

Rebel Classes

Trooper

The all-purpose soldiers of the Alliance, the troopers are the mainstay of the Alliance Special forces.

-Vibroknife

-DH-17 Pistol



Main Weapon Customization:

-1 A280

-2 CR1 Blaster Cannon (CQB weapon)

-3 Tenloss Disruptor Sniper Rifle



-Fragmentation Grenade



-Smoke Grenade



-Macro-binoculars



-Homing Beacon (Sort Range UAV, Sticks to walls/Vehicles)



-Marksman Remote Droid

(Deployable short range UAV, Squad Bonus 3 required)



Heavy Weapons Specialist

The Alliance Heavy Weapons Specialist is trained to use repeating blaster rifles and handheld mortars to lay down suppressive fire on enemy positions, or take out an enemy vehicle with the HH-15 Missile Launcher, thus serving a vital role in the fight against the Empire.

-Vibro-knife

-DH-17 Pistol

Main Weapon Customization:

-MK1 Light Repeating Blaster Rifle



-HH-15 Missile Launcher (AV Weapon)



-Packared Mortar Gun (Splash Weapon)



-Electrostatic Grenade (EMP)



-Anti-Vehicle Mine



-PSG Portable Shield Generator (Protects against projectiles)



-Marksman Assault Remote

(Auto Target Tracking droid, Squad Bonus 3 required)



Medic

Imperial Medic

The medic is a lifesaving component of the Alliance Special forces, taking care of injuries and bringing soldiers back from near death.

-Vibroknife

-DH-17 Pistol

Main Weapon Customization:

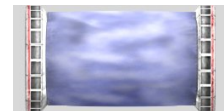
-DH-17 Carbine



-T-10 Rifle



-Bacta Canister (Heal)



-HRV-2 Defibrillator (Revive)



-Sonic grenade (Area Damage)



-Mobile Medical droid (Heal, Squad Bonus 3 required)



Support

The Spec force Support troopers supply vital ammo with the Generator and are also experts at disabling enemy vehicles with the DEMP2 and destroying them with the PRG-7 They can also help defend a position by placing proximity mines around the perimeter, as well as repair vehicles.

-Vibroknife

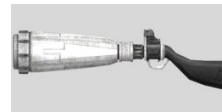
-DH-17 Pistol

Main Weapon Customization:

-1 Bowcaster



-2 DEMP2 (EMP)



- Generator (Re-arm, MKII/handheld weapons)



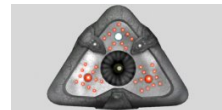
-Fusion Cutter (Repair)



-PRG-7 (Sticks to walls/Vehicles, 10 second Timed Grenade)



-Proximity Mine



-R2 droid (Repair and Re-arm, Squad Bonus 3 required)



Officer

The Spec force Officers mainly consisted of ex-Imperial officers extensively screened by Alliance Intelligence. Trained in both combat as well as military tactics, they are the centerpiece controlling the Spec force. The lower Officers command squads, as well as deploy the squad's MK2, if supplied with one. In case there is need for reinforcements, the Officer can call them in via the Spawn Beacon.

No customization available. Only Squad leaders can choose this kit.

-Vibroknife

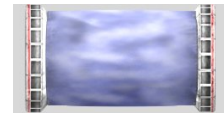
-MKII (Deployable Heavy Gun, Squad Bonus 3 Required)



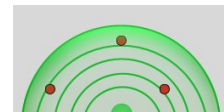
-DL-44 Pistol



-Bacta Canister (Heal)



-Sensor ping (wide Range UAV, Squad Bonus 3 Required)



-Electro Binoculars



-Ammo box (Re-arms handheld weaponry only)



-Spawn beacon (Squad Bonus 4 Required)



Rebel Weapons

Blastech A280

One of the best armor piercing blaster rifles, this Rebel weapon can punch through storm trooper armor like a light saber through butter. Although best used at medium to long range due to its rate of fire, the A280 also performs well at short range.

-Used by Alliance Troopers

-Semi and Full automatic (Toggle able, by selecting the weapon again)

DL-44 blaster

This scoped sidearm is used across the galaxy, and many Rebel Officers choose these blasters for their armor penetration and impact. Although not as accurate as a DH-17c or as strong as the CR1, it is compact and useful for defending oneself.

-Used by Alliance Officers

-Scoped

-Semi automatic

DH-17

A low cost sidearm, this weapon was frequently used across the galaxy, most notably by the Rebel Alliance. A weapon designed for shipboard operations it is useful at close to medium range.

-Used by enlisted Alliance soldiers

-Semi automatic

CR1 Blaster Cannon

During infiltration of a Golan Arms depot at Ac'fren Spur, Rebel agents procured numerous Clone Wars era CR1's ready for use. Finding the weapons extremely useful at close quarters combat the CR1's saw widespread use among Rebel troopers. Unlike the A280 the Golan Arms CR1 fires multiple shots in a wide cone-like spread, limiting effective range to a few meters.

-Used by Alliance Troopers

-Useful at extremely close range

Tenloss Disruptor rifle

Outlawed on most worlds, this long-range rifle developed by the Tenloss crime syndicate works by generating a beam consisting of pulses that will rip the target's molecules apart. Even though using considerably more gas than a normal blaster results in a low rate of fire, this weapon is favored by Rebel troopers on sniping missions.

- Used by Alliance Troopers

- Semi-automatic

- Scoped, especially useful at long range

- Has a Stabilizer Function similar to the BF 2142 unlock (simulates holding ones breath)

MK1 Light repeating blaster

The MK1 is a lighter version of the stationary MKII blaster, much like the T21 it is able to lay down a continuous spread of suppressive fire.

- Used by Alliance HWS

HH-15 Portable Missile Launcher

The Golan Arms portable missile launcher is the Alliance's choice for anti-vehicle duties. Like most Rebel technology it is outdated compared to its Imperial counterpart, the Krupx Minimag, but works just as good if not better.

- Used by Alliance HWS

- Especially effective against vehicles

Packered Mortar gun

A hand-held mortar used by Heavy Weapons Specialists across the galaxy, this gun is particularly useful for assaulting fortified positions and bombarding enemy troop concentrations from a distance because it fires in an arc. The shells fired are less powerful than thermal detonators, but the risk of premature detonation is negligible.

- Universally used by HWS

- Fires in an arc

- Useful for Taking out Entrenched Foes, Firing at walls near the enemy to induce splash damage is a commonly used tactic.

DH-17c

The DH-17 carbine is an upgraded version of the DH-17. More powerful and fully automatic, this carbine can stand toe to toe with most light assault rifles.

- Used by Alliance Medics

- Semi and Full automatic

Blastech T-10

The Blastech T-10 is a light and accurate variant of the T-21 especially useful at medium to long range. Using special tibanna gas to achieve higher accuracy this weapon fires blue bolts.

- Used by Alliance Medics

- Semi Automatic

Bowcaster

The Bowcaster is the Wookiee trademark weapon. By magnetizing the spheres at both ends it propels a luminescent bolt forward at high speeds, acting much like a blaster rifle. Only the strength of a Wookiee can operate older bowcasters, but the newer ones feature an automatic system so nearly every species can use it.

- Used by Alliance Support

- Semi, burst and full automatic

Destructive Electromagnetic Pulse 2 Gun

The DEMP2 fires an electromagnetic pulse capable of overloading electrical circuits, disabling vehicles and frying a droids circuits. It is also capable of overloading an organic's nervous system, which leads to death by suffocation.

- Used by Alliance Support

- Best against vehicles and droids, also works on organics.

Merr-Sonn MKII Repeating blaster

The MKII is a deployable repeating blaster able to deliver near infinite amounts of suppressive fire if powered by a generator. A high rate of fire and moderate damage make this weapon ideal for defeding positions.

- Deployed by Officer

- Requires generator (Logistics Class carries a suitable Generator)

Kit Items

HRV-2 Defibrillator

Universal among medics across the galaxy, the semi-automated external defibrillator is used to stop ventricular fibrillation or ventricular tachycardia in a fallen soldier's hearth, returning it to the normal sinus rhythm. The defib is put onto a soldier's chest and activated to use, after which it will automatically recharge. If used on a healthy person, this device can also invoke the symptoms it cures, effectively acting as a highly advanced melee weapon.

- Universally used by medics

- Used on fallen soldiers

Fusion Cutter

The Fusion Cutter is a handheld multipurpose device utilized by Support personnel across the galaxy to repair all kinds of mechanical devices. Hold it next to the part it is to be utilized on and it will do its job.

- Universally used by support personnel

- Used to repair vehicles, droids and other machinery.

Electrostatic Charge Detonator

The ECD releases an electromagnetic pulse in its immediate vicinity, disabling electronic circuits such as those found in vehicles and droids

- Universally used by HWS

- Disrupts vehicles and droids

Generator

A powerful generator, this device can recharge both handheld weapon's cells and power the mighty EWEB repeating blaster once deployed.

- Used by Alliance Support

- Recharges blasters, deployable weapons

Smoke Grenade

The smoke grenade releases a cloud of white, harmless smoke when detonated. Useful for providing cover in open fields or to obstruct view in corridors, this grenade is an essential piece of any trooper's equipment.

- Used by Alliance Troopers
- Releases cloud of harmless smoke

Merr-Sonn PRG-7 Proton grenade

The proton grenade is a timed explosive usually used to destroy enemy assets, such as doors or vehicles.

- Used by Alliance Support
- Timed explosive (10 second delay)
- Sticks to walls/Vehicles

AV Mine

The Anti-Vehicle mine behaves similarly to the proximity mine, but generates a high intensity plasma ball which is capable of quickly burning its way through even the thickest of armour. Its effect is shortranged though, and indeed it has trouble taking down repulsorlifts which are sometimes able to skim over the top of the blast.

- Used by HWS
- Damages vehicles
- Sticks to walls/Vehicles

Sonic Grenade

The Sonic grenade unleashes a Blue sonic wave, damaging all within it's radius. It is especially useful for attacking shielded positions as the wave passes around the shield.

- Used by Medics
- Releases Sonic Wave

Fragmentation Grenade

The Alliance issues every trooper with a chemically driven explosion based fragmentation grenade. Although much cheaper than a thermal detonator, the effect is almost the same. It has a moderate explosive range is especially useful for taking out enemies who are close together or behind obstacles.

- Used by Alliance Troopers

- Explosive grenade

Ammo Box

The ammo box allows the officer with the ability to set up a field supply station for his troops. While too clumsy to provide charging or ammo while carried, it is nevertheless useful when deployed in forward positions to keep soldiers well supplied.

- Used by Officers

- Must be deployed to work

- Not strong enough to recharge Ewebs

Homing Beacon

The Homing Beacon provides a shortrange continuous sensor scan around wherever it's placed. Soldiers can even attach it to vehicles to give them a small mobile radar capability or to track enemy vehicle movements.

- Used by Troopers

- Provides a long lasting shortrange deployable radar

Portable Shield Generator

The PSG generates a shield impenetratable for blaster fire and projectiles from both sides. It is a vital element in infantry combat providing cover on open terrain and other places where there is ample cover from the environnement.

- Universally deployed by HWS

- Imenetratable from both sides

Spawn Beacon

Officers can utilize the spawn beacon to call in reinforcements, thus it is vital they not be destroyed when in place.

- Used by Officers

- Reinforcements can be deployed to the beacon's location

Bacta Canister

This canister holds bacta, a synthetic healing fluid used across the galaxy. Bacta is effective against nearly all internal and external injuries, with a multitude of methods to apply.

- Used by medics, Officers

- Heals wounded soldiers.

Rebel droids

Marksman Remote Droid

- Deployable Short Range UAV droid

- Once Deployed it will actively seek out enemies and follow them revealing their position.

Marksman Assault Remote

- Auto Targeting system

MED

The medical droid follows the medic it belongs to around, and automatically heals allies in its radius.

R2 droid

Industrial Automaton highly successful R2 series is used across the galaxy. In this case the droid is used as a support for squads, providing an emergency power source for their weapons.

- Used by Rebel Support

- Recharges blasters

Rebel vehicles

74-Z Imperial speeder bike

Soaring at amazing speeds the on reconnaissance and patrol duties, the Imperial speeder bike is a slim, single-person repulsorlift conveyance. The lightweight bike can attain speeds in excess of 500 kilometers per hour. Quartets of small directional steering vanes on twin outriggings afford the speeder its maneuverability. The speeder bike is sparsely armed with single light blaster cannons. Although a second person can fit on the back of the speeder safety regulations on most civilized worlds strictly forbid this. Although mostly sold to the Empire, hence its nickname, this speeder is also widely used by the Alliance.

-Used by Galactic Empire and the Alliance

-Two seats (Driver + Passenger)

-Single laser cannon

Sorosuub X-34 Land speeder

The land speeder is a craft used across the galaxy by organizations and civilians alike. The Sorosuub X-34 is an older model used primarily for personal transport by civilians, or street racing youngsters.

-Used by the Alliance

-Unarmed, lightly armored

Armored Land speeder

This 4 seat armored land speeder features a heavy repeating blaster mounted on the back. Used by the Alliance as a cheaper counter to the AT-ST and patrol craft, this craft has an open cockpit exposing its passengers, but also makes them able to fire outside.

-Used by the Alliance

-Armed with a heavy repeating blaster

Rebel Star fighters

RZ-1 A-Wing Interceptor

With its sleek arrowhead shape, streamlined cockpit and massive twin engines, the A-wing star fighter suggests raw speed even when parked within Alliance hangar bays. Faster than even the TIE interceptor, the A-wing is well suited for lightning strikes.

-Used by Rebel Alliance

-Interceptor

-2 Laser Cannons

B-Wing Star fighter

The oddest-looking star fighter in the Rebel fleet, the B-wing is as powerful as it is unique. The ship is almost entirely taken up by its primary airfoil, which houses a cockpit on one end, a central engine block, and a weapons pod at its base. Below the engines are a pair of S-foil mounted laser cannons. The B-wing's cockpit has a unique rotating system. The pilot can orient it any way he wants, to e.g. have the weapons fire come from above him.

-Used by Rebel Alliance

-Heavy Assault Star fighter

-3 Laser Cannons, Ion Cannon, Proton Torpedoes

-rotate the body around the cockpit using your Countermeasures key

X-Wing Star fighter

"The Incom T-65 X-wing is the fighter that killed the Death Star. An almost perfect balance of speed, maneuverability, and defensive shielding make it the fighter of choice for Rogue Squadron." - General Rieekan. And not only for Rogue Squadron, the X-wing is a symbol for the Rebellion. Originally designed for the Empire, the Alliance retrieved four prototypes and the design of the X-wing when the entire Incom team defected to the Rebels. Soon after, mass production began.

-Used by Rebel Alliance

-4 Taim & Bak KX9 laser cannons

-2 Krupx MG-7 proton torpedo launchers holding 3 torpedoes each

BTL Y-Wing Star fighter

The BTL Y-wing star fighter was the mainstay of the Alliance Fighter Corps until the X-Wing was produced. Heavy, resilient, well-shielded and somewhat slow these heavy star fighters are quite hard to destroy. The crew commonly consists of two people, a pilot who controls the main laser cannon and proton torpedoes, and a weapons officer who controls the ion cannon. The Y-wing has some design flaws making it require constant maintenance. Many repair crews, fed up with removing and placing the superficial hull-plating, disposed most of it, except the armor on the cockpit.

- 1 primary Taim&Bak laser cannon
- ArMek turreted SW-4 ion cannon and 2 turreted laser cannons (Default F, key cycles between Ion and Blaster cannon)
- Arakyd Flex tube proton torpedo launchers with 4 torpedoes each