, the street urchin Ezra Bridger, who was the same age as her. When Krai was fourteen, the Empire condemned her family's farm and took it from them, as the Imperials needed the land for an extension of their mining operation. Krai's parents then swiftly decided that it was time for them to leave Lothal, and arranged for the whole family to move to the planet Alderaan to live with Krai's grandmother.

The move happened so fast that Krai did not have time to

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contact Bridger, but she ran into him at Capital City spaceport as she was queuing to board a transport offworld. She explained to her friend what had happened and asked why he was at the spaceport and if he wanted to leave Lothal. The urchin explained that he was there selling tickets for a gladiatorial event and that he did not plan on leaving, then the pair said their goodbyes and Krai was called back to the ship by her father.

MORIDA SUMAR

In the years prior to the Battle of Yavin, Marida Sumar lived with her husband Morad on a farm on Lothal. The two were forced from their home by the Galactic Empire, who had originally wanted to buy it from them but, after Sumar refused the offer, destroyed it and took the couple prisoner. They were later rescued by Ezra Bridger and Garazeb Orrelios.

TSEEBO



Tseebo was a close friend to Ezra's parents, Ephraim and Mira, but their small fight against the Empire worried him a lot. Concerned for their son's safety, he insisted that what they were doing was a great risk for both of them as the Empire

was capable of doing such terrible things to people who tried to commit treason but Mira and Ephraim were not afraid to stand up for what they believed in or for their son's freedom. When the Empire came for Mira and Ephraim,

Tseebo tried to help them but he was afraid to do so and as a result, they were captured and taken away while their son Ezra was left on the streets. Ashamed for not being able to save them, he went to work for the Imperial Information Office and was implanted with a Borg Construct AJ^6 device, sacrificing his personality for productivity.

While working at the office, he searched for information on what happened to Mira and Ephraim Bridger so he could tell Ezra. He found what he was looking for but as a result he ended up downloading half of the Empire's secrets into his cybernetic implants, schematics on new TIE Fighters and Walkers, schedules for Trooper tactics and strategies and a five year plan for Lothal and every other world in the outer rim.

Tseebo

All stats are 2D except:

astrogation, computer programming/repair.

AJ ^ 6 Cyborg Construct (Galactic Empire's plans in the Outer Rim Territories 8D). Move: 10.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

WULLFFWARRO

Wullffwarro is a male Wookiee who was taken as a slave by the Galactic Empire. Prior to the rise of the Empire, Wullffwarro served alongside the Galactic Republic, during the Clone Wars, and also fought in the Battle of Kashyyyk. Fourteen years after the Empire came to power, Wullffwarro and his son, Kitwarr, were forced to work in the spice mines of Kessel. He was later rescued by the rebel crew of the *Ghost* and agreed to help them in any way he could.

Wullffwarro

All stats are 2D except:

Dexterity 3D, blaster 4D, bowcaster 5D+2, brawling parry 4D, dodge 4D, vehicle blasters 4D+2, survival 4D+2, tactics 3D+2, willpower 4D+1, repulsorlift operation 4D+2, command 3D+2, Strength 4D, brawling 5D, climbing/jumping 5D, lifting 7D, stamina 6D, computer programming/repair 3D+2, equipment repair 5D+1, first aid 3D+2. Berserker

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Rage: If a Wookiee becomes enraged (the character must believe himself of those to whom he has pledged a life debt to be in immediate, deadly danger) the character gets a +2D bonus to Strength for purposes of causing damage while brawling (the character's brawling skill is not increased). The character also suffers a -2D penalty to all non-Strength attribute and skill checks. Due to the Wookiee's great rage, a character must make a Moderate Perception total to calm down once all enemies have clearly been controlled - unconscious, captured, killed or somehow otherwise physically restrained or stopped. Close friends of the Wookiee can coordinate with the Wookiee to make this easier. Climbing Claws: Wookiees have huge retractable climbing claws which are used for climbing only. They add +2D to their climbing skill while using the claws. Any Wookiee who intentionally uses his claws in hand-to-hand combat is automatically considered dishonorable by other members of his species, possibly to be hunted down - regardless of the circumstances. Move: 11.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

YOFFAR

Yoffar is a Gotal street merchant who lives on the planet Lothal. He is reasonably elderly and ekes out a living selling day-old jogan fruits in Lothal's Capital City. He occasionally interacts with Ezra Bridger, who sometimes stole from him. On one occasion he was nearly arrested for treason by Imperial Commandant Cumberland Aresko and Taskmaster Myles Grint after criticising the Empire in front of them while they questioned him about his business. The Gotal was saved by the Ezra Bridger, who distracted the Imperials with a fake emergency broadcast.

Yoffar has white fur, gray skin and orange eyes. He is perpetually grumpy, and commonly confused Ezra Bridger with other street orphans, which caused the boy to dislike him. When approached by Aresko and Grint Yoffar was at first defiant, but soon became terrified when Stormtroopers arrived to arrest him. He was thankful to Bridger for saving him, but still complained when the urchin took more fruit than he was offered.

ZARE LEONIS

Zare was born to agricultural scientists Leo and Tephia Leonis. He was raised along with his elder sister Dhara by his parents and the family nanny droid Auntie Nags. The Leonises moved around a lot due to the nature of their parent's occupation, and Zare spent most of his childhood living aboard space stations, such as Hosk Station. The family were sympathetic to the Empire, seeing it as a great improvement over the slow bureaucracy of the Republic and the corruption of the Trade Federation.

Leonis joined the Imperial Academy on Lothal to discover the truth about what happened to his sister, Dhara, who vanished from the Academy. The Empire claimed that Dhara ran away, but Leonis did not believe their claims. During his time at the Imperial Academy, Leonis was pitted against fellow cadet Dev Morgan—who was really young Padawan Ezra Bridger working undercover for the Lothal rebels. Leonis aided Bridger. While at the Academy, he became a spy for Bridger and the rebels by providing them with inside information about Imperial Command.

Zare Leonis

All stats are 2D except:

Dexterity 3D+1, blaster 4D, dodge 5D, running 4D+1, Knowledge 2D+2, bureaucracy 3D+1, survival 3D+2, tactics 4D+1, repulsorlift operation 4D, Perception 3D+1, command 3D+2, con 4D, investigation 4D, persuasion 4D+1, search 3D+2, sneak 3D+2, Strength 3D, stamina 4D, computer programming/repair 3D+1, first aid 3D, security 4D. Move: 10. Datapad, Imperial cadet uniform, code cylinder.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

CHAPTER 2

SPECIES



LASAT

The Lasat were a sentient species that existed in the galaxy during the reign of the Galactic Empire. Within the species, those with fighting skills were highly revered, often being a part of the Lasan Honor Guard. Bo-rifles were a unique weapon, used exclusively by the Lasan Honor Guard.

During its reign, the Galactic Empire devastated the Lasat homeworld of Lasan, killing nearly all members of the species. Since then, the Lasat were rarely seen in the galaxy.

Physical Description: Lasat are comparable in height with humans. They have wide shoulders and thick limbs. The body is covered with short, gray to dark brown fur and stripes of purple. Eyes are light green with black pupils. Facial hair is common for both males and females and grows a dark purple.

Homeworld: Lasan

Languages: Lasatian

Example Names: Garazeb Orrelios

Adventurers: Garazeb Orrelios, a soldier and rebel.

Lasat

Attribute Dice: 12D

DEXTERITY 2D/4D+1

KNOWLEDGE 1D+2/3D+2

MECHANICAL 1D/3D+2

PERCEPTION 2D/3D

STRENGTH 2D+2/5D

TECHNICAL 1D/3D

Special Abilities:

- **Prehensile Toes:** due to their unique physiology, Lasat gain a +1D bonus to their climbing rolls. Lasat toes are very strong, allowing them to pick up items equal to their normal carrying capacity, but lack any fine motor control.
- **Darkvision:** Lasat have highly developed night vision allowing them to see in dark

without penalty up to 50 meters.

Story Arc:

- Lasat are rarely seen throughout the galaxy since the Imperial bombardment and near eradication of the species in retaliation for not submitting to Imperial dominance.
- In their conquest of the Lasat, T-7 ion disruptors were used extensively by the Galactic Empire. This led to a strong hatred and distrust of such weapons by Lasat.

Move: 12/14

Size: 2.0-2.2 meters tall

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.



CHAPTER 3

NEW EQUIPMENT & WEAPONS

THE ARMS LOCKER

ENERGY WEAPONS

Blurrq-1120 Holdout Blaster

A type of blaster that was popular among Twi'lek freedom fighters who used the weapon during the Clone Wars. The weapon featured nine firing modes, including single and double shot.

Blurrq-1120 Holdout Blaster

Type: Holdout blaster pistol
Scale: Character
Skill: Blaster
Ammo: 30 (power packs: 25)
Cost: 350
Availability: 2, R or X
Fire Rate: -
Range: 3-10/20/35
Damage: 4D
Game Notes:

The character may make two shots as a single action. This counts as a single action but increases the task difficulty by one rank. If shooting at a single target make one roll, if shooting at two targets roll vs each.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

DL-18

Model: BlasTech DL-18 Blaster Pistol
Type: Blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 100
Cost: 500 (power packs: 25)
Availability: 1, F, R or X
Fire Rate: 1
Range: 3-10/30/120
Damage: 4D

Source: Star Wars the Roleplaying Game REUP (p.351).

Davtech Sidearms DTS-591

A popular blaster pistol model manufactured by DevTech Sidearms. Cikatro Vizago, criminal leader of the Broken Horn Syndicate, carried such a blaster.

DTS-591

Model: Devtech Sidearms
Type: Blaster pistol
Scale: Character
Skill: Blaster
Ammo: 25
Cost: 1,200 (power packs: 25)
Availability: 1, F, R or X
Range: 3-10/30/90
Damage: 5D
Game Notes:

Because of its easy customization, upgrade rolls

NEW EQUIPMENT & WEAPONS

are 1 difficulty easier.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

ZinCorp Stun-Sting Energy Slingshot

An energy slingshot was a small wrist-mounted weapon that fired energy projectiles. Ezra Bridger, a teenage orphan from Lothal, used an energy slingshot. The projectiles didn't penetrate stormtrooper armor or the Inquisitor's armor.

Energy Slingshot

Model: ZinCorp Stun-Sting Energy Slingshot

Type: Energy slingshot

Scale: Character

Skill: Missile weapon

Ammo: 50

Cost: 60 (power packs: 25)

Availability: 3, F

Fire Rate: 1

Range: 3-4/8/24

Damage: 4D+2 stun

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Relby-v10 Mortar Gun

Often referred to simply as the mortar gun, was a model of blaster rifle that fired high impact bolts. One was used by the Trandoshan bounty hunter Bossk.

Relby-v10 Mortar Gun

Type: Energy/impact blaster

Scale: Character

Skill: Blaster

Ammo: 20

Cost: 1,100

Availability: 4, R

Fire Rate: 1

Range: 3-25/50/200

Damage: 5D

Game Notes:

the v10 shoots a combination energy impact beam. If the target is wearing armor only apply the lowest value. If the armor only protects ver-

sus one kind of damage treat as no protection.

Source: "Ezra's Gambit" (junior novel), stats by +Oliver Queen.

T-7 Ion Disruptor Rifles

The T-7 is a type of high-powered disruptor rifle designed to disable starships and take out multiple enemies at one time. The rifles would also have destructive effects when used on organic lifeforms. The rifles were used in the destruction of the Lasat race, and their destructive powers led the Imperial Senate to ban their use within the Galactic Empire.

T-7 ion disruptor rifles

Model: T-7

Type: Ion disruptor

Scale: Character

Ammo: 15

Cost: 4,500

Availability: 4, X

Range: 1-10/50/100

Fire Rate: 1

Damage: 5D+2 ion damage and special

Game Notes:

- When fired at a vehicle the T-7 ignores scale when calculating damage resistance.
- When fired at living creatures the ionic disruption was found to have a devastating area effect, causing a painful and deadly neurological feedback to anyone in the area of effect, which disperses quickly past five meters. Treat results of Wounded or higher as knocked unconscious 1D minutes.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

WESTAR-35 Blaster Pistols

A model of blaster pistol from the WESTAR series of blasters. The WESTAR-35 blaster pistol was used around and during the time of the Clone Wars by several members of the Mandalorian culture and saw extensive use among the Death Watch soldiers. Officers of the Mandalorian police force in the New Mandalorian capital city of Sundari also utilized the weapon. As a product of the WESTAR series of blasters, the WESTAR-35 was the successor to the WESTAR-20 and WES-

NEW EQUIPMENT & WEAPONS



TAR-34 blaster pistols.

WESTAR-35 Blaster Pistol

Model: WESTAR-35 Blaster Pistol

Type: Blaster Pistol

Scale: Character

Skill: Blaster: blaster pistol

Ammo: 100

Cost: 850

Availability: 3, R

Range: 3-10/20/100

Damage: 4D+2

Game Notes:

Drawing this weapon is a free action.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Explosives

Explosive Paint

Model: Meldite Type III Explosive Paint

Type: Explosive

Scale: Speeder

Skill: Demolitions

Cost: 300 per can

Availability: 2, R

Blast Radius: 5 meters

Damage: 3D

Game Notes:

- A small remote detonator is used to ignite the paint. Transmitters vary in strength and range, but typically up to 100m. Also can use a timer.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Paint Bomb

Model: Improvised

Type: Stun/paint grenade

Scale: Character

Skill: Demolitions

Cost: 75 credits (materials)

Availability: 1 (materials)

Range: 0-10/20/40

Blast Radius: 0-2/4/6/10

Damage: 5D/4D/3D/2D (stun)

Game Mechanics:

NEW EQUIPMENT & WEAPONS

- Designed by Sabine Wren to make an exit and a statement at the same time. Not only would it temporarily stun those in the blast radius but everyone and everything in a 10 meter radius would be covered in a kaleidoscope of colors.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.



Smoke Grenade

Model: Corelia Arms CASe-09a Smoke Grenade

Type: Smoke grenade

Skill: Grenade

Cost: 125

Availability: 2, X

Range: 3-7/20/40

Smoke Radius: up to 10m

Game Notes:

- Once thrown the smoke grenade takes 1 round to emit enough smoke to make effective cover (beginning of next round). It will quickly disperse thick smoke up to a 10 me-

ter radius depending on weather conditions.

- It will continue to emit smoke and obscure an area for 10 rounds (+4D cover modifier).

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Stun Grenade

These weapons were small, weighed about 0.5 kilograms, and had a blast radius of between 3 and 4 meters. Mercenary units, local law enforcement, and military personnel were known to use them. These grenades were designed to explode on impact and could knock out individuals caught within the blast radius from the concussive force released. They were effective against organic, living targets, not droids or electronics; ion grenades or similar devices would be used to incapacitate droids.

Since bounty hunters usually sought to capture their targets rather than kill them, stun grenades were a useful tool. Law enforcement and security personnel also found stun grenades useful when non-lethal tactics were required.

Stun Grenade

Type: Stun grenade

Scale: Character

Skill: Grenade

Cost: 400

Availability: 2, R

Range: 3-7/20/40

Blast Radius: 0-2/4/6/8

Damage: 6D/5D/3D/2D (Stun)

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

URR-1 Thermal Detonator

Model: BlastCorps UUR-1 Thermal Detonator

Type: Explosive

Scale: Character

Skill: Grenade

Cost: 1,200

Availability: 2, X

Range: 2/3/6

Blast Radius: 1/2/3/4

Damage: 5D/4D/3D/1D

Game Notes:

- This weapon has a timer that allows the det-

NEW EQUIPMENT & WEAPONS

onator to go off in any round up to 20 rounds after being set. The timer can be deactivated with a Difficult demolitions roll. The URR-1 has a strong magnetic back that allows it to be secured on (including being tossed against) vehicles. It has a Strength of 3D for this purpose.

Source: “Ezra’s Gambit” (junior novel), stats by +Oliver Queen.

MELEE WEAPONS

Stun Net

A stun net is a type of non-lethal weapon used to subdue and capture live subjects. Originally stun nets were the preferred method of capturing newly-discovered animals by the Republic Scout Service for immediate study, but their use soon spread to other areas. Stun nets were used by big game hunters to capture animals with their hides intact, while others formed part of automatic security systems for military encampments. Bounty hunters and slavers also used them to capture valuable prey alive.

Stun nets were made of a strong duracord, with stun threads or stun beads woven into it, and covered with a liquid adhesive. The adhesive served to trap the target within the net while a paralyzing electrical shock was discharged by the stun material. The electrical shock could be delivered upon contact with the net or initiated via remote control, which could also vary the intensity of the shock delivered.

Stun Net

Type: Standard stun net
Scale: Character
Skill: Melee combat: net
Ammo: 10
Cost: 350 (50 credits)
Availability: 2, R
Difficulty: Moderate
Fire Rate: 1
Range: 1/2/3 (casting)
Damage: STR+1D (tripping); 4D stun; Material STR 5D
Game Notes:

- The attacker may attempt to pin the arm of a target. If the hit is successful the defender must roll his Grappling skill vs the Strength of the material, if he fails the arm is pinned. He cannot use that arm until it is freed.
- The attacker may attempt to trip the target. If the hit is successful the defender must roll his Strength vs STR+1D, if he fails he falls to the ground and must use an action to regain his feet.
- The net may be used as an area effect grapple attack by attempting to throw it over the opponent. If successful the defender must roll his Grappling skill vs the Strength of the material, if he fails he is immobilized until he frees himself.
- Anytime the defender is grappled in the net the attacker may attempt to stun them, the attack is automatically successful, roll soak.

Source: “Ezra’s Gambit” (junior novel), stats by +Oliver Queen.

Vibro-axe

A vibro-axe is a standard axe handle-fitted with a vibration generator and power cell, causing the ax head to vibrate rapidly, thus creating a vibroweapon. Vibroweapons had more cutting power with less effort from the wielder. Some handles were designed to dampen the vibration effect for the user, though cruder versions, such as Arg'garoks wielded by the Gamorreans, used wooden handles. These weapons were often left deactivated, simply to allow the user to show off their physical strength and to intimidate rivals, since these weapons were capable of easily decapitating most humanoid species with a single blow.

A vibro-ax required two energy cells to operate. They were considered restricted weapons on most civilized worlds.

Vibro-axe

Model: Standard vibro-ax
Type: Melee weapon
Scale: Character
Skill: Melee combat: vibro-ax
Cost: 500
Availability: 2, R
Difficulty: Moderate

NEW EQUIPMENT & WEAPONS

Damage: STR+2D to STR+3D+1 (depending on model) (maximum: 7D)

Source: "Ezra's Gambit" (junior novel), stats by +Oliver Queen.

Vibroblade

A vibroblade is a type of bladed melee vibroweapon that used ultrasonic vibrations to increase cutting effectiveness.

A vibroblade resembled a short sword with a high-tech look and feel and consisted of the same basic design as other vibroweapons: the weapon's hilt or handle usually contained a compact ultrasonic vibration generator, causing the blade to vibrate at an incredible speed, making even the slightest glancing blow become a gaping wound. Vibroblades were dangerous to use against electrical weapons, as they conducted electricity. Electrocutation, however, would be the wielder's last concern. Traveling up the length of the blade, the electricity would connect with a vibroblade's energy cell and ultrasonic vibration generator. The result would be a miniature explosion with enough force to take off a hand.

Larger variants of the vibroblade included the dire vibroblade, vibrosword, and vibro double-blade, while smaller variants included the vibrorapier, vibrodagger, vibroknife, vibro-shiv.

Vibroblade

Model: Standard vibroblade

Type: Melee

Scale: Character

Skill: Melee combat: vibroblade

Cost: 250

Availability: 2, F

Difficulty: Moderate

Damage: STR+1D to STR+3D (depending on model) (maximum: 6D)

Source: "Ezra's Gambit" (junior novel), stats by +Oliver Queen.

ARTILLERY

Anti-Ship Turbolaser Emplacement

Model: Taim & Bak XX-11 Anti-Aircraft Turbolaser Emplacement

Type: Anti-aircraft Turbolaser

Fire Arc: Turret

Scale: Starfighter

Skill: Vehicle blasters

Fire Control: 1D

Range: 29-500/800/1.2 Km

Damage: 3D+2

Cover: 1/2

Strength: 4D (vehicle)

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.



NEW EQUIPMENT & WEAPONS

Planetary Heavy Turbolaser Emplacement

The XX-9 heavy turbolaser was a shipboard emplacement weapon produced by Taim & Bak. This was a weapon mainly used on bases and ships. The Taim & Bak XX-9 heavy turbolaser was protected by quadanium steel plating and made a deadly weapon against ships. It featured dual turret-mounted barrels and was mounted on a square base. Targeting computers were supplied with a safety feature that has the turrets automatically lock up if its turrets go below the horizon. This was a precaution to ensure it doesn't accidentally fire on the ground when targeting enemies. This likewise gave Rebel Alliance snubfighters an advantage by flying low.

Planetary Heavy Turbolaser Emplacement

Model: Taim & Bak XX-9 Planetary Heavy Turbolaser Emplacement
Type: Anti-aircraft Turbolaser
Fire Arc: Turret
Scale: Starfighter
Skill: Vehicle blasters
Fire Control: 1D
Range: 29-500/800/1.2 Km
Damage: 5D

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

GEAR

CARGO CONTAINERS

Class-A cargo container

Containers, also known as intermodal containers or ISO containers are the main type of equipment used in intermodal transport, particularly when one of the modes of transportation is by starship. The container is designed to store cargo during transit in realspace and hyperspace. The Class-A container was also the main mode of cargo storage for container

transports. The two common sizes are:

1T: 6.1 m (20 feet) x 2.4 m (8-foot) x 2.59 m (8-foot-6-inch), roughly 40 metric tons of material.
2T: 12 m (40 feet) x 2.4 m (8-foot) x 2.59 m (8-foot-6-inch), roughly 75 metric tons of material

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Rhydonium Fuel Canister

Rhydonium is a volatile type of fuel, found for the most part on the remote planet Abafar. The Confederacy of Independent Systems extracted rhydonium on Abafar in a failed attempt to destroy the Republic space station Valor. Later, after the Clone Wars, rhydonium was present in Fort Anaxes, a base abandoned by the Republic, and was used by rebels Sabine Wren and Hera Syndulla to kill fyrnocks.

Rhydonium Fuel Canister

Model: CachSwif K LW-1 Fuel Canister
Type: Universal starship fuel canister
Scale: Character
Length: 1.2 meters high
Cargo Capacity: 210 kilograms (55 gallons)
Cover: 3/4
Cost: 1,000 (new); 700 (used)
Body Strength: 5D
Game Notes:

- Because of the volatility of Rhydonium, even special containers need proper upkeep or they will quickly weaken (Body Strength 3D). A weakened canister is easily breached using a blaster pistol causing the contents to detonate. Treat a result of wounded or better as detonating the fuel canister (Blast Radius: 0-3/6/12/25; Damage: 5D/4D/3D/2D).

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen

Starship Fuel Canister

Model: FoerTech Type XXI Fuel Canister
Type: Universal starship fuel canister
Scale: Character
Length: 1.2 meters high
Cargo Capacity: 210 kilograms (55 gallons)

NEW EQUIPMENT & WEAPONS



Cover: 3/4
Cost: 1,000 (new); 700 (used)
Body Strength: 5D

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Repulsor Cargo Crate (small)

Model: Moev Model III Repulsor Cargo Crate
Type: cargo Crate
Scale: Speeder
Length: 1 meter square
Cargo Capacity: 100 kilograms
Altitude Range: Ground level to 10 meters
Cost: 450 (new); 225 (used)
Body Strength: 2D

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

COMMUNICATIONS

C1 Personal Comlink

A standard model of comlink produced by SoroSuub Cor-

poration and used by the Galactic Empire.

C1 Personal Comlink

Model: SoroSuub C1
Type: Personal comlink
Skill: Communications
Cost: 200

Availability: 1

Range: 50 kilometers over land and up to low orbit

Game Notes:

- For double the cost it can be miniaturized to a wrist-sized unit.
- Military version has access to restricted and encrypted military frequencies.

Source: "Ezra's Gambit" (junior novel), Equipment Stats (p.80)

Comset

Model: Generic Comset
Type: High-power multi-signal comset
Skill: Communications: comset
Cost: 300

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Availability: 2

Difficulty: Easy

Game Notes: 200-kilometer surface range, surface-to-orbit in harsh weather.

Source: Rules of Engagement (p.37).

Computer-linked Wrist Gauntlets

Gauntlet-computers were designed to replace the dataslate and datapad as the primary means of mobile computing technical work. Worn over the forearm and hands, all gauntlets feature touch-pads on the upper forearm and on the palm, a thin-screen above the wrist, holographic imagecaster technology and various jacks for connecting to a computer interfaces such as an Scomp.

Computer-linked Wrist Gauntlets

Model: ModoComm Gauntlet-Computer

Type: Portable computer workstation

Scale: Character

Skill: Varies depending on action being performed

Weight: 3 kg

Cost: 250 credits (base unit)

Availability: 1

Game Notes:

- Datapad, holographic imagecaster, computer interface, and communications link-up.
- Remote access computer systems (10 meters from signal)

Source: D6holocon, with additional tweaks by +Oliver Queen.

Holo Communicator

Model: Blackstaff Communications E100-D

Type: Holo communications display

Cost: 1,500

Availability: 2, R

Range: 50 kilometers, up to low orbit (further with Holonet connection)

Game Notes:

- May be used as a standard communication device it does not require active holographic

camera.

- Person communicating with must have a holographic camera in order to be seen.

- Range is limited to the communication network available but with proper codes and HoloNet access interstellar communication is possible.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

COMPUTERS AND INFORMATION STORAGE

Computer Spike

Computer spikes are usually a single-use electronic device that contained specialized programs designed to bypass security systems and improve user access to protected systems. The spikes would interface with another computer system and chip away at the defenses in an attempt to crack the system. Sometimes the spike would insert additional code allowing things such as timed shutdowns, fire alarm trip, open comm channel, etc.

Data Network

A data network is a connection between computers. Networks are usually encrypted as a form of protection. Accessing a data network normally requires a network-connected access point.

Decoders

Decoders are datadisc- sized devices that are programed with complex algorithms. They are used to decode encrypted data, and are usually keyed to a specific datacore. Some decoders self-destruct as a security measure. Others contact security teams or law enforcement.

Holodisc

Holodiscs, also known as holodisks or holotapes, are disc-shaped devices onto which holographic messages could be recorded. Some holodiscs are encrypted to protect the data recorded on them.

CYBERNETICS AND PROSTHETICS

AJ ^ 6 Cyborg Construct

The AJ^6 Cyborg Construct is a cybernetic implant which when surgically implanted to the back of a being's cranium, allows the user to improve their memory and increase mental acuity. This comes at the cost of personality, as the construct replaces those areas of the brain. The Galactic Empire makes these available to workers for performance enhancers.

AJ ^ 6 Cyborg Construct

Model: BioTech Borg Construct AJ ^ 6

Type: Basic cyborg construct

Cost: 25,000

Availability: R

Cyber Points: 3

Game Notes:

- Construct can store up to 8D worth of additional information.
- Cyborg construct can hold a maximum of 6D worth of skills with typical units having two cartridge slots. Cartridges replace user's skill.
- Cyborg can read the data in data banks at any time.
- Built-in holographic display and recording.
- Because of the invasiveness of the cyberotechnology those who opt for this implant limit the wearer's personality. This gets worse over time and may include psychosis, personality disorders and possible loss of speech.

Cyborg Knowledge Cartridges

Model: Perzome SoftWEAR Cyborg Knowledge Cartridges

Type: Knowledge cartridges

Skill: Cartridges are available only for knowledge and technical skills.

Availability: R

Cyber Points: 0

Game Notes:

- A knowledge cartridge must have a specific skill chosen. If the combination of cartridges exceeds the 6D cap, subtract the difference from the highest skill cartridge. *Example: Fenrak installs planetary systems 4D and bureaucracy 3D cartridges. The total is 7D, exceeding the storage capacity by -1D (6D-7D). He would have access to bureaucracy 3D and planetary systems 3D (4D-1D).*
- Loaded cartridges may be internally switched "on/off" or physically placed/removed. This is this is an action and requires one round to properly shutdown/boot.

Knowledge Skills

Basic 3D skill 750 credits

Expert 5D skill 1,500 credits

Master 6D skill 3,000 credits

Technical Skills

Basic 3D skill 1,000 credits

Expert 5D skill 3,000 credits

Master 6D skill 4,000 credits

Source: Cracken's Rebel Field Guide (p.31,34), tweaks by +Oliver Queen

DETECTION AND SURVEILLANCE

Macrobinoculars

Macrobinoculars were handheld viewing devices that allowed users to observe distant objects. Some models were able to see into space from the surface of a planet. They are small, with two cushioned eyecups and a top-mounted rangefinder. The standard pair of macrobinoculars includes an internal readout that provides information on distance and elevation, and many could record and playback images. Although macrobinoculars are designed for any light condition, some models, like the Nightview from Naescorcom, specializes in low-light or nighttime conditions.

Macrobinoculars are commonly thought of as inferior to electrobinoculars, as they lack image-enhancement chips, and some don't come with light-adjustment circuitry. However, they are cheaper than electrobinoculars and more readily available in remote areas such as the Outer Rim Territories. Their resilience make them a popular choice among mercenaries. Some macrobinoculars were worn by clone troopers over

helmet visors, often with polarized lenses.

Macrobinoculars

Type: Standard macrobinoculars

Skill: Sensors

Cost: 100

Availability: 1

Range: 100-300/600/1 km

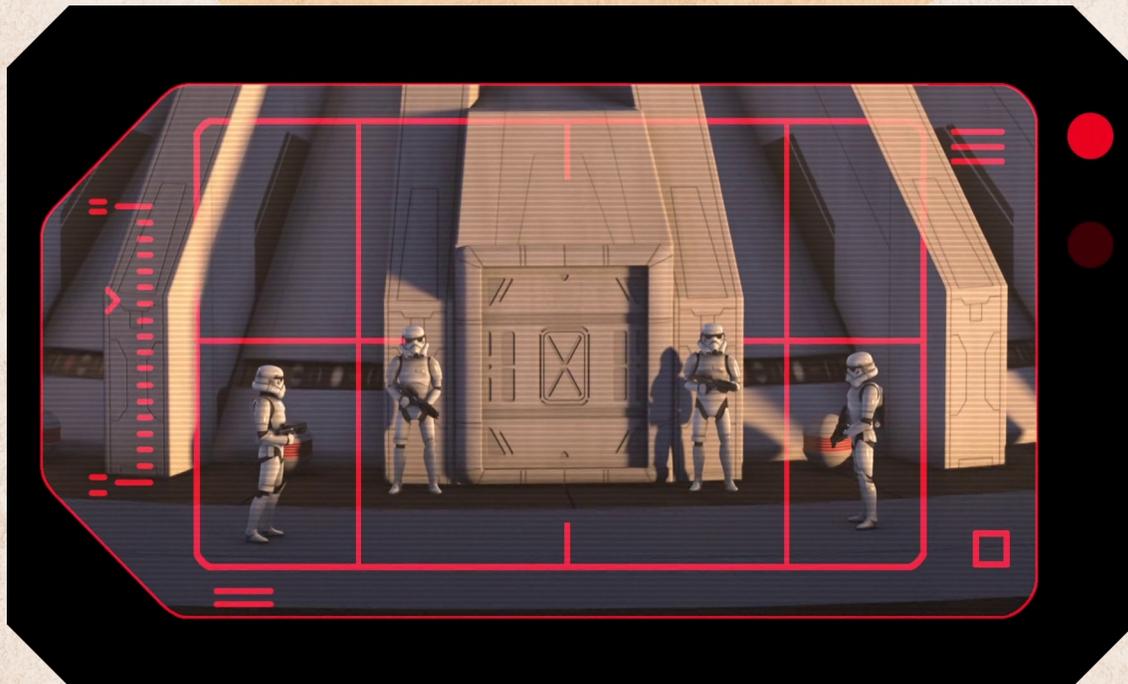
Game Notes:

- All modes have an Easy sensors difficulty at short range, increasing one level per range band. Search and other Perception-based rolls may be increased when using macrobinoculars by +3D when used to find something more than 100 meters away.

Source: Star Wars the Roleplaying Game REUP (p.338), tweaks by +Oliver Queen.

Magnetic Tracer Beacon and Scanner

The magnetic tracer beacon is small weighted object with a strong magnetic field allowing a person to cast it and if close



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enough to a ferrous surface it will attach itself. Once attached it will send out a signal that is calibrated to the scanner allowing the user to accurately track whatever the item is attached to.

Magnetic Tracer Beacon and Scanner

Type: Magnetic tracker

Scale: Character

Skill: Grenade; Sensors

Cost: 600

Availability: 1

Range: 0-10/20/40; 1-10/25/50 km

Game Notes: For the magnetic field to attach itself automatically the tracker beacon must fall within 1 meter of its intended target. Once attached it requires a Moderate *sensors* skill check. Tracking range is 50 kilometers over land and up to low orbit in good weather. The tracker will show distance, direction and approximate speed.

Source: “Ezra’s Gambit” (junior novel), stats by +Oliver Queen.

Security Sensor Chip

A security sensor chip is typically hidden in or on an object that has value or needs to be kept track of. When the chipped object is within range of a security scanner the chip’s code is referenced to a security database. If the security scanner flags the object it will perform the protocol associated with the chip. Protocols can be programmed to immediately sound the base or section alarm, silent alarm, message a certain person or notify security. The chip is keyed to the object, not the person with the object.

Game Notes:

- Finding the sensor can be daunting since it may be a built-in to the object. Depending on how hard it is to find the GM is encouraged to select a difficulty of Moderate or higher for *Search* rolls.
- The difficulty to disable a sensor depends on the type of countermeasures used in the chip. Difficulties range from Moderate or higher for Computer Programming, Equipment Repair or appropriate Engineer skill roll.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

FOOD

Jogan fruit

A round, purple fruit with white wavy vertical stripes and topped with small wine red leaves. Round green leaves could also appear on the sides of the fruit and its inner juices were orange. It was an edible fruit that was often used in cooking such as Jogan fruit cake. The fruit is widespread through the galaxy from Coruscant to Felucia. It was also found in the swamps of Rodia.

Meiloorun fruit

Also known as meiloorun melon or simply meiloorun was a type of orange fruit. It was known to not grow on Lothal, making it quite rare on the planet.

TOOLS/EQUIPMENT

APS-1 Airbrush

A handheld device pigment disperser, a favorite among urban taggers. Small and easy to use, typical models held up to three different color cartridges and came with an assortment of nozzles for different effects. Typical cost was from 15 credits to as much as 500 credits for high-end models.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

EFW Class-2

An EFW is a handheld device with a small repulsorlift field that when thrown would quickly rise to a preset elevation then electronically detonate a series of pyrotechnics. The size, amount and special effects possible was limited by the imagination of the programmer. Typical price is 15 credits for something simple to 1,500 credits or more.

NEW EQUIPMENT & WEAPONS

Repulsor Platform

Craft: SoroSuub N2-N1 Repulsor Platform
Type: Repulsor platform
Scale: Speeder
Length: 5 meters
Skill: Repulsorlift operation: repulsorlift service platform
Crew: 1
Passengers: 4
Cargo Capacity: 1,000 kilograms
Cover: -
Altitude Range: Ground level-250 meters
Cost: 12,000 (new), 6,000 (used)
Maneuverability: 0D
Move: 10; 30 km/h
Body Strength: 2D

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Drever Corporation HL-Automata-Assisted Welding Laser

The HL welding laser is a small, versatile tool designed for ship-based repair efforts. The welder is small (5 cm long), attached to an external power cell. The laser has a short range (3 centimeters) but is extremely powerful.

HLAutomata-Assisted Welding Laser

Model: Drever Corporation
HLAutomata-Assisted Welding Laser
Type: Welding tool
Scale: Character
Skill: Any appropriate Technical skill
Cost: 1,200 credits
Availability: 2
Game Mechanics:

- A power cell lasts for 10 rounds of welding.
- Welding is a full round action and is only effective if joining metallic pieces.
- Each round the welder must make a moderate (15) skill roll, if successful he creates a

weld with 1D Strength.

- Each additional round adds another D to the Strength total up to the maximum Strength of the material being joined.
- If two different Strength materials are joined max Strength is the lowest material.
- A welder can be used to melt a section of metal or to cut metal, treat as 5D+2 damage.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

SPECIAL ITEMS

The Body of Luminara Unduli

By the end of the war, Unduli served alongside Yoda, Republic forces, and Wookiee warriors during a battle on the Wookiee homeworld of Kashyyyk. During the battle, Supreme Chancellor Sheev Palpatine issued Order 66, a command ordering all clone troopers to kill their Jedi commanders. Unduli evaded the fate that many of her fellow Jedi had, however she was taken into custody by the Empire. The Jedi Order was destroyed, and Palpatine declared himself Emperor and transformed the Republic into the Galactic Empire. After a short time in the prison known as The Spire on Stygeon Prime Luminara was executed in her cell by the Inquisitor and the recording of this event was programmed to play in the cell continuously via hologram.

After her death, rumors began to spread that Unduli had survived the Clone Wars and was still alive, with those rumors existing as late as fourteen years after the war ended. In reality, the Empire used Unduli's remains to lure Jedi survivors into traps so they could be killed. One such trap was laid by the Inquisitor, with Unduli's remains still held in The Spire.

Believing Unduli to be alive, former Imperial Senator Gall Trayvis, working as an Imperial agent, "hacked" a HoloNet News transmission to proclaim that Unduli was being held in the Stygeon system. This transmission was seen by the rebel crew of the *Ghost*.

The rebels infiltrated The Spire, with Jarrus and Bridger leading the search for the Jedi Master. They found the cell she appeared to be held in, where they saw a physical manifestation of her. Jarrus could sense her presence, but something about it felt wrong. Her physical manifestation (in reality a hologram) soon disappeared into a case on the wall, which contained Unduli's desiccating remains.

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Game Mechanics:

- Shortly after her execution the Inquisitor placed Luminara's body in a cryogenic chamber. The process placed the Midi-chlorian of her body into stasis trapping her essence in her dead remains. This not only blocked her from joining the Force after her death, it also gave the Inquisition a powerful tool: An object with the Force essence of a Jedi Master.
- The body could be sensed per normal Force powers and not until the Force user was in close physical proximity to her remains were they able to sense something "wrong" about Jedi Master Luminara Unduli (easy Life Sense).

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Improved Ion Bomb

Knowing that Kanan was being held aboard a Star Destroyer above Mustafar, the Rebels formulated a plan to rescue him. Sabine used her espionage training learned while at the Imperial Academy on Mandalore and determined a large ion explosion in one of the Star Destroyer's hangar bays would be close enough to the power plant to temporarily incapacitate the mammoth ship.

Sabine rigged fourteen-plus ion bombs inside the cockpit of a TIE fighter previously captured by Ezra and Zeb. Ezra used the Force and was able to sense Kanan aboard Tarkin's Star Destroyer, the *Sovereign*. Chopper then remotely flew the TIE fighter into the ship's hangar bay where the ion bomb detonated with enough power to not only temporarily disable main power, it also knocked unconscious every person within range of the blast.

Game Mechanics:

- This improvised weapon did 8D capital scale ion damage.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

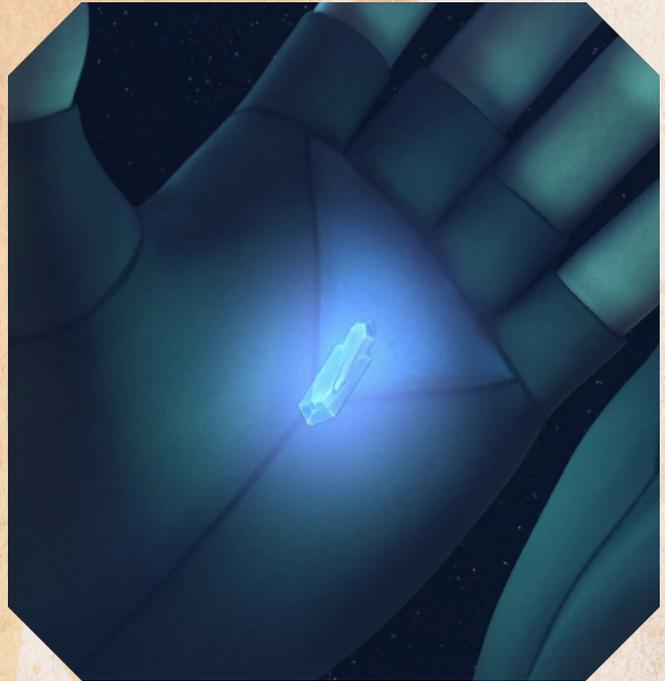
Kyber Crystals

Kyber crystals are Force-attuned crystals found in the ice caves of the planet Ilum, and in the crust of the Outer Rim world Lothal. The crystals were used in the construction of lightsabers. As younglings, Jedi traveled to the ice caves to harvest their own crystals, which they then used to build their lightsabers. The Force guided their selection, finding a crystal that matched them as Jedi. Crystals lacked color before they were chosen by a Jedi. Once chosen, most lightsabers became

blue or green, though other shades were created in rare instances. The Sith, on the other hand, used red crystals.

During ancient wars between the Jedi and the Sith, in which both sides fought for control over the galaxy, super-weapons were created that were powered by giant kyber crystals. Although these stories were considered legends, a giant kyber crystal was discovered on Utapau during the Clone Wars. The Confederacy of Independent Systems attempted to acquire the crystal, but they were discovered by Jedi Master Obi-Wan Kenobi and Jedi Knight Anakin Skywalker. The Jedi were able to destroy the crystal, though Yoda was concerned that Darth Sidious would discover another giant kyber crystal in order to construct another superweapon.

After the fall of the Galactic Republic and the rise of the Galactic Empire, Sidious—publicly known as Emperor Sheev Palpatine—and his Empire began construction of the Death Star, a battle station capable of destroying entire planets. Kyber crystals were used as part of the Death Star, and the Empire continued to search for new crystals five years before the Battle of Yavin. One such crystal was located by the rebels from Lothal, who discovered its location and destroyed it. The destruction produced a large shockwave, destroying everything in its path.



Game Mechanics:

- The size of a Kyber crystal directly relates to the

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amount of energy it can focus and augment as well as its volatility.

- Because of the rarity of Kyber crystals the amount of damage, area of effect, and scale is best handled as plot device. The GM is encouraged to create stats they feel are appropriate to the scene and given circumstances.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Interrogation Room

A typical Imperial interrogation room included inclining table that manacled the hands and feet. Across the waist is a cross piece monitoring device that records and shows physical information about the person currently strapped to the table.

Attached to the ceiling were additional instruments of interrogation including water/acid drips, noise speakers, lights, heat and cold field generators and the like. Around the edges of the room on a ceiling track system were a number of coercive instruments attached to mechanical arms. There was a control panel inside the room and another outside in an adjoining observation room.

Equipment and interrogations were as often performed by droids as by sentients.

Game Mechanics:

- Hand and leg restraints have a Strength of 6D+2 to hold individuals.
- The various instruments of coercion are such that a person strapped to the table can be interrogated many ways, any amount of injury may be inflicted on the helpless victim up to killing them. Depending on the type of coercion being used is resisted by either Willpower, Stamina or an appropriate skill or power.
- Use of the table and its accompanying equipment give a +2D modifier to Intimidation skill rolls.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

STARSHIP ADDONS

K'krrr'klk F899 Signature Modulator

Normally a ship can only have a single transponder code and changing it is difficult, expensive, and illegal. The signature modulator allowed a ship to store multiple transponder

codes and switch between them quickly and easily. It is expensive, requires a high level of technical ability to install.

F899 Signature Modulator

Model: K'krrr'klk F899 Signature Modulator

Type: Signature/transponder modulator

Cost: 10,000 plus installation and transponder code costs

Weight: 1 metric ton

Availability: X

Game Notes: Transponder codes are a signal burned into the starship's sublight engines that transmits the ship's name, type, owner, and other pertinent data. For most of the galaxy's history, the Bureau of Ships and Services issued and tracked transponder codes. Transponder codes could be duplicated, changed or removed, but the procedures involved were difficult, expensive, and highly illegal. Ships without transponder codes could not travel in civilized systems without attracting intense scrutiny.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

XX-23 S-Thread Tracker Missile

The Imperial XX-23 S-thread tracker is a homing beacon developed by Siemar Fleet Systems to track ships through hyperspace to their destination. The tracker is able to be launched from the warhead launcher of a TIE Advanced v1 starfighter.

XX-23 S-Thread Tracker Missile

Type: Vehicle tracking system

Cost: 3,000

Availability: F

Skill: Starship gunnery

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: Special

Skill: Astrogation

Game Notes:

- Tracker may make one Difficult astrogation roll per hour to track a tagged ship.

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- In hyperspace, only the general direction of the ship may be found.
- Once in normal space, the ship may be tracked to within one parsec.
- Tracker is too powerful at ultra-high frequencies to find exact location, and system in question must be searched with conventional means.
- Tracker is a 10 cm long tube. May be easily destroyed if found. In no way interferes with normal communications or cannot be detected by such means.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

DROIDS

Cybot Galactica 3PO-Series Protocol Droid

The 3PO-Series Human-cyborg relations protocol droid is produced by Cybot Galactica. The model series has a very similar aesthetic design in its casing to other Cybot Galactica droid model series such as the TC-series, 3PX-series, and 5YQ-series protocol droids.

Manufactured by Cybot Galactica on the factory world of Affa, the 3PO-series protocol units were considered the most advanced Human-cyborg relations droids in the market for over a hundred years. Production on the line began at least as far back as 112 BBY and continued well into the New Republic era.

The success of the 3PO-series led Cybot Galactica to produce the C-series protocol droids during the rule of the New Republic. They have a market cost of 3,000 credits.

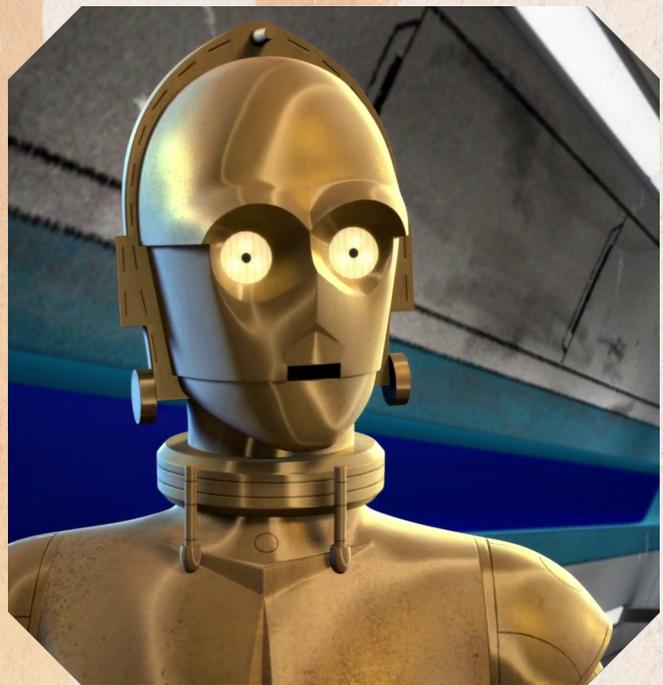
The typical 3PO-series droid stands at approximately 1.7 meters in height with a humanoid build. Most units are programmed with a subservient, service oriented personality and a typical 3PO unit will never attack, under any circumstances even if it was in self-defense.

With its standard components (head, torso, legs, arms and hands), a typical 3PO unit weighs around 77.6 kg, and its maximal speed was 21km/hr.

Each droid is equipped with a SyntheTech AA-1 VerboBrain making them capable of storing enormous amounts of information, the additional memory space is often used to keep communication modules in the active memory so that long delays could be avoided while searching for linguistic informa-

tion on mid-translation. A TranLang III communications module allows them to be fluent in over six million forms of communication, even if they can not respond in all of them for a lack of proper communication appendages. They also have the skills necessary to quickly analyze new unregistered languages and translate them into more well-known ones.

They are even provided with an olfactory sensor that allows them to comprehend pheromonal communication. Other useful features are a factory-standard restraining bolt mount, and the fact that their shutdown switch is conveniently located at the back of their neck, on a very easy to reach place.



Some models, such as the pricey E-3POs, also include the TechSpan I module, making it possible to interface with Imperial networks and undocumented technologies of Imperial sub-contractors.

3PO Human-Cyborg Relations Droid

Type: Cybot Galactica 3PO Human-Cyborg Relations Droid

DEXTERITY 1D

KNOWLEDGE 3D

Cultures 6D, languages 10D

MECHANICAL 1D

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PERCEPTION 1D
STRENGTH 1D
TECHNICAL 1D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and audial sensors – human range
- Vocabulator speech/sound system
- AA-1 VerboBrain
- TransLang III Communications module with over seven million languages

Move: 8

Size: 1.7 meters tall

Cost: 3,000 (new)

Game Notes: The droid's vocabulator speech/sound system makes the droid capable of reproducing virtually any sound it hears or is programmed to reproduce.

Source: Star Wars the Roleplaying Game REUP (p.375-376)

Cybot Galactica's AC1 "Spy-Eye" Surveillance Droids

Also called "Spy-eyes," Surveillance remote droids, or security remotes, are essentially mobile, semi-intelligent surveillance holocams.

They are equipped with a repulsorlift engine, a visual-range holocam (on a 180-degree swivel mount) with simultaneous holotransmitter, and a holo receiver unit. The model moves about as fast as a Human and is very silent, able to move in zig-zag patterns so rapidly that most species would not be able to see them. Within a range of 500 meters, the holotransmitter can continuously feed live images to a security officer's holo display, and within that range the security officer can remotely control the droid by joystick if needed. The droids are not very intelligent and lack personality. They record suspects and relay the visual recordings, along with locational information, to a central surveillance station, then hide until they receive further instruction or are taken over by remote control. Some at the Battle of Hoth were equipped with a light blaster.

AC1 "Spy-Eye" Surveillance Droid

Type: Cybot Galactica's AC1 Surveillance Droid

DEXTERITY 2D

Blaster 2D+1, dodge 4D

KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 3D

Search 6D, sneak 4D

STRENGTH 1D+1

TECHNICAL 2D

Equipped With:

- Repulsorlift engine: maximum height 3 meters
- Visual range holocam (500 meter range) with simultaneous transmitter
- Holo receiver unit
- Spotlight
- Blaster Rifle (5D, 3-25/50/200)

Move: 10

Size: 0.7 meters tall

Cost: 5,300 (new), 2,600 (used)

Source: Rebel Alliance Sourcebook (p.122-123).

Holowan Laboratories IG-RM Bodyguard and Enforcer Droid

More commonly known as the IG-RM thug droid and sometimes known as the IG-RM war droid or IG-RM assassin droid, the IG-RM is a security droid model manufactured by Holowan Laboratories. They are commonly used as enforcers, and as such are popular with gangsters. Cikatro Vizago, a crime lord on Lothal during the reign of the Galactic Empire, employed IG-RM thug droids to conduct his criminal operations. All IG-RMs are equipped with DLT-18 laser rifles.

IG-RM Bodyguard Droid

Model: Holowan Laboratories IG-RM Bodyguard Droid

Type: Bodyguard droid

DEXTERITY 3D

Blaster 4D+2, brawling parry 4D, dodge 4D.

KNOWLEDGE 1D

Intimidation 3D.

MECHANICAL 1D

PERCEPTION 2D

Search 3D+2.

STRENGTH 4D

Brawling 5D, lifting 5D.

TECHNICAL 1D

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Equipped With:

- Humanoid body (two arms, two legs)
- Visual sensor recorder (human range)
- Auditory sensor (human range)
- Body armor (+1D to Strength to resist damage)
- Vocabulator speech/sound system
- AA-1 verbobrain
- BlasTech DLT-18 laser rifle (5D; 5-50/180/350)

Move: 10/12

Size: 2.2 meters tall

Cost: 12,500 (new)

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

IT-O Interrogator droid

The IT-O is an interrogation droid designed by the Imperial Security Bureau and is used by the Galactic Empire for prisoner interrogations.

The droid is a black hovering sphere, perhaps a third of a meter in diameter, with various attachments. It is deliberately frightening in appearance. The droid is generally successful in getting information from prisoners using elaborate and scientific torture methods. First, it injects the prisoner with a mentally disabling chemical that would decrease the pain threshold and also forces the subject to remain conscious. IT-O runs its sensors over its victim, detecting the most sensitive body parts. The droid has onboard systems to record the entire process, in case any information was lost in the screams of the prisoner. Its reputation is so feared that many prisoners begin reciting their sins as soon as they see an IT-O floating into their cell.

The droid is designed with an emotionless personality to ask questions in flat monotone. When working with a living assistant the IT-O often says nothing at all, thus making the prisoner fear and hate the droid, while viewing the living interrogator as a source of potential mercy.

IT-O Interrogator Droid

Type: Imperial IT-O Interrogator Droid

DEXTERITY 1D

Dodge 3D, melee combat 3D, melee combat: interrogation tools 4D+1

KNOWLEDGE 3D

Alien species 4D, humanoid biology 5D, intimidation 6D, intimidation: interrogation 7D

MECHANICAL 2D

Sensors 3D

PERCEPTION 4D

Investigation 5D, search 5D

STRENGTH 3D

TECHNICAL 2D

First aid 5D, (A) medicine 5D, security 4D

Equipped With:

- Repulsorlift engine
- Visual/sound sensor package
- Vocabulator speech/sound system
- Laser scalpel (2D damage)
- Hypodermic injectors (4D stun damage)
- Power shears (5D damage)
- Grasping claw (+1D to lifting)

Move: 3

Size: 1 meter

Source: Star Wars the Roleplaying Game REUP (p.373).

Industrial Automaton P2-Series Astromech

The P2-Series is Industrial Automaton's first astromech droid prototype, using a rounded body design that would later prove popular with the R2-series astromech droids.

P2 units are 2.3 meters tall astromech droids with three wheeled legs, a rotating head dome, and retractable manipulator arms. The design was not successful at this point; the P2 droids are cumbersome, sluggish, clumsy, and slow to learn. The droids were fitted with primitive Intellex II ship-configuration computers, and are able to communicate only through the use of its video display screen or computer link. Design glitches are common in these units, including a poorly-coded maneuverability routine that makes the P2 ungainly.

Despite its many faults, the P2 is popular among star captains in the merchant fleets of the Galactic Republic. The P2 unit is a capable maintenance droid, with a buzz saw and laser cutter that makes it handy for repair work. Because of its size, the P2 is commonly found aboard large bulk cruisers or container vessels.

Industrial Automaton was in the process of finalizing plans to make the P2-series publicly available when the company ran into trouble. Industrial Automaton was hit with a technology-infringement lawsuit, and though the case was eventually dropped, legal delays and bad publicity forced the company to scrap the P2 design. While the lawsuit was in the Galactic Republic court system, Industrial Automaton rushed out a replacement model, the R1 unit, by recycling the shells of exist-

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ing Mark II reactor drones. By the time of the settlement, the P2 design innovations were scaled down and incorporated into the new R2 unit.

P2-Series Astromech

Type: Industrial Automaton Astromech Droid Prototype

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

Astrogation 3D, space transports 3D

PERCEPTION 1D

STRENGTH 2D

TECHNICAL 2D

Space transports repair 5D

Equipped With:

- Three wheeled legs (center leg retractable)
- Retractable heavy grasper arm (lifting at 2D)
- Retractable fine work heavy grasper arm
- Two retractable medium arms
- Small electric arc welder (1D to 5D, as fitting situation; Moderate)
- Small circular saw (4D, Moderate)
- Video display screen

- Armored Hull (+1D to Strength when resisting damage)

Move: 4

Size: 2.3 meters

Cost: 2,500 (used)

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Industrial Automaton R2-series Astromech Droid

The R2-series is a model of astromech droid produced by Industrial Automaton. It enjoys a level of success that hasn't been equaled in Industrial Automaton's long history. A combination of excellent design, high-quality marketing, and good timing made this astromech droid one of the most sought after droids in history, and one of the few vintage astromech series still in active production decades after it was first designed, including the prototype R2-0. The line is so successful that the Galactic Empire takes credit for the design. The average cost for an R2 unit is about 4245 Republic Credits.

Like its forerunners, the R2 astromech was designed to work in and around space vessels as a diagnostic and repair unit. But unlike the clunky R1-series, this rounded, waist-high droid is made specifically to fit in military starfighter astromech slots. This was a radical departure, as previously all

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such droids had been dedicated government models. The droid's popularity was equal with Galactic Republic fighter jocks as with the general public.

When plugged into a Eta-2 Actis-class interceptor, or similar starfighter, the R2 monitors flight performance, pinpoints and corrects technical problems, and performs power management by optimizing shipboard systems. The unit stores up to ten sets of hyperspace vector coordinates in its astrogation buffer, and many have the intelligence and experience to perform engine startup and pre-flight taxiing. The R2 operates flawlessly in the vacuum of interstellar space. R2 units are equipped with a holographic recording mode.

The center of the droids' success is attributed to its Intellex IV computer, which features seven hundred different spacecraft configurations. Its sensor package is equally impressive, with a full-spectrum transceiver and electromagnetic, heat, motion, and life form indicators. The droid also has a fully maneuverable video sensor, deployed from its domed head, allowing it to inspect enclosed spaces or peer over obstacles.

The droid's outer shell conceals an array of tools beneath its streamlined durasteel exterior. Each R2 comes equipped from the factory with two manipulator arms, an electric arc welder, circular saw, computer scomp link arm, VicksVisc holographic recorder/projector unit, internal cargo compartment, and a general-use fire extinguisher. IA, taking a page from Corellian ship-builders, makes the droids easy to upgrade and modify. The company offers a variety of aftermarket packages, but industrious owners also manage to equip R2s with such eclectic items and accessories as underwater propellers, laser pointers, jet thrusters, remote sensor limpets, and inflatable life rafts. This adaptability makes the R2 units particularly popular among tech-heads, who often have running competitions over who could outfit the most eclectic droid.

IA spent a great deal of time in the design of the R2's personality matrix. The droid is obliging, quick-witted, and sincere. If the droid is not subjected to periodic memory wipes, it could develop a headstrong, self-reliant disposition. Many owners, however, actually prefer a droid willing to offer candid second opinions. Starfighter pilots tend to develop a strong bond with their astromech droids, often flying all their missions with one particular droid, and strongly object to the memory wipes their counterparts were given on a regular basis in some units.

R2 Astromech Droid

Type: Industrial Automaton R2 Astromech Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

Astrogation 5D, starfighter piloting 3D, space transports 3D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 4D, starfighter repair 5D*

Equipped With:

- Three wheeled legs (center leg retractable)
- Retractable heavy grasper arm (lifting at 2D)
- Retractable fine work heavy grasper arm
- Extendable 0.3 meter long video sensor (360 degree rotation)
- Small electric arc welder (1D to 5D, as fitting situation, 0.3 meters range)
- Small circular saw (4D, 0.3 meter range)
- Video display screen
- Holographic projector/recorder
- Fire extinguisher
- Small (20 cm by 8 cm) internal "cargo" area
- Some additional small tools and equipment

Move: 5

Size: One meter tall

Cost: 4,525 (new)

Game Mechanics: Astromech droids, if acting in co-pilot capacity, may attempt starship repair while in flight.

Source: Star Wars the Roleplaying Game REUP (p.374).

Industrial Automaton R4-series Agromech Droid

Flushed with the success of their landmark R2 launch, Industrial Automaton rushed to capitalize on their new dominance of the astromech droid market. The R4-series agromech droid is a highly successful attempt to capture a new market prospect—the Outer Rim urbanite who is more likely to have a souped-up landspeeder parked in their garage than an X-wing. Accordingly, the R4 agromech droid is designed for life outside the pristine hangar bay. It is simpler, tougher, and cheaper than previous R3-series models.

The R4 has the same outward appearance of an R2 or R3 droid below the neck, but to save money on production, items such as the video display screen and miniature fire extinguisher were omitted. The holographic projector/recorder unit was retained, but relocated to the top of the head dome to allow for use of a cheaper, less miniaturized unit with a smaller

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rotational axis. The droid's Intellex VI computer is advanced, but geared toward common repulsorcraft designs and specs for commercially available space transports. The computer brain is designed with more space between the components, lowering production costs, but requires a larger head dome, and likewise eliminates many of the function indicators and gadgetry found on other R-series head domes. The R4 is unsuited to the task of starfighter astromech; it could only hold the coordinates for a single hyperspace jump in its astrogation buffer, a one way trip for any fighter jock.



The droids are rugged; able to shrug off the nicks and dents common to a working garage environment as well or better than other R-droids. IA was pleased to discover that, with regular maintenance checks, the R4 outlasted its design parameters for operational life, weather endurance, personality matrix stability, and time elapsed between recharge sessions.

Because of their increased durability, R4s were the preferred "mech" droids used by the Jedi. Given the interstellar nature of their work, however, most of the R4 droids purchased for the Jedi were modified to include the more expensive R2 style head. This gave them many of the best features of the R2 and R4 series. Many of these droids were further modified by mechanics in the Jedi Temple to permanently interface with the Delta-7 Aethersprite-class light interceptor, until the Jedi moved on to the Delta-7B and Eta-2 Actis-class light interceptor. Even so, pilots retained R4 units in the Eta-2 interceptor.

Mass-market buyers like the R4, as do the freedom fighters

of the Alliance to Restore the Republic. They reason that no one would be suspicious of a mass purchase of agromech droids, the way they would be of starfighter-ready copilots like the R2. The model's low cost and knowledge of general-purpose vehicles were also greatly appreciated by the resource-strapped Rebels, and soon the droids' conical heads were familiar sights in Alliance bases and Mon Calamari hangar bays.

R4 Astromech Droid

Type: Industrial Automaton R4 Astromech Droid

DEXTERITY 2D

KNOWLEDGE 2D

Languages 3D

MECHANICAL 3D

Repulsorlift operation 4D

PERCEPTION 2D

Search 3D

STRENGTH 2D

TECHNICAL 3D

Computer programming/repair 4D+2, droid repair 4D, repulsorlift repair 5D, security 4D

Equipped With:

- Three wheeled legs (one retractable)
- Internal comlink
- Photoreceptor with infrared vision (can see in the dark up to 30 meters)
- Internal storage (extra space available for 8 kilograms of storage or upgrades)
- 4 tool mounts (has four appendages that have tools attached to them)
- Acoustic signaler

Move: 8

Size: 1 meter tall

Cost: 2,500

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Arakyd Industries RA-7 Series Protocol Droid

Also known as Insect Droids due to their appearance, the RA-7 series are a fifth degree, low intelligence model protocol droids produced by Arakyd Industries specifically for the Galactic Empire.

They were a common sight in the galaxy around the time of the Clone Wars. Units produced early in the war shared much

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of their body plating with Cybot Galactica's 3PO unit, though this would be discontinued in favor of unique plating in the final years of the war. During the reign of the Galactic Empire, many RA-7s are used by Imperial officers as servants.

The RA-7 is humanoid in shape with an insectoid head, and similar in build to the 3PO-series of protocol droids. The RA-7 is covered in reflective plating and commonly found in the offices of high ranking Imperial officials, military officers, courtiers, and Coruscant dignitaries. It is intended to help its owner with scheduling and translating. Unlike 3PO-series with their delicate personalities, RA-7 are programmed to be "stern", but bland. It has a secret surveillance system installed in its head, hidden beneath layers of benign cognitive circuitry. The espionage unit is hidden behind sensor bafflers that are disguised as soldering welds. It records everything using extremely sensitive audio pickups and low-light photoreceptors and would make periodic dumps of data via encrypted frequencies on standard public comm units to the Imperial Security Bureau.

The RA-7 series was first shown at the North Quadrant Intergalactic Automaton Show. The model was an attempt by Arakyd Industries to duplicate most of the abilities of the 3PO series of protocol droids, and in most aspects it failed. A prototype, 4A-7, saw use by Separatist agent Asajj Ventress during the Clone Wars in 22 BBY.

A number of RA-7 droids are used aboard Star Destroyers to monitor medical equipment, such as life support capsules.

RA-7 Series Protocol Droid

Type: Arakyd Industries RA-7 Series Protocol Droid

DEXTERITY 2D

KNOWLEDGE 2D

Bureaucracy 3D, cultures 4D, languages 8D, scholar: culinary arts 5D, scholar: home economics 4D

MECHANICAL 1D

Repulsorlift operation 2D

PERCEPTION 2D

STRENGTH 2D

TECHNICAL 1D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and audial sensors (human range)
- Vocabulator speech/sound system
- AA-1 VerboBrain
- TransLang I Communications module with over two million languages

Move: 9

Size: 1.7 meters tall

Cost: 3,000

Source: "Ezra's Gamble" (junior novel), Death Star Technical Companion (p.93), tweaks by +Oliver Queen.

Lothal Logistics Limited RQ-series Protocol Droid

A model of protocol droid produced by Lothal Logistics Limited around five years before the Battle of Yavin, the RQs are humanoid in shape, and at least some of them are covered in green and gray plating, and have yellow photoreceptors. The RQs have the ability to perform many of the same functions as more expensive protocol droids, they remain relatively local to Lothal and its neighboring systems. At least four of these units are part of Senator-in-exile Gall Trayvis' personal guard, and are equipped with force pikes. Those particular units are finished with the symbols and the blue coloring associated with the Galactic Empire.

RQ-series Protocol Droid

Type: Lothal Logistics Limited RQ-series Protocol droid

DEXTERITY 2D

KNOWLEDGE 2D

Bureaucracy 3D, cultures 4D, languages 8D.

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Humanoid body (head, two arms, two legs)
- Two Visual and audial sensors (human range)
- Vocabulator speech/sound system
- AA-1 VerboBrain processor
- TransLand III communication/protocol module with over seven million languages

Move: 8

Size: 1.7 meters tall

Cost: 3,000 (new)

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Industrial Automaton RX-series Pilot Droid

The RX—Series pilot droid from industrial Automaton is a common, if quirky, replacement for biological pilots. Designed to serve as both copilots for living pilots as well as autonomous pilots in charge of menial piloting duties, RX-Series droids are renowned for their tendency to develop personalities much more rapidly than other droids. The RX—Series droid hovers at the piloting station and has three appendages to manage the controls of a starship. Most spaceports have at least a few RX-Series droids on hand to help move docked starships, pilot skiffs full of supplies, or pilot chartered flights through well-traveled regions.

The RX-Series pilot droid has a cylindrical body that shares many features with astromech droids. Their bodies flare out at the bottom into wide repulsorlift platforms, and their heads are slightly more humanoid than an astromech's, with a domed helmet stretching across its top. RX-Series pilot droids generally have amicable personalities (Industrial Automaton designed them to interact with their passengers) and are frequently used as pilots by space tourism companies.

RX-Series Pilot Droid

Type: Industrial Automaton RX-Series Pilot Droid

DEXTERITY 1D

KNOWLEDGE 1D

Planetary systems 3D, scholar: Imperial flight regulations 4D

MECHANICAL 3D

Astrogation 4D, communications 3D, repulsorlift ops 4D, sensors 3D, space transports 4D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 2D

Space transport repair 3D

Equipped With:

- 3 claw appendages
- Repulsorlift motor
- vocabulator
- Piloting package

Move: 10 (hover)

Size: 1.2 meters tall

Cost: 7,300 (new)

Source: Scum and Villainy (Saga), stats by +Oliver Queen.

Arakyd Industries Viper Probe Droid

Commonly referred to as the probot, the Viper Probe Droid is a deep-space exploration and reconnaissance probe droid produced by Arakyd Industries. The Viper model was based on the success of Galalloy Industries' early probe droids. The design of the probot also relies heavily on the work of Viper Sensor Intelligence Systems, a corporation acquired by Arakyd during the Clone Wars.

The lightly-armored Viper droid measures 1.6 meters in height with six manipulator arms extending from a central pod and several retractable sensor arms for gathering samples. High resolution receivers and sensors cover the domed head—including motion, acoustic, sonic, and seismic sensors, a radiation meter, magnetic imager, and holocamera. It has an atmosphere sensor capable of determining a planet's atmosphere class within one half-hour. It moves on a repulsorlift generator which is equipped to operate over any terrain. One of the arms is high-torque, and the droid is equipped with a floodlight on its head.

Information is relayed back to its superiors via a high-frequency HoloNet transceiver. The droid can navigate across terrain at up to 40 km/h, while the arms gather samples. Vipers are delivered to their targets through single-use custom built hyperspace pods. They were commonly deployed along the perimeters of key strategic star systems and hyperlanes to act as automated guardians.

Typically, a Viper probe droid costs 14,500 credits. They are capable of being deployed from Galactic Empire Command Centers.

Arakyd probe droids were originally designed for use by the Galactic Republic in survey and exploration duty, but when the Republic was transformed into the Galactic Empire, Arakyd modified their probots with military-level sensors and equipment, and marketed them as Viper probe droids. This was not the first time Arakyd probots had been upgraded for warfare, however, as the Confederacy of Independent Systems had employed a number of upgraded probots during the invasion of Kashyyyk during the Clone Wars. Viper probots in service with the Empire were upgraded under the direct supervision of Darth Vader, and featured a blaster cannon, a self-destruct mechanism, and, in some cases, deflector shields.

Viper Probe Droid

Type: Arakyd Viper Probe Droid

DEXTERITY 3D

Blaster 4D

KNOWLEDGE 2D+2

Planetary systems 4D

NEW EQUIPMENT & WEAPONS

MECHANICAL 3D

Sensors 6D

PERCEPTION 3D

Search 4D, search: tracking 7D+1

STRENGTH 4D

TECHNICAL 2D+1

Equipped With:

- Long-range sensor (+1D to search for objects between 200 meters and five kilometers away)
- Movement sensor (+2D to search for moving objects up to 100 meters away)
- Atmosphere sensors – can determine atmosphere class (Type I, Type II, Type III or Type IV) within one half-hour
- Blaster cannon (4D+2, 3-10/30/120)
- Self-destruct mechanism
- Repulsor generator for movement over any terrain
- Several retractable manipulator arms
- Several retractable sensor arms for gathering samples

Move: 14

Size: 1.6 meters tall

Cost: 14,500 (new)

Source: Star Wars the Roleplaying Game REUP (p.380).

STARSHIPS AND VEHICLES

AIRSPEDER

Imperial Patrol Transport (aka Police Gunship)

The Imperial Patrol Transport (or IPT) is a model of transport gunship utilized by the Coruscant Security Force and the Coruscant Guard on the planet Coruscant during the waning years of the Galactic Republic.

The Republic police gunships possessed a spoked cockpit and solar gatherer panels. It also possessed a similar drive to the LAAT/i gunships, as evidenced by their sound. They were also equipped with searchlights in the event that they had to conduct searches at night or in areas of Coruscant where visibility was low, such as the underworld. The gunships also had two ball-mounted laser cannons underneath the cockpit and one laser cannon mounted on the rear of the ship. The gunship was available to both droid and flesh-and-blood members of the CSF. It was less armed than the LAAT/i, but was nonetheless preferred due to its better suitability for patrolling the city scape as well as it having a lower risk overall in causing collateral damage. The solar gatherer panels, which were connected to the ship via arms on the ship, acted as the power generator for the ship. The vehicle's cockpit also had two seats for the pilot and gunner, with the pilot being slightly behind of and elevated over the gunner. The side hatches opened for entry, and had a ramp near the rear in the event that the circumstances required rapid deployment of its personnel. It was primarily utilized by police officers, although it was also known to be used by members of the Coruscant Guard under certain circumstances.

Imperial Patrol Transport

Craft: Imperial Patrol Transport (formerly Republic Police Gunship)

Type: Airspeeder

Scale: Speeder

Length: 11.48 meters

Skill: Repulsorlift operation: Police Gunship

Crew: 1 pilot; Gunner: 1

Crew Skill: All skills typically at 4D

Passengers: 15 (troops)

Cargo Capacity: 2 tons

Cover: Full; Half (cargo bay when doors open)

Altitude Range: Up to 1,000 meters

Cost: 49,000 (new), 30,000 (used)

Maneuverability: 2D+1

Move: 216; 620 km/h

Body Strength: 4D

Weapons:

2 Laser Cannon (fire-linked)

Fire Arc: Front (ball turret)

Skill: Vehicle blasters

Scale: Vehicle

Fire Control: 1D

Range: 20-100/150/250

Damage: 3D+1

NEW EQUIPMENT & WEAPONS



Laser Cannon

Fire Arc: Rear (turret)

Skill: Vehicle blasters

Scale: Vehicle

Fire Control: 1D

Range: 5-10/100/300

Damage: 2D+1

2 Rocket Launchers (4 missiles each)

Fire Arc: Front

Skill: Missile weapons

Scale: Vehicle

Fire Control: 2D

Range: 2 km

Damage: 5D

Game Notes:

- As well as side dropping hatches for passengers to disembark, there is an additional drop exit at the rear allowing for swift deployments.
- Search light: has a range of 300m and illuminates a 15m radius as though daylight (no penalties for darkness).

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

LANDSPEEDERS

614-AvA Speeder Bike (aka Imperial Speeder Bike)

The 614-AvA is a series of speeder bikes used by the Galactic Empire and manufactured by Aratech Repulsor Company. These speeder bikes are armed with twin laser cannons located at the front and work alongside All Terrain Defense Pod walkers and TIE Fighters to form a high-speed strike force, cutting down escaping rebels.

Speeder Bikes are ideal for long-distance scouting missions and patrolling large areas with minimal use of fuel or personnel. More nimble than Troop Transports, they allow Stormtroopers to survey difficult terrain or chase after fleeing suspects. It could also tow up to two crates. The bike has telescopic parts that could retract into the body for ease of storage.

614-AvA Speeder Bike

Craft: Aratech Repulsor Company 614-AvA Speeder Bike

Type: Military speeder

NEW EQUIPMENT & WEAPONS

Scale: Speeder
Length: 3.98 meters
Skill: Repulsorlift ops: 614-AvA
Crew: 1
Cargo Capacity: 3 kilograms
Cover: 1/4
Altitude Range: Ground level to 10 meters
Cost: 3,500 (new); 1,200 (used)
Maneuverability: 4D
Move: 165 ;375 km/h
Body Strength: 1D+2
Weapons:

Twin Laser Cannon (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 3-50/100/200

Damage: 3D

Source: Star Wars Rebels "Spark of Rebellion", stats by +Oliver Queen.

Imperial Troop Transport (ITT)

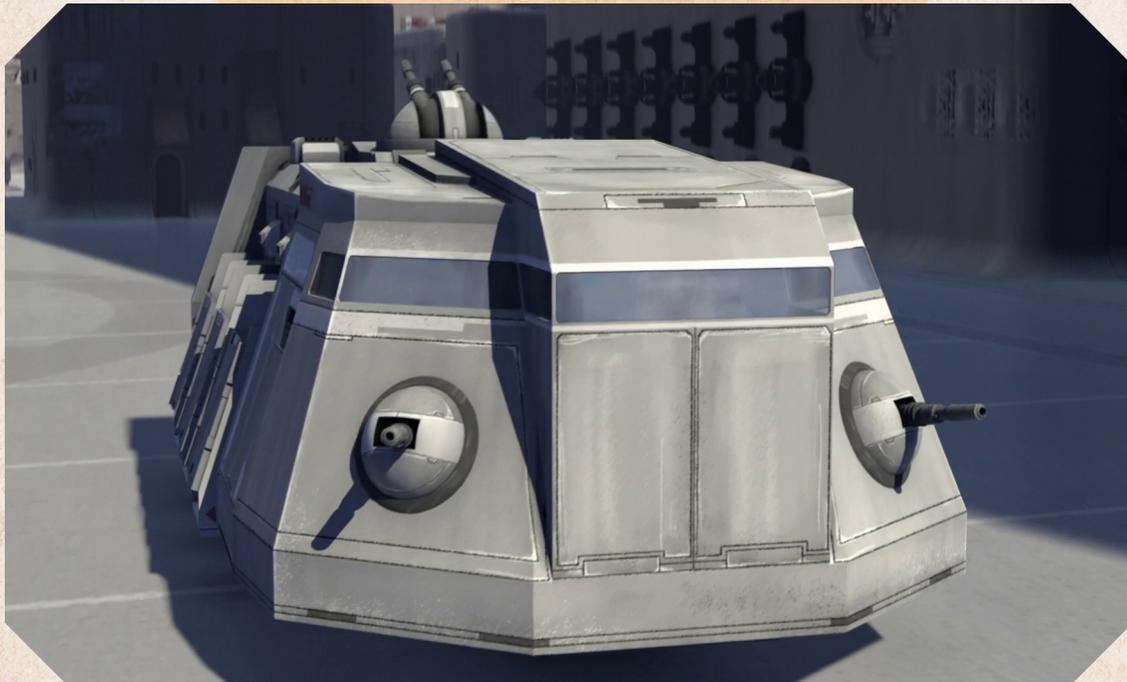
Also known as an RTT or Recon Troop Transport, the Imperial Troop Transport is a boxy repulsorcraft used by the Galactic Empire. Developed by Ubrikkian Industries, it is used to either move Imperial stormtroopers in to locations or to transport prisoners. Despite not being designed for combat, the Imperial Troop Transport was fitted with two forward laser guns, and one dorsal twin laser turret.

The ITT was a long, box-shaped repulsorcraft with a plating of grey metal. Because of its repulsorlift engine, a hovering ITT emits a distinct noise that makes it recognizable from a distance. Two pilots and a commanding officer ride in the vehicle's cab, the bow of which is equipped with a transparisteel viewport, while up to six individuals ride on the sides of the vehicle in exposed racks, the doors of which are auto-locking.

It measures 8.7 meters long by 3.5 high by 4.5 wide, and weighs 20,600 kilograms. Its maximum speed is 150 kilometer per hour.

Although not designed as an infantry fighting vehicle, the ITT is still armed with two forward laser guns, and a single dorsal laser turret. Thanks to its ample firepower, the transport can deter most infantry. However, insertion of a foreign body in the barrel of an ITT's laser gun causes it to explode upon firing.

The primary function of the Imperial Troop Transport was



NEW EQUIPMENT & WEAPONS

to move stormtroopers between important locations in times of conflict. A single transport could carry at least one squad of such troops. Likewise, ITTs were also used to forcibly relocate prisoners, including farmers whose land had been seized by the government. On at least one occasion, an ITT's side racks were used to transport food supplies.

Imperial Troop Transport

Craft: Ubrikkian 6500 ATV
Type: All purpose troop transport
Scale: Speeder
Length: 8.7 meters
Skill: Repulsorlift operation: landspeeder
Crew: 3 (pilot, co-pilot, captain)
Crew Skill: Varies
Passengers: 6 (exterior)
Cargo Capacity: 500 kilograms
Cover: 1/2 exterior; full interior
Altitude Range: Ground level to 1.5 meters
Cost: 35,000 credits
Maneuverability: 0D
Move: 52 ; 150 km/h
Body Strength: 3D
Weapons:

Twin Laser Cannon

Fire Arc: turret
Fire Control: 2D
Scale: Speeder
Range: 3-50/100/200
Damage: 5D

2 Laser Cannon

Fire Arc: 1 (front, right), 1 (front left)
Skill: Vehicle blasters
Scale: Character
Fire Control: 2D
Range: 3-50/100/200
Damage: 5D

Game Notes:

- Side compartments can be converted for additional cargo storage. The top, which is flat can also be used. This allows for up to 1,500 kgs of additional cargo to be carried, but depending on how this cargo is stored will take up passenger space (up to 6 spots).
- Prisoner Immobilization Unit towards the

rear, had room for one to four prisoners (if packed in tightly).

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Joben T-85

The Joben T-85 is a speeder bike manufactured by the Zebulon Dak Speeder Corporation. It features a Dusat dual aft-firing EMP emitter.

Joben T-85

Model: Zebulon Dak Speeder Corporation
Joben T-85
Type: Speeder Bike
Scale: Speeder
Length: 3.8m
Skill: Repulsorlift operation: Joben T-85
Crew: 1
Passengers: -
Cargo Capacity: 5 kg
Cover: 1/4
Altitude Range: Ground level to 3m
Cost: 1,400 (new); 800 (used)
Maneuverability: 2D
Move: 105; 300 km/h
Body Strength: 2D

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

RGC-16 Landspeeder

An airspeeder model in use during the Clone Wars.

RGC-16 Landspeeder

Craft: SoroSuub RGC-16 Landspeeder
Type: Landspeeder
Scale: Speeder
Length: 6.26 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 120 kilograms
Cover: 1/2
Altitude Range: Ground level to 1 meter

NEW EQUIPMENT & WEAPONS

Cost: 4,400 (new); 1,600 credits (used)
Maneuverability: 2D
Move: 35; 100 km/h
Body Strength: 2D

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Undicur-class Jumpspeeder

A portable speeder bike used by the Jedi Order during the Clone Wars. A Jedi shuttle like the Eta-class had several jumpspeeders in its cargo bay. After the Clone Wars, they are made available for general purchase.

Undicur-class Jumpspeeder

Type: Kuat Vehicles *Undicur*-class Jumpspeeder
Scale: Speeder
Length: 1.84 meters
Skill: Repulsorlift operation: *Undicur*-class jumpspeeder
Crew: 1
Cargo Capacity: 50kgs
Cover: None
Altitude Range: Ground level up to 10 meters
Maneuverability: 2D
Move: 84; 250 km/h
Body Strength: 2D+2

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

V-35 Landspeeder

The V-35 is a reliable, inexpensive landspeeder produced by the SoroSuub Corporation several decades before the Battle of Yavin. The speeder is very popular in the Outer Rim due to its affordability.

The SoroSuub V-35 Courier landspeeder is designed as a family vehicle, capable of carrying three humanoids and features a large cargo space behind the seats. The V-35 houses a large repulsorlift drive, and three rectangular thrust turbines are mounted atop the speeder.

Additionally, a scanner scope is fitted to the roof of the speeder, just beyond the cockpit and tapering nose. The V-35 is no sports vehicle, thanks to a meager top speed of 100 kilometers per hour.

V-35 Courier

Craft: SoroSuub V-35 Courier
Type: Landspeeder
Scale: Speeder
Length: 3.8 meters
Skill: Repulsorlift Operation: V-35 Courier
Crew: 1 pilot
Crew Skill: Varies
Passengers: 2
Cargo Capacity: 120 kilograms
Consumables: 1 day
Cover: Full
Altitude Range: Ground – 1.5 meters
Cost: 6,500 (new), 1,500 (used)
Maneuverability: 1D+2
Move: 40; 120 km/h
Body Strength: 2D

Source: Vehicle Stats (p.20), tweaks by +Oliver Queen.

WALKERS

All Terrain Defense Pod (aka AT-DP)

A bipedal walker, used by the Galactic Empire, the AT-DP is built for speed. Much larger than the AT-RT or the AT-ST, this Imperial machine can reach speeds up to ninety kilometers per hour on flat terrain.

The chin-mounted laser cannon is set in a ball turret for an increased arc of fire, and the walker's armored head serves as the walker's cockpit command center. The cockpit has seating for a driver and a gunner, with the gunner stationed behind the driver. The AT-DP is used by the Empire, to defend Imperial assets, especially military installations and distribution centers.

All Terrain Defense Pod

Craft: All Terrain Defense Pod
Type: Medium walker
Era: Rise of the Empire, Rebellion
Affiliation: Galactic Empire (Imperial Army)
Scale: Walker
Length: 6.4 meters

NEW EQUIPMENT & WEAPONS

Skill: Walker operation: AT-DP
Crew: 2, skeleton: 1/+15
Crew Skill: Walker Operations 4D, vehicle blasters 4D+2, walker operation 5D
Cargo Capacity: 200 kilograms
Cover: Full
Cost: Not available for sale
Maneuverability: 1D
Move: 45; 100 km/h
Body Strength: 2D+2
Weapons:

Laser Cannon

Fire Arc: Front

Crew: 1 (co-pilot)

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-200/1/2 Km

Damage: 4D

Game Notes:

- Narrow slits along sides of vehicle compartment allows personnel to fire their weapons if the AT-DP becomes flanked.

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.



STARFIGHTERS AND PATROL BOATS

Auzituck anti-slaver gunship

The Appazanna Engineering Works Auzituck anti-slaver gunship is a Wookiee gunship used to battle slavery. The interiors are made from wroshyr trees, with sap serving as glue. One such vessel, serving as a freedom fighter against the Galactic Empire, was contracted to meet with the crew of the *Ghost* by Cikatro Vizago. But by the time it arrived, it had been raided by Trandoshan slavers and left adrift, and the crew had been sold to the Empire. Another gunship later rendezvoused with the *Ghost* to recover the Wookiee crew they had rescued.

Auzituck Gunship

Craft: Appazanna Engineering Works Auzituck gunship

Type: Gunship

Scale: Starfighter

Length: 14.7 meters

Skill: Space transports: Auzituck

Crew: 2 (pilot, co-pilot); 1 gunner; skeleton: 1/+10

Crew Skill: Varies

Passengers: 20

Cargo Capacity: 2 metric tons

Consumables: 3 weeks

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Navigation Computer: Yes

Maneuverability: 2D+2

Space: 6

Atmosphere: 330; 950 km/h

Hull: 4D

Shields: 2D

Sensors:

Passive: 30/0D

Scan: 50/1D

Search: 75/2D

Focus: 3/4D

Weapons:

NEW EQUIPMENT & WEAPONS

3 Twin Laser Cannon

Fire Arc: Forward

Skill: Starship gunnery

Fire Control: 2D+1

Space Range: 2-5/15/25

Atmosphere Range: 200-500/1.5/2.5 km

Damage: 5D

Source: Star Wars Rebels animated tv-show, stats by +Oliver Queen.

TIE/In Fighter

The Twin Ion Engine (or TIE) starfighter is produced by Sienar Fleet Systems. They are fairly common throughout the galaxy, due to their speed and small size. TIE fighters serve as the Imperial Navy's primary attack forces. They could easily take out a single fighter or overpower a small vessel due to their speed and small size using wolfpack tactics. However, since they lack shielding and life support systems, they made easy vulnerable targets against the enemy.

Sienar Fleet Systems TIE fighter is the clearest symbol of the Imperial Navy's control of space. TIE fighters are present aboard even the smallest imperial cruisers, and are stationed at starports and garrison bases across the galaxy, an ever-present reminder of the Empire's might.

TIE fighters are short range ships, whose most distinguishing feature is the pair of dominant solar array wings mounted on either side of a small, spherical command pod. The TIE fighter presents a small target from the front and back, and its incredible maneuverability makes it difficult to hit in combat.

One TIE fighter may have been vulnerable to attack, and may have been easily destroyed, but for every TIE that is defeated, thousands more would rise up. In battle, an Imperial cruiser could arrive near an enemy ship, and launch all its TIEs before rebel gunners would have a chance to respond. TIE fighters are used for planetary and cruiser defense, as well as in assaults against rebel, pirate, and alien vessels.

TIE Fighters have only sublight drives. This saves weight and increases speed and maneuverability, but it makes TIEs dependent on a home base, such as a nearby planet or an Imperial cruiser.

The TIEs maneuverability and speed comes at great practical cost to the pilot inside. TIE Pilots have to wear fully sealed flight suits with self-contained atmosphere converters as they lack life support systems. By eliminating all these systems, the TIE saves mass, and makes room for large generators, engines and weapons inside the compact hull.

With thousands of new TIE ships being manufactured each year, and new pilots regularly graduating from Imperial Military Academies, casualties were deemed inconsequential as

long as military objectives were achieved.

The pilot was strapped into a simple high-g shock couch, and was protected by crash webbing and a repulsorlift anti-gravity field. The pilot's feet slips into control yokes, which control speed and maneuvering by pressure. The hand-control yoke affects precise maneuvering, targeting, navigation, and fire control. Auxiliary speed and maneuver controls are also located in the hand-controlled yoke, but attempting both flight and fire control through the hand-control unit was difficult.



The TIE has a pair of forward-mounted, fire-linked laser cannons. The laser generators are located in the undercarriage of the main pod and fed off the power generators and batteries. The TIE fighter also draws much of its energy from solar radiation absorbed by the hexagonal array wings.

TIE/In

Craft: Sienar Fleet Systems TIE/In

Type: Space superiority fighter

Scale: Starfighter

Length: 6.3 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 4D+1, starship

NEW EQUIPMENT & WEAPONS

gunnery 4D

Cargo Capacity: 65 kilograms

Consumables: 2 days

Cost: 60,000 (new), 25,000 (used)

Maneuverability: 2D

Space: 10

Atmosphere: 415; 1,200 km/h

Hull: 2D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/3D

Weapons:

2 Laser Cannons (fire linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Source: Star Wars the Roleplaying Game REUP (pages 427-428).

TIE Advanced v1

The TIE Advanced v1 is an experimental starfighter that has a hyperdrive and basic shields, and the v1's wings fold in around the cockpit when not in flight, conserving hangar space. The TIE Advanced v1 is armed with dual chin-mounted laser cannons, and has the ability to launch warheads, including an XX-23 S-thread tracker. The first production TIE Advanced v1 was destroyed by Kanan Jarrus.

The Inquisitor was entrusted with a TIE Advanced v1 of his own due to the sensitive nature of his top-secret missions in hunting down Jedi. This particular TIE was stolen by Kanan Jarrus and his Padawan Ezra Bridger when fleeing the Mustafar system.

TIE Advanced v1

Craft: Sienar Fleet Systems TIE Advanced v1

Type: Space superiority starfighter

Scale: Starfighter

Length: 7.2 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 6D, starship gunnery 5D



NEW EQUIPMENT & WEAPONS

Cargo Capacity: 165 kilograms
Consumables: 5 days
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: No
Nav Computer: Yes, limited to 4 jumps
Maneuverability: 2D
Space: 10
Atmosphere: 415, 1,200 km/h
Hull: 2D+2
Shields: 1D
Sensors:
 Passive: 20/0D
 Scan: 40/1D
 Search: 60/2D
 Focus: 3/3D

Weapons:
2 Heavy Laser Cannons (fire-linked)
 Fire Arc: Front
 Skill: Starship gunnery
 Fire Control: 2D
 Space Range: 1-3/12/25
 Atmosphere Range: 100-300/1.2/2.5 km
 Damage: 6D
Multiple-Ordinance Missile Launcher (2 missiles)
 Fire Arc: Front
 Skill: Starship gunnery
 Fire Control: 2D
 Space Range: Dependent on ordinance
 Atmosphere Range: Dependent on ordinance
 Damage: Dependent on ordinance

Source: Star Wars Rebels animated tv-show, stats by +Oliver Queen.

FREIGHTERS AND TRANSPORTS

C-ROC Gozanti-class cruiser

Cikatro Vizago, criminal leader of the Broken Horn Syndi-

cate, uses a C-ROC Gozanti-class cruiser, the *Broken Horn*, as his personal flagship. The Galactic Empire also uses the ships as transports. One such Imperial craft was used to deliver Wookiee prisoners to the spice mines of Kessel. The crime lord Azmorigan uses a C-ROC named *Merchant One*.

C-ROC Gozanti-class cruiser

Craft: C-ROC Gozanti-class Cruiser
Type: Cruiser transport
Scale: Starfighter
Length: 41.8 meters
Skill: Space transports: Gozanti
Crew: 2, skeleton: 1/+5
Passengers: 6
Cargo Capacity: 100 metric tons
Consumables: 1 month
Hyperdrive Multiplier: x3
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 3
Atmosphere: 260; 750 km/h
Hull: 4D
Shields: 1D
Sensors:
 Passive: 10/0D
 Scan: 25/1D
 Search: 50/2D
 Focus: 3/3D

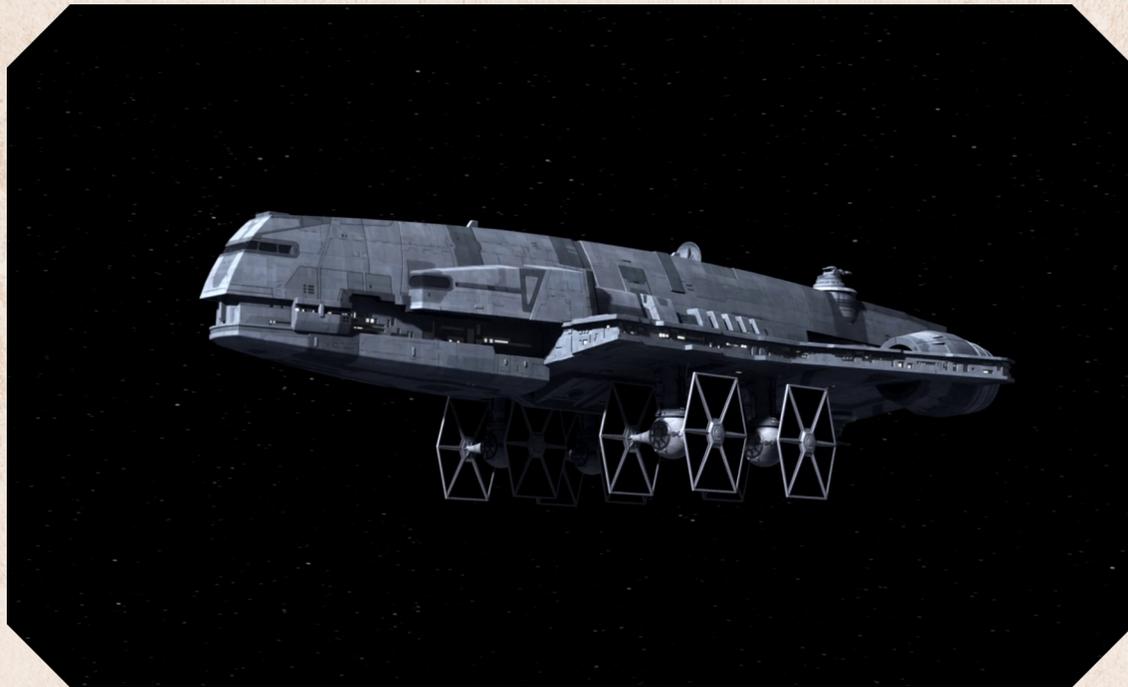
Game Notes: Some captains have modified the “wings” on either side of the cruiser with magnetic plates. Typically this is so a ship can carry more cargo and make more money, but it is also a favorite tactic used by smugglers who can quickly dump the cargo and try to escape. Four plates can be placed on either wing, taking up 5 tons and costing 2,000 credits each. Each can hold one Class-D cargo container, giving an additional 10 metric tons of cargo space.

Source: Star Wars Rebels animated tv-show, stats by +Oliver Queen.

Imperial Gozanti-class cruiser

The Gozanti-class was produced by Corellian Engineering Corporation and is armed with both a dorsal twin laser cannon, and a ventral heavy laser cannon. They are capable of

NEW EQUIPMENT & WEAPONS



carrying four TIE Fighters on their hull, as well as AT-DPs which can be deployed directly from the freighter to a planet's surface.

The Gozanti-class cruiser is a 64-meter long starship that could act as a freighter and cruiser. It sports a twin laser turret in a dorsal mount and a heavy laser cannon on its ventral side. The Gozanti also has a loading elevator on the bottom near the nose. The ships have a hyperdrive and three engines.

Gozanti-class cruisers were introduced by Corellian Engineering Corporation at least ten years prior to the Clone Wars. During the Clone Wars, the cruiser was adopted by various factions, including the Confederacy of Independent Systems. Several years after the rise of the Empire, the freighters are converted into TIE carriers. During the reign of the Empire, the cruisers are known as Imperial freighter's.

Imperial Gozanti-class cruiser

Craft: Imperial Gozanti-class Cruiser
Type: Freighter transport
Scale: Starfighter
Length: 63.8 meters
Skill: Space transports: Gozanti Cruiser
Crew: 3, gunners: 2
Passengers: 12 (troops)
Cargo Capacity: 75 metric tons

Consumables: 1 month
Cost: 150,000 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+2
Space: 3
Atmosphere: 140; 400 km/h
Hull: 6D
Shields: 1D
Sensors:

Passive: 15/0D
Scan: 30/1D
Search: 55/2D
Focus: 4/4D

Weapons:

Twin Laser Cannons
Fire Arc: Turret (dorsal)
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/10/20
Atmosphere Range: 100-300/1/2.0 km
Damage: 4D+2
Heavy Laser Cannon

NEW EQUIPMENT & WEAPONS

Fire Arc: Turret (ventral)
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

Game Notes:

- Four underside-mounted docking clamps. May carry four TIE fighters or two AT-DP.

Source: Star Wars Rebels animated tv-show, stats by +Oliver Queen.

Sentinel-class shuttle

The Sentinel shuttle has a command crew of five including the pilot, the co-pilot/sensor officer, the head gunner, and two secondary gunners. The head gunner handles the four retractable laser cannons mounted in pairs on each side of the main troop compartment. One gunner handles the two concussion-missile launchers, which draw from individual magazines of eight missiles each. The final gunner handles the ion cannon and rotating repeating blasters. The ion cannon is mounted in a retractable turret in front of the stationary wing, and is used to delay and disable enemy vessels. Rotating repeating blasters are deployed upon landing to provide cover fire.

The ship's combat modifications include armor plating that is nearly twenty-five percent heavier than standard Lambda armor. Four deflector-shield generators, mounted fore and aft pairs, supplement the hull's protection Cygnus HD7 engines that match those found aboard Imperial XG-1 assault gunboats allowed the ship to reach atmospheric speeds of 1,000 kilometers per hour. The Cygnus HD7 hyperdrive unit gives the ship a Class One hyperdrive rating, matching the original Lambda's hyperdrive speed, despite the heavier armor.

The ship's Troop compartment can carry six squads, for a total of fifty-four soldiers. The hold behind the troop compartment has room for a dozen repeating blasters as well as six speeder bikes. The Sentinel's removable seating units allow the ship to be converted quickly to a straight combat vehicle delivery vessel or to a combat-ready cargo ship.

Sentinel-class shuttle

Craft: Sienar Fleet Systems *Sentinel*-class troop carrier
Type: Heavily armed landing craft
Scale: Starfighter

Length: 20 meters
Skill: Space transports: *Sentinel*-class shuttle
Crew: 2; 2 can coordinate, gunners: 3, skeleton: 1/+10
Crew Skill: Space transports 5D, starship gunnery 5D, starship shields 4D
Passengers: 54 (troops)
Cargo Capacity: 180 metric tons
Consumables: 1 month
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D+2
Space: 7
Atmosphere: 350; 1,000 km/h
Hull: 4D+2
Shields: 3D+2
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 80/2D
Focus: 4/2D+2

Weapons:

8 Laser Cannons (retractable, fire-linked)

Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D

2 Concussion Missile Tubes (fire-linked)

Fire Arc: Front
Skill: Missile weapons
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 9D

2 Repeating Blaster Cannons (retractable)

Fire Arc: Turret
Scale: Speeder
Crew: 1
Skill: Vehicle blasters

NEW EQUIPMENT & WEAPONS

Fire Control: 4D
Atmosphere Range: 1-50/100/250
Damage: 3D+2
Ion Cannon (retractable)
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D

Source: Star Wars Trilogy Sourcebook SE (p.133-134).

Star Commuter 2000 shuttle

The Star Commuter is a transportation shuttle manufactured by Sacul Industries.

The shuttles are piloted by RX-Series droids, and serve as public transports between nearby planets. Due to Imperial regulations, all droids are sent to the back of the ship.

Star Commuter 2000 shuttle

Craft: Sacul Industries Star Commuter 2000 Shuttle
Type: Interplanetary shuttle
Era: Rise of the Empire
Affiliation: General
Scale: Starfighter
Length: 18.5 meters
Skill: Space transports: Star Commuter 2000
Crew: 1 (RX-Series pilot droid)
Crew Skill: Astrogation 4D, communication 4D, sensors 4D, space transport piloting 4D
Passengers: 24
Cargo Capacity: None
Consumables: 3 weeks
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Navigation Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 km/h
Hull: 3D
Shields: None
Sensors:
Passive: 30/0D

Scan: 50/1D
Search: 75/2D
Focus: 3/4D

Game Notes:

- The RX-Series piloting droid was used for piloting and astrogation of the Star Commuter 2000. The droid has a pleasant, cheerful demeanor. It has three arms. RX droids were permanently attached to the shuttle floor at the piloting and navigation console.
- Designed for short trips and to ferry people, there was no cargo storage on the ship. Personal items such as backpacks, purses, etc were allowed.
- Per Imperial regulations, at the rear of the shuttle is a space designated for droids.

Source: Star Wars Rebels animated-tv show, stats by Panzerjedi, tweaks by +Oliver Queen.

VCX-100

The VCX-0100 is, designed by the Corellian Engineering Corporation. The *Ghost*, a modified VCX-100 owned by Hera Syndulla, serves as the transport and headquarters for Kanan Jarrus's rebel cell.

VCX-100

Craft: CEC VCX-100 Light Freighter
Type: Light transport
Scale: Starfighter
Length: 44 meters
Skill: Space transports: VCX-100
Crew: 1 (may coordinate), gunners 2, skeleton: 1/+5
Crew Skill: Varies
Passengers: 6
Cargo Capacity: 150 metric tons
Consumables: 6 months
Cost: 150,000 (New), 30,000 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+1
Space: 5
Atmosphere: 295; 850 km/h

NEW EQUIPMENT & WEAPONS

Hull: 5D
Shields:-
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D

Source: Star Wars Rebels animated-tv show, stats by by +Oliver Queen.

CAPITAL SHIPS

Arquitens-class light cruiser

Better known as the Imperial light cruiser or communications ship, and previously known as the Republic light cruiser or Jedi light cruiser, the Arquitens was a model of light cruiser used by the Republic Navy during the Clone Wars. After the Galactic Republic was reformed into the Galactic Empire, the cruiser continued to see use under the Imperial Navy, who uses them to send out long-range communications from worlds that lacked holocommunications.

Arquitens-class light cruiser

Craft: Kuat Drive Yards *Arquitens*-class Light Escort Cruiser
Type: Light Cruiser
Scale: Capital
Length: 265 meters
Skill: Capital Ship Piloting
Crew: 30, gunners: 48, skeleton: 2/+10
Crew Skill: Astrogation 4D, Capital Ship Gunnery 4D+1, Capital Ship Piloting 4D, Capital Ship Shields 3D
Passengers: 200 (troops)
Cargo Capacity: 300 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6

Hull: 3D+2
Shields: 2D
Sensors:
Passive: 40/1D
Scan: 80/1D+1
Search: 120/2D
Focus: 5/3D

Weapons:

4 Quad Laser Turrets

Fire Arc: Turret
Crew: 2
Scale: Starfighter
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 10-300/300/700 km
Damage: 6D

4 Dual Turbolaser Cannons

Fire Arc: 1 front, 1 left, 1 right, 1 back
Crew: 2
Scale: Capital
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D

4 Hull Mounted Concussion Missiles

Fire Arc: 1 front, 1 left, 1 right, 1 back
Crew: 2
Scale: Starfighter
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D

Game Notes:

- Eight escape pods, each will hold 12+ people.

Source: Star Wars animated-tv show, stats by +Oliver Queen.

CR90 Corvette

The CR90 is a type of starship commonly used as consular ships on diplomatic missions. One cruiser, the *Tantive IV*, was the personal starship of Imperial Senator Bail Organa. Other

NEW EQUIPMENT & WEAPONS

such cruisers were used by various rebel cells across the galaxy, including those led by Ahsoka Tano.

CR90 Corvette

Craft: Corellian Engineering Corporation CR90 Corvette

Type: Mid-sized multi-purpose vessel

Scale: Capital

Length: 127 meters

Skill: Capital ship piloting: Corellian Corvette

Crew: 30, gunners: 11, Skeleton: 3/+10

Crew Skill: Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1

Passengers: 60

Cargo Capacity: 3,000 metric tons

Consumables: 1 year

Cost: 3.5 million (new), 1.5 million (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 km/h

Hull: 4D

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 100/3D

Focus: 5/4D

Weapons:

2 Dual Turbolaser Cannons

Fire Arc: 3 front, 1 left, 1 right, 1 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D+2

4 Turbolasers

Fire Arc: 3 front, 1 left, 1 right, 1 back

Crew: 1 (2), 3 (1)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D



NEW EQUIPMENT & WEAPONS

Source: Star Wars the Roleplaying Game REUP (p.434-435), tweaks by +Oliver Queen.

Imperial I-class Star Destroyer (aka Imperial Star Destroyer)

Originally commissioned for use by the Galactic Republic, Star Destroyers serve as the primary warships of the Imperial Navy, carrying 9,700 Stormtroopers and 72 TIE Fighters.

The Empire's awesome wedge-shaped Imperial-class Star Destroyers form the core of the Imperial Navy. True marvels of starship engineering, Star Destroyers are 1,600 meters and have over one hundred weapon emplacements for deep space combat.

The mere presence of such a vessel in orbit is often enough to quell uprisings on worlds, and Star Destroyer commanders can engage whole Rebel fleets and still expect victory.

Standard Imperial Star Destroyers have sixty turbolasers for ship-to-ship combat and planetary assault. A Star Destroyer's sixty ion cannons are used to disable enemy ships in preparation for boarding. The Star Destroyer's superstructure features an immense command tower that house essential systems, computer controls and the bridge. The command tower is topped by a pair of deflector shield generator domes.

Star Destroyers have two ventral landing bays. The aft docking bay, then the main launch and landing bay for shut-

tlers, support and cargo ships, and TIE Fighters. It connects to forward interior bays and storage sections, all of which connect to immense lift shafts. Ahead of the storage sections is the forward launch bay.

The forward launch bay is used primarily to deploy assault shuttles, walker landing barges and ground force vehicles; it also serves as an auxiliary launch or landing bay for TIE Fighters if the main docking bay was disabled.

Star Destroyers carry planetary assault teams, with landing barges, drop ships, twenty AT-AT walkers, thirty AT-ST scout walkers, and 9,700 ground troops. For a long-term planetary occupation, the Destroyer can deploy a prefabricated garrison base with eight hundred troops, ten AT-ATs, ten AT-STs, and forty TIE Fighters. Full planetary invasions often require a full fleet, normally six Destroyers, heavy and light cruisers, and carrier ships.

Imperial I-class Star Destroyer

Craft: Kuat Drive Yards' Imperial I Star Destroyer

Type: Star Destroyer

Scale: Capital

Length: 1,600 meters

Skill: Capital ship piloting: Star Destroyer

Crew: 36,810, gunners: 275, skeleton:



NEW EQUIPMENT & WEAPONS

5,000/+20

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

Passengers: 9,700 (troops)

Cargo Capacity: 36,000 metric tons

Consumables: 6 years

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Atmosphere: 115; 330 km/h

Hull: 7D

Shields: 3D

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Weapons:

60 Turbolaser Batteries

Fire Arc: 20 front, 20 left, 20 right

Crew: 1 (20), 2 (40)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/36/75

Atmosphere Range: 6-30/72/150 km

Damage: 5D

60 Ion Cannons

Fire Arc: 20 front, 15 left, 15 right, 10 back

Crew: 1(15), 2(45)

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right

Crew: 1 (2), 4 (2), 10(6)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Source: Star Wars the Roleplaying Game REUP (p.435-436), tweaks by +Oliver Queen.

CHAPTER 4

CREATURES



Fyrnocks

Fyrnocks are creatures found inhabiting Fort Anaxes, a military base used by the Grand Army of the Republic during the Clone Wars. Fyrnocks are hurt by sunlight and can only live under the cover of darkness, in which they are fierce predators. However, they are immune to lights that are not solar-based. Fyrnocks are typically the size of a small humanoid. Hera Syndulla and Sabine Wren encountered fyrnocks on Fort Anaxes many years after the Clone Wars. Later, Jedi Knight Kanan Jarrus and his apprentice Ezra Bridger return to Fort Anaxes, hoping to lure The Inquisitor into a trap. Using the Force, they are able to convince the Fyrnocks to attack the Inquisitor and his Imperial Stormtroopers. While the Fyrnocks are ultimately unable to defeat the Inquisitor, they manage to take down several of the Stormtroopers.

Variations

At least one Fyrnock is known to be many times the size of standard Fyrnocks. This creature is far more dangerous than standard Fyrnocks, although their exact role within a pack of Fyrnocks is unknown. Years after the Clone Wars, Jedi Padawan Ezra Bridger encounters this Fyrnock. Tapping into The Dark Side, he was able to convince the Fyrnock to aid him in his fight against The Inquisitor. The Fyrnock put up a good fight, succeeding in saving both Ezra and Kanan Jarrus' lives.

Fyrnocks

Type: Night-time pack predator

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 2D

Special Abilities:

- *Claws:* STR+1; STR+1D damage
- *Teeth:* STR+2; STR+2 damage
- *Night Vision:* able to see in the dark without penalty.

Story Arc:

- *Light Sensitivity:* Fyrnock are highly developed night-time predators. They will actively avoid direct sunlight. If caught in sunlight it causes the Fyrnock significant discomfort and pain. Every round roll Strength vs 4D for possible injury.
- *Sunlight Aversion:* Fyrnock have an aversion to direct sunlight and will seek to stay away from it. A strong concentration of bright light, such as a transport floodlight, will make the Fyrnock hesitate, but only until they figure out it does not cause discomfort.

Move: 12

Size: 0.9 meters at the shoulder, 1.4 meters long

“Big Momma” Alpha Fyrnock

DEXTERITY 3D+2

PERCEPTION 2D+2

STRENGTH 5D

Special Abilities:

- *Claws:* STR+1D damage
- *Teeth:* STR+2 damage

Move: 10

Size: 2.2 meters at the shoulder, 3.2 meters long

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Loth-cats

Loth-cats are native of Lothal's grassy plains, and are related to the tooka. They are small, temperamental creatures, and are still able hunters with sharp teeth and claws. They feasted on Loth-rats.

CREATURES



Loth-cats

Type: grasslands feline predator

DEXTERITY 2D+2

PERCEPTION 2D+2

Search 5D+2, Sneak 6D+2

STRENGTH 3D

Brawling 4D, climbing/jumping 6D+2

Special Abilities:

- *Bite:* STR+1D damage.
- *Claws:* STR+2 damage.
- *Pounce:* When pouncing on a target the Loth-cat's jumping and brawling are considered a single action, taking no MAPs and happening simultaneously.

Move: 13

Size: 0.46 meters

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Puffer Pig

With a small, plump body, two large eyes set far apart, horn rows on their back, and a prominent snout, puffer pigs are not

physically impressive animals; in addition to their strange look, the creatures balloon to more than triple their size when frightened. Puffer pigs' real gift is their sense of smell, particularly for precious minerals. In the age of the Empire, when mining was restricted, this ability led to the trade of puffer pigs on the black market.

Puffer pigs are a non-sentient species of animal which are capable of sniffing out valuable minerals with the efficiency of a dozen mining scanners. When frightened, puffer pigs inflate their bodies to massive proportions, and are capable of multiple size increases if further threats occurred.

Puffer Pig

Type: Domestic omnivore

DEXTERITY 2D

Brawling Parry 4D+1

PERCEPTION 2D

Search 4D, Search: precious metals 7D

STRENGTH 2D

Special Abilities:

- *Puffball:* whenever in a stressful situation roll 1D at the beginning of every round. If a 1 is rolled the puffer pig will immediately inflate to three times its size and begin to float 1-3 meters above the ground. Unless it becomes wedged between something it will continue in a straight line at its last movement. If scared again while currently inflated the animal will increase to five times its normal size.
- *Natural Climbers:* puffer pigs are natural climbers, seemingly able to find purchase to climb nearly vertical surfaces, +3D climbing modifier.
- *Panoramic Vision:* puffer pigs have approximately 310 degree vision making them extremely hard to sneak up on, +2D Perception checks.

Move: 12/14

Size: 1 meter at the shoulder, 0.9 to 1.8 meters long; 50 to 350 kilograms

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

CREATURES

Tibidee

A tibidee is a type of large, ray-like creature native to Stygeon Prime, though they can also be found on other mountainous Outer Rim planets. The creatures are able to fly through a combination of their giant wings and internal gasbags. They have green eyes and long tails, and can detect different frequencies. This led a group of tibidee to think that the jamming frequency of the *Phantom*, an attack shuttle, was a mating call. The creatures, though normally gentle, will attack anything they feel was threatening, including stormtroopers. They are remotely related to neebrays and mynocks, both also pests to starships.

Orneriness: 1D

Source: Star Wars Rebels animated-tv, stats by +Oliver Queen.

Tibidee

Type: Stygeon flyer

Scale: Speeder

DEXTERITY 3D+2

PERCEPTION 3D

STRENGTH 5D+2

Special Abilities:

- *Chest Bump:* STR+3D

Move: 36 (flying)

Size: 16 meters long



CHAPTERS

PLANETS, SITES, PORTS

FORT ANAXES

Region: Outer Rim Territories

Sector: -

System: -

Sun(s): 1

Trade Route(s): -

Orbital Position: 1

Moon(s): -

Length of Day: -

Length of Year: -

Starport(s): 1 Landing field

Type: Asteroid belt

Temperature: Barren

Atmosphere: Type I

Hydrosphere: Arid

Gravity: Standard

Primary Terrain: Rocky, pock-marked planetoid

Points of Interest: Fort Anaxes

Native Flora: -

Native Fauna: Fyrnock

Native Species: -

Immigrated Species: -

Population: -

Languages: -

Government: -

Tech Level: -

Planet Function: Shadowport

Major Cities: -

Major Exports: -

Major Imports: -

Special Conditions: Fort Anaxes is constructed on a large planetoid, which is close to its sun. The asteroid is tidally locked and is in full sunlight at all times. Asteroids often are caught in the planetoid's light gravity, and will block the sunlight, up to several times per standard "day." The shadows can last anywhere between several minutes to days depending on the size of the asteroid.

Background: Fort Anaxes was a Galactic Republic military base constructed on the asteroid PM-1203 located within an asteroid field. It has a thin atmosphere, though it was enough to support a colony of fyrnocks that inhabited the planetoid's numerous caverns. Periodically asteroids in the belt would eclipse the sun, shrouding PM-1203 in darkness. After the Clone Wars ended, it was abandoned and fell into disrepair. A colony of fyrnocks nest in the remains of the base.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

GAREL

Region: Outer Rim Territories

Sector: -

System: Garel system

Sun(s): Garel

Trade Route(s): -

Orbital Position: 1

Moon(s): 0

Length of Day: 25 hours

Length of Year: 369 local days

Starport(s): 3 Stellar class (Garel City)

Type: Terrestrial

Temperature: Temperate

PLANETS, SITES, PORTS

Atmosphere: Type I
Hydrosphere: Moderate
Gravity: Standard
Primary Terrain: Buttes, craters, rocky
Points of Interest: -
Native Flora: -
Native Fauna: -

Native Species: None
Immigrated Species: 93% Humans, 7% Other
Population: 15.4 million
Languages: Galactic basic standard
Government: Imperial governor
Tech Level: Space
Planet Function: Trade
Major Cities: Garek Capital
Major Exports: -
Major Imports: -

Special Conditions: None

Background: Gareth is a planet under the control of the Galactic Empire. A statue erected by Janyor of Bith was destroyed by local and Imperial authorities. According to Imperial propaganda announcer Alton Kastle, the official reason behind the statue's destruction was that COMPNOR thought it was a danger to the public.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

KESSEL

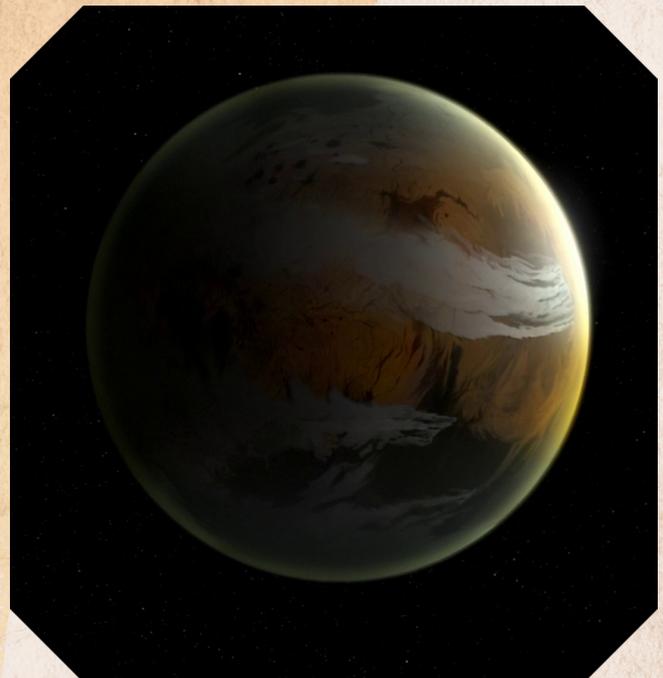
Region: Outer Rim Territories
Sector: Kessel
System: Kessel
Sun(s): Kessa
Trade Route(s): -
Orbital Position: 1
Moon(s): -
Length of Day: 26 standard days
Length of Year: 322 local days
Starport(s): 1 Standard

Type: Terrestrial
Temperature: Temperate

Atmosphere: Type I
Hydrosphere: Moderate
Gravity: Standard
Primary Terrain: Barren, spice mines in the north, lush sanctuaries in the south
Points of Interest: Space mine K76
Native Flora: -
Native Fauna: Energy spider, Bogey

Native Species: -
Immigrated Species: Humans
Population: 122 thousand (700 military/administrative, 10,400 prisoners; 22% Humans, 78% Other)
Languages: Galactic Basic Standard
Government: Kessel royal family
Tech Level: Space
Planet Function: Glitterstim mining,
Major Cities: Kessendra
Major Exports: Glitterstim spice
Major Imports: Foodstuff, high-tech goods, luxury items, machinery

Special Conditions: None



PLANETS, SITES, PORTS

Background: For years, the Pyke Syndicate has dealt with spice mined from Kessel, utilizing smugglers and freighter captains to deliver it to the crime families of Coruscant. The Galactic Empire now operates a mining operation and political prison, enslaving many beings including Wookies to harvest spice. Meanwhile, the Kessel royal family lives in lush sanctuaries in the planet's southern hemisphere, turning a blind eye to the brutal working conditions in the mines of the northern hemisphere.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

LOTHAL

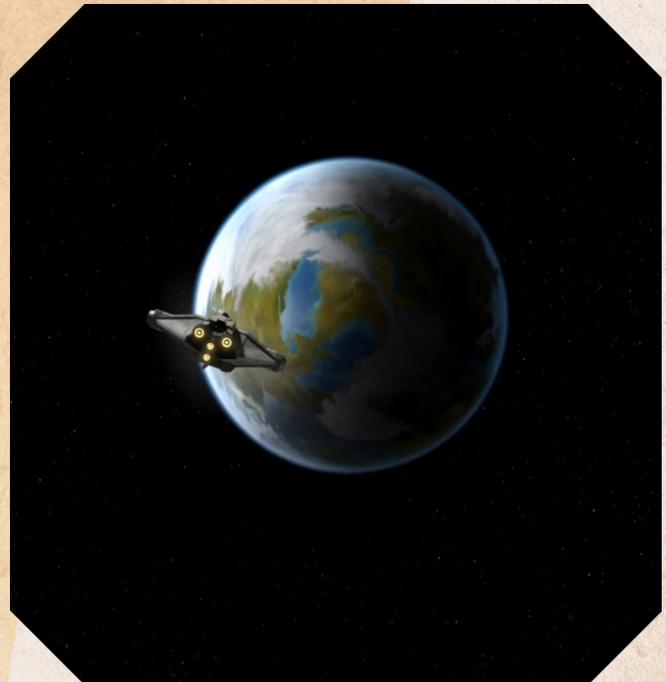
Region: Outer Rim Territories
Sector: Unknown
System: Lothal system
Sun(s): Lothal
Trade Route(s): None
Orbital Position: 1
Moon(s): 2
Length of Day: 23 hours
Length of Year: 355 local days
Starport(s): 1 Standard class (Capital City, Central City)

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I
Hydrosphere: Moderate
Gravity: Standard
Primary Terrain: Fields, grasslands, prairie
Points of Interest: Ake's Tavern, Capital City, Capital City Starport, Go-Lothal Hotel, Government Tower, Imperial Academy, Imperial Command Center, Imperial Complex, Jedi temple, Jhothal, Kothal, Main communications tower, Mohad Arena, Mohad Outpost, New Freedom mural, Northern market district, Old Jho's Pit Stop, Old Republic Senate Building, Posting Agency, sea port, Security Tower, Tarkintown, Wallaway's Pawn Shop
Native Flora: Unknown at this time
Native Fauna: Loth-cat, Loth-rat, Loth-wolf, Nek

Native Species: None
Immigrated Species: 87% Humans, 13% Other (Rodian, Aqualish, Gotal, Ugnaught, Ithorian)
Population: 42 thousand
Languages: Galactic basic standard
Government: Imperial governor
Tech Level: Space
Planet Function: Mineral mining
Major Cities: Capital City, Central City
Major Exports: Minerals, agricultural goods
Major Imports: Med-tech, high-tech

Special Conditions: None

Background: Lothal was settled during the last decades of the Galactic Republic. It was in a state of economic disrepair and invited the Galactic Empire on the promise of prosperity and security. However, following the reformation of the Republic into the Galactic Empire, Lothal was exploited by the Empire. In addition to exploiting the rich minerals, the Empire also hopes to establish a new hyperspace route.



There are few options for young citizens on the planet, apart from being recruited to join the Stormtroopers, the Imperial Flight School or having to work at the capital's Sienar Fleet Systems factory, building TIE fighters. Lothal is also home to Sienar Systems Advanced Projects Laboratory, located in Central City. The planet was chosen for the research division as it provides plenty of open space for testing new spacecraft and other technologies for the Empire. The previously self-sufficient farming communities gradually become usurped by Imperial mining and factory complexes. These factories also pollute Lothal's skies and waterways. During the Imperial occupation of the world, a rebellion grows as the local inhabitants are unsatisfied with the Empire's practices.

POINTS OF INTEREST

- **Ake's Tavern:** a cantina located in the Northern market district of Capital City of the planet Lothal
- **Capital City:** the main population center on Lothal
- **Capital City Starport:** also known as Capital City starport, the major spaceport located in Capital City on Lothal
- **Go-Lothal Hotel:** derelict complex of interconnected domes across the street from Wallaway's Pawnshop
- **Imperial Academy:** housing and education for recruits in the Imperial Army.
- **Imperial Complex:** a large complex located in Capital City. It not only housed Imperial troops and vehicles it also was the location of the Imperial Academy and Imperial Flight School.
- **Imperial Flight School:** the Imperial Navy's system for training TIE pilots.
- **Jedi temple:** The temple was maintained by the Jedi Order prior to the execution of Order 66. It was one of many temples throughout the galaxy, and one of the few that were not destroyed by the Galactic Empire. Kanan Jarrus brings his Padawan, Ezra Bridger, to the temple several years before the Battle of Yavin. This temple has a hidden entrance, which can only be revealed by both master and apprentice working together using the Force to lift the exposed portion. This would rise in a corkscrew, counter-clockwise motion. If one of the pair lost focus, the outer building would sink back down into the ground. Once inside, the apprentice must continue on alone, cut off from the master waiting at the entrance area. Should the apprentice fail the tests and never return, the master would remain trapped inside the temple forever, unable to raise up the building alone. Thusly, masters that brought their Padawans to take the tests put their own life into their student's hands. Symbols representing the light and dark sides of the Force edge the temple.
- **Jhotal:** Jhotal is a small outpost located far from Capital City. There is a cantina managed by an Ithorian known as Old Jho is located at the heart of Jhotal.
- **Kothal:** A settlement located on the planet Lothal. The settlement has a number of sellers and vendors, including Morad Sumar. Garazeb Orrelios and Ezra Bridger steal a TIE fighter from the Galactic Empire in Kothal. Kothal hosts a grav-ball team called the Kothal Roughnecks.
- **Main communications tower:** The communications tower controls all communications on the planet during the reign of the Galactic Empire. It allows Lothal to send messages throughout the planet, into orbit, and to other nearby star systems. The Empire destroys the tower after the crew of the *Ghost* uses it to broadcast a rebellious message across the planet and into other star systems.
- **Mohad Arena:** Mohad was a large decommissioned docking bay located at Mohad Outpost. It has been converted into a gladiator arena and modified to include cheap metal seating for thousands as well as betting windows.
- **Mohad Outpost:** The outpost is an abandoned mining facility, 20 km southwest of Capital City, with a number of decommissioned docking bays.
- **"New Freedom" mural:** Located in the old Senate Building of Lothal, on the back wall of the Senate Chamber, it depicts the rounded, white towers of Capital City, as well as Lothal's major industries of the past, namely fisheries and agricultural operations.
- **Northern Market District:** also known as the Old Market.
- **Old Jho's Pit Stop:** Named after its owner, Old Jho, the cantina is not particularly Empire-friendly. For example, Old Jho ignores an Imperial mandate that the HoloNet News be played at all times. The crew of the *Ghost* would sometimes uses the cantina as safe harbor.

PLANETS, SITES, PORTS

- **Old Republic Senate Building:** Following the rise of the Galactic Empire, the Senate Building was abandoned in favor of the new Imperial Complex, but remains standing despite the new government's intention to raze it. A distinct landmark of Capital City, the Old Republic Senate Building is shaped like a round box crowned by a towering spire. Like most other buildings in the city, its outer walls are predominantly white. Several starship landing pads sprout from the base of the tower lead to hallways hooking up with the Senate Chamber inside. The Chamber itself contains a podium with a speakers' stand, facing two aisles made of three rows of seatings. On the back wall behind the podium is "New Freedom," a striking mural that contributes to the building's fame. The Senate Building is directly linked to the sewers of Capital City. During the time of the Galactic Republic, the Old Republic Senate Building of Capital City housed the governing body of Lothal. It was abandoned when the Galactic Empire replaced the Republic and built the Imperial Complex to be the new seat of power on the planet. Even after its fall into disuse, many citizens considered the Senate Building a valuable landmark. Imperial inspectors report that the Senate site attracts criminal activity, and discussion arose as to whether the building should be razed. The HoloNet News anchorman and Imperial propagandist Alton Kastle argued that the Senate Building should indeed be destroyed, as it harkens back to "less prosperous" times when the Empire was not in charge.
- **Posting Agency:** The agency is a "pit stop" of sorts to bounty hunters. The type and quality of bounty information varies from paper postings to access to the Imperial Enforcement DataCore, though this is typically restricted to Imperial personnel and licensed bounty hunters. Some agencies offer private datapoints and meeting rooms. Access cost is 15 credits an hour or 250 credits a day. Almost all have a common meeting room where a bounty hunter could relax.
- **Siemar Fleet Systems factory:** The factory handles the manufacture of TIE/Ln fighters as well as the new TIE Advanced v1.
- **Tarkintown:** Tarkintown is essentially a shanty-

town on the plains of Lothal. A number of moisture vaporators dot the settlement and a central clear area acts as a town square. Tarkintown is home to impoverished farmers of many species whose homes, such as in Tangle town, have been taken by the Galactic Empire when it needed the land they were built on. Any farmer whose land was taken was left with nothing. The residents name their settlement after Grand Moff Wilhuff Tarkin, the Imperial in control of the Outer Rim Territories and the man responsible for the dispossession of the farmers.

- **Wallaway's Pawn Shop:** two-story, ferroconcrete corner building located in the old commercial district. On the same block was an agricultural supply closeout store, wholesale food market and a salvage yard. Across the street is the derelict Go-Lothal Hotel.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

OSISIS STATION

- Type:** Light orbital defense station
- Era:** Rebellion (~5 BBY)
- Affiliation:** Galus Vez (fringer parts seller)
- Source:** +Oliver Queen
- Scale:** Capital
- Length:** 936 meters
- Crew:** 100 (1,123; Gunners: 42)
- Crew Skill:** Capital ship gunnery 5D, capital ship shields 4D+2, sensors 5D
- Cargo Capacity:** 65,000 tons
- Consumables:** 3 years
- Cost:** Not for sale
- Hull:** 2D
- Shields:** 2D
- Sensors:**
 - Passive:* 25/0D
 - Scan:* 50/1D
 - Search:* 75/2D
 - Focus:* 3/2D+2
- Weapons:**
 - 2 Turbolaser Batteries**

PLANETS, SITES, PORTS

Fire Arc: 1 front/left, 1 front/right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Damage: 4D+1

6 Laser Cannons

Fire Arc: 2 front/left, 2 front/right, 2 rear

Crew: 1

Skill: Starship Gunnery

Scale: Starship

Fire Control: 3D

Space Range: 1-3/12/25

Damage: 4D+1

Tractor Beam Projector

Fire Arc: Dorsal turret

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Damage: 6D

Hangar Bays: 3 radial hangar/platforms, 1 ventral

Special Conditions: None

Background: Osis is an old and dilapidated XQ1 platform owned and operated by the Besalisk Galus Vez. It orbits a planet in the Regani sector and acts as a hangout for the sector's lowlifes. It's known as a discreet place to purchase parts and repair starships. Osis is constructed of a single, large central hub module with three large docking bays protruding from the center. The interior of the platform is run down, the walls scrawled with years of graffiti.

POINTS OF INTEREST

Fool's Run

This is Galus Vez's private race circuit through the planetary ring of the planet Osis station orbits. Galus has never lost a race.

GM Notes:

- The circuit terrain is Difficult (18) and will require five piloting rolls to complete. The GM can modify the circuit by changing up certain legs to include different terrain difficulties or requiring difficult maneuvers.
- Galus' familiarity with the circuit gives him a +1D

situational modifier to all piloting rolls.

- If a competitor is doing too well, Galus has asteroid missiles throughout the circuit he can use to hinder their progress and possibly damage or destroy their ship. Determining if an asteroid missile is in range should be decided by the amount of risk and drama the GM wants for the scene. If uncomfortable with this then roll 1D, on a roll of 1-2 there is a modified asteroid that may be used.

Asteroid Missile

Galus doesn't like to lose, and to make sure he doesn't, he cheats. He places asteroid missiles at a number of key points in the circuit, creating obstacles that force a reduction in speed or to avoid blind spot. The missiles are asteroids with attached thrusters, a rudimentary computer and communications. From the cockpit of his ship he can send an asteroid unexpectedly careening into another ship. Sometimes he heavily damages or even destroys a competitor's ship.

GM Notes:

- This requires a moderate (15) sensor roll to calculate if a ship is close enough for one of these asteroids to hit a target.
- The onboard computer has a piloting 7D+2 and has a target number of 28 to hit another ship doing 6D damage.
- Sometimes multiple asteroids are programmed to work together on a choke point, in this case +1D skill or damage modifier for every extra asteroid (2 +1D, 3 +2D, etc).

Source: Star Wars Rebels Magazine #1, stats and mechanics by +Oliver Queen.

STYGEON PRIME

Region: Outer Rim Territories

Sector: -

System: Stygeon system

Sun(s): -

Trade Route(s): -

Orbital Position: 1

Moon(s): 2

Length of Day: 32 hours

Length of Year: 424 local days

Starport(s): None (The Spire)

Type: Terrestrial

PLANETS, SITES, PORTS



Temperature: Cold
Atmosphere: Type I
Hydrosphere: Moderate
Gravity: Standard
Primary Terrain: Snow, ice, mountains, steep valleys
Points of Interest: The Spire
Native Flora: -
Native Fauna: Tibidee

Native Species: None
Immigrated Species: None
Population: None (The Spire: 500)
Languages: Galactic basic standard
Government: Imperial commander
Tech Level: None
Planet Function: Prison planet
Major Cities: None
Major Exports: None
Major Imports: None

Special Conditions: None

Background: Stygeon is a snowy mountain planet in the galaxy, and home to the prison fortress known as The Spire.

POINTS OF INTEREST

- **The Spire:** Also known as the Stygeon Prison, The Spire is a remote prison fortress located on the planet Stygeon Prime. The prison was operated by the Confederacy of Independent Systems during the Clone Wars. The Sith Lords Darth Sidious and Count Dooku held Darth Maul in the prison before he escaped with the help of Death Watch. Years later, the prison was operated by the Galactic Empire. The Empire protects the prison with ray shields, blast-proof structures, anti-aircraft weapons, TIE fighters, and stormtroopers.

Source: Star Wars Rebels animated-tv, wookieepedia, stats by +Oliver Queen.

CHAPTER 6

MISCELLANEOUS

ION STORMS

Description: An ion storm is an electric phenomenon that occurs in space. Navigating a starship through an ion storm is extremely dangerous, as it's impossible to predict where and when the lightning bolts will strike.

- Every round inside the ion cloud roll 1D:
 - ◆ 1-2: Clear
 - ◆ 3-4: Near Miss
 - ◆ 5-6: Hit
- Roll 1D and consult Lightning intensity table. Lighting has 4D starfighter scale base Strength.
 - ◆ **Lightning Intensity Table (1D):**
 - 1-2 Walker (-2D)
 - 3-5 Starship
 - 6 Capital (+6D)
- Shields do not protect versus ion lightning.
- **Overload Table (Lightning Strength > Hull Strength):**
 - ◆ 0-3: 1 system overloaded
 - ◆ 4-8: 2 system overloaded
 - ◆ 9-12: 3 system overloaded
 - ◆ 13-15: 4 system overloaded
 - ◆ 16+: Cascade failure (all systems overloaded)
 - ◆ 31+ the ship is destroyed.
- Roll on the System table a number of times equal to the value from the overload table. Note which system(s) hit and how many times to determine time to repair and task difficulty.
 - ◆ **System Table (1D):**
 - 1: Sublight drives (cannot move)
 - 2: Hyperdrives (cannot jump)
 - 3: Nav Computer (cannot calculate jump)
 - 4: Communications/sensors (cannot communicate or scan)
 - 5: Shields
 - 6: Weapons system (targeting systems inoperable)
 - A system knocked offline
 - ◆ 10-12 rounds to repair
 - ◆ Moderate (15) Technical skill roll to repair.
 - Every time a system is hit double the amount of time to repair and +5 the task difficulty.

Source: Star Wars Rebels Magazine #2, mechanics by +Oliver Queen.

CHAPTER 7

EPISODE GUIDE

EPISODE 1A: THE MACHINE IN THE GHOST

The Ghost is being pursued by some Imperial TIE Fighters, after it's rebel crew raided an Imperial supply depot. A dog-fight eventually ensues between the two factions. After being hit, the Ghost loses it's shields. Moments later, the ship also loses its comms.

The crew's astromech droid, Chopper, is then sent to repair the comms, by the ship's pilot Hera. On his way to the comms, the ship's gunner Kanan orders him to go back and fix the shields, as well as to tell Hera to fly better.

Back in the cockpit, Hera is frustrated by Kanan, and decides to use the nose turret to take out a TIE Fighter, leaving only one remaining. Hera then sends Chopper to fix the comms. Frustrated by the conflicting commands, Chopper decides to use the Phantom's turret to destroy the last TIE Fighter. The crew then rendezvous in the cockpit, where they praise each other's shooting.

EPISODE 1B: ART ATTACK

On Lothal, Sabine is sent into a TIE Fighter depot, in an attempt to make a diversion for the Ghost.

Once inside the depot, Sabine vandalizes an Imperial TIE Fighter, by drawing rebel graffiti onto it. This draws the attention of some stormtroopers, who order Sabine to stand down. She manages to escape, however, and proceeds to toy with the troopers. The stormtroopers eventually report Sabine to their unit, who begin to search the perimeter.

The troopers then following a strange noise, which turns out

to be a bomb, rigged onto a TIE Fighter. The troopers are then hit by the blast, rendering most of them wounded.

Hera then radios Sabine, to congratulate her on the mission.

EPISODE 1C: ENTANGLEMENT

In Capital City on Lothal, Garazeb "Zeb" Orrelios was rendezvousing with his rebel partner Kanan Jarrus. Unfortunately, Zeb took a wrong turn, and ended up in the wrong alley. Rather than doubling back, Zeb decided to proceed down the wrong path, when he saw two stormtroopers antagonizing an innocent Ugnaught. Zeb then proceeded to knock both troopers out. Moments later, two more stormtroopers showed up, likely having been sent by Tskolo, an Imperial spy.

Garazeb then fled to a TIE Fighter docking station, where he knocked out LS-607, an Imperial pilot. He then ambushed the other troopers, by springing onto them from a TIE Fighter. After taking out the rest of the troopers with his Bo-Rifle, Zeb proceeded to take out LS-607, who had him at gunpoint. Stormtrooper reinforcements then arrived, only to accidentally puncture a TIE Fighter tank. This puncture leads to an explosion, which knocks the troopers out.

Following the endeavor, the Ugnaught from before shows up once more, and offers Zeb some credit. Zeb declines the offer, however, and instead takes one of the creatures Yogen berries. Zeb then fends off some more troopers, while Kanan approaches with the Ghost.

"EZRA'S GAMBLE" (junior novel)

One day at Capital City's spaceport, Bridger was selling tickets for a Gladiator Night between a Houk and Feeorin when Krai told him her family and her were leaving for Alderaan to live with her grandmother due to the Empire, and bade

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farewell to the boy. Later that day, Bridger caught sight of the Hound's Tooth and met Trandoshan bounty hunter Bossk, who hired him as a guide to Ake's Tavern. As they reached their destination, Bossk sent Bridger instead to lure his prey, Gronson "Shifty" Takkaro, out; soon enough, however, a confrontation between Bossk and the assassins Angrigo and the Kratchell twins ensued, in which Bridger stunned Takkaro, and Bossk killed the assassins, only for Imperial authorities to surround them. Aware of a likely set-up by Lieutenant Herdringer, Bossk was forced to leave Takkaro and follow Bridger, and the two escaped from the Imperials on a speeder bike. During their escape, however, Bossk was injured and convince Bridger to help him by offering the boy all the content of his strongbox onboard the Tooth.

In the course of an hour, Bridger took the Trandoshan to his tower and tended to his wounds, before the bounty hunter woke up, "disguised" himself as a blind Trandoshan and almost immediately prompted Bridger into leading him to a posting agency at the spaceport, where he accessed the Imperial Enforcement DataCore to check records on Herdringer. However, they discovered Herdringer had been dead for months, and Bossk surmised that his replacement, Jenkes, had been the one to set him up, now also aware that he and Takkaro had worked together in gladiator arena in Nyriaan years before. Their search, though, attracted Jenkes' attention, who sent troopers to attack them, but Bridger and Bossk managed to slip away again, and they went to Wallaway's pawn shop, where they saw from afar as Jenkes shot Wallaway and

took his money.

Once Jenkes left the shop, Bridger and Bossk entered the place, only for Wallaway to die on Bridger's arms. Convinced by Bossk, he accompanied the Trandoshan to Monad Outpost during Gladiator Night, where they faced Jenkes. During the confrontation, Bridger used his stolen Imperial comlink to alert Jenkes' superiors, while Bossk told everyone on the arena of Jenkes' actions. Bridger, then, proceeded to stun the Imperial before he could flee the arena, just before Imperial forces arrived and swarmed the arena. The next morning, as promised, Bossk gave Bridger the contents of his strongbox, which turned out to be just seventy-five credits, and the Trandoshan bade him farewell.

On his way home, Bridger was walking through the fields around his tower when a freighter shot down a TIE fighter, which crashed not far from him. As Ezra tried to help Valen Rudor, he was rebuked for touching the starfighter. After successfully opening the top of the cockpit, Bridger hopped inside and managed to trick the unlucky pilot into thinking he was helping get his armor unstuck, when in fact, he was actually stealing bits of equipment. After grabbing Rudor's helmet for his collection, Bridger quickly left the wreckage, while revealing his thievish intentions. Rudor, not meaning to be outsmarted by a kid, attempted to kill him with his fighter's lasers, but the boy's latent Force-sensitivity alerted him to a laser blast from the vengeful pilot. While the pilot was bewildered at how Bridger managed to survive the shot, the boy knocked him out with his energy slingshot, and strutted away

with his prize.

EPISODE 1D: PROPERTY OF EZRA BRIDGER

While walking towards Capital City from his tower, Ezra Bridger noticed a dogfight between the rebel starship the Ghost, and an Imperial TIE Fighter. The fighter then crashed, nearby Ezra's position.

Upon further inspection, Ezra found the fighter's pilot, Valen Rudor, who survived the crash. When asked if he was alright, the pilot scoffed Ezra off, and ordered him to stop leaning on his ship. Ezra then opened the fighter's roof, rescuing the pilot. Ezra then tricked the pilot into he was unhooking his armor, when he was truthfully stealing parts from the ship.

After taking the pilot's helmet, Ezra left the ship, notifying the pilot of his thievish intentions. The pilot then attempted to kill Ezra with his ship's lasers, to no avail. After dodging the attacks, Ezra used his slingshot to stun the pilot, leaving him unconscious. Ezra then returned to his tower, with his new toys.

THE REBELLION BEGINS (young adult book)

Desiring to take their struggle against the Empire beyond the planet Lothal the crew of the Ghost, on the advice of devonian crime lord Cikatro Vizago, make arrangement to meet the captain of a ship who allegedly shares their same anti-Imperial views. When they arrive at the spacial coordinates they discover the ship floating in space, the obvious loser of a space battle.

The crew enter the damaged ship and discover its made of wroshyr trees, its a wookiee ship! Searching the ship Kanan finds a message scrawled on a wall, "Kitwarr, son of Wulffwarro." Zeb recognizes the name Wulffwarro as belonging to one of the greatest soldiers during the Clone Wars. Continuing the search a wounded Tandosshan is found on the heavily damaged bridge. Kanan questions the Trandoshan where the wookiees were taken who answers "Empire" then dies of his wounds.

Wanting to rescue the captured wookiees but at a dead end

the crew are contacted by Vizago. He has a job stealing some crates from the Imperials in Lothal City.

While in Capital City, Ezra runs into a Ruurian associate of his named Slyyth. After some small talk Slyth tells Ezra he has a simple snatch-and-run job. Ezra initially refuses but changes his mind when Slyth tells him the items are Stormtrooper helmet. Ezra makes his way to Bay 47 where the cargo is being offloaded by cadets from the Imperial Academy under the watchful gaze of Supply Master Lyste. Ezra fast talks his way aboard the ship and steals the items then quickly escapes. After dropping off Slyth's cut Ezra goes back to home, an abandoned communication tower on the outskirts of Capital City. When he gets there he opens his bag to find its contents not Stormtrooper helmets but datapads.

A rebel cell operating on Lothal draws the attention of the Imperial Security Bureau, who send Kallus to Lothal to handle the situation. He arrives aboard a shuttle and requested permission to dock aboard the Lawbringer, an Imperial I-class Star Destroyer orbiting the planet. Kallus was given permission to dock by Captain Hiram Zataire, with whom he later had dinner aboard the Lawbringer. Kallus' goal with the meal was to determine if he could trust Zataire as a loyal Imperial officer. The two discussed Zataire's son, an outspoken critic of the Empire, after Kallus deduced that the wine the captain served him was from Alderaan—a planet deemed to be rebellious by the Empire—and that it had been given to the captain as a gift by his son. This allowed Kallus to realize that Zataire's son was on Alderaan, giving the ISB a chance to arrest him, and Zataire pleaded with Kallus not to hurt him. The ISB Agent said that the law could allow him to be flexible so long as Captain Zataire fully cooperated with Kallus' operations on Lothal, a request that the captain agreed to. Kallus' first order to the captain was to have the Lawbringer descend from orbit and hover over Capital City, where the citizens of Lothal would be able to witness the Empire's might.

EPISODE 2-3: SPARK OF REBELLION (TV movie)

Fourteen years after the end of the Clone Wars, the Jedi and the Republic had fallen with the rise of the Galactic Empire. However the Emperor had foreseen and new threat rising against him: the children of the force. Fear of them becoming Jedi, the dark lord of the Sith Darth Vader tasked the Empire's Inquisitor to hunt down this new enemy and if they would not serve the Empire, they should be eliminated along with any surviving Jedi who would train. Among these children who were one with the Force, was an orphan boy named Ezra

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Bridger who lived on the planet Lothal.

One day in the Capital City, Commandant Aresko and Taskmaster Grint were harassing a local merchant to show his identification. When the merchant openly expressed his disagreement with the Empire, saying that the Imperials ruined Lothal and the rest of the galaxy, Aresko placed him under arrest for treason. Ezra casually bumped into the Imperials and swiped Aresko's communicator, which he used to impersonate as an Imperial officer and lure Aresko and Grint towards a supposed emergency in the city's main square. The merchant was thankful for Ezra's help, and Ezra helped himself to some jogan fruits so he could have something to eat.

Ezra climbed onto the rooftops where he found his way towards the square and overlooked Aresko and Grint, who learn that there was no emergency after all. While watching the Imperials, Ezra unknowingly through the Force sensed the presence of Kanan Jarrus, a former Jedi Padawan who survived the destruction of the Jedi Order. He stayed hidden as he watched him and two others known as Garazeb Orrelios, a Lasat, and Sabine Wren, a Mandalorian, attack and steal a small supply of Imperial crates. But most their stolen goods got stolen by Ezra who jumped onto a speeder and sped away through the streets with Kanan and Zeb in pursuit. The chase led to a roadway outside the city, where Ezra and the two Rebels are spotted and chased by Imperial troops. The Rebels fought off the troops and Kanan intercepted Ezra. However before Kanan could regain possession of the crates, a TIE

Fighter fired on their position, destroying his speeder. Ezra continued to speed back towards his tower with the TIE Fighter on his tail. The Fighter fired on him and destroyed his speeder, leaving him defenseless until the Fighter is shot down by a ship known as the Ghost. The Rebels helped him aboard with the crate he stole and headed for space with additional TIE fighters in pursuit.

Kanan made his way to the cockpit, where the Twi'lek Hera Syndulla was piloting the ship. While explaining what happened, Zeb and Sabine keep an eye on Ezra and after making a complaint about Zeb's smell, he threw Ezra into a small, closet-sized room, but managed to escape through the air vents and made his way through the bowels of the ship. Hera, meanwhile, was impressed by what she's heard from Kanan, and thinks Ezra could be a useful member of the crew which Kanan, at first, disagrees with. Ezra fell through the ventilation shafts and into one of the ship's gun turrets, where he realized that for the first time in his life he was in space, and in a battle. Kanan and Sabine manned the two gun turrets, and held off the TIE Fighters, giving Hera a chance to jump the Ghost into hyperspace.

Back on Lothal, the incident had brought the attention of ISB Agent Kallus who was not at all surprised as this was not the first time the Empire's operations have been attacked by these Rebels. He explained to Aresko when their operations are targeted in an ongoing basis it could signify the start of a full-scale rebellion against the Empire. Kallus intended to find



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these Rebels and ensure that the Spark of Rebellion doesn't get the possible chance to spread.

The Rebels return from hyperspace and with the use of the Ghost's ability scramble its signal, they safely landed on Lothal, near a small town known as Tarkintown, named after Grand Moff Tarkin and homed to many farmers who had their farmlands taken away by the Empire. While Zeb, Sabine and Ezra deliver the food they stole for the locals, Kanan and Hera deliver the blasters to criminal-lord Cikatro Vizago who gave them some information on Wookiee prisoners who were enslaved by the Empire. Ezra returned to the Ghost where through the Force, found his way to Kanan's quarters where he discovered a Holocron and a Lightsaber. Kanan and Hera caught him with the weapon, having been alerted by Chopper. Ezra handed over the Lightsaber but Kanan allowed him keep the Holocron, knowing that if he could open it, then the boy could use the Force and could be trained as a Jedi.

After leaving Kanan's quarters, Ezra met up with Sabine where she told him about their crew and how they came together after losing everything to the Empire. Just then Zeb interrupted their conversation to tell Sabine that Kanan wanted them all together for a meeting and left Chopper to watch Ezra. In the common room, Kanan briefed the crew on their next mission to rescue a group of Wookiee prisoners who were being transported to a unknown slave labor camp.

The Rebels came out of hyperspace where they met up with the Imperial Transport Ship carrying the wookiees. Hera contacted the transport saying they had an additional Wookiee prisoner to hand over, under orders from Governor Tarkin. The commander of the transport allowed them to dock and Kanan and Sabine boarded the ship with Zeb pretending to be a "Hairless Wookiee". Unfortunately the Imperials didn't buy it, only because Zeb didn't give them a chance and took out two Stormtroopers with a single punch against their helmets. Once aboard, the Rebels began their search for the Wookiees but began to notice that the whole thing appeared too easy. The security aboard the ship was soft and there was no sign of any more troopers. Suddenly an Imperial Star Destroyer dropped out of hyperspace and captured both the transport and the Ghost in its docking bay, springing a trap set by Agent Kallus to capture the Rebels. Knowing the others were in danger, Hera told Ezra to board the transport and warn them since the comlinks were jammed. At first Ezra refused to risk his life for others but with some encouragement, he boarded the transport just in time to warn Kanan and Zeb as Agent Kallus and a squadron of Stormtroopers came aboard. They made a run for it back to the Ghost and manage to escape but, thanks to Zeb, Ezra was captured by Agent Kallus and left behind.

While imprisoned on the Star Destroyer, Ezra was stripped of his gear with only the Holocron he stole from Kanan's quarters. Through the force he unexpectedly opened it, revealing a holographic message from Jedi Master Obi-Wan Kenobi,

warning any surviving Jedi about the rise of the Empire.

Ezra managed to escape from his prison by tricking the Stormtroopers guarding him to enter the cell, giving him the opportunity to slip out and lock them inside. He made his way to a storage room, where he picked up his gear and an Imperial helmet, which he used to listen to communications throughout the ship. He also learned the Wookiee prisoners were being taken to the spice mines of Kessel and the Rebels had come back for him. He met up with them in the docking bay and the group headed back to the Ghost and escaped leaving behind an explosion that nearly sucked Kallus into the vacuum of space.

After jumping to hyperspace, Ezra shared his findings with the Rebels on where the Wookiees were being taken. Knowing very well that they would not survive in the harsh mining environment, the Rebels, including Ezra, set course for Kessel to rescue them.

The Rebels arrived at the Spice Mines of Kessel and opened fire on the Imperials giving them a chance to land. Kanan, Zeb and Sabine moved in and fought off the Stormtroopers giving Ezra the opportunity to sneak past them and release the Wookiees from captivity. With the Wookiees free, they fought alongside against their captors just as three TIE Fighters emerged and fired on the Ghost. The Ghost led the Fighters away while Kallus' led more Stormtroopers into battle, forcing the Rebels and the Wookiees to take cover. With the Rebels surrounded and pinned down under heavy fire, Kanan told Hera to lure the TIE Fighters away and then come back to perform a 22 pick-up, a maneuver where the crew and the Wookiees would hide inside a cargo container and be picked up by the Ghost. In order to give them more time, Kanan came out from cover and ignited his Lightsaber, revealing his Jedi identity to Ezra, the Wookiees and the Imperials. While fighting off the Stormtroopers, Ezra went after a young Wookiee named Kitwarr, who fled from the firefight and was being chased by a Stormtrooper. He managed to rescue him and remove his binders. But they are cornered by Agent Kallus, until the Rebels showed up just in time to rescue them and escape.

They departed from Kassel and after sending the Wookiees on their way, they headed back to Lothal and returned Ezra home. Upon returning to his tower, Kanan told Ezra about the Force and offered him a choice to join their crew and be trained in the ways of the force and become a Jedi.

Meanwhile, Agent Kallus contacted the Inquisitor and reported his findings about Kanan and Ezra, which the Inquisitor was pleased to hear about.

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EPISODE 4: DROIDS IN DISTRESS

After a near getaway from TIE Fighters and an Imperial Star Destroyer during a failed salvage mission, the Rebels find themselves low on everything, food, explosives, fuel and unless they can find some money they will be out of business. Kanan already has a suggestion which involves a theft of Imperial shipment for crime-lord Cikatro Vizago. The Rebels are unsure about doing a job for Vizago after their last job, but due to their current situation it appears to be the only option they have.

They return to Lothal and posing as individual passengers, Kanan, Ezra, Zeb, Chopper and Sabine board a passenger ship along with Imperial Minister Maketh Tua and Amda Wabo, accompanied by the two droids R2-D2 and C-3PO. Soon after take-off, Chopper causes enough trouble to get himself and the two other droids sent to the back by the pilot RX-24. This gives Sabine the chance to step in and pose as an Imperial Academy Student who pretends to help Minister Tua translate for Amda Wabo.

They soon arrive on Garel and head for Hangar Bay Seven where they discover the Shipment to be much to Zeb's horror, T-7 Ion Disruptors: Weapons that were banned by the senate as they were capable of short circuiting an entire ship but to

Zeb that was not the reason why they were banned.

Meanwhile, thanks to Sabine's faulty translation, Minister Tua and Amba Wago, along with the two droids and Stormtroopers find themselves at Hangar Bay Seventeen. Eventually Minister Tua figures out they had been tricked and knowing someone else is stealing their shipment, orders the troops to Bay Seven, despite Chopper's best attempts to stall them. The Rebels try to move fast but they are soon caught by the Imperials and hold Ezra and Zeb at gunpoint. As the troopers approach to inspect the crates, Zeb engages them in a physical confrontation, giving themselves a chance to get away with the shipment. At the same time, R2-D2 and C-3PO hitch a ride.

With the disruptors in their possession, Zeb feels uneasy about selling them to Vizargo because according to Hera, those weapons were once used by the Imperial's against Zeb's people when they cleared his home planet, few barely survived and none remained on Lasan. The Rebels soon arrive back at Lothal and deliver the disruptors to Vizago. However thanks to C-3PO, Agent Kallus and the Imperials find the Rebels and launch a ground assault while Vizargo and his men retreat without paying the Rebels. Not wanting to let the disruptors end up in the hands of the Empire, Kanan gives Sabine the task of destroying the weapons and with R2-D2's help, rigs the disruptors to overload.

An Imperial Transport ship launches two Walkers and a squadron of Stormtroopers against the Rebels and Kallus himself engages Zeb in a vicious Bo-Rifle duel, where he admits

that he was the one responsible for the usage of the disruptors against Zeb's people. Kallus quickly overpowers Zeb and just before he could finish him off, Ezra force-pushes him away, saving his life. With the disruptors destroyed and the Imperials defeated, the Rebels retreat to their ship and take-off.

After Kanan promises Ezra on starting his Jedi training, the Rebels return R2-D2 and C-3PO to Senator Bail Organa where after departing, reveals that he sent the two droids to investigate the Rebels.

EPISODE 5: FIGHTER FLIGHT

Aboard the Ghost, Chopper observed Ezra as he attempted to levitate a bowl with his new-found Force abilities. After Chopper fooled Ezra into thinking he was the one lifting the bowl, the two got into a game of cat and mouse. While chasing one another down the halls of the ship, Ezra stopped by Sabine's room, to offer her some "inspiration" for her artwork, to Sabine's seeming lack of interest.

Ezra then proceeded to chase Chopper into Zeb's quarters, despite Zeb's wishes to not be disturbed. Before Ezra could leave, Chopper quickly zapped Zeb, causing him to confront the two. After Chopper fled, Ezra decided to remind Zeb of the time he saved his life from the ISB Agent Kallus. Feeling guilt-tripped, Zeb returned to his bunk. Rather than leaving, Ezra decided to get into his bunk, which, after being sabotaged by Chopper, collapsed onto Zeb.

Zeb then chased Ezra throughout the ship, despite Ezra trying to convince him of his innocence. After making a mess in the cargo hold, Hera ordered the two off her ship, sending them to town for a supply run. Among the list of supplies was a rare fruit called a Meiloorun, which was seemingly non-existent on Lothal.

After arriving in the town of Kothal, Ezra reunited with Morad Sumar, a local farmer and long-time friend. Sumar informed Ezra about the planet's lack of naturally-grown Meilooruns, and that they could only be imported. After parting ways, Ezra came across a small pack of Stormtroopers, accompanied by Supply Master Yogar Lyste. Armed with his slingshot, Ezra then quietly observed as Lyste discussed the fate of Morad's farm. Zeb then rendezvoused with Ezra, having had collected, with the exception of the fruit, all of Hera's supplies. Before giving up on their search, the two stumbled upon a crate filled with Meilooruns, under the ownership of a factory worker named Tskolo. Unfortunately, the shipment had been sold to the Empire, who were already loading the Meiloorun-filled crates onto their Imperial Troop Transports.

Despite Zeb's strong disapproval, Ezra decided to pursue the fruit, having had past experience of stealing from the Em-

pire. After sneaking onto the transport, Ezra was spotted by Lyste. Before he could be captured, Ezra hurled some crates at the Stormtroopers, buying them some time to escape. The two eventually reached a large wall, which Zeb hurled Ezra over. Unfortunately, Zeb was shot down, forcing him and Ezra to split up.

Zeb eventually reached a TIE Fighter, which was being piloted by Valen Rudor. After faking a surrender, Zeb leaped onto the ship, throwing Rudor out. After taking out some Stormtroopers with the ship's cannons, Zeb proceeded to fly the ship across the town, in pursuit of Ezra.

Meanwhile, Ezra was evading some Stormtroopers, while attempting to slow them down with his slingshot. Zeb eventually arrived, offering Ezra an escape. After battling over control of the ship, Zeb accidentally shoots a citizen's fruit stand, staining the ship's visor. Just before the ship would've crashed into a small hill, Ezra made a sharp turn, having sensed the structure.

Aboard the Ghost, Kanan and Hera received a call from Zeb, who informed them about his and Ezra's current situation. After a quick scolding from Kanan, the two proceeded to the rebel rendezvous point.

Before making their way there, however, the two inspected some smoke, coming from Sumar's freshly-destroyed farm. At Ezra's request, the two pursued the Imperials, who were traveling aboard some transports. After catching up to them, Zeb, pretending to be an officer, ordered Lyste to slow down his transports. After learning of a stolen TIE Fighter, Lyste ordered the destruction of Zeb's ship.

Meanwhile, Ezra attempted to free Sumar, along with his friends. After failing to reach the control panel, Ezra decided to use the Force. After successfully freeing the farmers, Lyste ordered his men to open fire. Thankfully, Zeb managed to defend the farmers with his ship, as he fired at the transports.

Atop the transport, Ezra was confronted by two Stormtroopers. After knocking a trooper over with a fruit, his blaster accidentally shot one of the troopers. Ezra then decided to clog the transport's turret with a wrench, taking out the turret and the trooper. Ezra then escaped in Zeb's ship.

After arriving at the Ghost, Ezra and Zeb claim they crashed the ship, in an attempt to keep it out of Imperial hands, to Kanan's approval. Back onboard, Ezra and Zeb visit Sabine, who decided to take Ezra up on his offer of inspiration.

Accusing Chopper of making them look like fools, Ezra and Zeb pursued Chopper, once again making a mess in the cargo hold.

EPISODE 6: RISE OF THE OLD MASTERS

Kanan struggles with training Ezra, since the falling of the Jedi Order; his training was never completed and knows very little about the Jedi ways. He begins to feel he is not the right person to teach Ezra and needs someone who is fully trained in the Jedi ways, someone with more discipline and more understanding of the Force.



The Rebels see a hacked in HoloNet News transmission reporting Jedi Master Luminara Unduli is alive. Kanan recalls rumors that she survived the Great Jedi Purge but there was never any word of a precise location of where she was. He also believes she would make a fine teacher for Ezra. However, Ezra is upset with Kanan's plan on passing his teachings to someone else, only because his Master is incomplete.

The Rebels set off to rescue Master Luminara who is imprisoned at the Empire's high security prison known as The Spire on Stygeon Prime. From the schematics of the prison, Sabine declares it impregnable but that has never stopped

them from trying. With a plan sorted, the Rebels arrive at Stygeon Prime and take the Phantom in while Chopper stays with the Ghost.

After taking out two Stormtroopers patrolling the lower areas, Kanan, Ezra, Sabine and Zeb make it inside while Hera stays behind with the ship. Once inside, they discover Master Luminara is being held in the isolated cells on the lower levels, which gives them a problem because the schematics they used to plan their mission were out of date. With that, their plan has changed.

Meanwhile, the jammer frequency on the Phantom has caught the attention of ray-like creatures, sending out a mating call. Since they are attracting too much attention, Hera takes off with the creatures following her.

The Rebels reach the lower levels and after leaving Sabine and Zeb to guard the lift, Kanan and Ezra head for Luminara's cell, only to discover that she is dead and her body encased inside a coffin. Worst of all they are caught off guard by the Empire's Inquisitor, revealing the whole thing to be a trap set to lure any surviving Jedi to their ends, using Luminara's remains as bait. As the Inquisitor engages Kanan in a lightsaber duel, he recognizes his fighting skills from his teachings with Jedi Master Depa Billaba and begins to mock him about how such a poor student he was when he was still an apprentice. He even gives Ezra a choice to join the Dark Side of the Force as the Jedi are no more and Kanan lacks the ways of the Jedi. Ezra refuses the offer and just before The Inquisitor can kill him, Kanan holds him back with the force giving them both time to run and regroup with Zeb and Sabine.

The Rebels make it to a landing bay only to find the way out sealed. After failing to unlock the doors mechanically, Kanan and Ezra use the force to open them where Stormtroopers waiting for them on the other side. Hera shows up with the "Fleet" in time to pick up Kanan, Ezra, Zeb and Sabine.

The Rebels return safely to Lothal. Despite the disappointment of not being able to find Luminara alive, Kanan chooses to keep on training Ezra, even though he is not a fully trained Jedi, he will train Ezra as there is no try.

"RING RACE"

(Star Wars Rebels Magazine #1, comic)

About five years before the Battle of Yavin, Imperial inspections of Osisis station doubled following a visit from the Lothal rebels. Each time the Imperials arrived, Vez and his staff had to make sure that no traces of the rebels remained on the station to avoid suspicion. Unaware of the trouble they were causing the Besalisk, the rebels made another trip to Osisis following a raid on an Imperial supply yard in which they had damaged their ship, the VCX-100 light freighter Ghost.

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Hoping to buy parts, the rebels found the doors onboard the station left open, which was unusual for Vez, but continued with the meeting and provided the criminal with a list of what they needed. Vez greeted the group, but refused their request, informing the rebels of the increased Imperial patrols. He considered handing the group over to the Empire, before thinking better of it and challenging the rebels' pilot, Hera Syndulla, to a race around the Fool's Run. Syndulla accepted, much to the surprise of the rest of her crew, but stipulated that no weaponry was to be used, terms to which Vez agreed.

Vez took to the course in his starship Splendor, while Syndulla piloted the Ghost alone with the astromech droid C1-10P. The Besalisk began the race in the lead, but was overtaken after Syndulla employed a series of fancy maneuvers. To retake first place, Vez activated his asteroid thrusters, which rammed a large rock into the Ghost and caused the VCX-100's stabilizers to malfunction. Seeing the use of the asteroid thrusters from onboard Osisis station, the Jedi Kanan Jarrus and his padawan Ezra Bridger—two members of Syndulla's crew—used the Force to drive asteroids into Vez's ship to even the odds. After C1-10P boosted the Ghost's engines, Syndulla managed to pilot the damaged ship past the Splendor and claim victory.

Once back on the station, Vez reneged on his deal and had his men draw their weapons on the rebels, declaring that he would hand them over to the Imperials. Before he could act however, an explosion rocked the station and distracted the Besalisk, allowing Jarrus to disarm Vez while the other rebels shot his men. With the rebels now in control, Vez was forced to hand over the parts they needed and watch them escape. Once the Ghost was gone, the Besalisk had all footage and evidence of the group's visit edited or destroyed so that the Imperials would find nothing on their next inspections; however, unbeknown to Vez, Wren had painted the starbird insignia on the exterior of the station before leaving.

“LEARNING PATIENCE”

(Star Wars Rebels Magazine #2, comic)

While on a mission Sabine, Hera and Ezra are attacked by an Imperial freighter. The ship launches its two TIE fighters and gives a much better fight than Hero expected. With Kanan and Zeb absent, it leaves Sabine and the less experienced Ezra to man the guns. Quickly realizing they are outmatched Hero elects to try and elude her pursuers by entering an ion storm. The Imperials continue to give chase and while in the ion storm both ships are struck by tendrils of ionic energy causing damaged systems to both ships. Hera and crew immediately begin emergency repairs. Ezra, not experienced with starship repairs becomes frustrated in his inability to quickly fix things. Hera talks to him, explaining that things take time. Looking

out the cockpit Hera sees the Imperial freighter starting to move to intercept them, she instructs Sabine to one of the ships weapon emplacements and to concentrate on getting it repaired and giving Ezra further instructions to repair the junction box. In his attempts Ezra again fails miserably. Having listened to Hera and remembering a lesson from Kanan about patience he attempts to meditate in the Force. Slowly, gently the parts of the junction box begin to float in front of Ezra, his face serene. As if by their own volition the parts begin to place themselves until all the parts are in their proper place and the junction box powers up. Just as the Imperial freighter moves within range Hera accelerates towards the edge of the ion storm while Sabine fires from the top weapon mount. The Imperial vessels explodes at the edge of the storm and the crew of the Ghost blast into hyperspace.

“THE FAKE JEDI”

(Star Wars Rebels Magazine #3, comic)

Kanan, while flying the Phantom is attacked TIE fighters and forced to land on the planet Vyndol. Wounded he nearly crash lands the shuttle and upon exiting falls unconscious. He is found by a local village and his injuries treated. Once he awakens he is taken to the village protector. The man appears to have Force powers but says he cannot read Kanan and tries to intimidate him Kanan into telling him what he wants to know by pulling out a lightsaber and igniting. Kanan tells Yaleb they must speak privately and that he knows the man's secret.

Intrigued the two men step outside. Kanan tells the protector he doesn't act like a Jedi at which time the man warns Kanan not to disrespect his authority as the village protector. Kanan tells the man he is not impressed. In a fit of anger he attacks Kanan, wilding swinging the lightsaber, which Kanan adroitly avoids. While they are still fighting a villager exits comes outside, Kanan sees a limb about to drop on the woman and instinctually uses the Force to quickly cover the distance and tackle the woman to safety.

Once alone Kanan asks the man to confide in him. Yaleb explains that years previously he joined the village. While exploring one day he came across a crashed ship. Inside he found the remains of a dead female pilot, the lightsaber clutched in her hand. He took it, showed it to the village and said he knew how to use it. The elder immediately named Yaleb village protector. Since then he has used the lightsaber to protect the villagers.

The two men hear the sounds of a ship coming in for a landing. Using his macrobinoculars Kanan sees its two Imperial Gozanti-class cruisers and that The Inquisitor and Stormtroopers are exiting. He quickly explains The Inquisitor is not someone he can bluff or intimidate. Yaleb tells Kanan

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not to worry, he has a plan and meets with The Inquisitor.

The Inquisitor states he is looking for a criminal and when Yaleb tells him there are no criminals in the village, he states he can sense the criminal then orders the Stormtroopers to ransack the village until they find him. Kana enters and the two draw their lightsabers and attack. Seeing his chance to help Yaleb draws his lightsaber and attempt to help Kanan. In the ensuing fight he is struck a mortal wound, The Inquisitor takes Yaleb's lightsaber. Seeing Kanan fleeing he orders the Stormtroopers to capture him. As they pass through the village the populace throws rocks at them. They continue to chase Kanan who runs aboard one of the Imperial freighters and lifts off. The Imperial forces board the other ship and give chase.

Kanan has set the ship on autopilot and snuck off the ship. Returning to the village he sees Yaleb is mortally wounded, the man remorseful for his failing to protect the village and that he brought this upon himself and that all he wanted to do was good. Kanan compassionately tells him he was brave as any Jedi. Yaleb thanks him, finally at peace and passes. The villagers approach him, explaining they no longer have a protector and they are doomed. Kanan explains he cannot stay, that he is fighting the Empire, but he has seen them protect their village against the Imperial forces and with Yaleb as an example he knows they will be safe. Especially as the lightsaber is no longer in the village and the Empire has no reason to return.

EPISODE 7: BREAKING RANKS

Ezra went undercover as a cadet at the Imperial Academy to steal an encoder which contained the location of a powerful Kyber Crystal that the Rebels hoped to destroy. While there, Ezra made friends with two other cadets known as Zare Leonis and Jai Kell, who, too, were among the best cadets.

Under the teachings of Commandant Aresko, Ezra, Jai, Zare and along with five other cadets were put to their first test into climbing out of a training arena known as the Well, the first three who make it out would be given the honour of serving as aids in Imperial Headquarters and for those who make it out last would be serving Taskmaster Grint. The key to get out of the well was, is to jump from platform to platform while they are moving and with Ezra secretly using his force sensitive abilities, he made the whole thing look easy. The test became even more difficult when Aresko activated electrical shock traps. Ezra, Jai and Zare successfully made it out of the well and were declared the winners. They were rewarded with the honor of aiding at Imperial Headquarters, but were warned by Aresko that their next trial would be even more challenging.

Also undercover was Chopper disguised as an Imperial



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droid. He sent a message to Sabine and Zeb who were nearby; telling them Ezra passed the first test and was now inside Imperial Headquarters. Sabine passed on the message to Kanan and Hera who were standing by in orbit.

After being left to perform their duties, Ezra headed for Agent Kallus' office and while he was gone he snuck in and found the encoder he was looking for. However just before he could walk out, he was caught by Zare who stopped him from nearly triggering a security system if he tried to leave with the encoder. While everyone was sleeping, both Ezra and Zare admitted their true reasons for joining the Academy and decided to combine forces.

The next day, the Cadets were put to their second test which was to be even more challenging; in order to climb out they must shoot targets in order to activate the platforms. After Grint gave the countdown, the test began. The Cadets shot the targets activating the moving platforms and began to climb. One cadet known as Oleg was determined to win this and deliberately shot down one of his fellow Cadets. When Zare was close to failing, Ezra deliberately pushed Jai giving him the chance to make it out third. Aresko congratulates Ezra, Oleg and Zare, as well reminding them that in war there is no friendship, all that matters is victory at any cost. He told them their next trial would push all of them to their limits and the winners would be rewarded with a training session aboard an Imperial Walker.

With Ezra and Zare back in Imperial Headquarters, they worked together in stealing the encoder from Kallus' office. While Zare distracted Kallus, Ezra used the force to eject the encoder and levitate it into his hands. After successfully getting the encoder, Ezra overheard Aresko speaking with The Inquisitor who planned to take Ezra and Jai into custody and give them some "special training". Knowing this could mean trouble, Ezra had Chopper deliver the encoder so the Rebels could complete their mission while he stayed behind to help Jai escape before The Inquisitor could take him away. At first Jai refused to leave but after being convinced that he may never see his mother again, he decided to go along with Ezra and Zare. Ezra's plan was to pass tomorrow's test together so they could use the Walker they will be on to escape.

Meanwhile, Kanan and Hera intercepted three Imperial Transport ships. Using the Phantom, Kanan distracted the TIE Fighters while Hera attempted to take out the middle ship carrying the Kyber Crystal.

Back at the Academy, the Cadets engaged their final test and so far Ezra, Jai and Zare were winning until Oleg shot Ezra down, ending up last while Jai and Zare, including Oleg were declared the winners. Even though Ezra failed to win, he told Zare and Jai to stick to the plan. With Zare and Jai aboard the walker, Chopper gave an explosive signal to make their move. They took out the Pilot and Oleg, leaving the two Cadets in full control of the walker. As Jai and Zare attempted to flee with the walker, Aresko forced an attack on them.

Meanwhile, due to the heavy gunfire, Hera was having trouble in taking out the middle ship which was preparing to jump to hyperspace. Hera made one last attempt and just before the ship could jump, she successfully blew up the transport ship and along with it the Kyber Crystal which produced a destructive shockwave, destroying everything in its surroundings.

Ezra jumped aboard the Walker to hitch a ride but the Imperials succeed in shooting them down and Stormtroopers held Ezra at gunpoint. However Sabine and Zeb showed up and helped Ezra and Jai escape. Zare chose to stay behind to continue his search for his sister who went missing, possibly taken away by the Inquisitor.

EPISODE 8: OUT OF DARKNESS

Aboard the Phantom, Hera, Ezra and Sabine were on the run from a squadron of TIE Fighters after making an assault on an Imperial convoy. Hera put in all her skills to evade the pursuing fighters and one by one they ended up crashing or destroyed. The Rebels lost their pursuers and returned safely to the Ghost, however the Phantom suffered minor damage to its steering and fuel line.

As they traveled to their next destination to meet their Intel, Fulcrum, Kanan and Hera both admit their fight against the Empire was getting more difficult, especially when they underestimated their target's defenses. Sabine became very frustrated because Hera and Kanan wouldn't tell her who their contact was. Feeling like she is not trusted, Sabine demanded to join Hera's next mission where she would be meeting Fulcrum with supplies for them.

Meanwhile, Zeb, Ezra and Chopper were working on repairs on the Phantom only for it to be turned into another quarrel against the three of them, leaving the damaged fuel line unchecked. Sabine and Hera took off in the Phantom and headed for Fort Anaxes, an asteroid base once used by the Old Republic during the Clone Wars. They didn't find Fulcrum but they did find the crates. While loading them aboard the Phantom, Sabine admitted why she felt frustrated because when she was a Imperial Cadet she trusted the Empire, followed their orders blindly and it turned into a nightmare for her. She also felt they couldn't fight the Empire alone which is why she wanted to know if she can be trusted, especially with secret Intel and most of all knowing that their fight is not all for nothing. Hera tells her all she needed to know was to have faith in their Rebellion and someday there would be a long term plan a lot bigger than themselves, bigger than Lothal, bigger than the outer rim.

When they return to gather up the rest of the crates, they

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found a few gone, more like dragged away into the abandoned hangar by someone or something. Sabine and Hera decided to enter the dark hangar and investigate. They found one of the crates torn open and noticing claw marks, they assumed they were not alone. They heard a lot of monstrous squealing and then out of the darkness appeared a group of deadly creatures known as Fyrnocks. They chased Sabine and Hera out of the hangar but didn't come out themselves because they were sensitive to sunlight.

Hera and Sabine gathered up the rest of the crates quick and just before they could take off they realized there was a fuel leak, stemming from the unrepaired damage that the Phantom suffered during their escape from the TIE Fighters on Lothal. To make things worse, many asteroids block the sun that shun over the base and with a massive one flying overhead, it would block the sun out long enough for the Fyrnocks to make Hera and Sabine their meal.

Using abandoned explosives to kill the creatures, Sabine and Hera managed to hold them off long enough for the Ghost to arrive in time to rescue them and escape the base. Once back on board, Ezra, Zeb and Chopper apologized for not checking the fuel line and promised to make it up to Hera and Sabine by making full repairs to the Phantom. Meanwhile, Sabine now felt she could trust her fellow Rebels, even Hera more better now and had faith that someday they would not always be fighting this battle alone.

EPISODE 9: EMPIRE DAY

While attending Jedi training with Kanan, Ezra was not feeling up to it, nor was he in a very good mood because it was Empire Day, celebrating the fifteenth anniversary of when the Galactic Empire came to power. After they spot three TIE Fighters flying overhead and landing at a nearby spaceport, the two Jedi head to their location. The Pilots entered a nearby bar and investigated the customers, especially those who were Rodians. The Rebels were present in the bar, but the Pilots did not recognize them and left. The Rebels learn from Jho, the bartender that the Empire had blockaded Lothal, sending TIE Pilots on search patrols, locking down all ports and putting Destroyers in orbit. They guess that the Empire was, for some reason, looking for a certain Rodian. However, this gave them little concern as they had special plans for Empire Day. Ezra, however, chose to opt-out on this mission as he was still feeling depressed and wished to be left alone.

He returned to his tower sad and with wonder. Earlier, he had spotted one of the TIE Pilots holding a photo of a Rodian and recognized him to be someone known as Tseebo. Through the force, he suddenly heard the voices of his parents and came to know where Tseebo was.



In Capital City, the citizens and Imperials were celebrating Empire Day with Minister Tua, Commandant Aresko and Baron Rudor hosting the celebration. Meanwhile, Agent Kallus was still on duty searching for Tseebo while the Rebels were preparing something special for Empire Day. During the celebration, Minister Tua presented to the citizens their new and latest Imperial TIE fighter, the TIE Advanced v1. Sabine and Zeb distracted the Imperials and citizens with a display of fireworks while Kanan planted a detonator on the new TIE Fighter. Kanan nearly got caught by a Stormtrooper until Ezra showed up and dragged him away pretending he was his father. The planted detonator went off, destroying the TIE Fighter. The Rebels made a quick getaway as Minister Tua furiously ordered the Stormtroopers to hunt down the ones responsible for the fighter's destruction. They not only spot Agent Kallus on the scene, but also The Inquisitor. The Rebels made their way to the rendezvous point but Hera informed them to abort because the streets were blocked. Ezra led the group to a place where they could hide while Zeb made his way back to the Ghost.

Sabine and Kanan followed Ezra to an abandon house which happened to be Ezra's old home before living on the streets. While inside, Ezra found Tseebo, the Rodian that the Imperials were looking for in the basement. He was known to be a worker for the Imperial Information Office and was implanted with cybernetic circuits. He began to randomly speak out details on Imperial Intel, which explained why the Empire was looking for him. While Sabine tried to access Tseebo's cybernetic circuits, Ezra went down to the basement. While he was gone, Kanan and Sabine learn from Tseebo that Empire Day was also Ezra's birthday, which explained why he had been feeling depressed all day.

Down in the basement, Ezra found lots of old stuff that his parents used to do underground broadcasting, speaking out against the Empire. Sabine managed to access Tseebo's circuitry which revealed five year plans and information that could threaten the Empire. After seeing all this Intel, the Rebels decided to smuggle Tseebo off Lothal but knowing with the Empire having the planet on lockdown, it would be tricky.

After taking out a couple of troopers, they hijacked an Imperial Troop Transport and made a run for it out of the city, with Agent Kallus in pursuit. Hera, Chopper and Zeb arrived with the Ghost and came in low to pick up, Ezra, Sabine, Kanan and Tseebo. Even though they escaped Agent Kallus, Five TIE Fighters showed up and attacked, with The Inquisitor leading the squadron in a new TIE Advanced. As everyone manned their weapons, Tseebo regained his senses and revealed knowledge on what happened to Ezra's parents...

EPISODE 10: GATHERING FORCES

Following where "Empire Day" left off, Ezra asked Sabine if she heard that Hera said for her to man the nose guns and Sabine asked if he heard what Tseebo said. Ezra told her that he already knew what happened to his parents, that the Empire had killed them. However, after Sabine left, Ezra demanded Tseebo to tell him if they were really dead. Instead Tseebo asked for his forgiveness for not helping the Bridgers and Ezra angrily said he would never forgive him.

After being called to help in the cockpit, Hera tells Ezra to fix the navigation computer but was unable to make the necessary repairs. Tseebo however came and uploaded hyperspace coordinates, saving the Rebels. While repairing Chopper, Kanan told Ezra he should decide on what to do with Tseebo. Ezra told him he didn't care but Kanan told him that he did. Ezra asked why he should as Tseebo didn't do anything to save his parents. Kanan and Sabine point out that he couldn't have done anything and maybe stealing the secrets of the Empire was his way of trying to find redemption. Then they learn from Tseebo that the Empire was tracking them with a beacon attached on the haul of the Phantom.

Kanan came up with a plan to lure the Empire away long enough for Hera to get Tseebo to safety. They were to detach the Phantom while in hyperspace and lure the Empire to Fort Anaxes and have the Fyrnock deal with the Imperials. When Hera asked why they couldn't just detach the Phantom and let the Empire follow it that way, Kanan informed them that The Inquisitor could sense him and Ezra. Before leaving, Sabine tried to convince Ezra to talk to Tseebo again, but Ezra told her if he was to believe that his parents would come and save him he would have never learned to survive. Unbeknownst to them, Kanan heard the whole thing but didn't say a word as he and Ezra left.

As the Phantom detached from the Ghost, Kanan had a few difficulties as they exited hyperspace but was able to stabilize the ship and he and Ezra headed to Fort Anaxes. Meanwhile the Inquisitor took the bait and followed. Ezra told Kanan he couldn't connect with the Fyrnock and that he was afraid. Kanan told him that he everyone was afraid and admitting it like Ezra did made him brave. When they arrived, Ezra tried to connect, but was too afraid, however, when Kanan told him not to be Ezra said he wasn't afraid of them. Kanan asked him what he was afraid of but Ezra didn't know. Kanan said he did and asked again. Finally Ezra admitted he was afraid of the truth and, through the Force, told Tseebo he was forgiven and finally was able to connect with the Fyrnock.

Back on the Ghost, Hera docked with Fulcrum, who would take Tseebo into hiding. Tseebo asked if he would ever see

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Ezra again and informed Hera that his download of the Empire's secrets was an accident as he was just trying to find out Mira and Ephraim Bridger's fate. Hera told Tseebo to tell her and that she would tell Ezra.

Meanwhile The Inquisitor showed up at the old base with Stormtroopers and everyone but The Inquisitor was attacked by the Fyrnock. The Inquisitor fought with Kanan and defeated him with ease. Ezra grabbed Kanan's lightsaber, but it was stolen out of his hands by The Inquisitor using the Force. The Inquisitor then attacked Ezra, throwing him back to a cliff edge. He began to torment Ezra by telling him his master and friends will all die, and so will everything that he has hoped for. Ezra then opened himself to the force and connected with a Mega Fyrnock through his anger and fear. He commanded it to attack The Inquisitor as Kanan watched in horror. Ezra then collapsed onto the ground. Kanan ran over to Ezra who asked him what had happened and that he was cold. Kanan comforted him and slung Ezra over his shoulder and retrieved his lightsaber. The Inquisitor tried to stop them by throwing his lightsaber at him, but Kanan deflected it and both him and Ezra escaped In the Phantom.

After putting the Phantom on autopilot, Kanan spoke to Ezra. He told him he saved them, but Ezra said that it didn't feel right. Kanan informed him that if you lack the will needed when you open yourself to the Force, you become vulnerable to the Dark Side, much to Ezra's dismay. Kanan said that it was his fault, as he didn't teach Ezra what he needed to know.

The two return to the Ghost and before Hera could to tell Ezra what happened to his parents, Kanan stopped her, saying that Ezra needed some time alone, before informing her that they need to talk. Sabine went to talk to Ezra, saying that it had been an odd couple of days. She then showed Ezra a holodisk from his old house, which contained a picture of Mira Bridger and Ephraim Bridger, much to Ezra's joy. Sabine then wished him happy birthday before leaving Ezra to enjoy his gift.

EPISODE 11: PATH OF THE JEDI

Following the aftermath confrontation with The Inquisitor on Fort Anaxes, Kanan remained worried about his Padawan, after tapping into the dark side of the Force. Taking this through consideration he needed to know whether Ezra was ready to face a test that would determine whether the boy was meant to become a Jedi. Ezra was surprised, as he believed he was a Jedi, but Kanan reminded him that he only had the potential to become one. He still lacked discipline and focus, something that Ezra did not disagree with, as he grew up as an orphan without rules or structure. Nonetheless, Ezra wanted

to become the Jedi that Kanan believed he can be. Regardless of his mistakes, Kanan was ready to give him a second chance and ordered his apprentice to prep the Phantom for departure.

Shortly after departing from the Ghost, Both master and apprentice sit in the back of the Phantom where Kanan told Ezra about the final days of the Jedi Order, when there were once ten thousand Jedi Knights defending the galaxy until the Empire killed them all. During the final days of the Jedi, there were outposts and temples throughout the galaxy, most of which were destroyed by the Empire. Kanan asked Ezra to meditate and allow the Force to guide him to one of them. Ezra began to meditate and through the Force he saw a massive stone, a tunnel and a bright star inside of it, realizing there was a Jedi Temple on Lothal. Although the boy didn't have the coordinates, he knew he could direct them to the temple.



Kanan and Ezra fly to a cold, snowy region of Lothal where they find the Jedi Temple Ezra saw in his visions. Soon after landing, Kanan sent Ezra to find an entrance. He is unable to find one until he used the Force to search for it, at which point he discovered that the Force wanted both master and apprentice to enter the temple. In order to do so, the two used the Force to open the temple, causing some of it to rise out of the ground and reveal a hidden entrance.

The two enter the temple, with Kanan telling his apprentice to keep focused, or else the temple could crash down upon them. Once inside, however, Ezra quickly loses focus after be-

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ing spooked by the corpses of two dead Jedi. As a result, the temple lowered back down again, closing off the entrance. Kanan explained to Ezra the corpses are Jedi Masters whose Padawans also took test within the temple but never returned. Unlike those Padawans, Ezra had faith that he would complete his test and overcome his fears, which is what he would be tested on. However, hoping Kanan would be there to guide him, he is told that he would be taking this test alone while his master remained behind with the fallen masters. Ezra entered the passage as the door closed behind him and encountered a fork in his path. He began to randomly choose which corridor to go down, when Kanan appeared behind him. Little did Ezra know that the Kanan with him was a vision conjured by the Force as part of his test. He followed the vision down one of the tunnels where a vision of the Inquisitor engaged Kanan in a Lightsaber duel on the edge of a large ravine. The vision of Kanan put up the best fight against the Inquisitor only to be stabbed and kicked off the ravine leaving Ezra devastated over the loss of his master. Vowing to avenge his death, Ezra called Kanan's lightsaber into his hand to fight the Inquisitor, only to discover the weapon didn't work. In trying to evade the Inquisitor, Ezra also fell off the side of the ravine into the abyss below.

Rather than falling to his death, Ezra found himself inside the Ghost, where he overheard a vision of the other rebels talking about his test. The visions of Chopper and Hera started saying they did not think Ezra was ready for the test and Hera did not believe they will ever see him again. Rather than expressing sentiment, the vision of Hera regrets losing him because of the skills he brought to the team. The vision of Sabine showed pity for him and called him a scared and abandoned kid. The visions soon spot Ezra, who realized that what he was seeing was not real. Suddenly without warning, the vision of the Inquisitor returned and slaughtered the crew of the Ghost. With the Rebels lying dead, the Inquisitor approached the boy, and Ezra fell through an open doorway into another abyss.

The vision next shifted to the halls of the Jedi Temple, where Ezra believed he was trapped and alone, unable to open the Jedi Temple again even if he does manage to pass his tests. He expressed a feeling of abandonment, causing him to remember that this was not the first time he had been alone; he grew up by himself, without his parents. He quickly regained his confidence and believed he could find a way to survive again. As he began to head towards another doorway, the door opened revealing the Inquisitor. The vision of the Jedi hunter approached him, but Ezra couldn't be sure if the Inquisitor was an illusion or real. Ezra believed he could still find a way to escape if he followed his training, and showing that he was not afraid, the Inquisitor swung his lightsaber at him only for the blade to pass right through him, revealing itself as an illusion. With the vision of the Inquisitor gone, Ezra heard the voice of Jedi Master Yoda, speaking to him from

afar. He told Ezra that he had faced great fears and asks if the boy was ready for what was to come. Ezra said he was ready and when he asked who he was speaking to, Yoda told him that he was simply a guide. As he does so, lights appeared to help guide Ezra on the rest of his path through the Jedi Temple.

He continued to follow the lights through the Temple when he again approached the fork in his path. Following Yoda's wisdom and instructions, Ezra chose the path ahead and continued his way through the temple where he found himself inside a large hall with inscriptions throughout the walls. When Yoda asked him why Ezra should become a Jedi, he claimed to believe that it would allow him to become powerful, which would allow him to no longer be helpless and make the Empire suffer for everything it had done to him. Yoda wondered if Kanan taught Ezra that revenge was the way of the Jedi, but Ezra declined that, as he believed Kanan was a great master. He swore that he was not seeking revenge, but Yoda could see much anger and fear within him. This helped Ezra realize that he wanted to become a Jedi so he could protect not only his friends, but everyone in the galaxy. He admitted that before meeting the Rebels he never cared about helping others until he saw how their good deeds made people feel and wanted to be part of that. The hall began to disappear and was replaced by a vision of countless stars as a kyber crystal appeared and landed in Ezra's hands.

Having passed his test, Ezra returned to the entrance and found Kanan, alive and well. After showing the crystal to him, He explained to Ezra that it was a lightsaber crystal, which represented a big step in the boy's Jedi training. The two returned to the Ghost, where Ezra spent several weeks building his own lightsaber using the kyber crystal and spare parts donated from the crew. After finishing it, he presented the weapon to Kanan, who admitted that it looked different compared to a traditional lightsaber, but it suited Ezra well. With all of the Rebels assembled, Ezra ignited his lightsaber for the first time.

EPISODE 12: IDIOT'S ARRAY

At Old Jho's Pit Stop, Kanan was speaking with Old Jho in hopes of finding a job that would earn them some credits but so far there was nothing present. However Jho pointed out the stranger who was playing sabacc with Zeb was looking for a ship and crew to hire. At the table, after the Rodian player left in a huff, the game was now between Zeb and the unknown stranger and since Zeb was out of credits he bet on Chopper, much to the droid's dismay. Unfortunately Zeb lost to the stranger, who was known as Lando Calrissian. Later, Kanan,

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Zeb and Chopper return to the Ghost with Lando who had agreed to hire them in getting special cargo pass the Imperial blockade in exchange for credits they needed and the return of Chopper. At first Hera didn't understand about returning Chopper until Zeb told her he bet on him in a game of sabacc, much to her shock. She was even more annoyed when Zeb told her Kanan agreed to it and after giving him a punch in the shoulder she went off to prepare the ship for take-off in a growl.



Soon after jumping to hyperspace, Lando helped himself to a look around the ship and already he began to get on the crew's nerves, especially with his smooth talk around Hera and Sabine which bothered both Kanan and Ezra. The Rebels soon arrived at their destination and dock with a nearby shop commanded by a criminal known as Azmorigan. Upon boarding, Lando, Kanan and Hera met Azmorigan, who had the cargo Lando ordered and in exchange for it, Lando presented Hera to him as his new slave, much to her shock. Soon the trade was made, Kanan and Lando got to take the cargo and Azmorigan got to keep Hera. Kanan was not very pleased with Lando trading Hera but Lando assured him he had nothing to worry about as the whole thing was part of his plan. Soon after the Rebels detached from Azmorigan's ship, Hera continued to play on as his new servant and after finally getting him alone, she took him out with only a serving tray and escaped aboard one of the escape pods that Lando mentioned earlier. She returned safely to the Ghost and the Rebels made

the quick jump to hyperspace back to Lothal before Azmorigan could get a chance to capture them. Hera, angry at Lando for making her go through with this mission, punched him in the groin before walking off.

Thanks to Ezra and Zeb, the Rebels discovered that Lando's cargo was in fact a Puffer pig, and after it got spooked by Zeb it roams free around the ship. Then out of fear, it suddenly inflated blocking the way to the bridge. The Rebels soon arrived back at Lothal where the Imperial Blockade was waiting and to make things worse, since their sensory scrambler was inoperative, the Imperial's would recognize them unless Chopper fixed it and since he was no longer a member of the crew, he could do nothing until Lando gave him the order to do so. Lando gave Chopper the order to fix the scrambler just as the Imperials began scanning their ship. Unfortunately, thanks to Ezra, the Puffer Pig suddenly inflated even bigger, causing Zeb to be pushed against the controls and as a result shutting down the scrambler. The moment the Imperials recognized the Ghost, Admiral Konstantine gave the TIE Pilots the order to shoot them down. Soon the Rebels made a run for it with four TIE Fighters on their tail. After entering the atmosphere, the Rebels took cover in the clouds and the TIEs lost sight of them until without warning, the Ghost came out of nowhere and opened fire on the two remaining fighters and destroyed them.

The Rebels arrived at Lando's farmland where Lando explained his reasons for getting the Puffer Pig because he planned to use this creature to sniff out precious minerals and since the Empire doesn't want private landholders mining on Lothal, this animal was a more efficient alternative to mining equipment. The Rebels were prepared to get their payment and leave when Azmorigan and his men came out of nowhere with blasters. He demanded the return of his Puffer Pig and Hera, plus he wanted to personally bury Lando. When the Rebels refused to make any deals with Azmorigan, he ordered his men to open fire and attack. The Rebels took cover and returned fire but then they were forced to stand down when Azmorigan had Zeb at gunpoint. He threatened to shoot him unless they handed him Calrissian, but thanks to Chopper he saved Zeb and Hera ordered Azmorigan and his men to leave, sparing their lives. With Azmorigan gone, the Rebels got Chopper back and left without their payment. However thanks to Chopper, who was playing along with Lando, the Rebels got a canister of fuel for their ship which Chopper stole from Lando.

EPISODE 13: VISION OF HOPE

Ezra is being trained by Kanan to deflect blaster stun shots from Sabine, Zeb, and Chopper. Ezra cannot focus, as he is

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worried about missing the latest transmission from dissident Senator Gall Trayvis. Kanan reprimands Ezra for his distraction and impatience, and Kanan tells his Padawan to keep his concentration in the present. As Ezra continues to train, he hears voices in his head of the Senator-in-exile and others, and he sees a vision of the rebels being chased by Stormtroopers, the Rebels saving Senator Trayvis from the Imperials, and the Senator telling Ezra that his parents, Ephraim Bridger and Mira Bridger were very brave. When he awakens from his delirium, Ezra tells the others about what he saw, and assumes that the Senator must have known his parents to say such a thing. The rest of the crew disregards the vision.

Hera calls everyone back to the Ghost for the Senator's transmission over HoloNet News; though they missed it, Hera recorded the message and replays it. Hera points out that Trayvis hid a message in the transmission and that he will meet "local rebels" on Lothal. The messages Trayvis hides are obvious to the locals, but the Empire does not understand them. The Rebels figure out that the meeting will take place in the Old Republic Senate Building on Lothal, an abandoned site. Ezra then finds out from a friend, Zare Leonis at the Imperial Academy, that there is a plot to capture the Senator. Leonis also promises to provide more intel, but Leonis will be going to Officer Academy off-world.

After learning of the plot, the Rebels stake out the Senate Building, where a dignitary shuttle has docked. The crew discovers that the building is surrounded by Imperial troops and, as a result, they sense that they are walking into a trap. Ezra, however, is optimistic and suggests sneaking into the building through the sewers. Chopper guards the sewer entrance the Rebels used. The Rebels split up, with Zeb and Sabine going one way and Ezra, Hera, and Kanan going another. The latter group meets the Senator, and the rebels are ambushed by Imperials. The Rebels escape with Trayvis into the sewers, and a chase ensues as the Imperial forces pursue them. Imperial forces scurry to secure sewer entrances and a Stormtrooper patrol mistakes Chopper for a older model Imperial droid. The Stormtrooper patrol leaves Chopper to guard the entrance and instructs him to notify them if he sees the rebels. The rebels splits up in the sewers to confuse the pursuing forces, with Hera and Ezra taking the Senator. While in the sewers, they come to a slight drop and they all jump down to the floor, where the Senator falls down. Ezra and Hera help Trayvis to his feet, and a look of disgust passes over his face after being touched by the rebels. He brushes off his clothes, the areas where the rebels touched him, when Ezra and Hera are not looking.

The Rebels face another obstacle as they encounter a fan in the sewers. Hera gives Trayvis a blaster pistol to watch their backs as the two Rebels work to disable the fan. However, the Senator turns the blaster on the two Rebels and reveals himself as an Imperial agent, one who identifies Rebels and sympathizers so they can be killed—with their deaths looking like

accidents. These unfortunate Rebels are killed after meeting with Trayvis. Trayvis says that no one spoke out against the Empire ever since the Bridger transmissions. Senator Trayvis realizes that Ezra is the Bridger's son. He tells the young Bridger that his parents were brave but foolish. Trayvis explains he joined the Empire to survive and that Ezra's parents should have too if they valued their lives. Trayvis then says that their rebellious nature has them dead and gone. Trayvis tries to shoot Hera as she approaches him, but the blaster was not charged and Hera knocks him unconscious.

The remaining Rebels arrive, followed by the Imperial forces. Kanan uses the Force to stop the fan, and the Rebels escape from the Imperials as Trayvis regains consciousness. Ezra gives Trayvis a face of disappointment and anger, to which Trayvis appears to feel sorry for what he has done. The Rebels return to the Ghost, where Kanan explains that Ezra interpreted his vision wrong. Hera, likewise, says that she also wanted to believe in Trayvis, but despite his true allegiance there is still hope in the galaxy.

EPISODE 14: CALL TO ACTION

Grand Moff Tarkin, governor of the Outer Rim, arrived on Lothal and despite the warm welcomes by Minister Tua, Agent Kallus and The Inquisitor; Tarkin immediately reprimanded them for their ongoing failure to put an end to the ongoing Rebellion, which was the main reason why he was on Lothal. Kallus and Tua both admitted they had exhausted every resource to capture them but had come to find the Rebels quite elusive. When Minister Tua claimed the leader of the Rebels is a Jedi, Tarkin chastised her for this belief as from his point of view, the Jedi were all dead and he intended to seek out this "criminal" and show that he was not what he appeared to be.

Meanwhile, Ezra, Kanan and Sabine were being pursued by Imperial speeder bikes with Commandant Aresko and Taskmaster Grint leading the pursue. The chase led them to a small town where the Rebels raced through the streets while the Imperials split up in an attempt to box them in. However another attempt to capture them failed after the Rebels took them out one at a time and Returned safely to the Ghost. Upon arriving, they found Hera and Zeb watching the HoloNet News reporting on Gall Trayvis recommitting with the Imperial Senate. Watching this really disgusted the Rebels, the fact that Trayvis was working for the Empire the whole time and the Empire continued to spread lies about them, which gave Kanan an idea that could even the score. He planned to use an Imperial communications tower to send out a message that will speak the truth to all the people in the

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outer rim. Meanwhile back at Capital City, Commandant Aresko and Taskmaster Grint are called to Governor Tarkin's office where they reported on their recent and past encounters with the Rebels and admitted their failed attempts to capture them. Tarkin was shown to be concerned about their ongoing failures and because of this, he felt this could possibly threaten the security of the Empire if citizens began to see what the Rebels were representing, something which Tarkin could not accept. Then without warning, he had the Inquisitor execute Aresko and Grint right in front of Minister Tua and Agent Kallus as a reminder that from now on failure will have consequences. Tarkin then instructed Kallus to dispatch Probe Droids to every known location of insurgent activity on Lothal where they would seek out and discover the location of the Rebels.



The next day, Kanan, Ezra and Sabine were observing an Imperial communications tower. While discussing over a rough idea of their plan to take control of it they spotted an Imperial Transport deploy a Probe Droid. Luckily it didn't spot them but they could see it heading straight for where they hid their speeder bikes which would no doubt reveal their presence. Through the force, Ezra connected with a Loth-cat and commanded it to attack the Probe Droid, knocking it down onto its side. With the droid down, Kanan, Ezra and Sabine got to their bikes and headed back to the Ghost. Even though down, the Probe Droid still managed to catch a glimpse of the Rebels which Agent Kallus reported back to

Tarkin. Upon returning to the Ghost, the Rebels were preparing everything they would need to transmit their message. So far they were good to go but Ezra all the sudden felt unsure about going ahead with this plan. Because his parents spoke out against the Empire they were taken away from him and now Ezra was afraid that he might lose Kanan and everyone else. Kanan reminded him that he was not the only one who has had many losses in his past but they could not let the worry of taking more losses stop them from taking risks. He told Ezra they needed to move forward and when the time comes they would have to be ready to sacrifice something bigger. Ezra still didn't find making sacrifices easy which Kanan agreed, as his own master tried to teach him that but could never understand it until now, trying to teach it to Ezra.

After the evening turned to night, the Rebels proceeded with their plan and took out security patrolling the communications tower. With security down, they entered the tower and began hacking into the tower's systems. However they found out the Imperials were onto them and spotted transports heading in their direction. With very little time, Kanan changed the escape plan and had Ezra, Zeb, Chopper and Sabine head for the top of the tower while he remained behind to hold off the Imperials. Agent Kallus, the Inquisitor and the Imperials cornered Kanan and had Ezra, Sabine, Chopper and Zeb trapped at the top of the tower. Kanan engaged the Inquisitor in a Lightsaber duel just then Hera showed up with the Phantom and picked up Ezra, Chopper, Sabine and Zeb. Kanan put up the best fight but was quickly beaten. Knowing he wasn't going to make it with the others he ordered Hera to retreat without him, despite her objections.

As the sun began to rise, Governor Tarkin arrived at the communications tower to take Kanan into custody. As they departed, the Imperials could hear the Rebels hacked transmission. Spoken by Ezra, he gave everyone in the outer rim the truth about their Rebellion and helped them see what the Empire was really doing to their lives. As Ezra continued to encourage everyone to make a stand, the Imperials destroyed the tower ending their transmission. Despite losing the transmission, the Rebels strongly believed every citizen in the outer rim heard them and Ezra declared this fight wasn't over...

EPISODE 15: REBEL RESOLVE

As the Imperials continued their search for the Rebels, Ezra, Sabine, Chopper and Zeb took control of an AT-DP Walker on patrol, in hopes of hacking into the Imperial network and find out where the Empire was keeping Kanan. Unfortunately because they destroyed their communications tower, the entire Imperial data network was down. Just then two more Walkers

showed up and opened fire on the Rebels. They headed for the town's western boarder where Hera would show up with a pick up. Zeb did his best in returning the fire of the pursuing Walker but ended up nearly falling off. After Sabine got word that Hera was soon to show up, she instructed everyone to get on top of the Walker. Chopper however ignored the order to retreat and remained plugged into the Walker's terminal, hoping to find an alternative that would find Kanan. Soon Hera showed in the Phantom and picked up Ezra, Sabine and Zeb just as the other Walker showed up ahead of them. When they realized Chopper was still in the Walker, Zeb went back to retrieve him just before the attacking Walker blew it up.

After returning safely to the Ghost, Hera got word from Fulcrum that the transmission they sent out has caught a lot of attention, not just from civilians, but the highest levels of the Empire. Concerned for the safety of the Rebellion, Fulcrum told Hera they could not continue their search for Kanan and must go into hiding. When Hera shared what Fulcrum had told her, Ezra was the first to object to the idea of quitting on Kanan and since Hera had made her decision, he decided to take matters into his own hands. With Chopper keeping Hera distracted, Ezra, Sabine and Zeb hijacked the Phantom and head out to find Vizago.

The Rebels arrive at Vizago's ship. At first Vizago refused to help them find Kanan, because their ongoing Rebellion had caught a lot of attention from the Empire which has made things more difficult for him. However, despite Sabine's protests, Ezra managed to get Vizago to change his mind by telling him about Kanan's Jedi identity. He even showed him that he too was a Jedi by using the force to levitate a crate over his head. Satisfied with what he has seen, Vizago brought Ezra aboard his ship for a private conversation. He revealed to Ezra that since the Empire destroyed their communications tower, they no longer had long range communication and were now using droid couriers that took data from the city up to their communications ship in orbit. Data that could possibly help the Rebels find Kanan. With their meeting over, Ezra left the ship and found Sabine and Zeb with Hera, who was very disappointed with all three of them. She remained furious as they return to the Ghost, she gave them an order to abort the search and they disobeyed her but Ezra couldn't care less about that because he refused to give up on Kanan and so did everyone else. Seeing that they wouldn't stand by and leave Kanan to die, Hera finally rejoined the search and asked what Ezra found out from Vizago.

The Rebels plan was to intercept one of the Empire's courier droids that get sent to and from the orbiting communications ship and send Chopper in it's place so he could hack into their network and find out where the Imperials were keeping Kanan. After capturing the courier droid and taking out its escort, Chopper boarded the waiting shuttle in his place, disguised as an Imperial droid. The shuttle soon took off and headed for the orbiting communications ship. Soon af-

ter boarding, Chopper arrived on the bridge and began hacking into the Imperial Network, but started to catch some unwanted attention from the Imperials. As soon as Chopper downloaded what he was looking for, he signaled the Rebels to open fire and attack the communications ship, giving him time to escape. He headed for one of the airlocks and allowed himself to get sucked into the vacuum of space with four Stormtroopers behind him. Now in space, Chopper jetted away to the Ghost and flew through the bomb bay doors as the Rebels headed back down to Lothal. With the Intel they have, they discovered the Imperials were planning to send Kanan to Mustafar System and to Hera, it was where the Jedi go to die.

EPISODE 16: FIRE ACROSS THE GALAXY

The Rebels stole an Imperial Freighter from the Imperials and took it back to the Ghost. Hera said they could use it to get close to Tarkin's Star Destroyer, where Kanan was being held. Hera also mentioned they would need something smaller to get into the hangar bay so Sabine could cut the power, regretting blowing up all the TIEs at the base. Ezra, Zeb, and Sabine admit, embarrassed, that they never crashed the TIE Fighter Zeb and Ezra stole. However, there was a problem with it; Sabine painted all over the outside. Hera decided that it would have to do, and told the rest of the crew they needed to decide whether or not they were 'in' with rescuing Kanan. They all agreed, and began preparing for the mission.

Meanwhile, on Tarkin's Star Destroyer, The Inquisitor was still torturing Kanan for information about other Rebels. Kanan said he knew nothing of a larger Rebellion, but the Inquisitor continued to torture him by talking about his master and saying that he was a coward.

Finally, the Rebels began to approach the Star Destroyer, and after Ezra confirmed that Kanan was there, they sent in Sabine's TIE Fighter, which sent out a pulse that cut power throughout the ship. The Rebels snuck on board, trying to find Kanan, but Tarkin called in reinforcements quickly. The crew was forced to close off the door that was their only path to Kanan, but Ezra managed to climb into the air vents to get to him. He came back through on the other side of the door, found Kanan, and freed him. Ezra was supporting Kanan when they ran into The Inquisitor. Kanan borrowed Ezra's Lightsaber and began to fight with The Inquisitor. While they are dueling, Ezra noticed the Inquisitor had Kanan's lightsaber, and stole it from him. Kanan and Ezra then fought

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The Inquisitor using each other's lightsabers. The Inquisitor managed to knock Ezra off the platform. Kanan, enraged at what he believed was Ezra's death, picked up both lightsabers and began to fight with twice the effort, saying The Inquisitor made a mistake, because now he had nothing left to fear.

Hera tried to contact Ezra, saying they were going to find another way out, but Ezra didn't respond. Finally, he got up, revealing that he was only unconscious. He told Hera he was okay, and Kanan was doing better than okay. During this conversation, Kanan and The Inquisitor were still fighting, and Kanan managed to push The Inquisitor to the edge of the platform. He admitted that he was a coward, but now he knew that there was something stronger than fear, the force. He broke the Inquisitor's lightsaber, but the pieces fell into a reactor, which began to spark and explode. The Inquisitor fell, only to be hanging on by his hands. He told Kanan there were some things more frightening than death, then let himself fall into the reactor. Ezra came up behind Kanan, and he was overjoyed that he didn't lose his Padawan. However, they were forced to make a quick exit, because the room was starting to shake. Hera, Zeb, and Sabine left the ship in Sabine's TIE Fighter, while Kanan and Ezra exit on The Inquisitor's TIE. Hera tried to link up with Chopper to make the jump to hyperspace after being shot at, but Chopper didn't respond.

Just in the nick of time, Chopper showed up with a whole fleet of unknown ships. After docking and escaping safely from Tarkin's Star Destroyer, the crew of the Ghost found out

that the ships were piloted by other Rebel cells, and that Senator Bail Organa had been helping with the whole thing. Hera explained that they weren't supposed to know about the other cells, in case they were captured and interrogated. At this point, Fulcrum revealed herself to the crew of the ghost, who turned out to be Ahsoka Tano. Ahsoka admitted she didn't know what happens next, just that this was a new day, a new beginning.

Finally, the episode ends with Tarkin telling Agent Kallus that the Emperor has sent in an alternative solution to the problem of the Rebels; Darth Vader.





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