# STAR WARS

## Episode XII
## The Earth Strikes Back

# The Empire Invades Earth
## A Star Wars RPG e-Sourcebook

## Introduction

This e-sourcebook is an unofficial supplement to West End Games' Star Wars Role Playing Game. West End Games first published the D6 Role Playing System just for Star Wars role playing in October 1987. No other system has captured the feel of Star Wars near as well nor been so simply enjoyable. Even though the West End Games Star Wars Role Playing Game is no longer published, it is enjoyed around the world by tens of thousands of players. The books are still available on the internet, in second hand book stores, and from loyal players from Seattle to Singapore. This e-sourcebook is a gift from one Star Wars role player to all the others of one campaign my friends and I enjoyed for several years.
Go with God. Be safe from evil.

*M. Nielipinski*

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## 1) The Earth's View

The world became aware of the attack as radio and TV reported gunfire in several government buildings at the same time. Buildings in Berlin, Brussels, Kiev, Moscow, New York, and Washington DC were attacked by unknown men in black armored suits. The reports were confused; some suggested these small groups had simply mowed down police and military personnel, even presidential guards, with impunity. Some reports said these armored attackers had arrived in helicopters, some said airplanes, some said parachutes, and one said flying saucers. A few minutes after these reports began, local media reported a loss of all network feeds. All local broadcasts had heavy static and any stations beyond a few miles were simply impossible to receive. Along with radio and TV reception problems, all cellular and house phones simply failed.

In about two hours, Belarus, Belgium, France, Germany, Russia, the Ukraine, and the United States, activated emergency broadcast systems to inform citizens their nations were under attack. NATO headquarters reported large numbers of white armored troops were landing by air assault in the cities of Brussels, Essen, Köln, London, and Paris. Ham radio operators reported air assault landings in New York, Philadelphia, Pittsburgh, and Washington DC. Sporadic reports said Kiev, Minsk, and Moscow were also being invaded.

These cities reported green light was falling from the sky destroying military installations.



The Isaac Newton telescope on La Palma was the first to get a photograph of one of the large gray triangular spaceships from which the laser attacks came.

The national militaries mobilized and moved to protect their cities erratically. Their task was doubly difficult because the military bases were under constant orbital bombardment. Large numbers of

mechanized and support vehicles were destroyed before they could deploy or move to hidden locations.



Most aircraft which weren't destroyed while parked, were shot down by laser fire from space within minutes of reaching any of the landing zones. The few combat aircraft that reached the battle zones in the first confusing hours flew into an impenetrable hemispherical force field. Although these force fields were invisible, their locations were easily discernable when high level bombers dropped bombs - which simply detonated on the surface of them, accomplishing nothing.

Over the next few days the citizens of Essen, Köln, Philadelphia, and Pittsburgh supported their national armies by opposing the Imperials with militia and guerilla operations. The initial chaos in the other cities was quickly brought under control as the Imperials cowed the Earthlings into their new role as occupied cities.

While the affected militaries consolidated, the world was shown a videotape recovered from Mr. George Lucas' ranch by federal agents. In it, he revealed he was a New Republic agent sent to warn Earth of an attack by the local Imperial warlord. Mr. Lucas went on to say although Earth did not possess the technology of the Empire, Earth had a very large population by Imperial standards and a massive military. In fact, he could not think of one planet under the old Republic that maintained armies on the scale of Earth's…that Earth could and must resist the Empire. In doing so, Earth had the ability to chew up huge amounts of Imperial resources while the New Republic continued attacking this renegade warlord from space. The New Republic was coming! All of this, he tried to explain to the governments of Earth, but none would listen. His mission was to inform, thus he made a movie so the people of Earth would know what they were up against when the Empire arrived. He concluded *"Yes, the Emperor is dead. Yes, Luke Skywalker is the only known Jedi (though there are rumors of others). No, the shattered remnants of the Empire have neither the resources nor organization to build another Death Star. I have shown you the rebellion to overthrow the Empire. Now, you have seen the Empire for yourself. It is time for Earth to choose it's destiny. Will it join the community of planets under the New Republic, or will it be reduced to Imperial slavery? May the force be with you."*

Realizing The Empire could strike anywhere, the US Army was forced to defend every city and important installation. The United States being a large country (larger than Europe) with a small army (smaller than Germany's), this simply was not possible. Here, small detachments of the US Army guards the outskirts of the city of Albuquerque and the San Francisco Bay Bridge while major combat rages from New York City to Philadelphia.
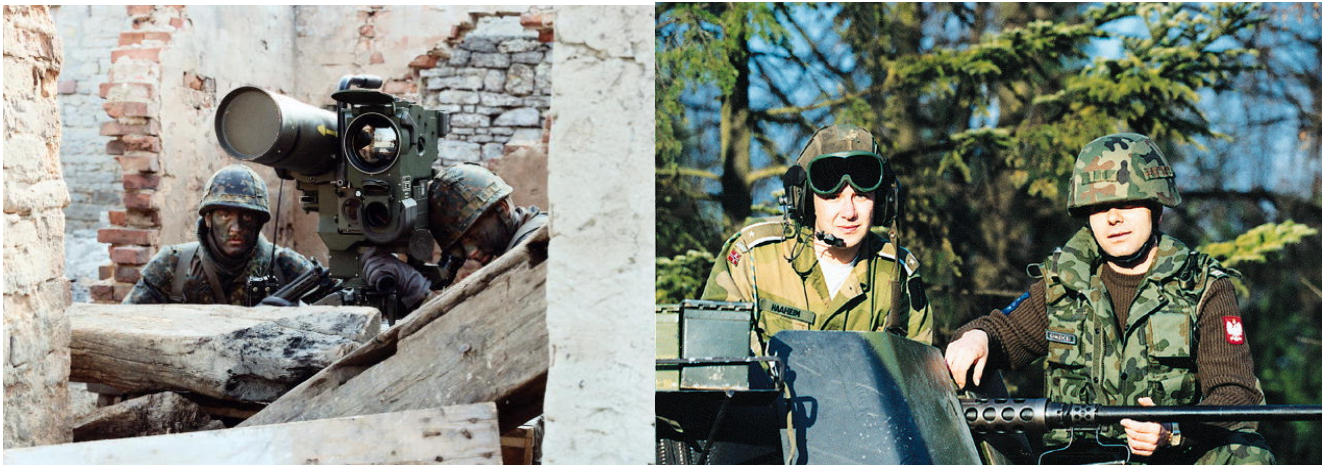




Here, German reservists lay ambush in the ruins of Köln for another repulsorlift sled or even an AT-ST, while NATO troops pour in to reinforce the Germans - in this case Norwegians and Poles.

2) The Empire's View

The Empire moves to a master plan. The Grand Admiral's goal is to capture Earth, occupy it, and convert it to a world which supports the Empire. Earth has a large population, a large industrial base, and a balkanized government which contributes to the weakness of it's civilization. Their industry is not at an Imperial level of technology, but it could be easily upgraded in a few years. The lack of unity among it's governments can be exploited to guarantee no coherent response is possible to Imperial actions. Sociodynamic studies indicate Earth's civilization is in decline. The weaknesses discovered can be used to destabilize it. Earth's citizens should be easy to cower into submission with a simple show of force against those who resist, coupled by the selective introduction of high technology and other favors to those who don't.

Unfortunately, the Earth also has a very large military which will have to be neutralized before assimilation and retooling can begin. There are four powers on Earth that will have to be defeated; China, Europe, Russia, and the United States. Although China has the largest army of the four, it is the least technologically sophisticated. Europe is a rising power with some of the best military equipment. Russia is a fading but potent and unpredictable power. The United States has the smallest military of the four, but is the most technologically capable as the United States is the technological and political leader of the planet. There are over two hundred other powers on this planet, but sociodynamic study and simulation show these four are the key to forcing Earth's submission so we will begin with them. Once these have been defeated the others will be incorporated into the Imperial military for use throughout the sector.

These "Earthlings", as they call themselves, have no experience with space / surface interface operations. They have no planetary nor city shields, no planetary defenses of any kind, no planetary government nor unified military command. Our three Star Destroyers will rain destruction on them from orbit with impunity. Although they have tens of thousands of combat aircraft, which may be more maneuverable than ours within the atmosphere, they are unshielded, unarmored, and have no extra-atmospheric capability because their engines are air breathers. Their metals are of the simple cast type (no magnetic casting nor bonded superdense). None of their weapons can penetrate our AT-ATs, making our armored forces invulnerable. Their ground troops are unarmored and only equipped with primitive slug throwers and simple knives - no vibro nor monomolecular blades.

In short, our Star Destroyers will destroy their combat aircraft and vehicles (which burn easily because they're powered by highly flammable fossil fuels), then our Stormtroopers and AT-ATs will destroy their infantry - which while primitive, will out number us dramatically. Bereft of communication and transport they will be destroyed piecemeal. This will continue until they surrender. The plan calls for only limited targeting of cities with minimal civil casualties. They have a limited form of atomic energy, but have not miniaturized it to the point where it could be used to power vehicles or buildings. Their method is very dirty so these power plants will not be targeted. Magpulse weapons will be limited to disrupt, not destroy their electrical and communication infrastructures. The Grand Admiral wishes to convert, not destroy, this civilization (such as it is).

## 3) The Director's View
The Director writes half the game. The players write the other half. A good Star Wars RPG is a

cooperative effort. Every game should have some chance for the players to succeed and some chance for them to fail. Without the risk of failure there is no hope of glory.

Try to balance your missions; one third puzzles, one third exploring (new cities / NPCs / organizations / situations), and one third shoot 'em ups. If the players are resorting to weapons in every encounter, perhaps you're not doing enough to give them other possibilities.

Coolness and rules are equal. If a player is doing something really cool, feel free to ignore a poor dice roll. If the player is doing something stupid, feel free to ignore a good dice roll; *"I know I told you it was an easy task, but what you didn't know was there is a hidden…"*

On the other hand - sometimes a string of unbelievable dice rolls can open a whole new story line. *"This ISB officer seems to know everything about you; what you're smuggling, where you're hiding it, and when you were going to arrive. I wonder how he knew all this? He doesn't care about a small time nobody like you. He wants to know about your supplier…"*

Keep the tension high in combat! A hit with no damage could be described as *"You felt that hit! There's a smoking hole in your flak jacket, but it did stop the blaster. You'll have to replace it as soon as possible. It won't take another shot like that!"* This is much cooler than *"The Stormtrooper rolls a four so you take no damage."*

If the group likes a character, a killing shot could hit him in the canteen / night vision goggles / whatever rather than killing him. Maiming a character takes him out of the fight, gives the other players a chance to be heroes by rescuing him, and gives him a cool story device. How do players purchase a cybernetic eye in the middle of an Imperial invasion?

Introduce new equipment slowly. If the players come up with a good way to capture or trade for military equipment, let them have it 1D6 pieces per game until they have enough to equip all of their characters; perhaps it needs to be inspected / cleaned before it can be used or only some of what they've captured is usable. This way it will take a few games to equip the group with any given piece of equipment. Don't give them everything they want in the first game, but don't deny them anything if they could realistically acquire it. The players should be critically short of everything except enemies. This is the normal condition during war.

Play the Empire as competent. They've taken over most of the galaxy so they are neither stupid nor weak. But, neither are they omniscient. They can be out thought.

This e-Sourcebook may be too American-centric for some. Since my buddies and I are Americans, our game was centered in the United States of America. What else can I say? May God bless America! {Insert American national anthem and flag waving here.} Directors from other countries are encouraged to use this e-Sourcebook as a guide and adapt these ideas to their own country. The 'Empire Invades the Earth' campaign is far more satisfying if the players are offered the opportunity to defend their home city, and institutions they know, in support of their national government.

## 4) <u>Campaign Variations</u>
<u>The Military Campaign</u>
In the military campaign, the players are members of an infantry squad, which is part of a platoon,

which is part of a company. This could be any type of infantry unit; airborne, airmobile, leg, Marine, mechanized - whatever the players and director think would be fun. The director will have to research the organization and equipment in that type of unit and issue the characters appropriately. For instance, in a US mechanized infantry squad there are four M-16a2 rifles, two Squad Automatic Weapons (SAWs), two M 203 Grenade launchers, one squad leader also with an M-16, all centered around two M-2 Bradley infantry fighting vehicles. The players should be allowed to choose which weapons they wish their characters to have from that unit's equipment. Earth soldiers should begin with 14D attributes and 10D skills. If played first, this gives the players an opportunity to see what the Earth's military forces look like in action against the Imperial military. The rest of the squad, as well as platoon and company level leadership, should be filled in with NPCs. Whenever an NPC is killed, a player character could be promoted to that position. If all of the player characters are killed, the military campaign should end and either the civilian or personal campaign should begin. The military campaign can be used to give the players a taste of what the military is up against.

The military campaign should have one of each type of mission: ambush, attack, counterattack, defense, raid, recon, and screen, in whatever order the director sees fit - but there should be a reason for the engagements being fought in that order. He should create a mini-campaign for that unit so the unit's missions make sense. If the players survive all of these, then the missions should be repeated with a change in condition: night, chemical weapons, after a tactical nuclear strike, or a change in terrain; city, forest, highway over a mountain pass, orchard, wheat field, etc. These conditions and changes in terrain should have a noticeable effect on the battles.

It is recommended that every non-player character be role played by the director as a different person so their loss will be felt by the players. Every NPC should face a chance of being killed each battle. Roll a D6 for each NPC. On a 1 the director will describe that NPC as being killed sometime during the battle. On a 6, that NPC will be wounded, possibly needing the players to provide first aid or evacuation. If the squad leader is killed or wounded, one of the players should be chosen to replace him, but not above the platoon level. The players should be encouraged to fight their best in defense of their country. They can be given the opportunity to fight alongside allied troops - this highlights the difficulty of coordinating Earth's military forces across language barriers. Their company should be destroyed around them by overwhelming Imperial technology, but still the soldiers fight on…until they must run away to fight another day. If the director can capture that, the campaign will be a success. They should defend places they know, provide aid to civilians, rescue injured comrades, and other such things for honor and glory. If the players yell when the artillery or Air Force show up, the director's doing it right.

<u>The Civilian Campaign</u>

In the civilian campaign the players are a random group of civilians working together as a guerilla group to oppose the Empire any way they can. Their characters can be any type of person found in their home town except military personnel. They begin only with weapons available to civilians where the players live. Note that gun control laws will have a big effect on what's available; in the USA this might mean a revolver, a hunting rifle, and a shotgun; in Germany it means only members of a shooting club can begin with a firearm. In the United Kingdom this means kitchen knives and pry bars. The player's first goal should be to find a well hidden base of operations and acquire some weapons. This might mean scavenging a battlefield after a battle or jumping a small Imperial patrol and figuring out how to use blasters - a skill no Earthling has.

These civilians should be given one to four adventures to figure out what to do before the Empire

actually occupies the player's home town. Give them radio and TV reports of the Imperials advancing on their home town and the military's resistance. In this campaign, the military is too busy fighting the Imperials to offer any assistance to the players. The players must figure out what they're going to do to support their nation against the Empire, and then what to do after they're occupied. The good thing about this campaign is the players get to make all the decisions. They're not part of a chain of command, and the Imperial occupation forces must react to the player's actions. However, if the guerilla / resistance group is to grow beyond just the players, the player characters must recruit NPCs.

West End Games says the players are super heroes starting with 18D in attributes and 7D in skills. If your players think they can handle it, begin them as normal humans. Limit them to 13D attributes and 7D skills. Players who write well thought out, detailed backgrounds can be given 1D-3D in bonus skills.

The Personal Campaign
This is a civilian campaign with a twist. If the players are the type of experienced Star Wars RPG players who've "done it all", or are just jaded, let them play themselves as characters. In this case, attribute and skill dice must be limited to what the players actually have. 13D attributes and 10D skills works well as a staring point, although done right, every player is different. The director will have to pay careful attention to attributes and skill levels as players sometimes have unusually high opinions of their own abilities. Refer to the section labeled Earth's Skills for guidance. They begin the game with whatever they, themselves, own. They cannot borrow from their families. Other family members have their own needs.

A little bit of help for the players: if any of the players are prior military, we found it works best if they use Earth's firearms while those without firearms training learn to use blasters. Both weapons have advantages and disadvantages.

## 5) General Campaign Outline
Game #1 Introduction) The players should be shown the situation. They should understand the Empire is invading the Earth. The general public should be in panic (panic buying, riots, skyrocketing prices, etc). The players should be brought together as a group and decide what they're going to do. They should be limited to civilian weapons they own.

Games #2-4 Military Phase) Depending upon the actions of the players, the group should find a secure hide out, some decent weapons, some of the other things they need such as camping gear, canned food, medical supplies, assorted hunting camophlage clothing- things civilians could acquire. The general public should be responding realistically. Some will be gearing up for a war (just like the players), some will be cowering and demanding the government do something. The Empire should make an appearance; There should be a flight by Imperial craft pursued moments later by the Air Force, local TV and radio stations should be bombed by TIE bombers, local military installations should be destroyed by orbital bombardment, reports of nearby military action should be heard (The Empire is coming), the Army should be visibly seen opposing the Empire, but generally retreating. There should be a large battle outside the player's home town, then the Army retreats through the town. The next day the Empire occupies the town in repulsorlift vehicles followed by AT-ATs the next day overcoming some small amount of civilian resistance - however much the director thinks the town would offer.

Games #5-9 Occupation Phase) Depending on the actions of the players, the group should have a back up hide out. The nearby battle gives them an opportunity to acquire actual military equipment,

camophlage, body armor, and support gear (canteens, maps, compasses, etc). They can also acquire small amounts of Imperial equipment if they attack small patrols. They may be able to gather the surviving resistance together under their command and form a militia group of some kind - lots of sneaking past Imperial patrols after curfew and negotiating with people who are frightened and don't trust anyone. This is an excellent time to use some non-combat skills. The Empire changes the face of the town; The national flag is replaced with Imperial symbols everywhere, the city police station is taken over and relabeled "The Imperial Security Center", the county building becomes "The Imperial Public Safety Center" - Imperial this, Imperial that. The Imperial Security Bureau appears and launches a public reeducation program glorifying the Empire. All national laws are ignored by the Empire, which begins broadcasting and placarding Imperial laws. In short, a hostile occupation. The general public grudgingly does what they're told because anyone who doesn't is arrested and sent for "reeducation" - no one knows where. The last civilian resistance is overcome. The national military continues operations against the Empire from outside "the occupied zone" and is seen every other day or so (aircraft, missile strikes, sound of artillery, etc). Reports can be heard of actions at the national level. Some examples: the United States fired a nuclear missile at the Star Destroyer over North America but it was shot down. The Russians fired a hundred nuclear missiles at the Star Destroyer over Russia (the Russians never do anything small) but they were all shot down. Let the players know Earth has no answer to orbiting star ships. It is known the United States has ground based lasers capable of destroying satellites in orbit. Perhaps they could produce several and attempt a direct attack against a Star Destroyer. They may even damage it. But since the Star Destroyer is shielded and armored, and Earth has no shielding technology, the American effort would probably only be good for one, maybe two attempts before the ground based lasers were all destroyed.



Above is pictures of the United States' ground based lasers And the radar that directs it. The Germans are said to be working on a vehicle mounted version, and the Russians were once working on ground based particle beams, but the nobody knows how reliable such rumors are. The director must decide.

Games #10-16 Resistance Phase) The local Imperial magistrate announces the player's nation has surrendered and for one game this appears to be so. But the next game, the players see more military action showing them the Empire is lying. HAM radio reports several nations around the world have surrendered, but the player's country is still fighting in the major cities. The players ARE the resistance in the local city / county / state. They are now involved in a standard Star Wars campaign - Rebellion against the Empire - except that it's all on one planet. They must hurt the Empire however they can;

blow up an AT-AT, the ISB building, or Stormtrooper barracks. Perhaps they can attack a nearby Imperial AT-ST maintenance facility, find and free civilians from the hidden reeducation camp, or just ambush Stormtrooper patrols in an attempt to bleed the invaders slowly.

The general public responds according to the player's actions. If the group conducts themselves heroically, they will receive support from the locals (food, medical supplies, volunteers, a power outage when asked for, etc) and keep the hope of freedom alive. If the players harm civilians, or otherwise act unheroically, they'll be operating alone and the civilians will eventually cooperate with Imperial reeducation and retooling programs. This is a good time for their actions to be recognized by the military. The players are asked to guide a special forces team to a local Imperial target and provide covering fire. They are given military communications and armor piercing ammo (which generally isn't available to them, or is at least always in critically short supply) in exchange for their help. The players could identify targets by radio after the special forces leave, which the military hits with artillery or missiles. In one campaign, the players decided to hunt down and kill the Imperial Planetary Governor. In another, they stole an Imperial shuttle and flew it to an Air Force base. When the Air Force realized the players could speak Galactic Standard, they were given a one megaton nuclear bomb in a shielded case and were asked to fly it into one of the Star Destroyers. Would your players agree? Near the end of this phase the Empire should be actively hunting the players with roughly three times the men / resources the players have, but the Empire must find them first. A careful group can avoid being found. The national governments could choose to open nuclear warfare on the ground. Since these weapons don't appear to exist in the Star Wars movies, this may throw a serious kink in the Imperial war plans…until the Empire destroys them from orbit. This phase continues as long as the players are having fun

Game 17+ The New Republic) By this point the Earth has been defeated and resistance groups like the players' are all that's operating -or- the major powers have been defeated and there is fighting in the southern hemisphere - whatever the director decides. This is when the New Republic makes it's appearance. The New Republic should be introduced slowly. In game 17 a Y-wing long probe could be seen flying over the player's area of operation. In game 18 it could be shot down requiring the players to fight their way in and out past the Imperials to rescue the pilot. In game 19 the players must find a way to communicate with the New Republic. After that, the campaign could shift into a regular Star Wars Campaign. Perhaps the New Republic finally breaks through to help Earth. Perhaps the players escape Earth and begin service with the New Republic. This is the end of a fairly dark campaign, it should have a bright ending. In Star Wars good always triumphs in the end.

Some nations of Earth simply would not surrender.

No man can be made a slave unless he, himself, permits it.
- sign above the Militia Captain's door

6) <u>Earth's Weapons and Body Armor</u>

Firearms are not used at all in the Star Wars movies, so we figured there must be a good reason for this. Looking through Star Wars "technical manuals" and such we found two: firearms do not do as much damage as blasters (which we think are particle beam weapons), and Imperial body armor is more effective against kinetic weapons.

While determining damage ratings, Earth has two kinds of firearms: pistols and rifles. Pistols include any weapon which fire pistol ammunition (such as the MP-5, UZI, and Thompson SMG, etc). Rifles fire rifle ammunition (includes machine guns such as the M-60 and SAW).

Pistols:
Earth pistols do 3D damage
-1 if <7mm
+1 if >9mm
+1 if pistol is a magnum
+1D if pistol is fully automatic (such as a submachine gun)
+1 if hollow point or hydro shock ammunition is used[1]
+2 if black talon or golden saber ammunition is used against unarmored targets. -2 if this ammunition is used against armored targets[1]

Rifles:
Earth rifles do 4D damage
-1 if <5mm
+1 if >7mm
+1 if rifle is a magnum
+1 if rifle fires a two or three round burst
+1D if rifle is fully automatic (such as a machine gun)
+1 if hollow point ammunition is used[1]
Armor piercing ammunition cancels the Imperial armor bonus against kinetic weapons but causes no additional damage. Ammunition types above marked with a [1] may not be armor piercing. Armor

piercing ammunition reduces the effectiveness of all Earth armor to +1, but if the players are shooting at Earthlings, the director has obviously failed to set up this campaign properly.

Fully automatic weapons expend 1D6+3 rounds of ammo per burst (use the wild die for the 1D6 so bursts which score more hits are also those which consume more ammo). For each multiple of the required 'to hit' difficulty, an additional target is hit. If there are more hits than targets, some targets are hit more than once. Multiple bursts may be fired in one round just like other weapons. The last burst from a magazine may not have enough ammo to gain the fully automatic bonus. If this happens, the weapon gets the two or three round burst bonus and cannot hit multiple targets.

Single shots and bursts (bursts fire 2 or 3 rounds) can only hit a single target.

Ranges of various weapons can be found with a little research. Remember, actual range is a combination of weapon characteristics and training. Long range shots with a pistol should be limited to 5 meters / pip of skill even if the pistol can shoot farther. Long range shots with a rifle should be limited to 100 meters / die of skill even if the rifle can shoot farther.

All Imperial body armor is doubly effective against all kinetic attacks. Thus, Stormtroopers gain STR+2D against Earth weapons, while a blast vest is raised from STR+2 to STR+1D+1. Armor piercing ammo cancels this bonus.

Although Imperial blasters are more destructive than Earth's firearms, it is also easier to see where blaster fire is coming from. Characters fired upon by blasters automatically know where their attackers are. It is possible to silence and flash suppress firearms. Anyone facing such a weapon needs to spot an attacker who can remain hidden. This is an easy task for Earthlings but a moderately difficult task for Imperials - who are not used to fighting against weapons that cannot be seen. Of course, it is very difficult to acquire such equipment.

The body armor of Earth is quite effective against kinetic weapons, but is not designed to protect against energy weapons. Energy weapons include blasters, lasers, force pikes, lightsabers, and concussion grenades or warheads. Bullets include any fast projectiles fired from firearms or gauss guns. Other

weapons are fragmentation grenades, bombs, vibroblades, knives, sticks, stones, or bare hands.



| Body Armor | Protection vs. Energy | Protection vs. Bullets | Protection vs. Other | DEX Penalty | Cost ($) | Weight (kg) |
|---|---|---|---|---|---|---|
| Hardcorps IV w/ Helmet | +2 | +1D+1 | +1D+2 | -1D | 1,800 | 15.5 |
| Hardcorps IV | +2 | +1D | +1D+1 | -1D | 1,500 | 14 |

The best body armor available on Earth – very difficult to acquire.

| Landwarrior w/ Helmet | +2 | +1D | +1D+1 | -2 | NA | 5 |
|---|---|---|---|---|---|---|
| Landwarrior | +1 | +2 | +1D | -2 | NA | 3.5 |

Only US armed forces could reasonably have this body armor. Players might be able to recover it after a battle if they can sneak or fight their way past the victors.

| Spectra Shield w/ Helmet | +2 | +1D | +1D+1 | -2 | 1,200 | 5 |
|---|---|---|---|---|---|---|
| Spectra Shield | +1 | +2 | +1D | -2 | 900 | 3.5 |

The favorite of well funded personal security guards and mercenaries - difficult to find.

| Flak Jacket w/ Helmet | +1 | +1 | +1D | -2 | 650 | 5.5 |
|---|---|---|---|---|---|---|
| Flak Jacket | +1 | +1 | +2 | -2 | 350 | 4 |

Standard army issue in many nations. This is Earth's standard body armor. Can be purchased at better surplus stores (Not available in all countries).

| Police Vest (level II or III) | +1 | +2 | +2 | NA | 450 | 2 |
|---|---|---|---|---|---|---|

Only available to law enforcement personnel.


## 7) Earth's knowledge of the Force
Obviously, there are no Jedi on Earth, but the Force is known here to a few…

Tibetan monks have practiced their "mysteries" for centuries. They believe it's just a matter of purging

the soul and calming the mind. They've been rumored to use the skills of Combat Sense, Farseeing, Hibernation Trance, or Projective Telepathy. Note these are all Sense skills. A Tibetan monk would be a very difficult character to play in what is essentially a war game given their dedication to nonviolence, philosophy, and religion. Perhaps such a character could be introduced as an NPC. For a player crazy enough to try it (perhaps he could be the team's medic / priest), when the character gets to 5D in Religion and Philosophy he has learned enough that he could begin learning a mystery. He expends 10 character points to become force sensitive (gaining a force point), another 10 to study a "mystery" (Sense) and gain one power of his choice. The monk would have to meditate quietly for a few minutes before each attempt at using his power. This is the limit of the monk - he may choose only one power. He may, afterwards, raise "mystery" as an advanced skill. The director can decide the player does not gain a "mystery" if the player has not played true to the monk's teachings. If his llamas refuse to teach him, the 10 character points should be returned.

Traditional martial artists in Japan study the life energy known as Ki. In China it's called Chi. Some martial artists have been rumored to know the skills of Contort / Escape, Control Pain, Kiai, Reduce Injury, or Remain Conscious. Note these are all Control skills. As a game mechanic, a character with 5D in (A) Martial Art could study Ki. He expends 10 character points to become force sensitive (gaining a force point), another 10 to learn the Ki (Control) skill and gain one power of his choice. He may, afterwards, raise Ki as an advanced skill. A character with 9D in (A) Martial Art could gain a second power of his choice for an additional 10 character points. This requires a spiritual martial art such as Shaolin Gung Fu, Shorin-Ryu, Shotokan,  or Tai Chi. Non spiritual styles such as Capoeira, Escrima, Gojo-Ryu (not really a "Ryu" at all), or Tae Kwan Do are not (A) Martial Arts. The director may require the martial artist to study with a master of his style, meditate on top of a mountain alone for a month, or some other quest he deems appropriate before learning each power. These quests for knowledge could be difficult in a world at war (or under Imperial occupation).

The author permits such things in his 'Empire invades the Earth' Campaign because he has experienced Ki and telepathy first hand. For the same reason, he disallows psychics and other occult type frauds.

Remember, the Empire discourages all religious and mystic beliefs. What if a player succeeds in learning force skills? When he becomes well known for using them? The Empire will have to do something about it. …send bounty hunters? a dark Jedi? a force adept? Whatever the director decides, the force user will probably need his friends to survive it. No player character should begin force sensitive.

New Force Power: **Kiai**
Ki Difficulty: Very Easy limited to two meters
Time to use: one action, but only once per "Ki" rounds
Effect: The martial artist projects his Ki at an opponent in an attempt to stun him. Since the martial artists of Earth do not know the Alter skill, their effects are limited to the reach of their own bodies - about two meters. If the Ki roll is greater than the opponent's PER / Control roll, the opponent is stunned and loses a number of actions equal to the martial artist's Ki; not to exceed one combat round.

## 8) Earth's Technological Disadvantages
The Empire would have "space superiority" from day one - something to which Earth has no answer. The advantage of air superiority was clearly seen in the last Iraqi war when the Coalition wiped out the mechanized forces and motor transport of Iraq - a 500,000 man army reduced to walking - in three days.

The Empire would enjoy a similar advantage with three orbiting Star Destroyers. Each Star Destroyer has sixty turbo lasers capable of firing two to three times a minute. Given a 50% accuracy rating, a single Star Destroyer could destroy 90% of the mechanized and air forces of Europe in about three months. Earth governments have no way to stop this. If the players find a way, great! It is impossible to destroy every last vehicle in war, but Earth armies reduced to 10% of their vehicles would probably be forced to conduct static defense in the major cities. All surface shipping would be sitting ducks. Aircraft could operate, but every time aircraft were launched most would be destroyed enroute, meaning short range air strikes only, or large numbers of aircraft lost to get a few to the target area. This "space superiority" would also allow the Imperials to observe all Earth forces and coordinate Imperial efforts against them.

There is no conventional weapon capable of destroying an AT-AT; maybe a 35,000 lb fuel air explosive…maybe. Nuclear weapons, however, can destroy any target not protected by an energy shield. (Imperial energy shields are capable of deflecting any bombardment.) Once nuclear weapons are used, the Imperials will destroy them from orbit, also.

Imperial Stormtrooper armor is very effective against bullets, but is not bullet proof. Civilians in area where gun control laws are in force will have a difficult time getting guns or other military equipment, but camping gear should be available pretty much everywhere.

Some smaller governments will surrender, but none of the major nations will. Except where military alliances already exist, effective cooperation between Earth governments would be minimal. The UN will talk a lot, but be completely ineffective (as usual).

The Empire's repulsorlift technology would allow them to move large numbers of troops great distances at a speed unknown in Earth warfare. Imperial forces could engage several Earth forces in short order, giving the appearance there were many more Imperial troops than there actually are. (We pictured three million Imperial troops supported by three Star Destroyers with 30,000 Imperial war droids (alá the Star Wars Rebellion game - not those wimpy Trade Federation droids) dropped on China would be enough to take over the Earth. Repulsorlift technology, would also allow the Empire to ignore all terrain and battlefield obstacles (barbed wire, land mines, etc).

## 9) Earth's Technological Advantages
In all of the Star Wars movies, military engagements are fought in an almost Napoleonic style; line up and overwhelm the enemy in one big charge. It is obvious to military eyes, Earth military forces clearly have superior tactics and are well trained at the art of ambush. This would create a situation where it appears the Earth forces have been destroyed, but they've actually broken contact, regrouped, and are preparing to attack again. Isolated Earth soldiers can fight alone or as small teams until they can link back up with their units. Clones may be superior to droids, but men are definitely superior to clones.

Earth has several different types of troops to oppose the Empire's Stormtroopers and AT-ATs; tanks, mechanized infantry, light infantry, Marines, paratroops, special forces, mountain troops, snipers, forward observers, frog men, and militia are only some of the troop types Earth fields. With all this variety, the Earthlings can attack from any direction. There would be no "rear area" for the Imperials.

Most Earth Armies are well trained in sneaking. Using camophlage uniforms, covering themselves with local foliage and face paints, they can be very difficult to see. Most soldiers are trained to 3D-4D in Sneak and gain +1 level of difficulty to spot or shoot at for the camophlage as long as they're stationary in matching cover.



Our rifles have longer ranges than blasters. Earth's combat rifles have a range of 300 meters in the hands of average troops, 500-800 meters in the hands of elite troops. Earth machine guns have ranges in excess of 800 meters. This allows Earthlings to shoot at Imperials before the Imperials can even get within range. Wise players will use this.

Submarines and stealth aircraft can hide from Imperial sensors, but Earth's electronic warfare technology is useless against Imperial sensors.

## 10) Earth's Skills

Because Earth's technology is less advanced than the Empire's, Earthlings have some skills Imperials have forgotten as too archaic to remember, while the Empire has some skills Earth simply doesn't have:

Aircraft Pilot:

Players must specialize in individual aircraft such as: Piper Cub or F-16 Falcon. A pilot may choose a type of aircraft such as: propeller, multi engine, then jets after he's trained in three aircraft of the appropriate type. Helicopters are their own ratings.

Blaster:
No one on Earth has skill in using a blaster. Be sure to start characters with only their dexterity attribute. We found it best if characters with good firearms skills continue developing those skills, while characters with poor firearms skills learn how to use blasters. Both weapons have advantages. A group with both weapons has capabilities Stormtroopers simply cannot match.

Firearms:
While determining skills, there are five types of firearms; combat rifle, hunting rifle, machine gun, pistol, and shotgun. Usually, Earth characters will have only one of these skills or a specialization of them. For instance, all soldiers are trained with their countries' combat rifle (AK-74, G-3, M-16), but only a few are trained in a second weapon (grenade launcher, machine gun, or pistol to name a few). Most military officers and policemen are trained only in pistol. In all of these cases, soldiers are not trained in a variety of weapons - just one particular weapon. This is a specialty. Hunters generally train with hunting rifle or shot gun.

Any character who acquires 3D in three different weapons of the same type may erase the specialties and take the general skill (combat rifles, pistols, etc). Any character who acquires 3D in all weapon types may erase the skills and take the skill of "firearms". Obviously, such people are rare. Player characters can achieve this, but no character should start with it.

Ground Vehicle Operation:
Since this is the main vehicle technology of Earth, Earth has a bewildering array of ground vehicle types, each of which is it's own skill; automobile (includes pick up trucks and vans), bus, cargo truck, dump truck, motorcycle, and semi-truck. Players often specialize.

Hovercraft:
Not to be confused with repulsorlift craft - what Earthlings would call anti-gravity; hovercraft ride upon a cushion of air created by a fan. These are popular vehicles in swamp and artic areas.

Languages:
It is not unusual for Earthlings to speak more than one language. Often one is spoken in public while another is spoken at home. In Europe, some people speak up to four languages. Each language should be treated as it's own specialty, but Earthlings can speak whatever language(s) would be appropriate to their background. One language per die of KNO attribute is a good starting limit. How good is a character at a language?

3D learned it in school, can express simple needs
4D conversational, technical words might not be known
5D fluent
6D fluent with proper accent; is usually mistaken for a native

Can an Earthling learn Galactic Standard (the Imperial language)? Sure they can…if they can find a teacher.

Martial Arts:
Some martial arts are simple to learn, yet quite effective. For martial arts such as Boxing, Capoeira, Judo, or Tae Kwon Do, change Brawling to Boxing and Brawling Parry to Boxing Parry. Give the characters some cool descriptions and allow them to perform some simple maneuvers such as a sweep, spinning leap, or throw on a successful attack. Players might also consider learning Acrobatics for a more impressive style. This should be required for Capoeira.

Some martial arts are unbelievably destructive but are very difficult to learn. For martial arts such as Gung-Fu, Shorin-Ryu, or Shotokan change Brawling to (A) Gung-Fu and Brawling Parry to Gung-Fu Parry. Remember, to begin with an advanced skill the character must give up one of his attribute dice (to simulate the time spent in acquiring it) and advanced skills begin at 1D! The character's (A) Gung-Fu and Gung-Fu Parry skills must remain within 1D of each other at all times, but a practitioner of one of these arts scores damage equal to his skill in hand to hand combat - not his strength. These arts sometimes involve weapons as well; each must be learned as a separate specialty.

Repulsorlift Operation:
No one on Earth has skill in operating a repulsorlift. But player characters always seem to acquire one, so be sure to begin them with only their mechanical attribute. Skill with a motorcycle will not help an Earthling with a speeder bike.

Increasing Skills:
In order to increase a skill, a character must use that skill in the game…a good reason to spend some time practicing each game or before going "off camera".

How good are skill ratings?
2D average human with no training ("winging" it)
2D+1 a part time hobby
2D+2 a hobby fanatic, or once took a class
3D trained; character must have a certificate such as a driver's license, or CPR card
3D+1 well trained; character holds several training certificates or a bachelor's degree
4D professional; character can earn a living with this skill, usually a combination of training certificates

and experience, or holds a master's degree
5D expert; a master's degree with several years of experience or a doctorate degree
6D an expert other experts consult with, probably the best in the city
7D an expert other experts defer to, probably the best in the state / province
8D an expert other experts hold in the highest regard, probably the best in the country

Skills can be raised solely through experience without training.
1 year +1
3 years +2
6 years +1D
10 years +1D+1
15 years +1D+2

Most people have a combination of training and experience in their jobs. Some examples:

Taxi driver;   driver's license + 2 years experience = Automobile 3D+1, City Knowledge 2D+1
Computer programmer;   bachelor's degree + 5 years experience =  Computer Ops 4D
Electronics technician;   master's degree + 10 years experience = Electronic Repair 5D+1
Architectural student working on his master's;   bachelor's degree + 1 year additional studies (counted as experience) = Architecture 3D+2

Some professions give multiple skills which have to be estimated. Some examples:

Medical Doctor = First Aid 5D, (A)Medicine 5D

| Fireman | Policeman | US Army Gunner | US Marine Rifleman | US Navy Mechanic |
|---|---|---|---|---|
| DEX 2D | DEX 2D | DEX 2D | DEX 2D | DEX 2D |
| | (s)Baton 3D | Brawl Par 2D+1 | Bayonet 3D | Brawl Par 2D+1 |
| | Brawl Par 3D | Dodge 3D | Brawl Par 2D+2 | (s)M-9 Autopistol |
| | Dodge | Grenade 3D | Dodge 4D | Shotgun |
| | Pistol 3D+1 | (s)M-16a2 3D | Grenade 3D | |
| | | (s)M249 SAW 4D | (s)M-16a2 5D | |
| KNO 2D | KNO 2D | KNO 2D | KNO 2D | KNO 2D |
| Flammables | Law | | | |
| | Streetwise | | | |
| MEC 2D | MEC 2D | MEC 2D | MEC 2D | MEC 3D |
| Automobile 3D | Automobile 3D | Automobile 3D | Automobile 3D | Automobile 3D |
| Pumps 4D | | | | Mechanical Rep 4D |
| PER 2D | PER 3D | PER 3D | PER 3D | PER 2D |
| Search 3D | Investigate | Command | Command 4D | |
| | Negotiate | Search 4D | Search 4D | |
| | Search 4D | Sneak 3D | Sneak 4D | |
| STR 3D | STR 2D | STR 3D | STR 3D | STR 2D+1 |
| Climb | Brawling 3D | Brawling | Brawling | Brawling |
| Firefighting 4D | Climb 3D | Climb | Climb | Stamina 3D |
| Lifting | Stamina 3D | Stamina | Stamina | Swimming 3D |

| Stamina | | Swimming | Swimming | |
|---|---|---|---|---|
| TEC 2D | TEC 2D | TEC 2D | TEC 2D | TEC 2D+2 |
| First Aid 3D | First Aid 3D | First Aid 3D | First Aid 3D | Damage Control 4D |
| | | | | First Aid 3D |









The United States, having never fought on their own soil in living memory, pulled out all the stops. The Americans fielded equipment, some of which, no one on Earth had ever seen (or knew they had).
The Empire, however, still wasn't impressed.

## 11) Some Earth Game Statistics
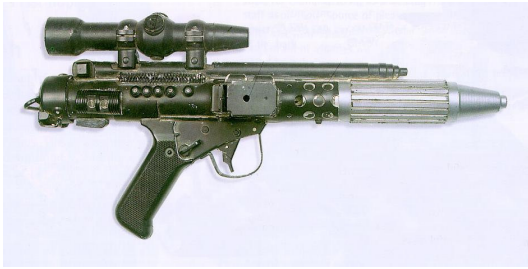
**BlasTech DL-18 Blaster Pistol**
Ranges: 3-10 / 30 / 120
Cost: Cr. 500
Damage: 4D
Power Pack: 100 shots
Cost: Cr. 25



**Beretta 92F "Parabellum" Autopistol**
Ranges: 3-10 / 30 / 60
Cost: $450
Damage: 3D
Magazine: 15 rounds of 9mm ammo
Cost: $10



**SoroSuub E-11 Blaster Carbine**
Ranges: 3-25 / 50 / 250
Cost: Cr.900
Damage: 5D
Power Pack: 50 shots
Cost: Cr. 25



**Armalite M468 Carbine**
Ranges: 4-25 / 100 / 200
Cost: $1,600
Damage: 4D / 4D+1 (3 round burst) / 5D (full auto)
                      (1D6+3 rounds in full auto)
Magazine: 30 rounds of 6.8mm ammo
Cost: $30



**SoroSuub ST-1 Blaster Rifle**
Ranges: 3-30 / 100 / 300
Cost: Cr.1,000
Damage: 5D
Power Pack: 50 shots
Cost: Cr. 25



**Armalite M-16a2 Combat Rifle**
Ranges: 5-50 / 200 / 500
Cost: $700
Damage: 4D / 4D+1 (3 round burst)
Magazine: 30 rounds of 5.56mm ammo
Cost: $20

BlasTech T-21 Light Repeating Blaster
Ranges: 3-50 / 120 / 300
Cost: Cr. 2,000
Damage: 6D (full auto)
Power Pack: 25 shots (1d6+3 shots in full auto)
Cost: Cr. 25



FNH M249 Squad Automatic Weapon
Ranges: 5-50 / 200 / 800
Cost: $1,200
Damage: 5D (full auto) (1D6+3 rounds in full auto)
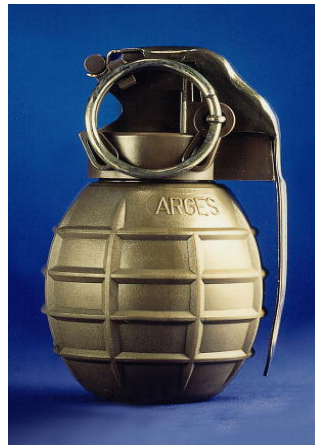Belt: 200 rounds of 5.56mm ammo
Cost: $400



Thermal Detonator
Ranges: 3-4 / 5-7 / 8-12
Cost: Cr. 2,000
Blast Radius: 0-2 / 8 / 12 / 20
Damage: 10D / 8D / 5D / 2D



Fragmentation Grenade
Ranges: 5-10 / 20 / 40
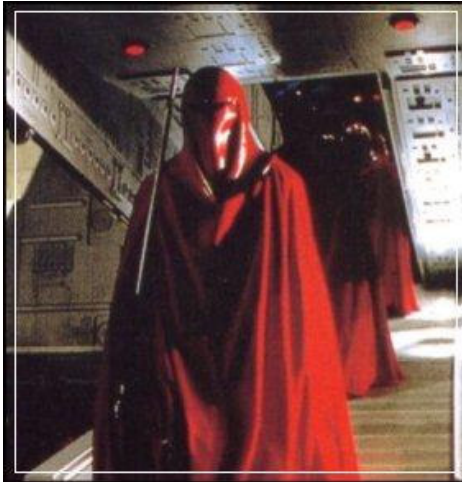Cost: $50
Burst Radius: 0-5 / 10 / 15
Damage: 4D / 3D / 2D



MerrSonn 7 PRG
Cost: Cr.1,000



Demolition Pack
Cost: $2,000

**Force Pike**
Difficulty:  Moderate
Damage: STR+2D
Cost: Cr. 500



**M-9 Bayonet**
Difficulty: Moderate
Damage: STR+1D+1
Cost: $60
(When used as a bayonet)

Difficulty: Very Easy
Damage: STR+1D
(When used as a knife)



**USMC "K-Bar" Combat Knife**
Difficulty: Very Easy
Damage: STR+1D
Cost: $40

Notes:
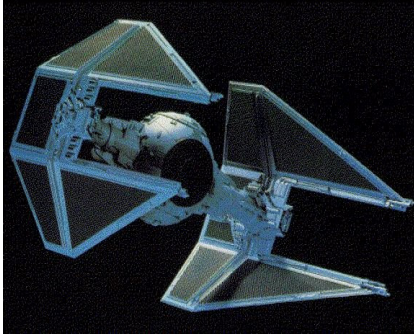All Imperial blaster weapons use a common power pack. The same is not true of Earth's firearms; some of which use ammunition which can be interchanged, while most don't.
No statistics are given for demolition charges because the proper number of these placed with an appropriate demolitions roll will bring down any building or structure. They are not designed for anti-personnel or anti-vehicle use.

| Imperial TIE Interceptor | F-15 "Eagle" Interceptor | "Tornado" Fighter-Bomber |
|---|---|---|
| Ceiling: none | Ceiling: 15,810 m | Ceiling: 21,330 m |
| Consumables: 2 days | Consumables: 2,540 km | Consumables: 3,710 km |
| Crew: 1 pilot | Crew: 1 pilot | Crew: 1 pilot, 1 EWO |
| Crew Skill: pilot 4D, sensors 4D, lasers 4D | Crew Skill: pilot 5D, radar 4D, missiles: 5D, autocannon 4D | Crew Skill: pilot, radar 5D, missiles 4D, autocannon 4D |
| Hull: 3D | Hull: 1D+1 | Hull: 1D+1 |
| Maneuverability: 3D+2[2] | Maneuverability: 4D | Maneuverability: 3D+1 |

**Imperial TIE Interceptor**
Sensors:
  Search: 10 km / 3D
  Scan: 4 km / 2D
  Focus: .4 km / 3D+2
  Passive: 2.5 km / 1D
Shields: none
Speed: 1,250 kph[3]
Weapons:
  Four Lasers (fire linked)
    Range: .1-.3 / 1.2 / 2.5 km
    Fire Control: 3D
    Damage: 6D
    Ammo: unlimited energy

[2] reduced to 2D+2 in atmosphere
[3] in atmosphere

**F-15 "Eagle" Interceptor**
Radar:
  Search: 185 km / 3D
  Lock On: 100 km / 4D
Shields: none
Speed: 2,480 kph
Weapons:
  Four AIM-120 RH Missiles
    Range: 10 / 25 / 50 km
    Damage: 3D
  Four Sparrow HS Missiles
    Range: 10 / 20 / 45 km
    Damage: 3D+2
  20mm Autocannon
    Range: .5-1 / 2 / 3 km
    Damage: 4D+2 (full auto)
    Ammo: 3 bursts

**"Tornado" Fighter-Bomber**
Radar:
  Search: 185 km / 2D
  Lock On: 80 km / 3D
Shields: none
Speed: 2,180 kph
Weapons:
  Three Skyflash RH Missiles
    Range: 10 / 20 / 40 km
    Damage: 3D+1
  Two Sidewinder HS Missiles
    Range: 2 / 5 / 10 km
    Damage: 2D+1
  27mm Autocannon
    Range: .5-1 / 2 / 3.5 km
    Damage: 5D (full auto)
    Ammo: 2 bursts

Notes:
  RH = Radar Homing     HS = Heat Seeking     (Both work well against Imperial craft.)
  Missiles are designed to be fired when you're behind your target.
  If missiles are fired from the side of the target, add +1 level to the difficulty to hit.
  If missiles are fired from the front of the target, add +2 levels to the difficulty to hit.
  By reducing the missiles carried to no more than two, all of these Earth aircraft can also carry bombs.
  All of these Earth aircraft are equipped with ejection seats.
  The F-22 has stealth technology. Subtract 1D at short range, 2D at medium range, and 3D at long
    range from all sensors and fire control directed against it
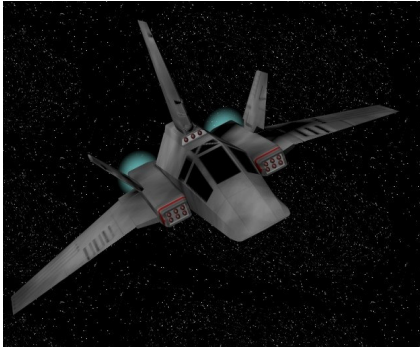
**Imperial Assault Gunboat**
Ceiling: none
Consumables: 2 days
Crew: 1 pilot / gunner
      1 sensor / shield operator
Crew Skill: pilot 4D, sensors 4D,
  missiles 4D, lasers 4D
  ion cannon 4D, shields 4D
Hull: 3D
Maneuverability: 3D
Sensors:
  Search: 40 km / 3D
  Scan: 6 km /1D
  Focus: .5 km 3D+2
  Passive: 3 km / 1D
Shields: 2D+1
Speed: 1,020 kph$^3$
Weapons:
  Two Concussion Missile Tubes
    Range: 1 / 4 / 20 km
    Fire Control: 4D
    Damage: 7D
    Ammo: 8 missiles each
  Two Lasers (fire linked)
    Range: .1-.3 / 1.2 / 2.5 km
    Fire Control: 3D
    Damage: 5D
    Ammo: unlimited energy
  Two Ion Cannons (fire linked)
    Range: .1-.3 / .7 / 3.6 km
    Fire Control: 3D
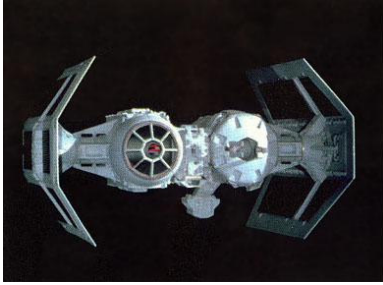    Damage: 5D
    Ammo: unlimited energy

**F-22 "Raptor" Fighter**
Ceiling: 15,240 m
Consumables: 2,870 km
Crew: 1 pilot
Crew Skill: pilot 5D, radar 4D,
  missiles 5D, autocannon 4D
Hull: 1D
Maneuverability: 4D+1
Radar:
  Search: 185 km / 3D
  Lock On: 100 km / 4D
Shields: none
Speed: 1,690 kph
Weapons:
  Six AIM-120 RH Missiles
    Range: 10 / 25 / 50 km
    Damage: 3D
  Four Sparrow HS Missiles
    Range: 10 / 20 / 45 km
    Damage: 3D+2
  20 mm Autocannon
    Range: .5-1 / 2 / 3 km
    Damage: 4D+2 (full auto)
    Ammo: 4 bursts

**MiG-29 Fighter**
Ceiling: 17,500 m
Consumables: 2,600 km
  Crew: 1 pilot
  Crew Skill: pilot 4D, radar 3D,
    missiles 4D, autocannon 3D
  Hull: 1D+2
  Maneuverability: 4D+2
  Radar:
    Search: 125 km / 2D
    Lock On: 80 km / 3D
  Shields: none
  Speed: 1,490 kph
  Weapons:
    Four R-77 RH Missiles
      Range: 10 / 20 / 40 km
      Damage: 2D+1
    30mm Autocannon
      Range: .5-1 / 2 / 3.5 km
      Damage: 5D (full auto)
      Ammo: 1 burst

| Imperial TIE Bomber | "Typhoon" Fighter | "Mirage 2000" Fighter |
|---|---|---|
| Ceiling: none | Ceiling: 16,760 km | Ceiling: 18,290 m |
| Consumables: 2 days | Consumables: 1,380 km | Consumables: 1,440 km |
| Crew: 1 pilot | Crew: 1 pilot | Crew: 1 pilot |
| Crew Skill: pilot 4D, bombardier 4D | Crew Skill: pilot 5D, radar 5D, missiles 4D, autocannon 4D | Crew Skill: pilot 4D, radar 4D, missiles 4D, autocannon 4D |
| Hull: 4D+1 | Hull: 1D | Hull: 1D |
| Maneuverability: 1D | Maneuverability: 4D | Maneuverability: 3D+2 |

**Imperial TIE Bomber**

Sensors:
  Search: 40 km / 3D
  Scan: 6 km / 1D
  Focus: .5 km / 3D+2
  Passive: 3 km / 1D
Shields: none
Speed: 850 kph[3]
Weapons:
  Two Lasers (fire linked)
    Range: .1-.3 / 1.2 / 2.5 km
    Fire Control: 2D
    Damage: 3D
    Ammo: unlimited energy
  One Concussion Missile Pod
    Range: 1 / 4 / 20 km
    Fire Control: 3D+2
    Damage: 9D
    Ammo: 16 missiles

**"Typhoon" Fighter**

Radar:
  Search: 185 km / 2D
  Lock On: 80 km / 3D
Shields: none
Speed: 1,980 kph
Weapons:
  Six Meteor RH Missiles
    Range: 10 / 20 / 40 km
    Damage: 3D
  27mm Autocannon
    Range: .5-1 / 2 / 3.5 km
    Damage: 5D (full auto)
    Ammo: 1 burst

**"Mirage 2000" Fighter**

Radar:
  Search: 100 km / 2D
  Lock On: 50 km / 3D
Shields: none
Speed: 2,180 kph
Weapons:
  Four MICA RH Missiles
    Range: 10 / 20 / 50 km
    Damage: 2D+2
  Two Matra Magic HS Missiles
    Range: 5 / 10 / 20 km
    Damage: 2D+2
  Twin 30mm Autocannons
    Range: .5-1 / 2 / 3.5 km
    Damage: 6D (full auto)
    Ammo: 1 burst

| Imperial Assault Craft | UH-60 "Blackhawk" | C-130 "Hercules" |
|---|---|---|

Imperial Assault Craft
Ceiling: none
Consumables: 1 day
Crew: 2 pilots, 2 gunners
Crew Skill: repulsorlift vehicle 4D,
  all gunnery 4D
Hull: 2D (full cover)
Maneuverability: 2D
Passengers: 12
Sensors:
  Search: 10 km / 3D
  Scan: 4 km / 2D
  Focus: .4 km / 3D+2
  Passive: 2.5 km / 1D
Shields: none
Speed: 800 kph
Weapons:
  Two Rocket Launchers
    Range: .1-.5 / 2 / 7 km
    Fire Control: 1D
    Damage: 6D
    Ammo: 8 rockets each
  Two Forward Blasters
    Range: .1-.5 / 2 / 4 km
    Fire Control: 1D
    Damage: 5D
    Ammo: unlimited energy
  Two Side Lasers[4]
    Range: 75 / 200 / 500 m
    Fire Control: 1D
    Damage: 8D
    Ammo: unlimited energy

UH-60 "Blackhawk"
Ceiling: 3,340 m
Consumables: 420 km
Crew: 2 pilots, 2 door gunners
Crew Skill: helicopter pilot 5D,
  machine gun 4D
Hull: 1D (4/6 cover)
Maneuverability: 1D
Passengers: 11
Sensors: NVGs
Shields: none
Speed: 260 kph
Weapons:
  Two Side Machine Guns[4]
    Range: 5-50 / 200 / 800 m
    Fire Control: 0D
    Damage: 5D (full auto)
    Ammo: 20 bursts / gun

C-130 "Hercules"
Ceiling: 9,900 m
Consumables: 3,770 km
Crew: 2 pilots, navigator,
  flight engineer, load master
Crew Skill: all 4D
Hull: 1D (4/6 cover)
Maneuverability: 1D
Passengers: 64
Sensors: NVGs
Shields: none
Speed: 600 kph
Weapons: none

| AT-AT | M-1 "Abrahms" Tank | M-2 "Bradley" IFV |
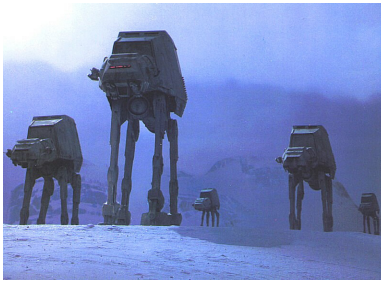
## AT-AT

Consumables: 1 day
Crew: 3
Crew Skill: walker 4D,
 gunnery 4D
mechanic 3D
Hull: 6D  (full cover)
Maneuverability: 0D
Passengers: 40
Sensors:
 Passive: 3 km / 2D
Speed: 60 kph
 20 kph  (rough)
Weapons:
 Two Plasma Cannons (fire linked)
 Range: .1-.5 / 1.5 / 3 km
 Fire Control: 2D
 Damage: 6D
 Ammo: unlimited energy
 Two Blasters (fire linked)
 Range: .1-.2 / .5/ 1 km
 Fire Control: 2D
 Damage: 3D
 Ammo: unlimited energy

## M-1 "Abrahms" Tank

Consumables: 420 km
Crew: 4
Crew Skill: tracked vehicle 4D,
 gunnery 5D, mechanical 3D

Hull: 5D  (full cover)
Maneuverability: 1D
Sensors:
Speed: 60 kph  (road)
 45 kph  (off road)
Weapons:
 120mm Main Gun
 Range: 1 / 2 / 4 km
 Fire Control: 2D
 Damage: 7D
 Ammo: 40 rounds
 Three Machine Guns[4]
 Range: 5-50 / 200 / 800 m
 Fire Control: 0D
 Damage: 5D (full auto)
 Ammo: 100 bursts / gun

## M-2 "Bradley" IFV

Consumables: 400 km
Crew: 3
Crew Skill: tracked veh. 4D,
 gunnery 4D,

Hull: 4D  (full cover)
Maneuverability: 1D+1
Passengers: 7
Sensors:
Speed: 60 kph  (road)
 45 kph  (off road)
 5 kph  (water)
Weapons:
 25mm Autocannon
 Range: .5 / 1 / 2.5 km
 Fire Control: 2D
 Damage: 5D (full auto)
Ammo: 100 bursts
 Two Machine Guns[4]
 Range: 5-50 / 200 / 800 m
 Fire Control 0D
 Damage: 5D (full auto)
 Ammo: 100 bursts / gun
 Two TOW Missile Tubes
 Range: special (see notes)
 Fire Control: 2D
 Damage: 8D
 Ammo: 2+5 missiles

Notes:

The Imperial AT-AT is walker scale. All other ground vehicles are vehicle scale.

[4] indicates a character scale weapon mounted on a vehicle.

The Bradley has two TOW missiles in the launcher and five more in storage racks inside the vehicle.

The TOW Missile is more accurate the further away the target;

| Range | To Hit Difficulty |
| --- | --- |
| Pont Blank <100 m | 30 |
| Short 100-120 m | 20 |
| Medium 121-300 m | 15 |
| Long 301-4,100 m | 10 |

| AT-ST | HMMWV | Dodge "Ram" Pick Up |
|---|---|---|
| Consumables: 1 day | Consumables: 440 km | Consumables: 660 km |
| Crew: 2 | Crew: 2 | Crew: 1 |
| Crew Skill: walker 4D, gunnery 4D | Crew Skill: wheeled veh. 3D, gunnery 4D | Crew Skill: wheeled veh. 3D |
| Hull: 3D (full cover) | Hull: 1D (3/6 cover) | Hull: 1D (3/6 cover) |
| Maneuverability: 1D | Maneuverability: 2D+1 | Maneuverability: 2D |
| Sensors: Passive: 3 km / 2D | Passengers: 2 | Passengers: 3 |
| Speed: 90 kph 30 kph (rough) | Speed: 125 kph (road) 60 kph (off road) | Speed: 160 kph (road) 60 kph (off road) |

**AT-ST**
Consumables: 1 day
Crew: 2
Crew Skill: walker 4D,
   gunnery 4D
Hull: 3D  (full cover)
Maneuverability: 1D
Sensors:
   Passive: 3 km / 2D
Speed: 90 kph
         30 kph  (rough)
 Weapons:
   Two Blasters (fire linked)
     Range: .1-.3 / .5 / 1 km
     Fire Control: 1D
     Damage: 4D
     Ammo: unlimited energy
   Grenade Launcher:
     Range: 10-50 / 100 / 200 m
     Fire Control: 1D
     Damage: 3D
     Ammo: 10 grenades

**HMMWV**
Consumables: 440 km
Crew: 2
Crew Skill: wheeled veh. 3D,
   gunnery 4D
Hull: 1D  (3/6 cover)
Maneuverability: 2D+1
Passengers: 2
Speed: 125 kph  (road)
         60 kph  (off road)
Weapons:
   M249 Squad Automatic Weapon[4]
     Range: 5-50 / 200 / 800 m
     Fire Control 0D
     Damage: 5D (full auto)
     Ammo: 20 bursts
-OR-
   40mm Automatic Grenade Launcher[4]
     Range: 500 / 1,000 / 1,500 m
     Fire Control: 0D
     Damage: 3D
     Ammo: 10 bursts

**Dodge "Ram" Pick Up**
Consumables: 660 km
Crew: 1
Crew Skill: wheeled veh. 3D
Hull: 1D  (3/6 cover)
Maneuverability: 2D
Passengers: 3
Speed: 160 kph  (road)
         60 kph  (off road)
Weapons: none

Repulsorlift
Ceiling: 20 m
Consumables: 2 days
Crew: 1
Crew Skill: repulsorlift veh. 4D
Hull: 2D  (full cover)
Maneuverability: 2D
Passengers: 10
Sensors:
    Passive: 3 km / 2D
Speed: 530 kph
Weapons: none



GMC "Jimmy"
Consumables: 480 km
Crew: 1
Crew Skill: wheeled veh. 3D
Hull: 1D  (3/6 cover)
Maneuverability: 2D
Passengers: 4
Speed: 160 kph  (road)
            60 kph  (off road)
Weapons: none



Ford "Econoline" Van
Consumables: 480 km
Crew: 1
Crew Skill: wheeled veh. 3D
Hull: 1D  (4/6 cover)
Maneuverability: 1D+2
Passengers: 9
Speed: 160 kph  (road)
            60 kph  (off road)
Weapons: none

**Speeder Bike**
Ceiling: 20 m
Consumables: 2 days
Crew: 1
Crew Skill: repulsorlift veh. 4D
Hull: 2D  (2/6 cover)
Maneuverability: 3D+2
Passengers: 1
Speed: 500 kph
Weapons:
  Laser Canon[4]
    Range: 3-50 / 100 / 200 m
    Fire Control: 1D
    Damage: 4D
    Ammo: unlimited energy

**Harley-Davidson "DynaGlide"**
Consumables: 400 km
Crew: 1
Crew Skill: motorcycle: 3D
Hull: 1D+1  (2/6 cover)
Maneuverability: 2D+2
Passengers: 1
Speed: 190 kph  (road)
         65 kph  (off road)
Weapons: none

**Suzuki "Katana"**
Consumables: 320 km
Crew: 1
Crew Skill: motorcycle: 3D
Hull: 1D  (2/6 cover)
Maneuverability: 3D
Passengers: 1
Speed: 220 kph  (road)
         65 kph  (off road)
Weapons: none

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