

human Player Characters stand out here, particularly in more affluent locales and certainly in any Imperial military facility.

Every covert mission puts the heroes at an extreme numerical disadvantage. The facilities that they target are certain to have more troopers in place—typically by a factor of ten or more—than the Alliance unit. A core element of every mission design is leveraging the situation so that the Imperial units cannot bring this advantage to bear. The heroes might strike at inopportune times, target less secure portions of the facility, or blend in perfectly with the masses of Imperial soldiers. In any case, if the Player Characters are identified or an alarm is sounded, the heroes need to abort the mission and try to escape rather than attempt to directly engage their opponents.

ADVENTURE PROGRESSION

Alliance raiding groups can develop their own missions or receive assignments from High Command. Either model works well. The best option is based upon the preferences of the game group. If the players prefer to design their own missions, then the Game Master can simply present options based upon these desires. Alternatively, if the group prefers to choose from and react to provided situations, then the GM can present specific assignments that High Command delivers. Another approach can be to blend the two options—commanding officers might notify the team that the Alliance

needs a particular type of supply. The heroes could then choose from several different targets to obtain it.

If the team's assignment varies, constantly forcing the heroes to travel between systems, then the campaign's overall arc does not need to be tightly linked. Every mission might involve a different environment, a different target, and different opposition. In this case, the only strong link between the adventures is the heroes. Game Masters using this approach need to make every adventure distinctive. Too many missions robbing similar supply depots of similar products could quickly become tedious. A good approach to avoid this issue is to mix up the planets and the targets. A mission to free slaves from a forest planet would feel quite different from one to sabotage a space-based repair facility. The next adventure arc might require the heroes to visit Coruscant, where they could free a skilled slicer with critical information, followed by a visit to Nal Hutta to commandeer a stolen shipment of weapons. Just changing the environment is not enough; the enemy forces and disposition need to vary as well.

The biggest change in this style of campaign comes when Empire forces recognize the heroes by name or face. After that point, an Imperial unit could be dedicated to tracking and eliminating them. Some units might try to go deeper undercover, travel to a distant system to resume their mission, or even move to directly confront the Imperial forces tracking them.

FORTIFICATIONS

Fortifications are military constructions built for defensive purposes. A variety of fortifications have been built across the galaxy over millennia of war. Some fortresses have been in use by one group or another for thousands of years. In current times, the Empire makes use of many fortifications built by the Republic, while also constructing new ones, often built to instill fear in a populace as much as to provide a military defense. To make the most efficient use of resources, the Rebellion occupies preexisting fortifications whenever possible, making modifications as needed.

Such preexisting fortifications are not always available, however, and cannot always benefit from additional construction. On a smaller scale, squads of infantry often prepare their own fortifications in advance of battle. A defensive position is invaluable when outnumbered or outgunned by Imperial forces, as rebels so often are. Enterprising PCs might themselves construct fortifications in preparation for battle, or benefit from the work of allies.

When battle does begin, even a simple fortification, in the right place, can provide a great advantage. PCs in a trench or behind the walls of a bunker can perform much more effectively in combat than they would fighting in open terrain. The right fortification can allow the PCs to hold out against overwhelming odds or otherwise overpowering weapons.

A fortification can have a large impact on the game outside of combat, too. PCs might race against time to construct a fortification before coming under Imperial attack, or need to decide on the most effective fortifications to hold a strategically valuable position. Of course, the PCs might find themselves on the other side of the bunker when going on the offensive. A fortified Imperial position might require the PCs to adjust their tactics or to outwit the enemy where a direct assault is potentially lethal.

BUILDING FORTIFICATIONS

Field fortifications are built when more advanced or extensive defenses are unavailable or impractical. The PCs may need to prepare their own fortifications, either under direct orders or just because it seems prudent. Preparing a fortification requires a considerable amount of labor, so while one PC might take the lead on such a project, it is likely that all of the characters need to contribute in order to complete it in a reasonable time frame, possibly with additional help from NPC troops.

Each fortification has several distinguishing traits: Tools Needed (the tools required to attempt to build it), Occupancy (the number of people it can accommodate), and Benefits (the protective qualities of the fortification for those inside). Unless the GM specifies otherwise, a character cannot occupy more than one fortification at a time.

Building fortifications follows three simple steps: **Step 1: Select Template**, in which the PCs decide on the nature and scale of the fortification, **Step 2: Acquire Tools and Materials**, in which the PCs collect the tools and supplies they need, and **Step 3: Construct Fortification**, in which the PCs actually build the fortification.

STEP 1: SELECT TEMPLATE

Before the PCs can construct a fortification, they must decide on its form. Several types of fortifications are described on the following pages, and while most that the PCs might construct fit under one of these categories, GMs can also use the rules here as a starting point for unique structures.

In addition to selecting the type of fortification, during this step the PCs should make the necessary decisions on the construction, including placement, size, shape, and any other considerations the GM feels relevant. At the GM's discretion, these decisions can impact the materials and quantities needed in **Step 2: Acquire Tools and Materials**.

STEP 2: ACQUIRE TOOLS AND MATERIALS

Before the PCs can begin preparing a fortification, they need the right tools and construction materials. The necessary supplies are included in the fortification's description, although the GM can allow PCs to make do with alternative materials if appropriate. The simplest fortifications can be built with nothing more than an entrenching tool and the very ground needed for a trench, while bunkers might call for prefabricated walls and fusion cutters.

Often, the Rebellion provides its troops with the tools and materials needed for a mission, while in extreme cases the PCs might need to scavenge and improvise. If planning in advance, the PCs might need to convince officers and quartermasters of the need for the supplies. Consequently, this step might take from no time at all to many hours, depending on the particulars of the mission.

STEP 3: CONSTRUCT FORTIFICATION

After acquiring the materials to make the fortification, the character must make the associated check, listed under "Check" on **Table 3-1: Fortification Templates**. If the character succeeds, the fortification is fully functional and provides the benefits listed on pages 84–86. If the character fails on the check, the group either does not complete the construction, or the fortification is so shoddily made that it provides negligible protection. **Table 3-2: Spending ⚔, ⚙, ⚔, and ⚔ on Fortifications** on page 85 provides suggestions for ways the GM and players can spend dice symbols from the skill check. First, the crafter spends ⚔ and ⚙, then the GM spends ⚔ and ⚔.

The amount of time **Step 3: Construction** takes is determined by the estimate of working hours listed in the template under "Time." Every ⚔ the character scores on the check beyond the first reduces this time by 2 hours (to a minimum of 1 hour). At the GM's discretion, other factors, such as assistance, can also affect the time required.

TABLE 3-1: FORTIFICATION TEMPLATES

Fortification	Check	Time
Trench	Average (◆◆) Athletics check	6 hours
Bunker	Hard (◆◆◆) Mechanics check	36 hours
Blind	Average (◆◆) Survival check	4 hours

TABLE 3-2: SPENDING , , , AND  ON FORTIFICATIONS

Dice Symbols	Effect
 or 	Expanded Capacity: Increase the fortification's occupancy by 1.
  or 	Additional Cover: Increase the ranged defense that the fortification provides to occupants by 1 (this can only be selected once).
   or 	Additional Feature: Add a useful feature to the fortification, such as a weapon turret or camouflage.
	Reinforced Armor: Increase the fortification's armor by 1, if applicable (this can only be selected once).
 or 	Exhausting Effort: Each character participating in the construction suffers 3 strain.
  or 	Inferior Protection: Reduce the ranged defense that the fortification provides to occupants by 1 (this can only be selected once).
   or 	Vulnerability: The fortification includes a critical flaw that a cunning enemy could use to easily neutralize it.
	Limited Lifespan: The fortification can protect against only a limited number of attacks before it is rendered useless, as determined by the GM.

TRENCHES

Trenches are a time-tested defensive measure used throughout the galaxy. Despite the many high-tech defense options available, the simple trench remains in use as a reliable fortification with next to no resource cost other than time. A trench is a furrow dug in the ground deep enough to completely conceal a soldier, either when crouching or standing on its bottom.

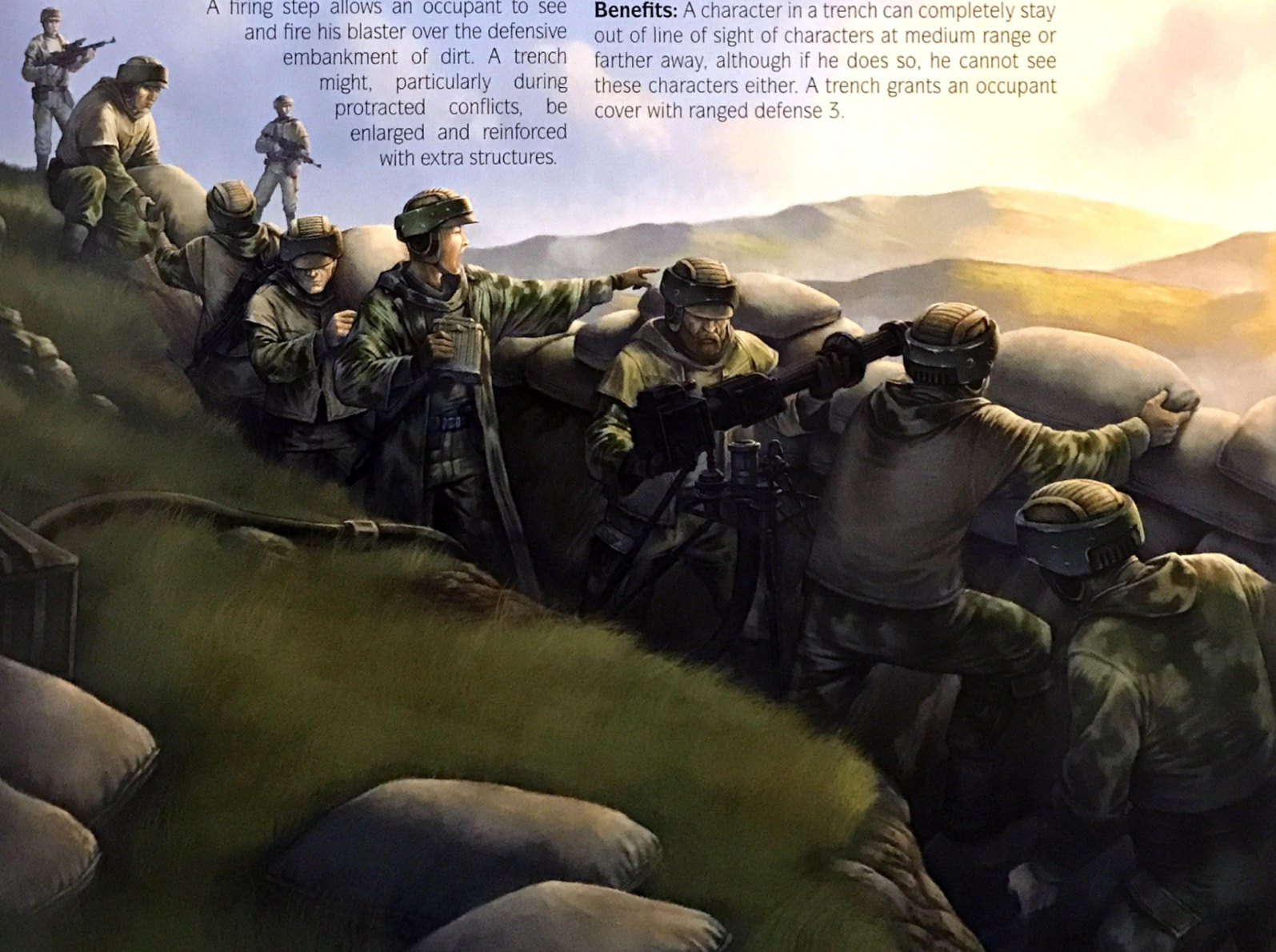
A firing step allows an occupant to see and fire his blaster over the defensive embankment of dirt. A trench might, particularly during protracted conflicts, be enlarged and reinforced with extra structures.

A trench can vary in length, but is designed to allow multiple soldiers to fight side-by-side while protecting them from oncoming fire.

Tools Needed: Entrenching tool (see page 54). If the ground is any material other than soil, the GM might require the PCs to have heavier or more specialized tools, increase the difficulty of the check, or require additional time to complete the trench.

Occupancy: Six characters.

Benefits: A character in a trench can completely stay out of line of sight of characters at medium range or farther away, although if he does so, he cannot see these characters either. A trench grants an occupant cover with ranged defense 3.



BUNKERS

Bunkers are relatively simple defensive buildings, which in some cases are largely or entirely underground. To reduce preparation time, prefabricated structures are often used. These commonly consist of durasteel wall sections that can be easily transported and welded together in the field. They include commercial designs, such as the Taim & Bak SecuriFort, as well as those constructed by Rebellion engineers.

A completed bunker provides a solid structure capable of withstanding blaster fire and fragmentation grenades, while providing the occupants with firing ports. Assailing a bunker is a daunting prospect even to hardened veterans, and can allow outnumbered troops to hold the line against vast enemy forces.

Tools Needed: Toolkit (see page 198 of the **AGE OF REBELLION** Core Rulebook), sheet metal. At the GM's discretion, characters can construct a bunker from raw materials, such as ferrocrete or any natural materials at hand, although this could increase the construction time significantly or diminish the benefits that it provides.

Occupancy: Four characters.

Benefits: A bunker is treated as an immobile vehicle with an armor of 2, a hull trauma threshold of 8, a silhouette of 3, and a speed of 0 that cannot be increased in any way. Attacks that inflict system strain either inflict hull trauma instead or have no effect, at the GM's discretion based on the source of the attack. Characters inside can attack targets in the forward arc of the bunker with personal ranged weapons.

At the GM's discretion, the called shot use of the Aim maneuver (see pages 213–214 of the **AGE OF REBELLION** Core Rulebook) and damage inflicted by the Blast quality can ignore the bunker and strike the occupants directly.

BLINDS

Blinds are structures used to camouflage a position. They vary greatly in size, design, and construction, from simple makeshift devices of leaves and vines to conceal a single soldier's firing position to large camouflage nets intended to more substantial groups. More sophisticated devices make use of holographic technology and photo-reactive materials. Unlike other fortifications, blinds do not physically protect troops or materiel, but make it more difficult for the enemy to detect them. They can generally be used in conjunction with other fortifications.

Blinds are broadly categorized as prefabricated and improvised. Prefabricated generally consist of camouflage netting with durasteel or plasteel poles for support, while resourceful troopers can improvise their own blinds from whatever natural—or artificial, in some environments—materials are at hand.

Tools Needed: Toolkit or knife.

Occupancy: Two characters.

Benefits: A blind provides concealment equivalent to dense underbrush (+3) to each character within, as described on page 228 of the **AGE OF REBELLION** Core Rulebook.

COMBAT ENVIRONMENTS

The Galactic Civil War rages across the breadth of the galaxy, and soldiers of the Alliance might be called upon to fight on planets almost beyond number, and in almost any environment imaginable. These range from blistering deserts, to frozen wastelands, to smog-clouded industrial districts and planet-spanning cities, to the corridors of space stations and capital ships. All of these environments offer different dangers and combat circumstances that call for unique strategies and tactics. Many environments also require specialized equipment. Alliance High Command often supplies such gear, particularly when it is vital for combat (or even survival) in the environment, but soldiers might sometimes find it advantageous to get their hands on additional appropriate kits.

The following pages offer guidance for GMs on running combat encounters and combat-focused missions in three common and broadly defined environments—urban combat, boarding actions, and

wilderness combat. As well as advice for structuring encounters, adding interesting complications, and making combats memorable, each section includes suggestions for unique additional ways to spend , , and  based on the environment.

Environment is of great importance to any combat encounter. A fight against the same squad of stormtroopers is can be very different depending on whether it takes place in the cramped streets of a Core World city or a desolate frozen tundra on the Outer Rim. Of course, the Empire fields specialized troops for different environments, so often the battle environment dictates the nature of the PCs' enemies, further differentiating combat scenarios. Still, the GM should leverage the environment as yet another tool to make each combat encounter memorable.