

# AGE OF REBELLION

## ERRATA

Last Updated 11/20/2017

v1.0

The most recent changes are in magenta.

## ERRATA

The following errors should be corrected as follows. Except as noted below, these errata will be corrected in future printings.

### AGE OF REBELLION CORE RULEBOOK

#### CHAPTER II: CHARACTER CREATION

##### PAGE 75

In the talent tree, change the last sentence of Coordinated Assault to read: "Range increases per additional rank of Coordinated Assault."

#### CHAPTER IV: TALENTS

##### PAGE 141

In Table 4-1: Talent List, replace Invigorate's Activation entry with "Active (Out of Turn)."

##### PAGE 145

Replace the last sentence of rules text of the Coordinated Assault talent with: "The range of this maneuver increase by one band per additional rank of Coordinated Assault."

##### PAGE 150

Change Invigorate's Activation entry to "Active (Incidental, Out of Turn)."

#### CHAPTER V: GEAR AND EQUIPMENT

##### PAGE 187

In Table 5-8, replace the Comm Scrambler's Encumbrance with 0 and Rarity with 5.

##### PAGE 200

In the last sentence of the Balanced Hilt description, change "bladed weapons" to "melee weapons."

#### CHAPTER VI: CONFLICT AND COMBAT

##### PAGE 220

Change Defense section to:

"Defense, or specifically, **defense rating**, is one of the factors determining how difficult it is to land a successful attack during combat. Defense ratings represent the abilities of shields, armor, or other defenses to deflect attacks entirely, or to absorb or lessen incoming blows."

**"A character adds a number of ■ equal to their defense rating to all combat checks directed against them."**

"No character can have a defense rating higher than 4."

##### PAGE 220

Change Melee and Ranged Defense section to:

"A character's defense rating can be classified as one of three types: general defense rating, melee defense rating, or ranged defense rating. A general defense rating applies against all combat checks directed against the character. A melee defense rating only applies against close combat checks directed against the character (Brawl and Melee checks). A ranged defense rating only applies against ranged combat checks directed against the character (Gunbery, Ranged [Light], and Ranged [Heavy] checks).

"There are two sources of defense: sources that stack, and sources that do not stack. You can think of this as sources that provide defense, and sources that increase defense.

"Sources that provide defense (such as most armor) list the defense provided as a number, or say that they 'provide' defense. Some examples include:

- Armor
- Cover
- Certain talents
- Guarded Stance maneuver

"These sources do not stack with each other. If a character could benefit from more than one of these



sources of defense, the player chooses the best one.

“However, other sources increase defense. These sources say they ‘increase’ defense, or they list the defense provided as a number with a ‘+’ sign in front of it. These sources of defense stack, both with each other and with any sources that provide defense.

“If multiple sources that increase defense would increase a character’s defense higher than 4, the rating remains at 4.”

## CHAPTER VII: STARSHIPS AND VEHICLES

### PAGE 245

In the fourth sentence of the Stay on Target entry, replace “the end of the pilot’s next round” with “the end of the pilot’s next turn.”

### PAGE 273

Replace the Sentinel Landing Craft profile with the following:



**Hull Type/Class:** Shuttle/Sentinel.  
**Manufacturer:** Sienar Fleet Systems with Cygnus Spaceworks.  
**Hyperdrive:** Primary: Class 1, Backup: Class 10.  
**Navicomputer:** Yes.  
**Sensor Range:** Close.  
**Ship’s Complement:** One pilot, one co-pilot, three gunners.  
**Encumbrance Capacity:** 500.  
**Passenger Capacity:** 54.  
**Consumables:** One month.  
**Cost/Rarity:** 240,000 credits (R)/7.  
**Customization Hard Points:** 0.

**Weapons:** Forward-mounted retractable medium laser cannon battery (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

Retractable dorsal twin light ion cannon turret (Fire Arc All; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Retractable ventral heavy repeating blaster turret—this weapon’s entire profile uses personal scale, not planetary scale (Fire Arc All; Damage 15; Critical Hit 2; Range [Long]; Auto-Fire, Pierce 2, Vicious 1).

Forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 8, Linked 1, Slow-Firing 1).

## CHAPTER VIII: THE FORCE

### PAGE 293

In the third row of the talent tree, change the XP cost for Indistinguishable to “15.”

### PAGE 301

In the second sentence of the first Control upgrade, delete “per point.”

### PAGE 301

At the end of the second Control upgrade’s rules text, add: “This can only be triggered once.”

## AGE OF REBELLION GM’S KIT

### PAGE 20

In the last paragraph of Aft Hangar Bay, replace “the other twenty” with “the other five.”

### PAGE 22

Change the Saboteur Load Lifter to a minion.

## ONSLAUGHT AT ARDA I

### EPISODE I: THE BATTLE OF THE GAUNTLET

### PAGE 31

Change “Overwhelmed by the ferocity of the acting unit’s attack, the enemy unit is close to abandoning its post. On the next check, any generated causes the unit to abandon its post and run” to “Overwhelmed by the ferocity of the acting unit’s attack, the enemy unit is close to abandoning its post. On the next check made by the enemy force, any generated causes the enemy unit to abandon its post and run.”

### EPISODE II: UNCHARTED TERRITORY

### PAGE 50

Change: “The mist counts as light cover at medium range and heavy cover at long range.” to “The obscuring mist allows characters to gain ranged defense 1 at medium range and ranged defense 2 at long range.”

### EPISODE III: RENDEZVOUS AT ORD RADAMA

### PAGE 94

Under the Weapons Lockers bullet point, change the missile tube’s Limited Ammo value to “1.” In the last sentence of the paragraph, change “Two additional missiles” to “Six additional missiles.”



# STAY ON TARGET

## CHAPTER I: BEHIND THE STICK

### PAGE 12

In the last paragraph before Ace Backgrounds, replace “Unmatched Durability” with “Unmatched Survivability” and replace “I’ve Got This One” with “This One is Mine.”

## CHAPTER II: CLEARED FOR LAUNCH

### PAGE 41

In the Special entry for the SoroSuub Persuader in Table 2-2: Melee Weapons, replace “Slow Firing” with “Slow Firing 1.”

### PAGE 59

In the fourth sentence of the third paragraph of the TIE Hunter entry, replace “four linked medium laser cannons” with “two linked medium laser cannons.”

### PAGE 60

In the first sentence of the second paragraph replace “linked light laser cannons” with “linked medium laser cannon.”

## CHAPTER III: DANGEROUS SORTIES

### PAGE 72

In the fifth sentence of Increase Power, replace “turns” with “rounds.”

### PAGE 83

In the Abilities for the Bantha, replace “Silhouette 3” with “Silhouette 2.”

# STRONGHOLDS OF RESISTANCE

## CHAPTER II: HIDDEN BASES

### PAGE 118

Add “Sensor Range: Medium” to the *Darvvo-Class Light Freighter*.

### PAGE 119

Add “Sensor Range: Long” to the MC30C Frigate and the MC40A Light Cruiser.

# DESPERATE ALLIES

## CHAPTER III: DIPLOMATIC MISSIONS

### PAGE 88

In the second paragraph, change “Landing Bay” to “Hangar and Repair Bay.”

### PAGE 88

In the fourth paragraph, change “a Mechanic’s Garage, a Landing Bay, or a Supply Depot” to “Hangar and Repair Bay.”

### PAGE 88

In the fifth paragraph, change “Landing Bay” to “Hangar and Repair Bay.”







## LEAD BY EXAMPLE

### CHAPTER I: VOICE OF AUTHORITY

#### PAGE 25

Under the Species Abilities, change the Starting Experience entry to “100 XP.”

Change the Indomitable ability entry to read: “A Lannik removes up to ■ ■ caused by Critical Injuries, fear, or the disorientation condition from all checks they make.”

## FORGED IN BATTLE

### CHAPTER I: HEROES OF THE REBELLION

#### PAGE 39

In the last sentence under the Unmatched Courage Base Ability, change “end of the third round” to “end of the second round.”



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