

THE COMMANDER

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A Commander's eight career skills are **Coercion**, **Cool**, **Discipline**, **Knowledge (Warfare)**, **Leadership**, **Perception**, **Ranged (Light)**, and **Vigilance**. He automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

A COMMANDER'S ROLE

Individual warriors can act bravely and with resolute determination, accomplishing great things. They can also cause untold havoc without any real achievement, save property damage and loss of life, including their own. A motley mob of people capable of violence is only a threat until a more disciplined force arrives to put it down.

The role of a Commander is to organize, manage, and lead the fighters and other people who serve in a military force so they accomplish truly great things together. He must see the bigger picture, make the hard decisions, and motivate his people to charge into the jaws of death for a greater cause, all while never wasting personnel or resources. Without good Commanders, true victory is impossible for any military.

Whether on the bridge of a capital ship, flying in formation with a squad of starfighters, or standing on a hill shouting encouragement to his troops, the Commander is the true heart and soul of the Alliance military. In his hands lies the key to victory or defeat.



COMMANDER SPECIALIZATIONS

Commanders have three areas where they are needed in the Alliance, and the three specializations reflect those niches.

COMMODORE—CAPITAL COMMAND

Each and every capital ship the Alliance has is valuable, which means that each Commodore given one to command has earned tremendous respect and trust. Even those Commodores who are not actually captains of particular ships, instead operating in another key support role, have demonstrated great gifts for strategic thinking and resource management on a large scale.

Commodores add **Astrogation**, **Computers**, **Knowledge (Education)**, and **Knowledge (Outer Rim)** to their career skills. If this is the first specialization for a PC, two of these four skills gain a free rank when they are chosen. In addition to maintaining extraordinary calm in stressful situations and providing strong guidance to those around him, a Commodore is best served by understanding the incredibly technical aspects of navigating the stars and managing the crucial resources of his ship.

Commodores tend to spend very little time on any planet, having chosen a path placing them firmly in the stars with hard ship decks under their feet. They relish both the daily challenge of keeping a ship and its crew operating at peak capacity and facing the strategic challenges of capital ship engagements. The greatest Commodores find themselves managing not just a single ship, but a fleet of them, matching wits against their enemy counterparts in a huge game with very deadly consequences for each and every piece in play.

Effective Commodores are even more precious than Pilots for the Alliance Navy. Anyone showing a capacity for the role likely finds himself groomed heavily for eventual command. The Rebellion faces the might of the Imperial Navy with but a fraction of the tonnage in capital ships, so each one must be commanded by the absolute best.

SQUADRON LEADER—SHIP-TO-SHIP

Though perhaps the most important engagements involve capital ships, the daily struggle for survival and victory happens at a much smaller scale. Snubfighters, small gunships, combat airspeeders, and hovertanks go hammer-and-tongs against the massive Imperial war machine, and it's only the tactical genius and daring of those who lead these units keeping them alive. The best Squadron Leaders even manage to pull out more than their fair share of victories.

Squadron Leaders have access to **Gunnery**, **Mechanics**, **Piloting (Planetary)**, and **Piloting (Space)** as

their additional career skills. As the first specialization choices, two of these skills can begin with a free rank. Squadron Leaders tend to know their machines very well, and of course they need to be able to operate the same types of vehicles they are commanding.

Squadron Leaders rarely lead from the rear. More often than not, theirs are the first ships or vehicles to engage the enemy, and they're the last ones out of a combat zone (if they get out at all). Leading by example is a way of life for a Squadron Leader, and he won't ask anyone to do what he's not ready to do himself. He rides his team to keep their machines in top shape, and he trains them constantly. He wants both crew and machines back in the hangar when the mission is over, and he does whatever it takes to make it happen.

Alliance High Command knows every single battle is important, and most of them are won at the front line, by mechanized detachments and starfighter squadrons under the command of Squadron Leaders. The upper echelons are constantly on the lookout for anyone with the right qualities to inspire and lead pilots and vehicle crews into the worst kinds of hell and back again.

TACTICIAN—ON THE GROUND

All of the victories in space, in the air, and even on the ground mean nothing if the winning force cannot hold the territory taken. At the end of the day, a few troops with blasters and bombs can disable any installation, disrupt an entire defensive grid, and create the conditions of victory. They do so under the courageous and savvy leadership of a Tactician.

The additional career skills for a Tactician are **Brawl**, **Discipline**, **Leadership**, and **Ranged (Heavy)**. Two of these four skills begin with a free rank if this is the first specialization chosen for the PC. Tacticians often insist on being able to fight even without weapons if called upon to do so, and many prefer heavier weapons for combat. Additionally, they are the ones who must be true leaders, even in the face of the worst possible odds.

When all is going well, a Tactician tends to be the person the rest of a team grouses about over too much work, monotonous duties, and repeated training. However, when the blaster fire is flying and people are screaming and dying all around, the team looks to the Tactician to lead them, whether it's out of danger or into glory. A Tactician assesses the situation at all times, looking for the best way to accomplish the mission and keep his people alive. His team depends on him for these skills.

By Alliance philosophy, Tacticians are made, not born. Battlefield promotions happen constantly, for Alliance ground forces suffer the greatest losses constantly. Those who show any capacity for leadership are brought up in rank rapidly when the need calls. Others are cultivated more fully for the most important and dangerous missions. The Alliance is blessed

with a high proportion of talented individuals; what it needs are special individuals who can organize and lead them.

COMMANDER STORIES

Whether it's leading a small team of troopers into a forest full of enemy soldiers or advancing a fleet of considerable size and power into a desperate battle for the fate of an entire sector, Commanders find themselves in roles of great and grave responsibility. What drives someone to take up the challenge of such a demanding calling? How might a being discover his gifts for leadership and decide to use them for the Alliance?

- **Legacy:** There are families known for producing great leaders, especially those with a history of military service. Scientists would point to genetics, sociologists to upbringing and education. The combination of these elements likely has an influence, yet at the heart of any child lies the need for approval from a parent. Following in the footsteps of those who have gone before, a Commander takes up the blaster, straps it on, and steps forward

to lead forces as his predecessors did. Whether he does so for the same cause they did, or against all they ever fought for, is another matter.

- **Circumstance:** Battlefield commissions are a time-honored tradition by which many Commanders are made. By simple expedience of being the most competent person to survive an engagement with the enemy, a mere soldier, pilot, or technician may find himself suddenly in a Commander's role. Some fail to rise to the occasion, often resulting in failure and even catastrophe. Others, however, embrace the destiny they've been granted, becoming a true asset to the Rebellion.
- **Duty:** For some, the call of duty is impossible to ignore. They did not choose to be born with the gift of leadership, yet they recognize in themselves the ability to inspire others to acts of greatness in the face of terrible odds. Such Commanders take on leadership because they sincerely feel they do not have a choice. They might keenly feel every death of those who follow them, but they know they would feel every death caused by their inaction far more.

ARKHAN – A COMMANDER IN THE REBELLION

When Supreme Chancellor Palpatine became Emperor Palpatine at the close of the Clone Wars, it was already obvious to some that a new war was on the horizon. Arkhan Brem'tu, then a young lieutenant in the Bothawui Defense Corps, was one of these individuals. Initially supportive of the Chancellor, Arkhan enlisted in the BDC during the early days of the Clone Wars and was deployed in a number of peacekeeping and counter-intelligence operations on Bothawui. As he observed the increasingly draconian tactics used by the Republic forces throughout the conflict, he became increasingly concerned. When Order 66 was initiated and the Jedi Order was exterminated, including a handful of personal friends Arkhan had made over the course of the war, he saw a renewed war as inevitable.

Arkhan immediately began seeking out like-minded people on Bothawui and beyond. Over the next 20 years, he laid the groundwork for a dozen Rebellion cells and had a minor—but laudable—role in the creation of the Alliance to Restore the Republic.

Over the years, Arkhan has been living a dangerous life. Although broadly sympathetic to the Rebellion, the political establishment of Bothawui has been heavily invested in remaining neutral in the civil war; it would not have supported or defended Arkhan in the slightest if he had been exposed to the Empire. In fact, if they had felt that Arkhan were likely to be exposed, they might have eliminated him themselves to spare Bothawui the embarrassment. And the agents of the Empire, of course, were everywhere. To be able to evade his enemies and make contact with potential Rebellion recruits, Arkhan was forced to be slow to trust and hard to rattle.

In recent years, the Rebellion has finally come out of the shadows and Arkhan's lonely, secret war is over. No more secrets and lies and uncertainty. Now Arkhan is assigned to Alliance Special Operations, an organization he helped create, and is assuming field command of Special Operations groups to finally strike back against the so-called Empire.

Commander: Commodore Talent Tree

Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
Commodore Bonus Career Skills: Astrogation, Computers, Knowledge (Education), Knowledge (Outer Rim)

ACTIVE

PASSIVE

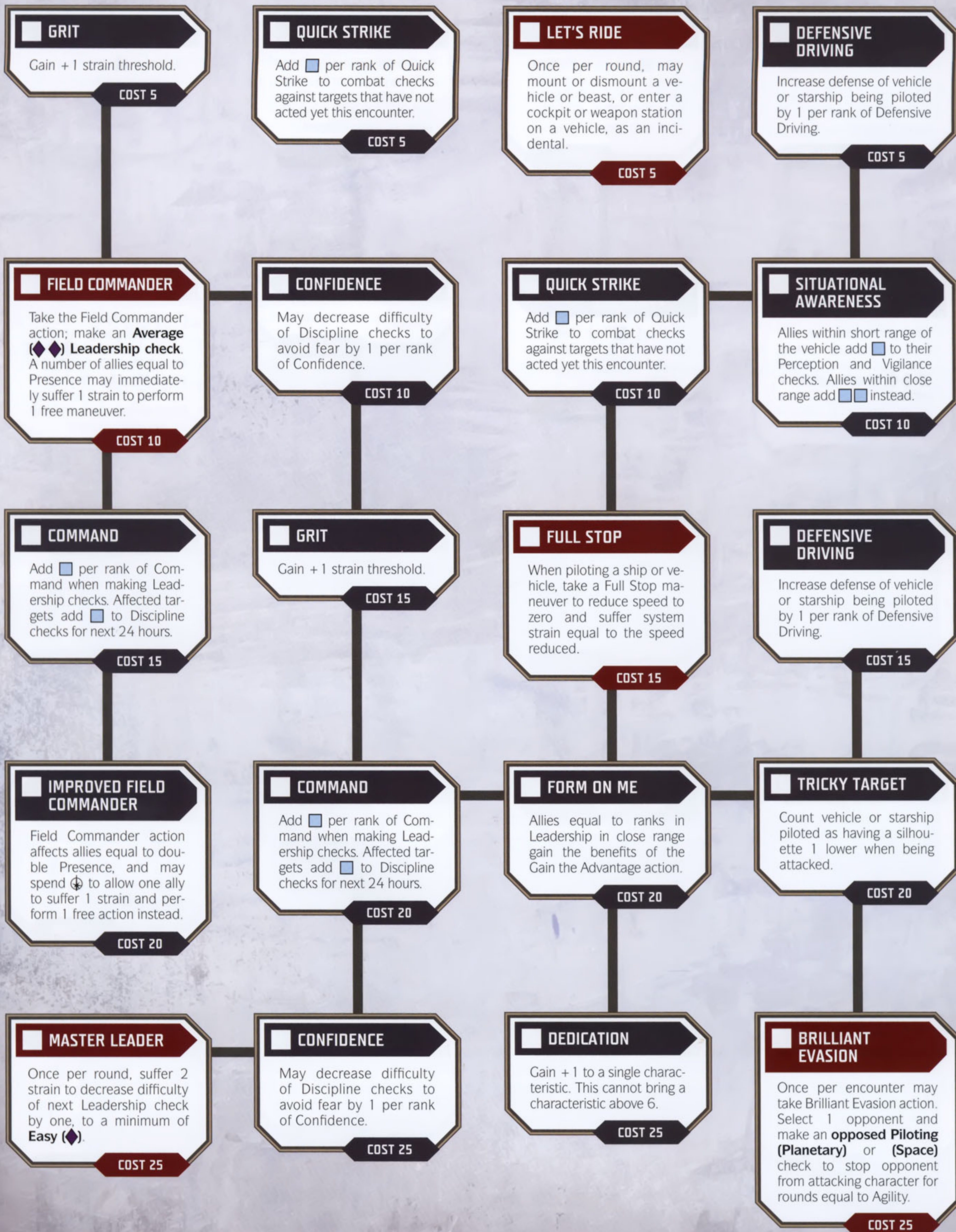


Commander: Squadron Leader Talent Tree

Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance
 Squadron Leader Bonus Career Skills: Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)

ACTIVE

PASSIVE



Commander: Tactician Talent Tree

Career Skills: Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Light), Vigilance

Tactician Bonus Career Skills: Brawl, Discipline, Leadership, Ranged (Heavy)

ACTIVE

PASSIVE

