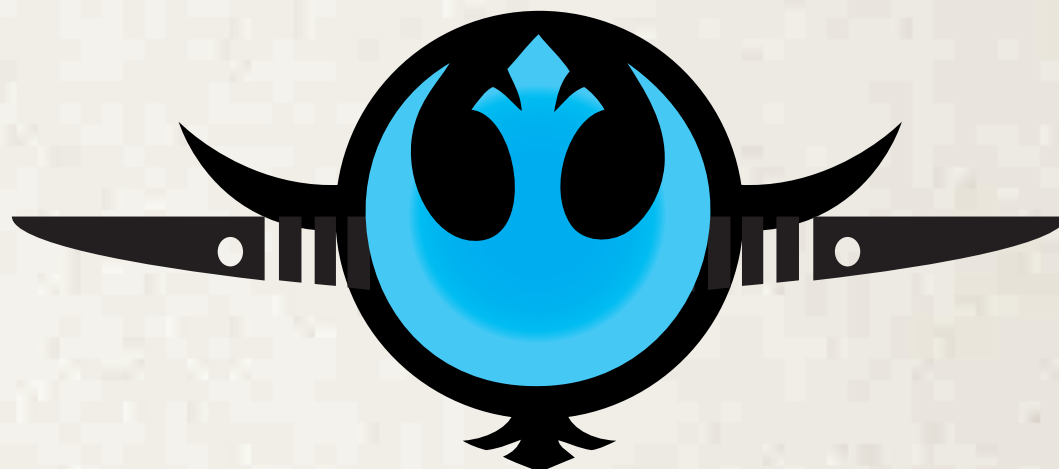


The image is a stylized, painterly illustration of a Rebel Alliance soldier. The soldier is a man with a serious expression, wearing a green helmet with a microphone and a green tactical jacket over a grey t-shirt. He is holding a black assault rifle with a large flashlight attached to the front. A red cable is draped across his waist. The background is a hazy, rocky landscape. The text 'WARHAMMER 40,000' is at the top, 'CODEX' is in the upper middle, and 'REBEL ALLIANCE' is at the bottom.

WARHAMMER  
40,000

CODEX

REBEL ALLIANCE



# THE REBEL ALLIANCE

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# INTRODUCTION



The Rebel Alliance faces a dreadful enemy who has access to the weapons of an entire empire. Nevertheless, the dedicated men and women of the Rebellion have vowed to fight against tyranny and oppression in a desperate attempt to restore freedom to the galaxy.

The Galactic Civil War is tearing the galaxy apart, fought between the Galactic Empire and the Rebel Alliance in an attempt to restore the Republic. The war began in earnest nearly two decades after the rise of the Empire, when various Rebel leaders signed the Corellian Treaty and issued the Declaration of Rebellion. Likewise, several Imperial citizens, despite the Empire's atrocities, ended up siding with the Empire as they were reluctant to join a group similar to the Separatists from the Clone Wars. Initially, Emperor Palpatine did not consider the Alliance a threat, and it would not be until the fateful Battle of Yavin, when rebel Luke Skywalker destroyed the first Death Star, that the threat posed by the Alliance became real to the Empire and more serious measures were drafted to restore Imperial control over the galaxy.

## THE REBEL ALLIANCE

The Rebellion against the Empire is the combined though disparate force of individuals who have joined together to restore freedom to the galaxy and replace Palpatine's rule with a New Republic. Their weapons are often no match against the countless legions of Stormtroopers set against them but they have all dedicated themselves to this cause, prepared to pay with their lives if it means justice and democracy can return to their worlds.



## WARHAMMER 40,000

*If you are reading this codex, then you have already taken your first steps into the Warhammer 40,000 hobby. Warhammer 40,000: The Rules contains all the rules you need to fight battles with your Citadel miniatures, and every army has its own codex that acts as a definitive guide to collecting and unleashing it upon the tabletop battlefields of the Warhammer 40,000 universe. This codex allows you to turn your collection of Star Wars models into a formidable force ready to wage war across the galaxy.*

## HOW THIS CODEX WORKS

*Codex: Rebel Alliance* contains everything you need to collect a rebel force and vanquish the enemies of truth, freedom and democracy. Within these pages you will find the history of the Rebel Alliance's birth under oppression and its fight to the tyranny of the Empire. This book also contains rules for the greatest heroes, units and vehicles of the Alliance, as well as an army list that enables you to organise your collection of Star Wars miniatures into an army of true rebel heroism. Finally, you will find a showcase of miniatures from the Star Wars ranges, displayed on the tabletop on battlefields from across the galaxy.





# THE REBEL ALLIANCE



The Rebel Alliance, also known as the Alliance to Restore Freedom to the Galaxy, the Rebel Alliance and, informally, the Rebellion, is a loose alliance of planetary, system, and sector-level insurrectionist factions. Members are generally united in common cause, against the Galactic Empire, in order to achieve their primary goal of restoring the former Galactic Republic, removing Emperor Palpatine from power, and his hegemonic New Order from the galaxy.

The origins of the overall anti-Imperial movement dated back to 19 BBY, shortly before the Galactic Republic's transformation into the Empire. Some of the Alliance's core founders, such as senators Bail Prestor Organa and Mon Mothma of the Loyalist Committee, joined the Delegation of 2000 in its opposition against the authoritarian leadership of then-Chancellor Palpatine. In 18 BBY, barely a year into the Empire's existence, military resistance had already been formed in opposition to the new regime; one of which was a group of insurgents known as The Eleven, joined by the fugitive Jedi Ferus Olin. By 2 BBY, several resistance groups were unified into a single rebellion, thus creating the Rebel Alliance. Ironically, the Rebel Alliance's formation was secretly instigated by the Order of the Sith Lords. In what was supposed to be a plot for drawing the Emperor's enemies out from hiding, the Sith Lord Darth Vader ordered his secret apprentice, Starkiller, to organise various rebels and dissidents into a large resistance movement. After Starkiller was betrayed by his Master, however, the former apprentice sacrificed himself to ensure the survival of the Rebel leaders.

Hence, the Galactic Civil War erupted with the fledgling Alliance challenging the Empire for control of the galaxy. Though vastly outnumbered in manpower, starships, weapons and various other resources, the Rebels themselves possessed

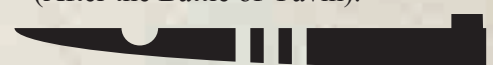
a strong will to fight. By and large, the Alliance was composed of well-trained soldiers and brilliant commanders, some of whom dedicated their lives to the Rebellion after defecting from the Empire due to the atrocities that were committed by the Imperial regime. After securing early victories against the Empire on Kamino and Toprawa, the Rebels achieved one of their most significant triumphs at the Battle of Yavin, in which the Imperial Battlestation - codenamed the Death Star - was destroyed by a Rebel pilot named Luke Skywalker. In 4 ABY, roughly four years after the destruction of the first Death Star, Emperor Palpatine and Darth Vader both perished during the Battle of Endor. In the wake of their victory at Endor, the Rebel Alliance reorganised itself into a more formal state that was originally known as the Alliance of Free Planets before its reorganisation into the New Republic. Ultimately, the New Republic was later remade into the Galactic Alliance, a democratic union that united much of the galaxy under a republican form of government, just as the Old Republic had done in its time.

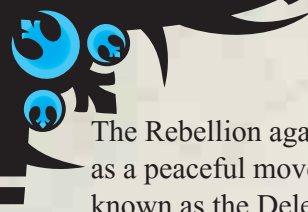


## COUNTING THE YEARS

When determining the timing of events on the Star Wars universe, years are often counted before and after the Battle of Yavin, with the battle itself happening in year zero.

So, 19 BBY is nineteen years Before the Battle of Yavin (hence BBY). Years after the battle are designated as ABY (After the Battle of Yavin).



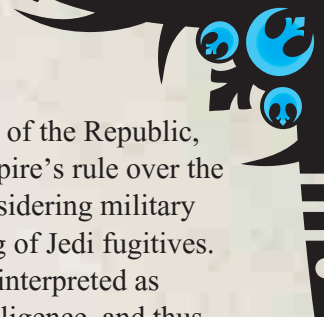


The Rebellion against the Galactic Empire first began as a peaceful movement by a political minority, known as the Delegation of 2000, within the Galactic Senate. Certain senators, such as Padmé Amidala of Naboo, Bail Organa of Alderaan and Mon Mothma of Chandrila grew increasingly concerned over the constitutional amendments that weakened the legislature and empowered the executive branch with near dictatorial authority. Although a majority of the Senate supported such alterations to the government's overall structure because of the Separatist Crisis and subsequent Clone Wars, both of which threatened to divide the galaxy in half between the Galactic Republic and the Separatist insurrection, the members of the Delegation of 2000 felt that the amendments were too radical, unconstitutional, and generally detrimental to the future of the Republic. Despite the fact that the Separatists were on the verge of defeat in 19 BBY, the final year of the Clone Wars, most senators continued to invest even greater authority within Supreme Chancellor Palpatine. Fearing that the Republic would inevitably drift into an authoritarian regime, the Delegation of 2000 formally presented their concerns to the Chancellor with the request for the relinquishing of his emergency powers.

Unknown to the Delegation of 2000, however, Chancellor Palpatine was secretly a Sith Lord named Darth Sidious. For a thousand years, the Order of the Sith Lords waited and plotted for the time when they would reassert their dominance over the galaxy, specifically by overthrowing the Galactic Republic and the Jedi Order. As Palpatine, Sidious spent decades infiltrating the political hierarchy of the Republic. His election as chancellor, the creation of the Kamino clone army, the escalation of the Separatist movement and the outbreak of the Clone Wars were all factors in a Sith's plot to seize control of the galaxy.

Three years of galactic warfare strengthened Chancellor Palpatine's position as a public figure. Public support for his leadership in the Clone Wars remained strong throughout the conflict; he was immensely popular with the Republic citizenry and the Senate majority remained firmly committed to its leader in regard to his policy-making decisions. Yet the systematic suppression of thousands of years of Republic traditions and democratic ideals convinced Amidala, Organa, and a group of like-minded senators that the Republic was in danger of losing its core principles for the sake of security. The passing of the Sector Governance Decree all but made the Senate obsolete; entire sectors would be controlled by a cabal of military governors - otherwise known as Moffs - hand-picked by Chancellor Palpatine.





Thus, the Delegation responded with a petition of two thousand signatures from members of the Senate who objected against the Moffs' virtual usurpation of the Senate's responsibilities. They also hoped that their collective opposition would force Chancellor Palpatine to restore the Republic back to its pre-war state. The Delegation's cause to prevent further amendments to the Constitution was ultimately lost when Palpatine issued Order 66, a contingency directive that caused the Republic clone soldiers to betray and murder their Jedi officers. Palpatine then called for a special session of congress, in which he presented a fabricated recollection of Jedi assassination attempt on his life. The invention of a Jedi rebellion presented Palpatine with the justification for his ultimate modification to the Republic; he declared himself Emperor of the first Galactic Empire. Amidala and Organa, two of the leading members in the Delegation of 2000, watched in abject shock as their colleagues cheered the end of democracy with thunderous applause.

One of the earliest orders of business for the Emperor's new regime was the targeting of the Delegation of 2000. Charged with sedition and high treason, many who had signed the petition in opposition to Palpatine's policies were imprisoned, executed or forced into exile. After the Empire conquered and razed the Wookiee home planet of Kashyyyk, many more members of the Delegation withdrew their support out of fear for their lives. However, Organa and Mothma were both able to avoid persecution for a time. Prior to Amidala's death, the Naboo senator advised her political allies to oppose the Emperor in secret while feigning obedience at the same time.


## ARMED RESISTANCE

The assassination of Queen Aphilana brought an end to Naboo's nascent rebellion against the Empire. Emperor Palpatine's strategy for the enforcement of the New Order was based on brutal tactics, such as the implementation of the fear of military force in order to discourage ideas of insurrection. The rise of the Galactic Empire was not supported by all member worlds. One of the first planets that attempted to resist Imperialisation was the Emperor's own homeworld of Naboo, ruled by Queen Aphilana at the time. Under Aphilana's leadership, the Naboo

continued to celebrate the memory of the Republic, rather than acknowledging the Empire's rule over the galaxy. The Queen also began considering military options that involved the sheltering of Jedi fugitives. Such actions were discovered and interpreted as signs of rebellion by Imperial Intelligence, and thus the Empire retaliated with the deployment of armed forces to Naboo. The 501<sup>st</sup> Legion, an elite division of clone stormtroopers under the command of the Sith Lord Darth Vader, assaulted the capital city of Theed in 18 BBY. Although the Queen's security detail was augmented by the Jedi, they were ultimately unable to repel the 501<sup>st</sup>. The city fell to the Imperials, its garrison was destroyed, and Aphilana was assassinated during the battle. In the following years, the Empire repeatedly overthrew disloyal governments through force, often relying on Vader's 501<sup>st</sup> Legion for enforcing the Emperor's rule where ever it was opposed.

In the same year, a group of disillusioned civilians publicly protested against the Empire's despotic policies, including its high taxation of Ghorman. They staged their protest on the landing platform where Moff Wilhuff Tarkin's ship was set to arrive. Their attempt to block Tarkin's arrival did not succeed; in what became known as the Ghorman Massacre, the Governor simply landed his vessel on the platform, killing hundreds of activists in the process. This event was interpreted as a tragedy by outraged sympathisers who also disagreed with the direction of the Empire. Jan Dodonna and other career officers whose service records dated back to the Republic either resigned or retired from Imperial service. The incident also convinced Bail Organa that the Empire was a malevolent government. Yet with so many disorganised and uncoordinated rebel cells, Organa remained convinced that the time was not right for open rebellion. He continued to meet in secret with his closest political allies, senators Mon Mothma and Garm Bel Iblis of Corellia in the Cantham House on Coruscant in order to discuss options for creating their own rebellion against Palpatine. Mothma, however, was forced to flee into exile after being labelled a traitor to the Empire due to her outspoken criticism of the New Order. Iblis's failure to hide his own discontent with the Empire also drove him underground in order to escape persecution.






Further incidents of armed resistance against Imperial rule involved remnants of the fallen Separatist movement. Gizor Dellso, a Geonosian war criminal who survived the Clone Wars, fled into hiding on Mustafar. Utilising an abandoned droid factory, Dellso constructed his own private army of battle droids for the sole purpose of reviving the Separatist cause. Before his plot could be carried out, the 501<sup>st</sup> Legion attacked Mustafar and destroyed his army; Dellso died during the fighting shortly before his factory was destroyed by Imperial Star Destroyers via orbital bombardment.

Another insurrectionist plot against the Galactic Empire was later discovered on Kamino, the world that was responsible for the creation of the Republic clone army. A rogue group of Kaminoan cloners resented the Empire's control of their homeworld. Throughout the first decade of the Empire, they secretly engineered and trained an army of rebel clone troopers, all of whom were programmed with absolute loyalty to Kamino. After Darth Vader uncovered the scheme, he dispatched the 501<sup>st</sup> - under the leadership of the bounty hunter Boba Fett—to the planet. The subsequent battle resulted in the destruction of the rogue clones and their creators, as well as the fall of Tipoca City and all of Kamino. The incident was classified and kept hidden from public records, but Palpatine decided that an army of clones from one genetic template was too susceptible to corruption. Hence, both the Imperial Army and Stormtrooper Corps were heavily diversified with the introduction of new clone soldiers who were based on a variety of different templates. The Empire later redirected the clone program to pursue other projects, and thus the military was compensated with an increase in the recruitment of birth-born Humans as enlisted troopers.


## DARTH VADER'S SECRET APPRENTICE

Years before the formation of the Rebel Alliance, Darth Vader discovered a young Human child named Galen Marek during an attack on Kashyyyk. Marek's father and mother, Kento and Mallie Marek, were both trained members of the Jedi Order. Thus, he possessed an incredibly powerful connection to the Force. Realizing the boy's potential was too great to discard, Vader abducted Marek and indoctrinated him into the ways of the Sith as a secret apprentice. As time passed, Marek developed into a highly efficient Sith assassin, known only to a select few by the codename Starkiller; his past and former identity were ultimately forgotten as he had been too young to remember what his life was like before falling under Vader's relentless tutelage. As his training neared completion, Starkiller was all but a true Sith. Under the Rule of Two, however, only two Sith Lords were allowed to exist. Starkiller's Master still answered to another Master, the Galactic Emperor. Ultimately, Vader assured Starkiller that they would eventually unite their powers to overthrow Palpatine in order to rule the galaxy as master and apprentice.

In 2 BBY, Darth Vader commanded Starkiller to search the galaxy for various rebels and dissidents who opposed the Galactic Empire. He was then required to unite them into a single rebellion that would plunge the Empire into a state of civil war. Vader reasoned that an insurrection created the best opportunity to assassinate the Emperor, especially because his attention would be focused primarily on destroying the rebels. Hence, the apprentice embarked on his mission in earnest, and eventually brought Jedi Master Rahm Kota and Bail Organa into the fold after earning their trust. Through Organa, Starkiller also made contact with the fugitives Mon Mothma and Garm Bel Iblis. Organa's adopted daughter, Princess Leia Organa also pledged her support to the nascent rebellion while still serving as her father's successor in the Imperial Senate.



**WESA GOT A GRAND ARMY. THAT'S WHY YOU NO LIKING US MEESA THINKS. — JAR JAR BINKS**



# BIRTH OF THE REBELLION

Starkiller's fellow subversives were initially resistant to the notion of open rebellion. They felt the galaxy had to be shown one way or another that the Empire was vulnerable. In accordance with Darth Vader's counsel, Starkiller destroyed an Imperial shipyard that orbited Raxus Prime. As a single Star Destroyer moved to intercept him, the apprentice used the Force to rip the massive vessel from the sky, causing it to crash on the surface below. The symbolic victory had the desired effect as Vader predicted. Starkiller and the senators rendezvoused on Corellia where they ceremoniously proclaimed the birth of the Rebellion, as well as their intentions to restore liberty to the galaxy.

However, Starkiller had been betrayed by the Dark Lord of the Sith. The true purpose of his mission was to gather the Emperor's enemies in a single location so that Imperial troops could arrest them all at once. Darth Vader revealed the truth to his shocked apprentice; he never intended to overthrow the Emperor with Starkiller at his side. After leaving his former assassin for dead, Vader transported the Rebel leaders to the incomplete Death Star where Emperor Palpatine awaited their arrival. Yet Starkiller survived

and ultimately renounced his Sith persona, thus resuming the use of his birth name Galen Marek, recovered from repressed memories of his past.

Marek infiltrated the battlestation and single-handedly slew countless Imperial soldiers before defeating his former Master in a lightsabre duel. With Darth Vader severely damaged and at the apprentice's mercy, Emperor Palpatine urged Marek to assume the mantle of a true Sith Lord by killing Vader in cold blood. Though briefly tempted to pursue his lifelong goal once more, Marek chose to rescue the Rebel leaders by attacking the Emperor. The Rebels escaped with their lives, but Marek was forced to sacrifice his own in order to provide them with enough time to flee the Death Star in the Rogue Shadow.

In the aftermath of Galen Marek's demise, the Rebel leaders reconvened on Kashyyyk where they held a meeting in their fallen leader's childhood home. The Alliance to Restore the Republic was officially realized. At Leia Organa's behest, the Rebels chose to honour the secret apprentice's memory by basing their organisation's emblem on the Marek family crest, effectively turning it into a symbol of hope that many beings rallied around during the subsequent Galactic Civil War.





# DECLARATION OF REBELLION

We, the beings of the Rebel Alliance, do this day send forth this Declaration to His Majesty, the Emperor, and to all sentient beings in the Galaxy, to make clear to all the Purposes and Goals of this Rebellion.

We firmly acknowledge the importance and necessity of the institution of Galactic Government. We accept that all must subjugate themselves to that Government, giving up certain rights and freedoms, in return for peace, prosperity and happiness for all.

We believe that the Galactic Government derives its power and right to rule from the consent of the governed. We believe that, should the rights of free beings be wilfully and malignantly usurped, it is the unalienable right of said beings to alter or abolish said Government.

We believe that the Galactic Empire has wilfully and malignantly usurped the rights of the free beings of the Galaxy and therefore, it is our unalienable right to abolish it from the Galaxy.

We do not take this course lightly. Governments long established should not be changed for light and transient causes, but when a Government displays a history of usurpation, abuse and moral atrocity, displaying a clear design to subjugate totally and absolutely beings born free under the auspices of nature, it is our right—our duty—to depose of that Government.

The history of the present Galactic Empire is of repeated injuries upon its members, with the direct objective of establishing you, Emperor Palpatine, as absolute tyrant over the Galaxy:

- You have disbanded the Senate, the voice of the people;
- You have instituted a policy of blatant racism and genocide against the nonhuman peoples of the Galaxy;

- You have overthrown the chosen leaders of planets, replacing them with Moffs and Governors of your choice;
- You have raised taxes without the consent of those taxed;
- You have murdered and imprisoned millions without benefit of trial;
- You have unlawfully taken land and property;
- You have expanded the military far beyond what is necessary and prudent, for the sole purpose of oppressing your subjects.

We, the Rebel Alliance, do therefore in the name-and by the authority-of the free beings of the Galaxy, solemnly publish and declare our intentions:

- To fight and oppose you and your forces, by any and all means at our disposal;
- To refuse any Imperial law contrary to the rights of free beings;
- To bring about your destruction and the destruction of the Galactic Empire;
- To make forever free all beings in the galaxy.
- To these ends, we pledge our property, our honour, and our lives.



## NEW ALLIES AND WEAPONS

The most notable equipment contributions included the defection of some Incom Corporation staff and all relevant material involved in the development of an advanced starfighter, the T-65 X-wing, which was acquired at the Battle of Fresia. With this advanced fighter, Rebel pilots had a clear advantage over the more numerous yet unshielded TIE fighters. With the help of Gial Ackbar, who had recently been freed by Rebel forces from slavery under the Empire, Mon Mothma then secured an alliance with the Mon Calamari, who openly joined the Rebel Alliance and used their renowned skill in ship construction to supply badly needed capital ships that could take on the Imperial Navy. Their considerable fleet of Mon Calamari Star Cruisers gave the newly formed Alliance substantial firepower. Part of the Alliance's strategy was the doctrine of space denial. That is, the Alliance would attack Imperial shipping in hit and run raids; both to disrupt Imperial supplies and operations, and to confiscate desperately needed materials. In these situations, their fighters had hyperdrive capability along prearranged routes which would allow this kind of harassment and escape before the Empire could react.

At the same time, the Rebel Alliance annexed most of the remaining Separatist holdouts. Some remaining Confederate materiel, such as Lucrehulk-class battleships, ended up in Rebel hands.

## DESTRUCTION OF ALDERAAN

Because several key Alliance figures were held prisoner on it after the signing of the Corellian Treaty, the Alliance learned of the construction of the Death Star, an enormous terror weapon capable of destroying an entire planet, intended to secure the Empire's power. An operation headed by Princess Leia was successful in retrieving the schematics of the station, but Darth Vader discovered the act and captured Leia. In an effort to get the young princess to divulge the location of the secret Rebel base, Grand Moff Tarkin threatened to destroy her home planet of Alderaan. Yet, even after Leia gave him the location of an abandoned Rebel base, Tarkin ordered the Death Star to fire its primary weapon - a planet-destroying superlaser. Leia watched as billions of her fellow Alderaanians were murdered by the vicious super-weapon. The Alliance would use this act as a propaganda tool to recruit more people into its ranks.

'REMEMBER, THE FORCE WILL BE WITH YOU. ALWAYS.'

- OBI-WAN KENOBI,







## A NEW HOPE

The Force was with the Alliance. Luke Skywalker, a young man from Tatooine, came under the tutelage of Jedi Master Obi-Wan Kenobi, after stormtroopers destroyed his farm and killed his uncle and aunt. The aged Jedi had been watching Luke for a long time. Knowing his family history and importance to defeating the Emperor, Obi-Wan began training the boy as a Jedi. The duo, along with the droids C-3PO and R2-D2, secured passage on a freighter, the *Millennium Falcon*. With the help of smuggler Han Solo and his Wookiee co-pilot Chewbacca, the group managed to free Princess Leia Organa from the Death Star and deliver the plans to the Alliance. As a result, the Alliance succeeded in attacking and destroying the battle station, and also, in Luke, they gained their only loyal member with training in the use of the Force and the skills of the practically extinct Jedi Knights.


## GALACTIC CIVIL WAR

As a result of the Battle of Yavin, the Rebel Alliance gained credibility as a legitimate military opponent to the Empire. Between the effects of the battle and the dissolution of the Imperial Senate, thousands of star systems openly joined the Alliance in the months following the Death Star's destruction. As a result, the Empire began occupying worlds it had allowed to remain untouched earlier, both actions resulting in an escalation of the war.


The Alliance could afford to waste no time following its major victory at Yavin. Following numerous raids on their Yavin 4 base, the Alliance relocated temporarily to a base on Thila while setting up a more permanent establishment on the ice planet Hoth. There were some setbacks, namely Garm Bel Iblis leaving the Alliance following a major disagreement with Mon Mothma to create his own rebellion. This was a blow to the Alliance, though it was offset by the joining of Borsk Fey'lya and his sizable faction of Bothans. Mon Mothma took steps to create a true navy for the Alliance, raising the Mon Calamari Gial Ackbar to the rank of Admiral and appointing him to be Supreme Commander of the Rebel Fleet. Under Ackbar's leadership the fleet

grew in size and ability. Along with the headquarters of the Rebel Alliance, Ackbar's fleet was the most important asset of the Rebellion. During this time Luke, Han, Leia, and their companions proved to be the most valuable Alliance members, performing countless crucial missions.

The ensuing battles around the galaxy were a number of engagements between either side. Many were Rebel soldiers fighting to sabotage Imperial weapons or destroy Imperial facilities. A large number of people were inspired by the defeats of the Galactic Empire to join the Rebellion. However the might and oppressive nature of the Empire inspired others to join the Imperial Military.



**'IMPERIAL TROOPS HAVE ENTERED THE BASE!  
IMPERIAL TROOPS HAVE-' - CORPORAL JOBIN**



## LOSS OF HOTH

The Alliance suffered a setback when Echo Base, Alliance High Command's main base of operations on the ice planet Hoth, was discovered by an Imperial Probe droid and overrun by Darth Vader's forces. In the ensuing battle to escape, the Rebels used their large ground-based Ion Cannon weapon to disable several of the Star Destroyers in orbit, effectively punching temporary holes in the Imperial blockade long enough for Rebel Gallofree transports and other craft to escape the planet. The Alliance was forced to scatter, and remain mobile until the end of the war for fear of losing another main base. Therefore the High Command was transferred to the Rebel Fleet, using Ackbar's flagship Home One as their mobile base of operations. This was a dark time for the Alliance with the loss of men and equipment on Hoth as well as being forced into hiding from the Empire. Also Rebel hero Han Solo was captured while in Lando Calrissian's hospitality on Cloud City, subsequently frozen in carbonite, and sent to Jabba the Hutt on Tatooine by the bounty hunter Boba Fett. Furthermore, the secret shipyards in the Vergesso Asteroids were destroyed by Darth Vader's fleet.

## CRUCIAL VICTORY AT ENDOR

News that a new and more powerful Imperial space station, Death Star II, was nearing completion, forced the Alliance to take its greatest risk. The entire Rebel Fleet was amassed near Sullust, in order to launch an attack on the installation before it could become operational. Most important to the decision to initiate this attack was the knowledge that the Emperor himself was overseeing the final stages of construction on board the Death Star. However, in secret, the Empire had organised its forces there so that when the Rebel fleet was lured in, it would be destroyed. The plan backfired, and the subsequent Battle of Endor was a massive victory for the Alliance. Palpatine was dead; his Death Star destroyed, along with many Imperial warships, including Darth Vader's flagship, the *Executor*. Darth Vader, who was redeemed by Luke Skywalker, his son, became Anakin Skywalker once again and sacrificed himself to kill Palpatine, saving Luke in the process.

## REORGANISATION INTO THE NEW REPUBLIC

About one week after the death of the Emperor at Endor, Mon Mothma declared the Rebellion (which became the Alliance of Free Planets) to be at an end, one month after that, she declared the New Republic to be established as the successor state. The Alliance to Restore the Republic had succeeded - a new Republic was to be born, though in many people's eyes the movement only gained real legitimacy with the capture of Coruscant twice by Rogue Squadron and New Republic forces in 6.5 ABY.

## COMMAND HIERARCHY AND ADMINISTRATION

There were two main organisations that composed the main structure of the Alliance. These were the civil government and the military.

### CIVIL GOVERNMENT

The Alliance civil government was responsible for handling the numerous jobs of any planetary civil government—including protecting the Alliance peoples, revenue gathering, maintenance of vital services, foreign relations and defence. Many of these functions were left to each member world or government of the Alliance, such as Mon Calamari or the Atrivis sector. The civil government of the Alliance was broken down as follows:

### THE CHIEF OF STATE

The Chief of State was the head of the Alliance. Essentially an elected dictatorship, the Chief of State had virtually unlimited power over the Alliance. Elections were held every two years, though in practice this was only a formality as Mon Mothma had unanimous support amongst the Alliance members. According to the Corellian Treaty, the position of Chief of State 'will be abolished when the Emperor is deposed, killed, or resigns his position of power.' When this happened, it was the duty of the Advisory Council to assume executive control of the Alliance and convene a Constitutional Convention to form a new Galactic Republic.

NEVER TELL ME THE ODDS! — HAN SOLO







## THE ADVISORY COUNCIL

The Advisory Council was composed of representatives of seven Alliance governments who had given the most lives in battle to defeating the Empire. This council was the primary advisory body to the Chief of State, responsible for approving or disapproving the proposals of the Chief of State. Furthermore, the Advisory Council had the right to dismiss a Chief of State with a two-thirds majority vote, providing a check to the powers of the Chief. During most of the history of the Alliance, worlds like Alderaan, Dac, and Sullust were members of the Advisory Council, due to their extreme devotion and high losses of life suffered in Alliance service.

## THE ALLIANCE CABINET

The Alliance Cabinet was the device from which the Chief of State could maintain and run the Alliance. Each member was selected by Mon Mothma for their devotion, intelligence, and ability to get things done. The Cabinet was composed of the following ministries:

**Minister of Finance:** Responsible for overseeing Alliance funds.

**Minister of Education:** Maintained Alliance Intelligence and oversees propaganda.

**Minister of State:** Handled relations with other non-member governments.

**Minister of Industry:** Controlled all Alliance factories and production.

**Minister of Supply:** Maintained supply chain for Alliance military forces.

**Minister of War:** Advised Chief of State on directing Alliance military forces.

## THE ALLIED COMMANDS

The Alliance Allied Commands were the individual governments of worlds, organizations, and groups that were members of the Alliance. Each Allied Command varied slightly depending on how each member world was organized, though in practice Allied Commands mimicked the structure of the Alliance government. Allied Commands ranged from member worlds like Mon Calamari or Alderaan to whole sectors like Atrivis or Churnis.

## ALLIANCE MILITARY

The Alliance military was charged with defeating the forces of the Galactic Empire and bringing down the Emperor's reign of terror, a task to which all Rebel military personnel pledged themselves. Some were defectors from the Empire.

## ALLIANCE HIGH COMMAND

The Alliance High Command, also known as Alliance Command, was the military nerve centre of the Rebel Alliance and Alliance of Free Planets, consisting of Mon Mothma, the Alliance Minister of War, the Chief of Staff (CoS) and her closest military advisors, including Bail Organa, Leia Organa and Jan Dodonna. Beneath Mothma, the Minister of War, and the CoS were the Alliance Supreme Allied Commanders, such as Admiral Gial Ackbar (in charge of the Alliance Fleet), and Crix Madine (in charge of the Alliance Special Forces).

The High Command was responsible for setting over-all strategy for the Alliance, direction operations of the Alliance Fleet and Allied Forces, command of all Alliance ground forces, and coordinating the Alliance Sector Commands.

In large part, the brainchild of Bail Organa and his considerable knowledge of military matters from serving on the Galactic Republic Senate Military Oversight Committee, the Alliance High Command was flexible enough to wage coordinated insurgent warfare on a galactic scale, while still remaining under civilian control.

At the top of the High Command was the Commander-in-Chief Mon Mothma. Directly below her in the chain of command was the Alliance Minister of War, the duties of whom were to keep the Commander-in-Chief (CinC) informed of military matters on a day-to-day basis. In the event the CinC became incapable of fulfilling her duties, the Minister of War would assume command of the war effort, until the CinC could return to her duties or the Alliance Civil Government could name a successor.

Below the Alliance Minister of War in the chain of command was the Alliance Chief of Staff (CoS), whose main duty was to act as a buffer between the CinC and lower echelons, deciding which problems

required her attention, and which could be handled at lower levels. In the event either the CinC or Minister of War were indisposed, the CoS was authorized to act in their names.

Below the Chief of Staff were Supreme Allied Commanders, who were each responsible for an individual command, such as Ordnance and Supply Command, and SpecForces Command. High Command was advised by an Advisory Council.

## 'WHERE IS THE REBEL BASE?' - GRAND MOFF TARKIN

### HIGH COMMAND HEADQUARTERS

The infrastructure of High Command typically operated from a planetary base, from where the majority of the Alliance operations throughout the galaxy were overseen. One of the first locations High Command used as their headquarters was a prefabricated base established in the ruins of the Jedi Enclave on the planet Dantooine. It was from the Dantooine base that the Alliance launched the starfighter strike that saw the acquisition of the technical data to the first Death Star.

From Dantooine, High Command relocated to the newly built Massassi Station inside the ruins of the Great Temple on Yavin 4. Much of the Alliance's activities during this time were under the direction of General Jan Dodonna, operating from Yavin Base. After rescuing Princess Leia Organa from the first Death Star, Luke Skywalker and Han Solo delivered her and the Death Star plans to the base. It was there that the battlestation data was analysed, and from where the assault on the Death Star was launched. The Empire soon responded with a blockade of the Yavin system, and within six months of the Death Star's destruction, High Command was forced to evacuate the moon and relocate elsewhere.

Following the evacuation from Yavin, High Command was forced to become increasingly mobile as the Empire intensified its efforts to destroy them. To greater protect them, the newly formed starfighter squadron Rogue Group was permanently assigned to the roving High Command group. In accordance with policy established by Mon Mothma, the bulk of the

Alliance Fleet was to operate separately from High Command in order to avoid a catastrophe that would potentially destroy both. It was decided the Alliance could survive the loss of either its fleet or High Command, but not both. While reconnaissance teams were dispatched in an effort to locate a suitable site for High Command to permanently relocate to, they temporarily settled on the planet Thila in the Outer Rim Territories. The Thila base was only used for a period of a few months before it too was evacuated in the face of the threat of its location having been compromised. Rogue Group performed admirably during several skirmishes in the Thila campaign, helping High Command to evacuate. Fortunately, High Command had already decided on relocating more permanently to the ice planet Hoth. When construction on the new Echo Base was completed in 2 ABY, they moved their operations there under the command of General Carlist Rieekan. It was a mark of their true desperation that they were forced to hide themselves within the ice caverns of the remote and desolate Hoth.

High Command operated out of Echo Base for about one year before it was discovered in 3 ABY by Darth Vader's Death Squadron, his personal armada of Star Destroyers. Vader launched a crushing ground assault that severely crippled the Alliance's war efforts. Only with another heroic effort by Rogue Group was much of High Command able to narrowly avoid destruction at the hands of the Empire and evacuate the ice planet. The surviving members of High Command, now without a planetary base, relocated to the predetermined rendezvous point with the Alliance Fleet beyond the galactic rim.

With the Alliance facing a situation more desperate than ever before, High Command transferred their operations to the Alliance Fleet, using Admiral Ackbar's Mon Calamari Star Cruiser Home One as their mobile base of operations for the following year. When High Command discerned the location and details of the second Death Star, still under construction above the forest moon of Endor, they ordered the majority of the Alliance Fleet to convene above the planet Sullust, where they planned the assault on the battlestation.





# THE ALLIANCE ARMY



The Alliance Army is a military branch containing the ground forces of the Alliance Military, consisting of the Alliance Special Forces controlled by Alliance High Command, and various Sector Forces controlled by a Sector Commander.

The Alliance Army was founded and operated until the Battle of Endor as a guerrilla force aimed at tying down and harassing an enemy force rather than meeting that enemy in open battle. An Alliance Army force could expect to be outnumbered in any given battle it fought against the Imperial Army, and as such its tactics were geared towards ‘hit and run’ rather than a conventional battle.

## HISTORY

The Alliance Army was formed after the establishment of the Alliance to Restore the Republic in 2 BBY. It was the ground forces of the Alliance Military, consisting of the Alliance Special Forces controlled by Alliance High Command, and various Sector Forces controlled by a Sector Commander. It was formed from some of the early resistance groups to fight against the Empire. The Alliance Army was far from being as large as its main opponent, the Imperial Army.

Following the failure of Operation Domino, the Army was supplanted by the Alliance Starfighter Corps as the primary Rebel fighting force.

The Alliance Army took part in the fighting against the Imperial Army’s AT-ATs during the Battle of

Hoth. Alliance troops found their light weaponry relatively useless against the heavily armoured Imperial vehicles. The most effective weapon they used to combat the Imperial walkers were arguably the T-47. The Alliance Army’s role during the Battle of Endor was mostly a commando operation, in which a small strike team was deployed to destroy the energy shield generator protecting the Second Death Star.

The Alliance Army was operated until the Battle of Endor in 4 ABY and was later replaced by the New Republic Army.

## SOLDIERS

The Alliance Army’s infantry was formed partly of the Alliance Special Forces, Sector Forces, and SpecOps divisions. Organisations formed of highly trained commandos and agents, who performed a series of guerrilla attacks throughout the Galactic Civil War with the aim of undermining, pilfering from and ultimately destroying the Empire. The rest of the Alliance Army’s infantry was made up of Sector Forces with the vast majority of the personnel being Rebel troopers.

## COMMAND STRUCTURE

The Rebel Alliance Army and Sector Force had a largely standardised command structure. While it could vary from sector to sector, most Sector Forces used the following organization:

# MADINE'S RULES OF WAR

Madine's Rules of War were the standard operation procedures of Alliance ground commanders during the Galactic Civil War. They were created by, and named after, General Crix Madine, a famous leader in the Alliance to Restore the Republic. The three rules were summed up as 'Hit 'Em Where They Ain't,' 'Attack the Enemy's Spirit,' and 'Use Your Brains.'

## RULE #1

Because of the numerical advantage enjoyed by their chief opponent, Alliance Army commanders were taught to avoid straight-up slugging matches against the Empire, who could always guarantee victory by bringing in more reinforcements. Instead, commanders were to use speed and force concentration to overpower smaller Imperial forces and achieve decisive victory quickly. They were also taught to preserve their limited forces as much as possible; if a battle looked to be turning against them, retreating with an intact force was preferable to a Pyrrhic victory

## RULE #2

Rebel commanders were also taught to use psychological warfare to break the enemy's morale prior to battle. If the enemy was afraid of the Rebel's fierceness and unpredictability, they were more likely to make mistakes such as overreacting to a feint. Conversely, keeping morale among their own troops was seen as critical towards winning battles.

## RULE #3

Imperial Army commanders were viewed as being uncreative by the Rebels, using outdated 'by the book' tactics learned in the Academy. Alliance Army commanders were encouraged to take intelligent risks, to learn these same tactics and come up with unorthodox ways of defeating them. Most Imperial commanders could be more easily defeated if faced with an unexpected situation for which there was no conventional solution.

**Trooper:** The basic soldier in a squad. A squad marched on paper as 9 men, but it was far more common to find anything between 5 and 10 men in a squad.

**Corporal:** Second-in-command in a squad of nine troops. The corporal was the senior trooper.

**Sergeant:** Commanded a squad of 9 troopers.

**Lieutenant:** Commanded a platoon that consisted of 4 squads (36 troops).

**Captain:** Commanded a company that was made up of 4 platoons (144 troops).

**Major:** Commanded a battalion composed of 4 companies (576 troops).

**Colonel:** Commanded a regiment that was made up of 4 battalions (2,304 troops). Occasionally commanded brigades which was composed of 4 regiments (9,216 troops). The colonel was occasionally referred to as a regimental commander.

**General:** Commanded brigades which consisted of 4 regiments (9,216 troops) or corps which was formed by 4 brigades (36,864 troops). A sector's most senior general could also command a Sector Army.

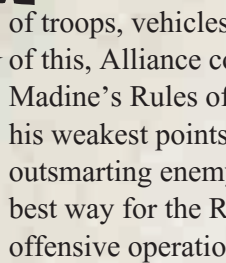
Above the generals were the senior generals who usually held the title of Sector Force commander, followed by the Sector Force Supreme Commander.

## EQUIPMENT

In major battles the Alliance was known to utilise several different vehicles and military equipment. Some of them were from the Clone Wars era.

Compared to the forces of the Empire, the Alliance's ground forces were woefully outmatched in numbers





of troops, vehicles, warships and material. Because of this, Alliance commanders were taught to follow Madine's Rules of War. Striking the enemy at his weakest points, destroying their morale and outsmarting enemy commanders were seen as the best way for the Rebels to achieve victory during offensive operations.

The same principle was applied to defensive operations. Army units were often tasked to provide cover while important Rebel assets escaped and other temporary holding actions; extended defensive battles would always result in the Imperial Army eventually overwhelming them with superior numbers. A form of mobile defence was encouraged, whereby ground was given up when necessary in order to lure overextended Imperial forces into a trap. The Battle of Tiems was a classic example of this method and later used as an lesson to teach new Army commanders.

Tactically the Alliance Army fought as a combined arms force, utilising infantry, artillery, armour (Combat Assault Vehicles or CAVs), scout units, ground transports (Light Mechanical Vehicles or LMVs), and air support (Sub-Atmospheric Craft or SAC). Because of shortages within the Rebellion, however, not all of these elements were always present on a battlefield. Reflecting the Alliance Army's way of fighting, most Rebel vehicles tended to be lighter and faster than their Imperial counterparts in order to outmanoeuvre them and either attack weak points or retreat in the face of overwhelming firepower.

## ALLIANCE SPECIAL FORCES

Alliance Special Forces, also known as the Alliance Special Forces Corp, and better known as SpecForce, were the branch of the Alliance Military that were attached to Alliance High Command.

Specifically selected for high skill, morale, bravery, and dedication to the Rebel cause, SpecForce soldiers were often either from subjugated worlds, or were Imperials disillusioned by the government's tyranny. Rebel forces tended to be more individualistic and ragtag than the forces of the Imperial Military.

SpecForce should not be confused with Special Operations (SpecOps) groups who participated in murky undercover missions that typically involved investigating, snooping and hectic seat-of-the-pants assignments with minimal input from Alliance Command. There was a deep rivalry between the two branches. Although SpecForce members recognized the need for SpecOps, and some considered them capable soldiers, they tended to think of Special Operations agents as amateurs who relied on luck to complete their missions. Likewise SpecOps agents tended to regard their counterparts as a group of arrogant, over-trained grunts with over inflated opinions of their own importance.

## RECRUITMENT AND TRAINING

Very few regular soldiers were capable of becoming SpecForce troopers, and all volunteered for service. Imperial special forces candidates underwent extensive examination to determine political, physical, educational, technical, and mental suitability; they also performed extensive background checks which included interviews of family, friends, and acquaintances to ensure political loyalty. The Alliance did its best to perform background checks, but was limited in its ability to perform interviews of relatives and associates. The SpecForce vetting process was run by Alliance Intelligence and comprised mainly of interviews, interrogations, and examinations. The vetting process was given a high priority, and resulted in the low penetration of the organization by Imperial agents.

The Empire's anti-alien stance gave the Alliance an advantage in creating SpecForce, giving them a large pool of non-human candidates eager to oppose the New Order. Many of these species possessed abilities particularly suited to covert military operations. In addition, the Empire's oppressive rule caused many Humans to seek service with the Alliance, allowing for a more selective recruitment policy for SpecForce.

SpecForce candidates had already undergone basic and specialist training. When selected for special forces, the troopers would go through another round of advanced training at a drop-camp. The trainees were taught advanced skills essential for special

forces service, but the primary purpose of this phase of training was to weed out candidates lacking the drive to succeed in their missions. The standards in every area of training were high, and the drop-out rate was equally high. Many Alliance regular troopers were SpecForce washouts, though there was no stigma attached to such failure. Simply having been accepted onto a special forces training program was a mark of a trooper's superior qualities, and many failed candidates went on to have successful careers within the Alliance military. Basic SpecForce training included two months of weapons drill using blasters, heavy weaponry, hand weapons and slugthrowers.

They also performed numerous deployment scenarios, including stealth drills, overland marches, and para-sail and dropship deployments. The exercises would increase in intensity and difficulty as the trainees progressed through the program, and included live-fire drills and failure-rigged re-enactments. This stage of training concluded with a realistic war game scenario, the completion of which meant advancement to a further four weeks of specialization training. In addition to military training, recruits attended lectures on military history.

For specialisation training, recruits were sent to another training camp where they would train in a particular area of expertise, depending on their natural attributes and proficiencies. This training built on the specific areas learned in basic SpecForce training, and prepared them for assignment to one of the many specialized regiments within SpecForce divisions.

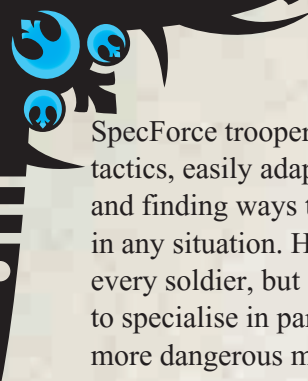
The identity of SpecForce recruits was a high-level secret. If the enemy discovered their identities, personality profiles to be constructed and/or their friends and family could be targeted. The trainee ID card carried a holoflat, rank, and security clearance only.

## REBEL COMMANDO TRAINING

The average SpecForce trooper was a few years older than a regular Rebel soldier, had above average physical and mental abilities and was dedicated to the Alliance and its cause. While they tended to be a little wild in their private lives, when in the field they generally were extremely professional. Like most Alliance soldiers SpecForce troopers were idealistic and committed to the Rebellion against the Empire, although they tended to be even more dedicated. A great number of them were former soldiers from the Empire.







SpecForce troopers were trained to use a variety of tactics, easily adapting to different environments and finding ways to take cover and hold a position in any situation. Hand blasters were standard for every soldier, but some divisions have been known to specialise in particular equipment for some of the more dangerous missions.

## SPECFORCE OFFICERS

A large percentage of the human SpecForce officers were ex-Imperial military officers who were extensively screened by Alliance Intelligence. They were generally a little younger than regular military officers especially towards the high ranks. The nature of special forces often meant that advancement was faster than regular forces partly because of the higher rate of attrition. SpecForce officers were highly intelligent, creative, and physically fit. They were among the finest military officers in the galaxy during the Rebellion era.

## SPECFORCE ORGANISATION

SpecForce was organised into formal units much like its Imperial counterparts: divisions, regiments, companies, platoons, squads, and fire teams. However, due to scarcity of resources, they rarely operated as full units, instead organising into taskforces consisting of the appropriate number of soldiers required for a certain mission.

### DIVISIONS

SpecForce consisted of about 10 divisions. One division, Command Division, was under General Crix Madine (via subordinate officers) and was attached to Alliance High Command at all times. It possessed regiments representing all SpecForce specialisations, which were assigned to various elements of High Command. Five other divisions were allocated more or less regionally, with the balance deployed as rogue divisions operationally attached to sector commands or other SpecForce divisions as needed. The regionally allocated divisions were commanded by a general; the rogue divisions were theoretically under the command of whatever divisional general they were assigned to, but in practice were primarily commanded by the colonels of their regiments.





## AUREBESH

Aurebesh was a writing system commonly used to represent the Basic language. The name came from a combination of the first two letters, Aurek and Besh.

Aurebesh was thought to have come from the writing system of the Rakatan Infinite Empire, introduced to the galaxy at large during the Empire's reign. It spread during the Alsakan Conflicts approximately 17,000 years before the Battle of Yavin. However, already by 25,793 BBY, Aurebesh was used by the inhabitants of the Settled Worlds, prior to their first contact with the Rakata. When contact was made, the Rakatan Aurebesh was apparently identical to that used in the Settled Worlds.

Generally, Aurebesh was considered to be for the common folk, whereas the High Galactic alphabet was associated with snobbery.

## REGIMENTS

Regiments were made up of three to six companies (four being the norm), and were commanded by a colonel or, less often, a major. They were consistently numbered within each division by the type of specialist they provided. Like divisions, they were more of an accounting unit than a unit that actually saw action; they provided the pool from which taskforces were assembled. More on regimental specialties are described below.

SIZE MATTERS NOT. LOOK AT ME. JUDGE  
ME BY MY SIZE, DO YOU? — YODA

## COMPANIES

Companies usually consisted of five platoons and were commanded by a major or captain, and were identified by aurebesh letters. There were two types: order companies (also order of battle companies or OBCs), consisting of a single specialist type and used for asset tracking rather than actually seeing action; and taskforce companies (TFCs), which were comprised field mission units and were typically composed of two or three platoons of one specialist type, with two or three other platoons of mixed type rounding the unit out and providing operational flexibility. These companies were typically the largest unit to see combat.

## PLATOONS

Platoons consisted of four squads and were commanded by a lieutenant. They were designated numerically.

## SQUADS

Squads consisted of five to fifteen troopers and were commanded by a sergeant. They were designated by colour, and were primarily of a particular trooper specialty, though cross-attached elements (usually attached fire teams from other specialties) were common.

## TASKFORCES

Taskforces were the real units which performed SpecForce missions. They could be of nearly any size, though most were company or platoon-sized. They were commanded by a taskforce commander (TC), a temporary position given an officer assigned to command a given mission. The TC was not a coveted position, and was given out on the basis of ability; usually, the TC was of a rank appropriate for the size of the taskforce (e.g. a platoon-sized taskforce would typically have a lieutenant as TC). Once selected, the TC would requisition as many appropriately-sized units as were needed for the mission, subject to availability, to comprise the taskforce.



# THE FORCES OF REBELLION



Whereas the Galactic Empire has the resources of an entire galaxy to draw upon, the Rebel Alliance is often forced to use whatever comes to hand. Nevertheless, several highly effective troops and weapons platforms can be found in its armouries, albeit in various states of repair.

## ATGAR 1.4 FD P-TOWER

Manufactured by Atgar SpaceDefense Corporation, the 1.4 FD P-Tower was a light laser cannon employed as a fixed emplacement anti-vehicle weapon. It was designed to target a variety of enemy vehicles, including repulsortanks and landspeeders, although it had difficulty targeting fast-moving vehicles. The unit was quick to produce.

The main bulk of the weapon was a 2.8 meter high energy dish that had sixteen micropower routers spaced evenly along the outer edge, and eight power conversion cell along the interior of the dish. Targeting sensors were placed on the upper edge of the dish, and a single light laser cannon emanated from the centre of the dish. To fire the weapon, energy was fed directly into each micropower router which held the charge until the firing computer registered that the Energy Conversion Point had been achieved. The power conversion cells around the dish glowed once the weapon was primed to fire. At that point, the firing computer channelled the energy from the router into the main power converter located at the centre of the dish, firing the weapon. The energy beam moved through the discharge barrel, into the galven circuitry and through the focusing lens to produce a low-power beam that was effective against repulsortcraft, landspeeders, and airspeeders.

The 1.4 FD P-Tower was considered to be an all terrain weapon, and could operate in temperatures from minus 100 degrees Standard, to plus 120 degrees Standard. The entire weapon could rotate three hundred and sixty degrees on a rotation platform for a full field of fire. At a cost of 10,000 credits, the weapon was inexpensive, costing less than half as much as similar weapons on the market. A blast from the weapon was equal to a standard artillery unit, and was known to take down vehicles as large as an All Terrain Scout Transport walker. Although designed to counter repulsortanks, the armour on heavy repulsortanks and All Terrain Armoured Transport were able to deflect blaster bolts. In practice, the weapon was often more effective against stormtroopers than repulsortcraft.

## GOLAN ARMS DF.9

Manufactured by Golan Arms, the DF.9 was a fixed emplacement anti-infantry weapon. It incorporated a single DF.9 laser cannon mounted atop a four-meter tall cylindrical housing. The tower was composed of heavily-armoured durasteel, with proton-shielding that was resistant to close-quarters blaster fire but useless against the firepower of an All Terrain Armoured Transport. The tower featured a front access panel for access, and an upper observation hatch.

The turreted laser cannon employed precision targeting computers, and had a one-hundred and eighty degree rotation. The DF.9 was capable of firing a shot every three seconds, although the beam diverged and degraded over its maximum range. The impact of the energy beam scattered explosive energy and produced a secondary blast of radiation. The collateral effect produced an impact point that could

effectively destroy entire squads of soldiers. The weapon produced more destructive firepower than heavy repeating blasters such as the E-Web heavy repeating blaster.

The DF.9 required a crew of three to operate; a gunner who sat in the upper turret, a targeting computer technician and a technician to monitor the energy flow from the power generator, who were both housed in the armoured tower. The weapon could be crewed by a single gunner, but the efficiency of the weapon was diminished. Skilled gunners could use the DF.9's accuracy to effectively disable army support systems and light vehicles, and it was devastating to foot soldiers and a threat to light vehicles.

## GR-75 MEDIUM TRANSPORT

The GR-75 medium transport, also known as the Gallofree medium transport or Rebel transport, was a clamshell-hulled transport produced by Gallofree Yards, Inc. Many of these transports served the Alliance Fleet during the Galactic Civil War, including playing a pivotal role in the evacuation of the Rebellion's Echo Base during the Battle of Hoth.

A sister design to the civilian GR-45 model, the GR-75 was used by freight drivers and shipping firms to haul cargo. The transport's outer hull was a thick shell with the interior entirely open for cargo pods. This open-space design could fit up to 19,000 metric tons of cargo into the 90 metre long ship. Modular cargo pods greatly sped up the loading and unloading process.

When the transport was at its cargo capacity, a magnetic shield locked the modules in place, while at the same time kept out the vacuum of space. The factory model included space for forty passengers, but almost all ships traded it for increased cargo storage.

Focused entirely on maximising cargo space, GR-75 transports were armed with four turreted twin laser cannons, a deflector shield produced by the shield generator pod above the stern, a meagre Class 4 hyperdrive, and a sublight engine array capable of achieving a top atmospheric speed of 650 kilometres per hour. While inexpensive, the GR-75 was notorious for its high maintenance requirements.

## HONOUR GUARD

The Rebel Honour Guard was the ceremonial guard of the Rebel Alliance during the Galactic Civil War. It comprised former Blue Guards of the defunct Old Republic's Senate, and several survivors of the destruction of Alderaan by the Galactic Empire. It served as the ceremonial guard of the Rebel Alliance. Initially, many Honour Guards had been former

**'I DON'T THINK WE CAN PROTECT TWO  
TRANSPORTS AT A TIME.' - GENERAL RIEECHAN**

members of the Blue Guard, the duty of which was to protect the Supreme Chancellor and the Senators in the time of the Old Republic. When Chancellor Palpatine turned the Republic into his Galactic Empire, some of the Blue Guards refused to join the new Emperor's red-clad Royal Guard.

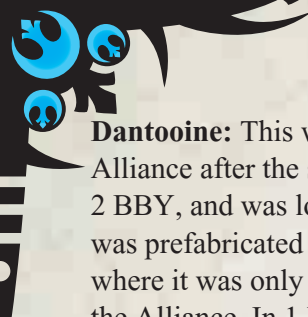
Following the destruction of the planet Alderaan by the Empire's Death Star battlestation in 0 BBY, the Rebel Honour Guard comprised survivors from the once ceremonious planet. While many Rebel officers lacked proper dress uniforms, the survivors of Alderaan had retained theirs, thereby conferring the Honour Guard a more solemn aura.

Shortly after that same year, a group of Alliance starfighters attacked and destroyed the Death Star over the gas giant Yavin Prime. In celebration of their victory, the Rebels held an award ceremony in the Throne Room of the Massassi Station. The members of the Honour Guards who were Alderaanian survivors were selected to stand in front of the Throne Room's main doors during the ceremony, which honoured Luke Skywalker, Han Solo and Chewbacca for their efforts in destroying the Death Star.

## REBEL BASES

Despite being constantly hunted by agents of the Empire, the Rebel Alliance managed to create and maintain several hidden bases and outposts of various size. All too often, however, they would have to flee as the forces of the Empire approached taking what little weapons and equipment they could transport quickly.





**Dantooine:** This was the first base used by the Alliance after the signing of the Corellian Treaty in 2 BBY, and was located on the planet Dantooine. It was prefabricated and located near the Jedi Enclave, where it was only intended to be a temporary base for the Alliance. In 1 BBY, the Alliance planned to hold Darth Vader hostage here, after he had been captured on Kamino, unaware that Boba Fett was pursuing the Rebels and their valuable hostage in his ship. Before long, the Alliance abandoned it when an Imperial listening device was discovered in the cargo of a vessel docking there, possibly placed by Fett. Leia Organa revealed its existence to the Empire when she was captured, but a survey team soon found it and confirmed that it had been abandoned and was not the current Rebel base as she had claimed.

**The Great Temple:** Commonly referred to as the Massassi Temple, this base was built on Yavin 4 by the Massassi to worship Naga Sadow, a Sith Lord who had enslaved and mutated the Massassi using Sith alchemy. The Temple later housed the Rebel Alliance base and, later, the Jedi Praxeum.

**Echo Base:** This was the Rebel Alliance facility established on Hoth after the Battle of Yavin. The Alliance patrolled the terrain surrounding Echo Base with mounted tauntaun riders and snowspeeders, and regularly warded off wampa attacks. The perimeter of the base was dotted with scout posts labelled Echo Stations, such as Echo Station 3-8, Echo Station 3-T-8 and Echo Station 5-7. The ion cannon control bunker was connected to its own hangar.

## REBEL TROOPER

Rebel troopers (also known as Rebel soldiers and Rebel infantry) were standard foot soldiers employed by the Alliance to Restore the Republic. After the Declaration of a New Republic in 5 ABY, most Rebel troopers were organised into regular units of the New Republic Army.

Rebel troopers came from all walks of life and joined up for many reasons. Some were even Imperial defectors, as Imperial officers. Even some clone troopers joined the Rebels. From the moisture farms

of Tatooine to the marbled halls of Coruscant, Rebel troopers hoped to shore up the struggling Alliance in any way they could.

From the beginning of the Alliance in 2 BBY and up until the formation of the New Republic in 4 ABY, the Rebel troopers saw their organization transformed. What started out as countless local cells of loosely structured resistance groups, gradually turned into a galactic wide and well-trained infantry force. The infantry forces saw action on many worlds throughout the Galactic Civil War, fighting with and against the native populations

## T-47 AIRSPEEDER (SNOWSPEEDER)

The T-47 was modified by the Rebel Alliance technicians into a patrol and combat craft, becoming commonly known as the snowspeeder after its extensive use at Echo Base on Hoth.

The Rebel Alliance had used the T-47 airspeeder for reconnaissance on Dantooine and other planets. When the Rebels moved to Hoth, the airspeeder required modifications to function for extended periods in the extremely cold climate. One of the technicians involved in the modifications was Deen Voorson.] Heaters were added near the drive units, and de-icing nozzles were added to prevent icing on control surfaces. Rebel technicians also scavenged Y-wing parts, including armour plates, control surfaces, and refitted cockpit modules for the snowspeeder.

The Rebels armed the craft with dual AP/11 dual laser cannons and converted the cargo manager into a gunner. Computerised targeting systems and displays were used by the gunner to control the lasers and harpoon gun. However, the pilot could take control of weapons if needed. Since the speeder lacked shields, armour plating was added to the hull. An advanced power plant and repulsorlift engines were installed to compensate for the added weight of armour and weapons. Its small size, manoeuvrability and speed allowed the ship to dodge enemy blasts.

In addition to cold environments, T-47s were modified by Alliance forces for use in several different climates. The swampspeeder version included flotation gear and water-tight seals. The sandspeeder was equipped with advanced filters to keep out sand, engine cooling units, and long-range radar for navigating sandstorms, while the skyspeeder had a pressurised cockpit and more powerful repulsorlifts for higher altitudes, and was used in patrolling the Rebel's base on Arbra.

During the Battle of Hoth in 3 ABY, snowspeeders delayed the advancing Imperial forces, providing extra time to evacuate Rebels from Echo Base. After finding the snowspeeders' blasters to be ineffective against the armoured AT-AT walkers, Rebel pilots used tow cables to tie up the legs of AT-ATs, causing at least one to crash to the ground. Regardless of this partial success, most of the snowspeeders that participated in the battle were either damaged or destroyed. Those not lost in combat were demolished by the Rebels.

Following the Battle of Hoth, the T-47 continued to be used by the Rebel Alliance and the harpoon-and-tow cable tactic was employed in other battles, including the Battle of Kothlis.



## V-150 PLANET DEFENDER

Manufactured by Kuat Drive Yards, the v-150 Planet Defender was a massive, independently powered surface based ion cannon designed to target and neutralise starships in orbit of a planet. The v-150 was usually mounted on a rotating base, and the weapon itself was covered by a semi-circular shell of reinforced permacite. The weapon was designed to be modular, with an installation time of only a few hours.

Each weapon was sold with its own reactor, which was intended to be buried forty meters below the weapon emplacement. Three levels of crew quarters and storage space were located between the reactor and the weapon, and the emplacement could store enough supplies to last the crew of twenty-seven for three months. When activated, it took several minutes for the v-150 to manoeuvre into position on its rotating base. The v-150 was completely immobile, and was vulnerable to attack from ground forces and aerial bombardment. A retractable blast shield protected the weapon, and the cover had to be retracted to fire the weapon.

The v-150 took targeting data from electrotelescopes and long range sensors, and could also be linked to orbital sensor stations for more accurate targeting. The weapon had an optimum range of 4,000 kilometres, and a maximum range of 180,000 kilometres. The v-150's fire control computers allowed the v-150 to target orbital ships at will, and a single ion bolt could disrupt Imperial-class Star Destroyers. The weapon had a fire rate of one shot every six seconds.

FOR OVER A THOUSAND GENERATIONS, THE JEDI  
WERE THE GUARDIANS OF PEACE AND JUSTICE IN  
THE OLD REPUBLIC — BEFORE THE DARK TIMES.  
BEFORE THE EMPIRE. — OBI-WAN KENOBI



# HEROES OF THE ALLIANCE

Those who join the Rebel Alliance are usually either idealists or harbouring a deep grudge against the Empire and need for vengeance. Coming together from all worlds and all species, the men and women of the Alliance fight for freedom, justice and liberty against a tyrannical enemy.

## BAIL ORGANA

Bail Prestor Organa (formally styled as His Serene Highness, Prince Bail Organa, First Chairman and Viceroy of Alderaan) served as the First Chairman and Viceroy of Alderaan, and in the Galactic Senate as the Senator of the Alderaan sector from 32 BBY to 19 BBY. Subsequently, he was Senator of the Alderaan sector of the Imperial Senate from 19 BBY to 1 BBY. He was Princess Leia Organa's adoptive father and a friend of Jedi Masters Obi-Wan Kenobi, Yoda and Rahm Kota. He was married to Queen Breha Organa of Alderaan and was, as Prince Consort, head of the royal house and ruler of Alderaan. One of the main founders of the Rebel Alliance, he was killed when the Death Star obliterated Alderaan. In the Alliance and its successor states, the New Republic and Galactic Federation of Free Alliances, he was respected as a martyr who died for his cause.



## CHEWBACCA

Chewbacca (or Chewie, as he was known by his friends) was a legendary Wookiee from Kashyyyk and co-pilot of Han Solo's ship, the *Millennium Falcon*. He was the son of Attichitcuk, the husband of Mallatobuck, and the father of Lumpawaroo. Chewbacca carried with him the name of an ancient Wookiee hero, the great Bacca, first of the great chieftains of Kashyyyk, and the creator of a sword that denoted leadership among the Wookiees. This name placed Chewbacca in a noble lineage, which was further supported by his role in the Battle of Kashyyyk during the Clone Wars and during the Galactic Civil War.



Chewbacca was a wise, sophisticated being of great strength and loyalty. As technologically savvy as the brightest Academy graduate, he was also a skilled mechanic. Chewbacca, like many Wookiees, was able to understand Basic, but he could not speak it due to his species's vocal structure. He instead spoke Shyriiwook, the main Wookiee language, composed largely of growls and grunts, to his non-Wookiee companions who typically replied in Basic.

He later died during the Yuuzhan Vong War.



## CRUX MADINE

Crix Madine was an Imperial Army officer who formed and led the notorious Storm commandos of the Imperial military. In light of later missions, such as releasing a plague on Dantaal, Madine defected to the Rebel Alliance, though it cost him his fiancée, Karreio. After several complications in his defection, Madine became a valuable part of the Rebellion, advising and leading commando operations. He also planned the successful commando raid on the second Death Star's shield generator. After the Battle of Endor, Madine continued to serve in the New Republic. He was killed in action by Durga Besadii Tai after being captured on a mission to sabotage the Darksaber superweapon.



## HAN SOLO

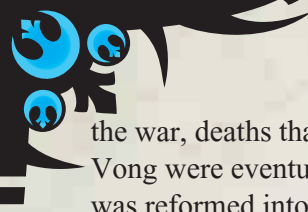
Han Solo was a Human smuggler from the manufacturing planet Corellia who achieved galactic fame as a member of the Rebel Alliance and later the New Republic. Born on Corellia, he was orphaned at an early age and taken by the pirate Garric Shrike to serve on his crew. He was treated cruelly, and served Shrike for many years before escaping while in his teens. Solo became a smuggler, and fell in love with Bria Tharen, though she left him due to her duties to the Rebel Alliance. Solo then entered the Imperial Academy at Carida, serving with distinction. He was kicked out, however, when he stopped an Imperial officer from beating a Wookiee named Chewbacca with a neuronix whip for resisting capture. In gratitude, the Wookiee swore a life debt to Solo, protecting him with his life. He became a smuggler once again, with Chewbacca at his side. Piloting the upgraded and customized Millennium Falcon, which

he won in a game of Sabacc against Lando Calrissian, his future ally, he became known as one of the best smugglers in the galaxy.

On the run from Imperial officials, Solo became caught up with the Rebel Alliance, courtesy of Obi-Wan Kenobi, Luke Skywalker and Princess Leia Organa, whom he helped rescue from the Death Star. Solo helped Skywalker destroy the Death Star when it attacked the Rebel base at Yavin 4, where they had taken Organa. Solo became an unofficial member of the Rebel Alliance, and fell in love with Organa. He officially joined the Alliance in 4 ABY and was immediately commissioned as a general. He led the strike team that helped destroy the Second Death Star at the Battle of Endor, in which Emperor Palpatine was killed. A year later, the New Republic was founded.

Solo married Organa in 8 ABY, and the two had three children: Jaina, Jacen, and Anakin. As the New Republic was threatened by many enemies in its first years of existence, Solo was always on the move, sometimes travelling with Skywalker, who was Organa's brother. Along with his wife and faithful Wookiee friend, Solo fought against Warlord Zsinj, Grand Admiral Thrawn, the reborn Emperor Palpatine, Admiral Daala and the Yevetha. In 25 ABY the New Republic was attacked by the Yuuzhan Vong. The war that followed lasted four years and was extremely bloody. Solo's closest friend Chewbacca and his son Anakin Solo both died during





the war, deaths that haunted the ex-smuggler. The Vong were eventually defeated and the New Republic was reformed into the Galactic Alliance. In 40 ABY, his son Jacen turned to the dark side of the Force, and took control of the Galactic Alliance. Solo and his wife joined the rebel faction opposing Darth Caedus, and the two were prepared to kill him, as they no longer saw him as their son. At the end of the war, Solo was still having tense relations with the GA government.

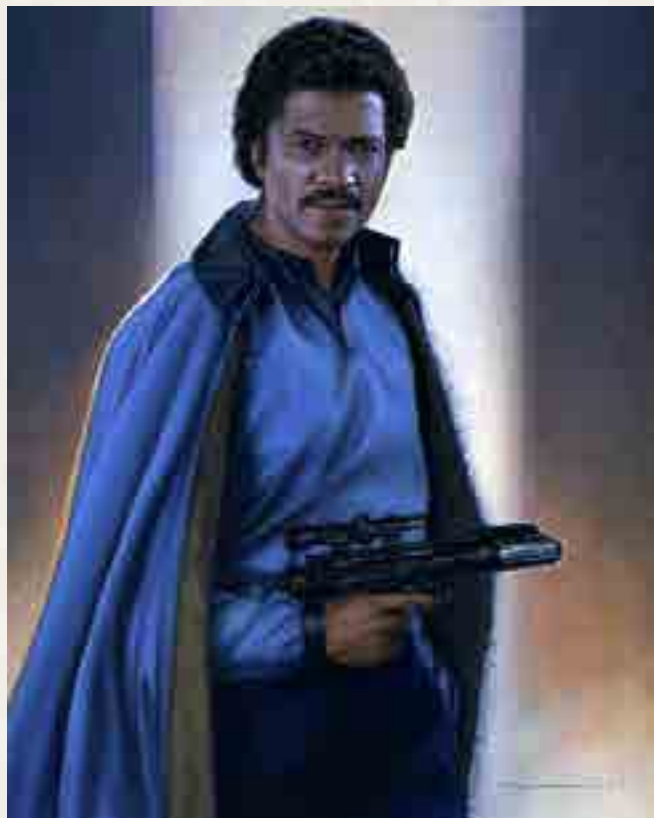
## JAN DODONNA

Jan Dodonna was one of the first generals in the Rebellion's military. He was one of the first captains of a Star Destroyer in the days of the Galactic Republic, having served in both the Stark Hyperspace War and the Clone Wars. Throughout his long period of service, Dodonna showed a strong grasp of tactics and strategy, and along with Adar Tallon, Dodonna wrote the book on modern space combat.

## LANDO CALRISSIAN

Lando Calrissian was a professional gambler, entrepreneur, smuggler, and general throughout various points in his life. Born on Socorro, he became a gambler and con man early in his life and acquired his own ship, the *Millennium Falcon*, in a game of sabacc with a man named Cix Trouvee. He went on to have numerous adventures with the *Falcon* and its piloting droid, Vuffi Raa, during which he ran afoul of a Sorcerer of Tund named Rokur Gepta, whom Calrissian eventually killed. After a series of events led to him losing the *Millennium Falcon* to a Corellian named Han Solo on Bespin, Calrissian eventually became the Baron Administrator of Cloud City for a time - a position he once again gained through sabacc.

In 3 ABY, Cloud City was taken over by the Galactic Empire during the Galactic Civil War as part of a deal gone wrong. Calrissian had previously agreed to turn over a group of Rebels to the Empire, including Han Solo and Leia Organa, as part of bait for a trap for Jedi Luke Skywalker. However, Darth Vader altered the deal to the point where Calrissian felt he was no longer able to tolerate it. Subsequently, he joined the Rebel Alliance and took part in numerous missions



on its behalf; in particular, in search for Han Solo, who had been frozen in carbonite due to Calrissian's betrayal on Bespin. Calrissian eventually participated in Solo's rescue and the defeat of Jabba the Hutt. Following Solo's rescue, Calrissian continued to serve with the Alliance and during the Battle of Endor in 4 ABY, Calrissian piloted his old ship, the *Millennium Falcon*, into the second Death Star's core to destroy its reactor.

Afterward, he continued to serve the newly formed New Republic in times of need, but spent most of his time pursuing various business ventures, specializing in mining. A venture on the sun-baked world of Nkllon was soured by multiple attacks from the Empire under Grand Admiral Thrawn, but Calrissian invested in a number of other entrepreneurial plans, including mining operations on Varn and Kessel. In 18 ABY, Calrissian met and fell in love with Tendra Risant, marrying her soon after the Bastion Accords were signed. During the Yuuzhan Vong War, Calrissian aided the New Republic through his leadership and the YVH 1 droids that his company, Tendrando Arms, produced to combat the extragalactic invaders. He also helped to arrange the election of Cal Omas as Chief of State following the New Republic's reorganisation into the Galactic Alliance.



## LEIA ORGANA

Leia Organa Solo (born Leia Amidala Skywalker) was, at various stages of her life, a politician, revolutionary, and Jedi Knight of the New Jedi Order. The daughter of Jedi Knight Anakin Skywalker and Senator Padmé Amidala of Naboo, Leia was the younger twin sister of Luke Skywalker, and, shortly after her birth, she became the adopted daughter of Bail Organa and Queen Breha of Alderaan, making her a Princess of Alderaan. An accomplished Senator, Leia Organa was most famous for her strong leadership during the Galactic Civil War and other subsequent galactic conflicts, making her one of the galaxy's greatest heroes. Later she married Han Solo, and became the mother of their three children: Jaina, Jacen, and Anakin Solo. Around the start of the Swarm War, Leia unknowingly became a grandmother through Jacen's daughter Allana.

She had a forceful personality and bright intellect, having accomplished much in her youth: she was a strong proponent for the Rebel Alliance, the youngest Senator ever of the Galactic Empire at eighteen standard years of age, and a member of the Royal Family of Alderaan. Years later, she was instrumental in the creation of the New Republic, and was elected to the position of Chief of State, serving twice in that office.

Due to her powerful Force heritage, Leia, following her family's legacy, became a Jedi Knight in the New Jedi Order. She was partially trained by her brother Luke and later by Jedi Master Saba Sebatyne, who declared her a fully trained Knight at the end of the Swarm War. This training would serve her well as the galaxy teetered on the edge of collapse into civil war once more during the Second Galactic Civil War, although it complicated her allegiance. During this conflict, Leia's son Jacen turned to the dark side of the Force, becoming the Sith Lord Darth Caedus. Leia and Han became determined to destroy Caedus, feeling that their son was already dead. However, it was their daughter Jaina who ended his life in a lightsabre duel that also concluded the war.

In the aftermath of Caedus' death, the Solos became the guardians of their granddaughter Allana, at the behest of her mother, Tenel Ka of Hapes, and remained two of the galaxy's most important figures, standing with the Jedi Order amidst the tensions that arose between it and the government of Chief of State Natasi Daala.



## LUKE SKYWALKER

Luke Skywalker was a legendary war hero and Jedi who helped defeat the Galactic Empire in the Galactic Civil War and helped found the New Republic, as well as the New Jedi Order.

Born in 19 BBY as the son of the fallen Jedi Knight Anakin Skywalker and the Queen and Senator of Naboo, Padmé Amidala, Luke was raised on Tatooine and hidden from Emperor Palpatine and his father, who had recently become Darth Vader, Dark Lord of the Sith. In 0 BBY, Skywalker's life changed forever. A chance purchase of two droids, R2-D2 and C-3PO, led to him to receive training in the ways of the Force from Jedi Master Obi-Wan Kenobi and to meet Han Solo, and Princess Leia Organa, who was, unbeknownst to him, his twin sister. Skywalker then destroyed the first Death Star and joined the Rebel Alliance.

**IT'S A TRAP! — ADMIRAL ACKBAR**





Over the next few years, he fought in many of the most important battles of the Galactic Civil War, helping to found Rogue Squadron and fighting Imperial forces across the galaxy. In 3 ABY, Skywalker received Jedi training from Yoda, and learned from Vader that the Sith Lord was his father. One year later, he fought in the Battle of Endor, and succeeded in turning his father back to the light. Thanks to Skywalker, Palpatine was killed, and the Empire was dealt a crippling blow. One year later, the New Republic was formed.

Throughout the succeeding decades, Skywalker helped keep peace throughout the galaxy as the New Republic slowly defeated small remnants of the Empire. When Palpatine returned in the form of several clone bodies, Luke temporarily fell to the dark side and became the resurrected Emperor's apprentice but was later redeemed with the help of his friends, and he continued with his goal of reviving the Jedi Order. In 11 ABY, he founded the New Jedi Order, and began teaching Force-sensitives about the ways of the Force at the Jedi Praxeum, fulfilling his destiny as the first of the new Jedi. In the midst of this rebirth came numerous challenges for Skywalker and his apprentices, including the Black Fleet Crisis, the Almanian Uprising, and the lure of Waru, but Skywalker, aided by fellow Jedi and his friends, was able to overcome each trial. Meanwhile, after a long series of failed relationships, Luke married fellow Jedi and former Emperor's Hand Mara Jade in 19 ABY.

## MON MOTHMA

Mon Mothma, a native of Chandrila, served as an important political figure from the waning days of the Galactic Republic, one of the founders of the Alliance to Restore the Republic, and the first Chief of State of the New Republic. When the foundation of the Galactic Empire replaced the Republic that had existed for many millennia, she met with her allies in the Senate, such as Senators Padmé Amidala and Bail Prestor Organa. In 2 BBY, she signed the Corellian Treaty, along with Organa, Garm Bel Iblis, Rahm Kota, and Galen Marek, in order to form the Alliance to Restore the Republic. She, along with the others, were taken captive aboard the Death Star, although they were rescued. She played an important role in the ensuing Galactic Civil War, and after the decisive Rebel victory at the Battle of Endor, became the first Chief of State of the newly founded New Republic. She also had a daughter, Lieda, and a son, Jobin. In 24 ABY, she passed away peacefully on Chandrila.



# OBI-WAN KENOBI

Obi-Wan Kenobi, later known as Ben Kenobi during his exile, was a legendary Jedi Master who played a significant role in the fate of the galaxy during the waning days of the Galactic Republic. He was the mentor of both Anakin and Luke Skywalker, training both in the ways of the Force. He had a long and tumultuous career that helped shape the fate of the entire galaxy.

Kenobi fought during many battles of the Clone Wars, and was one of the last members of the Jedi High Council. Even after his apprentice became a Jedi Knight, Kenobi and Skywalker fought together many times, becoming a widely renowned pair. Kenobi earned the sobriquet The Negotiator through his charm and calm demeanour as well as the quiet threat of his abilities with a lightsabre.

Later in the war, Skywalker saved his life in a battle fought over Coruscant, after which Kenobi killed General Grievous on Utapau. However, he was soon betrayed as Commander Cody, following Order 66, opened fire on him.

Kenobi met up with his old mentor Grand Master Yoda, and the two realised not many Jedi had survived the attacks. The two returned to the Jedi Temple, where they learned the agonizing truth; Anakin Skywalker, now lost to the dark side of the Force, had led an attack to kill all Jedi remaining in the Jedi Temple, following orders from Chancellor Palpatine, the ruler of the successor of the Republic, the Galactic Empire. Kenobi travelled to Mustafar in order to duel his former apprentice and friend, now the Sith Lord Darth Vader. Finally, Vader was defeated, and Kenobi remorsefully left him to die. While Yoda, one of the few other Jedi to survive the Great Jedi Purge, went into exile, Kenobi took the son of Skywalker and Amidala, Luke Skywalker, to live with the Lars family on Tatooine. He became a friend of the young Skywalker as he grew up, but he did not tell Skywalker his actual identity.

Kenobi re-emerged in 0 BBY, shortly before the Battle of Yavin. After Leia Organa, Vader's daughter and Luke Skywalker's twin sister, was captured by the Empire, she contacted him desperately. Kenobi gave Luke his father's lightsabre and travelled with him to Alderaan in Han Solo's Millennium Falcon, only to realize that the Death Star had destroyed the planet. Kenobi entered the Death Star with Luke, Han, Chewbacca, C-3PO, and R2-D2, in order to rescue Organa, but Darth Vader sensed his presence. In a duel with his former apprentice, Kenobi gave up his life to allow Luke to escape, vanishing into the Force the moment Vader struck him down with his weapon. Three years later, his spirit returned to Luke to lead him to Dagobah in order to learn from Master Yoda. He even carried out his role as a mentor to the younger Jedi beyond his natural life through use of the Force, remaining a significant influence on Luke Skywalker's foundation of the New Jedi Order.



MAY THE FORCE BE WITH YOU. — OBI-WAN KENOBI



# BATTLES AGAINST OPPRESSION



Fighting against an enemy powerful beyond comprehension, the heroes of the Rebel Alliance nonetheless launched many desperate, sometimes futile, battles against the Empire. Many were fought over far off worlds that few remember, while others were destined to change the course of galactic history.

## 19 BBY BATTLE OF KASHYYYK

The Battle of Kashyyyk, also known as the subjugation of Kashyyyk, was the first Imperial invasion of the Wookiee homeworld of Kashyyyk as part of the Empire's Enslavement of Kashyyyk campaign. It occurred after the Dark Lord of the Sith Darth Vader tracked a group of surviving Jedi to the planet. It was during this crisis that Vader made a deal with Moff Tarkin to capture Wookiees as slave labour to help build the Death Star. The battle itself was also seen as an early, but by no means the last, demonstration to the galaxy of how the Galactic Empire would respond to internal dissent.

## 1 BBY UPRISING ON MON CALAMARI

In 1 BBY, the Mon Calamari rose up against the Galactic Empire who had been occupying their homeworld for nearly two decades and drove the Empire offworld. The resulting battle liberated the Mon Calamari and Quarren from the Empire and led to their eventually joining the Alliance to Restore the Republic.


Imperial occupation forces were caught off guard by the reaction of the Mon Calamari and Quarren. Across the planet Dac the long oppressed fought back. At first, many fought Imperial forces with nothing more than kitchen utensils or hand tools fashioned into weapons. Yet, thanks to early efforts

of resistance leaders like Ackbar, numerous secret weapons caches that had been secreted away over the previous two decades were deployed against Imperial forces. Secret ship construction sites located beneath the seas of Calamari outfitted privateer craft which plagued Imperial forces in the Calamari Sector. Workers in the Mon Calamari Shipyards sabotaged Imperial warships in dock and diverted captured materials to the resistance. Caught completely by surprise by the ferocity of the rebellion, Imperial forces abandoned the sector entirely. The united peoples of Mon Calamari had finally achieved their long sought goal of freedom from enslavement by the Empire. Their victory became a beacon of hope for the downtrodden peoples of the galaxy, garnering the attention of the Rebel Alliance.

## 0 BBY ATTACK ON THE DEATH STAR

In 0 BBY, the Rebel Alliance launched an attack to pre-emptively destroy or significantly damage the first Death Star while it was nearing completion in orbit above the planet Despayre.

It was an unconditional disaster for the Rebels who lost at least 500 of their premier starfighter assets as well as a large carrier capital starship. For the Imperials, it represented the first operational testing of the Death Star's superlaser and gave the crew confidence in the capability of the battle station.



READY ARE YOU? WHAT KNOW YOU OF READY? FOR  
EIGHT HUNDRED YEARS HAVE I TRAINED JEDI. MY OWN  
COUNSEL WILL I KEEP ON WHO IS TO BE TRAINED.

- YODA









## 0 BBY BATTLE OF YAVIN 4

With the imminent completion of the Empire's Death Star, the Rebel Alliance anticipated a major Imperial offensive. To unify command and coordinate a defence, the Mon Calamari Star Cruiser Independence carried members of the Alliance High Command to their secret base on Yavin 4. Upon arrival, the Independence sent Red, Gold and Blue Squadron to the Yavin Base. Their numbers were augmented by veteran pilots as the Alliance gathered its resources in preparation for the coming battle.

The Death Star arrived in system escorted by a small support fleet consisting of the Nebulon-B frigate Divad and two CR90 corvettes BB 45 and SB 35. While the Death Star prepared to fire its main weapon, a communications satellite was deployed to coordinate defences. The Rebels, still planning their attack, knew that any delay to the Death Star's approach could spell the difference between victory and defeat. Therefore they planned a small attack to destroy the communications satellite and disrupt operations.

Following the preliminary attacks, a fleet of 22 X-wing, 8 Y-wing, and 2 R-22 Spearhead starfighters scrambled to assault the station. The Death Star attempted to use its batteries to defend itself, but the defences were designed primarily to fight off capital ships, not the small and agile Rebel ships. The fighters destroyed several turrets and a rookie pilot known as Rookie One destroyed a giant ion cannon mounted on the Station, in order to set the stage for the main phase of the assault.

On the Death Star, an officer analysed the Rebels' attack plan and realised there was actually a good chance they could destroy the reactor - and with it, the entire station. He alerted Tarkin and suggested they consider retreating or evacuation. Tarkin, however, believed the final victory for the Empire was in sight, and would not even consider pulling back.

Like the previous run, the flight leader, Skywalker, made the actual attack, while his wingmen, Biggs and Wedge, covered for him. As before, Vader and his escorts moved to intercept the X-wings. Wedge was hit and forced to disengage, while Biggs was killed when his starfighter was shot down, leaving Skywalker alone with Vader in the trench.

Vader, sensing that the last pilot, Skywalker, was strong in the Force, prepared to kill him (unaware at the time that Skywalker was his own son). However, at the last moment, Han Solo and Chewbacca in the Millennium Falcon surprised Darth Vader and, with a laser blast, destroyed one of his wingmen. In the confusion, the other wingman panicked and collided with Vader's fighter, sending himself crashing into the trench and Vader careening out of control into space. With the Force aiding him, Luke fired his torpedoes, both of which entered the port perfectly. On the Death Star's bridge, Admiral Motti called out that torpedoes were in the main shaft and would hit the reactor. The Death Star exploded just seconds before its main gun would have destroyed Yavin 4. Grand Moff Tarkin and the battle station's entire crew, sans Vader, were killed. Vader himself managed to regain control of his fighter and fled the Yavin system with his life. The Rebel Alliance had won a spectacular victory. Because of these actions, Skywalker, Solo, and Chewbacca were awarded medals after the battle.

## 1 ABY BATTLE OF THE JADE MOON

A battle at the Jade Moon took place during the Galactic Civil War, immediately after the liberation of Gerrard V. The battle was a raid led by former Imperial starfighter pilot Kasan Moor following her defection to the Rebel Alliance. The Jade Moon of Loronar was being used as a supply depot for the Galactic Empire and featured a factory of AT-AT walkers and blaster rifles. The attack was twofold: a ground attack with backup from Rogue Squadron. With the operation a success for the Alliance, the attention turned to other military installations that Kasan Moor had reported.



## 3 ABY BATTLE OF HOTH

The Battle of Hoth was a major victory for the Galactic Empire and the single worst battlefield defeat suffered by the Alliance to Restore the Republic during the Galactic Civil War. The battle was an Imperial invasion aimed at destroying the Rebel Alliance's Echo Base hidden on the remote ice world Hoth. The base's location was compromised when a viper probe droid deployed by Darth Vader landed on Hoth. When the Death Squadron fleet commanded by Admiral Kendal Ozzel left lightspeed too close to the Hoth system, the Admiral inadvertently alerted the Alliance of the Imperial's presence, giving the Rebels time to prepare for the necessary evacuation and raise the planetary shield. Thus, Vader executed him for that fatal mistake and immediately promoted Captain Firmus Piett to replace him.

The Imperial attack force consisted of primarily AT-AT walkers, commanded by Major General Maximilian Veers. His army was tasked with destroying Echo Base's main power generator to allow orbital bombardment of the planet. Spearheading the defense of the generator was the elite Rogue Squadron, manning snowspeeders, commanded by Luke Skywalker, renowned for being the pilot who destroyed the first Death Star. The snowspeeders did not have the necessary firepower to bring down the walkers, so Skywalker suggested an alternative tactic to trip up the walkers with the tow cables issued to every snowspeeder.

Despite the efforts by Rogue Squadron, the power generator was eventually destroyed by Veers. The remaining base personnel proceeded to evacuate, as the 501st Legion, led by Darth Vader, entered the base. It would prove a major victory for the Galactic Empire, and would heavily stymie the Rebels.

## 3 ABY BATTLE OF KOTHLIS

A battle at Kothlis occurred after secret Imperial construction data was secured during a raid on the freighter Suprosa. Rebel Alliance forces took a computer core holding the Death Star II plans from the freighter and delivered it to a Bothan Spynet safehouse on the colony world Kothlis. The site was raided by bounty hunters, and although Rebel commander Luke Skywalker was captured, the data core was smuggled out. The core was transferred to the CR90 corvette Razor. A battle started over the planet when the Imperial-class Star Destroyer Motivator arrived and captured the Razor. Rebel reinforcements arrived and destroyed the Star Destroyer, which plunged to the planet with the corvette in its hangar bay. A commando raid was launched to recover the data, and although surviving Imperial forces deployed to defend the wreckage, Crix Madine's commandos took the data before the reactor went critical.





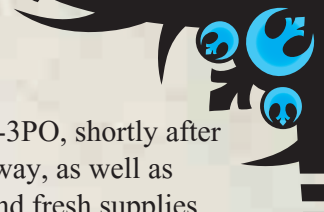
## 4 ABY THE BATTLE OF ENDOR

The Battle of Endor, fought between the Rebel Alliance and the Galactic Empire in 4 ABY, was one of the largest and most important engagements of the Galactic Civil War. It signified the decline of the Empire with the deaths of Emperor Palpatine and Darth Vader, as well as many major Imperial leaders, and the destruction of the second Death Star.

The Rebels took the Emperor's bait and a squad headed to Endor on board the captured shuttle Tydirium, stolen by Wedge Antilles on Prefsbelt IV. After using a stolen clearance code that, while outdated, the Executor cleared, Solo piloted the shuttle to the moon's surface. At that time, Luke began having second thoughts about coming on the mission after sensing that Vader was on the Executor; he feared Vader would sense his presence through the Force and endanger the entire operation. Sure enough, Vader had indeed detected his son and ordered the ship the pass before reporting back to the Emperor. At the same time, Renegade Squadron also slipped past the planetary shield. Solo's team landed, with Renegade Squadron landing some ways away.

After landing on the planet, Solo's team traversed through the forest until they encountered two Imperial Scout troopers, Corporal Avarik and Sergeant Elsek. Solo attempted to sneak up on the soldiers, but the attempt backfired when he accidentally stepped on a twig, giving away his position and forcing him to take them out openly. The commotion alerted two more nearby Scout Troopers, who escaped on speeder bikes to report to the main Imperial base. Luke Skywalker and Leia Organa, mounting the speeder bikes of the troopers Solo had felled, left in pursuit. During the chase, Luke Skywalker jumped onto another speeder bike and dislodging the driver. At that moment, another two Scout Troopers arrived on the chase, Sergeant Barich and Corporal Misik on their tail, Luke order Leia to continue on her chase after the speeder while he take the other two speeders before Leia ended up being knocked away and then crashing her speeder by Barich, although he would eventually die shortly thereafter by crashing into a fallen tree. During Luke's pursuit, the Imperial reinforcement arrived on the chase and assist Misik to engaged Skywalker before several of their speeders ended up destroyed by Luke Skywalker





Luke eventually encountered Misik, and they attempted to ram each other away. However, it resulted in them locking in place. Eventually, Luke managed to jump off from the speeder after disengaging. Misik then attempted to kill Luke by firing at him. However, Luke managed to deflect the blaster fire with his own lightsaber before he quickly sliced Misik's speeder bike's steering vane, forcing the doomed Misik to spin out of control and eventually collide into a tree, killing the corporal. Luke then departed to regroup with the task force.

After being separated during their pursuit of the Imperials through the forest, Skywalker returned to find Organa had not. Sending the rest of the strike team to continue on to their objective, and vowing to rendezvous with them at 0300, Skywalker, along with Solo, Chewbacca, C-3PO, and R2-D2, left to search for Organa. However, the search ended up sidetracked when Chewbacca, due to undergoing 'olfactory delirium' from the scent of a dead animal carcass, unwittingly ended up trapping his comrades in a net, set by the moon's indigenous population, the Ewoks. After R2-D2 brashly freed them by using his buzzsaw accessory, they ended up surrounded by the Ewoks, although they ended up worshipping C-3PO, believing him to be a deity from their pantheon mythology known as the Golden One, resulting in the group being taken prisoner by the Ewoks.

Meanwhile, Organa, unconscious after crashing her speeder bike, was awoken by a native Ewok named Wicket Wystri Warrick. Unsure whether she was friend or foe, Wicket was initially cautious of Organa because she was human and the local Stormtroopers had killed many Ewoks. However, after the two were ambushed by Scout Troopers, including corporal Oberk, and worked together to overcome them, she had gained his trust and he took her back to his village. There she was reunited with Han, Luke, Chewbacca, C-3PO and R2-D2 after they had been captured by the Ewoks and taken to Bright Tree Village, where they were to be sacrificed. The Rebel heroes would have met their end had Skywalker not convinced the Ewoks to help them by levitating C-3PO on his god-throne. After explaining their story, the Rebels were anointed as official members of the Ewok's tribe. One of the Ewoks also explained that he knew the quickest way to the Endor shield

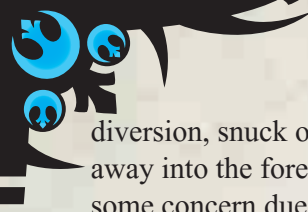
generator, with Han Solo telling C-3PO, shortly after the latter stated this, to ask which way, as well as their need of their weapons back and fresh supplies.

That night, Luke Skywalker, after asking about her real mother, revealed to Leia Organa that she was his sister and that Darth Vader was their father, information that shocked the Princess. Skywalker, sensing that Vader had felt his presence and had come to the moon in search of him, then left the Ewok village with a dual purpose: To protect his friends from discovery, and to surrender to Vader in an attempt to turn him from the dark side. Solo, unaware of this revelation when finding her outside shortly thereafter, tried to find out why Organa was upset, eventually asking irritably whether she wanted to talk to Skywalker when she was reluctant to divulge her discovery before consoling her. Afterwards, he ended up surrendering to a platoon of Imperial soldiers and was then boarded onto an AT-AT to be delivered to the main base, denying that any other rebels were in the area. However, both Vader and the commander of the AT-AT, Igar, did not believe his claim and with Vader's permission sent a search party for any potential rebels in the area. Skywalker then tried to make a failed appeal to Vader to escape the Emperor and return to the Light Side of the Force, although Vader dismissed him, believing he was far beyond any chance at redemption.

In the meantime, Major Derlin and the rest of the team dodged Imperial patrols, then stopped to make camp as night fell. Shortly after starting their first sleeping shift, the camp sensors picked up an AT-ST moving in on their position. Derlin had Corporal Beezer jam its transmissions so it couldn't call for help, then Lieutenant Greeve took out both of the scout walker's searchlights. Finally, Corporal Delevar used the Caspel launcher to pop a smoke canister through one of the viewports in the head, forcing the crew to abandon the vehicle. Forcing the pilot to make check-in calls to explain its absence, the team was able to keep their rendezvous with General Solo without alerting Imperial forces.

The next day, the Rebels, fully rendezvoused with each other, accompanied by a force of Ewok warriors, descended upon a secret entrance to the Imperial bunker. While planning how to infiltrate the bunker, one of the Ewoks, Paploo, in an attempt to create a





diversion, snuck onto a nearby speeder bike and raced away into the forest, initially causing the Rebels some concern due to it carrying the high risk of their being discovered. After most of the Scout Troopers guarding the entrance raced away in pursuit of the Ewok, Solo and the rest of the rebels easily gained entrance to the bunker, including luring the remaining trooper towards the waiting task force and forcing him to surrender, and, after capturing the Imperials inside, began to set explosives. Their victory was short-lived, however, as they were soon ambushed by another contingent of Imperials led by Colonel Dyer and later Lieutenant Renz after the former was shoved beyond a railing to his death by General Solo, who led them out of the bunker where they were met by hundreds of Stormtroopers and AT-STs. With the hopes of the Rebel task force all but dashed, the concealed Ewok force surrounding the Bunker clearing launched a furious ambush, stunning the Imperials who had already dismissed them as primitive natives. Meanwhile, Renegade Squadron heard over their comlinks that Solo was surrounded, and they rushed to his rescue. First, they liberated an Ewok village captured by Stormtroopers. Finally, Renegade Squadron prevented the repairs on an AT-AT that had been crippled by Solo's strike team earlier from being finished.

Although initially surprised by the ambush, Tempest Force regained the upper hand and squads of Stormtroopers pursued the Ewoks into the forest. Despite being outnumbered by the natives, the Stormtroopers with their armor and advanced weapons forced the Ewoks back, and Imperial AT-ST scout walkers decimated Ewok holdouts. The Ewoks tried, but were unsuccessful with a number of tactics, such as using gliders to drop stones on top of the walkers, and trying to trip them with ropes.

Hoping to take the upper hand, a pair of Ewoks, led by the Wookiee Chewbacca, successfully captured Tempest Scout 2, one of the AT-ST walkers, throwing Lieutenant Watts out of the scout walker in the process, as well as knocking out Major Marquand.

**STRIKE ME DOWN, AND I WILL BECOME MORE  
POWERFUL THAN YOU COULD POSSIBLY IMAGINE.**

**— OBI-WAN KENOBI**

Renegade Squadron also sent at least one of their men into a walker. The tide of the battle began to turn as Chewbacca used this AT-ST to take out isolated Imperial units as well as another Imperial walker. The sight of this rallied the remaining Ewoks, who had been retreating into the woods, and they doubled their efforts behind the stolen AT-ST. Meanwhile at the bunker door the Rebels try to break in again, but a new security code was put in place by the Imperials during the Rebels capture. After calling R2 to open the lock Leia was injured by a shot to the arm by a Stormtrooper. Two Stormtroopers then attempted to capture Han, Leia, C-3PO, and a damaged R2 only to get shot down by Leia who had concealed a gun on her person.

With the Ewoks springing a number of more successful traps, they, along with Chewbacca's commandeered AT-ST, were able to defeat the remaining scout walkers, before proceeding back to the entrance of the bunker to meet the Rebel Strike Team. The strike team was initially concerned with the AT-ST's arrival until Chewbacca popped out of the hatch. Solo initially ordered for the Wookiee to treat Organa's injuries, although he changed his mind when the AT-ST's presence gave him an idea of how to lessen security at the bunker: With the Imperials in disarray, General Han Solo posed as Marquand, informing the Imperials within the bunker via comlink that the battle was over, that the Rebels were fleeing into the woods, and that reinforcements were needed to continue the pursuit. Three squads of reinforcements were sent to help search for the Rebels. The Rebels, however, were waiting at the bunker door, and the Imperial reinforcements, sorely outnumbered and under the guns of an AT-ST, surrendered to the combined force of Rebels and Ewoks. The Rebels proceeded to infiltrate the Imperial facility, clear out the remaining personnel, and destroyed the bunker with several proton charges. Renegade Squadron prevented any stormtroopers from entering the bunker while they did this. Storm commando captain Sarkli attempted to intercept Solo and stop him from escaping the burning bunker, but failed and was shot dead, with Solo also stating that Sarkli had chosen the wrong side as the Empire was finished (referring to Sarkli's earlier defection from the Rebel Alliance). Upon rushing out of the doomed bunker, Solo then ordered everyone to clear

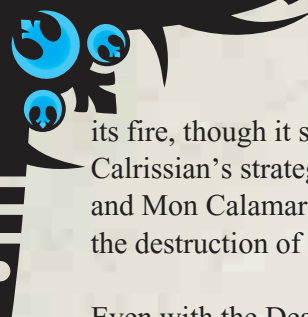


the immediate area from the impending explosion. The destruction of the facility brought down the deflector shield surrounding the forest moon and the Death Star. At the same time, X2, a former elite clone trooper who turned against the Empire, also participated in the battle. He met up with Col Serra of Renegade Squadron on the surface of the moon. There, he fought a group of Imperial troopers and freed several Ewoks before shutting down the Imperial communications network. The space station was now vulnerable to attack, and the next phase of the battle began

At the same time the commandos were captured by the Imperials, the Alliance Fleet exited from hyperspace and moved to attack the apparently unshielded Death Star. General Lando Calrissian and his co-pilot, the Sullustan Nien Nunb, noticed that sensors were not detecting the residue of a deactivated shield, which meant that the Empire was jamming the Alliance and the shield was likely still up. As they pulled up to avoid crashing into the shield, the Alliance Fleet spotted a group of Star Destroyers moving toward them. The Empire, having previously been informed of the imminent attack, staged a trap to capture and crush the Rebellion by sandwiching the Alliance Fleet between the Imperial Sector Fleet and the Death Star II.

TIE fighters and TIE interceptors were deployed from the Imperial Fleet to engage the Rebel fighters and capital ships. Some of the smaller warships were destroyed by the TIEs, and the Rebel and Imperial fleets engaged from a distance. Eventually, TIE bombers joined the fray, forcing the various squadrons to fight them before they reached the fleet. They then had to protect the medical frigate, which was heavily damaged from the earlier attacks from the TIE bombers and TIE fighters. The Star Destroyer fleet itself did not attack the Rebels, however, having been ordered by the Emperor to not attack the fleet as he intended to reveal a surprise for the Rebels, the fleet only being necessary to prevent the Rebels' escape. Soon, the surprise the Emperor alluded to his officers earlier was revealed to be demonstrating the battle station's operability: the Death Star II fired its main superlaser on Liberty, destroying it. The Rebels, having believed that the Death Star's weapons systems were not yet operational, were shocked and Calrissian suggested to Admiral Gial Ackbar that the Rebel fleet attack the Imperial Navy at point-blank range, hoping that the Death Star would hold fire to prevent destroying Imperial ships, and if that didn't work, they'd at least take a few of the Imperial vessels with them. Soon, the two sides were engaging each other at ranges little more than a few hundred meters, and the Death Star did limit





its fire, though it still destroyed Bulk Cruiser Urjani. Calrissian's strategy along with the X-Wing squadron and Mon Calamari ship's firepower also resulted in the destruction of two of the Star Destroyers.

Even with the Death Star's decreased rate of fire, the Imperial fleet still outnumbered and outgunned the Alliance and with the fleet in their path and interdiction fields raised and generated by Immobiliser-418s in the outer system, retreat was not an option for the Alliance. Furthermore, Calrissian pointed out to Ackbar that they would not get another chance at destroying the Death Star in its incomplete and vulnerable state.

As the enemy TIE fighters were launched, they began to swarm against Admiral Ackbar's flagship Home One. As a result, Ackbar needed to bring in X2 for aid. After destroying the enemy fighters, X2 was called to Home One, as it had been boarded by Imperial troopers. He and Ackbar defended the ship's reactor core from a group of stormtroopers, and X2 eliminated the invading troopers. Once the cruiser was secured, X2 proceeded to Endor's surface.

After receiving word that the Rebel strike team had destroyed the shield generator, Admiral Ackbar ordered the fighter squadrons to commence their attack on the Death Star's main reactor. Taking advantage of the new tactical situation, General Calrissian led all of the remaining fighters of Red and Gold Squadrons into the Death Star's superstructure, with several TIE Fighters and TIE Interceptors belonging to Scythe Squadron and the 181st Imperial Fighter Wing in pursuit. One TIE fighter crashed when it bumped into some wall pipes within the Death Star.

After Keir Santage was shot down by pursuing TIE Interceptors when going through the reactor tunnel, General Calrissian ordered most of the surviving fighters to split up and head back up to the surface to draw away several of the fighters.

In order to dissuade more Imperials from swarming the Rebel fighters within the Death Star's superstructure, Ackbar ordered a concentrated assault on the Imperial flagship, the Executor, in order to buy Calrissian more time. As Ackbar gave this order,

one of the Star Destroyers also ended up exploding in a huge fireball. Green Squadron A-wings provided support for the Home One by disabling the ion cannons on three Star Destroyers. One of the Star Destroyers was severely damaged by a kamikaze attack from a CR90 corvette. With a combined effort of the entire Rebel flotilla of capital ships, the bridge shields were temporarily brought down.

Several fighter squadrons began to target the Executor's main sensors. After A-wing squadrons destroyed one of the giant sensor spheres, Green Leader Arvel Crynyd who attempted to perform a trench run and destroys several turbolasers before his fighter had taken critical damage hit by turbolaser and steered his crippled fighter into the bridge. This resulted in the cataclysmic destruction of much of the command bridge, killing all of the bridge command staff. Before the secondary command centre could regain control of the ship, the Executor was caught by the second Death Star's gravity well, and was consequently pulled toward the battle station. It then crashed into the surface of the Death Star, exploding into a ball of fire and killing every remaining officer and crewman on board.

Moff Jerjerrod, remembering his orders from the Emperor to destroy the moon if the shield was brought down, began to rotate the Death Star toward Endor. The Rebel fighters, led by the Millennium Falcon, sped to the space station's reactor at its center. Jerjerrod responded by flooding the area with interference to hinder the Rebel's progress, and presumably issued an evacuation order to the battle station's non-essential crew, which included Scimitar TIE/sa bomber squadron members Captain Jonus and Major Rhymer. After this, Ackbar ordered that all ships be moved away from the Death Star, sensing that soon it would be destroyed.

Likewise, Wedge Antilles and General Calrissian managed to arrive at the Death Star's main reactor chamber. Antilles targeted the reactor core's power regulator with proton torpedoes while Calrissian targeted the core itself, proceeding to rush out of the core tunnel and narrowly escape just as the core erupted behind them.



While the Imperials had successfully led the Rebels into a trap, they were unaware of who truly controlled the Death Star. In the years beforehand, the droid IG-88, a feared assassin and bounty hunter, had prepared to launch a droid revolution. The last surviving model, IG-88A, built a duplicate of the Death Star's computer core and switched its fake one for the real system, transferring his consciousness into the computer itself. When the Imperials installed the core, IG-88A literally became the Death Star, with complete access and control to all systems. None of the Imperial personnel knew, although Palpatine

suspected a foreign presence when a series of doors in his throne room opened and closed mysteriously. When the Rebels arrived, IG-88A fired the superlaser at the Rebel fleet when the Death Star gunners sent the signal to do so, letting the Imperials believe they were in control, while he prepared to transmit his master control signal that would cause all droids to turn on their masters. Many times, the aiming points and the firing coordinates of the gunners were slightly off and would have missed their intended targets completely had IG-88 not been in command to guarantee accuracy.











































## DATASHEETS

# COMMANDO SQUAD

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PTS

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The commandos are among the best-trained troops the Rebel Alliance has available, and are used to spearhead assaults and infiltrate enemy positions. Many are specially trained by Imperial defectors to fight and counter Imperial forces, both on the ground and in the air. Commandos have access to a greater range of weapons than their Imperial counterparts, and their morale and drive to succeed is much higher amongst the Rebel forces. These commandos are trained in piloting, sniping, demolitions, and stealth.

	WS	BS	S	T	W	I	A	1d	Sv	Unit Type	Unit Composition
Commando	4	4	3	3	1	4	1	8	6+	Infantry	4 Commandos
Sergeant	4	4	3	3	1	4	1	8	6+	Infantry (Character)	1 Sergeant

## OPTIONS:

- May include up to five additional Commandos
- Any Commando can upgrade his blaster pistol to a blaster rifle
- Any Commando can take a vibroword
- Any Commando can take thermal detonators
- Two Commandos may take an item from the Special Weapons list.
- The entire unit may upgrade its Rebel armour to a 5+ Armour save

## SPECIAL RULES:

- Infiltrate
- Move Through Cover
- Preferred Enemy (Imperials)
- Scout
- Shrouded

## SPECIAL RULES:

- Adamantium Will
- Counter-attack
- Eternal Warrior
- Fearless
- Hit & Run
- Independent Character
- Psyker (Mastery Level 4)

legendary wisdom, mastery of the Force and skills in lightsaber combat. Yoda served as a member of the Jedi High Council in the last centuries of the Galactic Republic and as Grand Master oversaw the Jedi Order before, during and after the devastating Clone Wars. Following the First Battle of Geonosis, Yoda held the title of Master of the Order in addition to that of Grand Master. In his centuries of service to the galaxy and the Force, Grand Master Yoda had his hand in the training of nearly all the Jedi in the Order, including such luminaries as Obi-Wan Kenobi, Ki-Adi-Mundi and Oppo Rancisis; all of whom would come to serve on the Jedi Council along with him.

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PTS

## Unit Composition

(Character) 1 (Unique)

Yoda may re-roll any failed Save.

Size, Do You?: Yoda harnesses the Force to the point of 3+.

War Charge points on the roll of 3+.

37

PSYKER:  
Yoda generates his powers from the Force Powers (Light Side) discipline.

WARLORD TRAIT:  
Inspired Commander and Unflinching

54

## ARMY LIST ENTRIES

Each Army List Entry contains the following information:

- 1 **Faction:** The unit's Faction is shown here by a symbol. All units that have this symbol, which is all the units described in this book, have the Rebel Faction.
- 2 **Battlefield Role:** The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: HQ, Troops, Elites, Fast Attack, Heavy Support or Lords of War. The symbols for these Battlefield Roles are defined in Warhammer 40,000: The Rules.
- 3 **Unit Name:** Here you will find the name of the unit.
- 4 **Unit Description:** This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war across the galaxy.
- 5 **Points Cost:** This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.
- 6 **Unit Profile:** This section will show you the profiles of any models the unit can include.
- 7 **Unit Type:** This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Cavalry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.
- 8 **Unit Composition:** This section will show the number and type of models that make up the basic unit, before any upgrades are taken.
- 9 **Wargear:** This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail in the Armoury of the Alliance section of this book. The cost for all the unit's basic equipment is included in its points cost.
- 10 **Special Rules:** Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described here in full, whilst others are detailed either in the Appendix of this book (pg 99) or in the Special Rules section of Warhammer 40,000: The Rules.

- 11 **Options:** This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'. Where applicable, this section also refers to any Transports the unit may take. These have their own Datasheets. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of Warhammer 40,000: The Rules explains how Dedicated Transports work.
- 12 **Warlord Traits:** Sometimes a character's datasheet will have a specific Warlord Trait, in which case it will be listed here.
- 13 **Relics of the Alliance:** Some entries have unique items of wargear, the description and rules for which will be listed here.



## FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in Warhammer 40,000: The Rules. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.



# THE REBEL WARGEAR LIST

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the datasheets that follow may include wargear options from one or more of these lists – in each instance, the datasheet will tell you (in bold text) exactly which of these lists you may use.

## **SPECIAL WEAPONS.....PG XX**

A model can replace its blaster pistol or rifle with one of the following:

- Light repeating blaster rifle.....5 pts
- Heavy repeating blaster rifle.....10 pts
- Missile launcher.....15 pts
- Repeating sniper blaster.....5 pts

## **SPECIAL ISSUE WARGEAR.....PG XX**

A model can take up to one each of the following:

- Blaster rifle.....5 pts
- Astromech Droid.....10pts
- Concussion grenades.....5 pts
- Heavy blaster pistol.....5 pts
- Thermal detonators.....5 pts
- Vibroword.....5 pts





# LUKE SKYWALKER

130  
PTS



Luke Skywalker is a legendary war hero and Jedi who helped defeat the Galactic Empire in the Galactic Civil War and found the New Republic, as well as the New Jedi Order. In his youth, Luke was often impatient, looking ahead to the future with little regard for his present surroundings. Like his father, he was impulsive, reckless, and often had little regard for his own personal safety. However, as his skills in the Force progressed and after losing a hand to Darth Vader, Luke became more patient and seasoned, and was often seen as having wisdom beyond his years. However, he still retained his idealistic worldview of his youth, believing that Vader was redeemable

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Luke Skywalker	5	4	3	3	2	5	3	9	-	Infantry (Character)	1 (Unique)

## WARGEAR:

- **Blaster pistol**
- **Lightsabre**

## SPECIAL RULES:

- **Independent Character**
- **Psyker (Mastery Level 1)**
- **Stubborn**

**Give in to Your Anger:** Luke may choose to use the Rage special rule at any time. However, every time Rage is used, Luke must make a Leadership test. If he fails, he will lose all his Force Powers (Light Side) and must immediately re-roll for his powers on the Force Powers (Dark Side) table in *Codex: Galactic Empire*. The opposing player will also receive D3 Victory Points. These Victory Points are doubled if Darth Vader or Emperor Palpatine are on the table at the time.

## PSYKER:

Luke Skywalker generates his powers from the Force Powers (Light Side) discipline.

## OPTIONS:

- May upgrade to Psyker (Mastery Level 2).....25 pts
- May upgrade to Psyker (Mastery Level 3).....35 pts

## WARLORD TRAIT:

- **Famous Leader**





# HAN SOLO

90  
PTS



Han Solo was a smuggler from the manufacturing planet Corellia who achieved galactic fame as a member of the Rebel Alliance and later the New Republic. On the run from Imperial officials, Solo became caught up with the Rebel Alliance, courtesy of Obi-Wan Kenobi, Luke Skywalker and Princess Leia, whom he helped rescue from the Death Star. Solo helped Skywalker destroy the Death Star when it attacked the Rebel base at Yavin 4. Solo became an unofficial member of the Rebel Alliance, and fell in love with Leia. He later officially joined the Alliance and was immediately commissioned as a general. He led the strike team that helped destroy the Second Death Star at the Battle of Endor, in which Emperor Palpatine was killed.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Han Solo	5	5	3	4	3	5	2	9	-	Infantry (Character)	1 (Unique)

**WARGEAR:**

- Heavy blaster pistol

**WARLORD TRAIT:**

- Famous Leader

**SPECIAL RULES:**

- Independent Character

**Smuggler's Luck:** Han Solo may re-roll any dice that affects him directly, whether it is his own or an enemy's. For example, he may re-roll a shooting attack that is missed, or he may force an opponent to re-roll a successful shooting attack that hits him.



# CHEWBACCA

120  
PTS



Chewbacca (Chewie, to his friends) was a legendary Wookiee from Kashyyyk and co-pilot of Han Solo's ship, the Millennium Falcon. Son of Attichituk, Chewbacca carried with him the name of an ancient Wookiee hero, the great Bacca, first of the great chieftains of Kashyyyk, and the creator of a sword that denoted leadership among the Wookiees. This name placed Chewbacca in a noble lineage, which was further supported by his role in the Battle of Kashyyyk during the Clone Wars and during the Galactic Civil War.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Chewbacca	6	4	5	5	4	3	3	10	-	Infantry (Character)	1 (Unique)

## WARGEAR:

- Bowcaster

## WARLORD TRAIT:

- Forward!

## SPECIAL RULES:

- Fearless
- Furious Charge
- Independent Character
- Rampage

**Wookiee of Legend:** Chewbacca has a 5+ Invulnerable Save.





# PRINCESS LEIA

75  
PTS



Leia Organa was a politician and revolutionary. She was the younger twin sister of Luke Skywalker, and, shortly after her birth, became the adopted daughter of Bail Organa and Queen Breha of Alderaan, making her a Princess of Alderaan. An accomplished Senator, Leia Organa was most famous for her strong leadership during the Galactic Civil War and other subsequent galactic conflicts, making her one of the galaxy's greatest heroes. She had a forceful personality and bright intellect, having accomplished much in her youth; she was a strong proponent for the Rebel Alliance, the youngest Senator ever of the Galactic Empire at eighteen standard years of age, and a member of the Royal Family of Alderaan. Years later, she was instrumental in the creation of the New Republic, and was elected to the position of Chief of State, serving twice in that office.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Princess Leia	3	4	3	3	2	5	2	9	-	Infantry (Character)	1 (Unique)

## WARGEAR:

- Blaster pistol

## WARLORD TRAIT:

- Unflinching

## SPECIAL RULES:

- Independent Character
- Stealth
- Stubborn

**Princess of Alderaan:** All friendly units within 12" of Princess Leia may use her Leadership score for any Morale checks they must make.



# OBI-WAN KENOBI

160  
PTS



Obi-Wan Kenobi, later known as Ben Kenobi during his exile, was a legendary Jedi Master who played a significant role in the fate of the galaxy during the waning days of the Galactic Republic. He was the mentor of both Anakin and Luke Skywalker, training both in the ways of the Force. He had a long and tumultuous career that helped shape the fate of the entire galaxy.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Obi-Wan Kenobi	6	5	3	3	2	4	3	9	-	Infantry (Character)	1 (Unique)

## WARGEAR:

- Lightsabre

## SPECIAL RULES:

- Adamantium Will
- Fearless
- Independent Character
- Psyker (Mastery Level 3)

**If you Strike me Down:** If Obi-Wan Kenobi is killed by an enemy Psyker, the Rebel Alliance player will gain 1 Victory Point.

## PSYKER:

Obi-Wan Kenobi generates his powers from the Force Powers (Light Side) discipline.

## WARLORD TRAIT:

- Drill Master





# LANDO CALRISSIAN

40  
PTS



Lando Calrissian was a professional gambler, entrepreneur, smuggler, and general throughout various points in his life. Born on Socorro, he acquired his own ship, the Millennium Falcon, in a game of sabacc before eventually becoming the Baron Administrator of Cloud City for a time - a position he once again gained through sabacc. Cloud City was taken over by the Galactic Empire during the Galactic Civil War as part of a deal gone wrong. Subsequently, he joined the Rebel Alliance and took part in numerous missions on its behalf; in particular, in search for Han Solo, who had been frozen in carbonite due to Calrissian's betrayal on Bespin. Following Solo's rescue, Calrissian continued to serve with the Alliance and during the Battle of Endor, Calrissian piloted his old ship into the second Death Star's core to destroy its reactor.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Lando Calrissian	4	5	3	3	2	4	2	8	-	Infantry (Character)	1 (Unique)

## WARGEAR:

- Heavy blaster pistol

## SPECIAL RULES:

- Independent Character

## OPTIONS:

- May replace his heavy blaster pistol with a heavy blaster rifle.....5 pts

## WARLORD TRAIT:

- Famous Leader



# REBEL OFFICER

30  
PTS



There are no formal qualifications for an officer in the Rebel Alliance. Courage and the ability to lead are all the prerequisites needed, along with the talent to inspire others to greatness. Successful Rebel officers often become marked by the Empire, with stormtroopers engaging in missions specifically to capture them or, worse, bounty hunters are paid to hunt the officer down before he can lead a new victory against the Empire.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Rebel Officer	3	3	3	3	2	3	2	9	6+	Infantry (Character)	1 Rebel Officer
Veteran Officer	4	4	3	3	3	4	3	10	6+	Infantry (Character)	

## WARGEAR:

- Rebel armour
- Blaster pistol
- Concussion grenades

## SPECIAL RULES:

- Independent Character
- Preferred Enemy (Imperials)
- Stealth
- Stubborn

## OPTIONS:

- May upgrade to Veteran Officer..... 20 pts
- May take items from the Special Issue Wargear list.
- May upgrade Rebel armour to a 5+ Armour save.....5 pts
- May be given one of the following special rules:..... 20 pts/model
  - Counter-attack
  - Fearless
  - Hit & Run
  - Infiltrate
  - Shrouded
  - Sniper
  - Tank Hunters





# JEDI

110  
PTS



A Jedi is a member of the Jedi Order, who studied, served and used the mystical energies of the light side of the Force. The weapon of the Jedi was the lightsabre, a weapon with a blade made of pure energy. The Jedi fought for peace and justice in the Galactic Republic but were hunted almost to extinction by Darth Vader and his forces. Many survivors gravitated to the Rebel Alliance for safety as much as the pursuit of justice and freedom.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Jedi	4	4	3	3	2	4	2	8	-	Infantry (Character)	1 Jedi
Jedi Master	5	5	4	4	3	5	3	9	-	Infantry (Character)	

## WARGEAR:

- Lightsabre

## SPECIAL RULES:

- Adamantium Will (Jedi Master only)
- Independent Character
- Psyker (Mastery Level 1)
- Stubborn

**Knowledge of the Light Side:** At the start of a battle, before any models are deployed, roll on the table below and apply its effects to the Jedi.

## D6 | Light Side Effect

1	The Jedi has the Counter-attack special rule
2	The Jedi has the Fearless special rule
3	The Jedi has the Eternal Warrior special rule
4	The Jedi has the Feel No Pain special rule
5	The Jedi has the Hit & Run special rule
6	The Jedi has the Shrouded special rule

## OPTIONS:

- May upgrade to Psyker (Mastery Level 2)...25 pts
- May upgrade to Jedi Master with
- Psyker (Mastery Level 3).....35 pts
- A Jedi Master may upgrade to
- Psyker (Mastery Level 4).....25 pts
- May take a second Lightsabre.....30 pts
- May take a blaster pistol..... 5 pts



# HONOUR GUARD

30  
PTS



The Rebel Honour Guard is the ceremonial guard of the Alliance, comprising former Blue Guards of the defunct Old Republic's Senate and survivors of the destruction of Alderaan. While many Rebel officers lacked proper dress uniforms, the survivors of Alderaan had retained theirs, thereby conferring the Honour Guard a more solemn aura.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Honour Guard	4	4	3	3	1	4	1	7	6+	Infantry	3 Honour Guard
Honour Guard Sergeant	4	4	3	3	1	4	2	8	6+	Infantry (Character)	

## WARGEAR:

- Rebel armour
- Electropole

## SPECIAL RULES:

- Stubborn

**Honour Guard:** Any Independent Character within the Honour Guard unit will succeed at a Look Out, Sir roll on a 2+ so long as at least one Honour Guard remains.

**Personal Escort:** For every Independent Character in your army you may include an Honour Guard unit. These selections do not use up a Force Organisation slot.

## OPTIONS:

- May include up to seven additional Honour Guard..... 10 pts/model
- May upgrade one Honour Guard to an Honour Guard Sergeant..... 10 pts
- The entire unit may be given Preferred Enemy (Imperials)..... 2 pts/model
- The entire unit may be given one of the following special rules:..... 5 pts/model
  - Counter-attack
  - Fearless





# REBEL TROOPER SQUAD

25  
PTS



Rebel troopers come from all walks of life and join up for many reasons. Some are Imperial defectors and even some clone troopers joined the Rebels. From the moisture farms of Tatooine to the marbled halls of Coruscant, Rebel troopers hope to shore up the struggling Alliance any way they can. What started out as countless local cells of loosely structured resistance groups, gradually turned into a galactic wide and well-trained infantry force. Many became experts in their field, developing highly useful battlefield skills.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Rebel Trooper	3	3	3	3	1	3	1	7	6+	Infantry	4 Rebel Trooper
Sergeant	3	3	3	3	1	3	1	7	6+	Infantry (Character)	1 Sergeant
Veteran Sergeant	4	4	3	3	1	4	2	8	6+	Infantry (Character)	

## WARGEAR:

- Rebel armour
- Blaster pistol
- Concussion grenades

## SPECIAL RULES:

- Stealth

## OPTIONS:

- May include up to seven additional Rebel Troopers..... 5 pts/model
- May upgrade the Sergeant to a Veteran Sergeant..... 10 pts
- Any Rebel Trooper can upgrade his blaster pistol to a blaster rifle..... 2 pts/model
- Any Rebel Trooper can take a vibrosword..... 5 pts/model
- Any Rebel Trooper can take thermal detonators..... 5 pts/model
- Two Rebel Troopers may take an item from the Special Weapons list.
- The entire unit may upgrade its Rebel armour to a 5+ Armour save..... 2 pts/model
- The entire unit may be given Preferred Enemy (Imperials)..... 2 pts/model
- The entire unit may be given one of the following special rules:..... 10 pts/model
  - Counter-attack
  - Fearless
  - Hit & Run
  - Infiltrate
  - Scout
  - Shrouded
  - Sniper
  - Tank Hunters



# COMMANDO SQUAD

50  
PTS



The commandos are among the best-trained troops the Rebel Alliance has available, and are used to spearhead assaults and infiltrate enemy positions. Many are specially trained by Imperial defectors to fight and counter Imperial forces, both on the ground and in the air. Commandos have access to a greater range of weapons than their Imperial counterparts, and their morale and drive to succeed is much higher amongst the Rebel forces. These commandos are trained in piloting, sniping, demolitions, and stealth.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Commando	4	4	3	3	1	4	1	8	6+	Infantry	4 Commandos
Sergeant	4	4	3	3	1	4	1	8	6+	Infantry (Character)	1 Sergeant

## WARGEAR:

- Rebel armour
- Blaster pistol
- Concussion grenades

## SPECIAL RULES:

- Infiltrate
- Move Through Cover
- Preferred Enemy (Imperials)
- Scout
- Shrouded

## OPTIONS:

- May include up to five additional Commandos..... 10 pts/model
- Any Commando can upgrade his blaster pistol to a blaster rifle..... 3 pts/model
- Any Commando can take a vibrosword..... 5 pts/model
- Any Commando can take thermal detonators..... 5 pts/model
- Two Commandos may take an item from the Special Weapons list.
- The entire unit may upgrade its Rebel armour to a 5+ Armour save..... 5 pts/model





# EWOK WARBBAND

30  
PTS



Ewoks are sentient, diminutive, furry bipeds native to the forest moon of Endor. Curious individuals that stand about one metre tall, they use spears, slings, and knives as weapons. Although extremely skilled in forest survival and the construction of primitive technology like gliders and catapults, the Ewoks have yet to progress past stone-level technology.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ewok	2	3	2	2	1	2	1	6	-	Infantry	10 Ewoks
Ewok Hunter	3	3	2	2	1	3	2	7	-	Infantry (Character)	
Ewok Medicine Man	2	3	2	2	1	2	1	6	-	Infantry (Character)	

## WARGEAR:

- Close combat weapon

## SPECIAL RULES:

- Feel No Pain 6+ (Ewok Medicine Man)
- Infiltrate
- Move Through Cover (Woods)
- Stealth (Woods)

## OPTIONS:

- May include up to five additional Ewoks.....3 pts/model
- May upgrade one Ewok to an Ewok Hunter.....10 pts
- May upgrade one Ewok to an Ewok Medicine Man.....10 pts
- Any Ewok can take a Bow.....2 pts/model



# GUNGAN BATTLE SQUAD

30  
PTS



The Gungans are amphibious humanoids native to the planet of Naboo, able to combine machinery with biology. While most would dismiss Gungans as primitives, they have developed an advanced, albeit unique, technology. The power source for Gungan technology is a mysterious blue-white energy ‘goo’ mined from the depths of Naboo’s oceans. The viscous plasmic material forms the basis of Gungan weaponry.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Gungan	3	3	3	3	1	4	1	6	-	Infantry	5 Gungans
Gungan Artillerist	3	3	3	3	1	4	1	6	-	Infantry	
Gungan Chief	3	3	3	3	1	4	2	7	-	Infantry (Character)	

## WARGEAR:

- Booma
- Close combat weapon

## SPECIAL RULES:

- Move Through Cover (Water)

## OPTIONS:

- May include up to ten additional Gungans.....6 pts/model
- May upgrade one Gungan to a Gungan Chief.....10 pts
- May upgrade any Gungan to a Gungan Artillerist.....5 pts/model
- Any Gungan can take a personal energy shield.....5 pts/model

**Artillerist:** Gungan Artillerists used a spear-like weapon called a cesta to greatly increase the range they could launch their boomas. An Artillerist increases the range of his booma to 24”.





# WOOKIEE HUNTING PARTY

50  
PTS



A race of towering, hairy bipeds, the Wookiees are one of the most recognisable species in the galaxy. They are renowned for their great strength, intelligence, loyalty and short temper. Normally peaceful Wookiees endured harsh slavery under the Empire, rousing them to rebellion and war. They have become staunch friends of the Rebel Alliance and are fearsome enemies on the battlefield.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wookiee	4	3	4	4	1	3	2	8	-	Infantry	5 Wookiees
Wookiee Chieftain	4	3	4	4	1	3	3	9	-	Infantry (Character)	
Wookiee Berserker	5	3	4	4	1	3	3	8	-	Infantry (Character)	

## WARGEAR:

- A really bad attitude
- Close combat weapon

## SPECIAL RULES:

- Furious Charge
- Rage (Wookiee Berserker)
- Stubborn

## OPTIONS:

- May include up to five additional Wookiees.....10 pts/model
- May upgrade one Wookiee to a Wookiee Chieftain..... 10 pts
- May upgrade any Wookiee to a Wookiee Berserker..... 5 pts/model
- Any Wookiee can take a heavy blaster pistol..... 2 pts/model
- Any Wookiee can take a bowcaster.....5 pts/model
- The entire unit may be given Preferred Enemy (Imperials)..... 2 pts/model
- The entire unit may be given the Infiltrate special rule..... 5 pts/model



# COMMANDO SPEEDER BIKE SQUAD

120  
PTS



Utilising speeder bikes stolen from Imperial garrisons, these commandos are dashing heroes on the battlefield, using their speed and agility to constantly confound the enemy. While they are best employed in a reconnaissance role, the Rebel Alliance rarely has the luxury of having the right tools for the job on hand and so speeder bike squads are all too often forced into the front line of battle.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Commando	4	4	3	3	1	4	1	8	6+	Jetbike	2 Commandos
Sergeant	4	4	3	3	1	4	1	8	6+	Jetbike(Character)	1 Sergeant

## WARGEAR:

- Rebel armour
- Light blaster cannon
- Blaster pistol

## OPTIONS:

- May include up to five additional Commandos..... 40 pts/model
- Any Commando can take thermal detonators..... 5 pts/model
- The entire unit may upgrade its Rebel armour to a 5+ Armour save..... 5 pts/model

## SPECIAL RULES:

- Infiltrate
- Preferred Enemy (Imperials)
- Scout





# TAUNTAUN RIDERS

60  
PTS



Tauntauns are a species of omnivorous reptomammals indigenous to the icy planet of Hoth. They are used as patrol and reconnaissance mounts when the Alliance lacks cold weather vehicles, and when Rebel troopers need a faster way of scouting or launching assaults. While surly by nature, a tauntaun can become a loyal mount for an attentive rider.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Tauntaun Rider	3	3	4	4	1	3	1	7	5+	Cavalry	2 Tauntaun Riders
Sergeant	3	3	4	4	1	3	1	7	5+	Cavalry (Character)	1 Sergeant
Veteran Sergeant	4	4	4	4	1	4	2	8	5+	Cavalry (Character)	

## WARGEAR:

- Rebel armour
- Blaster pistol
- Concussion grenades

## SPECIAL RULES:

- Stealth

## OPTIONS:

- May include up to seven additional Tauntaun Riders..... 20 pts/model
- May upgrade the Sergeant to a Veteran Sergeant..... 10 pts
- Any Tauntaun Rider can take thermal detonators..... 5 pts/model
- The entire unit may be given Preferred Enemy (Imperials)..... 2 pts/model
- The entire unit may be given one of the following special rules:... 5 pts/model
  - Counter-attack
  - Fearless
  - Hit & Run
  - Infiltrate
  - Scout
  - Shrouded
  - Sniper
  - Tank Hunters



# EWOK SKIN GLIDERS

30  
PTS



Originally, Ewok hang gliders were used simply to transport Ewoks across the forests. Eventually, they began carrying rocks, spears, and slings for use in hunting small creatures from above. The Ewoks soon realised that these same weapons could also be used in defence against towering monsters that lurked in the forests of Endor. The same tactics were then applied against the Empire.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ewok Glider	2	3	2	2	1	2	1	6	-	Jet Pack Infantry	3 Ewoks Gliders
Ewok Glider Hunter	3	3	2	2	1	3	2	7	-	Jet Pack Infantry (Character)	

## WARGEAR:

- Close combat weapon

## OPTIONS:

- May include up to seven additional Ewok Gliders..... 10 pts/model
- May upgrade one Ewok Glider to an Ewok Glider Hunter..... 10 pts

## SPECIAL RULES:

- Hit & Run
- Move Through Cover (Woods)





# TROOP CART

20  
PTS



The troop cart, also called personnel carrier or flight crew shuttle, is a model of repulsorlift craft used by the Rebel Alliance. It is enclosed on all sides, offering some protection to those inside, though the roof remains open. Intended to transport passengers and cargo around Alliance installations, all too often troop carts are pressed into combat.

	BS	F	S	R	HP	Unit Type	Unit Composition
Troop cart	3	10	10	10	2	Vehicle (Open-topped, Skimmer)	1 Troop cart

**WARGEAR:**

- Light repeating blaster

**OPTIONS:**

- May take items from the **Rebel Vehicle Equipment** list.

**SPECIAL RULES:**

**TRANSPORT:**

Transport Capacity: 10 models.



# SNOWSPEEDER

90  
PTS



After the Battle of Hoth, the Incom Corporation T-47 airspeeder became better known as the snowspeeder. Now a military aerospace fighter, the T-47 was originally designed for industrial cargo handling. Its cockpit features positions for a forward-facing pilot and rear-facing cargo manager, who used the airspeeder's magnetic harpoon and tow cable to control repulsorlift cargo modules. Pressed into military service by a desperate Alliance who fitted armour plating and twin laser cannons, and turned the cargo manager in to a weapons specialist and gunner.

	BS	F	S	R	HP	Unit Type	Unit Composition
Snowspeeder	3	10	10	10	2	Vehicle (Flyer, Hover)	1 Snowspeeder

## WARGEAR:

- Two laser cannons
- Harpoon and tow cable

## OPTIONS:

- May include up to two additional Snowspeeders.
- These function as independent units but only take up one Heavy Support slot 90 pts/model

## SPECIAL RULES:

- Strafing Run





# P-TOWER BATTERY

25  
PTS



The 1.4 FD P-Tower is a light anti-vehicle fixed emplacement artillery weapon and, due to its inexpensive cost, is the most common piece of field artillery used by the Alliance. P-Towers were utilised in the defence of Echo Base on the planet Hoth, as well as several other major bases and installations. The P-Tower's contribution to the defence of Echo Base was crucial in allowing Rebel troops to delay the Imperial advance long enough to carry out their evacuation.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
P-Tower	3	3	3	6	3	3	1	7	5+	Infantry	1 P-Tower

## WARGEAR:

- Rebel armour
- Light laser cannon

## OPTIONS:

- May include up to two additional P-Towers .....5 pts/model



# GOLAN ARMS ANTI-INFANTRY TOWER

75  
PTS



Manufactured by Golan Arms, the DF.9 is a fixed emplacement anti-infantry weapon, incorporating a single DF.9 laser cannon mounted atop a four-meter tall cylindrical housing. The tower is composed of heavily-armoured durasteel, sometimes with proton-shielding that is resistant to close-quarters blaster fire. It is devastating to foot soldiers and a threat to vehicles such as the All Terrain Scout Transport. The DF.9 is best used in conjunction with other similar units and anti-vehicle lasers to defend military bases, spaceports and other strategic

installations.

BS F S R HP Unit Type

Unit Composition

Anti-Infantry Tower

3 12 12 12 2 Fortification

1 Anti-Infantry Tower

## WARGEAR:

- **DF.9 laser cannon**

## OPTIONS:

- May include up to two additional Anti-Infantry Towers. These function as independent units but only take up one Fortifications slot.....75 pts/model
- May be upgraded to proto-shielding, giving the Anti-Infantry Tower a 5+ Invulnerable Save.....25 pts/model





# MASTER YODA

235  
PTS



Yoda was one of the most renowned and powerful Jedi Masters in galactic history. He was known for his legendary wisdom, mastery of the Force and skills in lightsabre combat. Yoda served as a member of the Jedi High Council in the last centuries of the Galactic Republic and as Grand Master oversaw the Jedi Order before, during and after the devastating Clone Wars. Following the First Battle of Geonosis, Yoda held the title of Master of the Order in addition to that of Grand Master. In his centuries of service to the galaxy and the Force, Grand Master Yoda had a hand in the training of nearly all the Jedi in the Order, including such luminaries as Obi-Wan Kenobi, Ki-Adi-Mundi and Oppo Rancisis; all of whom would come to serve on

the Jedi Council along with him.

WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
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Yoda	7	5	3	4	2	6	4	10	• -	Psyker (Mastery Level 4) Infantry (Character) 1 (Unique)
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## WARGEAR:

- Lightsabre

## SPECIAL RULES:

- Adamantium Will
- Counter-attack
- Eternal Warrior
- Fearless
- Hit & Run
- Independent Character

**Size Matters Not:** Yoda may re-roll any failed Save.

**Judge Me By My Size, Do You?:** Yoda harnesses War Charge points on the roll of 3+.

## PSYKER:

Yoda generates his powers from the Force Powers (Light Side) discipline.

## WARLORD TRAIT:

- Inspired Commander and Unflinching

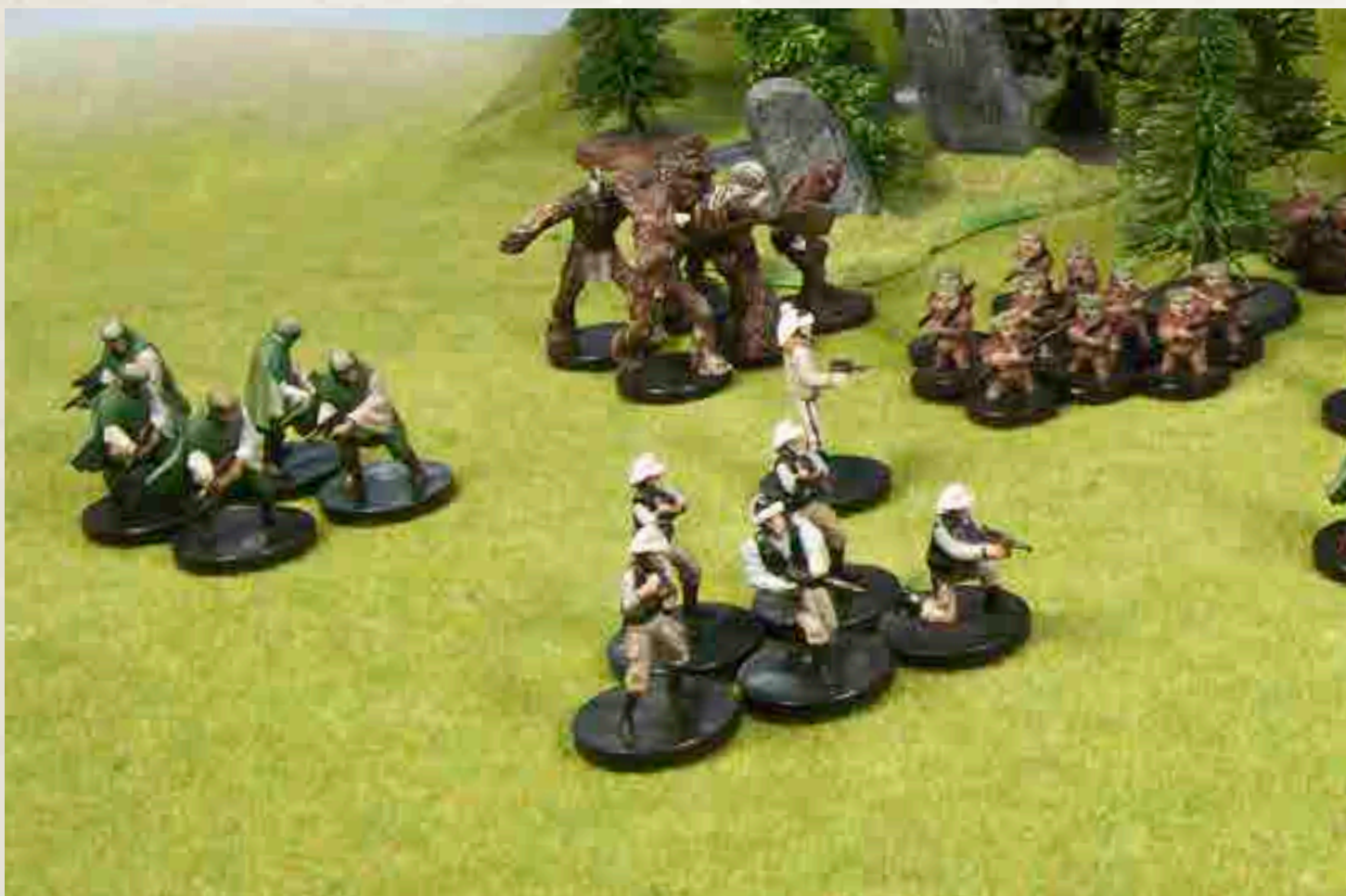




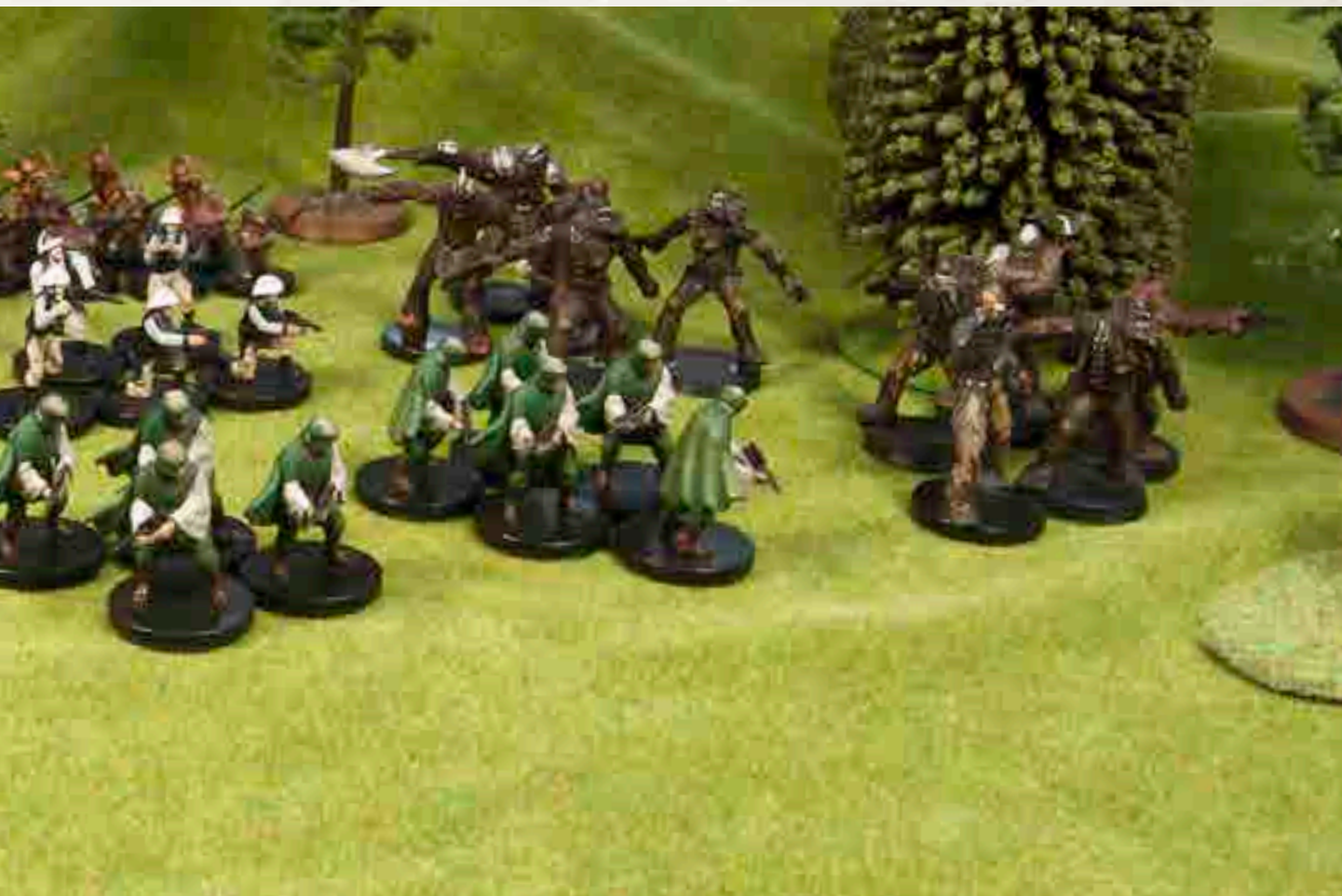




# THE COVERT ASSAULT FORCE



The Rebel Alliance is all too often forced to act behind a veil of secrecy, where stealth and silence are its main weapons. When a military objective is sighted that can only be defeated by a direct attack, a covert assault force is gathered. Elite Rebel troops are moved into the area to gather information and recruit local forces eager to throw off the shackles of the Empire. When plans have been made and the moment judged right, only then will



the covert assault force take to the field, striking the Empire when least expected.

#### **FORMATION:**

- Rebel Officer
- 2 units of Rebel Troopers

- 3 units of Commandos
- 5 units of Ewoks, Wookiees or Gungans

#### **SPECIAL RULES:**

**Surprise Assault:** When this formation attempts to Seize the Initiative, it gains a +1 bonus to the roll. In addition, it can modify the results of both its Reserves rolls and that of the enemy force by 1 in either direction.

**Shrouded Attack:** For the first two turns of the



# APPENDIX

This section of the book details many of the rules for using a Rebel army in your games of Warhammer 40,000, including their unique special rules, Warlord Traits, wargear, Tactical Objectives and Detachments. The reference section at the end summarises the rules from throughout this codex, and provides unit and weapons profiles.

## ARMY SPECIAL RULES

A Rebel army uses a number of special rules that are common to several of its units. These are collected and explained here for your convenience. Special rules that are unique to particular units are presented in the relevant entry instead. Other rules are simply listed by name – these are described in *Warhammer 40,000: The Rules*.



## WARLORD TRAITS TABLE

When generating Warlord Traits, a Rebel Warlord may either roll on one of the Warlord Traits tables in *Warhammer 40,000: The Rules* or roll on the table below.

### D6 WARLORD TRAIT

- 1 Famous Leader:** *The Warlord is well known for his victories against the Empire and his mere presence inspires those around him. The Warlord, and all friendly units from Codex: Rebel Alliance within 12" of him, have the Stubborn special rule.*
- 2 Drill Master:** *Through countless drills on the firing range, the Warlord has ensured those who serve under him can lay down a withering amount of firepower as the enemy closes in. The Warlord and his unit gain an extra shot whenever they use the Rapid Fire rule on blaster rifles and blaster pistols.*
- 3 Inspired Commander:** *The Warlord is a force for stability on the battlefield and those close to him rarely turn and run. The Warlord has +1 Leadership on his profile (to a maximum of 10).*
- 4 Unflinching:** *The Warlord has suffered greatly under the Empire and knows there can be no retreat against this ultimate evil. The Warlord and his unit can re-roll all failed Morale checks they are called upon to make.*
- 5 Forward!:** *The Warlord knows that location is the key to winning battles and motivates his troops to get to positions of advantage. The Warlord and all friendly units from Codex: Rebel Alliance within 12" of him can re-roll all the dice when running or moving through cover.*
- 6 Force Sensitive:** *This Warlord has a deep secret; he is a Force user and while the use of his powers may mark him as a target for the Empire and bounty hunters, they have proved useful in saving him from harm so far. The Warlord is a Psyker (Mastery Level 1) who generates psychic powers from the Force Powers (Light Side) discipline. If the Warlord is already a Psyker, he generates one more power than normal, again from the Force Powers (Light Side) discipline.*

# THE ARMOURY OF THE ALLIANCE

The section of *Codex: Rebel Alliance* lists the weapons and equipment used by the Rebels, along with rules for using them in your games of Warhammer 40,000. Equipment that is carried by named characters is detailed in the appropriate entry in the datasheets (pages XX to XX), while weapons and equipment used by all the other types of units are detailed here.

## MELEE WEAPONS

### ELECTROPOLE

*The electropole is an electric-based melee weapon designed to shock enemies in assaults. Armour is little use against this and though originally intended to herd large beasts of burden, military applications soon followed.*

	Range	S	AP	Type
Electropole	-	User+2	4	Melee

### LIGHTSABRE

*The lightsabre has a blade of pure plasma emitting from the hilt and suspended in a force containment field. The field contains the immense heat of the plasma, protecting the wielder, and allowing the blade to keep its shape. The hilt is almost always self-fabricated by the wielder to match his specific needs, preferences and style. Due to the weightlessness of plasma and the strong gyroscopic effect generated by it, lightsabres require a great deal of strength and dexterity to wield, and it is extremely difficult - and dangerous - for the untrained. To wield a lightsabre is to demonstrate incredible skill and confidence, as well as masterful dexterity and attunement to the Force.*

If the wielder of a lightsabre is also a Psyker, it ignores the Gets Hot rule and also benefits from a 4+ Invulnerable save. This Invulnerable save improves to 3+ if the wielder is a Psyker (Mastery Level 3 or higher).

	Range	S	AP	Type
Lightsabre	-	User	1	Fleshbane, Gets Hot, Melee, Smash

### VIBRO WEAPONS

*Vibroweapons are a family of weapons that utilise high-speed sonic vibrations to make them more deadly; most commonly found on swords, vibrogenerators can also be found on axes, pikes, knives, etc. Almost anything with a blade has the potential to be turned into a vibroweapon.*

	Range	S	AP	Type
Vibrosword	-	User	3	Melee



# RANGED WEAPONS

## BLASTER WEAPONS

*Blasters are ranged weapons that fire bursts of particle beam energy called blaster bolts from a replaceable power pack. The most commonly used weapon in the galaxy, blasters' intense beams consist of compacted high-energy particles and intense light that can kill or paralyse their target, depending on the setting. Blasters range in size and power from compact pistols to large, heavy rifles and on to vehicle-mounted blaster cannons.*

	Range	S	AP	Type
Blaster cannon	36"	7	4	Heavy 1
Blaster pistol	12"	3	5	Pistol
Blaster rifle	24"	3	5	Rapid Fire
Heavy blaster pistol	12"	4	5	Pistol
Heavy blaster rifle	24"	4	5	Rapid Fire
Heavy repeating blaster	36"	4	5	Heavy 3
Light blaster cannon	36"	5	4	Heavy 3
Light repeating blaster	24"	3	5	Salvo 2/4
Repeating sniper blaster	36"	X	5	Heavy 1, Sniper
DF.9 laser cannon	48"	5	4	Blast, Heavy 1

## BOOMA

*The booma, also known as a boomer or energy ball, is a weapon used by the Gungan Grand Army on the planet Naboo. Consisting of blue plasma from the depths of Naboo's oceanic core, each booma is pressurised and forced into a shell that bursts if thrown hard enough.*

	Range	S	AP	Type
Booma	12"	4	4	Assault 1

## BOW

*Used by primitive races who have yet to adopt advanced technology, the bow is a useful weapon for hunting, but has limited use on the battlefield.*

	Range	S	AP	Type
Bow	18"	User	-	Heavy 1

## BOWCASTER

*The bowcaster (sometimes called the Wookiee Crossbow) is a Wookiee projectile weapon that fires a metal quarrel enveloped in energy. To generate the requisite potential energy for conversion into kinetic energy, the cocking spring requires the strength of a Wookiee to draw back.*

	Range	S	AP	Type
Bowcaster	18"	5	5	Assault 1

## HARPOON AND TOW CABLE

*The Ubrikkian Mo/Dk energy harpoon is a weapon located at the rear of the T-47 airspeeder. During the Battle of Hoth, it was used to great effect to bring down AT-ATs, a tactic that has since become standard doctrine for Rebel pilots.*

The harpoon and tow cable may only be used against an AT-AT, and only when the snowspeeder firing it is in Hover mode. If the weapon successfully hits an AT-AT, the snowspeeder must remain within 6" of the AT-AT and in Hover mode during its subsequent turn as it constantly circles the AT-AT, binding the walker's legs with the tow cable. If the snowspeeder is not destroyed by the end of this turn, the AT-AT is automatically destroyed as it stumbles over the cable and crashes to the ground. Only one Snowspeeder at a time can attempt this attack against an AT-AT.

	Range	S	AP	Type
Harpoon and tow cable	6"	-	-	One Shot Only

## LASER WEAPONS

Though based on the same principles as blasters, with their beams having a nearly identical nature, laser cannons are far more powerful. Laser cannons were originally used by starships to blast debris, such as asteroids, out of their way and quickly became the main anti-fighter defence before smaller versions started appearing on vehicles. These cannons are both incredibly destructive and very accurate.

	Range	S	AP	Type
Heavy laser cannon	48"	9	2	Heavy 1
Laser cannon	36"	8	2	Heavy 1
Light laser cannon	36"	7	2	Heavy 1

## MISSILE LAUNCHER

A missile launcher fires a high-speed projectile with an explosive warhead, with the standard missile throwing shrapnel in a wide blast. Whether handheld and portable or mounted on a vehicle, missile launchers are common heavy assault weapons used by many military forces for artillery barrage. Missile launchers are necessary in various types of combat to destroy enemy vehicles, command stations, and eradicate large numbers of infantry.

	Range	S	AP	Type
Missile launcher	48"	8	3	Blast, Heavy 1

## ROCKS

As unsophisticated as it gets, small rocks are nonetheless an effective weapons when dropped by Ewoks from their skin gliders. The Ewok simply circles the battlefield, swoops towards a target, and then lets gravity take care of the rest.

	Range	S	AP	Type
Rocks	6"	4	-	Assault 1

# SPECIAL ISSUE WARGEAR

## CONCUSSION GRENADE

When it explodes, the concussion grenade throws out a powerful wave of energy that smashes into a target, pounding it into death or submissions with a single pulse. Used by Imperial and Rebel alike, concussion grenades are a common feature on many battlefields.

The concussion grenade acts as an Assault Grenade, as detailed on pg 180 of *Warhammer 40,000: The Rules*.

## THERMAL DETONATOR

The thermal detonator is designed to be thrown by a soldier, planted in a specific location or on a specific vessel, or dropped by a vehicle. It adheres to any metallic object until detonated. Inside the shell, is a sample of baradium, a highly volatile substance that is triggered by a short burst of energy that forces it into a state of fusion reaction. The resulting explosion is an expanding particle field that atomises any material within the blast. After that, the blast field collapses, and anything even slightly beyond the explosion is left unharmed.

## SHOOTING

When a unit armed with thermal detonators makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

Range	S	AP	Type
8"	8	-	Armourbane, Assault 1, Blast

## ASSAULT

Unless used in assaults against vehicles, gun emplacements or Monstrous Creatures, thermal detonators have no effect. When used in assaults against vehicles, buildings or Monstrous Creatures, thermal detonators use the profile above without Range or the Blast rule, and become Unwieldy.



## ASTROMECH DROID

An astromech droid is a type of droid that serves as an automated mechanic, performing a variety of repair duties and often serving as an adjunct or substitute for a nav computer on smaller starships. They can be very capable analysis and repair units.

An astromech droid is either represented on the model that it is purchased for, or by a suitable model placed beside the model with the upgrade. Astromech

droid models are purely decorative and are always ignored for game purposes – just move them to one side if they get in the way.

If a model with the astromech upgrade is within 3” of a Mysterious Objective that has already been revealed, the Mysterious Objective may be re-rolled. This may only be done once for every Mysterious Objective.

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## ARMOUR

### PERSONAL ENERGY SHIELD

Developed by Gungans from hydrostatic bubble technology, the personal energy shield is a handheld device that defends against both close combat attacks and blaster fire. The shield is about one-and-a-half metres long and carried either on the wrist or held in one hand.

A personal energy shield confers a 4+ Invulnerable Save.

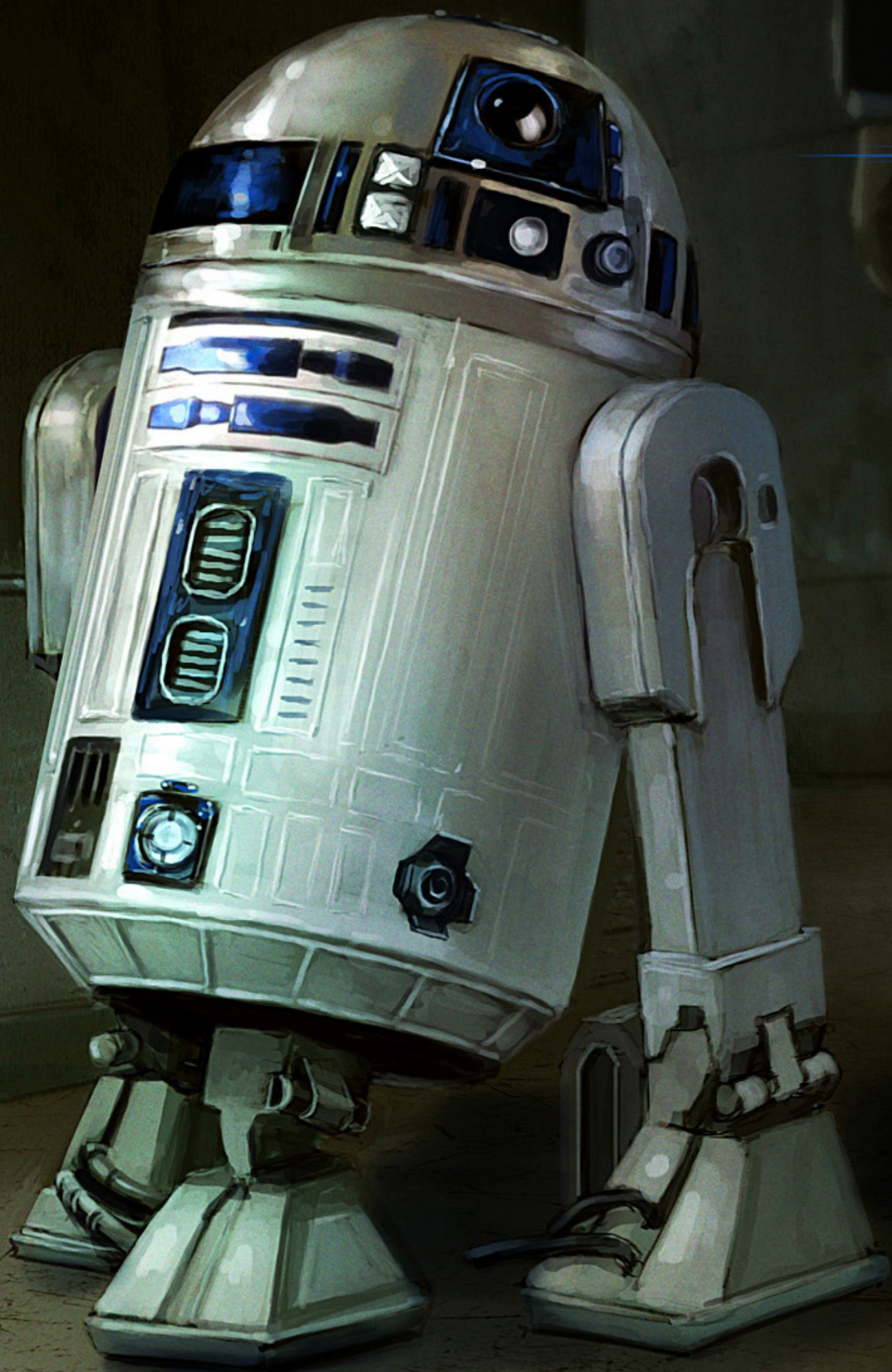
### REBEL ARMOUR

It would be sometime before the Alliance was able to issue its troopers with standardised armour and even then, limited resources meant it was a poor relation to the armour enjoyed by stormtroopers. Most Rebel units had to make do with whatever they were able to find, steal or bring from home.

Rebel armour confers a 6+ Armour Save. Some units have a chance to upgrade this to a 5+ Armour save.











# FORCE POWERS (LIGHT SIDE)



The light side of the Force, also sometimes known as the Ashla, is the side of the Force aligned with honesty, compassion, mercy, self-sacrifice, and other positive emotions. For the most part, the Jedi simply refer to this as the Force.

Models using Force Powers [Light Side] ignore all effects of *Perils of the Warp*.

## 1. FORCE JUMP CHARGE 1

### WARP

*Force Jump, also known as Force Leap, uses the Force to augment the user's natural leaping ability. Force-users adept in this technique can perform awe-inspiring vertical or horizontal leaps with impunity.*

*Force Jump is a  **blessing**  that targets the Psyker. Roll 2D6. The Psyker can immediately move up to this amount in any direction, ignoring enemy models and terrain.*

## 2. FORCE CLOAK CHARGE 1

### WARP

*Force cloak, involves the manipulation of light and sound waves to render a practitioner virtually invisible to the naked eye. This technique was found mainly among members of the Jedi Order before the rise of the Galactic Empire and was perfected by the Disciples of Twilight, a mysterious sect based on the Outer Rim moon, Dyspeth.*

This is a  **blessing**  that targets the Psyker. Whilst the power is in effect, the Psyker and all friendly models within 6" have the Shrouded special rule.




## PRIMARIS POWER

### FARSEEING      WARP CHARGE 1

Farseeing is the ability to gain impressions of events happening in other places or times using the Force.

These visions focused on strong imagery and emotions. The future is always in motion, however, and is thus subject to change but good reading of these visions can save a Force user from death.

Farseeing is a  **blessing**  that targets the Psyker. Whilst this power is in effect, the Psyker and his unit have the Counter-attack special rule and fire Overwatch using their full Ballistic Skill, rather than Ballistic Skill 1. Note that this does not allow weapons that could not normally fire in Overwatch to do so.



### 3. BATTLEMIND CHARGE 1

WARP

*Battlemind is a Force power that augments the user's morale and fighting spirit through sheer focus, giving a user the drive to fight through even the hardest of conflicts, even overcoming the disabilities of old age and fading stamina.*

*Battlemind is a **Blessing** that targets the Psyker. The Psyker rolls D3 and adds the result to his Ballistic Skill, Weapon Skill, Strength, Toughness or Initiative for as long as this power is in effect.*

### 4. MIND TRICK CHARGE 1

WARP

*The Psyker adopts a peculiar tone of voice along with a casual gesture. Should the trick succeed, the target will be unable to think for themselves for a few crucial seconds.*

*Mind Trick is a **Malediction** that targets one enemy unit within 12" of the Psyker. Both the Psyker and the target unit roll one dice and add their Leadership. If the Psyker rolls a higher total, the target unit may only fire Snap Shots and may not charge whilst this power is in effect.*

### 5. FORCE HEAL CHARGE 2

WARP

*This a power that uses the Force to accelerate the natural healing process rapidly. It is able to mend severe injuries, even major damage to flesh and bone or internal damage, such as wounds to the heart and lungs.*

*This is a **blessing** that targets any friendly unit within 12" of the Psyker. Whilst the power is in effect, the unit gains the Feel No Pain special rule.*

### 6. SEVER FORCE CHARGE 3

WARP

*Sever Force was a non-lethal Force power by which a being's connection to the Force was interrupted, or blocked from them with a wall of light side energy.*

*Sever Force is a **Malediction** that targets one enemy unit within 12" of the Psyker. Whilst this power is in effect, any Deny The Witch rolls made to resist the enemy unit's powers gain a modifier equal to the Mastery Level of the Psyker.*







# THE HEROES OF THE ALLIANCE DETACHMENT

game, every infantry model in this formation gains the Shrouded rule.

**Codex: Rebel Alliance** details a unique detachment – the Heroes of the Alliance Detachment – that reflects a Rebel force where everyone is a hero determined to restore freedom to the galaxy. This follows all the

Detachment rules presented in *Warhammer 40,000: The Rules*.

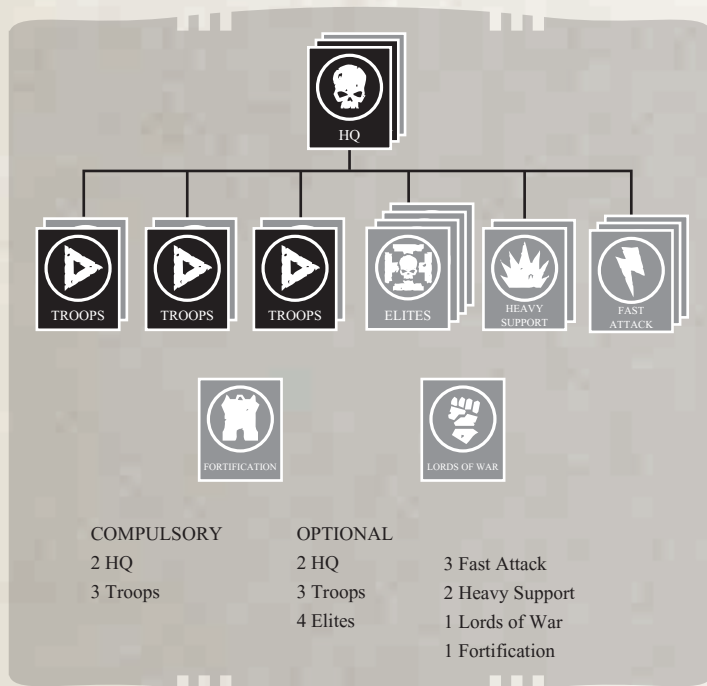
## RESTRICTIONS:

ALL UNITS IN THIS DETACHMENT MUST HAVE THE REBEL ALLIANCE FACTION.

## COMMAND BENEFITS:

**Hero of the Rebellion:** If this Detachment is chosen as your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Rebel Alliance*.

**Shrouded Attack:** For the first two turns of the



# TACTICAL OBJECTIVES

game, every unit with the Battlefield Role of Troops gains the Shrouded rule.

*Codex: Rebel Alliance* describes six Tactical Objectives to use in your games that are exclusive to Rebel players and reflect their desire to bring freedom to the galaxy.

If your Warlord has the Rebel Alliance faction, these Tactical Objectives replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules*. If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Rebel player generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16) he instead generates the corresponding Rebel Alliance Tactical Objective, as shown in the table opposite. Other Tactical Objectives (numbers 21-66) are generated

D66	Result
11	Remember the Heroes
12	The Bigger They Are
13	The Light Side Will Triumph
14	For Freedom and Justice!
15	Take the Secret Plans
16	Imperial Territory

normally, as described in *Warhammer 40,000: The Rules*.

## 11 REMEMBER THE HEROES

### TYPE: REBEL ALLIANCE

Though you may die this day, know that your deeds will not be forgotten and will inspire others across the galaxy.

Score 1 Victory Point is a Rebel character killed his opponent in a challenge during your turn.

## 12 THE BIGGER THEY ARE

### TYPE: REBEL ALLIANCE

The Empire revels in its massive weapons of destruction. Bring them down and show that size is no obstacle.

Score 1 Victory Point at the end of your turn if at least one enemy vehicle of at least 3 Hull Points was completely destroyed during your Shooting or Assault phase. Score D3

Victory Points if it was also a Lord of War.

## 13 THE LIGHT SIDE WILL TRIUMPH

### TYPE: REBEL ALLIANCE

The Dark Side of the Force is quicker, easier, more seductive – but the Light Side is ultimately more powerful.


Score D3 Victory Points if a Psyker with Force Powers (Light Side) destroys an enemy unit with Force Powers (Dark Side).

## 14 FOR FREEDOM AND JUSTICE

### TYPE: REBEL ALLIANCE

They are only stormtroopers – rise up and bring them down. Show the Emperor that even his





elite troops will not stop the Rebellion.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed in your Shooting or Assault phase. If 3 to 5 enemy units were completely destroyed, score D3 Victory Points. If 6 or more enemy units were destroyed, score D3+3 Victory Points instead.

#### 15 TAKE THE SECRET PLANS

##### TYPE: REBEL ALLIANCE

Important information can be obtained on this battlefield. You must take the opportunity to grab it, no matter how many Bothans

die doing it.

Roll a D6 when this Tactical Objective is generated. Score 1 Victory Point at the end of your turn if you control the Objective Marker whose number corresponds to the D6 result.

#### 16 IMPERIAL TERRITORY

##### TYPE: REBEL ALLIANCE

The greatest war machines possessed by the Empire are not merely engines of destruction – they are the physical manifestations of the Emperor's power and reach across the galaxy.

When this Tactical Objective is generated, your opponent must nominate any one Objective Marker he currently controls. Score D3 Victory Points at the end of your turn if you control this Objective Marker.



# REFERENCE

## ARMY SPECIAL RULES (PG78)

A Rebel army uses a number of special rules that are common to several of its units. These are collected and explained here for your convenience. Special rules that are unique to particular units are presented in the relevant entry instead. Other rules are simply listed by name – these are described in *Warhammer 40,000: The Rules*.

## WARLORD TRAITS TABLE (PG78)

When generating Warlord Traits, a Rebel Warlord may either roll on one of the Warlord Traits tables in *Warhammer 40,000: The Rules* or roll on the table below.

### D6 WARLORD TRAIT

- 1 Famous Leader:** The Warlord, and all friendly units from *Codex: Rebel Alliance* within 12" of him, have the Stubborn special rule.
- 2 Drill Master:** The Warlord and his unit gain an extra shot whenever they use the Rapid Fire rule on blaster rifles and blaster pistols.
- 3 Inspired Commander:** The Warlord has +1 Leadership on his profile (to a maximum of 10).
- 4 Unflinching:** The Warlord and his unit can re-roll all failed Morale checks they are called upon to make.
- 5 Forward!:** The Warlord and all friendly units from *Codex: Rebel Alliance* within 12" of him can re-roll all the dice when running or moving through cover.
- 6 Force Sensitive:**  
The Warlord is a Psyker (Mastery Level 1) who generates psychic powers from the Force Powers (Light Side) discipline. If the Warlord is already a Psyker, he generates one more power than normal, again from the Force Powers (Light Side) discipline.

## SPECIAL RULES

**Give in to Your Anger (Pg 53):** Luke may choose to use the Rage special rule at any time. However, every time Rage is used, Luke must make a Leadership test. If he fails, he will lose all his Force Powers (Light Side) and must immediately re-roll for his powers on the Force Powers (Dark Side) table in *Codex: Galactic Empire*. The opposing player will also receive D3 Victory Points. These Victory Points are doubled if Darth Vader or Emperor Palpatine are on the table at the time.

**Smuggler's Luck (Pg 54):** Han Solo may re-roll any dice that affects him directly, whether it is his own or an enemy's. For example, he may re-roll a shooting attack that is missed, or he may force an opponent to re-roll a successful shooting attack that hits him.

**Wookiee of Legend (Pg 55):** Chewbacca has a 5+ Invulnerable Save.

**Princess of Alderaan (Pg 56):** All friendly units within 12" of Princess Leia may use her Leadership score for any Morale checks they must make.

**If you Strike me Down (Pg 57):** If Obi-Wan Kenobi is killed by an enemy Psyker, the Rebel Alliance player will gain 1 Victory Point.



**Knowledge of the Light Side (Pg 60):** At the start of a battle, before any models are deployed, roll on the table below and apply its effects to the Jedi.

D6	Light Side Effect
1	The Jedi has the Counter-attack special rule
2	The Jedi has the Fearless special rule
3	The Jedi has the Eternal Warrior special rule
4	The Jedi has the Feel No Pain special rule
5	The Jedi has the Hit & Run special rule
6	The Jedi has the Shrouded special rule

**Honour Guard (Pg 61):** Any Independent Character within the Honour Guard unit will succeed at a Look Out, Sir roll on a 2+ so long as at least one Honour Guard remains.

**Personal Escort (Pg 61):** For every Independent Character in your army you may include an Honour Guard unit. These selections do not use up a Force Organisation slot.

**Artillerist (Pg 65):** Gungan Artillerists used a spear-like weapon called a cesta to greatly increase the range they could launch their boomas. An Artillerist increases the range of his booma to 24”.

**Size Matters Not (Pg 74):** Yoda may re-roll any failed Save.

**Judge Me By My Size, Do You? (Pg 74):** Yoda harnesses War Charge points on the roll of 3+.

## ARMOUR

### Personal Energy Shield:

Developed by Gungans from hydrostatic bubble technology, the personal energy shield is a handheld device that defends against both close combat attacks and blaster fire. The shield is about one-and-a-half metres long and carried either on the wrist or held in one hand.

A personal energy shield confers a 4+ Invulnerable Save.

**Rebel Armour:** It would be sometime before the Alliance was able to issue its troopers with standardised armour and even then, limited resources meant it was a poor relation to the armour enjoyed by stormtroopers. Most Rebel units had to make do with whatever they were able to find, steal or bring from home.

Rebel armour confers a 6+ Armour Save. Some units have a chance to upgrade this to a 5+ Armour save.

## SPECIAL ISSUE WARGEAR

### CONCUSSION GRENADE

The concussion grenade acts as an Assault Grenade, as detailed on pg 180 of *Warhammer 40,000: The Rules*.

### THERMAL DETONATOR

#### SHOOTING

When a unit armed with thermal detonators makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

Range	S	AP	Type
8”	8	-	Armourbane, Assault 1, Blast

#### ASSAULT

Unless used in assaults against vehicles, gun emplacements or Monstrous Creatures, thermal detonators have no effect. When used in assaults against vehicles, buildings or Monstrous Creatures, thermal detonators use the profile above without Range or the Blast rule, and become Unwieldy.

# PROFILES

## HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Luke Skywalker	5	4	3	3	2	5	3	9	-	In (Ch)	
Han Solo	5	5	3	4	3	5	2	9	-	In (Ch)	
Chewbacca	6	4	5	5	4	3	3	10	-	In (Ch)	
Princess Leia	3	4	3	3	2	5	2	9	-	In (Ch)	
Obi-Wan Kenobi	6	5	3	3	2	4	3	9	-	In (Ch)	
Lando Calrissian	4	5	3	3	2	4	2	8	-	In (Ch)	
Rebel Officer	3	3	3	3	2	3	2	9	6+	In (Ch)	
Veteran Officer	4	4	3	3	3	4	3	10	6+	In (Ch)	
Jedi	4	4	3	3	2	4	2	8	-	In (Ch)	
Jedi Master	5	5	4	4	3	5	3	9	-	In (Ch)	

## TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Honour Guard	4	4	3	3	1	4	1	7	6+	In	
Honour Guard Sergeant	4	4	3	3	1	4	2	8	6+	In (Ch)	
Rebel Trooper	3	3	3	3	1	3	1	7	6+	In	
Sergeant	3	3	3	3	1	3	1	7	6+	In (Ch)	
Veteran Sergeant	4	4	3	3	1	4	2	8	6+	In (Ch)	
Ewok	2	3	2	2	1	2	1	6	-	In	
Ewok Hunter	3	3	2	2	1	3	2	7	-	In (Ch)	
Ewok Medicine Man	2	3	2	2	1	2	1	6	-	In (Ch)	

## UNIT TYPES

Beast = Be, Bike = Bk, Cavalry = Cv,  
 Character = (Ch), Chariot = Ct, Fast = F, Flyer = Fl,  
 Hover = H, Infantry = In, Jump unit = J,  
 Open-topped = O, Skimmer = S, Tank = Tk,  
 Transport = T, Walker = W

## TROOPS (CONTINUED)

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Gungan	3	3	3	3	1	4	1	6	-	In	
Gungan Artillerist	3	3	3	3	1	4	1	6	-	In	
Gungan Chief	3	3	3	3	1	4	2	7	-	In (Ch)	
Wookiee	4	3	4	4	1	3	2	8	-	In	
Wookiee Chieftain	4	3	4	4	1	3	3	9	-	In (Ch)	
Wookiee Berserker	5	3	4	4	1	3	3	8	-	In (Ch)	

## ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Commando	4	4	3	3	1	4	1	8	6+	In	
Sergeant	4	4	3	3	1	4	1	8	6+	In (Ch)	

## FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Commando	4	4	3	4	1	4	1	8	6+	J	
Sergeant	4	4	3	4	1	4	1	8	6+	J (Ch)	
Tauntaun Rider	3	3	4	4	1	3	1	7	5+	Cv	
Sergeant	3	3	4	4	1	3	1	7	5+	Cv (Ch)	
Veteran Sergeant	4	4	4	4	1	4	2	8	5+	Cv (Ch)	
Ewok Glider	2	3	2	2	1	2	1	6	-	J	
Ewok Hunter	3	3	2	2	1	3	2	7	-	J (Ch)	

## HEAVY SUPPORT

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
P-Tower	3	3	3	6	3	3	1	7	5+	In	

## LORDS OF WAR

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Yoda	7	5	3	4	2	6	4	10	-	In (Ch)	

## VEHICLES

	BS	F	S	R	HP	Unit Type	Pg
Troop cart	3	10	10	10	2	O	
Snowspeeder	3	10	10	10	2	H	





## RANGED WEAPONS

Weapon	Range	S	AP	Type
Blaster cannon	36"	7	4	Heavy 1
Blaster pistol	12"	3	5	Pistol
Blaster rifle	24"	3	5	Rapid Fire
Heavy blaster pistol	12"	4	5	Pistol
Heavy blaster rifle	24"	4	5	Rapid Fire
Heavy repeating blaster	36"	4	5	Heavy 3
Light blaster cannon	36"	5	4	Heavy 3
Light repeating blaster	24"	3	5	Salvo 2/4
Repeating sniper blaster	36"	X	5	Heavy 1, Sniper
DF.9 laser cannon	48"	5	4	Blast, Heavy 1
Bow	18"	User	-	Heavy 1
Bowcaster	18"	5	5	Assault 1
Harpoon and tow cable	6"	-	-	One Shot Only
Heavy laser cannon	48"	9	2	Heavy 1
Laser cannon	36"	8	2	Heavy 1
Light laser cannon	36"	7	2	Heavy 1
Missile launcher	48"	8	3	Blast, Heavy 1
Rocks	6"	4	-	Assault 1

## MELEE WEAPONS

Weapon	Range	S	AP	Type
Electropole	-	User+2	4	Melee
Lightsabre	-	User	1	Fleshbane, Gets Hot, Melee, Smash
Vibrosword	-	User	3	Melee



# WARHAMMER 40,000



## JOIN THE REBELLION AGAINST THE EMPIRE

The Galactic Civil War is tearing the galaxy apart, fought between the Galactic Empire and the Rebel Alliance in an attempt to restore the Republic. The forces of the Rebellion are terribly outnumbered but more are joining every day in a desperate attempt to bring freedom and democracy to the galaxy.

Inside you will find:

**THE REBEL ALLIANCE:** The history of the Rebellion and the heroes who have taken up the fight against the Empire.

**THE REBEL ARMIES:** A showcase of the range of Rebel Star Wars miniatures, detailing the forces and uniforms used by the many races fighting against the Empire, including their vehicles and heavy weapons.

**FORCES OF THE EMPIRE:** A comprehensive army list that allows you to turn your Rebel collection of miniatures into a heroic force of resistance on the Warhammer 40,000 battlefield.

**APPENDIX:** A description of, and rules for, the armies of the Rebellion and the wargear they bring to battle.



A supplement for



You will need a copy of Warhammer 40,000: The Rules in order to use the contents of this book.

