

FREEDOM IN THE GALAXY II
Battlefield

ATTACKER

ACTIVE

ACTIVE

SCREENED

DEFENDER

CHARTS AND TABLES

SEARCH TABLE d10

Search value															
Hiding value	1	2	3	4	5	6	7	8	9-10	11-12	13-14	15-16	17-18	19-20	21+
1-	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9
2	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
3	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8
4	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7
5	1	1	1	1	2	2	3	3	4	4	5	5	6	6	7
6	1	1	1	1	1	2	2	3	3	4	4	5	5	6	6
7	1	1	1	1	1	1	2	2	3	3	4	4	5	5	6
8	1	1	1	1	1	1	1	2	2	3	3	4	4	5	5
9+	1	1	1	1	1	1	1	1	2	2	3	3	4	4	5

PATROL CHART

Ground Unit	Soldier Type
Conscript	Conscript
1 st , 2 nd Line	Line
Stormtrooper	Stormtrooper
Guard, Marine	Marine
Militia	Militia
Regular, Irregular	Regular
Elite	Elite

BREAK-OFF TABLE

AF Differential	Active/Inactive
-7 or less	8/10
-4 to -6	7/9
-1 to -3	6/8
0	5/7
+1 to +3	4/6
+4 to +10	3/5
+11 or more	2/4

Modifiers:

Subtract one from the die roll for every previous break-off attempt.

Starships and character spaceships:

Subtract two from the die roll in a warp break off.

Starships:

Subtract the space leadership of any leader stacked with the starships from the die roll.

Add the space leadership of any enemy leader stacked with the opposing force to the die roll.

INTERCEPTION TABLE d10

# OF SHIPS	needed
1 (Battle formation)	1
2	3
3	5
4	7
5 or more	9

RANDOM EVENTS TABLE

p2d6 Result

- | | |
|--------|--|
| 11 | Accidents will happen, especially in an unfamiliar environs. A randomly selected character performing a mission in the environs receives two hits. |
| 12 | One mission group stumbles on an enemy patrol. If enemy ground units are present in the environs, choose one of them randomly to see which generates the patrol. If no ground units exist but the enemy controls the planet, the mission group stumbles on a militia/conscript patrol. Otherwise, no event. |
| 13 | It's the off-season for the local creatures. For the rest of the mission action segment, ignore any events involving creature attacks. |
| 14 | *Civil war breaks out. The planet's loyalty marker is moved to the neutral space, if not already there (not applicable to planets in rebellion or Rebel control). All Coup, Diplomacy, Summon Sovereign and Start/Stop Rebellion missions are aborted. All Start Rebel Camp, Free Prisoners, Steal Enemy Resources and Sabotage missions receive a bonus dice roll. All other missions are not affected. |
| 15 | Local sympathizers raid enemy forces. You may put the planet's PDB down, or damage an enemy unit (landed starship or ground). If you choose the latter, the unit must be that with the lowest AF. |
| 16 | *The Imperial player may commit an atrocity! |
| 21 | Lucky strike! For the rest of the mission action segment, ignore any event that would abort one or more missions. |
| 22 | Someone recognizes one of your characters in the street. All characters in the environs become detected. |
| 23, 24 | Your agents have been compromised. All characters in the environs are detected, and the enemy may conduct a search against one mission group. |
| 25, 26 | Local connections expedite missions. Every mission group in the environs receives one bonus dice roll. |
| 31-34 | Creature attacks one mission group. If a creature is named in the environs, look it up in the Creatures Chart to determine its attributes. If no creature exists (or it will not appear, e.g. Zops for the Imperial player), roll a d6. 1-5, one sentry robot attacks. 6, two sentry robots attack. |
| 35, 36 | A mob of d6 irate locals attacks one mission group. See the Irate Locals Chart to determine the type of local, depending on the race named in that environs. If two races exist, randomly determine which attacks the characters. |
| 41-43 | One mission group acquires a possession. Draw one randomly from those out of play. If no possessions are available or you are the Imperial player, draw a mulligan card. |
| 44-46 | Friendly locals shelter characters from the enemy. No more searches can be conducted in this environs for the rest of the Mission Action segment. |
| 51 | Enemy spy reveals one mission in the environs, which is aborted. All characters in the environs become detected. |
| 52 | Would-be Rebels chicken out. Start Rebellion Mission aborted. All characters in the environs are detected. |
| 53 | Wrong soldier contacted. If a Subvert Troops mission was being conducted, it is aborted and the mission group is met by a patrol (generated by the ground unit that would be subverted). If the ground unit has a leader, the mission group is captured. All characters in the environs are detected. |
| 54 | Controversial political matters argued. If a Diplomacy mission is being conducted and the mission leader does not have at least a diplomacy rating of two, the mission is aborted. |
| 55 | Confusing local protocol causes characters to involuntarily insult those that they were trying to persuade. If a Diplomacy mission is being conducted, it is aborted and the planet's loyalty moves one space in the enemy player's favor. |
| 56 | A beautiful sunset, a mild breeze and a glass in your hand... Your characters really needed a break. One mission group loses one bonus dice roll. |
| 61-63 | If something can go wrong, it will. Coup mission aborted. Roll 2d6 and consult the coup aborted table. |
| 64, 65 | *Populace goes wild! If a rebellion is started in this planet during this mission phase, the Rebel player will receive double the resource value of this environs (for local builds only). |
| 66 | Characters delayed by rumors. The upcoming bonus dice roll segment is canceled; no mission groups will get any bonuses this mission phase. |

COUP ABORTED TABLE

2d6	Result
2	Planet loyalty shifted one space in the enemy's favor. All characters in the coup mission are dead.
3	Planet loyalty shifted one space in the enemy's favor. All characters in the coup mission are captured.
4	Planet loyalty shifted one space in the enemy's favor. One character in the coup mission is captured. All characters in the environs are detected.
5	Planet loyalty shifted one space in the enemy's favor. Mission group met by an enemy patrol (as defined in random event 12). All characters in the environs are detected.
6	Planet loyalty shifted one space in the enemy's favor. All characters in the environs are detected.
7+	Mission canceled before anything happened. No effect other than the coup aborted.

MISSION SUCCESS TABLE

p2d6	Result	p2d6	Result
11	AP	41	SP
12	AI	42	SI
13	D	43	S
14	D	44	S
15	D	45	S
16	DE	46	ET
21	HP	51	CP
22	HI	52	CI
23	H	53	C
24	H	54	C
25	BQ	55	CQ
26	BJ	56	CT
31	BE	61	FP
32	RB	62	FQ
33	R	63	F
34	R	64	F
35	RJ	65	FJ
36	RE	66	FT

FAILED SPACESHIP QUEST TABLE

2d6	Result
2, 3	Spaceship destroyed, characters dead.
4	Spaceship destroyed, characters captured.
5, 6	Spaceship damaged and detected.
7+	No effect.

RECRUITMENT MODIFIERS d10

+/- x	The current loyalty of the planet as applicable to the player's side (i.e., for the Rebel, patriotic -2, dissent +1; for the Imperial, patriotic +2, dissent -1, etc.). This modifier does not apply if the planet is in rebellion, rebellion stopped or Rebel-controlled.
+/- y	Environs size minus 4. For example, environs size 5, modifier +1; environs size 2, modifier -2.
-2	For the Imperial if the planet is Rebel-controlled.
+1	For both sides if the planet is in rebellion.

IRATE LOCALS CHART		
Race	Irate Local	Description
Anons	1/1	A tribe of Yester origin, a discriminated pigmy subspecies
Ardorats	1/1	A race of rat-like humanoids
Borks	2/1	A tribe of Segunden origin, Arab peoples
Calmas	1/1	A race of toad-like humanoids
Charkhans	1/1	A race of humanoids descended from felines
Cavalkus	1/1	A mixture of many races and tribes, working and living in floating cities above a Venus-like planet
Deaxins	1/1	A tribe of Saurian origin, separated because of religious differences
Henones	1/1	A tribe of Rhone origin, descended from peoples of Native American race, living in sea platforms and domes in the world ocean of Horon.
Illias	1/1	A tribe of Rhone origin, descendants of the followers of a peculiar religious sect
Jopers	1/1	A tribe of Rhone origin, descendants of the followers of another peculiar religious sect
Kayns ★	2/4	A star-faring race of canine humanoids, see appendix B
Kirts	1/1	A tribe of Piorad origin, of Japanese descent
Leonids	2/1	A race of feline, lion-like humanoids
Moghas	2/4	A race of furry, tall, bear-like humanoids
Movews	1/1	A race of furry, teddy-bear-like humanoids about a meter tall, not very advanced technologically, distantly related to the Moghas
Ornotins	1/1	A tribe of Segunden origin, separated because of cultural differences
Phans	1/1	A race of tritons and mermaids, fish-like people with humanoid torsos
Piorads ★	1/1 (2/4)	One of the three human star-faring races, see appendix B (parenthesized strength applies in subterranean environs)
Rhones ★	1/1	One of the three human star-faring races, see appendix B
Rylians	2/1	Mud people, a strange humanoid race with pale, slimy skin living in dank caves
Saurians	1/1 (1/4)	A star-faring race of humanoids descended from dinosaurs, see appendix B (parenthesized strength applies in urban environs)
Segundens ★	1/1 (2/1)	One of the three human star-faring races, see appendix B (parenthesized strength applies in urban environs)
Susperans	1/1	A tribe of Rhone origin, of Latin-American descent
Suvans ★	2/1	A star-faring race of humanoids descended from fish, see appendix B
Theshians	1/1	Blue-skinned humanoids with bulbous heads and great intelligence, descendants of the ancient race that dominated this sector of the galaxy millennia ago
Thoks	2/4	Neanderthal-like big green humanoids who have been gradually culturized by their insertion in the Empire, but still somewhat primitive
Ultraks	1/1	A tribe of Rhone origin, separated because of class differences
Urgaks	2/1	A tribe of Kayn origin, separated because of racial differences
Ursi	2/4	A tribe of Piorad origin, of Chinese and Korean descent, the greatest martial artists in the Empire
Xanthons ★	2/4	A star-faring race of humanoids adapted to great heat, see appendix B
Yesters ★	2/1	A star-faring race of flying, bat-like humanoids, see appendix B

QUICK REFERENCE CREATURES CHART

Creature	Description
Alweg	Each character d6-2 hits
Arag	d6 (1/1) generic creatures
Batranoban	4/6, surprise
Chanten	d6+1 (1/1) generic creatures, +1 (1/1) generic creature each round
Chardireeds	4/8, surprise
Chlorofix	Lose one bonus dice roll
Crunge	5-(best intelligence)=hits each character receives
Derigion	4/12
Dindin	7/10, if any hits on character it does not break off
Drants	Each character d6-2 hits
Drusers	Intelligence battle, IN 5 EF 10
Elilad	Each character d6-2 hits each round until break-off, each separately using column 0
Fog	If no intelligence 3+, lose bonus dice rolls
Frost Mist	*
Gach	7/12, may attack itself
Gadhars	d6 (1/1) generic creatures, every odd round starting with third d6-1 more arrive
Gamels	3/4
Gilekite	3/6, surprise
Glane	6/12, does not break off if wounded
Gragg	3/4, surprise
Gyrogos	AF 6, characters don't fight back, -1 drm for break-off
Hysnatons	d6 (1/1) generic creatures, if any survive the second round no bonus dice rolls
Kinsog	3/4, surprise
Laboroid	3/6, surprise
Lomrels	5/6
Leonus	5/8, surprise
Magron	*
Mish	6/6, no break-off
Morna	If no diplomacy 3+, d6 (2/1) attack
Muggers	*
Namdasn	4/8, surprise
Onflam	6/4, +1 drm to break-off
Propang	5/6, +1 drm to break-off first round
Prox	6/8, -1 drm to break-off
Queemer	3/6, does not break off when wounded and even gains strength
Rotron	*
Sandiabs	No bonus dice rolls
Sekekers	d6+1 (1/1) generic creatures
Sentry Robot	4/4
Snorkas	Each character suffers d6 hits
Snow Giants	d6 (2/1) irate locals
Spithid	6/1
Stromuse	2/4, surprise
Synestins	d6 (1/1) irate locals, if Rebels win, +1 loyalty
Telebots	Intelligence battle, only most intelligent character fights, IN 3 EF 6
Thinagig	8/16, -1 drm to break-off
Thunk	5/8, does not break off if wounded and even gains strength
Valaterix	Lose bonus dice rolls
Verfusier	4/8, +1 drm to break-off
Virus	Fever causes each character EF-1 hits, Dr. Sontag and Medikit can reduce
Vorozion	d6-3 hits to one character, no break-off, combat ends if no hits caused in a round
Vrialta	10/20, Rayner Derban may recruit, unique
Wyths	*
Ym-Barror	8/8, no break-off first round
Zernipak	5/8
Zops	Rebel only, gives possession once

*Details can't be summarized here, see creatures chart

MISSIONS SUMMARY CHART

A	Level 1=kills target. BDR: + ML's intelligence; +1 if only one character; +1 if not detected. Mission failure d10: 8-9 characters captured, 10 characters dead.
B	Level 1=Rebel Cell. BDR: + ML's leadership; +1 in wild environs.
C	Each level=loyalty shift. BDR: + ML's leadership; + planet's coup rating.
D	Each level=loyalty shift (max. 2). BDR: + ML's diplomacy; +1 for each other character; +/- planet's current loyalty modifier; +/-2 friendly/enemy sovereign; +1 urban environs.
E	Level 1=friendly sovereign; level 2=neutral sov. BDR: ML's diplomacy; any character's leadership; +/- planet's current loyalty modifier. Mission failure -1 loyalty.
F	Each level=one prisoner freed.
H	Level x 4=force points stolen. BDR: + ML's intelligence; +1 for each other character.
I	Level 1 detect characters or see starfleets; level 2 learn secret. BDR: + ML's intelligence.
J	Level 1=all prisoners freed; level=2 kill atrocity. BDR: + evasion value; + spaceship's AF; +1 spaceship not detected. Mission failure: Failed Spaceship Quest Table.
P	Each level=one possession.
Q	Level 1=secret revealed. BDR: +3 if no torture; +6 if torture; + interrogator's intelligence; - prisoner's intelligence.
R	Level 1=start rebellion; level 2=stop rebellion.
S	Level 1=PDB down, destroy unit with AF 1 or damage unit with AF 2-3; level 2=PDB down and reduced, destroy unit with AF 1-3 or damage elite unit.
T	Level 1=subvert garrison, 2 nd line or starship; level 2=subvert 1 st line; level 3=subvert stormtrooper. BDR: +ML's leadership.

BDR: Bonus dice rolls; **ML:** Mission leader.

POLITICAL STATES OF PLANETS

State	Marker used on Political Track
Imperial control	Loyalty, any space
Imperial ownership, under occupation	Loyalty, any space
Rebellion stopped	Rebellion Stopped, in the unrest space
Rebellion	Rebellion, in the unrest space
Rebel ownership, under occupation	Rebel Control, in the unrest space
Rebel control	Rebel Control, in the unrest space

BONUS DICE ROLLS CHART—IMPERIAL

Character	A	C	D	E	H	I	J	Q	S
Barca	4	4	-1(-2)	5(4)	4	4	4	4	2
Els Taroff	3	1	0	1	1(1)	3	3	5	2
Emperor Core.	2	4	2	6(2)	2	2	1	2	0
Gelba	2	4	2	6(3)	2	2	1	2	0
Jin Voles	4	1	0	1(1)	2	2	5	2	0
Jon Kidu	3	5	1	4(3)	3	3	1	5	0
Redjac	5	2	1	3(2)	3	3	5	3	2
Saytar	2	2	1	3(2)	2	4	3	3	0
Sen. Dermond	4	3	4	6	4	4	-	4	0
Telmen	3	3	0	3(3)	3	4	4	4	0
Thysa Kimbo	3	3	1	4(1)	3	5	-	3	0
Vans KaTieA	2	1	1	2(1)	2	4	4	2	0
Spaceship	A	C	D	E	H	I	J	Q	S
Imperial	-	-	-	-	-	-	3	-	-
Redjac's	-	-	-	-	-	-	6	-	-

Parenthesized values indicate bonuses that the character can give his mission group if not leading it.

BONUS DICE ROLLS CHART—REBEL

Character	A	B	C	D	E	F	H	I	J	P	Q	S	T
Adam Starlight	2	1	1	0	1(1)	0	2	2	7	0	2	0	1
Agan Rafa	4	2	2	0	2(2)	0	1	3(2)	3	0	1	0	2
Boccanegra	2	2	2	0	2(2)	0	5	2	4	0	2	0	2
Bridn Murcada	7	0	0	0	0	0	4	4	3	0	4	0	0
Doctor Sontag	4	1	1	3	4(1)	0	4	6	-	0	4	0	1
Drakir Grebb	3	1	1	1	2(1)	0	3	3	2	0	3	0	1
Drakir Grebb-S	4	2	2	2	4(2)	0	4	4	-	0	4	0	2
Frun Sentel	1	5	1	1	2(1)	0	1	1	3	0	1	0	1
Frun Sentel-F	2	6	2	2	4(2)	0	2	2	-	0	2	0	2
Kogus	2	0	0	0	0	0	2	2	3	0	2	0	0
Kogus-ZA	3	1	1	1	2(1)	0	3	3	4	0	3	0	1
Ly Mantok	4	3	3	1	4(3)	0	4	4	5	0	4	2	6
Odene Hobar	3	2	2	2	4(2)	0	3	3	2	0	3	0	2
Oneste Woda	-	0	0	3	3	0	3	3	1	0	3	0	0
Prof. Mareg	4	0	0	0	0	0	4	4	2	0	4	0	0
Ran Jayma	5	1	1	0	1(1)	0	5	2	5	0	2	0	1
Rayner Derban	4	4	4	3	7(4)	0	4	4	4	0	4	2	4
Scott Rubel	1	1	1	0	1(1)	0	1	1	7	0	1	0	1
Sidir Ganang	3	1(1)	1(1)	2(1)	2(1)	0	3	3(1)	3	0	3	0	0
Tourag	2	1	1	2	3(1)	0	2	2	4	2	2	0	4(2)
Vudot Vodot	4	2	5	4	8(2)	0	4	4	-	0	4	0	2
Yarro Latac	3	1	1	0	1(1)	0	3	3	4	0	3	0	1
Zina Adora	3	2	2	2	6(2)	0	3	5	1	0	3	0	2
Possession	A	B	C	D	E	F	H	I	J	P	Q	S	T
PAM Bomb	-	-	-	-	-	-	-	-	-	-	-	3	-
Helian Drug	1	1	1	1	2(1)	-	1	1	1	-	1	-	-
Rare Gems	2	2	2	2	2	2	2	2	-	2	2	2	2
Advisor A.	1	-	-	1	1	-	1	1	-	-	1	-	-
Charsot	-	-	-	1	1	-	-	-	-	-	-	-	-
Cervac Mk V	3	-	-	-	-	3	4	5	-	-	1	3	-
HES Rifle	1	-	-	-	-	-	-	-	-	-	-	-	-
Assassin Blade	2	-	-	-	-	-	-	-	-	-	-	-	-
Hunter Seeker	3	-	-	-	-	-	-	-	-	-	-	-	-
Explorer	-	-	-	-	-	-	-	-	6	-	-	-	-
Interstell. Sloop	-	-	-	-	-	-	-	-	4	-	-	-	-
Stellar Courier	-	-	-	-	-	-	-	-	6	-	-	-	-
Plan. Privateer	-	-	-	-	-	-	-	-	6	-	-	-	-
Solar Merchant	-	-	-	-	-	-	-	-	1	-	-	-	-
Star Cruiser	-	-	-	-	-	-	-	-	3	-	-	-	-
S XIII	-	-	-	-	-	-	-	-	7	-	-	-	-

Parenthesized values indicate bonuses that the character can give his mission group if not leading it.

PLANET SECRETS SUMMARY CHART

Casino Galactica*	Rebel character in mission with Intelligence 4 gets possession.
Cloning Complex*	Imperial 3 force points/Resource Phase; Rebel 2 x Resource Track force points.
Dead World	Level 3 Domino effect. Planet no longer exists, units must leave.
Drug World	Characteristics (except EF) +1, 1 hit/Mission Phase, restrictions on hit removal.
Empire Forever*	Patriotic; full taxation w/o loyalty shift; -1 level Rebel C/D mission; no Rebel DE.
Gem World*	Imperial 5 force points/Resource Phase; Rebel 3 x Resource track force points.
Hyper-World	Each mission d6 bonus dice rolls; a 6 means no bonus dice rolls at all.
Imperial Archives*	Rebel level 1 'I' mission reveals all planet secrets.
Imperial Deltronics*	+2 drm to tracking Rebels. Rebel level 1 'I' mission gains spaceship.
IPOC*	Imperial player turn after rebellion all provinces have no strategic assignment.
Industrial World*	Imperial 3 force points/Resource Phase; Rebel 2 x Resource Track force points.
Lab (Living) Planet*	Rebel level 1 Diplomacy causes rebellion.
Mutant World	Dissent; level 2 DE; +2 force points/environs for Imperial; creatures 2d6+1 generic.
Slave World*	Imperial 5 force points/Resource Phase; Rebel 3 x local build force points.
Trap!*	Captures detected characters when revealed.
Welcome Rebels	Unrest; any taxation Rebel loyalty shift; -1 Imperial C/D mission; No Imperial DE.

* Attribute is lost when the planet goes into rebellion; remove the counter.

DOMINO EFFECTS CHART

	Effects on Planets Within the Same Star System	Effects on Other Planets of the Same Race Anywhere
Planet Without Star-faring Race	DE level 1 -shift one planet (not at loyalty extreme, Rebel not capital). DE level 2 -shift two planets (not at loyalty extreme, Rebel not capital), or shift only one planet (can be at loyalty extreme or capital)	Not Applicable
Planet With Star-faring Race	DE level 1 -shift one planet (not at loyalty extreme, Rebel not capital). DE level 2 -shift two planets (not at loyalty extreme, Rebel not capital), or shift only one planet (can be at loyalty extreme or capital)	DE level 1 -shift one planet (not at loyalty extreme, not home, Rebel not capital). DE level 2 -shift two planets (not at loyalty extreme, not home, Rebel not capital), or shift only one planet (can be at loyalty extreme, home or capital)
Planet Home of a Star-faring Race	DE level 1 -shift one planet (not at loyalty extreme, Rebel not capital). DE level 2 -shift two planets (not at loyalty extreme, Rebel not capital), or shift only one planet (can be at loyalty extreme or capital)	DE level 1 -shift two planets (not at loyalty extreme, Rebel not capital). DE level 2 -shift all planets (not at loyalty extreme, Rebel not capital), or shift only two planets (can be at loyalty extreme or capital).

DE level 3-same as level 2, can put planets in unrest into rebellion.

FORCE POINT COST CHART	
Unit	Cost
Conscript/Militia 1-2	1
2 nd Line/Irregular 2-4	2
1 st line/Regular 3-6	3
Stormtrooper/Elite 4-8	5
Star Marine 5-10	6
Imperial Guard 6-12*	8
Corvette 1-2	1
Frigate 2-4	2
Light Cruiser 3-6	3
Heavy Cruiser 4-8	5
Rebel Battlestar 5-10	6
Imperial Battlestar 6-12	8
Dreadnought 8-16*	15
Peacemaker 1-12*	25
Suicide Squad	10
Place PDB up	1
Upgrade PDB one level	3

*May only be bought once

ENVIRONS COMBAT AF MODIFIERS

CAUSE	MOD
Rebel unit in its own environs type	+1
Non-elite Imperial in special environs	-1
Rebel unit in Special Rebellion Combat	+1
Irregulars that successfully ambushed (first round only)	+1
Imperial non-elite units ambushed by irregulars (first round only)	-1
Friendly leadership applied to attacking	+x
Enemy leadership applied to defending	-x
Imperial elite units using Sneak Attack	+1

COMBAT CATEGORIES

UNIT TYPE	DEFINING COLOR	COMBAT CATEGORY	DETAILS
Character	White	Character Combat	Section 5
Character Spaceship	Orange	Character Spaceship Combat	Section 6
Starship	Blue	Space Combat	Section 7
Ground Military	Green	Environs Combat	Section 8

PDB CHART

PDB Level	AF/EF	Track drm
0	1/2	0
1	4/4	-1
2	9/8	-2

HYPERJUMP TABLE

2d6	●	0	1	2	3	4	5*
2	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-
5	-	-	-	-	-	-	1
6	-	-	-	-	-	1	1
7	-	-	-	-	1	1	2
8	-	-	-	1	1	2	2
9	-	-	1	1	2	2	2
10	-	1	1	2	2	2	1d
11	-	1	2	2	2	1d	2d
12	1	1	2	2	1d	2d	2e

Results:

- ‘—’ no effect, unit arrives safely.
‘1’ hyperjump is slightly off course, and the unit ends in the Drift 1 area of the destination star.
‘2’ the jump is way off course, place the unit in the Drift 2 box of the star.
‘d’ the ship (one ship, for joint hyperjumps) is damaged, in addition to the drift result.
‘e’ disaster; eliminate the spaceship (half, fractions rounded up, of the ships in a joint hyperjump). Any survivors go to Drift 2.

TRACKING TABLE d10

Evasion	Tracked
0, 1	10
2	9
3	8
4	7
5	6
6	5
7	4
8	3
9	2
10, 11	1

Modifiers:

Subtract two from the die roll if the character spaceship was already detected before entering the tracking routine.

Starship tracking only:

If starships in blockade dispersal are tracking, add one to the die roll for every starship less than five in the starfleet. Subtract one from the die roll for every starship in excess of five.

If starships in battle formation are tracking, add four to the die roll regardless of number of ships present.

PDB tracking only:

Subtract the PDB level from the die roll.

FIGHTER SQUADRON TABLE

Starship	Squadron
Dreadnought	d6+2
Battlestar	d6+1
Heavy Cruiser	d6
Light Cruiser	d6-1
Frigate	d6-2

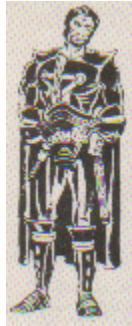
EMPEROR COREGUYA

Coreguya was chosen to be the next emperor by Maxtross II, who is believed in turn to have been influenced by Redjac, who wanted a weak Emperor on the throne. He couldn't have made a better choice. Despite the immense power wielded by one who sits on the throne at Orlog, Coreguya has remained content to indulge in the luxuries of the Imperial Palace while allowing all the decisions to fall on Redjac's shoulders.

EMPEROR COREGUYA*King of Orlog***Imperial Rhone****Home Planet: Orlog 162****AF: 2****EF: 6****Intelligence: 2****Leadership: 2/1****Diplomacy: 2****Navigation: 1****Special Talents:**

Imperial Liege: Gets three bonus dice rolls for the Summon Sovereign mission if he is the mission leader.

Palace Intriguer: Gets two bonus dice rolls for the Coup mission, if he is the mission leader.

ELS TAROFF

Whenever Redjac has a secret meeting or is going over his plots and intrigues, it is rare for Els Taroff no to be at his side. When he first became a Knight, he was noted for his independence and courage. But as time passed he gradually became little more than an extension of Redjac, not daring to breathe unless Redjac orders it.

ELS TAROFF*Knight of the Empire***Imperial Rhone****Home Planet: Liomax 161****AF: 4****EF: 10****Intelligence: 3****Leadership: 1/1****Diplomacy: 0****Navigation: 5****Special Talents:**

Special Knightly Training: Gets two bonus dice rolls for the Sabotage mission, if he is the mission leader.

Knight's Right: May obtain a character spaceship.

THYSA KIMBO

Illegitimate daughter of Coreguya, the princess has spent most of her adult life waiting for Coreguya to die so that she may ascend to the throne, oblivious to the fact that Redjac may have other plans for the throne that do not involve succession. She grew up pampered in the Imperial court, and became the bitter enemy of Zina Adora when she learned that Rayner Derban was more attracted to Zina than to herself.

THYSA KIMBO*Princess of Orlog***Imperial Rhone****Home Planet: Orlog 162****AF: 1****EF: 4****Intelligence: 3****Leadership: 1/1****Diplomacy: 1****Navigation: 0****Special Talents:**

Seductress: Gets two bonus dice rolls for the Summon Sovereign and Gather Information missions, even if she is not the mission leader.

Palace Intriguer: Gets two bonus dice rolls for the Coup mission, if she is the mission leader.

VANS KA-TIE-A

The oldest member of the Imperial Knights, Vans still remembers the days when the Knights were respected by all, a force that not only kept the Emperor safe but maintained peace throughout the galaxy. But those days are gone, and with them the respect that Vans Ka-Tie-A had from other Imperial Knights, most of whom regard him as a senile old fool.

VANS KA-TIE-A*Knight of the Empire***Imperial Rhone****Home Planet: Lonica 421****AF: 4****EF: 10****Intelligence: 2****Leadership: 1/1****Diplomacy: 1****Navigation: 4****Special Talents:**

Special Knightly Training: Gets two bonus dice rolls for the Gather Information mission, if he is the mission leader.

Knight's Right: May obtain a character spaceship.

BARCA

Like all Kayns, Barca has a fierce loyalty for his friends and little mercy toward his enemies. For almost 40 years, Barca has held the two hats of Grand Marshal of the Imperial Army and Grand Admiral of the Imperial Will. His remarkable military prowess is at the disposal of whoever sits on the Imperial throne.

BARCA

Imperial Kayn
Home Planet: Kalgar 121

AF: 5

EF: 8

Intelligence: 4

Leadership: 4/3

Diplomacy: 1

Navigation: 4

Special Talents:

Demolition Expert: Gets two bonus dice rolls for the Sabotage mission, if he is the mission leader.

Blunt: The mission group he is with gets two less bonus dice rolls in Diplomacy missions.

TELMEN

The second Imperial Sub-Commander, Telmen is little more than a hometown boy who made it good. Coming from the backwaters of Tsipa, he became popular and distinguished in several battles with space pirates. He has risen through the ranks meteorically, although not in a completely honorable way. It is not above him to use intrigue to further his aims, as when he denounced Ly Mantok to get his post. He is capable but relatively inexperienced and rarely makes any decision without Saytar looking over his shoulder.

TELMEN

Imperial Rhone
Home Planet: Tsipa 323

AF: 4

EF: 8

Intelligence: 3

Leadership: 3/2

Diplomacy: 0

Navigation: 4

Special Talents:

Special Intelligence Training: Gets two bonus dice rolls for the Gather Information mission, if he is the mission leader.

Interrogation Technique: Gets one bonus dice roll for the Question Prisoner mission.

GELBA

One of the Viceroy-Governors of the Empire, as ruler of a provincial capital he also holds the administrative rank of Provincial Governor. But while the Viceroys were once most influential on the Imperial ear, since the machinations of Redjac the job has degenerated into speech-making and paper-filing. Gelba has become quite bitter, since he spent 30 years of his life trying to claw his way to the top, only to find he had clawed his way to the bottom.

GELBA

Viceroy-Governor of Trov

Imperial Rhone

Home Planets: Trov 542, Adrax 523

AF: 3

EF: 6

Intelligence: 2

Leadership: 3/1

Diplomacy: 2

Navigation: 1

Special Talents:

Politician: Gets one bonus dice roll for the Coup mission, if he is the mission leader.

Influential: Gets one bonus dice roll for the Summon Sovereign mission.

JON KIDU

The influential and ruthless Kidu holds several key posts in the Imperial system. Viceroy-Governor of Chim (which makes him Provincial Governor of the Third Province), head of the Imperial Intelligence Service, and Inspector-General of the Imperial Army. Notorious for his cruelty, coolly efficient in his work, he follows superior orders to the letter and lets no one stand in his way. As a result, Jon Kidu has become a name synonymous with fear everywhere.

JON KIDU

Viceroy-Governor of Chim

Imperial Saurian

Home Planets: Chim 311, Squamot 331

AF: 3

EF: 8

Intelligence: 3

Leadership: 3/1

Diplomacy: 1

Navigation: 1

Special Talents:

Head of Intelligence: Gets two bonus dice rolls for the Coup mission, if he is the mission leader.

Cruel Efficiency: Gets two bonus dice rolls for the Question Prisoner mission, if torture is applied.

JIN VOLES



The most well-known of the Imperial Knights, Voles is perhaps the only Knight that matches the ideal of what an Imperial Knight should be—a dashing, heroic figure dedicated to the welfare of the Empire. However, he will not stray one millimeter from his prerogative as an Imperial Knight, and therefore does not seem aware of the corruption that surrounds him.

JIN VOLES

Knight of the Empire
Imperial Segunden
Home Planet: Tyglif 131

AF: 5
EF: 10
Intelligence: 2
Leadership: 1/1
Diplomacy: 0
Navigation: 5

Special Talents:

Special Knightly Training: Gets two bonus dice rolls for the Assassination mission, if he is the mission leader.

Knight's Right: May obtain a character spaceship.

REDJAC



By making charges that the former Most Senior of the Knights was guilty of treason, Redjac assumed that post. From the time of his youth in Magro, and his ascent through the Imperial ranks on Diomas, Redjac's life has been one of ambition, plotting and taking. It is believed by many that Redjac's next conquest will be the throne itself.

REDJAC

Knight of the Empire
Imperial Rhone
Home Planets: Magro 112, Diomas 152, Orlog 162

AF: 6
EF: 12
Intelligence: 3
Leadership: 2/1
Diplomacy: 1
Navigation: 5

Special Talents:

Special Knightly Training: Gets two bonus dice rolls for the Sabotage and Assassination missions, if he is the mission leader.

Knight's Right: May obtain a character spaceship.

SENATOR DERMOND

The Imperial Senate would be little more than a joke were it not for Dermond, the only Imperial politician to have any influence on the Emperor.

Dermond is the only person in the Empire's government who listens to the voices of the peoples of the galaxy, and is very popular in consequence. Although he does not care for the current Imperial policies, he is in favor of evolution, not revolution, and is as anti-Rebel as any hardened Imperial commander.

SENATOR DERMOND

Senator of Diomas

Imperial Rhone

Home Planet: Diomas 152

AF: 2

EF: 4

Intelligence: 4

Leadership: 0/0

Diplomacy: 4

Navigation: 0

Special Talents:

Politician: Gets three bonus dice rolls for the Coup mission, if he is the mission leader.

Influential: Gets two bonus dice rolls for the Summon Sovereign mission.

SAYTAR

As first Sub-Commander of the Imperial armed forces, Saytar holds a rank just under Barca's. Dedicated to the causes of battle and Imperium (in that order) with a fervor beyond that which is normal for a man in his position, many believe that Saytar will soon receive total control of the military. Others say that his blind ambition will be his downfall.

SAYTAR

Imperial Charkhan

Home Planet: Charkhan 223

AF: 4

EF: 8

Intelligence: 2

Leadership: 2/2


Diplomacy: 1


Navigation: 3

Special Talents:

























































































































































































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Interrogation Technique: Gets one bonus dice roll for the Question Prisoner mission.

<div>IMPERIAL SOLDIER</div> <div></div> <div>Any player that has lost one or more player characters may “flesh out” his groups by recruiting armed escorts. Soldiers are NPC’s. They occupy seats in spaceships and fight in character combat. They are not counted as “other characters” in missions that give bonus dice rolls for extra characters going along in the mission. If wounded, they remain with the group and may be healed—they do not break off like system-opponent soldiers.</div>	<div>IMPERIAL SOLDIER</div> <div>AF: Variable EF: Variable Intelligence: 1 Leadership: 0/0 Diplomacy: 0 Navigation: 0</div>
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Countersheet no. 1 Imperial

Battlestar	Battlestar	Battlestar	Battlestar	Battlestar	Hvy Crui ser	Hvy Crui ser	Hvy Crui ser	Hvy Crui ser	Hvy Crui ser	Hvy Crui ser	Hvy Crui ser	Hvy Crui ser	Hvy Crui ser
													
6/12	6/12	6/12	6/12	6/12	4/8	4/8	4/8	4/8	4/8	4/8	4/8	4/8	4/8
Hvy Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Frigate
													
4/8	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	2/4
Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate
													
2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4
Frigate	Frigate	Frigate	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette
													
2/4	2/4	2/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette
													
1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport
													
0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4
Hvy Crui ser	Hvy Crui ser	Hvy Crui ser	Hvy Crui ser	Hvy Crui ser	Hvy Crui ser	Hvy Crui ser	Hvy Crui ser	Hvy Crui ser	Hvy Crui ser	Battlestar	Battlestar	Battlestar	Battlestar
													
2/8	2/8	2/8	2/8	2/8	2/8	2/8	2/8	2/8	2/8	3/12	3/12	3/12	3/12
Frigate	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Light Crui ser	Hvy Crui ser
													
1/4	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/8
Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate
													
1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4
Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Frigate	Frigate	Frigate
													
1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/4	1/4	1/4
Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette
													
1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport
													
0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4
Resolution	Janis	Peacemaker	Peacemaker	Janis	Resolution	Fighter	Fighter	Fighter	Fighter	Fighter	Fighter	Fighter	Fighter
													
8/16	8/16	1/12	Explodes	4/16	4/16	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1
0(0)	2(2)	1(1)	2(2)	3(1)	3(2)	4(3)	3(1)	2(1)	1(1)	1(1)	1(1)	Corvette	
Sen. Dermond	Saytar	Jin Voles	Redjac	Jon Kidu	Telmen	Barca	Gelba	Coreguya	Els Taroff	Thysa Kimbo	Vans KaTieA		
2/4	4/8	5/10	6/12	3/8	4/8	5/8	3/6	2/6	4/10	1/4	4/10	4/8	
Vans KaTieA	Thysa Kimbo	Els Taroff	Coreguya	Gelba	Barca	Telmen	Jon Kidu	Redjac	Jin Voles	Saytar	Sen. Dermond		
2/10	1/4	2/10	1/6	2/6	3/8	2/8	2/8	3/12	3/10	2/8	1/4	2/8	
Starfleet 1 Imperial	Starfleet 2 Imperial	Starfleet 3 Imperial	Starfleet 4 Imperial	Starfleet 5 Imperial	Starfleet 6 Imperial	Starfleet 7 Imperial	Starfleet 8 Imperial	Starfleet 9 Imperial	Starfleet 10 Imperial	Starfleet 11 Imperial	Starfleet 12 Imperial	Starfleet 13 Imperial	Starfleet 14 Imperial
Starfleet 15 Imperial	Starfleet 16 Imperial	Starfleet 17 Imperial	Starfleet 18 Imperial	Starfleet 19 Imperial	Starfleet 20 Imperial	Starfleet 21 Imperial	Starfleet 22 Imperial	Starfleet 23 Imperial	Starfleet 24 Imperial	Starfleet 25 Imperial			
Starfleet 14 Imperial	Starfleet 13 Imperial	Starfleet 12 Imperial	Starfleet 11 Imperial	Starfleet 10 Imperial	Starfleet 9 Imperial	Starfleet 8 Imperial	Starfleet 7 Imperial	Starfleet 6 Imperial	Starfleet 5 Imperial	Starfleet 4 Imperial	Starfleet 3 Imperial	Starfleet 2 Imperial	Starfleet 1 Imperial

[illegible]

IMPERIAL STARFLEET DISPLAY

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	Rebel Camp
PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	PDB Up	Rebel Cell
PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	Rebel Camp
PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	PDB Down	Rebel Cell
Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control
Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control	Rebel Control
Rebel Camp	Rebel Camp	Rebel Camp	Rebel Camp	Rebel Camp	Rebel Camp	Rebel Camp	Sovereign Killed	Sovereign Killed	Sovereign Killed	Coup Rebel	Coup Rebel	Coup Rebel	Coup Rebel	Coup Rebel
Rebel Cell	Rebel Cell	Rebel Cell	Rebel Cell	Rebel Cell	Rebel Cell	Rebel Cell	Sovereign Killed	Sovereign Killed	Sovereign Killed	Coup Imperial	Coup Imperial	Coup Imperial	Coup Imperial	Coup Imperial
Coup Rebel	Coup Rebel	Coup Rebel	Coup Rebel	Coup Rebel	DET	DET	DET	DET	DET	DET	DET	DET	DET	DET
Coup Imperial	Coup Imperial	Coup Imperial	Coup Imperial	Coup Imperial	DET	DET	DET	DET	DET	DET	DET	DET	DET	DET
DET	DET	DET	DET	DET	DET	DET	DET	DET	DET	STUN 3	STUN 3	STUN 3	STUN 4	STUN 4
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
1	1	1	1	1	1	3	3	3	3	3	3	3	3	3
2	2	2	2	2	2	4	4	4	4	4	4	4	4	4
3	3	3	5	5	5	5	5	5	7	7	9	9	11	13
4	4	4	6	6	6	6	6	6	8	8	10	10	12	14
STUN 1	STUN 1	STUN 1	STUN 1	STUN 2	STUN 2	STUN 2	STUN 2	STUN 5	STUN 5	STUN 6	STUN 6	STUN 7	STUN 8	STUN 9

Rebellion Stopped	Rebellion Stopped	5	5	3	3	3	3	3
Rebellion Stopped	Step	6	6	4	4	4	4	4

Countersheet no 3 Neutral counters

Irate	Irate	Irate	Irate	Irate	Irate	Ym-Barror	Zernipak	Irate	Irate	Irate	Irate	Irate	Irate
Local	Local	Local	Local	Local	Local	Creature	Creature	Local	Local	Local	Local	Local	Local
1/4	1/4	1/4	1/4	1/4	1/4	8/8	5/8	Break off	Break off	Break off	Break off	Break off	Break off
Irate	Irate	Irate	Irate	Irate	Irate	Zernipak	Ym-Barror	Irate	Irate	Irate	Irate	Irate	Irate
Local	Local	Local	Local	Local	Local	Creature	Creature	Local	Local	Local	Local	Local	Local
2/1	2/1	2/1	2/1	2/1	2/1	3/8	Break off	Break off	Break off	Break off	Break off	Break off	Break off
Irate	Irate	Irate	Irate	Irate	Irate	Generic	Generic	Generic	Generic	Generic	Generic	Generic	Generic
Local	Local	Local	Local	Local	Local	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature
1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1
Irate	Irate	Irate	Irate	Irate	Irate	Generic	Generic	Generic	Generic	Generic	Generic	Generic	Generic
Local	Local	Local	Local	Local	Local	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature
2/4	2/4	2/4	2/4	2/4	2/4	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1
						Druser	Gach	Gamel	Gilekite	Glane	Gragg	Batranoban	Chardireed
						Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature
						5i/10	7*/12	3/4	3/6	6/12	3/4	4/6	4/8
						Chardireed	Batranoban	Gragg	Glane	Gilekite	Gamel	Gach	Druser
						Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature
						Break off	Break off	Break off	3/12	Break off	Break off	Break off	Break off
Magron	Mish	Morna	Namdasn	Onflam	Propang	Gyrogos	Kinsog	Laboroid	Lomrel	Leonus	Derigion	Dindin	Frost Mist
Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature
/8	6/6	6/8	4/8	6/4	5/6	6/	3/4	3/6	5/6	5/8	4/12	7/10	*/10
Frost Mist	Dindin	Derigion	Leonus	Lomrel	Laboroid	Kinsog	Gyrogos	Propang	Onflam	Namdasn	Morna	Mish	Magron
Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature
Break off	(4/10)*	Break off	Break off	Break off	2/6	Break off	6/*	3/6	Break off	2/8	Break off	3/6	*/8
Prox	Queemer	Rotron	Sentry Robot	Sentry Robot	Spithid	Stromuse	Telebot	Thinagig	Thunk	Verfusier		Vrialta	Wyths
Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature		Creature	Creature
6/8	3/6	*/6	4/4	4/4	6/1	2/4	3i/6	8/16	5/8	4/8		10/20	9/8
Wyths	Vrialta		Verfusier	Thunk	Thinagig	Telebot	Stromuse	Spithid	Sentry Robot	Sentry Robot	Rotron	Queemer	Prox
Creature	Creature		Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature	Creature
Break off	5/20		Break off	6/8	Break off	3i/6	Break off	Break off	2/4	2/4	*/6	5/6	Break off

Portable Antimatter Bomb

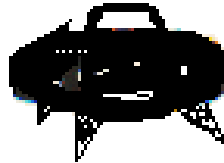
Object



Attributes: Adds three bonus dice rolls to owner if he/she is the mission leader on a Sabotage mission.
Discard after one use.

Portable Antimatter Bomb

Object



Helian Drug

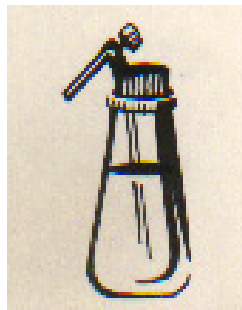
Object



Attributes: Adds one to all of a character's attributes except endurance. It would also add one to the bonus dice rolls the character might receive for certain missions depending on his/her special talent. The effects of the Helian Drug last from the segment in which it is ingested to the beginning of the same segment of the next friendly player turn. Immediately after drinking the drug, the character receives two hits.
Discard after one use.

Helian Drug

Object



Cache of Rare Gems

Object



Attributes: May purchase any one spaceship (choose from those out of play, except the S XIII) in an environs at the beginning of any friendly Character Movement segment.

May negate a successful enemy Gather Information mission in the same environs.

Owner may use it to make his mission group (even if he is not the leader) receive two bonus dice rolls in any mission except Spaceship Quest and Start Rebellion.

Every time it is used, roll a d6. On a 6, the possession is discarded (you have run out of gems).

Cache of Rare Gems

Object



Scrambler

Object



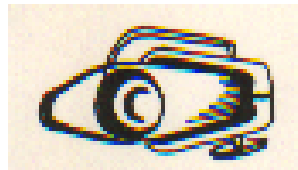
Attributes: Adds four to hiding value of characters undergoing search.

Places enemy PDB on same planet down when used during a tracking routine (effectively negating its tracking) and causes a +4 drm to tracking die rolls from enemy starships.

After each use, roll a d6. A result of 3-6 causes the scrambler to become inoperative.

Scrambler

Object



Scanner

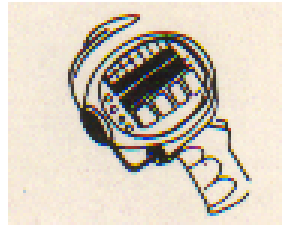
Object



Attributes: Causes a +2 drm to tracking die rolls against the spaceship in which it is. Adds two to the hiding value of characters undergoing enemy search.

Scanner

Object



Medikit of Ptolus

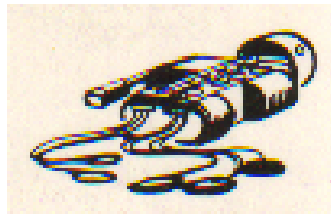
Object



Attributes: When used during an interphase, it may heal the wounds of all characters stacked with it. After each use (e.g., after each character healed), roll a d6; a result of 6 makes it inoperative. It cannot be repaired in the same interphase in which it was used.

Medikit of Ptolus

Object



Personal Body Shield

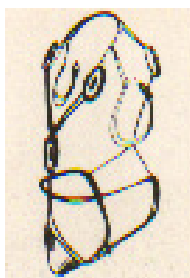
Object



Attributes: Hits against the character wearing the shield are reduced in effect. A direct hit becomes a near miss; a near miss becomes a plain miss (i.e., no effect).

Personal Body Shield

Object



Thermal Detonator

Object



Attributes: Makes a Character Combat break-off attempt automatically successful. May not be used if breaking off is not otherwise allowed. Discard after one use.

Thermal Detonator

Object



Advisor Android

Companion



Attributes: Adds one to its owner's Diplomacy and Intelligence ratings. This is a constant effect as long as the Advisor is operative. The Intelligence increase is not cumulative with that of the Cervac Mk V, but the Diplomacy increase can be accumulated with that of the Charsot. If located in a spaceship in orbit above a secret planet during an interphase, reveals the secret.

AF 0, EF 4

Advisor Android

Companion



Charsot

Companion



Attributes: Adds one to its owner's Diplomacy rating. This is a constant effect as long as the Charsot is not wounded. No creature may enjoy surprise when attacking the mission group that the Charsot is with. Ignore all attacks from creatures that attack with Intelligence.

AF 0, EF 2

Charsot

Companion



Cervac Mk V

Companion



Attributes: Adds one to owner's intelligence rating. This is a constant effect as long as the Cervac is operative.

If located in a spaceship in orbit above a secret planet during an interphase, reveals the secret.

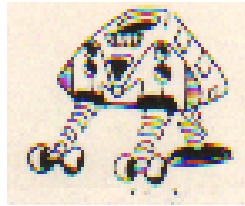
May also try to break into an Imperial Computer Network. When used in this function, the owner's mission group (even if he is not the mission leader) gets two bonus dice rolls for mission A; three for missions F, H or S, and four for mission I.

After entering an Imperial network, roll a d6; on a 5 or 6 the Cervac becomes inoperative due to a self-defense virus of the network.

AF 0, EF 4

Cervac Mk V

Companion



Norrocks

Companion



Attributes: It can fight. Also, allows mission group it is accompanying to ignore the first "creature attacks" event that occurs as a random event during a mission.

AF 4, EF 4

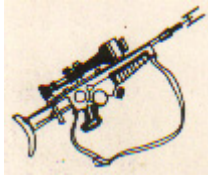
Norrocks

Companion



High Energy Sniper's Rifle

Weapon



Attributes: Adds one to its owner's AF.
If the owner is going as mission leader in an Assassination mission, he/she receives a bonus dice roll.

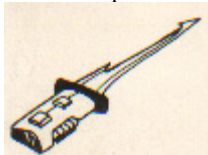
High Energy Sniper's Rifle

Weapon



Assassin's Blade

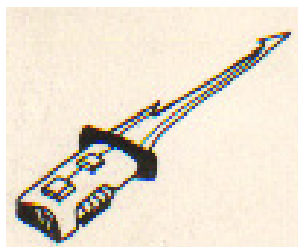
Weapon



Attributes: Adds three to its owner's AF, but only for one round of combat.
If used by the mission leader of an Assassination mission, it gives two bonus dice rolls.
After one use it is discarded.

Assassin's Blade

Weapon



Hunter-Seeker

Weapon



Attributes: Adds two to its owner's AF, but only for one round of combat. Adds three bonus dice rolls to owner if he/she is the mission leader on an Assassination mission. Discard after one use.

Hunter-Seeker

Weapon



Energy Sword

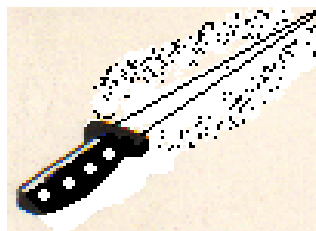
Weapon



Attributes: Adds two AF to Rayner Derban. Also, while he is using it anyone attacking him has -1 AF. Useless in any other hands.

Energy Sword

Weapon



Explorer Spaceship



AF: 2

EF: 10

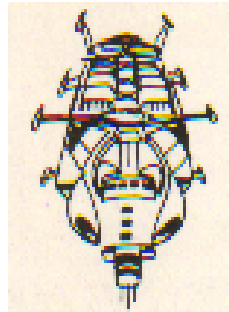
Maneuver: 4

Passengers: 8

Owned by Ly Mantok.

The Explorer is designed, naturally enough, for the exploration of stellar systems outside the boundaries of the Empire. As befits what may turn out to be an ambassadorial ship, it is only moderately armed.

Explorer Spaceship



Galactic Freighter Spaceship



AF: 0

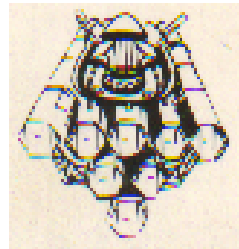
EF: 4

Maneuver: 0

Passengers: 16

Ideal for carrying large cargoes on well-traveled trade routes, the Galactic Freighter is a poor ship to use for espionage. It is very difficult to maneuver and has only very light screens. However, given its natural role it is possible for it to pass as a harmless civilian ship (see 6.3.d).

Galactic Freighter Spaceship



Interstellar Sloop

Spaceship



AF: 2

EF: 6

Maneuver: 2

Passengers: 4

This ship is the standard Volkswagen of the Empire, designed for easy, idle jaunts through space. Its laser cannon are moderately effective, and its maneuverability is but fair.

Interstellar Sloop

Spaceship



Stellar Courier

Spaceship



AF: 2

EF: 12

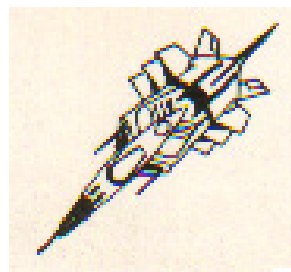
Maneuver: 4

Passengers: 4

This ship is designed to take urgent messages and small packages from one planet to another, through cosmic storms and gloomy nebula. It is highly maneuverable, with good laser cannon and very good shields.

Stellar Courier

Spaceship



Planetary Privateer

Spaceship



AF: 3

EF: 8

Maneuver: 3

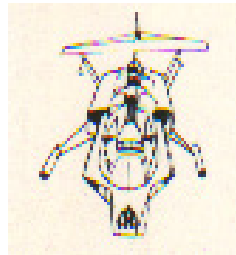
Passengers: 6

Owned by Boccanegra.

The Planetary Privateer is the ship most commonly used by space pirates. Too many people have stared down the muzzles of its laser cannon and cursed its high maneuverability.

Planetary Privateer

Spaceship



Solar Merchant

Spaceship



AF: 0

EF: 4

Maneuver: 1

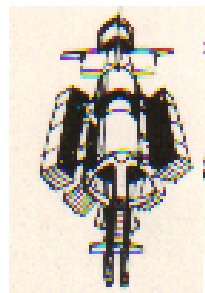
Passengers: 14

Owned by Tourag.

On less-well traveled space routes, the Solar Merchant is reckoned better than the Galactic Freighter. It trades off a smaller cargo space for more maneuverability and screens. Given its natural role it is possible for it to pass as a harmless civilian ship (see 6.3.d).

Solar Merchant

Spaceship



Star Cruiser

Spaceship



AF: 1

EF: 8

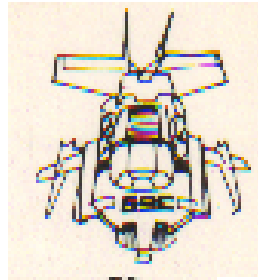
Maneuver: 2

Passengers: 10

For most simple planet-to-planet hops, the average businessman of the Empire uses the Star Cruiser. It has enough shielding and maneuverability to protect it from space pirates.

Star Cruiser

Spaceship



S XIII

Spaceship



AF: 0

EF: 16

Maneuver: 6

Passengers: 5

The S XIII can be obtained as any other possession the first time. However, if it is lost it may only be recovered in the planet Rhexia 441 (by the Scavenge for Possessions mission or a lucky event). The S-XIII spaceship does not have its maneuver rating reduced when it is undergoing tracking or character spaceship combat with an inferior pilot; it always uses its full maneuver value. Furthermore, the S XIII increases its pilot's navigation rating in one.

S XIII

Spaceship



Imperial Spaceship



AF: 1

EF: 4

Maneuver: 2

Passengers: 4

This is the standard "jeep" assigned by the Imperial armed forces to high officers and Imperial knights for their personal use. It is not expected to meet any trouble, therefore it is poorly armed.

Imperial Spaceship



Imperial Spaceship



AF: 1

EF: 4

Maneuver: 2

Passengers: 4

This is the standard "jeep" assigned by the Imperial armed forces to high officers and Imperial knights for their personal use. It is not expected to meet any trouble, therefore it is poorly armed.

Imperial Spaceship



Imperial Spaceship



AF: 1

EF: 4

Maneuver: 2

Passengers: 4

This is the standard "jeep" assigned by the Imperial armed forces to high officers and Imperial knights for their personal use. It is not expected to meet any trouble, therefore it is poorly armed.

Imperial Spaceship



Imperial Spaceship



AF: 1

EF: 4

Maneuver: 2

Passengers: 4

This is the standard "jeep" assigned by the Imperial armed forces to high officers and Imperial knights for their personal use. It is not expected to meet any trouble, therefore it is poorly armed.

Imperial Spaceship



Redjac's Spaceship



AF: 2

EF: 12

Maneuver: 4

Passengers: 4

Owned by Redjac

This is essentially a modified Stellar Courier, but only Redjac has enough power and prestige to flaunt a non-regulation vehicle while on duty.

Redjac's Spaceship



MULLIGAN

Re-roll any die or dice roll



Discard after one use

MULLIGAN

MULLIGAN

Re-roll any die or dice roll



Discard after one use

MULLIGAN

MULLIGAN

Re-roll any die or dice roll



Discard after one use

MULLIGAN

MULLIGAN

Re-roll any die or dice roll



Discard after one use

MULLIGAN

MULLIGAN

Re-roll any die or dice roll



Discard after one use

MULLIGAN

BRIDNE MURCADA



For some, the art of unarmed combat is just a hobby, but for Bridne Murcada it was her whole life. For years she was a chief drill instructor, teaching unarmed combat and stealth to green Imperial soldiers, but she was dismissed when a jealous colleague revealed that she was not teaching strictly by the book, despite the effectiveness of her methods. She joined the Rebels and found that among them she could put her abilities to the best use.

BRIDNE MURCADA

Rebel Ursi

Home Planet: Lysenda 232

AF: 3

EF: 6

Intelligence: 4

Leadership: 0/0

Diplomacy: 0

Navigation: 3

Special Talents:

Ninja: Receives three bonus draws for the Assassination mission, if she is mission leader.

Stealthy: Adds two to the hiding value of the character group she is with.

ONESTE WOADA



"Do not take away the most precious gift one has from another... Killing is the resort of the foolish, or the cruel." Woda's words influenced many in the Empire, including some Imperial soldiers. As Woda realized the falseness behind the state religion, his sermons began to have a strong anti-Imperial sentiment. He was a troublemaker anyway, so he was repressed as a matter of course. He fled and joined the Rebel cause to help end the suffering of the people.

ONESTE WOADA

Rebel Henone

Home Planet: Horon 431

AF: 0

EF: 6

Intelligence: 3

Leadership: 0/0

Diplomacy: 3

Navigation: 1

Special Talents:

Preacher of Peace: The character group he is with may ignore all irate local events.

Preacher of Life: A character group he is with cannot be assigned an assassination mission.

YARRO LATAC



An article in an obscure scientific journal noted that "despite many technological advances today, the Empire has not come close to the level of knowledge of the ancients." This simple sentence cost Master Technician Latac to lose his job and be hounded by Imperial persecution. It did not take long for him to offer his services to the rebellion.

YARRO LATAC

Rebel Theshian
Home Planet: Rhexia 441

AF: 2

EF: 6

Intelligence: 3

Leadership: 1/0

Diplomacy: 0

Navigation: 4

Special Talents:

Master Technician: Automatically repairs all damaged or inoperative items stacked with him during an interphase.

Cybernetic Expert: His character group may ignore all "creature attacks" events involving robots.

TOURAG



The Traders had traditionally been a free people, and even the Empire did not tax them strongly. However, a suspicion that they were providing transportation for Rebel agents and supplies caused the Imperial Navy to begin clamping down on them and confiscating their ships. Tourag, who in fact had aided a few Rebels (but only for profit) became a man with a price on his head, so he had to embrace the cause like it or not. It turns out he came to like it, and became one of the best commanders.

TOURAG

Rebel Rhone
Home Planet: Diomas 152

AF: 3

EF: 6

Intelligence: 2

Leadership: 1/1

Diplomacy: 2

Navigation: 4

Special Talents:

Contacts: His mission group gets two bonus dice rolls for Subvert Troops missions, even if he is not the leader.

Merchant: Gets two bonus dice rolls for the Scavenge for Possessions mission, if he is the mission leader.

RAN JAYMA



It was quite a long time before Ran Jayma, the notorious space pirate, was allowed to take the Rebel Oath. But gradually the Rebel leaders came to realize that even a pirate could tell right from wrong and see that the Empire needed to be destroyed. In addition to his newly found idealism, Jayma was being practical; his business had become unprofitable under the Empire's "I want it all" policy.

RAN JAYMA

Rebel Piorad
Home Planet: Ownex 141

AF: 4
EF: 10
Intelligence: 2
Leadership: 1/0
Diplomacy: 0
Navigation: 5

Special Talents:

Killer: Receives three bonus dice rolls for the Assassination mission if he is mission leader.
Pirate: Receives three bonus draws for the Steal Enemy Resources mission if he is the leader.

DRAKIR GREBB



The Calmas are a passive race, but when one of them gets angry it can be years before he will cool down and forgive. When the Empire looked the other way while the Calmas were hunted for the supposedly aphrodisiac secretion of a musk gland, Drakir Grebb, Prince of Suti, went personally to Orlog to protest. He barely escaped with his life, and he vowed that the Empire would never oppress his people again.

DRAKIR GREBB

Prince of Suti
Rebel Calma
Home Planet: Suti 322

AF: 3
EF: 8
Intelligence: 3
Leadership: 1/0
Diplomacy: 1
Navigation: 2

Special Talents:

Imperturbable: Ignores the effects of stun hits. If stun lasers target him, the hits are still apportioned normally, but then all stun hits are discarded.

Cave Dweller: All of his attributes (except endurance) are increased in one while in subterranean environs.

PROFESSOR MAREG



There are few experts in the science of galactography, and Mareg is one of them. A man of many talents, he is also an expert botanist, zoologist, librarian, geologist, physicist and tailor.

There was little about the Empire that he ignored, and he came to despise it. The Rebels, anxious to make use of his knowledge, convinced him to join the cause, promising him the rectorship of any university he desired when they won.

PROFESSOR MAREG

Rebel Illias

Home Planet: Cercis 433

AF: 3

EF: 8

Intelligence: 4

Leadership: 0/0

Diplomacy: 0

Navigation: 2

Special Talents:

Naturalist: The character group he is with may ignore all "creature attacks" random events *except* those involving robots.

Galactographer: May reveal planet secret while in orbit during an Interphase.

LY MANTOK



An Imperial Sub-Commander is not supposed to have outside business concerns, but this is a rarely enforced policy. Mantok was a partner in the company producing the army's laser rifles. Rival Sub-Commander Telmen got wind of the deal and sabotaged 10,000 rifles, then came to Barca with the whole story. When Mantok was dismissed and subject to a court-martial, he defected to the Rebels out of spite, but soon became an ardent supporter of the cause.

LY MANTOK

Rebel Saurian

Home Planet: Jura 151

AF: 5

EF: 8

Intelligence: 4

Leadership: 3/2

Diplomacy: 1

Navigation: 5

Special Talents:

Prestige: Gets three bonus dice rolls for the Subvert Troops mission, if he is the mission leader.

Demolition Expert: Gets two bonus dice rolls for the Sabotage mission, if he is the mission leader.

SCOTT RUBEL



Action! Adventure! Danger! The imagination of the young Scott Rubel had traveled the length and breadth of the universe, blazing his way to glory. As soon as he came of age he joined the Rebel cause, becoming an excellent soldier in every respect and above all a superb pilot. He was soon picked out to go on special missions.

SCOTT RUBEL

Rebel Rhone
Home Planet: Adrax 523

AF: 3

EF: 8

Intelligence: 1

Leadership: 1/0

Diplomacy: 0

Navigation: 5

Special Talents:

Do or Die: May increase his AF to 6 during Character Combat, but then every enemy firing at him gets +1 AF.

Daredevil Pilot: Gets two bonus dice rolls for the Spaceship Quest mission.

KOGUS



Since the time of the Concordance a special body of troops, the Kayn Royal Guards, have faithfully protected the ruling family and palace of Adare. Although new members are occasionally admitted, most of the posts are handed down from father to son. When the Queen of Adare had to go to exile, the Guards were dissolved, but they vowed to reunite as soon as she returned. Kogus had guarded Zina Adora since she was a child, and he refused to leave her. Rayner Derban is one of the few who dare get past him to visit Zina.

KOGUS

Rebel Kayn
Home Planet: Niconi 551

AF: 5

EF: 10

Intelligence: 2

Leadership: 0/0

Diplomacy: 0

Navigation: 3

Special Talents:

Loyal: Increase all ratings (except endurance) by one while he is stacked with Zina Adora.

Alert: No creature may enjoy surprise against the group that he is with.

RAYNER DERBAN



Derban was Most Senior of the Knights under Maxtross II. As such, he saw firsthand the oppression of the people, and began to go out in a mask to undo some of the injustices. Redjac suspected that Derban was the Masked Knight, but Maxtross would hear none of it. When Coreguya inherited the throne, he named Redjac to lead the Order. Derban disappeared before action could be taken against him. Some claim to see the Masked Knight's stance in him, but he will say nothing of his past.

RAYNER DERBAN

Rebel Rhone

Home Planet: Orlog 162

AF: 5

EF: 10

Intelligence: 4

Leadership: 4/1

Diplomacy: 3

Navigation: 4

Special Talents:

Special Knightly Training: Gets two bonus dice rolls for the Sabotage mission, if he is the mission leader.

First Knight: If he has the Energy Sword possession, his AF is increased by two and opponents have their AF lowered by one. May recruit Vrialta.

VUDOT VODOT



The powerful oratory and the piercing, some say hypnotic, eyes of Vudot Vodot made him very influential on Akubera, which he represented as planetary senator, and throughout the Empire. But the Imperial views on many matters did not match Vodot's, and he was framed in a political scandal. Vodot did not particularly hate the Empire, but if they thought he was an enemy, well, they'd get one!

VUDOT VODOT

Rebel Suvan

Home Planet: Akubera 342

AF: 1

EF: 4

Intelligence: 4

Leadership: 2/0

Diplomacy: 4

Navigation: 0

Special Talents:

Politician: Gets three bonus dice rolls for the Coup mission, if he is the mission leader.

Influential: Gets two bonus dice rolls for the Summon Sovereign mission.

ODENE HOBAR



Odel Hobar, king of Heliix, could not believe what had happened to his son Odene. He sends him off to get a good look at the Empire, and he comes back talking this nonsense about rebellion! Furious, Odel excommunicated Odene, and the young prince fled Heliix to do what he felt as a duty—fighting against the evil Empire.

ODENE HOBAR

Prince of Heliix

Rebel Leonid

Home Planet: Heliix 412

AF: 3

EF: 8

Intelligence: 3

Leadership: 2/1

Diplomacy: 2

Navigation: 2

Special Talents:

Lion-like Stealth: The character group he is with may achieve surprise (5.3.d) against enemy soldier patrols on a d6 roll of 1-3.

Filial loyalty: A character group he is with cannot be assigned an assassination mission against Odel Hobar.

ZINA ADORA



Zina Adora was in the rebellion conspiracy from the very start. The Queen of Adare was substituted by a Viceroy-governor when she became suspect. Ignoring the Emperor's summons (which most certainly meant prison or death) she fled her home planet and openly joined the Rebel cause. Her intention was to regain her throne; but lately she has been considering abdication to be with Rayner Derban, because he doesn't like the idea of being a prince consort.

ZINA ADORA

Queen of Adare

Rebel Rhone

Home Planet: Adare 142

AF: 1

EF: 4

Intelligence: 3

Leadership: 2/0

Diplomacy: 2

Navigation: 1

Special Talents:

Lovely: Gives the mission group she is with two bonus dice rolls for the Gather Information mission, even if she is not the mission leader.

Noblesse Oblige: Gets two bonus dice rolls for the Summon Sovereign mission if she is the mission leader.

SIDIR GANANG



"Sidir Ganang and the Ganang Gang" was one of the most popular shows on Bajukai and it was presented on holovision on many planets throughout the Empire. Sidir Ganang posters, dolls, books, movies and such made him a millionaire. However, some minor Imperial functionary censured the show because he considered that it had pro-Rebel content, and his fortune was confiscated. Ganang had merely portrayed galactic warriors on holovision; now he actually became one, although he sometimes feels that too much is expected from him.

SIDIR GANANG

Rebel Segunden
Home Planet: Bajukai 122

AF: 3
EF: 6
Intelligence: 3
Leadership: 0/0
Diplomacy: 1
Navigation: 3

Special Talents:

Famous (That's Good): Gives the character mission group he is with a bonus dice roll for missions B, C, D, E, and I, even if he is not the mission leader. His group also gets a +1 drm for recruitment die rolls.

Famous (That's Bad): The character group he is with must subtract one from its hiding value.

ADAM STARLIGHT



Like most people, Adam never thought much about the Empire, he just lived his life the best he could. But he could not ignore the slaying of his parents when Imperial secret police agents looking for the Starlink family tortured the Starlights by mistake. His desire for vengeance burns strongly, even if he is otherwise an open and agreeable young man. Starlight has a great inner strength and courage that gives him faith in his ability to reach a goal despite any odds.

ADAM STARLIGHT

Rebel Rhone
Home Planet: Liomax 161

AF: 3
EF: 8
Intelligence: 2
Leadership: 1/1
Diplomacy: 0
Navigation: 4

Special Talents:

Inner Strength: Gets three bonus dice rolls for the Spaceship Quest mission.

Rage: His AF is increased in two if fighting Imperial player characters.

FRUN SENTEL



Frun Sentel is one of the original inner circle of the rebellion conspiracy, and also the first royal personage to formally come out in public an openly state his support for the Rebel cause. He had counted on the support of his people, but underestimated the power of the pro-Imperial press. He had to flee Xan to avoid being lynched. Now he is dedicated to gradually convincing the Xanthons, as well as other races, of the justice of the cause.

FRUN SENTEL

Prince of Xan
Rebel Xanthon
Home Planet: Xan 513

AF: 5
EF: 10
Intelligence: 1
Leadership: 1/0
Diplomacy: 1
Navigation: 3

Special Talents:

Heat Denizen: Increase all his ratings (except endurance) by one if he is in a fire environs.
Rebel Boss: Gets four bonus dice rolls for the Start Rebel Camp mission, if he is mission leader.

DOCTOR SONTAG



Dr. Sontag was head of the Imperial Social Security Hospital of the capital city on Orlog, a physician of immense prestige. He was invited to participate in the monstrous experiments that Imperial "doctors" were carrying out in the secret Laboratory Planet. Horrified, he pretended to be interested, but at the first opportunity he fled Orlog and joined the rebellion.

DOCTOR SONTAG

Rebel Rhone
Home Planet: Orlog 162

AF: 2
EF: 4
Intelligence: 4
Leadership: 1/0
Diplomacy: 3
Navigation: 0

Special Talents:

Physician: May heal all other characters stacked with him during an interphase.
Researcher: Gets two bonus dice rolls for the Gather Information mission if he is the mission leader.

BOCCANEGRA



The Piorad Space Vikings, as they used to call themselves, used to explore the areas of the galaxy outside the borders of the Empire, bringing back treasures from strange places. Unfortunately, the Vikings did not pay a high enough percentage of their riches to the Imperial coffers. They were branded as pirates and most of them were executed. Only Boccanegra could slip through the Imperial fingers.

BOCCANEGRA

Rebel Piorad
Home Planet: Ayod 451

AF: 5
EF: 10
Intelligence: 2
Leadership: 2/1
Diplomacy: 0
Navigation: 4

Special Talents:

Stealthy: Adds one to the hiding value of the character group he is with.

Plunderer: Receives three bonus draws for the Steal Enemy Resources mission if he is the leader.

AGAN RAFA



For centuries the Empire had hired the Pronoxian mercenaries to do the dirty work of establishing beachheads on unknown planets. However, the Imperial army decided that they were too great a security risk and gave them severance. Fighting was the only job Agan Rafa knew, and if the Empire did not want him, he would find someone who would.

AGAN RAFA

Rebel Rhone
Home Planet: Pronox 231

AF: 5
EF: 12
Intelligence: 1
Leadership: 2/0
Diplomacy: 0
Navigation: 3

Special Talents:

Connections: Gives the mission group he is with two bonus dice rolls for the Gather Information mission, even if he is not the mission leader.

Mercenary: Gets three bonus dice rolls for the Assassination mission if he is the mission leader.

REBEL SOLDIER



Any player that has lost one or more player characters may “flesh out” his groups by recruiting armed escorts. Soldiers are NPC’s. They occupy seats in spaceships and fight in character combat. They are not counted as “other characters” in missions that give bonus dice rolls for extra characters going along in the mission. If wounded, they remain with the group and may be healed—they do not break off like system-opponent soldiers.

REBEL SOLDIER

AF: Variable
EF: Variable
Intelligence: 1
Leadership: 0/0
Diplomacy: 0
Navigation: 0

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REBEL SOLDIER

AF: Variable
EF: Variable
Intelligence: 1
Leadership: 0/0
Diplomacy: 0
Navigation: 0

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REBEL SOLDIER

AF: Variable
EF: Variable
Intelligence: 1
Leadership: 0/0
Diplomacy: 0
Navigation: 0

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REBEL SOLDIER

AF: Variable
EF: Variable
Intelligence: 1
Leadership: 0/0
Diplomacy: 0
Navigation: 0

Countersheet no. 2 Rebel

Battlestar	Battlestar	Battlestar	Battlestar	Hvy Cruiser	Hvy Cruiser	Hvy Cruiser	Hvy Cruiser	Hvy Cruiser	Hvy Cruiser	Hvy Cruiser	Hvy Cruiser	Hvy Cruiser	
5/10	5/10	5/10	5/10	4/8	4/8	4/8	4/8	4/8	4/8	4/8	4/8	4/8	
Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser
3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6
Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate
2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4
Frigate	Frigate	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette
2/4	2/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	
1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	
	Hvy Cruiser	Hvy Cruiser	Hvy Cruiser	Hvy Cruiser	Hvy Cruiser	Hvy Cruiser	Hvy Cruiser	Hvy Cruiser	Hvy Cruiser	Battlestar	Battlestar	Battlestar	Battlestar
	3/8	3/8	3/8	3/8	3/8	3/8	3/8	3/8	3/8	3/10	3/10	3/10	3/10
Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser	Light Cruiser
2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6
Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate	Frigate
1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4
Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Frigate	Frigate
1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/4	1/4
	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette	Corvette
	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
Starfleet 1 Rebel	Starfleet 2 Rebel	Starfleet 3 Rebel	Starfleet 4 Rebel	Starfleet 5 Rebel	Starfleet 6 Rebel	Starfleet 7 Rebel	Starfleet 8 Rebel	Starfleet 9 Rebel	Starfleet 10 Rebel	Starfleet 11 Rebel	Starfleet 12 Rebel	Starfleet 13 Rebel	Starfleet 14 Rebel
Starfleet 15 Rebel	Starfleet 16 Rebel	Starfleet 17 Rebel	Starfleet 18 Rebel	Starfleet 19 Rebel	Starfleet 20 Rebel	Starfleet 21 Rebel	Starfleet 21 Rebel	Starfleet 20 Rebel	Starfleet 19 Rebel	Starfleet 18 Rebel	Starfleet 17 Rebel	Starfleet 16 Rebel	Starfleet 15 Rebel
Starfleet 14 Rebel	Starfleet 13 Rebel	Starfleet 12 Rebel	Starfleet 11 Rebel	Starfleet 10 Rebel	Starfleet 9 Rebel	Starfleet 8 Rebel	Starfleet 7 Rebel	Starfleet 6 Rebel	Starfleet 5 Rebel	Starfleet 4 Rebel	Starfleet 3 Rebel	Starfleet 2 Rebel	Starfleet 1 Rebel
Elite Division	Elite Division	Elite Division	Elite Division	Elite Division	Elite Division	Elite Division	Elite Division	Elite Division	Elite Division	Elite Division	Elite Division	Elite Division	Elite Division
4u/8	4u/8	4u/8	4u/8	4u/8	4u/8	4u/8	4u/8	4w/8	4w/8	4w/8	4w/8	4w/8	4w/8
Regular	Regular	Regular	Regular	Regular	Regular	Regular	Regular	Regular	Regular	Regular	Regular	Regular	Elite
Division	Division	Division	Division	Division	Division	Division	Division	Division	Division	Division	Division	Division	Division
3u/6	3u/6	3u/6	3u/6	3u/6	3u/6	3w/6	3w/6	3w/6	3w/6	3w/6	3w/6	4w/8	4w/8
Irregular Division	Irregular Division	Irregular Division	Irregular Division	Irregular Division	Irregular Division	Irregular Division	Irregular Division	Irregular Division	Irregular Division	Irregular Division	Irregular Division	Regular Division	Irregular Division
2u/4	2u/4	2u/4	2u/4	2u/4	2u/4	2w/4	2w/4	2w/4	2w/4	2w/4	2w/4	3f/6	2f/4
Militia Garrison	Militia Garrison	Militia Garrison	Militia Garrison	Militia Garrison	Militia Garrison	Militia Garrison	Militia Garrison	Militia Garrison	Militia Garrison	Militia Garrison	Militia Garrison	Irregular Division	Irregular Division
1u/2	1u/2	1u/2	1u/2	1u/2	1u/2	1w/2	1w/2	1w/2	1w/2	1w/2	1w/2	2f/4	2f/4
Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Militia Garrison	Militia Garrison
3i/6	3i/6	3i/6	3i/6	3i/6	3a/6	3a/6	3a/6	3a/6	3s/6	3s/6	3s/6	1f/2	1f/2

Irregular	Irregular	Irregular	Irregular	Irregular	Irregular	Irregular	Irregular	Irregular	Irregular	Irregular	Irregular	Militia	Militia
Division	Division	Division	Division	Division	Division	Division	Division	Division	Division	Division	Division	Garrison	Garrison
2l/4	2l/4	2l/4	2l/4	2l/4	2a/4	2a/4	2a/4	2a/4	2s/4	2s/4	2s/4	1s/2	1f/2
Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia
Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison
1l/2	1l/2	1l/2	1l/2	1l/2	1a/2	1a/2	1a/2	1a/2	1s/2	1s/2	1s/2	1s/2	1s/2
Rebel Division	Rebel Division	Rebel Division	Rebel Division	Rebel Division	Rebel Division	Rebel Division	Rebel Division	Rebel Division	Rebel Division	Rebel Division	Rebel Division	Rebel Division	Rebel Division
2w/8	2w/8	2w/8	2w/8	2w/8	2w/4	2u/8	2u/8	2u/8	2u/8	2u/8	2u/8	2u/8	2u/8
Rebel Division	Rebel Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division
2w/4	2w/8	2w/6	2w/6	2w/6	2w/6	2w/6	2w/6	2u/6	2u/6	2u/6	2u/6	2u/6	2u/6
Irregular	Regular	Irregular	Irregular	Irregular	Irregular	Irregular	Irregular	Irregular	Irregular	Irregular	Irregular	Irregular	Irregular
Division	Division	Division	Division	Division	Division	Division	Division	Division	Division	Division	Division	Division	Division
1f/4	2f/6	1w/4	1w/4	1w/4	1w/4	1w/4	1w/4	1u/4	1u/4	1u/4	1u/4	1u/4	1u/4
Irregular	Irregular	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia
Division	Division	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison
1f/4	1f/4	1w/2	1w/2	1w/2	1w/2	1w/2	1w/2	1u/2	1u/2	1u/2	1u/2	1u/2	1u/2
Militia	Militia	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division	Regular Division
1f/2	1f/2	2s/6	2s/6	2s/6	2a/6	2a/6	2a/6	2a/6	2l/6	2l/6	2l/6	2l/6	2l/6
Militia	Militia	Irregular Division	Irregular Division	Irregular Division	Irregular Division	Irregular Division	Irregular Division	Irregular Division	Irregular Division	Irregular Division	Irregular Division	Irregular Division	Irregular Division
1f/2	1s/2	1s/4	1s/4	1s/4	1a/4	1a/4	1a/4	1a/4	1l/4	1l/4	1l/4	1l/4	1l/4
Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia
Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison
1s/2	1s/2	1s/2	1s/2	1s/2	1a/2	1a/2	1a/2	1a/2	1l/2	1l/2	1l/2	1l/2	1l/2
Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport
0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4
Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport	Transport
0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4	0/4
1(1)	1(0)	1(0)	1(1)	0(0)	2(1)	2(0)	0(0)	1(0)	1(0)	1(0)	2(0)	0(0)	2(1)
Tourag	Dr. Sontag	Frun Sentel	Adam Starlight	Sidir Ganang	Odene Hobar	Zina Adora	Kogus	Scott Rubel	Drakir Grebb	Ran Jayma	Vudot Vodot	Prof. Mareg	Boccanegra
3/6	2/4	5/10	3/8	3/6	3/8	1/4	5*/10	3/8	3/8	4/10	1/4	3/8	5/10
Boccanegra	Prof. Mareg	Vudot Vodot	Ran Jayma	Drakir Grebb	Scott Rubel	Kogus	Zina Adora	Odene Hobar	Sidir Ganang	Adam Starlight	Frun Sentel	Dr. Sontag	Tourag
3/10	2/8	1/4	2/10	2/8	2/8	3*/10	1/4	2/8	2/6	2/8	3/10	1/4	2/6
0(0)	2(0)	1(0)	4(1)	3(2)	0(0)	Soldier	Soldier	Soldier	Soldier	Soldier	Soldier	Soldier	Soldier
Onest Woada	Agan Rafa	Yarro Latac	Ryner Derban	Ly Mantok	Brid Murcada	Elite	Elite	Elite	Elite	Elite	Elite	Elite	Elite
0/6	5/12	2/6	5/10	5/8	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6
						Soldier	Soldier	Soldier	Soldier	Soldier	Soldier	Soldier	Soldier
Brid Murcada	Ly Mantok	Ryner Derban	Yarro Latac	Agan Rafa	Onest Woada	Elite Break Off	Elite Break Off	Elite Break Off	Elite Break Off	Elite Break Off	Elite Break Off	Elite Break Off	Elite Break Off
2/6	3/8	3/10	1/6	3/12	0/6								
Companion	Companion	Companion	Companion	Corvette	Corvette	Soldier	Soldier	Soldier	Soldier	Soldier	Soldier	Soldier	Soldier
Norrocks	Advisor	Cervac Mk V	Charsot			Regular	Regular	Regular	Regular	Regular	Regular	Regular	Regular
4/4	0/4	0/4	0/2	4/8	2/8	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4
Companion	Companion	Companion	Companion	Fighter	Fighter	Soldier	Soldier	Soldier	Soldier	Soldier	Soldier	Soldier	Soldier
Charsot	Cervac Mk V	Advisor	Norrocks			Regular	Regular	Regular	Regular	Regular	Regular	Regular	Regular
Disabled	Not Functional	Not Functional	2/4	1/1	1/1	Break Off	Break Off	Break Off	Break Off	Break Off	Break Off	Break Off	Break Off
Fighter	Fighter	Fighter	Fighter	Fighter	Fighter	Soldier	Soldier	Soldier	Soldier	Soldier	Soldier	Soldier	Soldier
						Militia	Militia	Militia	Militia	Militia	Militia	Militia	Militia
1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1

Solar Merchant 	Galactic Enforcer 	Star Cruiser 	Stellar Cruiser 	Interstellar Cruiser 	Explorer 	Planetary Defender 	S XIII 	1(0) Inzenzia III H	2(2) Nam Nhuk H	2(0) Shirofune H	2(0) Yaldor H	SUICIDE SQUAD	SUICIDE SQUAD
0/4	0/4	1/8	2/12	2/6	2/10	3/8	0/16	3/6	4/8	5/10	4/8	2d6	2d6
S XIII 	Planetary Defender 	Explorer 	Interstellar Cruiser 	Stellar Cruiser 	Star Cruiser 	Galactic Enforcer 	Solar Merchant 	Yaldor H	Shirofune H	Nam Nhuk H	Inzenzia III H		
0/16	2/8	1/10	1/6	1/12	1/8	0/4	0/4	2/8	3/10	2/8	2/6		
1(0)	2(0)	2(0)	1(1)	2(0)	2(1)	1(0)	2(0)	2(0)	2(1)	1(0)	2(0)		
Meg Shields H	Treb Eyro H	Odel Hobar H	Ascaill H	Xela Grebb H	Balgar H	Tensok Phi H	Dar Selesh H	Xela Grebb H	Balgar H	Tensok Phi H	Dar Selesh H		
2/4	3/6	3/6	3/6	3/6	4/6	3/6	5/6	3/6	4/8	3/6	5/8		
Dar Selesh H	Tensok Phi H	Balgar H	Xela Grebb H	Ascaill H	Odel Hobar H	Treb Eyro H	Meg Shields H	Dar Selesh H	Tensok Phi H	Balgar H	Xela Grebb H		
3/6	2/6	2/6	2/6	2/6	2/6	2/6	1/4	3/8	2/6	2/8	2/6		

REBEL STARFLEET DISPLAY

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21				