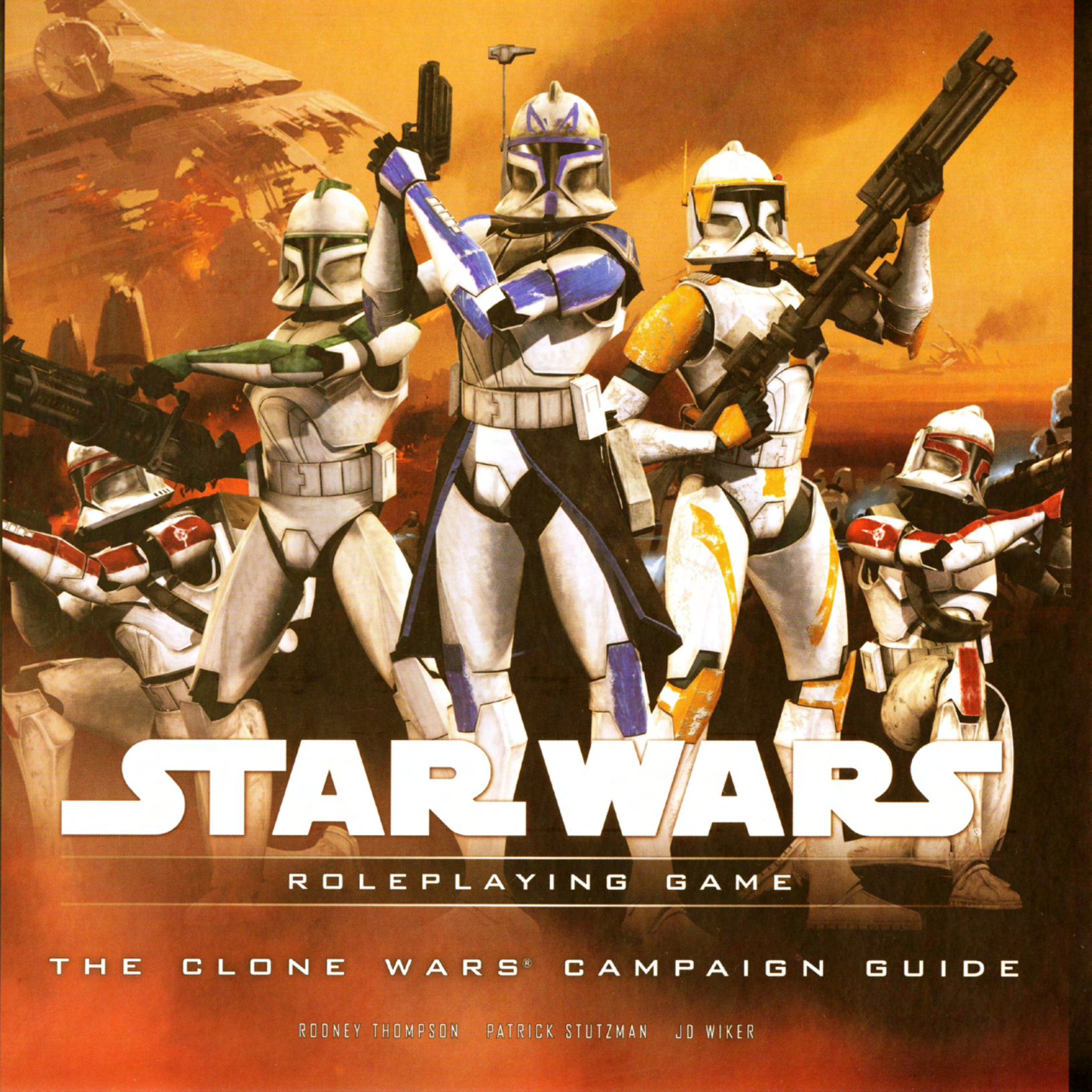

STAR WARS®

ROLEPLAYING GAME

THE CLONE WARS® CAMPAIGN GUIDE

ROONEY THOMPSON PATRICK STUTZMAN JD WIKER

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The Clone Wars® Campaign Guide

RODNEY THOMPSON, PATRICK STUTZMAN, JD WIKER



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INTRODUCTION



The Clone Wars polarize the galaxy, from Coruscant to Geonosis. The Separatists' movement to create their own government, separate from the Republic, spirals out of control into a full galactic-scale conflict. Villains rise to prominence, heroes fall in battle, and the galaxy teeters on the edge of total chaos. In a Clone Wars campaign, war has come to the galaxy far, far away, and the actions of your heroes can tip the balance toward the Republic or the Confederacy of Independent Systems.

A Clone Wars campaign takes place against the backdrop of a devastating galactic conflict which stretches from the Deep Core to the fringes of the Outer Rim. Everywhere the heroes go they are confronted with the realities of galactic war. Nearly every world has a Republic or Separatist presence, and even remote and out-of-the-way planets are drawn into the war. Except for the Unknown Regions, nowhere in the galaxy offers escape from the Clone Wars. Previously peaceful planets are swept up in increased militarization, and worlds that have been free of conflict for centuries are now the site of devastating clashes. No organization is safe from the effects of the war, as corporations, criminal empires, and mercenary armies struggle to find a way to survive the expanding conflict, and turn a profit at the same time.

Meanwhile the defenders of peace and justice in the Old Republic—the Jedi Knights—are stretched beyond their capabilities in their role as leaders in the Clone Wars. With even newly knighted Jedi being placed at the heads of entire armies, the Jedi are simultaneously more prominent in the galaxy and yet on the brink of extinction. Many worlds see a greater Jedi presence than they have in millennia, yet the Jedi themselves fall one by one on the field of battle. Meanwhile, the Confederacy recruits more villainous members, and soon the likes of Count Dooku, General Grievous, Asajj Ventress, and General Loathsom are facing off against Yoda, Mace Windu, Obi-Wan Kenobi, and Anakin Skywalker. As the Jedi go into decline, sinister villains are on the rise. Meanwhile, Supreme Chancellor Palpatine oversees the entire conflict, secretly playing each side against the other in his guise as the Sith Lord, Darth Sidious.

"TWICE THE PRIDE, DOUBLE THE FALL."

- COUNT DOOKU

A Galaxy at War

The Clone Wars might be the greatest, most far-reaching conflict the galaxy has seen—at least in recorded history. Even during the Jedi Civil War, many worlds escape the conflict entirely. However, when the Separatists withdraw from the Republic, they create a schism that divides the galaxy into two factions. As a result, worlds that would have remained neutral are forced into either the Republic camp or the Separatist camp because of the imperative to declare allegiance to one of the two competing governments. In the Clone Wars, any world that attempts to maintain neutrality is crushed between the Republic and the Confederacy as they compete for that world's resources.

Whether aligned with the Republic or the Confederacy, many planets—especially those with significant manufacturing resources—become vital to the war effort simply by being able to produce ships, weapons, and equipment. On some worlds, militarization is harsher than on others. For example, the shipbuilding facilities of Utapau, which had previously manufactured domestic planetary defender starfighters, are forced to produce Mankvim-814 light interceptors and Porax-38 starfighters for the Confederacy. Other worlds are practically enslaved to meet the demands of their military masters, and the natural resources of entire planets are consumed in a matter of months to keep the fight going.

Even remote worlds feel the sting of the Clone Wars. Remote Tatooine—where the Republic has had no presence—is embroiled in the war as the Confederacy attempts to trick Jabba the Hutt into influencing the other Hutt clans to allow the Separatists to use the their shipping lanes. The Techno Union sets up a top-secret research facility on snow-covered Nelvaan, where the natives have lived in isolated peace for most of their history. No matter how far out on the Outer Rim or how deep in the Deep Core the planet is, the Clone Wars affect it.

What You Need to Play

As with any *Star Wars* game supplement, you need the Saga Edition core rulebook to make full use of the information in *The Clone Wars Campaign Guide*. This book also uses material from other supplements, including *Starships of the Galaxy* and *Threats of the Galaxy*, but those supplements are not essential. Also be sure to visit the official *Star Wars Roleplaying Game* website at www.wizards.com/starwars for the latest updates and official errata.

Choosing Sides

The heroes of a Clone Wars campaign can have options regarding their allegiance and are far more likely to side with one faction or another, at least tangentially, giving them a stake in the Clone Wars as a whole. For example, the heroes might choose to support the Republic as official members of the Republic military or other Republic agency, such as the Judicial Department or the Jedi Order. Or they might be citizens doing their part to ensure the Republic's success. The heroes might be mercenaries, privateers, or free traders who volunteer to help transport undercover Republic agents behind Confederacy lines. Heroes might even be clone troopers or members of the Republic Navy, putting them right in the middle of the galaxy-spanning conflict.

Conversely, the heroes might choose to ally themselves with the Separatists, seeing the Republic as the faction in the wrong. These heroes might be mercenaries, smugglers, or even Jedi who have left the Order, convinced that the Confederacy represents the galaxy's best chance for freedom. Alternatively, the heroes might ally with one of the various trade organizations, working as corporate troubleshooters or freelance agents hired by the Trade Federation, the Techno Union, or the Retail Caucus to deal with Republic disruptions of supply lines or seditious elements on Confederate worlds. The heroes might not support questionable Confederacy tactics (such as those employed by the sinister military leaders, like General Grievous and General Loathsom), but they might yet believe that even with such leadership the Confederacy is a better alternative than the Republic.

The heroes might be on the fringes of society, trying to get along in the galaxy despite the raging Clone Wars. Even neutral heroes are likely unable to avoid the conflict of the war, and their allegiance might hinge on who attacks them first. These heroes can try to play both sides of the conflict against each other, but this is a precarious path to walk. After all, one faction might get word that the heroes are working with the other, and when this happens, the situation can quickly go bad. Fringe heroes with the best intentions might find themselves staring down the full military might of the Republic if they misplay their cards. By the same token, heroes who attempt to stay neutral also have the opportunity to experience life on both sides of the war, opening options for a Gamemaster who wants to have the heroes work with the Confederacy in one adventure and the Republic in the next.

The Clone Wars

The Clone Wars encompass a complicated series of battles and skirmishes with a complex history covering approximately three years. Below are some major events in the Clone Wars. Gamemasters can use these events as guideposts when creating Clone Wars adventures. They serve as good markers for the major events during this turbulent time.

The Battle of Naboo

Though the Battle of Naboo is little more than a skirmish between the Trade Federation and the planetary defense forces of the planet Naboo, it is the precursor to the Clone Wars, which begin ten years later. The repercussions of this battle echo through the Clone Wars and beyond. After the Battle of Naboo, Palpatine is elected to the post of Supreme Chancellor, allowing him to manipulate the Republic into the Clone Wars. Meanwhile, the Trade Federation is rebuffed and joins with the other trade organizations to form the alliance that eventually becomes the Confederacy of Independent Systems. Lastly, the Battle of Naboo leads to Anakin Skywalker becoming the Padawan of Obi-Wan Kenobi, a course of events that shakes the entire galaxy.

The Battle of Geonosis

The first true battle of the Clone Wars, the Battle of Geonosis introduces the Grand Army of the Republic and unleashes the clone troopers upon the galaxy. On this desolate planet the first shots of the galactic conflict are fired, and the full extent of Count Dooku's betrayal becomes evident to the Jedi. Many Jedi die on Geonosis, but just as many are thrust into the command of clone forces, setting a precedent that draws the Jedi out into the galaxy as military leaders.

Coruscant and Utapau

After three years of struggling against the Confederacy, the Jedi strike a major blow against the Separatists with the death of Count Dooku. In the process of rescuing Supreme Chancellor Palpatine from the flagship of the Separatist fleet, Anakin Skywalker dispatches the Sith apprentice, and the Republic wins a significant victory. A short time later, Obi-Wan Kenobi ends General Grievous's reign of terror during the siege of Utapau. In a short time, the Jedi eliminate two of the Confederacy's powerful leaders, and the tide shifts heavily in favor of the Republic.

Order 66

Without strong military leadership, the Confederacy is on the brink of collapse. The Jedi suspect that Palpatine has no intention of giving up his power after the Clone Wars end. After a confrontation leaves Mace Windu dead and Anakin Skywalker as the new apprentice of Darth Sidious, clone forces throughout the galaxy respond to Order 66, turning on their Jedi generals and slaughtering the noble defenders of the Republic. With the Jedi Order wiped out, Skywalker, now named Darth Vader travels to Mustafar, murders the remaining leaders of the Confederacy, and brings the Clone Wars to its true end.

The Clone Wars

Many of the starships, vehicles, and characters from this book are drawn from *The Clone Wars* animated series. Throughout the book, you can find descriptions and rules information from *The Clone Wars* series, as well as still images from and art based on episodes of the animated series. Additionally, many of the chapter start images from this book contain art from *The Clone Wars* series in the hopes that they inspire players and Gamemasters to create adventures and campaigns that follow themes presented in the show.

"The shroud of the dark side has fallen. Begun, this Clone War has!"

– Yoda



Chapter I
Species



The Clone Wars are a time of turmoil and strife throughout the galaxy. The number of alien species affected by the war number in the thousands. In addition to those systems and species that side with either the Republic or the Confederacy, a number of neutral species, such as the Nelvaanians, are unwittingly drawn into the war.

This chapter presents several new species that can be played as heroes in any *Star Wars* campaign, although they are particularly appropriate for Clone Wars campaigns.

Species Characteristics

Your character's species determines some of his or her qualities.

Ability Adjustments

Find your character's species on Table 1-1: Species Ability Adjustments, and apply the adjustments listed there to your character's ability scores. Use Tables 1-2 and 1-3 on the next page to help determine age, height, and weight.

Table 1-1: Species Ability Adjustments

Species	Ability Adjustments
Dug	+2 Dex, –2 Cha
Gen'Dai	+4 Con, –2 Wis, –2 Cha
Iktotchi	+2 Con, –2 Cha
Kaleesh	–2 Dex, +2 Con, –2 Int, +2 Cha
Kaminoan	+2 Int, –2 Wis
Kerkoiden	–2 Con, +2 Wis
Nautolan	+2 Con, –2 Int, –2 Wis
Nelvaanian	–2 Int, +2 Wis
Vurk	–2 Dex, +2 Con, +2 Cha

Table 1-2: Age by Species

SPECIES	CHILD	YOUNG ADULT	ADULT	MIDDLE AGE	OLD	VENERABLE
Dug	1–9	10–14	15–44	45–59	60–74	75+
Gen'Dai	1–9	10–200	201–999	1,000–1,999	2,000–3,999	4,000+
Iktotchi	1–13	14–18	19–44	45–70	71–89	90+
Kaleesh	1–9	10–24	25–40	41–55	56–79	80+
Kaminoan	1–6	7–10	11–39	40–59	60–79	80+
Kerkoiden	1–11	12–18	19–45	46–70	71–90	91+
Nautolan	1–9	10–14	15–40	41–54	55–69	70+
Nelvaanian	1–7	8–20	21–30	31–45	46–64	65+
Vurk	1–6	7–14	15–30	31–49	50–69	70+

Table 1-3: Average Height and Weight

SPECIES	HEIGHT	WEIGHT
Dug, male	1 m	35 kg
Dug, female	1 m	30 kg
Gen'Dai, male or female	2.5 m	145 kg
Iktotchi, male or female	1.8 m	80 kg
Kaleesh, male	1.8 m	80 kg
Kaleesh, female	1.6 m	75 kg
Kaminoan, male	2.7 m	70 kg
Kaminoan, female	2.1 m	65 kg
Kerkoiden, male or female	1.4 m	55 kg
Nautolan, male or female	1.8 m	75 kg
Nelvaanian, male	2 m	130 kg
Nelvaanian, female	1.5 m	50 kg
Vurk, male	2.1 m	90 kg
Vurk, female	1.9 m	85 kg

Dugs

Dugs are an arboreal species from the Republic world of Malastare. They are strong and agile for their size, and climb and jump exceptionally well. Dugs unwillingly share their homeworld with the Gran, who establish trade colonies on Malastare in 8,000 BBY. The Dugs fight a long, intense war against the Gran. Eventually the Republic intervenes and sides with the Gran, negotiating a truce that essentially demilitarizes the Dugs.

In response to their marginalization, the Dugs develop a culture based, in large part, on self-pity. They are self-congratulatory to a fault, and every Dug claims at least one celebrated hero or martyr in his family tree. Beads, worn on their ear fins, represent these purported patriots and their stories of heroism. To question the legitimacy of a Dug's collection of martyr beads is a grave insult that can be retracted only by the death of the offending party.

Personality: The Dugs' reputation for violence and bullying is well-deserved. As a species, they are adversarial, preferring to solve problems through intimidation and hostile acts. They consider themselves to be beleaguered warriors, underdogs who must fight against the rest of the universe for what is rightfully theirs. Despite their best efforts, the Dugs are continually mired in defeat. They tend to be xenophobic, and this fear of outsiders often manifests as blatant bigotry.

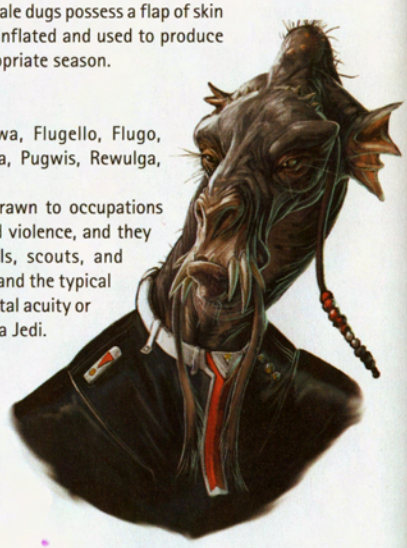
Physical Description: Dugs are vaguely humanoid, in that they possess a torso, two legs, and two arms. The positions of their limbs are reversed, however, so that they use their upper limbs for walking and their lower limbs to manipulate objects. They have brown skin, floppy ear flaps, and large mouths filled with broad, flat teeth. Male dugs possess a flap of skin on their throats that can be inflated and used to produce mating calls during the appropriate season.

Homeworld: Malastare.

Languages: Dug.

Example Names: Drodwa, Flugello, Flugo, Gorlok, Langro Dis, Luvagwa, Pugwis, Rewulga, Sebulba, Sloor.

Adventurers: Dugs are drawn to occupations that involve skullduggery and violence, and they make exceptional scoundrels, scouts, and soldiers. Dug nobles are rare, and the typical Dug does not possess the mental acuity or patience required to become a Jedi.



Dug Species Traits

Dugs share the following species traits:

Ability Modifiers: +2 Dexterity, –2 Charisma. Dugs possess excellent reflexes and hand-eye coordination, but they rarely think before they act and are known for their crude demeanor.

Small Size: As Small creatures, Dugs gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: Dug base speed is 6 squares.

Athletic: A Dug can reroll any Climb or Jump check, but the result of the reroll must be accepted, even if it is worse. In addition, a Dug can take 10 on Climb and Jump checks even when distracted or threatened.

Automatic Languages: Dug.

Gen'Dai

The Gen'Dai benefit from extremely long life spans. Accounts of Gen'Dai living to be over four thousand standard years old are common. They are á hardy species, thanks in part to their unique physiology. The Gen'Dai have no centralized vital organs, and their elaborate nervous and vascular systems allow them to act quickly and withstand wounds that would kill nearly any other creature.

The Gen'Dai are intergalactic nomads, constantly traversing the galaxy. The location of their homeworld has been lost to time. Even those Gen'Dai who claim to have lived for several millennia cannot, or do not, reveal its location.

Personality: With few exceptions, the Gen'Dai are an introspective and peaceful species. Because of their extraordinarily long life spans, they are slow in their decision-making processes. They consider the long-term consequences of their actions, and do not jump to conclusions without adequate evidence.



As they age, they begin to lose their grip on their mental faculties. Their personalities become increasingly disjointed, and their penchant for introspection causes them to suffer from depression, psychosis, and other forms of insanity.

Physical Description: Superficially, Gen'Dai appear to be a humanoid race. Their skin color ranges from light red to deep purple, and their eyes vary from bright red to dull yellow-orange. A mandiblelike protrusion extends from each of their cheekbones. The Gen'Dai are large, typically standing over two meters tall.

Homeworld: Unknown.

Languages: Gen'Dai.

Example Names: Durge, Grozm, Kranth, Lu'urn.

Adventurers: The most common character class for Gen'Dai heroes is the scout, followed by the soldier. A few Gen'Dai use their veritable immortality to amass wealth and influence as nobles, and only a handful become scoundrels. No Gen'Dai are known to have become Jedi.

Gen'Dai Species Traits

Gen'Dai share the following species traits:

Ability Modifiers: +4 Constitution, –2 Wisdom, –2 Charisma. Gen'Dai are incredibly resistant to damage, but their long life spans cause them to be mentally unstable.

Large Size: As Large creatures, Gen'Dai take a –1 size penalty to their Reflex Defense, a –5 size penalty on Stealth checks, and gain a +5 size bonus to their damage threshold. Their lifting and carrying limits are double those of Medium characters.

Speed: Gen'Dai base speed is 8 squares.

Gen'Dai Surge: Whenever a Gen'Dai takes its second wind, it regains 5 hit points every round at the end of its turn until killed, until the end of the encounter, or until reaching one-half hit points (whichever comes first).

Hibernation: A Gen'Dai can enter a state similar to a hibernation trance. A Gen'Dai can use the Force Trance application of the Use the Force skill untrained (and even if not Force-sensitive) and can remain in the trance indefinitely. A Gen'Dai in such a state ceases to age, and needs no food, water, or air until it emerges from hibernation.

Mental Instability: As they age, Gen'Dai begin to lose touch with reality. For each age category a Gen'Dai advances past Adult, it takes an additional loss of –1 Wisdom. Gen'Dai characters never gain increased Wisdom due to age, though they can increase their Wisdom scores as their character level increases.

Regeneration: A Gen'Dai can regrow lost body parts—including significant portions of its physical structure and individual limbs—in 1d10 minutes. At the end of that time, all persistent penalties associated with the loss of one or more limbs are removed.

Resilient Physiology: Because of their unique physiology, the Gen'Dai can shrug off the effect of wounds that would be fatal to any other species. Because of this, a Gen'Dai's damage threshold is doubled after adding bonuses for feats or size when determining whether the Gen'Dai is killed by an attack (but not for any other purpose).

Automatic Languages: Basic and Gen'Dai.

Iktotchi



Hailing from the Expansion region world of Iktotchon and its moon, Iktotch, the Iktotchi are a race of precognitive humanoids. All Iktotchi possess this precognitive ability, which manifests as vivid dreams, visions, or waking dreams. Few Iktotchi have control of how or when their precognition manifests or of what it reveals to them. As a species, they know of the Republic's coming long before their world is visited, and they are prepared to welcome the guests that would usher them into a vast galactic society. Iktotchi are famed for their prowess as pilots, and attribute their success at the helm to nearly imperceptible precognitive inclinations.

Because of their visions, Iktotchi are aware of the bloodshed that heralds the coming of the Clone Wars. Many of the era's prominent diplomats are Iktotchi who seek to avert the impending violence.

Personality: Iktotchi are a deeply emotional species. Despite their sensitive qualities, their culture dictates that they must hide their feelings behind a veneer of quiet stoicism. Though they respect the nature of diversity in the galaxy, the Iktotchi have a hard time forming lasting friendships with members of other species because of the Iktotchi's occasional impatience with species who lack their precognitive gifts and because of other species' overt suspicion of the Iktotchi's precognition.

Physical Description: The Iktotchi are a humanoid species with large, downward-curving horns. Females have smaller horns than the males. Their skin is thick, tan, and hairless, weather beaten by Iktotchon's fierce winds. Their eye color ranges from yellow to orange.

Homeworld: Iktotchon.

Languages: Iktotchese.

Example Names: Arctan Meeso, Daedar Xiese, Liiren Baelar, Niira Korl, Saesee Tiin, Seer Varree.

Adventurers: Iktotchi who journey out into the galaxy become nobles, scouts, or soldiers. A small number excel as scoundrels by using their species' reputation for clairvoyance to run scams and rackets, despite a strong cultural prohibition against using their visions to generate a profit. Because of their precognitive talents, there have been several notable Iktotchi Jedi, such as Saesee Tiin.

Iktotchi Species Traits

Iktotchi share the following species traits:

Ability Modifiers: +2 Constitution, –2 Charisma. Though they are a hardy species, the Iktotchi are a quiet and introspective people and have trouble forming friendships.

Medium Size: As Medium creatures, Iktotchi have no special bonuses or penalties due to their size.

Speed: Iktotchi base speed is 6 squares.

Natural Armor: Iktotchi have tough skin that provides a +1 natural armor bonus to their Reflex Defense. A natural armor bonus stacks with an armor bonus.

Limited Precognition: Iktotchi are gifted with limited precognition and are subjected to prophetic dreams. Once per encounter, as a reaction, an Iktotchi can grant itself or any vehicle the Iktotchi pilots a +2 species bonus to Reflex Defense against any single attack.

Expert Pilot: An Iktotchi can reroll any Pilot check, but the result of the reroll must be accepted, even if it is worse.

Automatic Languages: Basic and Iktotchese.

Kaleesh

The Kaleesh are a nomadic species with a tribal culture. They are spiritual beings who worship their ancestors as deities, and they consider their ancestral burial grounds to be sacred lands. The Kaleesh believe that anyone who dies in honorable service to his people becomes a god upon death.

The Kaleesh come to momentary prominence in the galaxy when they fight off an invasion by an alien species known as the Huk. Having already subjugated and exploited the natural resources of several worlds, the Huk capture millions of Kaleesh and sell them into slavery. However, the Huk invasion of Kalee is short lived. Under the leadership of a hero who eventually comes to be known as Grievous, the Kaleesh repel the Huk. They doggedly pursue their enemies into space, and the Huk are completely overcome by the Kaleesh. The hunters become the hunted. The Huk request assistance from the Republic, and through a number of underhanded dealings, they receive it. As a result, the Republic subjects the Kaleesh to severe economic sanctions, and the Kaleesh are marginalized by galactic society.



Personality: Kaleesh are a warlike species, but they reserve their ire for those who provoke them. They are protective of their territory—especially their ancient burial grounds. Kaleesh hold their families and tribes in high esteem, and do anything to protect them. These sentiments sometimes extend to non-Kaleesh who prove themselves to be trustworthy companions, but such a distinction is rare. Honor and sacrifice at the expense of oneself are highly valued qualities in their society.

Physical Description: The Kaleesh are tall, reptilian humanoids. Their scaly skin varies from deep red to dull yellow. Their black hair is worn in long braids or tied up in a queue or topknot.

The long faces of the Kaleesh are framed on either side by two sharp tusks that extend outward from their jawbones, and their nostrils are two long slits that stretch toward their yellow eyes. However, few non-Kaleesh have seen the faces of these enigmatic aliens, for they wear masks made from the skulls of some of Kalee's most vicious predators. The Kaleesh are also distinguished by their hands, which each feature four long fingers, two of which are fully opposable.

Homeworld: Kalee.

Languages: Kaleesh.

Example Names: Qymaen jai Sheelal, Ronderu Iij Kummar, Bentilais san Sk'ar.

Adventurers: The Kaleesh excel in the roles of scout and soldier. Given their inherent sense of honor and dignity, they also make excellent nobles but rarely take on the role of a scoundrel. Although no Kaleesh Jedi are known, Kaleesh spiritual traditions view Force sensitivity as a boon granted by their ancestors.

Kaleesh Species Traits

Kaleesh share the following species traits:

Ability Modifiers: –2 Dexterity, +2 Constitution, –2 Intelligence, +2 Charisma.

Medium Size: As Medium creatures, Kaleesh have no special bonuses or penalties due to their size.

Speed: Kaleesh base speed is 6 squares.

Conditional Bonus Feat: Kaleesh are a nomadic people who have learned to live off the land. A Kaleesh with Survival as a trained skill gains Skill Focus (Survival) as a bonus feat.

Darkvision: Because of the thermoreceptor glands next to their eyes, Kaleesh ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Driven: Kaleesh are focused individuals who maintain sight of their goals even under adverse conditions. Because of this single-minded drive, they gain a +5 species bonus to Will Defense against mind-affecting effects.

Persistent: A Kaleesh can reroll any Endurance check, but the result of the reroll must be accepted, even if it is worse.

Automatic Languages: Basic and Kaleesh.

Kaminoans

The watery planet of Kamino is home to a species of cloners known as Kaminoans. These tall aliens are the result of generations of selective breeding and genetic modification that began when their world suffered a drastic change in climate. These restrictive breeding programs have made Kaminoans an extremely adaptable species. Apart from gender, Kaminoans have little variation, and to the untrained eye they all look the same. Subtle variations have been introduced into their genetic codes, however, allowing for diversity within a strict set of parameters.

The economy of Kamino is based on cloning for profit, but not every Kaminoan is a cloner by trade. The majority of Kaminoans support their communities with various skills and specialized abilities. They strive to perform their work flawlessly, and seek perfection. Because Kaminoans are moderately xenophobic and rarely venture away from their homeworld, they are a rare sight in other parts of the galaxy.

Personality: Kaminoans see themselves as superior to other forms of life. They harbor a private intolerance for imperfection, but they are, nonetheless, polite to outsiders. To a Kaminoan, any species that seeks self improvement is worthy of respect, but those who do not are obviously inferior and deserve their inevitable decline. This attitude is reflected in their cloning processes, where entire crops of clones might be eliminated due to a single, subtle flaw.

Physical Description: Kaminoans are tall and gaunt, with pale skin, three-fingered hands, and long necks. Their faces are small and dominated by a pair of large, black eyes. Every male Kaminoan has a finlike crest on the top of his head, but female Kaminoans have none.

Homeworld: Kamino.



Languages: Kaminoan.

Example Names: Aya Lim, Lama Su, Maru Lan, Tau Shel, Taga Sai, Seva Ke, Taun We.

Adventurers: Because they are genetically designed, Kaminoans are bred to fulfill a specific role or niche. They make excellent nobles, scouts, and soldiers. Scoundrels, though rare, are not unheard of. Kaminoans are not bred with Force sensitivity, though anomalies are possible. Kaminoan Jedi are essentially nonexistent.

Kaminoan Species Traits

Kaminoans share the following species traits:

Ability Modifiers: +2 Intelligence, –2 Wisdom.

Medium Size: As Medium creatures, Kaminoans have no special bonuses or penalties due to their size.

Speed: Kaminoan base speed is 6 squares.

Conditional Bonus Feat: Kaminoans are expert cloners and possess remarkably knowledge about the physiologies of species across the galaxy. A Kaminoan with Treat Injury as a trained skill gains Skill Focus (Treat Injury) as a bonus feat.

Resistant: Scientific refinements to their genetic code make Kaminoans resistant to poisons, disease, radiation, and other hazards that target their physiology. Kaminoans gain a +2 species bonus to Fortitude Defense.

Automatic Languages: Basic and Kaminoan.

Kerkoidens

A smaller species from the Expansion Region, the Kerkoidens are aggressive and cunning beings who often have something to prove. Excellent traders, skilled politicians, and creative military commanders, Kerkoidens are known as formidable opponents, a reputation they prove is well-earned during the Clone Wars.

Xenobiologists from the University of Sanbra believe that the Kerkoiden species descended from quadruped predators that hunt on the savannahs and in the jungles of Kerkoidia. Much of the Kerkoiden physiology seems to support this claim, including their hunched posture, long snout, claws, and jutting teeth. Additionally, Kerkoiden aggression seems to be consistent with the predatory instincts of their ancestors, lending credence to this theory of Kerkoiden evolution.

The Kerkoiden species as a whole has fought to evolve beyond their predatory ancestry and prove to the galaxy that they are sophisticated and civilized. Many Kerkoiden nobles pride themselves on superior breeding and also on being refined and sophisticated enough to rub elbows with the galaxy's elite on Coruscant. Of course, this also leads to elitism among the Kerkoidens, which does the species no favors on the galactic scene.

"Unless you call off your troops right now, I will have no choice but to destroy you."

–General Whorm Loathsom



Personality: The Kerkoidens have shifted many of their cunning predatory instincts over to the social arena, becoming savvy politicians on a galactic scale. Most Kerkoidens are pushy if not outright aggressive. They are regard everyone with suspicion, and expect deception from their political and social rivals. Additionally, many Kerkoidens would like to believe that their people are more evolved and sophisticated than their heritage suggests, leading them to be both elitist and arrogant at times.

Physical Description: Kerkoidens are hunched beings with rough skin that ranges in hue from green to dark blue. Their bodies still show signs of predator physiology, namely their long claws and jutting teeth. Kerkoidens have tall, slender heads with long snouts and narrow eyes.

Homeworld: The Kerkoiden species hails from Kerkoidia, a world covered in tall, grassy savannahs and thick swamps in the Expansion Region, specifically in the Kira Sector just off of the Harrin Trade Corridor.

Languages: Kerkoidens speak Kerkoidese and Basic.

Example Names: Dram Bothren, Var Cashral, Pheel Hoshar, Whorm Loathsom.

Adventurers: Kerkoiden adventurers gravitate toward classes where they can freely exhibit their aggressiveness or demonstrate their sophistication. Soldiers are common. Kerkoidens also make excellent nobles, using their wisdom and cunning to talk circles around their opponents. Kerkoiden scoundrels take pleasure in throwing a proverbial hydrospanner into their opponents' plans, sowing discord and shattering enemy organization. Kerkoidens who learn to temper their aggression with wisdom might also become Jedi.

Kerkoiden Species Traits

Kerkoidens share the following species traits:

Ability Modifiers: –2 Constitution, +2 Wisdom. Though less hardy than other species, Kerkoidens are devious and cunning.

Medium Size: As Medium creatures, Kerkoidens have no special bonuses or penalties due to their size.

Speed: Kerkoiden base speed is 6 squares.

Predator's Heritage: Despite their stature, Kerkoidens are descended from predatory beings. Kerkoidens gain a +2 species bonus on damage rolls against a target that has been damaged since the beginning of the Kerkoiden's last turn.

Social Cunning: Kerkoidens may use their Wisdom modifier in the place of their Charisma modifier for determining their skill bonus on Deception and Persuasion.

Automatic Languages: Basic and Kerkoidese.

Nautolans

Nautolans are one of the sentient species native to the planet Glee Anselm. Their language, Nautila, evolved underwater and is heavily tied to pheromones. Out of water, Nautila loses much of its meaning. As a result, Nautolans learn another language, typically either Basic or Anselmian, the language of the Anselmi people, who are native to Glee Anselm's land masses.

Even though they are aquatic, Nautolans have little difficulty living in climates that would be uncomfortable for other amphibians. They are a hardy species, due in part to the extra cartilage that supports their skeletal structures. Given their aquatic origins, they are excellent swimmers.

Personality: Nautolans are loyal and steadfast companions. They wear their moods on their proverbial sleeves, expressing both joy and despair with equal zeal. Though polite and civilized under most circumstances, Nautolans tend to reflect the moods of others around them. The tendrils on their heads sense the pheromones released by others. This can inadvertently affect a Nautolan's disposition—for better or for worse. Despite their peaceful nature, Nautolans are not above defending themselves.

Physical Description: Nautolans have thick green skin that is covered in dark, mottled spots. Their large, black eyes allow them to see well in dim light. Each Nautolan's head is crowned by long, tentaclelike tendrils, which the Nautolan decorates with leather bands, metal rings, or beaded ties.

Homeworld: Glee Anselm.

Languages: Nautila.

Example Names: Hiskar Dorset, Kit Fisto, Ploss Niklos, Renko Losa, Rin Mako, Setel Yast.

Adventurers: Nautolans crave adventure and are as likely to be nobles or scoundrels as they are to be scouts or soldiers. There have also been several notable Nautolan Jedi.



Nautolan Species Traits

Nautolans share the following species traits:

Ability Modifiers: +2 Constitution, –2 Intelligence, –2 Wisdom.

Medium Size: As Medium creatures, Nautolans have no special bonuses or penalties due to their size.

Speed: Nautolan base speed is 6 squares. They have a swim speed of 4 squares.

Breathe Underwater: As amphibious creatures, Nautolans cannot drown in water.

Expert Swimmer: A Nautolan can reroll any Swim check, but the result of the reroll must be accepted, even if it is worse. In addition, a Nautolan can take 10 on Swim checks even when distracted or threatened.

Low-Light Vision: Nautolans ignore concealment (but not total concealment) from darkness.

Natural Damage Reduction: The rubbery hide of a Nautolan provides DR 2.

Pheromonal Sensor: A Nautolan can reroll any Perception check made to sense deception or sense influence, but the result of the reroll must be accepted, even if it is worse. If underwater, the Nautolan can take the better of the two rolls instead.

Automatic Languages: Basic and Nautila.

NELVAANIANS

Nelvaanians, also referred to as Nelvaans, are a species of tribal humanoids from the planet Nelvaan. They are a primitive species, using only crude technology. Male Nelvaanians are responsible for hunting game and protecting the tribe, while females are responsible for the day-to-day affairs of their tribe, which includes raising cubs.



At the top of the Nelvaanian tribe is the chief, who rules with the help of his mate and a shaman. A tribal chief is not chosen by trial, nor is he elected to his position. Instead, the chief's ascension is determined by the grace of the "Great Mother" and is established through a show of mutual admiration and respect among the entire tribe. Religion and spirituality are the center of Nelvaanian society. Elders are revered, as are mothers of all ages.

During the Clone Wars, male Nelvaanians are abducted by the Techno Union and subjected to extensive physiological and genetic manipulation in an attempt to create a race of mutant warriors. The experiments are partially successful, turning the males of the species into monstrous versions of their former selves. However, the experiments are stopped by Anakin Skywalker, and the modified Nelvaanians reunite with their tribes.

Personality: Nelvaanians are closely tied by the bonds of family and kinship. They are superstitious, attributing magical powers to most technology, which they distrust. Nevertheless, they are honorable and faithful once their trust is earned. Genetically modified male Nelvaanians are somewhat less astute than their female counterparts, and this extends to their social graces, as well.

Physical Description: The Nelvaanians are a humanoid species with pronounced canine characteristics. They have blue-green fur, large teeth in a pronounced muzzle, and two pointy, independently movable ears. A thick mane of black hair on their heads extends down the napes of their necks, and this tends to whiten with age.

After the experiments of the Techno Union, nearly all Nelvaanian males are transformed into hulking monstrosities due to intensive genetic manipulation. This genetic trait persists in males born after the Clone Wars, though females are not subject to the mutation.

Homeworld: Nelvaan.

Languages: Nelvaanese.

Example Names: Harvos, Orvos, Tuzes-Adaz.

Adventurers: Nelvaanians are rarely encountered away from Nelvaan, but those who are become soldiers and scouts.

NELVAANIAN SPECIES TRAITS

Nelvaanians share the following species traits:

Ability Modifiers: –2 Intelligence, +2 Wisdom.

Medium Size: As Medium creatures, Nelvaanians have no special bonuses or penalties due to their size.

Speed: Nelvaanian base speed is 6 squares.

Low-Light Vision: Nelvaanians ignore concealment (but not total concealment) from darkness.

Primitive: Nelvaanians do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Scent: Nelvaanians have a keen sense of smell. At close range (within 10 squares), Nelvaanians ignore concealment and cover for the purposes of Perception checks, and they take no penalty from poor visibility when tracking.

Shadow Swiftness: If a Nelvaanian begins its turn with concealment from a target or with the target unaware of it, the Nelvaanian does not provoke attacks of opportunity when moving through the target's threatened space until the end of the Nelvaanian's turn.

Automatic Languages: Nelvaanese.

"THE FORCE HAS GUIDED US HERE FOR YOUR FINAL TRIAL. THE ONE YOU'VE NEVER TRULY FACED."

-OBI-WAN KENOBI

Vurks



Vurks are an amphibious species from the planet Sembla. Their way of life is based on a nomadic lifestyle, as large family units move en masse across Sembla's watery surface. They transition easily from the depths of Sembla's warm seas to the heights of its rocky, volcanic archipelagos. Vurk families rarely stop in any one spot for more than a fortnight at a time.

When two or more Vurk clans meet during their constant migration, the families of these clans stop and hold a mutual feast. Tests of strength, speed, and wits are commonplace, as are arranged marriages and commerce. Young males are married off by their parents and leave to be with their wives and their new families. Male Vurks who fail to marry before reaching adulthood remain bachelors for the rest of their lives.

Originally considered a primitive species by galactic survey teams, Vurks are intelligent and philosophically advanced. From birth, they are taught to honor personal integrity, individual freedom, and honesty. Because of these tenets, Vurks make excellent diplomats and negotiators.

Personality: Known for their even tempers, compassion, and personal integrity, Vurks abhor lying. They take their duties, whether to family, friends, or nation, seriously. Because of this, others consider them somewhat blunt and stern.

Physical Description: Vurks are tall, reptilian amphibians with leathery gray-green skin. Their eyes are dark and set deep in their faces. A long crest extends up and back from a Vurk's skull. A Vurk has two long, thick fingers and an opposable thumb on each hand.

Homeworld: Sembla.

Languages: Semblan.

Example Names: Coleman Trebor, Sweitt Concorkill.

Adventurers: Vurks who leave their homeworld tend toward the path of the scout or soldier. A handful of Vurk nobles make their way to the stars as diplomats, but given the species' ingrained integrity, few Vurk are scoundrels.

Vurk Species Traits

Vurks share the following species traits:

Ability Modifiers: –2 Dexterity, +2 Constitution, +2 Charisma.

Medium Size: As Medium creatures, Vurks have no special bonuses or penalties due to their size.

Speed: Vurk base speed is 6 squares. Vurk have a swim speed of 4 squares.

Breathe Underwater: As amphibious creatures, Vurks cannot drown in water.

Expert Swimmer: A Vurk can reroll any Swim check, but the result of the reroll must be accepted, even if it is worse. In addition, a Vurk can take 10 on Swim checks even when distracted or threatened.

Placid: Vurks are renowned for their ability to remain calm and collected, even in the face of danger. Once per encounter, as a free action, a Vurk can remove one fear effect currently affecting it.

Nomads: As nomads, Vurks are accustomed to moving around, even through dangerous places. A Vurk can reroll any Survival check, but the result of the reroll must be accepted, even if it is worse.

Automatic Languages: Basic and Semblan.

"The Jedi are guardians of peace and justice. We are servants, not celebrities."

-Jedi Master Coleman Trebor



Chapter II
Heroic Traits



During the Clone Wars, few worlds are untouched by the tide of battle. From these affected worlds rise heroes whose actions shake the foundations of the galaxy. These are your heroes, and your actions can affect how systems, sectors, and even the entire galaxy endures the hardships of the Clone Wars.

Creating heroes for a Clone Wars campaign is just like creating characters for any campaign. However, this book provides new talents, feats, and skill uses to help tailor your hero to best fit a Clone Wars campaign. Heroes who come to prominence against the background of the Clone Wars likely have strong ties to the Separatists or to the Republic, and most have at least a passing familiarity with the Jedi and their powers. Even in the farthest reaches of the galaxy, the Clone Wars disturb and destroy the lives of beings that otherwise have no interest in—or knowledge of—the politics and events of the center of the galaxy. Many heroes are thrust into their role by war coming to their homes, and unlikely heroes can be created in the fire fights on distant Outer Rim planets. The mechanics in this chapter help you build heroes who reflect the unique environment and themes of the Clone Wars, but you can use mechanics from other supplements as well.

When you create your character, consider not only how the Clone Wars have shaped his or her life but also where your character is going in the future. Your callous smuggler who has become wealthy running weapons for the Separatists behind Republic lines will not be a neutral third party forever. As your hero becomes entangled in the conflicts and plots that surround the Clone Wars, the hero's station in life, capabilities, and even personality might change accordingly. You might begin your career running weapons with little interest in which side emerges victorious, but when your Clone Wars campaign begins, you join other heroes and engage in adventures of your own. Think not only about how the Clone Wars affect your character at the time of creation but also how it may affect your character five, ten, or even twenty levels into the campaign.

Heroes of the Clone Wars

When creating your hero for a Clone Wars campaign, consider how unique aspects of the era and the overarching conflict give your character an interesting history and personality. Ask yourself how these themes impact your hero, and create a rich and interesting character who contributes to the story throughout the entire campaign. Of course, you can ignore these themes and create a character whose history is of your own devising, but if you want to create a character who interacts with the larger themes of a Clone Wars campaign, consider some of the following facets of campaigns set in this time.

Large-Scale Conflict

A hero in a Clone Wars campaign can come from almost any world in the *Star Wars* saga, and chances are his or her life has been affected by the war in some way. Few worlds escape the galactic conflict, so even primitive planets can become critical battlefields in the Clone Wars. Your hero might be from an obscure, out-of-the-way planet like Nelvaan, drawn into the war after Anakin Skywalker and Obi-Wan Kenobi liberate the Nelvaanians from the oppression of the Techno Union. Or your hero might be a noble from Commenor, running away from a life of wealth and luxury to join in the war effort for the Separatists. With special permission from your Gamemaster, you might even be able to play a member of a species that has not yet entered the galaxy at large, such as Ewoks or the Chiss, if your hero's unique history includes an explanation of how the conflicts of the Clone Wars cause you to leave your home planet well before the rest of the galaxy even knows it exists. In a Clone Wars campaign, planet of origin is rarely a hindrance for a character becoming highly involved in the conflict, as the battles of the Clone Wars stretch from the densely populated Core Worlds all the way to the Outer Rim.

Decline of the Jedi

The Clone Wars are waning years for the Jedi Order. Not only do their numbers shrink leading up to the conflict, but many Jedi Generals are killed in skirmishes on distant battlefields. Ultimately, the Jedi Order is nearly completely wiped out by Order 66, but even before that point, many Jedi sense that their organization is on the decline. This affects not only the Jedi themselves but also those who rely on the Jedi for peace and justice. With the Jedi drawn away to fight in the Clone Wars, planets that rely on the Jedi to settle disputes and protect them from predatory neighbors are now exposed to danger and unrest. Your hero might be a native of an Outer Rim world that relies on local Jedi for protection from pirates; with the Jedi engaged in the Clone Wars, the pirates ravage your homeworld, leaving you to find your way in the galaxy with no home to return to. Likewise, your hero could be a mercenary who serves alongside a Jedi general who, like Jedi Master Kota, prefers not to work with clone troops; when the Jedi falls in battle, your hero suddenly finds himself without an employer. These are the kinds of heroes that might arise as a result of the changing status of the Jedi during the Clone Wars.

Rampant Corruption

A key facet of galactic culture that leads to the eruption of the Clone Wars is rampant corruption. Politicians, nobles, businessmen, and other wealthy and powerful beings disregard their responsibility to those less fortunate and put their own desires and greed above the needs of those who rely on them. Corruption in the Senate allows Senator Palpatine to maneuver his way into the position of Supreme Chancellor, and the greed of the member organizations of the Confederacy allows Darth Sidious and Count Dooku to manipulate them into starting a galaxy-spanning war. Heroes of this era have likely been exposed to corruption. Jedi witness the fall of Count Dooku, nobles have brushes with power-hungry peers, and soldiers are thrown into chaos by the carelessness with which politicians commit lives to battle. Many heroes in a Clone Wars campaign have been put on their path as a result of the corruption of others.

"Your lightsabers will make a fine addition to my collection."

-General Grievous

High-Profile Villains

The Clone Wars allow for the ascension of powerful villains into the limelight. The Separatists, denounced by the Republic as greed-driven traitors, have some of the most visible and eclectic villains in the entire *Star Wars* saga. Count Dooku is a well-known Jedi traitor; General Grievous is a reputedly brilliant military leader whose visage intimidates his enemies; General Loathsom is a vicious brute, Asajj Ventress an aspiring Sith, and Durge an immortal bounty hunter. Even Darth Maul, whose involvement in the lead-up to the Clone Wars ends nearly ten years before the outbreak of war, works closely alongside leaders of the Trade Federation. Your hero might have a history involving one of these high-profile Separatists, even if the Gamemaster chooses not to integrate that villain into your campaign. Your hero might be a Kaleesh who fought alongside General Grievous on Kalee, but now your hero resents Grievous for his role in the devastation of your planet. Similarly, your world might have been blasted from orbit by Separatist vessels under the command of General Loathsom, or the bounty hunter Durge might have killed or captured a member of your immediate family. Tying your hero's history to one of these highly visible villains is an excellent way to help your hero feel more like a part of the Clone Wars campaign.

MILITARIZATION

A necessity of warfare is the increased militarization of the galaxy. The best example is the Republic government, which has no standing military prior to the Clone Wars. To stand against the forces of the Confederacy, the Republic militarizes quickly (with the help of the Kaminoan cloners and the military hardware provided by Rothana Heavy Engineering). Individual worlds that pledge their support to the Republic find themselves the beneficiaries of this militarization, but many also have their infrastructure commandeered for the increased production requirements of the war effort. Separatist worlds spend large amounts of credits pumping out new starships, walkers, tanks, and battle droids, buying them from other member worlds or mass-producing materiel for their own use. As a result, even once-peaceful worlds have their industries converted to military use, including agriculture (clone troopers must be fed), medical (injured soldiers need healing to keep fighting), and manufacturing (producing the weapons and vehicles of war). Your scoundrel hero might have established herself as a smuggler of fine antiquities, but finds that her services are required for legally shipping supplies to the front lines. Or your scout hero might have been a big game hunter who traveled the Outer Rim in search of the next big hunt, but thanks to a massive increase in military influence, finds herself recruited as a guide for Republic troops through the deep jungles of Felucia.

JEDI

During the Clone Wars, the Jedi are not just the defenders of peace and justice but also the military leaders of the Republic. The Jedi are placed at the head of clone armies, and they wade into battle on distant worlds alongside the rest of the Grand Army of the Republic. For Jedi heroes in a Clone Wars campaign, this means being sent on military assignments, even for Padawans. Your Jedi hero might be out in the galaxy on a dangerous mission entrusted to you by the Jedi Council, or you might be accompanying your Master to an important planet to defend it against Separatist attacks. Though the Jedi are allied with the Republic, some Jedi, such as Quinlan Vos, go undercover to infiltrate the Confederacy; such Jedi would likely keep their allegiances and powers a secret, as the powerful Force-users among the Separatists would be able to detect both their deception and, likely, their subterfuge.

PLO KOON DISPATCHES A COLD ASSAULT BATTLE DROID.



Establishing your Jedi hero's role in the Clone Wars is an important part of creating your character. Jedi who follow the Guardian path, and any Jedi that use their powers to enhance their combat prowess, are likely to seek out an active role in the war effort. This might mean leading clone troopers into battle, working with elite Republic commandos, or leading a starfighter corps into Separatist space. Jedi who follow the Consular path join the Republic as healers and diplomats. Some Jedi join up with Republic Mobile Surgical Units (RMSUs), providing Force-assisted healing for those injured in battle. Other Jedi act as liaisons between the Republic and the civilian populations of disputed worlds, providing humanitarian assistance or merely serving in a diplomatic capacity. Jedi who follow the path of the Sentinel put their skills in stealth, subterfuge, and investigation to good use as undercover agents, spies, and saboteurs. These Jedi act behind enemy lines, infiltrating Separatist forces or causing chaos and havoc for the Confederacy.

New Jedi Talents

The following talents are intended for use with the Jedi class.

New Jedi Consular Talents

The following new talents belong to the Jedi Consular talent tree (see page 39 of the Saga Edition core rulebook), which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Consular talent tree can choose from these talents as well.

Consular's Vitality: Jedi during the Clone Wars learn to call upon the Force not only for their own strength but also to aid the clone troopers and other allies under their command. Once per round as a swift action, you grant one ally within 12 squares of you (and in your line of sight) bonus hit points equal to 5 + your Charisma modifier. These bonus hit points last until the beginning of your next turn (at which point any remaining bonus hit points are lost), and any damage dealt to that ally comes out of bonus hit points first. You take a –5 penalty on all Use the Force checks until the beginning of your next turn.

Improved Consular's Vitality: Whenever you damage a target with a successful lightsaber attack, you may use the Consular's Vitality talent as a free action instead of a swift action until the start of your next turn.

New Jedi Guardian Talents

The following new talents belong to the Jedi Guardian talent tree (see page 40 of the Saga Edition core rulebook), which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Guardian talent tree can choose from these talents as well.

Exposing Strike: When you use a lightsaber to deal damage to a target, you can spend a Force Point to make that target flat-footed until the end of your next turn.

Guardian Strike: Whenever you use a lightsaber to deal damage to a target, that target takes a –2 penalty on attack rolls against any target other than you until the beginning of your next turn.

New Jedi Sentinel Talents

The following new talents belong to the Jedi Sentinel talent tree (see page 40 of the Saga Edition core rulebook), which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Sentinel talent tree can choose from these talents as well.

Sentinel's Observation: If you have concealment against a target, you gain a +2 circumstance bonus on attack rolls against that target.

Unseen Eyes: Whenever you use the Force Haze talent, allies hidden by the haze can reroll any Perception check, keeping the better result. Additionally, allies hidden by the haze gain +2 on all damage rolls against foes that are unaware of them.

Prerequisites: Clear Mind, Force Haze.

Nobles

The Clone Wars can be difficult for nobles. Those nobles who are members of noble houses or corporations on disputed worlds might find their resources drained by one faction or another, and others' homes and livelihoods are completely destroyed when conflict comes to their home planet. Though nobles can fill their traditional role, the Clone Wars provide opportunities for nobles to see what life is like for most citizens of the galaxy. When a battle between the Separatists and the Republic literally destroys everything they know and love, many nobles turn to a life among the stars, using their skills and knowledge to their advantage. With nothing left to lose, some nobles flee their homeworlds, seeking a haven safer and farther from the war, only to find themselves drawn back in.

By the same token, many nobles find their own place in the war. Those nobles whose wealth ties them to the various commercial institutions that make up the Confederacy find it in their best interests to contribute to the war effort. Nobles serve as officers aboard Separatist starships or lead ground troops into battle. Other nobles are not so eager to throw their support in with the Separatists, despite their financial ties, and instead turn their back on the Confederacy to support the Republic. Those nobles who do not become military officers (on one side of the conflict or the other) might fight to protect their interests or to expand their influence and profit from the chaos of war. Many nobles find themselves on worlds occupied by the factions they do not support, and to survive they put on a friendly face for their new masters while secretly working against them from within. Even though these nobles might be branded as traitors or collaborators, they know in their hearts where their true loyalties lie.

New Noble Talents

The following new talents are intended for use with the noble class.

Collaborator Talent Tree

Some nobles learn to work both sides of the conflict in war and can manipulate their enemies into believing they are allies.

Double Agent: When you roll Initiative at the beginning of combat, also roll a Deception check, comparing the result to the Will Defense of all enemies in line of sight. If your Deception check is successful, that target cannot attack you and does not believe you to be an enemy (though they do not consider you an ally) while this effect is active. If you attack or otherwise obviously harm or hinder a target under the effect of this talent, or one of that target's allies, this effect ends.

This is a mind-affecting effect.

Enemy Tactics: Whenever an enemy within 12 squares of you and in your line of sight receives an insight or morale bonus from any source, you can also gain that bonus, subject to all the same limitations as the bonus provided to that enemy.

Feed Information: As a swift action, you can grant one enemy a +1 bonus on its next attack roll made before the beginning of your next turn. Additionally, until the beginning of your next turn, you can designate one ally who receives a +2 bonus on its next attack roll.

Friendly Fire: If you are engaged in melee combat with an adjacent enemy and are the target of a ranged attack that misses you, compare the attack roll to the Reflex Defense of one adjacent enemy; if the attack equals or exceeds the target's Reflex Defense, that enemy becomes the new target of the attack, which is resolved as normal.

Prerequisite: Enemy Tactics.

Protection: As a standard action, you can designate one ally and make a Persuasion check, comparing the result against the Will Defense of all enemies in your line of sight who can hear and understand you. If your check result equals or exceeds a target's Will Defense, that target cannot attack the ally you designated until the beginning of your next turn.

Prerequisite: Double Agent.

Loyal Protector Talent Tree

As a result of your station, occupation, or even just your natural Charisma, you can attract one or more faithful followers who protect you from harm.

Inspire Loyalty: You gain a single follower. Choose either the aggressive, defensive, or utility follower template for your follower, generating the follower's statistics based on the rules on page 32. This follower gains one Armor Proficiency feat of your choice and becomes trained in the Perception skill. The follower must meet the prerequisites for the Armor Proficiency feat you select.

You can select this talent multiple times. Each time you do, you gain one additional follower (maximum of 3 followers).

Undying Loyalty: Each of your followers gains the Toughness feat.

Prerequisite: Inspire Loyalty.

Punishing Protection: As a reaction to you being damaged by an attack or a Force power, one of your followers can make an immediate melee or ranged attack against the target that attacked you. Until the beginning of your next turn, any time you are damaged by an attack or Force power, another one of your followers can attack that attacking target. This ability can be used once per encounter.

Prerequisites: Inspire Loyalty, base attack bonus +5.

Protector Actions: You and your followers have learned to work together to great effect, ensuring that you remain safe while allowing them to do their duty. You can use any of the following actions on your turn.

- *Bodyguard:* As a standard action, you can make a melee or ranged attack against a target within range. Until the end of your next turn, if that target damages you with an attack or a Force power, as a reaction you can choose to redirect the attack or Force power to an adjacent follower; the attack or Force power is resolved against that ally as normal.
- *Diversion Attack:* As a standard action, you can make a melee or ranged attack against a target within range. If that target attacks you or one of your allies before the beginning of your next turn, you can move one of your followers up to its speed directly toward that target.
- *The Best Defense:* As a standard action, you can make a melee or ranged attack against a target within range. For each of your followers armed with a ranged weapon and having line of sight to the target, that target takes a –1 penalty on attack rolls until the beginning of your next turn.

  Prerequisite: Inspire Loyalty.

Scoundrels

The scoundrel flourishes during the Clone Wars, because the shifting lines of battle and utter chaos create an environment in which she can thrive. With both the Republic and the Separatists engaged in a long, drawn-out war, resources used to keep the peace and enforce the law are instead diverted to enhance military assets. Though planetary police forces and the Sector Rangers continue to enforce the law, they find themselves without the ships, personnel, and credits necessary to do their jobs, letting scoundrels get away with more than before. Smugglers, pirates, and black marketeers take the opportunity to expand their influence during the Clone Wars, extending their operations into new systems and sectors where they previously had little influence. A scoundrel character can seek to take advantage of the havoc wreaked upon the galaxy by war, looking to make credits while the attention of the Republic is elsewhere.

Alternatively, many scoundrels find themselves drawn into the Clone Wars, finding more legitimate employment as a result of increased need. Many smugglers cease to transport contraband and instead become legitimate shippers of weapons and supplies, giving up a life of crime thanks to the generous contracts handed out to independent traders by both the Republic and the Confederacy. Both sides of the conflict seek out pirates, offering them commissions to act as privateers that prey only on the members of the opposing faction. Though mostly the domain of the Separatists, bounty hunters and assassins find themselves on the payrolls of factions involved in the war, serving as mercenaries, bodyguards, and leaders. Any scoundrels whose skills allow them to work well with others can surely find a place alongside one of the factions in the Clone Wars, because both sides of the conflict engage in tactics far outside the realm of proper military protocol.

New Scoundrel Talents

The following new talents are intended for use with the scoundrel class.

New Misfortune Talent

The following new talent belongs to the Misfortune talent tree (see page 46 of the Saga Edition core rulebook), which is available to members of the scoundrel class. Any character who can normally choose talents from the Misfortune talent tree can choose this talent as well.

Stymie: Once per round, as a swift action, you can designate a target within 12 squares of you and in your line of sight as the target of this talent. Until the beginning of your turn, you can cause that target to take a –5 penalty on all checks made with a single skill. You must have line of sight to your target to make use of this talent, and declare which skill is to be penalized at the time this talent is activated.

This is a mind-affecting effect.

Opportunist Talent Tree

Profiteers, gunrunners, and privateers can use the chaos of war to make a tidy profit, and you are no exception. Your talents allow you to make the best of a bad situation, keep your pockets filled with credits, and keep you alive long enough to spend them.

Advantageous Opening: When an enemy or ally in your line of sight rolls a natural 1 on an attack roll, you can make a melee or ranged attack against a single target within range.

Retribution: When a target moves one of your allies in your line of sight down the condition track by any means, you gain a +2 insight bonus to your attack rolls against that target until the end of your next turn.

Slip By: When you damage a target, until the beginning of your next turn, you can move through that target's space. Moving through the target's space might still provoke attacks of opportunity as normal, and you must end your movement in a legal space.

Thrive on Chaos: When an enemy or ally within 20 squares of you is reduced to 0 hit points, you gain bonus hit points equal to 5 + one-half your character level. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points do not stack.

Prerequisite: Advantageous Opening.

Vindication: When an enemy you have damaged is reduced to 0 hit points or moved to the bottom of the condition track, your next attack made before the end of the encounter deals +1 die of damage.

Prerequisite: Retribution.

Scouts

The Clone Wars send agents of both the Republic and the Confederacy to far-flung worlds in search of resources to exploit. Many rely on local guides to keep them from getting lost in the unfamiliar wilderness, and scout heroes become entangled in the conflict in such a way. The Republic and the Confederacy hire scout heroes either as guides or trackers, but also sometimes as advanced scouts, bounty hunters, and even assassins. Thanks to the expansive nature of the Clone Wars, major conflicts take place on undeveloped, wild worlds where the skills of a scout are extremely valuable. Without scouts, both the Republic and the Separatists would have a more difficult time finding their way across planets like Felucia and Saleucami, both of which see significant activity during the Clone Wars.

Moreover, scouts find themselves thrust into the Clone Wars against their will simply by living on out-of-the-way worlds that become hot spots for military activity. Though actual conscriptions are rare, many scouts are scooped up by occupying forces and pressed into service. Though the occupiers pay these scouts, they have little choice in accepting the job. Other



scouts willingly join one faction or the other, and many of the Republic's and Separatists' best scouts do not officially join either faction until the war comes to their home planets. Regardless of how the hero is drawn into the conflict, scouts have skills that are hot commodities during the Clone Wars. As a result, scouts see working for one faction or another during the Clone Wars as a way to make some easy credits and also improve their standing with the winning faction.

New Scout Talents

The following new talents are intended for use with the scout class.

Reconnaissance Talent Tree

You have learned to work in concert with a team to provide the best reconnaissance and cover as much ground as possible.

Reconnaissance Team Leader: You gain a single follower. Choose either the aggressive, defensive, or utility follower template for your follower, generating the follower's statistics using the rules on page 32. This follower gains the Skill Training feat for the Perception and Stealth skills. Additionally, whenever you use the Stealth skill, all your followers can also make Stealth checks as a part of the same action if they are able to.

You can select this talent multiple times. Each time you do, you gain one additional follower (maximum of three followers).

Close-Combat Assault: Each of your followers gains the Point Blank Shot feat.

Prerequisite: Reconnaissance Team Leader.

Get Into Position: As a move action, you can cause one of your followers to move up to his or her speed +2 squares.

Prerequisites: Reconnaissance Team Leader, base attack bonus +5.

Reconnaissance Actions: You and your reconnaissance team have learned to work together as a cohesive unit and have an established set of tactics, which you have practiced to perfection. You can use any of the following actions on your turn.

- *Forward Scouting:* As a standard action, you can make a melee or ranged attack against a target in range. For each of your followers armed with a ranged weapon who has line of sight to your target, you can grant one ally a +2 insight bonus on attack rolls against your target until the beginning of your next turn. Thus, if you have multiple armed followers with line of sight to the target, you can grant the +2 bonus to multiple allies.
- *Group Sniping:* As a standard action, you can make a melee or ranged attack against a target in range. For each of your followers armed with a ranged weapon who has line of sight to your target, you and each of your followers gains a +1 circumstance bonus to Stealth checks until the end of your next turn.
- *Sweep the Area:* As a standard action, you can make a melee or ranged attack against a target in range. For each of your followers armed with a ranged weapon who has line of sight to your target, you and each of your followers gains a +1 circumstance on Perception checks until the end of your next turn.

  Prerequisite: Reconnaissance Team Leader.

Surveillance Talent Tree

You have mastered the art of surveillance, transforming the information you gather with scouting into a distinct advantage on the battlefield.

Advanced Intel: If you are not surprised at the beginning of combat, you can use the Spotter talent as a free action on your first turn, including during the surprise round.

Prerequisite: Spotter.

Hidden Eyes: If you have concealment from a target, you gain a +5 circumstance bonus on all Perception checks made against that target.

Hunt the Hunter: When you use a standard action to actively look for hidden enemies (as per the Notice Targets application of the Perception skill), you can make a single melee or ranged attack against any one enemy you notice with your Perception check.

Seek and Destroy: If you make a charge attack against a target that is unaware of you, that target cannot make a Perception check to notice you until after the attack is resolved, even if you move away from cover or concealment.

Prerequisite: Hidden Eyes.

Spotter: As a move action, you can make a Perception check with a DC equal to 10 + the CL of a single target enemy in your line of sight. If you succeed on the check, you and all your allies that can hear and understand you gain a +1 insight bonus on attack rolls against that target until the end of your next turn.

Soldiers

The Clone Wars are a soldier's dream. With two major factions struggling for control of the galaxy, soldiers find themselves in high demand on both sides of the battlefield. Professional soldiers, including members of planetary militias, lend their expertise to the Republic or the Separatists. Some become mercenaries, acting as blasters-for-hire for the highest bidder. Others fight out of idealism, standing by their principles as they support the Republic or secede with the Confederacy. The Clone Wars present a straightforward conflict between two forces of relatively equal power, and the toughness and cunning of soldiers can tip the scales of any given battle.

Soldiers are everywhere during the Clone Wars. The clones and droids fighting on either side have soldiers among them (and players might choose to create heroic clone or droid characters). Pilots and vehicle operators in the Clone Wars are soldiers, as are gunners manning artillery stations. Most

soldiers specialize in a particular field during the Clone Wars, providing a specific service as a member of infantry units, starfighter corps, or armor units. Heroic soldiers are usually more than rank-and-file troopers during the Clone Wars; many are officers (even low-level captains and lieutenants) commanding larger groups of soldiers, and some are elite special forces soldiers—expected to be more talented and more deadly than other soldiers.

New Soldier Talents

The following new talents are intended for use with the soldier class.

New Brawler Talent

The following new talents belong to the Brawler talent tree (see page 52 of the Saga Edition core rulebook), which is available to members of the soldier class. Any character who can normally choose talents from the Brawler talent tree can choose from these talents as well.

Bayonet Master: When you take a full attack action, you can treat a ranged weapon with a bayonet as a double melee weapon. You can attack with the bayonet and club a target with your ranged weapon (as with the Gun Club talent), ignoring the normal penalties for attacking with both ends of a double weapon.

Prerequisite: Gun Club.

Unrelenting Assault: You launch yourself at your foe, attacking with weapons, limbs, and anything else available. Whenever you miss with a melee attack or the attack is negated, you still deal your Strength bonus in damage to the target (minimum 1) or 2 × your Strength bonus if you attack with a weapon you are weilding two-handed.

Prerequisite: Melee Smash.

New Commando Talent

The following new talent belongs to the Commando talent tree (see page 52 of the Saga Edition core rulebook), which is available to members of the soldier class. Any character who can normally choose talents from the Commando talent tree can choose this talent as well.

Keep Them at Bay: When you use the aid another action to suppress an enemy, that enemy takes a –5 penalty on its next attack instead of the normal –2 penalty. Only 1 character may gain the benefits of this talent against a given target at a time.

Trooper Talent Tree

In war, soldiers stand side by side against deadly foes, and you have learned how to keep yourself and your comrades alive in battle.

Comrades in Arms: Whenever you are within 3 squares of an ally, you gain a +1 circumstance bonus on all melee and ranged attack rolls.

Focused Targeting: When you damage a target with a melee or ranged attack, all allies within 3 squares gain a +2 bonus on damage rolls against that target until the beginning of your next turn.

Prerequisite: Comrades in Arms.

Phalanx: Whenever you provide soft cover to an ally within 3 squares, you are considered to be providing improved cover.

Prerequisite: Watch Your Back.

Stick Together: You can spend a move action to activate this talent. Until the beginning of your next turn, if an ally moves you can immediately move up to your speed as a move action, provided you end your movement within 3 squares of that ally.

Prerequisite: Comrades in Arms.

Watch Your Back: If you are adjacent to at least one ally, enemies gain no benefit from flanking you or any adjacent allies.

Squad Leader Talent Tree

You are a capable military leader who can issue orders to a squad of soldiers with poise and efficiency.

Commanding Officer: You gain a single follower. Choose either the aggressive, defensive, or utility follower template for your follower, generating the follower's statistics using the rules on page 32. This follower gains one Armor Proficiency feat of your choice and Weapon Proficiency (rifles), in addition to those provided by the follower templates. The follower must meet the prerequisites for the Armor Proficiency feat you select.

You can select this talent multiple times. Each time you do, you gain one additional follower (maximum of three followers).

Coordinated Tactics: Each of your followers gains the Coordinated Attack feat (see page 83 of the Saga Edition core rulebook), provided he meets the prerequisite. If your follower later meets the prerequisite for the feat, he gains the feat at that time.

Prerequisite: Commanding Officer.

Fire at Will: As a full-round action, you and one of your followers can make a ranged attack against one target (each) in line of sight. You each take a –5 penalty to your attack rolls.

Prerequisites: Commanding Officer, base attack bonus +5.

Squad Actions: You and your squad have learned to work together as a team, and have an established set of tactics that you have practiced to perfection. You can use any of the following actions on your turn.

- *Autofire Barrage:* As a standard action, you can make an autofire attack against legal target spaces. For each of your followers who is armed with a ranged weapon set on autofire and has line of sight to the area targeted by your autofire, you can designate one additional square as targeted by your autofire (that square must be adjacent to your original target area).
- *Open Fire:* As a standard action, make a ranged attack against a single target. For each of your followers who is armed with a ranged weapon and has line of sight to the target, add +2 to your damage roll on a successful hit.

- *Painted Target:* As a standard action, make a ranged attack against a single target. You gain a competence bonus on your attack roll equal to the number of your followers who are armed with a ranged weapon and have line of sight to the target. Thus, if you have three armed followers with line of sight to the target, you gain a +3 competence bonus on your attack roll.
  Prerequisite: Commanding Officer.

Skills

Skills in the *Star Wars Roleplaying Game* Saga Edition cover a broad range of uses under their general titles. Below are new specific uses for some of the skills in the game. However, a skill could apply in situations even when specific rules are not provided in the skill description. It is up to the Gamemaster to determine when a skill is applicable, or if an ability check is more suitable.



Knowledge (tactics)

Heroes in a Clone Wars campaign often find themselves on the field of battle, and only the quick minds of military leaders can ensure that the heroes survive or even emerge victorious. The following new applications of the Knowledge (tactics) skill can be used in any era but are particularly relevant to the Clone Wars.

Anticipate Enemy Strategy (Trained Only): A good tactician can anticipate her enemy's movements and strategies, and then plan accordingly. As a move action, a character trained in Knowledge (tactics) can designate a target in her line of sight and make a Knowledge (tactics) check to anticipate the enemy's next move. The DC for the check is equal to the target's Will Defense, or 10 + the target's CL if the target does not have a Will Defense (as is the case for vehicles without unique pilots).

If successful, you gain special insight into the target's strategy and can anticipate its next move. You learn what actions the target is likely to take on its next turn based on the current circumstances; if circumstances change, the target's actions might change as well, though typically unless the situation changes drastically you should have a good idea of the target's likely next action. The Gamemaster is the final arbiter of just how much information you gain through the use of this skill. Typically this does not include information on the use of talents or feats, but it should provide information on whether the target is going to attack, who the target intends to attack, where the target might move to, or any other special strategies the target might employ.

Battlefield Tactics (Trained Only): If you are the commander in a unit during mass combat, you can use your tactical knowledge to grant extra standard actions to other characters in your unit (see "Mass Combat" on page 95). The base check DC for this application of the skill is 20, and it requires three swift actions made on consecutive rounds to activate.

Perception

The battlefields of the Clone Wars are confusing, hazardous places where danger can rise from anywhere to strike without warning. Scouts and other forward units are critical to the success of a faction during a battle. The following new application of the Perception skill can be used in any era but is particularly relevant to the Clone Wars.

Long-Range Spotter (Trained Only; requires electrobinoculars): Though anyone can use electrobinoculars to see objects at a distance, those trained in the Perception skill can glean particularly useful insights from their long-range observation. You can aid another on an attack roll (see page 151 of the Saga Edition core rulebook) made by an ally or allied vehicle by making a DC 10 Perception check instead of an attack roll. You must be able to see the target of the attack through the electrobinoculars, and your target must be at least 50 squares (character scale) from both you and the ally you aid. Your ally must be able to hear and understand you to use this application of the Perception skill.

Survival

Since many of the battles of the Clone Wars take place on worlds hostile to Humans and other species, it should come as no surprise that the Survival skill is used extensively during this era. The following new application of the Survival skill can be used in any era but is particularly relevant to the Clone Wars.

Create Defensive Position (Trained Only): A character trained in the Survival skill can make camp in a defensible position, digging trenches or otherwise preparing the encampment to defend against an attack. When you stop to rest (even in urban or otherwise civilized environments), you can take 10 minutes to prepare the place where you and your allies are resting as a defensive position. At the end of the 10 minutes, if you succeed on a DC 20 Survival check, you prepare an area no bigger than 20×20 squares as a defensive position. While you and your allies sleep within that area, you take no penalty to Perception checks to notice targets. Furthermore, all creatures take a –5 penalty on Stealth checks made within the prepared area. Lastly, you and all allies gain a +2 circumstance bonus to Reflex Defense while within the area. If you and your allies abandon the defensive position, the effect ends.

Special: Sleeping or unconscious characters take a –10 penalty on Perception checks.

Use the Force

The Jedi generals of the Clone Wars do not all lead clones into battle; many serve in auxiliary capacity, such as the Jedi healers who serve in Republic Mobile Surgical Units. The following new application of the Use the Force skill can be used in any era but is particularly relevant to the Clone Wars.

Move Light Object (Trained Only): You can use this application of the skill to catch and move a thrown weapon, such as grenades, that lands within your reach. The object can weigh no more than 5 kg. You must ready an action to catch the object on your turn, before the object is thrown. Moving the object requires a Use the Force check, with a DC equal to the attack roll of the thrown weapon. If you succeed on this check, you catch the object with the Force and can immediately move the object up to 6 squares away from you; otherwise, resolve the attack as normal. If the object you caught is an explosive, such as a grenade, it explodes at the end of its movement. You can use the object caught as a projectile weapon, as normal.

Place Other in Force Trance (Trained Only): As a full-round action, you can place an adjacent willing ally that you touch into a Force trance with a DC 15 Use the Force check. In this state, the target ally rests as though in a deep coma and is considered helpless. Each hour the target remains in the trance, the target regains a number of hit points equal to its character level. You can bring an adjacent ally you touch out of a Force trance as a swift action, but the target cannot otherwise come out of the Force trance on his or her own. If the target remains in the Force trance for 4 consecutive hours, the target emerges from the trance fully rested (as though the target had rested for 8 hours).

While the target ally is in a Force trance, it can go ten times as long as normal without air, food, or water (see the Endurance skill on page 66 of the Saga Edition core rulebook). Unwilling targets cannot be placed in a Force trance.

Feats

The new feats presented here are available in any era. Some feats are especially appropriate for Clone Wars campaigns and should contribute to character concepts commonly found in this time.

Anointed Hunter

You have been anointed as a hunter for your tribe and possess skills few other Nelvaanians do.

Prerequisite: Nelvaanian species.

Benefit: If you end your move at least 2 squares from where you started, you gain a +1 competence bonus on attacks made with thrown weapons until the end of your turn.

Artillery Shot

You have learned to use the angle and distance between you and your target to devastating effect.

Prerequisite: Proficient with weapon used.

Benefit: When you make an attack with a burst or splash weapon against a target at greater than point blank range, you can affect two additional squares adjacent to the normal burst or splash area.

Coordinated Barrage

When you combine fire with an ally, your barrage can have devastating results on the attacker.

Prerequisites: Coordinated Attack, base attack bonus +5.

Benefit: When you aid an ally's attack, for every 3 points that the ally's attack roll beats the target's Reflex Defense, the attack deals +1 die of damage. The maximum number of bonus damage dice the attack receives is equal to the number of allies with this feat that aided on the attack roll or +5 dice, whichever is lower.

Droidcraft

You can repair droids quickly.

Prerequisite: Trained in the Mechanics skill.

Benefit: You can perform repairs on a droid in 10 minutes.

Normal: Repairing a droid typically takes 1 hour (see the Mechanics skill, page 70 of the *Saga Edition* core rulebook).

Droid Hunter

You have learned to target the delicate parts of your droid opponents, taking advantage of their mechanical frailties.

Prerequisite: Proficient with weapon used.

Benefit: You gain a +2 bonus on damage rolls against droid enemies, or +4 if you are using a weapon that deals ion damage.

Experienced Medic

You have spent so much time on the battlefield that patching up wounded allies has become second nature to you.

Prerequisite: Trained in Treat Injury.

Benefit: You can perform surgery (see page 74 of the Saga Edition core rulebook) on a number of creatures equal to your Intelligence bonus (minimum 2) simultaneously. You make Treat Injury checks for each individual creature as normal.



Anointed Hunter

Bonus Feats

Some of the feats in this chapter may be selected as bonus feats by certain classes. Each class may add the following feats to their relevant bonus feat list.

Class	Bonus Feats
Jedi	Unstoppable Force, Unwavering Resolve, Wary Defender
Noble	Experienced Medic, Leader of Droids, Unwavering Resolve, Wary Defender
Scoundrel	Droid Hunter, Droidcraft, Expert Droid Repair, Overwhelming Attack
Scout	Droid Hunter, Droidcraft, Expert Droid Repair, Flash and Clear
Soldier	Artillery Shot, Coordinated Barrage, Droid Hunter, Experienced Medic, Flash and Clear, Flood of Fire, Grand Army of the Republic Training, Gunnery Specialist, Overwhelming Attack, Separatist Military Training, Trench Warrior, Unstoppable Force, Wary Defender

Expert Droid Repair

You can repair multiple droids simultaneously.

Prerequisite: Trained in the Mechanics skill.

Benefit: You can repair a number of droids equal to your Intelligence bonus simultaneously. You make Mechanics checks for each droid as normal.

Flash and Clear

You can use the smoke, noise, light, and confusion caused by your grenade attacks to move unseen near your foes.

Benefit: When you damage a target with a burst or splash weapon, you gain concealment against that target until the beginning of your next turn.

Flood of Fire

You fill the air with weapon fire, keeping your opponents from escaping the barrage.

Prerequisite: Proficient with weapon used.

Benefit: When you make an area attack with a weapon set on autofire, all targets in the area lose all dodge or deflection bonuses to Reflex Defense against the autofire attack.

TABLE 2-1: FEATS

FEAT NAME	PREREQUISITES	BENEFIT
Anointed Hunter	Nelvaanian species	Move 2 or more squares and gain a +1 bonus on attacks with thrown weapons until the end of your turn.
Artillery Shot	Proficient with weapon used	You increase the efficacy of your burst and splash weapon attacks.
Coordinated Barrage	Coordinated Attack, base attack bonus +5	Allow an ally to deal more damage when you aid his attack.
Droidcraft	Trained in Mechanics	Repair a droid in 10 minutes instead of 1 hour
Droid Hunter	Proficient with weapon used	Deal +2 damage to droid enemies, or +4 when using an ion weapon.
Experienced Medic	Trained in Treat Injury	Perform surgery on multiple creatures simultaneously.
Expert Droid Repair	Trained in Mechanics	Repair multiple droids simultaneously
Flash and Clear	–	Gain concealment against a target you damage with a burst or splash weapon.
Flood of Fire	Proficient with weapon used	Ignore enemies' dodge and deflection bonuses to Reflex Defense when making area attacks with a weapon set on autofire.
Grand Army of the Republic Training	Proficient with armor worn	Apply your armor's equipment bonus to your Will Defense.
Gunnery Specialist	Base attack bonus +1	Reroll an attack made with a vehicle weapon.
Jedi Familiarity	–	Gain one temporary Force Point when targeted by an ally's Force power or Force talent.
Leader of Droids	–	Allied droids benefit from your beneficial mind-affecting effects.
Overwhelming Attack	–	Any attempt to negate your attack takes a –5 penalty on the attack roll or skill check.
Pall of the Dark Side	Dark Side Score 1+	Add half your Dark Side Score to Use the Force checks to resist detection.
Separatist Military Training	–	Gain a +1 bonus on an attack roll while adjacent to an ally.
Spray Shot	–	When using a weapon set on autofire, you can reduce the area to 1 square.
Trench Warrior	–	When you have cover against a enemy's ranged attacks, gain a +1 bonus on attack rolls against that enemy.
Unstoppable Force	–	Gain a +5 bonus to Fortitude Defense and Will Defense against any effect requiring a Use the Force check.
Unwavering Resolve	Trained in Perception	Gain a +5 bonus to Will Defense against Deception and Persuasion checks.
Wary Defender	–	Gain a +2 bonus to Fortitude Defense and Will Defense while fighting defensively.

Grand Army of the Republic Training

You have received basic training from the Grand Army of the Republic and know how to turn even bulky armor into an asset.

Prerequisite: Proficient with armor worn.

Benefit: If you wear armor that provides an equipment bonus to your Fortitude Defense, you also apply the armor's equipment bonus to your Will Defense.

Gunnery Specialist

You are right at home in the gunner's seat and use heavy artillery to great effect.

Prerequisite: Base attack bonus +1.

Benefit: While you are the gunner of a vehicle, you are considered proficient with vehicle weapons. Additionally, once per encounter, you can reroll an attack roll made with a vehicle weapon, though you must keep the second result, even if it is worse. You can declare this reroll after you learn the result of the attack roll, but before damage is resolved.

Special: Taking this feat satisfies the prerequisites for the Starship Tactics feat (page 20 of *Starships of the Galaxy*); however, unless you are trained in the Pilot skill and have the Vehicular Combat feat, you may only take [gunner] maneuvers when you select starship maneuvers for Starship Tactics.

Jedi Familiarity

You have worked alongside Jedi or other Force-users and have developed an excellent rapport.

Benefit: Once per encounter, when you are targeted or affected by a Force power or Force talent originating from an ally, you gain one temporary Force Point, which must be spent before the end of the encounter or it goes away. If the Force power or Force talent damages you or moves you down the condition track, you do not gain the benefit of this feat.

Leader of Droids

You are experienced in leading droids, and you know how to direct them tactically.

Benefit: Whenever you provide a beneficial, mind-affecting effect to your allies, you may select from among these allies a number of droids equal to your Intelligence modifier (minimum 1). The droids you designate ignore their mind-affecting immunity with regards to this effect, provided they are willing to ignore this immunity.

Overwhelming Attack

You know how to get your attacks past enemy defenses, making sure they strike true.

Benefit: You must spend two swift actions in the same round to activate this feat. If your target attempts to use a talent, feat, or other ability to negate your attack (such as Block, Deflect, or Vehicular Combat), the target takes a –5 penalty to any attack rolls or skill checks it makes to negate the attack. This effect applies to the next attack you make before the end of the same round.

Pall of the Dark Side

You are adept at hiding yourself from Force-users, thanks to the haze of the dark side.

Prerequisite: Dark Side Score 1+.

Benefit: You can add one-half your Dark Side Score (minimum 1) to any Use the Force checks made to resist attempts to detect you with the Sense Force application of the Use the Force skill.

Separatist Military Training

You have received extensive training from the military of the Confederacy of Independent Systems and are familiar with its practices.

Benefit: While you are adjacent to at least one of your allies, gain a +1 circumstance bonus on any one attack roll you make on your turn.

Spray Shot

You can fire a short burst at an enemy while protecting nearby allies from errant shots.

Benefit: When you have a weapon set on autofire, you can reduce the area targeted by your autofire attack to 1 square.

Trench Warrior

You have experience fighting in the trenches, and you know how to use cover to your attack advantage.

Benefit: When you are adjacent to a wall or object that provides you with cover from your target's ranged attacks, you gain a +1 circumstance bonus on your attack rolls against that target.

Unstoppable Force

Your constant exposure to Force-users has taught you methods of physically resisting their effect on you in battle.

Benefit: You gain a +5 insight bonus to Fortitude Defense and Will Defense against any attack or effect requiring a Use the Force check.



Unwavering Resolve

You are not easily swayed by the words of others, and can see through deceptions thanks to your keen mind.

Prerequisite: Trained in Perception.

Benefit: You gain a +5 insight bonus to Will Defense against Deception and Persuasion checks.

Wary Defender

Even in the heat of battle you can bolster yourself against nearly anything that comes your way.

Benefit: When you use the fight defensively action (see page 152 of the Saga Edition core rulebook), you gain a +2 competence bonus to your Fortitude Defense and Will Defense until the beginning of your next turn.

Followers

Followers are nonheroic characters that act as your allies and agents during adventures. Unlike other NPC allies, followers are obtained through talents and augmented by abilities of your choosing. A player that selects follower-granting talents can choose the role, function, and abilities of those followers through further talent selection. Unlike a crime lord's minions, followers do not gain skills or feats as they advance in level, and many of their statistics are tied directly to the hero who spent talents and feats to gain them. However, followers go on adventures with you and provide assistance, both in combat and in noncombat encounters, and otherwise function as members of your party. Followers are considered your allies, as well as the allies of your party members.

In a Clone Wars campaign, followers give the heroes an opportunity to lead troops into battle, command a crack squad of Republic Commandos, control a group of mercenaries hired to do reconnaissance, or retain a retinue of guards fitting for a noble of stature. Though they serve the same functions as nonheroic allies, they are different in that their actions are typically under the direct control of one of the heroes. A Jedi hero might lead clone trooper followers into battle, while a noble might have a team of loyal protectors and decoys accompanying her as she travels the galaxy. These followers are not just mindless, faceless drones who obey the hero's every bidding, but they do represent the many background characters that assist heroes in one way or another throughout the *Star Wars* saga.

For an individual hero, the presence of followers represents a significant part of that character's development: leadership. When a hero takes a talent that grants followers, that hero has become a leader to a single follower or small group of NPCs. Gamemasters that allow heroes to take follower-granting talents should encourage these heroes to act as good leaders should, taking care of their followers, ensuring they are healthy and prepared, and watching out for their emotional and physical welfare.

Each individual Gamemaster can determine how much or how little time they devote to fleshing out the personalities and mannerisms of a hero's followers. For some, assigning a name to the follower is enough, but some Gamemasters might wish to flesh out the followers as thoroughly as they would major NPCs for a campaign. Gamemasters should also consult with their players to determine how much detail they would like for their followers. For example, a hero leading a squad of clone troopers as followers might not care about his followers' thoughts and motivations, and Gamemasters should be aware of how much attention their players want paid to followers' personality details.

Human Followers

Since Human species traits grant a bonus feat and a bonus trained skill, Human followers gain no species bonus from the standard follower generation system. Instead, Human followers can choose one item from any template (other than their own follower template) and apply that to the follower's statistics instead. For example, a Human follower with the aggressive template could choose to gain the bonus to Reflex Defense from the defensive follower template, or a Human utility follower could choose the +2 bonus to Constitution from the aggressive follower.

Follower Statistics

A follower's statistics are determined by your heroic level, so when you take a talent that grants you a follower, you need not worry about building a character completely from scratch. Similarly, as you gain levels, the follower's statistics improve, helping your followers stay active as your campaign progresses. When you gain a follower, you can build a full stat block for that follower by using the guidelines presented below.

Level: Your followers are considered to be the same level as your hero. Followers are considered nonheroic characters but gain none of the benefits of the nonheroic class (see page 277 of the Saga Edition core rulebook).

Species: When you receive a follower, you can select the follower's species, applying that species' traits to the statistics of the follower. Your followers never gain bonus feats from their species traits.

Initiative: Followers do not make Initiative checks. They act on the hero's turn, as the hero must spend actions to activate them.

Destiny and Force Points: Followers do not receive Destiny Points or Force Points, nor do they have destinies. Any effect that would give a follower a Force Point, use a follower's Force Point, or otherwise interact with the follower's Force Points and Destiny Points have no effect.

Dark Side Score: Followers have Dark Side Scores (though they begin with no score), which increase as they commit acts that would warrant an increase normally.

Languages: A follower speaks its native languages, plus it has at least one language in common with you (usually Basic).

Defenses: A follower has a Reflex Defense, Fortitude Defense, and Will Defense equal to 10 + the relevant ability score modifier + your heroic level. Some talents and effects allow you to increase these defenses, and the basic follower templates can also include bonuses for individual defenses. Any bonus to Reflex Defense from armor does not stack with the bonus from your heroic level. If the follower is wearing armor, use the higher of the two bonuses.

Hit Points: A follower has a number of hit points equal to 10 + your heroic level.

Damage Threshold: A follower's damage threshold is calculated as normal (see page 146 of the Saga Edition core rulebook).

Base Attack Bonus: A follower's template determines its base attack bonus. Aggressive followers use the soldier base attack progression (see page 51 of the Saga Edition core rulebook), while defensive and utility followers use the scoundrel base attack progression (see page 45 of the Saga Edition core rulebook).

Grapple: A follower's grapple bonus is calculated as normal (see page 153 of the Saga Edition core rulebook).

Ability Scores: A follower's ability scores are all equal to 10, except as noted under each template.

Talents and Feats: Followers do not gain talents or feats unless specified by the follower's template or talents taken by your hero. This means they do not gain bonus feats from their species, even if they normally would gain one. *Exception:* All followers gain the Weapon Proficiency (simple weapons) feat.

Skills: Followers do not gain trained skills, though their untrained skill modifiers are calculated as normal (one-half level + the relevant ability score modifier). Some templates and talents allow followers to become trained in certain skills. Followers do not gain bonus trained skills for having a high Intelligence.

Possessions: All followers have starting credits equal to the starting credits for your first class.

Droid Followers

Unlike the various alien species of the *Star Wars* universe, droids do not share a basic set of traits that can be used to quickly build a character. Heroes in a Clone Wars campaign with droid followers are likely to be members of the Confederacy (or at least working with the Separatists). Rather that restrict droid followers to a single model of droid, all droid followers use some of the same basic rules to cover their game mechanics, leaving the specifics of droid model and appearance up to the Gamemaster. The droids might be super battle droids, droid commandos, or IG-100 bodyguard droids depending on the needs and desires of the individual hero.

However, droid followers come with some pitfalls that nondroid followers do not. It is much easier to upgrade the combat capabilities of a droid follower simply by purchasing equipment for it, such as hardened systems or personal shields. Gamemasters should be careful when allowing PCs to take droid followers, as they can quickly become more powerful than their nondroid counterparts. Gamemasters must carefully consider the repercussions of giving heroes too free a hand in modifying their droid followers.

Use the following species traits when creating a droid follower:

Ability Scores: Droid followers may choose to apply a +2 bonus to any ability score of their choice (except Constitution).

Size: Droid followers should be Medium size. Gamemasters that wish to allow droid followers of different sizes can do so, but must make adjustments to statistics and locomotion speed based on the size of the follower.

Speed: Droid followers can begin with walking locomotion or tracked locomotion, each of which confers a speed of 6 squares.

Droid Traits: Droid followers have all of the droid traits and droid immunities. They follow all of the same rules as droids, as outlined on pages 187–188 of the Saga Edition core rulebook. All droid followers are considered to be fourth-degree droids, though Gamemasters are free to allow a different droid degree. Gamemasters should keep in mind, however, that droids of other degrees typically have limitations placed on the actions they can take (specifically with regards to combat).

Starting Equipment: Droid followers begin with a heuristic processor, 2 arm appendages, and a locomotion system. They gain normal starting credits as per the follower rules, but these credits must be spent on nondroid equipment or the following droid accessories: appendages, communications devices, internal storage, sensors, or translator units.

Follower Templates

When you gain a follower, you must choose one of three templates for your follower: the *aggressive follower*, the *defensive follower*, or the *utility follower*. These follower templates provide unique skills and other mechanical benefits for your followers that not only increase their usefulness but also prevent all your followers from having identical statistics (if you choose different templates for each follower).

When you gain a follower, choose one template and apply the mechanical modifications indicated in that template to the statistics of your follower. Once chosen, a follower's template cannot be changed.

The Aggressive Follower

Aggressive followers are focused on attacks and depleting enemy resources. They are somewhat tougher than other followers because they put themselves in harm's way more often and are more likely to attack an enemy target.

Defenses: An aggressive follower gains a +2 bonus to Fortitude Defense.

Base Attack Bonus: An aggressive follower uses the soldier class's base attack bonus progression (see page 51 of the Saga Edition core rulebook).

Ability Scores: An aggressive follower gains a +2 bonus to Strength or Constitution (your choice).

Trained Skills: Aggressive followers are trained in Endurance.

Feats: Aggressive followers gain the Weapon Proficiency (pistols) feat.

The Defensive Follower

Defensive followers specialize in protecting themselves from damage and, similarly, holding a defensive position. Defensive followers make excellent support fighters, laying down suppression fire or helping to hold a corridor against an invading force.

Defenses: A defensive follower gains a +2 bonus to Reflex Defense.

Base Attack Bonus: A defensive follower uses the scoundrel class's base attack bonus progression (see page 45 of the Saga Edition core rulebook).

Ability Scores: A defensive follower gains a +2 bonus to Dexterity or Wisdom (your choice).

Trained Skills: Defensive followers are trained in Endurance.

Feats: Defensive followers gain the Armor Proficiency (light) feat.

The Utility Follower

Utility followers are typically skilled in several areas, allowing them to contribute to a variety of situations where skill checks are called for. Utility followers might be demolitions experts, slicers, saboteurs, or any number of other professions that rely on skills to excel.

Defenses: A utility follower gains a +2 bonus to Will Defense.

Base Attack Bonus: A utility follower uses the scoundrel class's base attack bonus progression (see page 45 of the Saga Edition core rulebook).

Ability Scores: A utility follower gains a +2 bonus to Intelligence or Charisma (your choice).

Skills: Utility followers are trained in one skill of your choice (except Use the Force).

Feats: Utility followers gain either the Armor Proficiency (light) feat or the Weapon Proficiency (pistols) feat (your choice at time of follower creation).



Sample Follower: Gamma-383 "Trench"

The following stat block represents a sample follower for a level 7 soldier who has taken the Commanding Officer talent. Since the soldier is a member of the Republic, he decides that his follower is a special clone trooper assigned to follow his orders in preparation for life as a member of a commando squad. Wanting his follower to be more survivable, the hero chooses the defensive follower template. Since the clone trooper is Human, the soldier also decides that his follower should take the Weapon Proficiency (pistols) feat from the aggressive follower template's feats section. The clone trooper, designated Gamma-383 by the Grand Army of the Republic, is nicknamed "Trench" due to his penchant for hunkering down and holding a threatened position for long periods of time.

Gamma-383 "Trench" **CL 2**

Medium Human defensive follower 7
Init acts on hero's Initiative; **Senses** low-light vision, Perception +5
Languages Basic

Defenses Ref 20 (flat-footed 19), Fort 19, Will 17
hp 17; **Threshold** 19

Speed 6 squares
Melee unarmed +5 (1d4)
Ranged blaster rifle +6 (3d8) or
Ranged blaster pistol +6 (3d6) or
Ranged frag grenade +6 (4d6)
Base Atk +5; **Grp** +5
Atk Options autofire (blaster rifle)

Abilities Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 10
Special Qualities follower qualities
Feats Armor Proficiency (light, medium), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +8
Possessions clone trooper armor, blaster rifle, blaster pistol, 2 frag grenades

Follower Actions

Unlike normal NPCs, followers have a limited array of actions that they can perform on any given round. They depend on you, the hero, to direct them.

Followers act on your initiative count and take actions based on the actions you choose to give them. Below is a summary of actions your followers can take (along with the action cost to you), both in character-scale combat and in vehicle and starship combat.

You must have line of sight to your follower or be in communications with your follower to be able to use any of the actions below. Other talents related to followers might have their own action or range requirements, as well.

Standard Actions

You can give up your standard action to let one of your followers take a standard action of its own. On any round in which an individual follower does not take a standard action (that is, if you do not grant that follower a standard action from the list below or from a talent-granted ability), that follower is considered to be fighting defensively as their standard action.

As a standard action, you can cause one of your followers to take one of the following actions:

Attack: The follower makes a melee or ranged attack against a legal target. Followers can use weapons set on different settings—such as autofire or stun—as normal.

Aid Another: The follower uses the aid another action as normal.

Charge: The follower makes a charge attack against a legal target.

Fight Defensively: The follower takes the fight defensively action as normal (it can still make attacks of opportunity).

Retrieve a Concealed Item: The follower retrieves an item concealed with the Stealth skill from his person.

Use Special Ability: If you have a talent that allows one of your followers to use a special ability as a standard action, it can do so.

Move Actions

As a move action, you can allow your followers to take one of the following actions:

Draw or Holster a Weapon: When you use a move action to draw or holster a weapon, each of your followers can do the same. You can also use the action to let one or more of your followers draw or holster a weapon, even if you do not.

Manipulate an Item: Each of your followers can pick up an item, load a weapon, open or close a door, or move a heavy object.

Move With You: When you take a move action to move, stand up, or withdraw, each of your followers can move up to their speed, stand up, or withdraw as normal. You can also use the action to let one or more of your followers perform these actions, even if you do not.

Swift Actions

As a swift action, you can allow your followers to take one of the following actions:

Activate an Item: When you use a swift action to activate an item, each of your followers can do the same. You can use the action to let one or more of your followers activate an item, even if you do not.

Drop an Item: When you use a swift action to drop an item, each of your followers can do the same. You can use the action to let one or more of your followers drop an item, even if you do not.

Fall Prone: When you use a swift action to fall prone, each of your followers can do the same. You can use the action to let one or more of your followers fall prone, even if you do not.

Recover: When you use three swift actions to recover in the same round or on consecutive rounds, each of your followers can do the same. You can use the actions to let one or more of your followers recover, even if you do not.

Switch Weapon Mode: When you use a swift action to switch weapon mode, each of your followers can do the same. You can use the action to let one or more of your followers switch weapon mode, even if you do not.

Sharing Actions

Players and Gamemasters may wonder why followers, unlike all other NPCs in the galaxy, do not have a full suite of actions each round. The primary reason is to prevent a single hero who takes the follower talents from gaining a longer turn than the other players, and also to keep the hero from unbalancing encounters due to the added firepower. Standard assumptions about round length and CL are affected by adding NPCs to the mix, and having each follower act in concert with its controller reduces the amount of extra work a Gamemaster must put into designing encounters. Therefore, each follower talent tree features at least one talent that allows the hero and the follower to act in concert.

In terms of an in-universe explanation for this discrepancy, a hero needs to direct his followers, and doing so requires more than just shouting orders; he needs to assess the situation, determine the best course of action, and effectively communicate instructions to his followers. When your turn comes up and your followers take no actions, they aren't just sitting there idle—they are taking cover, assessing the situation, and preparing to execute the plans you set forth for them.

Full-Round Actions

As a full-round action, you can allow your followers to take the following action:

Run: When you take a full-round action to run, each of your followers can run up to their normal run speed. You can also use the action to let one or more of your followers perform this action, even if you do not.

Followers in Vehicles

Followers can pilot or act as gunners in vehicles just like any other NPC ally. However, they operate under the same action restrictions as they do in character-scale combat. A follower can take on any role on a starship, including pilot, but the follower must abide by the same restrictions of that role that any other character would have. For example, follower pilots must still spend a move action piloting their ships.

Standard Actions

You can give up your standard actions to let one of your followers take a standard action of its own. On any round in which an individual follower in the pilot's role does not take a standard action (that is, if you do not grant that follower a standard action from the list below or from a talent-granted ability), that follower is considered to be fighting defensively as their standard action, though normal penalties to the attacks of gunners still apply.

As a standard action, you can cause one of your followers to take one of the following actions:

Attack: The follower makes a melee or ranged attack against a legal target, including an attack with a vehicle weapon.

Aid Another: The follower uses the aid another action as normal. The normal rules for the aid another vehicle action still apply.

Attack Run: The follower can make an attack run against a legal target, provided that follower is the pilot of the vehicle. Followers acting as gunners cannot coordinate their attacks with this attack run, since they require a standard action to ready or make attacks.

Dogfight: The follower initiates or participates in a dogfight. When engaged in a dogfight, your follower can attack or disengage as normal. Follow all the normal rules for dogfighting. Followers can initiate a dogfight as an attack of opportunity as normal, but this counts as your one attack of opportunity for the round (see "Attacks of Opportunity" below).

Fight Defensively: The follower takes the fight defensively action as normal; it can still make attacks of opportunity. Your follower must be the pilot of the vehicle to take this action.

Use Special Ability: If you have a talent that allows one of your followers to use a special ability as a standard action, the follower can do so.

Move Actions

As a move action, you can cause your followers to take one of the following actions:

Move Vehicle With You: When you take a move action to move your vehicle, each of your followers can move a vehicle they pilot up to their vehicle's speed. You can also use the action to let one or more of your followers perform this action, even if you do not.

Swift Actions

As a swift action, you can allow your followers to take one of the following actions:

Full Stop: When you take a swift action to bring a vehicle to a full stop, one or more of your followers piloting a vehicle can take the full stop action as well. You can also use the action to let one or more of your followers perform this action, even if you do not.

Increase Vehicle Speed: When you take a swift action to increase vehicle speed, one or more of your followers piloting a vehicle can take the increase vehicle speed action as well. You can also use the action to let one or more of your followers perform this action, even if you do not.

Raise or Lower Shields: When you take a swift action to raise or lower shields, one or more of your followers acting as system operator can raise or lower shields on their vehicles as well. You can also use the action to let one or more of your followers perform this action, even if you do not.

Recharge Shields: When you spend 3 swift actions in the same round or on consecutive rounds to recharge shields, you can also let one or more of your followers acting as system operator make a DC 20 Mechanics check to increase their vehicles' shield rating by 5, up to the vehicle's normal maximum. You can also use the action to let one or more of your followers perform this action, even if you do not.

Reroute Power: Whenever you spend 3 swift actions in the same round or on consecutive rounds to reroute power, you can also let one or more of your followers acting as engineer make a DC 20 Mechanics check to move their vehicles +1 step on the condition track. You can also use the action to let one or more of your followers perform this action, even if you do not.

Full-Round Actions

As a full-round action, you can allow your followers to take the following action:

All-Out Movement: When you take a full-round action to move your vehicle using the all-out movement action, each of your followers can take the all-out movement action for vehicles they pilot as well. You can also use the action to let one or more of your followers perform this action, even if you do not.

Attacks of Opportunity

Like a normal hero, followers that threaten can make attacks of opportunity as normal. However, any attack of opportunity made by a follower counts as an attack of opportunity made by you.

Equipping a Follower

Followers gain starting credits and can use those credits to purchase equipment. A hero can provide equipment to his followers, though their limited number of armor and weapon proficiencies keeps followers from becoming walking arsenals. Followers must abide by the normal rules for carrying capacity and encumbrance, though they are otherwise unrestricted in the kinds or amounts of equipment they can use.

Follower Death

When a follower is reduced to 0 hit points by an attack that exceeds its damage threshold, it dies. However, you can spend a Force Point to prevent the follower from dying just as you would prevent yourself from dying from a similar wound. An attack that reduces a follower to 0 hit points but does not exceed the follower's damage threshold causes the follower to go unconscious (apply the normal rules for unconsciousness, death, and dying).

If a follower dies, you do not lose the benefits of the talent that granted you the follower. You can recruit another follower to replace a dead one, abiding by the normal rules for gaining a follower at that point. Recruiting a new follower usually requires 8 hours of searching and recruitment, though Gamemasters can shorten or lengthen this amount of time based on the circumstances. However, Gamemasters should be careful not to delay this recruitment for too long, because until the hero gains a replacement follower, that hero is at a disadvantage.

Followers and Dark Side Scores

A good leader is responsible for the actions of those who follow him, and when it comes to the lure of the dark side, heroes with followers are no exceptions. If you command one of your followers to commit an act that would normally increase one's Dark Side Score, you increase the Dark Side Score of both you and your follower. If a follower's Dark Side Score equals its Wisdom score, it becomes an NPC under Gamemaster control (as any hero normally would), but you can recruit a new follower as though yours had died.



Chapter III
Prestige Classes



Prestige classes offer more options for heroes and GM characters than what would normally be available to them. They allow characters to specialize in particular areas, and they sometimes allow characters to be more powerful.

A character cannot start as a member of a prestige class. Abilities gained from prestige classes can be granted only by meeting the stated requirements, which usually require the character to be at least mid level. Additionally, the prestige class might also have requirements that are not related to the rules but must be met in game, such as having membership in a particular organization.

Prestige classes are strictly optional, and their use is subject to the discretion of the GM. In some cases, the prestige classes presented might be more appropriate for GM characters and might be considered off-limits to heroic characters. You should consult your GM before steering your character toward a particular prestige class.

New Talents

The following new talents have proven useful to those characters in a Clone Wars campaign.

Ace Pilot Talent

The following new talent is intended for use with the Ace Pilot prestige class (see page 206 of the Saga Edition core rulebook).

New Expert Pilot Talent

The following talent expands the Expert Pilot talent tree (see page 207 of the Saga Edition core rulebook).

Renowned Pilot: Your reputation as a skilled pilot precedes you and bolsters the resolve of your allies. All allies within 6 squares of a vehicle you pilot can reroll one Pilot check, keeping the better result. Once an ally has used this ability, that same ally cannot gain this talent's benefit during the same encounter.

Elite Trooper Talents

The following new talent trees are intended for use with the Elite Trooper prestige class (see page 211 of the Saga Edition core rulebook).

Melee Specialist Talent Tree

Your skill with hand-to-hand combat is unmatched, and you can wield melee weapons with lethal accuracy and power.

Accurate Blow: Choose one exotic melee weapon or one of the following weapon groups in which you are proficient: advanced melee weapons, lightsabers, or simple weapons. When you make a melee attack with a weapon from the chosen group and the attack roll exceeds the target's Reflex Defense by 5 or more, you deal +1 die of damage with the attack.

Close-Quarters Fighter: Whenever you occupy the same square as your target or are adjacent to your target, you gain a +1 circumstance bonus to your melee attack rolls against that target.

Ignore Armor: Once per encounter, when you make a melee attack, you can ignore any armor or equipment bonuses granted by your target's armor.

Improved Stunning Strike: When you damage an opponent with a melee attack that moves the target down the condition track, the target cannot take any action requiring a standard or full-round action on its next turn.

Prerequisite: Stunning Strike.

Whirling Death: You twirl your weapon around you in a blur, creating a circle of death around you. Any enemy target that begins its turn adjacent to you takes damage equal to your Strength bonus. You must be wielding a melee weapon to use this talent.

Prerequisites: Melee Smash, Unrelenting Assault.

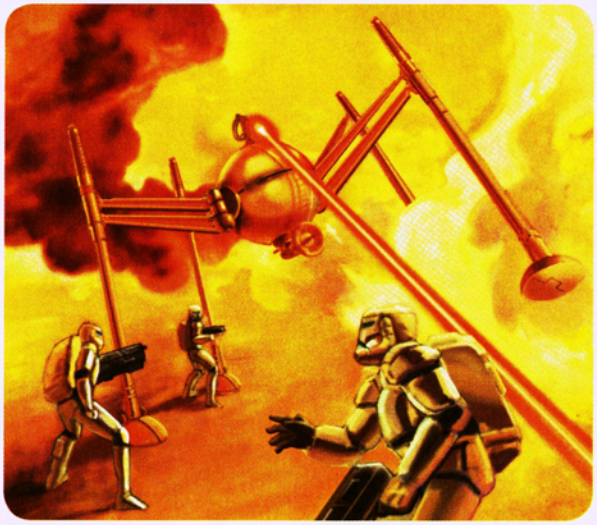
Republic Commando Talent Tree

You have demonstrated that you are a highly skilled and capable soldier for the Republic and work well in a commando squad.

Ambush: When you successfully hit an opponent that has not yet acted in combat, you deal +2 dice of damage with the attack.

Higher Yield: Once per encounter, you can choose to deal +1 die of damage with a single grenade or other explosive.

Prerequisite: Trained in the Demolitions skill.



Republic commandos attack a Homing Spider Droid.

Rapid Reload: You can retrieve a stored energy cell and reload your weapon as a single swift action.

Shoulder to Shoulder: Whenever you begin your turn adjacent to an ally, you gain a number of bonus hit points equal to your heroic level. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from various sources do not stack.

Strength in Numbers: If you are within 10 squares of an ally, you can add +2 to your DR.

Weapon Shift: If you use a ranged weapon as a melee weapon (as with the Gun Club talent), you gain a +2 bonus to melee attack rolls with that weapon.

Prerequisite: Gun Club.

Force Adept Talents

The following new talents are intended for use with the Force Adept prestige class (see page 212 of the Saga Edition core rulebook).

New Force Item Talents

The following talents expand the Force Item talent tree (see page 214 of the Saga Edition core rulebook).

Focused Force Talisman: When you create a Force talisman (see page 214 of the Saga Edition core rulebook), you can select a single Force power from your Force suite. Whenever you are wearing this talisman and activate the selected Force power, you can spend a Force Point to immediately regain that spent power, adding it to your Force suite.

Prerequisite: Force Talisman.

Greater Focused Force Talisman: As Focused Force Talisman (see above), except that a Force Point spent to immediately recover the selected power does not count against the "one per turn" restriction on spending Force Points.

Prerequisites: Force Talisman, Focused Force Talisman.

"Some people say that in order to achieve maximum combat effectiveness, they need to get into the zone. Sir, I live in the zone."

-Clone Commando RC-1207 "Sev"

Gunslinger Talent

The following new talent is intended for use with the Gunslinger prestige class (see page 216 of the Saga Edition core rulebook).

New Gunslinger Talents

The following talent expands the Gunslinger talent tree (see page 216 of the Saga Edition core rulebook).

Blind Shot: You ignore the penalties on your ranged attack rolls when a target has concealment or total concealment.

Jedi Knight Talents

The following new talents and talent trees are intended for use with the Jedi Knight prestige class (see page 217 of the Saga Edition core rulebook).

Jedi Archivist Talent Tree

You have dedicated your life as a Jedi to preserving knowledge and applying it in times when it is needed.

Direct: As a standard action, you can return one spent Force power to the Force suite of any ally within 6 squares of you and in your line of sight. The Force power must have been spent by the ally you designate.

Impart Knowledge: You can aid another on the Knowledge checks of any ally within 6 squares of you as a reaction for Knowledge skills you are trained in.

Prerequisite: Skilled Advisor.

Insight of the Force: You can make a Use the Force check in place of a Knowledge check for any Knowledge skill you are not trained in. You are considered trained in that Knowledge skill for the purposes of using this talent. If you are entitled to a Knowledge check reroll, you can reroll your Use the Force check instead (subject to the same circumstances and limitations).

Master Advisor: When you use the Skilled Advisor talent (see page 40 of the Saga Edition core rulebook), the ally you aid gains one temporary Force Point at the end of her next turn. If the Force Point is not spent before the end of the encounter, it is lost.

Prerequisite: Skilled Advisor.

Scholarly Knowledge: As a swift action, you can reroll a Knowledge check and keep the better of the two results. This can be used with any Knowledge skill you are trained in.

Jedi Healer Talent Tree

You have focused your natural ability with the Force to heal the sick and injured.

Force Treatment: You can make a Use the Force check in the place of a Treat Injury check. You are considered trained in the Treat Injury skill. If you are entitled to a Treat Injury check reroll, you can reroll your Use the Force check instead (subject to the same circumstances and limitations).

Healing Boost: When healing somebody through *vital transfer*, the amount of damage healed increases by 1 point per your class level.

Prerequisite: Vital transfer.

Improved Healing Boost: When healing somebody through *vital transfer*, the amount of damage healed increases by 2 points per your class level.

Prerequisites: Healing Boost, *vital transfer.*

Soothe: When using *vital transfer* to heal somebody, you can move the target +1 step on the condition track instead of healing damage. When doing so, you move –1 step on the condition track in exchange.

Prerequisite: Vital transfer.



The Mon Calamari Jedi healer Nahdar Vebb

Officer Talents

The following new talents are intended for use with the officer prestige class (see page 20 of the Saga Edition core rulebook).

New Military Tactics Talents

The following new talents expand the Military Tactics talent tree (see page 221 of the Saga Edition core rulebook).

Exploit Weakness: When you use the Assault Tactics talent (see page 221 of the Saga Edition core rulebook) on an enemy, the target takes a cumulative –1 penalty to Reflex Defense each time it is damaged by one of your allies (maximum –5). This penalty applies until the end of your next turn.

Prerequisite: Assault Tactics.

Grand Leader: As a swift action, once per encounter, you can grant bonus hit points equal to 5 + one-half your character level to all allies within 20 squares of you and in your line of sight. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from multiple sources do not stack.

Uncanny Defense: Once per day, you can add one-half your officer class level to all your defenses for one round. You must declare that you are using this talent at the beginning of your turn. The benefits last until the beginning of your next turn.

Prestige Classes

The following new prestige classes are available during the Rise of the Empire era, particularly during the Clone Wars.

Table 3-1: Prestige Classes

Prestige Class	Basic Description
Droid commander	Leader specializing in droid troops
Military engineer	Tech specialist focusing on military hardware
Vanguard	Advanced scout who pinpoints enemy forces

Droid Commander

All armies need an established hierarchy to ensure that objectives are achieved successfully. Even battle droids, with their network connection to a central command computer, must sometimes have specific movements dictated to them by a separate droid designated as a field commander. The droid commander, through the course of its career as a soldier for its organization, proves itself through its actions and is promoted to lead others of its kind to support the unit's mission and the organization's cause.

Droid commanders are easy to spot on the battlefield. They bear command colors and are positioned within the ranks to receive maximum protection from the enemy. Although they might be easy to find, they are rarely easy to eliminate. Because these droids are prized by their superiors, they are augmented and improved to increase the likelihood of their survival and continued service to their masters. Better weapons, armor, and equipment in addition to upgraded systems make the droid commander a formidable foe on its own. Its ability to effectively lead troops on the battlefield make the droid commander and its squad a force to be reckoned with.

Table 3-2: The Droid Commander

Level	Base Attack Bonus	Class Features
1st	+1	Defense bonuses, talent
2nd	+2	Networked mind (1 droid ally)
3rd	+3	Talent
4th	+4	Networked mind (2 droid allies)
5th	+5	Talent
6th	+6	Networked mind (3 droid allies)
7th	+7	Talent
8th	+8	Networked mind (4 droid allies)
9th	+9	Talent
10th	+10	Networked mind (5 droid allies)

Examples of Droid Commanders in *Star Wars*

OLR-4, OOM-9, OOM-14.

Requirements

To qualify to become a droid commander, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Knowledge (tactics), Use Computer.

Talents: At least one talent from the Leadership talent tree (see page 44 of the Saga Edition core rulebook) or the Commando talent tree (see page 52 of the Saga Edition core rulebook).

Special: Droids only.



Game Rule Information

Droid commanders have the following game statistics.

Hit Points

At each level, droid commanders gain 1d10 hit points.

Force Points

Droid commanders gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the droid commander prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex Defense, Fortitude Defense, and Will Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), the droid commander selects a talent. The talent can be selected from the Droid Commander talent tree (presented below), the Inspiration talent tree (see page 43 of the Saga Edition core rulebook), or the Leadership talent tree (see page 44 of the Saga Edition core rulebook). The droid commander must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

DROID COMMANDER TALENT TREE

You have learned the quirks and intricacies of commanding droids, and you can get the most out of even the least sophisticated basic programming.

Automated Strike: As a swift action, you can make a DC 15 Knowledge (tactics) check. If successful, all droid allies able to hear and understand you gain the benefits of the Double Attack feat for one weapon group with which you are proficient until the end of your next turn.

Prerequisite: Double Attack with the chosen weapon.

Droid Defense: As a standard action, you can transmit tactical information to all droid allies that can hear and understand you, granting them a bonus equal to your Intelligence modifier to one of their defenses (your choice) until the beginning of your next turn.

Droid Mettle: As a swift action once per turn, you can designate a single droid ally within your line of sight. That droid ally gains bonus hit points equal to 10 + your class level.

Prerequisites: Droid Defense.

Expanded Sensors: If you or any of your droid allies has line of sight to and is aware of a target, all droid allies that can hear and understand you are also considered to have line of sight (but not necessarily line of effect) to that target.

Inspire Competence: As a swift action once per turn, you can grant one droid ally within your line of sight a competence bonus on its next attack roll made before the start of your next turn equal to half your class level. Additionally, any droid designated as the target of your Networked Mind class feature is considered to have a heuristic processor whenever it is beneficial, even if it does not actually have a heuristic processor.

Prerequisite: Expanded Sensors.

Maintain Focus: As a swift action once per turn, you can grant all droid allies within your line of sight the ability to take the Recover action as two swift actions (instead of as three swift actions) until the start of your next turn.

Overclocked Troops: You push the limits of the droids under your command. You can spend a swift action once per turn to allow each of your networked allies (see the Networked Mind class feature below) to immediately move up to their speed.

Prerequisite: Droid Defense.

Reinforced Commands: When you use an ability that grants a droid ally a morale or insight bonus, increase the value of that bonus by 1.

Prerequisite: Droid Defense.

Networked Mind

You can designate a number of your droid allies equal to one-half your class level as being networked with you. A networked droid ally can receive beneficial mind-affecting effects from you. Once you designate a droid ally as the recipient of this benefit, you cannot change the droid beneficiary until after the end of the encounter, and designating a droid to benefit from this class feature is a free action. Additionally, you are considered to have line of sight to a networked droid ally as long as both you and the ally have an active comlink (if the comlinks are subject to communications jamming, you lose this benefit).

Military Engineer

The platoon's transport has broken down. The radio is not working. Two of the soldiers' rifles have jammed. The enemy is closing in. Who is going to fix everything in time? This is when the military engineer steps in. The military engineer is a tech specialist who focuses her energy on making repairs in the field and keeping the group's hardware running until they make it back to base.

Although the military engineer is likely to be part of a combat unit, she feels more comfortable with tools in her hands while lying under a vehicle or digging through a droid's internal components than firing a blaster. Her skills are honed so that she can rapidly perform repairs and adjustments during highly stressful situations—even while under fire. In fact, military engineers thrive on stress and look for such opportunities.

The military engineer can be deployed virtually anywhere within the military organization, but is often found near the front lines as part of a squad requiring technical support.

Table 3-3: The Military Engineer

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, talent
2nd	+1	Field-created weapon +1
3rd	+2	Talent
4th	+3	Field-created weapon +2
5th	+3	Talent
6th	+4	Field-created weapon +3
7th	+5	Talent
8th	+6	Field-created weapon +4
9th	+6	Talent
10th	+7	Field-created weapon +5

Examples of Military Engineers in *Star Wars*

Bao-Dur, Raith Sienar, Wat Tambor

Requirements

To qualify to become a military engineer, a character must fulfill the following criteria.

Base Attack Bonus: +7.

Trained Skills: Mechanics, Use Computer.

Game Rule Information

Military engineers have the following game statistics.

Hit Points

At each level, military engineers gain 1d8 hit points + their Constitution modifier.

Force Points

Military engineers gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the military engineer prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex, Fortitude, and Will Defenses.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Military Engineer talent tree (presented below) or the Outlaw Tech talent tree (see page 16 of *Starships of the Galaxy*). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

MILITARY ENGINEER TALENT TREE

You have become skilled at using and manipulating technology on the battlefield. In fact, your fellow soldiers rely on your technical expertise in the heat of battle.

Breach Cover: When you fire or throw a weapon with a burst or splash radius at a target with cover, you ignore that cover.

Breaching Explosive: You ignore the damage threshold of doors and walls when using mines and fixed (non-grenade) explosives.

Droid Expert: When you repair a droid, you repair 1 additional hit point for each point by which your Mechanics check beats the base DC of 20.

Prerequisite: Repairs on the Fly.

Prepared Explosive: When you use a mine or other fixed (non-grenade) explosive, you can choose to have the blast radius of the explosive become difficult terrain after the explosive has detonated. Alternately, if you plant a mine or fixed explosive in an area of difficult terrain, you can have the explosive deal no damage and instead turn the difficult terrain into normal terrain.

Problem Solver: As a swift action once per turn, you can designate a single vehicle within your line of sight whose pilot can hear and understand you. That pilot's vehicle ignores difficult terrain until the start of your next turn, and the pilot gains a +5 insight bonus on all Pilot checks made to avoid hazards and collisions until the start of your next turn.

Quick Modifications: When you create a field-created weapon (as per the class feature), you can choose one weapon modification from the Tech Specialist feat (see page 21 of *Starships of the Galaxy*) to apply to the created weapon at the time of creation.

Prerequisites: Repairs on the Fly, Tech Specialist feat.

Repairs on the Fly: You can use the Repair application of the Mechanics skill to repair a droid or object as a standard action. You can gain the benefits of this talent only once per day per droid, object, or vehicle repaired.



Sabotage Device: As a swift action, you can sabotage any object or weapon that is powered by an energy cell so that it becomes a grenade. The object or weapon is then considered to be a fragmentation grenade in all ways, but it can be turned back into its original form with another swift action.

Tech Savant: As a standard action, you can increase the speed of one adjacent droid or vehicle you occupy by 1 square (applied to any method of locomotion) until the end of your next turn.

Prerequisite: Trained in the Knowledge (technology) skill.

Vehicular Boost: As a standard action, you can make a DC 15 Mechanics check to grant one vehicle you occupy a number of bonus hit points equal to 5 × your class level. Damage is subtracted from the bonus his points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from multiple sources do not stack.

Field-Created Weapon

You are able to scavenge parts from other technological objects and use them to build a limited-use personal-sized weapon. The item you create has only a limited life span, and the parts used to build it are rendered useless afterward.

As a standard action, you make a Mechanics check (DC 20) to create a melee or ranged weapon of your choice. The base value of the weapon can be no more than 600 credits × your class level. Additionally, the weapon grants you (and only you) an equipment bonus on attack rolls equal to one-half your class level. You can use this ability only once per encounter, and at the end of the encounter the weapon is destroyed. If the weapon requires an energy cell to operate, you create one (at no additional cost) for the weapon at the time you create the weapon. You may only create weapons you are proficient with.

Vanguard

Fighting an effective war and taking out the enemy is necessary if your army is to live to fight another day. But you must find the enemy first, and those sensor results can be a little deceptive at times. Send out the vanguard to track them down.

The vanguard, simply put, is an advance scout who specializes in locating the enemy and relaying its position to his allies. With the stealth and sharp senses required to achieve his goal, he specializes in locating and observing the enemy's movements, all the while obscuring his presence from them. If the situation arises, he might try to take a few of the enemy down before retreating back to friendly territory, but his primary purpose is to serve as his group's eyes and ears.

Vanguards are typically attached to military units near the front lines. They operate best in small groups as individuals. In either case, the vanguard excels at sneaking in close to hostile forces, stealing away the knowledge of their location, and watching them fall to the might of his allies.

Table 3-4: The Vanguard

Level	Base Attack Bonus	Class Features
1st	+1	Defense bonuses, talent
2nd	+2	Surprise attack +1
3rd	+3	Talent
4th	+4	Surprise attack +2
5th	+5	Talent
6th	+6	Surprise attack +3
7th	+7	Talent
8th	+8	Surprise attack +4
9th	+9	Talent
10th	+10	Surprise attack +5

Examples of Vanguards in *Star Wars*

91st Reconnaissance Corps clone troopers, Aleenan scouts, Antarian Rangers, Neyo (CC-826), Rebel Plex Troopers.

Requirements

To qualify to become a vanguard, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Perception, Stealth.

Talents: Any two talents from the Camouflage talent tree (see page 49 of the Saga Edition core rulebook) or the Commando talent tree (see page 52 of the Saga Edition core rulebook).

Game Rule Information

Vanguards have the following game statistics.

Hit Points

At each level, vanguards gain 1d10 hit points + their Constitution modifier.

Force Points

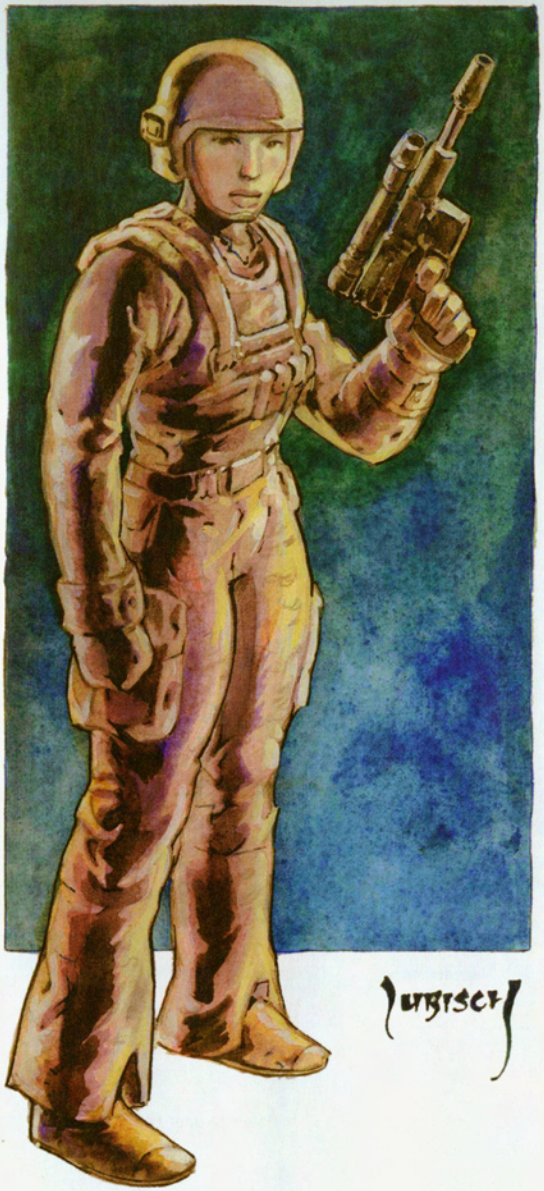
Vanguards gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the Vanguard prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Fortitude Defense and a +2 class bonus to your Reflex Defense.



Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Awareness talent tree (see page 49 of the Saga Edition core rulebook), the Survivor talent tree (see page 50 of the Saga Edition core rulebook), or the Vanguard talent tree (presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

VANGUARD TALENT TREE

As an expert in the art of scouting enemy formations, you are a valuable asset to any military force. Your ability to see what lies ahead on the battlefield is uncanny.

Enhanced Vision: When actively looking for hidden enemies, you can make a Perception check as a swift action instead of a standard action.

Impenetrable Cover: Whenever you have cover against a target, you gain DR equal to your class level against that target until the start of your next turn, provided you still have cover from the target at the time the attack is made.

Prerequisites: Maximize Cover.

Invisible Attacker: If your target is unaware of you, your ranged attacks deal +1 die of damage against that target.

Prerequisite: Maximize Cover.

Mark the Target: Whenever you damage a target with a non-area ranged attack, you may designate one ally within your line of sight as a swift action. Your target is considered flat-footed against that ally's first attack made before the start of your next turn.

Maximize Cover: When an opponent uses the aim action to negate your cover, you can make a Stealth check opposed by the attacker's Initiative check. If successful, you retain your cover bonus.

Shellshock: Whenever you damage a target that is unaware of you with an area attack, that target is considered flat-footed until the start of your next turn.

Prerequisite: Soften the Target.

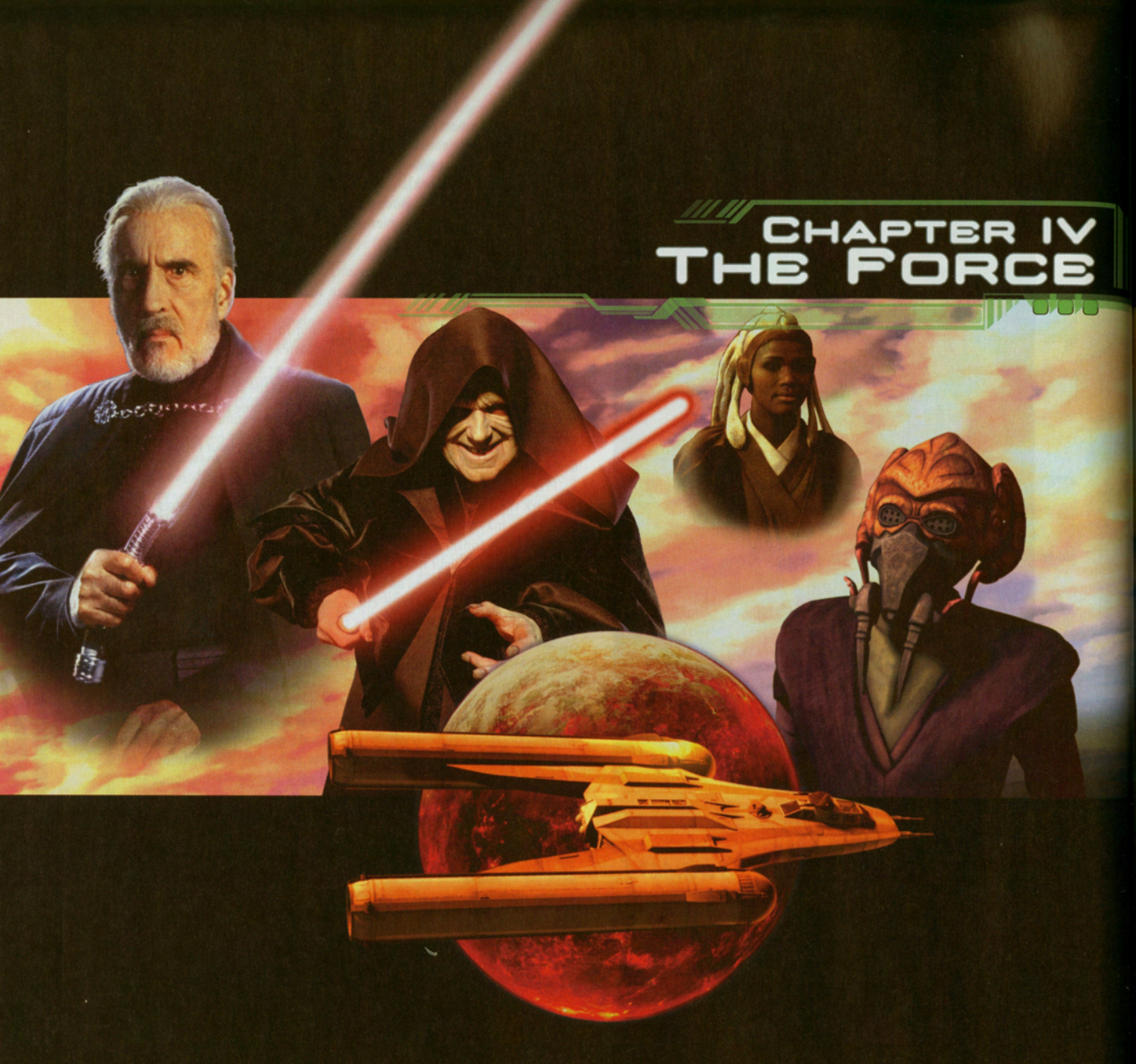
Soften the Target: Whenever you damage a target with a ranged attack, you may designate one ally within your line of sight as a swift action. The ally you designate ignores the target's damage reduction and SR (if any) until the start of your next turn.

Triangulate: If you and at least one other ally have line of sight to and are aware of a target, you and allies that can hear and understand you can reroll one ranged attack roll against that target, accepting the second result even if it is worse. You and your allies can only gain the benefit of this talent once per encounter.

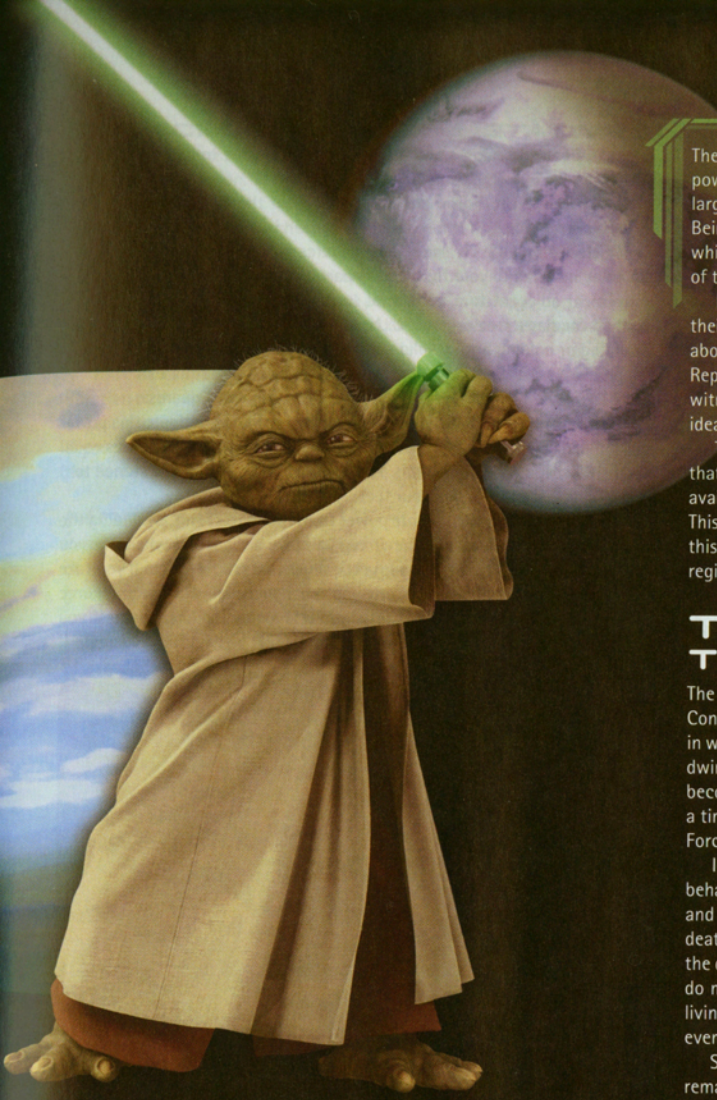
Prerequisite: Enhanced Vision.

Surprise Attack

Whenever you attack a target that is unaware of you or otherwise denied its Dexterity bonus to Reflex Defense, you gain a bonus on your first attack roll in a round against that target equal to one-half your class level.



Chapter IV
The Force



The field of energy created by all living things gives all Force-users their power. According to Jedi belief, which side of the Force is used depends largely upon the person's emotional state of mind when the Force is tapped. Being calm and at peace allows the light side to flow through your being, while anger, hatred, and thoughts of destruction bring forth the dark side of the Force.

Most beings have never seen a Force-user, let alone met one. Accounts of their deeds stretch far and wide, though, and people form their own opinions about the Force. As Jedi take prominent positions in the Grand Army of the Republic, news of their exploits reaches more ears, and their actions are witnessed firsthand by those following the war, giving the galaxy a better idea of what the Force can do.

This chapter presents new Force powers, secrets, talents, and techniques that are specifically used during this era. Some of these powers might be available to other Force-users in other eras at the Gamemaster's discretion. This chapter also presents other Force-using traditions that are active during this time. Although some of them are isolated to certain planets or galactic regions, they can be highly influential in those areas.

The Force during the Clone Wars

The Clone Wars represent not only a conflict between the Republic and the Confederacy of Independent Systems but also the beginning of a dark period in which the Jedi begin to lose prominence in the galaxy. With their numbers dwindling and most of the galaxy's resources devoted to the war, some Jedi become desperate and resort to tactics they would not normally consider in a time of peace—including unintentionally tapping into the dark side of the Force through fear or aggression.

In the heat of battle, giving in to feelings of hatred and aggressive behavior can be tempting. As younger, less experienced Jedi are promoted and take command of the Republic's clone troopers, tempers flare, fear of death or failure consumes, and those Jedi—once promising Knights—fall to the dark side before they know it. Even though they fight against droids and do not have to worry about any repercussions for using the Force against living targets, their feelings at the time they draw upon the Force can drive even the best of the Jedi over the edge into darkness.

Some Jedi, despite the temptation, manage to adhere to their beliefs and remain clean of the dark side's influence. These Jedi stay level-headed even during the most chaotic times of battle and effectively lead their troops to victory. These are the Jedi who earn the respect of their troops as well as the respect of the Jedi Council and the rest of the Order.

Although the Jedi must struggle with the temptation of the dark side during the war, other Force-users who do not rely solely on the light side of the Force—such as the Jensaarai or the Korunnai—are not affected so much by their feelings during combat and might inadvertently take a Dark Side Point in the midst of battle. Typically, these users of the Force have rituals that help them cope with and accept a brush with the dark side, or they have practices that help cleanse them of its influence.

Force Powers

The following Force powers are available to any character with the Force Sensitivity feat (see page 85 of the Saga Edition core rulebook). These Force powers expand the range of powers available to the Jedi and other Force-using traditions.

Telekinetic Powers: Force powers with the *[telekinetic]* descriptor are added to the list of powers affected by talents such as Telekinetic Power and Telekinetic Savant (see page 100 of the Saga Edition core rulebook).

Cloak

You can bend light around your body, rendering yourself invisible to anyone looking in your direction. **Time:** Standard action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: You are considered to have total concealment against all targets until the beginning of your next turn.

DC 20: As DC 15, and you gain a +2 Force bonus to Stealth checks until the beginning of your next turn.

DC 25: As DC 15, except you gain a +3 Force bonus to Stealth checks until the beginning of your next turn.

DC 30: As DC 15, except you gain a +5 Force bonus to Stealth checks until the beginning of your next turn.

Special: You can maintain the *cloak* power from round to round, extending the normal duration. Maintaining the *cloak* power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining this power, you must succeed on a Use the Force check (DC = 15 + damage taken) to maintain the power.

You can spend a Force Point to increase the bonus to your Stealth checks by 5.

Levitate [Telekinetic]

You can float up or down without anything or anyone to assist you. **Time:** Move action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

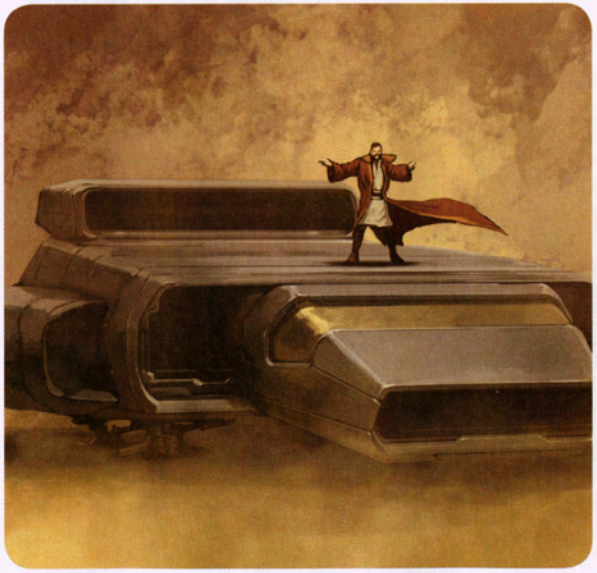
DC 15: You gain a fly speed of 2 squares but can only move vertically. You may move up to your fly speed as part of this action, and if you end this movement adjacent to a horizontal surface, you can move 1 square onto that surface as a free action. At the start of your next turn, if you are not standing or holding onto a solid surface, you fall to the ground.

DC 20: As DC 15, except the fly speed increases to 4 squares.

DC 25: As DC 15, except the fly speed increases to 6 squares.

Special: You can spend a Force Point as a reaction to activate this power when falling. You can reduce your fall distance by a number of squares equal to the fly speed provided by this power. If you reduce the fall distance to 0 squares, you land safely on your feet.

You can maintain the *levitate* power from round to round, extending the normal duration. Maintaining *levitate* is a move action, and whenever you maintain this power you can move vertically up to your fly speed. If you take damage while maintaining *levitate*, you must succeed on a Use the Force check (DC 15 + damage taken) to continue maintaining the power. If you fail this Use the Force check, you immediately fall.



Obi-Wan Kenobi issues orders from atop a Kappa-class shuttle.

Malacia [Light Side]

You create dizziness and nausea by disrupting your enemy's equilibrium. **Time:** Standard action. **Target:** One living creature within 6 squares of you and in your line of sight.

Make a Use the Force check. Compare the result to your target's Fortitude Defense. If your check equals or exceeds the target's Fortitude Defense, the target moves –1 step down the condition track. Additionally, until the end of its next turn, the target takes a –5 penalty to its damage threshold.

Special: You can spend a Force Point to increase the penalty to damage threshold to –10.

You can maintain the *malacia* power from round to round, extending the duration of the damage threshold penalty. Maintaining the *malacia* power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining *malacia*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue concentrating.

Morichro

You slow the vital functions of a target, causing her to slip into a deep sleep or even die. **Time:** Standard action. **Target:** One living creature you have grabbed or grappled.

Make a Use the Force check. Compare the result to the target's Fortitude Defense. If you succeed, the target moves –1 step down the condition track. Each round you maintain this power, if your Use the Force check exceeds the target's Fortitude Defense, the target moves another step down the condition track. If you move a target to the bottom of the condition track with this power, you can choose to kill the target or place it into a Force trance even if it is unwilling (see page 28). Additionally, if you use this power on an already unconscious target, you can consider the target willing for the purposes of placing them in a Force trance.

Special: You can maintain the *morichro* power from round to round, extending the normal duration. Maintaining this power is a standard action, and you must make a new Use the Force check each round. If you take damage while maintaining *morichro*, you must succeed on a Use the Force check (DC = 15 + damage taken) to maintain the power. If the target escapes your grab or the grab ends for any reason, you cannot maintain this power on your next turn.

Phase

You can pass through solid objects, such as walls and doors. **Time:** Move action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

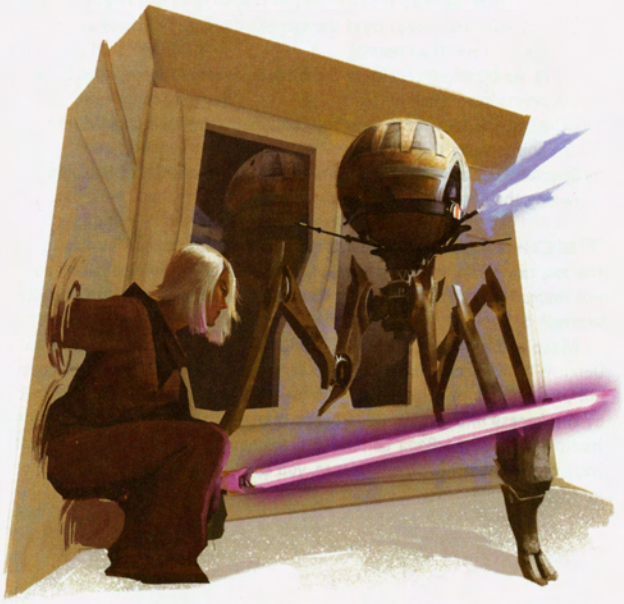
DC 25: You gain a phasing speed of 2 squares; your phasing speed can never exceed your own base speed. When moving using your phasing speed, you can move through the spaces of your enemies, as well as through walls, vehicles, large objects, and other obstructions but must end your movement in a legal, unoccupied space. You retain this phasing speed until the beginning of your next turn. You may move up to your phasing speed as a part of the activation of this power.

DC 30: As DC 25, except your phasing speed is 4 squares.

DC 35: As DC 25, except your phasing speed is 6 squares.

DC 40: As DC 25, except your phasing speed is 8 squares.

Special: You can spend a Force Point to increase your phasing speed by 2 squares. You can maintain the *phase* power from round to round, extending the normal duration. Maintaining this power is a move action, and whenever you maintain the *phase* power you can move up to your phasing speed. If you take damage while maintaining this power, you must succeed on a Use the Force check (DC = 15 + damage taken) to maintain the power.



The Dark Woman uses her phase power to get the jump on a combat tri-droid.

Rend [Dark Side]

You can move a single target, whether it is a creature or object, in two different directions simultaneously. **Time:** Standard action. **Target:** One target in your line of sight and within 6 squares of you.

Make a Use the Force check. Compare the result with the target's Reflex Defense. If the check equals or exceeds the target's Reflex Defense, the target takes 3d6 damage. If your Use the Force check is a natural 20, you score the equivalent of a critical hit, and the target takes double damage. If you deal enough damage to reduce the target to 0 hit points, you rip the target into two separate parts (living creatures are automatically killed).

Special: If your Use the Force check succeeds, you can spend a Force Point to deal an additional 2d6 damage to the target.

Shatterpoint

You can see the critical point of something, whether it is a person or object, that would shatter if struck at the right time. **Time:** Swift action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 25: If your next attack made before the end of the encounter hits, treat the target's damage threshold against the attack as though it is 5 points lower than normal.

DC 30: As DC 25, except treat the target's damage threshold as though it is 10 points lower than normal.

DC 35: As DC 25, except treat the target's damage threshold as though it is 15 points lower than normal.

DC 40: As DC 25, except treat the target's damage threshold as though it is 20 points lower than normal.

Special: You can spend a Force Point to ignore the target's DR in addition to gaining the normal effect of this power.

Technometry

You can tap into and read technological devices and, in some cases, control them. **Time:** Standard action. **Target:** One droid or electronic device touched.

Make a Use the Force check. Compare the result to the target's Will Defense. If the check equals or exceeds the target's Will Defense, you discover one piece of information contained within the target's memory as determined by the Access Information table under the Use Computer skill description (see page 75 of the Saga Edition core rulebook). For every 5 points that you exceed the target's Will Defense, you can learn one additional piece of information.

Alternatively, if you target a droid and succeed at your Use the Force check, you may choose one of the following effects and apply it to the targeted droid:

- The droid's senses are jammed, allowing you to make Stealth checks against the droid until the end of your next turn, even though it is aware of you.
- The droid is denied its Dexterity bonus to Reflex Defense against your next attack made before the end of your next turn.
- On its next two turns, the droid does nothing except flee from you at top speed.

Special: You can spend a Force Point to learn two more pieces of information or extend one of the droid-specific effects of this power by an additional round.



Quinlan Vos uses psychometry on a sniper droid's rifle.

Force Talents

Force talents work just like talents found elsewhere in this book and in the Saga Edition core rulebook. However, they are available only to characters with the Force Sensitivity feat (see page 85 of the Saga Edition core rulebook). Any time a character with the Force Sensitivity feat can select a talent, he or she can select one from any of the talent trees presented below. If the character is also a member of a Force-using tradition, he or she can also select from that tradition's specific Force talent tree.

NEW ALTER TALENT

The following new talent expands the Alter talent tree (see page 100 of the Saga Edition core rulebook).

Aversion: As a swift action, you can spend a Force Point to radiate an invisible aura that makes other beings want to avoid you. Until the end of the encounter, all squares within 2 squares of you are considered difficult terrain for your enemies.

This is a mind-affecting effect.

NEW CONTROL TALENT

The following new talent expands the Control talent tree (see page 101 of the Saga Edition core rulebook).

The Will To Resist: Once per turn, as a reaction to being targeted by a Force power or other ability that targets your Will Defense, you can make a Use the Force check and replace your Will Defense with the result of the Use the Force check. After you make this check, until the end of your next turn, you take a –5 penalty on all Use the Force checks.

NEW DARK SIDE TALENT

The following new talent expands the Dark Side talent tree (see page 101 of the Saga Edition core rulebook). You must have a Dark Side Score of 1 or higher to select talents from this tree; if your Dark Side Score is ever reduced to 0, you lose access to all talents in this talent tree until your Dark Side Score increases.

Consumed by Darkness: Sometimes your anger consumes you. As a swift action, you can take a –5 penalty to your Will Defense to gain a +2 Force bonus on attack rolls. The penalty and bonus last until the beginning of your next turn.

LIGHT SIDE TALENT TREE

The light side of the Force is not the easiest course to follow, but its promise of peace and harmony can help even the most weak-willed of Force-users on the right path.

You must have a Dark Side Score of 0 to select talents from this tree; if your Dark Side Score ever increases to at least 1, you lose access to all talents in this talent tree until your Dark Side Score drops back to 0.

At Peace: You can spend a Force Point to gain a +2 Force bonus to all defenses until the end of the encounter or until you attack, whichever comes first.

Attuned: When you roll a natural 20 on an attack roll against a target with a Dark Side Score of 1 or higher, you can activate a single Force power with the *[light side]* descriptor immediately as a free action.

Prerequisite: Focused Attack.

Focused Attack: You can spend a Force Point to reroll an attack against a creature with a Dark Side Score of 1 or higher, keeping the better of the two rolls.

Surge of Light: Once per encounter, as a swift action, you can return any Force power with the *[light side]* descriptor to your suite without spending a Force Point.

You can select this talent multiple times. Each time you select it, you can use this talent one additional time per encounter.

NEW SENSE TALENTS

The following new talents expand the Sense talent tree (see page 101 of the Saga Edition core rulebook).

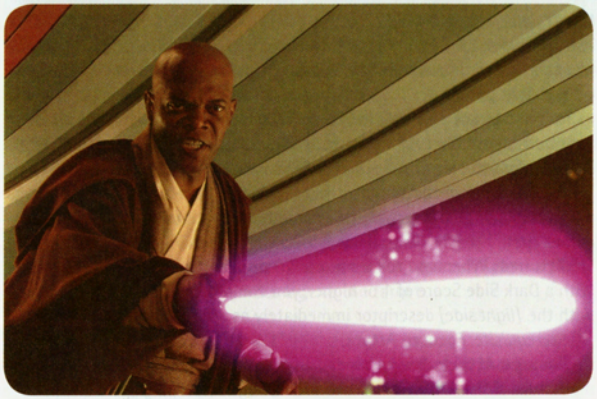
Heightened Awareness: You can spend a Force Point to add your Charisma bonus to your Perception check.

You can select this talent multiple times. Each time you select this talent, you add your Charisma bonus an additional time.

Psychometry: When you use the *farseeing* Force power, you can choose to target an object you hold instead of a character or creature. You can look into the targeted object's past, up to a maximum of 5 years per your character level. Any information gained about the object's past is based on the thoughts and emotions of the person holding or carrying the object at the time you perceive, which can skew the results of the vision.

Prerequisites: Force Perception, *farseeing.*

Shift Sense: You can spend a Force Point to gain low-light vision for 1 minute or until the end of the encounter, whichever is longer.



Force Techniques

Force techniques represent a deeper understanding of the Force and, like martial skills, are mastered after years of practice. A few gifted or devoted Force-users learn to master them more quickly. In general, Force techniques are available only to characters with levels in certain Force-using prestige classes (such as Force adept, Jedi Knight, and Sith apprentice).

When you gain access to a new Force technique, you can select it from among those found on pages 102–103 of the Saga Edition core rulebook or from the techniques described below. Once you select a Force technique, it cannot be changed.

Advanced Vital Transfer

When you use the *vital transfer* power, you can spend a Destiny Point to fully heal the target of all damage and remove all of the target's debilitating conditions.

Improved Cloak

You can maintain your *cloak* power as a move action instead of a standard action.

Improved Levitate

If you are moved into a pit or off another elevated surface involuntarily, such as by being the target of a *Force thrust* or Bantha Rush, you can spend a Force Point to activate this power as a reaction. If you do so, you end your forced movement in the last square before the edge of the precipice.

Improved Malacia

You can maintain the damage threshold penalty of the *malacia* power as a swift action.

Improved Phase

When you use the *phase* power, you can end a single move action inside an occupied space, but you must still end your turn in a legal, unoccupied square.

Improved Rend

The range of your *rend* power increases to 12 squares. When using this power on an object or character or creature, you can ignore the object's or creature's damage reduction.

Improved Shatterpoint

When you move a target down the condition track with an attack benefitting from the *shatterpoint* power, you can spend a Force Point to make the target's condition persistent. This persistent condition can only be removed if the target receives surgery (for living beings) or repairs (for droids, objects, and vehicles).

Improved Technometry

When you use the *technometry* power, you can change the time it takes to activate to a full-round action and target all droids in a 6-square cone that originates from your square.

"I SOMETIMES CAN SEE THE WEAK PLACES IN AN OPPONENT—SHATTERPOINTS WHERE THE UNBREAKABLE CAN BE BROKEN. THEY CAN OCCUR IN INDIVIDUALS...AND IN EVENTS."

-Mace Windu

Force Secrets

Skilled Force-users can learn to manipulate their Force powers in intriguing ways. Force secrets represent a sublime connection to the Force and are available only to powerful Force-users such as Force disciples, Jedi Masters, and Sith Lords.

Activating a Force secret costs either a Force Point or a Destiny Point (as noted in its description), and the normal limits on spending Force Points and Destiny Points during a round apply. When you learn a new Force secret, you can select it from among those found on page 103 of the Saga Edition core rulebook or from the Force secrets listed below. Once you select a Force secret, it cannot be changed.

Extend Power

When using a Force power that allows you to maintain your concentration (such as *Force grip*), you can spend a Force Point to sustain the power as a swift action instead of a standard action for a number of rounds equal to your Charisma modifier.

Linked Power

You can spend a Force Point to link a Force power to the power you use in the current round so that it goes off in the following round. You must choose two powers—one for the current round and one for the next round. Both selected powers cannot be altered in any way, such as through Force techniques, Force secrets, or the use of Force Points. However, the second power goes off in the following round as a free action at the start of your turn.

Unconditional Power

When you activate a power that targets only you, you ignore all condition track penalties to your Use the Force check to activate that power.

Force-Using Traditions

Even though the Jedi are the most prominent and well-known users of the Force in the galaxy during the Clone Wars, they are not the only ones who know how to manipulate the Force. Other Force-using traditions exist and ascribe the source of their powers to other sources, such as magic or a deity, but they all use the same source of energy to accomplish the desired effect when they call upon that power. Basically, anyone with the Force Sensitivity feat has the capability to utilize the Use the Force skill and learn Force powers, even though they might not follow the path of a Force-user.

During the Clone Wars, other traditions that use the Force include dark side sects such as the Sith as well as little known factions such as the Korunnai. Others know the Force as it is but approach its use from a different direction and purpose than the Jedi. Still others call the Force by a totally different name. Regardless of the approach, the Force remains the same and is the one constant that ties these organizations together.

The Bando Gora

Tucked away in the Inner Rim, near the Hydian Way, is an ancient burial moon named Kholma, located in the Bogden system. Its presence in the galaxy would have gone unnoticed for the most part, if not for the emergence of a band of ruthless, Force-sensitive criminals calling themselves the Bando Gora.

Shortly after the Battle of Galidraan, the Bando Gora gains the attention of the Galactic Republic, which swiftly requests Jedi intervention against the criminal faction. Even the mighty Jedi Order underestimates the sect's power and loses nearly every member they send against the Bando Gora. The only known survivor is Komari Vosa, who abandons her Jedi teachings and succumbs to the dark side of the Force to escape her bonds, eventually becoming the new leader of the Bando Gora.

As the Trade Federation invades Naboo, the Bando Gora stretches its dark influence to many worlds and organizations, subjugating them and enslaving countless people. Those that do not surrender to Bando Gora rule are killed or captured and brutally tortured. Companies that refuse to follow the cult's lead find their leaders assassinated.

In addition to conquering uncivilized worlds and driving companies under their heel, the Bando Gora supplements its income through the production and sale of a highly potent strain of death stick that is sometimes used as a brainwashing agent. The narcotic sells all across the galaxy and is particularly popular with those who have ties to the underworld.

After joining the cult, members of the Bando Gora must undergo a ritual that transforms their appearance, giving them dark, mottled skin and glowing eyes. Leaders of the organization are known to don frightening masks and carry staffs that shoot green balls of fire.

Membership: Anyone with the Force Sensitivity feat and a Dark Side Score of 1 or higher can become a member of the Bando Gora.

BANDO GORA CAPTAIN TALENT TREE

The cultists of the Bando Gora have a reputation for being merciless, and you are no exception.

Bando Gora Surge: Whenever you move up the condition track by any means, you gain bonus hit points equal to 5 + your heroic level. Bonus hit points are consumed before normal hit points, and unused bonus hit points go away at the end of the encounter. Bonus hit points from multiple sources do not stack.

Force Fighter: Whenever you spend a Force Point to add to an attack roll, you heal a number of hit points equal to the Force Point result if the attack hits.

Resist Enervation: Whenever an effect would move you down the condition track, you can spend a Force Point to negate that movement down the condition track.

Victorious Force Mastery: Whenever an enemy you have damaged in this encounter is reduced to 0 hit points, you may automatically return one spent Force power to your Force suite as a free action.

The Believers

Rising to prominence shortly after the Battle of Naboo, the Believers, based in the Cularin system, are a cult of Force-sensitive beings. Members devote their energies to studying and embracing the dark side of the Force, with the intent of following the doctrines and customs of the ancient Sith that existed before Darth Bane. Rejecting Bane's Rule of Two, the Believers seek to expand their numbers to eventually challenge the Jedi directly and usher in a new age for the Sith. All Believers can be recognized by a distinctive tattoo, a shape that resembles the spire of the Sith fortress on Almas with a broken lightsaber at its base.

At first, the existence of the Believers is thought to be nothing more than rumor, since their presence cannot be confirmed by even the Jedi. During the Clone Wars, however, Jedi stationed in the Cularin system slowly begin turning to the dark side and joining the Believers, confirming the existence of the dark side cult and increasing its size. As their numbers swell, the Believers create a plague virus to eradicate the Caarite race and the Metatheran Cartel. Initially, the virus is successful, but it is stopped by a counteragent created from samples of the virus recovered from early victims of the plague. With their plans foiled, the Believers abandon the Sith Temple on Almas and go underground for a short time.

The Believers return later, when the Darkstaff, a Sith artifact, attempts to protect itself from a group of agents that discover its connection to the shadow lurkers and the Oblee. Found by Len Markus in the Cularin asteroid belt, the artifact possesses him and rises to become the new leader of the Believers. The Darkstaff calls on the Believers to destroy the freelance agents that hunted it. However, the agents manage to thwart the Believers and free the Oblee.

Membership: Anyone with the Force Sensitivity feat and a Dark Side Score of 1 or higher is welcome to join the Believers by being accepted as an apprentice by a Force adept or Force disciple member of the cult.

BELIEVER DISCIPLE TALENT TREE

The Believers follow the teachings of the Sith from ancient times and strive to extend the influence of the dark side of the Force.

Believer Intuition: As a reaction, when an opponent successfully attacks you, make a Use the Force check and compare the result to your opponent's attack roll. If the check equals or exceeds the result of the attack roll, you can add your Charisma modifier to your Reflex Defense.

Defense Boost: As a swift action, you can make a DC 15 Use the Force check. If the check succeeds, you gain a +1 Force bonus to your Fortitude Defense until the end of the encounter. Before you make your Use the Force check, you can increase the target number to DC 20 to gain a +1 Force bonus to all your defenses.

Hardiness: You can spend a Force Point to reduce the number of swift actions it takes you to move +1 step along the condition track by one.

High Impact: As a swift action, make a DC 15 Use the Force check. If your check succeeds, double your Strength bonus to the next melee damage roll you make before the end of your turn.

Sith Reverence: You gain a +1 morale bonus on your attack rolls while you are within 20 squares and in line of sight of an ally with a Dark Side Score equal to or greater than your own.

The Korunnai

The Korunnai are a nomadic "tribe" of Humans from the uplands of the planet Haruun Kal, the sole planet of the Al'Har system. Not so much a formalized Force-tradition like the Jedi, the Korunnai live in the harsh jungles that grow above the layers of lethal gases that fill the planet's lowlands. They maintain their existence by following herd animals called grassers, which provide them with sustenance and the materials they needed to survive. In addition to their keen survival skills, members of the Korunnai have a strong connection to the Force.

Life is not so simple for the Korunnai, as they also fight a bloody war against the planet's other sapient inhabitants—the Balawai. Originally offworlders, the Balawai invade the jungles the Korunnai call home and ransack the natural resources to sell in the galaxy's markets for profit, including spices and exotic woods. Their unsympathetic behavior quickly creates enmity between the two peoples that erupts into war lasting well into the Clone Wars. When the Separatist-backed Balawai are reinforced with updated weapons and technology to protect the planet's only spaceport, the Republic has too few troops to help in the conflict and sends only a single Jedi—Depa Billaba—to back the Korunnai. The conflict between the Korunnai and Balawai escalates to such an extent that the Jedi Master is mentally scarred from the experience.

The Korunnai refer to the Force as *pelekotan*, interacting with what they believe to be the "jungle mind" as a way to survive the perils of their homeworld. They see pelekotan as a dark force that rules the darkness of the jungles and challenges those that tap into its energy. Sometimes, pelekotan presents its challenges in ways that cause physical ailments for its users, and at other times, those challenges can cause mental impairments. Jedi believe that users of pelekotan equally use both the light side and the dark side of the Force, but the Korunnai merely believe that they are all part of the same entity. Some Jedi feel that pelekotan is just another name for the Living Force.

Membership: True members of the Korunnai are the natives of Haruun Kal who roam the world's highlands. Others who join their tribe have the Force Sensitivity feat and embrace the concept of pelekotan.

KORUNNAI ADEPT TALENT TREE

You have learned to use pelekotan to survive in the jungles of Haruun Kal and have bonded with an akk dog, which serves you faithfully.

Akk Dog Master: You gain an akk dog follower. Choose either the aggressive, defensive, or utility follower template, and generate the akk dog follower's statistics using the rules on page 32. This follower gains the akk dog species traits (see the "Akk Dog Followers" sidebar) and the Power Attack feat. Additionally, any Force power you activate that targets you can target your akk dog follower instead, at your discretion.

An akk dog counts toward the total number of followers you have, just like followers gained from other talents.

Akk Dog Trainer's Actions: You and your akk dog have bonded through the Force and can fight in concert. You can use any of the following actions on your turn.

- *Attack in Concert:* As a standard action, you can make a melee or ranged attack against a target in range. If your akk dog follower is adjacent to the target and your attack hits, the target also takes piercing damage equal to 1d6 + the akk dog's Strength modifier. This additional damage is considered part of your attack for the purposes of resolving damage, DR, SR, and overcoming damage threshold.



A Korunnai warrior uses the Force to tame an akk dog.

Akk Dog Followers

When a character gains an akk dog follower, the follower gains the species traits of the akk dog described below. Akk dogs are considered beasts.

Abilities: Akk dogs have set ability scores. They use the following statistics: Strength 16, Dexterity 8, Constitution 12, Wisdom 10, Intelligence 2, Charisma 8.

Large Size: Akk dogs take a –1 size penalty to Reflex Defense and a –5 size penalty to Stealth checks. Their lifting and carrying limits are double those of Medium characters.

Speed: An akk dog's base speed is 6 squares.

Natural Armor: Akk dogs gain a +2 natural armor bonus to Reflex Defense.

Natural Weapon: When an akk dog makes an unarmed attack, it can use its natural weapons, dealing 1d6 points of slashing damage (plus its Strength modifier) with that attack instead of normal unarmed damage.

- *Fall Upon Prey:* As a standard action, you can make a melee or ranged attack against a target in range, and your akk dog can take the charge action against a target within its range. However, both you and your akk dog take a –5 penalty on your attack rolls (this replaces the bonus to attack rolls granted by the charge action).
- *Paired Maul:* As a standard action, you can make a melee or ranged attack against a target in range. If the attack hits, your akk dog follower gains a +2 competence bonus on its next attack roll against that target.

Prerequisite: Akk Dog Master.

Akk Dog Attack Training: Your akk dog follower gains the Powerful Charge feat.

Prerequisite: Akk Dog Master.

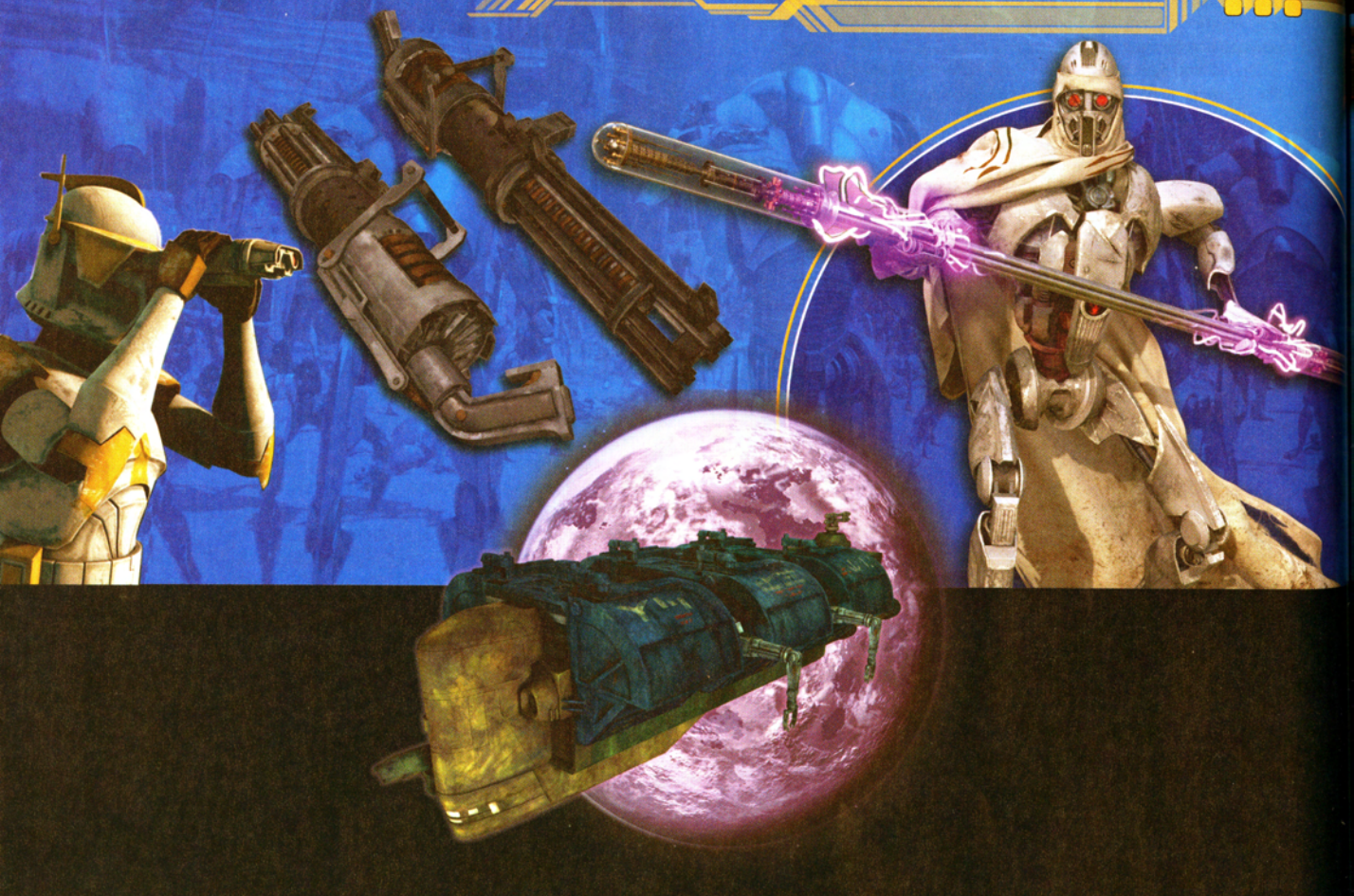
Protective Reaction: Whenever you are targeted by an attack made by an enemy adjacent to your akk dog follower, that attacker provokes an attack of opportunity from your akk dog follower.

Prerequisite: Akk Dog Master.

"The Force grows dark, Anakin, and we're all affected by it."

– Obi-Wan Kenobi

Chapter V
Equipment and Droids





If war is good for one thing, it is the rapid advancement of weapons and technology. While warring factions assemble their top minds to create new and better weapons to support their cause, corporations step in to develop and build these new designs to help support those that send new commerce their way. For companies such as BlasTech, Industrial Automaton and Sienar Fleet Systems, creating these new technologies proves to be a lucrative business during the Clone Wars.

This chapter presents new weapons, armor, equipment, and droids that are seen throughout the galaxy during the Clone Wars. The equipment found here is not exclusively used by any one group and can be used by paramilitary organizations, criminal syndicates, or well-stocked individuals.

Melee Weapons

During the Clone Wars, combatants for the Republic and the Separatists rarely use melee weapons. However, many others, such as mercenaries, criminals, and bounty hunters, are not above keeping a melee weapon available just in case.

Garrote

Exotic Weapon

Typically fashioned from a strand of spun durasteel, a garrote is designed to crush the target's throat and prevent breathing. A garrote requires two hands to use, and any attack made with the garrote is treated as a grab attack (see page 152 of the Saga Edition core rulebook). Bonuses granted by talents and feats apply to the grab attack as though it was a garrote attack; for example, a character with the Weapon Focus (garrote) feat gains a +1 bonus on grab attacks made with the garrote.

The effects of a garrote are felt on the target's turn. At the beginning of the grabbed target's turn, before it can take any actions, the target takes damage from the garrote and moves –1 step along the condition track. The target also suffers the normal effects of a grab. The target may attempt to break the grab, as normal.

Snap Baton

Simple Weapon

The snap baton is a collapsible weapon that expands from its tiny handle to become a 1-meter-long rod. In its collapsed form, it is easily carried in a pocket or utility belt. Expanding or collapsing the weapon takes a swift action. Several models are available, including specially colored versions to appeal to a wide range of customers. Models that incorporate additional functions such as a panic alarm or a built-in glowrod sell for double the price. One model made by Merr-Sonn even includes an outer layer of sound dampening material that muffles the sound made when the baton hits its target. Snap batons are popular in urban areas, especially with thugs.

TABLE 5-1: MELEE WEAPONS

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DMG	WEIGHT	TYPE	AVAILABILITY
Tiny						
Vibroknucklers	200	+3	–	0.5 kg	Slashing	Restricted
Medium						
Vibrorapier	500	2d6	–	1.4 kg	Slashing	Restricted
EXOTIC WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small						
Garrote[1]	50	1d6[1]	–	0.5 kg	Slashing	–
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small						
Snap baton	100	2d4	Yes	1 kg	Bludgeoning	–
UNARMED	**COST**	**DAMAGE**	**STUN DMG**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny						
Stunning gauntlet	200	–	+1	0.4 kg	Energy	Restricted

1 *See the weapon's description for special rules.*

Stunning Gauntlet

Simple Weapon

An insulated glove with an embedded energy cell, the stunning gauntlet produces an electrifying charge when it strikes a target. A stunning gauntlet changes the wearer's unarmed melee attacks to stun damage, and they provide a +1 bonus to stun damage on a successful unarmed attack.

Stunning gauntlets are two sizes smaller than their wearer (for example, a pair of stunning gauntlets designed for a Human are Tiny). Because of how they are worn, stunning gauntlets can't be disarmed or dropped.

Vibroknucklers

Advanced Melee Weapon

Little more than a casing attached to a set of finger rings, vibroknucklers are a tiny weapon favored by thugs and petty thieves, mainly because the weapon can be easily concealed or stored away. The weapon's nasty surprise—a small microblade that extends slightly beyond the knuckles—is an added bonus.

A character wearing vibroknucklers deals +3 points of damage on a successful unarmed attack.

Like combat gloves, vibroknucklers are two sizes smaller than their wearer (for example, vibroknucklers designed for a Human are Tiny). Because of how they are worn, vibroknucklers can't be disarmed or dropped. Additionally, while wearing vibroknucklers, your unarmed attacks are considered to be both a normal unarmed attack (treated as a simple weapon) as well as an attack with an advanced melee weapon.

Vibroknucklers require an energy cell to operate, which is stored within the casing.

Vibrorapier

Advanced Melee Weapon

A vibrorapier is designed to have a longer, thinner blade than the standard vibroblade. It is well-balanced and completely silent due to a specialized design that diminishes the ultrasonic pitch that other vibro weapons normally create. Many professional fighters consider the vibrorapier an excellent weapon and prefer it over a blaster or other melee weapons when stealth is necessary.

A vibrorapier requires two energy cells to operate.

RANGED WEAPONS

Ranged weapons, especially blasters, can be found throughout the galaxy and are preferred by military and security organizations, bounty hunters, mercenaries, and ordinary people who live away from the relative safety of the Core Worlds.

Table 5-2: Ranged Weapons

EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Small							
Wrist rocket launcher	2,500	Varies	–	S	1 kg	Varies	Restricted
PISTOLS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny							
Czerka Adjudicator	325	2d4	–	S	0.5 kg	Piercing	Licensed
Gee-Tech 12 Defender[2]	400	3d4	–	S	0.25 kg	Energy	Illegal
Small							
BlasTech DH-23	500	3d6	Yes	S	1 kg	Energy	Restricted
Medium							
BlasTech DT-12[2]	900	4d6	Yes	S	2 kg	Energy	Military
Merr-Sonn Model 434	650	3d8	Yes	S	1.2 kg	Energy	Restricted
RIFLES	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
BlasTech 500 "ESPO"[2]	1,000	3d8	Yes	S, A	4.5 kg	Energy	Military
Czerka Adventurer[3]	360	2d10	–	S	4 kg	Piercing	Restricted
SoroSuub Firelance	1,200	3d8	Yes (4d6)	S, A	2.5 kg	Energy	Restricted
Large							
BlasTech DLT-20A[3]	1,300	3d10	–	S, A	6.7 kg	Energy	Military
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small							
EMP grenade[1]	500	3d6 ion	–	S	0.5 kg	Energy (ion)	Restricted

1 *Area attack weapon (see page 155 of the Saga Edition core rulebook).*

2 *Inaccurate weapon: This weapon cannot fire at targets at long range.*

3 *Accurate weapon: This weapon takes no penalty when firing at targets at short range.*

BlasTech 500 "ESPO" Riot Gun

Rifle

Best known as the "ESPO" gun due to its wide use by the Corporate Sector Security Division, the BlasTech 500 is a compact blaster with a short barrel and an open-frame stock. Designed for use against large crowds, the weapon trades simple accuracy for the ability to hit just about anything in its path. Operating best in autofire mode, the rifle incurs a –2 penalty when used as a single-shot weapon.

BlasTech DH-23 "Outback" Blaster Pistol

Pistol

The DH-23 is designed to be a more reliable weapon when compared to the typical blaster pistol, but it sacrifices range and strength to achieve it. The pistol incorporates an effective heat radiator and a tight body construction that increase its durability, granting it a Strength of 17 and a Break DC of 20.

TOP TO BOTTOM: BLASTECH DT-12, BLASTECH DT-23, CZERKA ADVENTURER, AND BLASTECH DLT-20A



BlasTech DLT-20A "Longbarrel" Blaster Rifle
Rifle
The DLT-20A sees use primarily by mounted troops, especially Republic recon patrols that use local planetary wildlife as their mounts. The rifle comes standard with a top-mounted rangefinder and electronic sight that acts as a standard targeting scope. It also incorporates a new concept in weapon technology called a magnatomic adhesion grip, which improves the user's hold on the rifle, granting a +1 equipment bonus to his Reflex Defense when he is the target of a disarm attack.

BlasTech DT-12 Heavy Blaster Pistol
Pistol
The initial concept behind the design and production of the DT-12 is to cater to customers who do not have hands like Humans, such as Rodians with their longer fingers, by incorporating a larger trigger grip. The weapon gives up weight and long-range accuracy to provide a stronger punch.

Czerka Adjudicator
Pistol
The Adjudicator remains one of the few slugthrower hold-out pistols still in production today. It shares a lot of the same attributes—such as its small size and ease of concealment—with its hold-out blaster pistol cousins. The weapon is popular and useful when slugthrowers are more numerous than blasters. With its limited ammunition capacity and slow reload time, most owners use the Adjudicator as a backup weapon. The pistol can fire only 4 shots before needing to be reloaded, and a full-round action is required to reload it.

Czerka Adventurer
Rifle
Designed as a long-barreled slugthrower rifle, the Czerka Adventurer is used by bounty hunters because of its high accuracy ratings at long range. Unlike other slugthrower rifles, the Adventurer fills its firing chamber with a rich oxidizer as the bullet fires, propelling it faster to give it a longer range and a higher punch. Bounty hunters also prize the rifle for its ability to easily break down and be stashed inside a small portable container. The weapon can be disassembled or reassembled quickly using a move action.

EMP Grenade
Simple Weapon
Often referred to by the clone troops of the Republic as "droid poppers," EMP grenades are similar to ion grenades in most respects. The biggest difference between EMP grenades and standard ion grenades is that they can completely shut down relatively weak droids.

When you make an area attack with an EMP grenade, make a single attack roll and compare the result to the Reflex Defense of every target in the grenade's 2-square burst radius.

Droids, vehicles, electronic devices, and cybernetically enhanced creatures hit by the grenade take normal ion damage, or half damage on a miss. If the ion damage dealt by the weapon would reduce a target to 0 hit points (before the ion damage is halved), the target is pushed –5 steps down the condition track and disabled.

Creatures without cybernetics take half ion damage on a hit or no ion damage on a miss, and they suffer no other ill effects.

A target with the Evasion talent takes half damage from a successful attack and no damage if the attack misses.

Gee-Tech 12 Defender Microblaster
Pistol
The designers at Gee-Tech exchanged range and damage to create the galaxy's smallest blaster. In fact, the Gee-Tech 12 is so small that it grants its wielder a +5 bonus on Stealth checks to conceal it. The Defender is light on energy because it carries only enough power for two shots, with a maximum range of 3 squares. A bigger disadvantage is that the power pack is integrated into the weapon and cannot be recharged once its two shots are spent, making it a truly disposable weapon.

Merr-Sonn Model 434 "DeathHammer"

Pistol

Built as a compact pistol, the Model 434 quickly earns the nickname of "DeathHammer" from the bounty hunters and professional killers who favor the gun because of its durability and sheer power. The weapon's durasteel plating increases its sturdiness, giving it a +2 equipment bonus to its DR. Bounty hunters, mercenaries, and assassins who use the DeathHammer ornately decorate the weapon, adding more detail after every kill.

SoroSuub Firelance Blaster Rifle

Rifle

The Firelance stands out among other blaster rifles solely because of its highly effective stun setting. When sales to bounty hunters skyrocket, SoroSuub markets the rifle as "the most effective weapon available for freelance law enforcement officials." Although the rifle's owners come from different walks of life, most are bounty hunters who use the firearm to bring back their targets alive. In addition to its stun capability, the Firelance is also lighter than other blaster rifles in its class, weighing as little as a carbine and making it a good choice for those law enforcement agents who need to travel long distances to track their quarry.

Wrist Rocket Launcher

Exotic Weapon

The wrist rocket launcher is a versatile personal weapon designed to be useful in various combat situations. It mounts on the forearm and extends over the back of the wielder's hand. Bounty hunters favor the weapon, despite various government attempts to ban the weapons and force production to stop.

Wrist rocket launchers are single-shot weapons that must be reloaded after each shot. See the "Wrist Rocket Ammunition" sidebar for more information on wrist rockets.

Wrist Rocket Ammunition

The open market offers a wide variety of rockets for use with the wrist rocket launcher. Listed below are a few of the more common rockets available.

Antipersonnel Rocket: This style of rocket functions like a frag grenade, but it does not affect multiple squares.

Antivehicle Rocket: This rocket delivers a powerful kick, sufficient for disabling or significantly damaging a vehicle.

Flash Rocket: Upon detonation, the flash rocket emits intense light that causes temporary blindness. Anyone within the 3-square burst radius whose Reflex Defense is beaten by the attack roll is blinded for 1d4 rounds.

Hollow-Tip Rocket: This type of rocket is used as a means of exposing the target to a drug or chemical stored inside its specialized tip. Bounty hunters most commonly use nerve toxin and stun gas. The nerve toxin, if a successful hit is made, allows a secondary attack against the target's Fortitude Defense. If the secondary attack succeeds, the nerve agent is injected into the target's body and moves the target –2 steps on the condition track. The stun gas agent sprays into the air on impact, creating a cloud that fills the square.

Ion Blast Rocket: This rocket emits an ionizing wave of energy in all directions upon impact that affects electronic devices, including droids and cybernetic systems.

Table 5-3: Wrist Rocket Ammunition

ROCKETS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Antipersonnel rocket	400	3d8	–	S	0.25 kg	Slashing	Military
Antivehicle rocket	500	3d10	–	S	0.25 kg	Slashing	Military
Flash rocket	400	Special	–	S	0.25 kg	Energy	Restricted
Hollow-tip rocket							
Empty	200	2d6	–	S	0.25 kg	Piercing	Licensed
nerve toxin	600	Special	–	S	0.25 kg	Piercing	Illegal
stun gas	400	–	3d6	S	0.25 kg	Piercing	Restricted
Ion blast rocket	400	3d6 ion	–	S	0.25 kg	Energy (ion)	Restricted

TABLE 5-4: ARMOR

ARMOR (CHECK PENALTY)	COST	ARMOR BONUS TO REF DEFENSE	EQUIP BONUS TO FORT DEFENSE	MAX DEX BONUS	SPEED (6 SQ.)	SPEED (4 SQ.)	WEIGHT	AVAILABILITY
Light Armor (–2)								
Shadowsuit[2]	600	–	–	+6	–	–	3 kg	Military
Thinsuit[2]	900	–	–	+6	–	–	1 kg	–
Tracker utility vest	300	+1	–	+5	–	–	0.5 kg	–
Medium Armor (–5)								
Camo armor	6,000	+5	–	+3	4 sq.	3 sq.	6 kg	Restricted
Heavy Armor (–10)								
Vacuum pod	15,000	+4	+1	+0	4 sq.[1]	3 sq.[1]	35 kg	–

1 *When running in heavy armor, you can only move up to three times your speed (instead of four times).*

2 *Can be worn beneath clothing or other armor.*

ARMOR

Even though blasters are the most common form of weapon in the galaxy, personal armor is still in widespread use. Many factions use armor as a type of uniform as well as a means of protecting its members. Many types of armor are severely restricted or even illegal if not used within the proper scope of the organization's mandate. Even in areas where armor is not prohibited, wearing a suit of armor indicates to others that you are expecting or courting trouble.

Camo Armor

Medium Armor

Camo armor protects the wearer from discovery as well as injury. In addition to of the usual hard metal plates woven on top of a fabric body suit, the armor is also embedded with miniature photoreactive fibers that allow the suit to absorb light and change its color to match the wearer's surroundings. When attempting to hide, the wearer gains a +10 equipment bonus to Stealth checks, regardless of the terrain.

Shadowsuit

Light Armor

A shadowsuit appears to be nothing more than an unassuming black body stocking that covers every part of the wearer's body except for the eyes. Actually, the shadowsuit is composed of a special soft fiber called shadowsilk that absorbs light and sound. To further improve covert movement, the suit also has sound dampening pads on the hands and feet, and the wearer's eyes are covered by a set of goggles that come with the suit. A shadowsuit has no electronic systems that can reveal the wearer to sensors. Therefore, the person wearing a shadowsuit gains a +10 equipment bonus to all Stealth checks when trying to sneak, but the bonus is nullified if any other armor is worn with the shadowsuit.

Thinsuit

Light Armor

Insulating against extreme pressure and temperature, a thinsuit is a skintight garment that covers the entire body except for the face, which is covered by a breath mask that provides 1 hour of breathable air. The thinsuit comes with an environmental system of minuscule heaters and coolers that allow the wearer to remain comfortable in extreme heat and cold. It provides the wearer with a +5 bonus to Fortitude Defense when resisting extreme temperatures. In addition, the suit further reduces damage taken in such circumstances. If an attack is successful, the character takes only half damage and does not move along the condition track, while a failed attack deals no damage.

A thinsuit can be worn under other armors.

Tracker Utility Vest

Light Armor

The tracker utility vest is a simple garment that allows hunters and guides to carry a wide assortment of small equipment without discomforting the wearer. Although they can be constructed from an assortment of materials, tracker utility vests are commonly made from a tough, leathery hide treated to be watertight, stainproof, and resistant to rips and tears.

The vest features pockets, pouches, and straps capable of carrying up to twenty-four small objects weighing no more than 1 kilogram each. Because the items are stored so that their weight is distributed evenly around the wearer's torso, their cumulative weight is halved for purposes of calculating the wearer's total carried weight.

Vacuum Pod

Heavy Armor

The Extra-Vehicular Activity (EVA) pod, or vacuum pod, is a droid-assisted suit of powered armor specifically designed to allow a person to repair a starship while in space. Its systems are designed in so that a wearer not proficient with heavy armor can use it competently in nonstressful situations. The suit, once donned properly, provides full life support to its wearer and also includes external thrusters to allow movement in a zero-gravity environment (speed fly 6). It also features motorized limbs, a complete set of integrated repair tools, and an external compartment to allow the user to carry any extra materials needed to make repairs. The suit's functions are controlled by a dedicated, low-level droid brain that handles all the complex systems of the suit, such as the life support monitoring system and the regulation of the external thrusters.

Vacuum pod users who have the Armor Proficiency (heavy) feat can use the following features and receive the bonuses listed. A wearer who does not have the feat can still use the suit but does not receive any of the equipment bonuses listed below, unless otherwise noted. Regardless, the wearer has any armor check penalties halved while in noncombat situations.

Comlink: The suit's integrated comlink has a range of 100 kilometers and can send and receive encrypted messages.

Life Support: The suit provides up to 2 hours of continuous life support with air supply and protection against extreme environments, including hard vacuum.

Powerlamp: The armor comes with an integrated glowrod, which emits a 70-square cone of light.

Repair Kit: The tools integrated in the suit's motorized arms give the user a +2 bonus on all Mechanics checks while the systems function.

Strength Augmentation: The suit's power systems grant the wearer a +4 bonus to Strength while the suit is operational.

Putting on the suit and bringing all the droid's systems online takes 15 minutes. Removing the suit takes only 3 rounds.

"THIS DELUXE MODEL IS THE ONLY THING STANDING BETWEEN YOU AND A BLOODY DEATH."

—CLONE COMMANDO RC-1138 "BOSS"

EQUIPMENT

During the Clone Wars, technological advances allow new and better equipment to appear on the open market faster than any other time within the previous thousand years. The equipment presented in this chapter represent but a small fraction of the devices that emerge during this time.

TABLE 5-5: EQUIPMENT

EQUIPMENT	COST	WEIGHT
Bioscanner	3,500	0.5 kg
Bracer computer	1,300	0.5 kg
Camouflage netting	6,000	40 kg
Halo lamp	30	1 kg
Visual wrist comm	1,300	0.25 kg

Bioscanner

The bioscanner is a low-power, handheld scanner used by doctors and medical technicians to help diagnose medical conditions in their patients. One or two passes over the patient collects biological information. The scanner displays vital statistics and analyzes and diagnoses any anomalies on file in the scanner's medical database. This device grants its user a +2 bonus on all Knowledge (life sciences) checks made to identify ailments.

Bracer Computer

The bracer computer is a datapad worn on the user's forearm. It performs all the same functions as the standard datapad, including the ability to read standard data cards in a slot on the underside of the device. The bracer computer also features a holographic screen that displays information as a two-dimensional image about three centimeters above the device. Plus, the keyboard is designed to accommodate one-handed typing. The bracer computer is popular among those who need to conserve space with their equipment, particularly bounty hunters.

A bracer computer has Intelligence 12.

Camouflage Netting

Any camouflage netting found on the market is one of two kinds: powered and unpowered. Both kinds, when draped over one or more objects within a 6-square-by-6-square area, bestow a +5 bonus to all Stealth checks while under the netting, and offer partial concealment.

Integrated into the netting of the powered version are overlapping sensor baffle scales that emulate the emission patterns of the surrounding terrain—including light emissions. Thus, powered camouflage netting grants an additional +5 bonus to all Stealth checks while under the netting. The netting is carried in a small backpack and takes a full-round action and two people to deploy it.

Halo Lamp

A pocket-sized disc small enough to fit in the palm of a Human hand, the halo lamp shines a bright light in a circle around the person holding it out to a 3-square radius. While lit, it remains cool to the touch, and it can easily be attached as a weapon accessory.

Visual Wrist Comm

The visual wrist comm is popular with smugglers and soldiers. The comm is a small, flat, rectangular panel that easily attaches to a glove or other flat surface. The comm sends and receives audio and visual signals, and it can display holographic information, though only as a two-dimensional image. It has a range of up to 75 kilometers while planetside—sufficient to reach orbital range—and runs on a single energy cell, which must be replaced after 10 days of continuous use. In addition, the wrist comm functions as a simple datapad that stores and receives information from droids, comm signals, direct computer links, and standard data cards.

Droids

The Clone Wars saw the rapid development of droid technology, mainly due to the Separatists' heavy reliance on droid military units. The droids presented in this chapter are some of the models found in use in nonmilitary capacities. You can find information on the droids used by the Republic in Chapter 10: The Republic, and those used by the Separatists in Chapter 11: The Confederacy.

First-Degree Droids

First-degree droids usually hold medical, scientific, and analytical positions. These droids are commonly found in hospitals and laboratories.

DD-13 Medical Assistant Droid

Officially dubbed the Model DD-13, this droid is created by Ubrikkian Transports, a company more commonly associated with repulsorlift vehicles. The DD-13 gains the nickname "Galactic Chopper" from clone commanders who know of the model's origins and who witness the droid in action in the field.

Oddly enough, Ubrikkian originally designs the droid to be used aboard its medlifter transports. When the transports prove less useful than originally anticipated, Ubrikkian redistributes the droids as medical assistants and battlefield medical droids with updated databases and medical tools installed within the two upper arms. The droid's cylindrical head, which sits atop its three-legged body, is equipped with specially calibrated medical sensors that help it perform procedures with extreme precision. Droids of this model do not converse much, if at all, with patients, preferring to work without any distractions.

DD-13 medical assistant droids can't be played as droid heroes.

DD-13 Medical Assistant Droid **CL 1**
Medium droid (1st-degree) nonheroic 3
Init +1 ; **Senses** low-light vision, Perception +10
Languages Basic, Binary, 2 unassigned

Defenses Ref 10 (flat-footed 10), Fort 9 , Will 12
hp 8; **Threshold** 9
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +1 (1d4–1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** +1

Abilities Str 9, Dex 11, Con —, Int 15, Wis 14, Cha 8
Feats Cybernetic Surgery, Skill Focus (Knowledge [life sciences], Treat Injury), Skill Training (Use Computer)
Skills Knowledge (life sciences) +13 , Perception +10 , Treat Injury +13 , Use Computer +8
Systems walking locomotion, basic processor, 2 claw appendages, improved sensor package, internal storage (10 kg), vocabulator
Possessions surgery kit
Availability Licensed; **Cost** 4,150 credits



An IM-6 Medical droid and a DD-13 Medical Assistant droid operate on a patient.

EW-3 Midwife Droid

Designed by the Polis Massans on their homeworld years before the Clone Wars, the EW-3 droid mimics its creators' appearance. That, however, is where the resemblance ends. Unlike its designers, the EW-3 has a vocabulator that allows it to speak at frequencies audible to others. Its behavior algorithms cause the droid to act in a motherly fashion. Plus, repulsorlift units in the droid's base permit freedom of movement.

EW-3 midwife droids work in medical facilities all over the galaxy, tending to children's wards and nurseries and providing attention to its young patients. Some EW-3 droids serve as nurses for doctors needing an assistant for their private practices.

EW-3 droids can be played as droid heroes.

EW-3 Midwife Droid **CL 0**

Medium droid (1st-degree) nonheroic 2
Init +1 ; **Senses** low-light vision, Perception +5
Languages Basic, Binary, 1 unassigned

Defenses Ref 10 (flat-footed 10), Fort 10 , Will 12
hp 6; **Threshold** 10
Immune droid traits

Speed 6 squares (hovering)
Melee unarmed +1 (1d3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** +1

Abilities Str 10, Dex 10, Con —, Int 12, Wis 14, Cha 13
Feats Skill Focus (Knowledge [life sciences], Knowledge [social sciences]) Skill Training (Treat Injury)
Skills Knowledge (life sciences) +12 , Knowledge (social sciences) +12, Perception +5 ,Treat Injury +8
Systems hovering locomotion, heuristic processor, 2 tool appendages, improved sensor package, vocabulator
Availability Licensed; **Cost** 5,870 credits

IM-6 Medical Droid

The widely employed IM-6 from Cybot Galactica is perhaps the most versatile and advanced medical droid of the Clone Wars, renowned not only for its skill but its attention to patients' needs and limitations. Used on the battlefield as well as aboard AT-TEs and a variety of military starships, the IM-6 is capable of dodging nimbly through enemy fire to retrieve wounded soldiers and drag them back to safety before commencing treatment, all the while speaking in a soothing voice. Their friendly and helpful programming leads clone trooper platoons to adopt IM-6 droids as unofficial members of their units.

IM-6 droids are so efficient partly because they carry their own medical and surgical supplies, including an internal medpac reservoir that holds the equivalent of five medpacs worth of pharmaceuticals.

IM-6 medical droids can be played as droid heroes.

IM-6 Medical Droid **CL 1**

Small droid (1st-degree) nonheroic 3
Init +8; **Senses** Perception +5
Languages Basic, Binary, 2 unassigned

Defenses Ref 13 (flat-footed 11), Fort 10, Will 12
hp 7; **Threshold** 12
Immune droid traits

Speed 6 squares (hovering)
Melee unarmed +2 (1d2)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** –2

Abilities Str 10, Dex 14, Con —, Int 14, Wis 14, Cha 13
Feats Cybernetic Surgery, Skill Focus (Knowledge [life sciences], Treat Injury), Skill Training (Use Computer), Surgical Expertise
Skills Initiative +8, Knowledge (life sciences) +13, Perception +5, Treat Injury +13, Use Computer +8
Systems hovering locomotion, internal comlink, heuristic processor, 2 hands, improved sensor package, vocabulator
Possessions surgery kit, medpac reservoir (equivalent of 5 medpacs)
Availability Licensed; **Cost** 11,800 credits

"MY LORD, THE CONSTRUCTION IS FINISHED ... HE LIVES."

-DD-13 MEDICAL ASSISTANT DROID

SP-4 Analysis Droid

The SP-4 analysis droid from Cybot Galactica is a sophisticated droid designed to help in the objective deconstruction and analysis of empirical data. SP-4 analysis droids are often used by law enforcement agencies to analyze the data from crime scenes and eliminate human error. The Jedi Temple owns several SP-4 analysis droids, which work as a part of the Jedi Archives.

SP-4 analysis droids can be played as droid heroes.

SP-4 Analysis Droid **CL 1**

Small droid (1st-degree) nonheroic 3
Init +1; **Senses** darkvision, Perception +10
Languages Basic, Binary, 2 unassigned

Defenses Ref 11 (flat-footed 11), Fort 9, Will 12
hp 8; **Threshold** 9
Immune droid immunities

Speed 4 squares
Melee unarmed +1 (1d2–1)
Ranged by weapon +2
Base Atk +2; **Grp** –4

Abilities Str 8, Dex 10, Con —, Int 15, Wis 14, Cha 12
Special Qualities droid traits
Feats Skill Focus (Knowledge [galactic lore]), Skill Focus (Use Computer), Skill Training (Gather Information), Skill Training (Perception), Skill Training (Use Computer)
Skills Gather Information +7, Knowledge (bureaucracy) +8, Knowledge (galactic lore) +13, Knowledge (technology) +8, Perception +10, Use Computer +13
Systems walking locomotion, 2 hand appendages, heuristic processor, darkvision, improved sensor package, internal comlink, vocabulator
Availability Licensed; **Cost** 3,100

"MASTER JEDI, OUR RECORDS ARE VERY THOROUGH. THEY COVER EIGHTY PERCENT OF THE GALAXY. IF I CAN'T TELL YOU WHERE IT CAME FROM, NOBODY CAN."

-SP-4 ANALYSIS Ddroid

SECOND-DEGREE DROIDS

Second-degree droids are skilled at mechanical and technical work. Repair facilities usually have at least one second-degree droid to assist in major jobs or to complete minor repairs.

LE Series Repair Droid

The concept behind Cybot Galactica's LE Series repair droid is simple enough: Combine the repair functions of an astromech droid with the chassis and personality matrix of an administrative droid. With the hopes of appealing to a market of independent traders and space transport captains, Cybot Galactica advertised the LE Series droid as having extensive functionality concentrated into one droid, and the corporation asked a high price for them. The main drawback is the bipedal, humanoid chassis. Although it helps the droid to more easily interact with spaceport officials and docking crews, the design hampers its primary function as a repair droid. Cybot Galactica insists that the LE Series can use the same tools as its owner and emphasizes that the administration skills programming allows it to handle the day-to-day duties that starship captains want to avoid. However, the company's efforts fall on deaf ears.

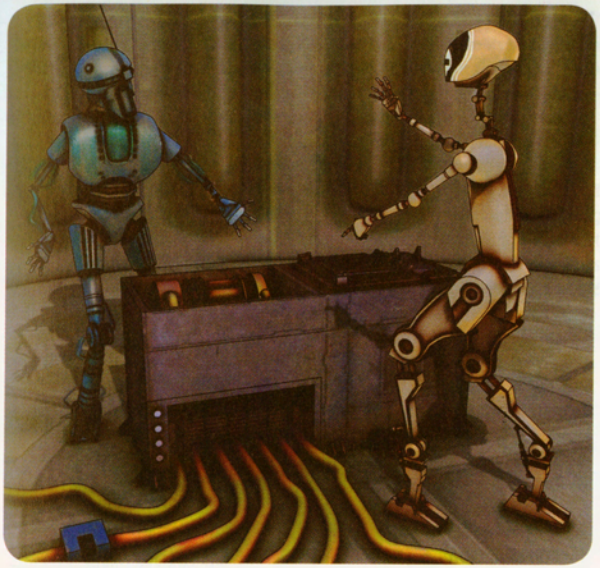
LE Series droids are found on capital ships and in port offices, acting as administrative assistants, though their technical skills do occasionally come into play to help repair office equipment.

LE Series repair droids can be played as droid heroes.



AN SP-4 ANALYSIS DROID AND A 5YQ PROTOCOL DROID STUDY A HOLOGRAPHIC IMAGE.

AN FA-5 VALET DROID AND A LE SERIES REPAIR DROID ARGUE OVER HOW TO FIX A DAMAGED CONSOLE.



LE Series Repair Droid **CL 1**
Medium droid (2nd-degree) nonheroic 3
Init +0 ; **Senses** low-light vision; Perception +4
Languages Basic, Binary, 1 unassigned

Defenses Ref 13 (flat-footed 13), Fort 10 , Will 11
hp 7; **Threshold** 10
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +2 (1d3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** +2

Abilities Str 10, Dex 8, Con —, Int 13, Wis 12, Cha 12
Feats Armor Proficiency (light), Skill Focus (Mechanics), Skill Training (Knowledge [technology]), Skill Training (Mechanics)
Skills Knowledge (bureaucracy) +7 , Knowledge (technology) +7 , Mechanics +12 , Perception +4 , Use Computer +7
Systems walking locomotion, heuristic processor, 2 hand appendages, durasteel shell, integrated comlink, diagnostic package, improved sensor package, translator unit (DC 15), vocabulator
Possessions holoprojector, holorecorder
Availability Licensed; **Cost** 6,000 credits

P2 Series Astromech Droid

The first of Industrial Automaton's attempts to creating an astromech droid for commercial and consumer markets, the P2 droid is a prototype initially sold to the Republic for use aboard their merchant fleet vessels on a trial basis.

The P2 looks, in many ways, like a larger version of the newer R2 series droid, but the P2 also has a nonretractable claw appendage attached to its dome. Another feature missing in the P2, but present in its later cousins, is a vocabulator. Instead, the P2 communicates with its owner through an integrated screen on its dome, making communication inconvenient at best. In spite of these drawbacks, P2 droids have the same cheerful attitude that their younger R2 cousins display, making them popular with their owners.

P2 Series astromech droids can be played as droid heroes.

P2 Series Astromech Droid **CL 0**
Medium droid (2nd-degree) nonheroic 1
Init –1 ; **Senses** darkvision; Perception +6
Languages Basic (understand only), Binary, 2 unassigned

Defenses Ref 9 (flat-footed 9), Fort 12 , Will 9
hp 5; **Threshold** 12
Immune droid traits

Speed 8 squares (wheeled), 2 squares (walking)
Melee unarmed +2 (1d4+2)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** +2

Abilities Str 15, Dex 9, Con —, Int 14, Wis 8, Cha 10
Feats Skill Focus (Mechanics, Use Computer), Skill Training (Perception)
Skills Mechanics +12 , Perception +4 , Pilot +4 , Use Computer +12
Systems wheeled locomotion, walking locomotion, magnetic feet, heuristic processor, 6 tool appendages, 2 claw appendages, diagnostics package, internal storage (10 kg), improved sensor package, internal comlink, darkvision
Possessions astrogation buffer (storage device, 4 memory units), circular saw, electric arc welder, fire extinguisher, holoprojector, holorecorder
Availability Licensed; **Cost** 4,200 credits (used)

"I'M AFRAID R3 IS A LITTLE SLOW ON THE UPTAKE."

-ANAKIN SKYWALKER

Pit Droid

Designed by Serv-O-Droid to assist docking bay mechanics with repairs, the pit droid is remarkably sturdy and strong for its size. Unlike other small droids, pit droids take no penalty to their carrying capacity for being Small. Additionally, pit droids fold up into a Tiny object when deactivated, allowing them to be stowed in a smaller space when unused. Many transport pilots keep a small number of pit droids in their cargo holds to assist with repairs, especially when they are the lone crew member.

Pit droids can be played as droid heroes.

Serv-O-Droid Pit Droid **CL 0**
Small droid (2nd degree) nonheroic 2
Init +3; **Senses** Perception +0
Languages Basic (understand only), Binary

Defenses Ref 13 (flat-footed 11), Fort 12, Will 9
hp 5; **Threshold** 12
Immune droid immunities

Speed 4 squares
Melee unarmed +3 (1d2+2)
Ranged by weapon +3
Base Atk +1; **Grp** –2

Abilities Str 15, Dex 14, Con —, Int 10, Wis 8, Cha 12
Special Qualities droid traits
Feats Skill Focus (Mechanics), Skill Training (Mechanics), Skill Training (Pilot), Skill Training (Use Computer)
Skills Knowledge (technology) +6, Mechanics +11, Pilot +8, Use Computer +6
Systems walking locomotion, 2 hand appendages, basic processor
Availability Licensed; **Cost** 1,300

"DON'T TOUCH ANYTHING"
-QUI-GON JINN

THIRD-DEGREE DROIDS

Third-degree droids are used in situations where interactions between beings play an important role in everyday life, such as political arenas, merchant services, and even domestic settings. Military forces during the Clone Wars sometimes send third-degree droids to soften the blow of bad news, creating negative feelings toward them.

5YQ Series Protocol Droid

Built as a more affordable version of their popular 3PO series protocol droid, Cybot Galactica's 5YQ protocol droid is intended for the Mid Rim market, where expensive droids do not sell well. Only a limited number are produced before legal action forces Cybot Galactica to cancel the line. Few 5YQs remain in service, but they are popular on the Outer Rim, where 3PO models are still exorbitantly expensive.

The 5YQs are also surprisingly popular among droid "kit" enthusiasts, who tear out most of the internal components and replace them with custom upgrades. One popular conversion is disabling the 5YQ's creative dampeners, which not only allows the normally scrupulous droid to manufacture false-hoods but also enables it to form independent ideas and opinions.

5YQ protocol droids can be played as droid heroes.

5YQ Protocol Droid **CL 0**
Medium droid (3rd-degree) nonheroic 1
Init +0; **Senses** Perception +6
Languages Basic, Binary, 3 unassigned

Defenses Ref 10 (flat-footed 10), Fort 9, Will 11
hp 2; **Threshold** 9
Immune droid traits

Speed 6 squares (walking)
Melee unarmed –1 (1d3–1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** –1

Abilities Str 8, Dex 10, Con —, Int 12, Wis 12, Cha 14
Feats Linguist, Skill Focus (Persuasion), Skill Training (Knowledge [bureaucracy]), Skill Training (Knowledge [galactic lore])
Skills Initiative +0, Knowledge (bureaucracy) +6, Knowledge (galactic lore) +6, Perception +6, Persuasion +12
Systems walking locomotion, basic processor, translator unit (DC 10), 2 hand appendages, vocabulator, internal storage (5 kg)
Possessions audio recorder
Availability Licensed; **Cost** 1,460 credits

Fourth-Degree Droids

Fourth-degree droids include models designed for combat in one form or another. Most fourth-degree droids are military and security droids, but other models such as assassin droids, probe droids, tracker droids, and certain non-combative droids used by military organizations fall in this group as well.

BCA-11/X Lightsaber Practice Droid

Before the Battle of Naboo, Baktoid Combat Automata produces a number of training droids for the Jedi Order, but the results convince them that helping to train young Jedi might not be the best business decision. The 11/X's most unusual feature is the use of a cortosis matrix in the bonding of the droid's quadanium armor, designed to resist the energy of a lightsaber and make the 11/X harder to disable or destroy.

BCA-11/X training droids can't be played as droid heroes.

BCA-11/X Training Droid **CL 2**

Medium droid (4th-degree) nonheroic 3/soldier 1
Init +9; **Senses** low-light, Perception +4
Languages Basic, Binary

Defenses Ref 20 (flat-footed 18), Fort 13, Will 11; +7 armor
hp 17; **DR** 5 (lightsabers only); **Threshold** 13
Immune droid traits

Speed 6 squares (walking)
Melee claw +4 (1d4+1)
Ranged blaster carbine +6 (3d8+2)
Base Atk +3; **Grp** +5
Fighting Space 1 square; **Reach** 1 square
Atk Options autofire (blaster carbine)
Special Actions Coordinated Attack

Abilities Str 13, Dex 14, Con —, Int 9, Wis 11, Cha 8
Talents Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Coordinated Attack, Toughness, Weapon Focus (rifles), Weapon Proficiency (rifles)
Skills Initiative +9, Perception +4
Systems walking locomotion, basic processor, improved sensor package, internal comlink, quadanium battle armor (+7 armor, cortosis-durasteel alloy), vocabulator
Possessions blaster carbine
Availability Military; **Cost** 5,860 credits

IG-86 Sentinel Droid

Part of Holowan Mechanicals evergrowing line of IG Series combat droids, the IG-86 sentinel droid was designed to function as a bodyguard or home security system for the wealthy. In practice, however, most IG-86 droids are used for more sinister purposes. Armed with programming that is only marginally more sophisticated than basic battle droids, the IG-86 comes standard with a heuristic processor, making it versatile as well as more capable of learning new combat routines over time.

Both Ziro the Hutt and Gha' Nachkt use IG-86 sentinel droids as agents and protectors. Ziro the Hutt has allowed several of his IG-86 droids to go for long periods of time without memory wipes, causing them to gain significant experience and develop personalities. One such droid, KRONOS-327, is a formidable assassin droid.

IG-86 sentinel droids can be played as droid heroes.

IG-86 Sentinel Droid **CL 1**

Medium droid (4th-degree) soldier 1
Init +7; **Senses** Perception +6
Languages Basic, Binary

Defenses Ref 17 (flat-footed 15), Fort 15, Will 12
hp 30; **Threshold** 15
Immune droid immunities

Speed 6 squares
Melee unarmed +3 (1d3+2)
Ranged blaster carbine +4 (3d8) or
Ranged blaster carbine +2 (4d8) with Rapid Shot
Base Atk +1; **Grp** +3
Atk Options Rapid Shot

Abilities Str 14, Dex 15, Con —, Int 10, Wis 12, Cha 8
Special Qualities droid traits
Talents Indomitable
Feats Armor Proficiency (light), Rapid Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +7, Mechanics +5, Perception +6, Use Computer +5
Systems walking locomotion, 2 hand appendages, heuristic processor, vocabulator
Possessions blaster rifle, durasteel shell
Availability Restricted; **Cost** 7,800

Fifth-Degree Droids

Fifth-degree droids are labor and utility droids, performing heavy lifting and low-level, repetitive grunt work that many beings in the galaxy prefer to avoid. The main difference between these and other domestic droids is that fifth-degree droids are not programmed to provide companionship. Instead, they perform the ordered task and report back when it is completed.

CLL-6 Binary Load Lifter

So cognitively slow that it barely qualifies as a droid, the binary load lifter serves one purpose only: to lift and stack cargo containers in industrial warehouses all over the galaxy. The most basic of processors keeps this droid moving and carrying out its orders. Only the slightest level of self-awareness prevents CLL-6 droids from being considered nonthinking machines.

The binary load lifter is one of the oldest and simplest droid models in the galaxy. The boxy droid stands 3 meters tall and appears to be carrying two trays at the end of its arms. In fact, the droid has no manipulators at all and uses the "trays" to lift cargo palettes and deliver them to their destinations. Each leg is reinforced with industrial-grade durasteel and powered by a heavy-duty hydraulic system to support the droid's bulk as well as the burden of its load.

Although the CLL-6 can understand and take orders in Basic, it can speak only in Binary. When it takes orders, the droid takes them literally, much to the regret of frustrated owners who eventually decide to invest in a protocol droid to deliver orders for them. With the binary load lifter's low cost, those owners are not set back much when they do so.

CLL-6 droids can't be played as droid heroes.

"MY FIRST JOB WAS PROGRAMMING BINARY LOAD LIFTERS...VERY SIMILAR TO YOUR VAPORATORS."

-C-3PO

CLL-6 Binary Load Lifter **CL 1**
Large droid (5th-degree) nonheroic 1
Init +0 ; **Senses** Perception +10
Languages Basic (understand only), Binary

Defenses Ref 9 (flat-footed 9), Fort 19 , Will 10
hp 23; **Threshold** 19
Immune droid traits

Speed 8 squares (walking)
Melee unarmed +9 (1d4+9)
Fighting Space 2×2; **Reach** 1 square
Base Atk +0; **Grp** +14

Abilities Str 28, Dex 10, Con —, Int 8, Wis 10, Cha 5
Feats Skill Focus (Endurance, Perception), Skill Training (Perception)
Skills Endurance +19 , Perception +10
Systems walking locomotion, basic processor, 2 tool appendages
Availability Licensed; **Cost** 4,200 credits (used)

FA-5 Valet Droid

One of the SoroSuub Corporation's most popular servant droids, the FA-5 valet droid is used for menial tasks in hotels, spaceports, and government facilities. The FA-5 valet droid has little in the way of complex programming and is best used for basic service tasks, such as carrying bags, delivering food and drinks, and acting as a mail courier. All FA-5 valet droids are programmed with basic flight protocols, allowing them to move, park, and retrieve the airspeeders and starships of their owners or their owners' clients.

FA-5 valet droids can be played as droid heroes.

FA-5 Valet Droid **CL 0**
Medium droid (5th-degree) nonheroic 1
Init +2; **Senses** Perception +0
Languages Basic, Binary

Defenses Ref 12 (flat-footed 10), Fort 11, Will 10
hp 3; **Threshold** 10
Immune droid immunities

Speed 6 squares
Melee unarmed +1 (1d3+1)
Ranged by weapon +2
Base Atk +0; **Grp** +2

Abilities Str 12, Dex 15, Con —, Int 10, Wis 10, Cha 12
Special Qualities droid traits
Feats Skill Focus (Endurance), Skill Training (Pilot), 2 unassigned
Skills Endurance +10, Pilot +12
Systems walking locomotion, 2 hand appendages, basic processor, vocabulator
Availability Licensed; **Cost** 1,100

IW-37 Pincer Loader Droid

Marketed as "the bantha of load lifters," the Industrial Automaton IW-37 pincer loader droid is designed to carry rockets, torpedoes, and other missiles, and to load them into the launch tubes of starships and other vehicles. IW-37s are also used on battlefields, where they are programmed to locate and retrieve unused munitions and other salvage from disabled vehicles.

Although not built for combat, the IW-37 is programmed to immobilize those who attempt to interfere with its work. Clone trooper units occasionally find IW-37s in the cargo holds of wrecked Separatists ships, clutching still-functioning super battle droids in their claws.

IW-37 pincer loader droids can't be played as droid heroes.

IW-37 Pincer Loader Droid **CL 1**

Large droid (5th-degree) nonheroic 4
Init +7; **Senses** Perception +6
Languages Binary

Defenses Ref 15 (flat-footed 15), Fort 17, Will 10
hp 11; **Threshold** 22
Immune droid traits

Speed 6 squares (walking)
Melee 2 claws +10 (1d6+7)
Fighting Space 2×2; **Reach** 1 square
Base Atk +3; **Grp** +15

Abilities Str 24, Dex 11, Con —, Int 8, Wis 8, Cha 6
Feats Armor Proficiency (light), Improved Damage Threshold, Pin, Power Attack
Skills Initiative +7, Perception +6
Systems walking locomotion, basic processor, 2 claw appendages, durasteel plating (+6 armor)
Possessions durasteel shell
Availability Licensed; **Cost** 8,000 credits



AN IW-37 PINCER LOADER DROID HOLDS A BLASTER CANNON WHILE TWO PIT DROIDS PREPARE TO WELD IT TO A STARSHIP.

Chapter VI
Starships





Even though the Clone Wars are waged between the Republic and the Confederacy of Independent Systems, a number of unaffiliated organizations participate in the struggle. Among these are countless mercenary bands that are drawn into the war by the siren song of easy money. Both Republic and Separatist forces supplement their interstellar forces with mercenaries. To the Separatists, it is a matter of business as usual; to the Republic, especially in the earliest days of the conflict, the use of mercenaries is necessary to bolster the few available fighter craft.

With the coming of lawlessness in the wake of the war, piracy blossoms. Many late-war pirate bands are formed from disenfranchised mercenary companies, and their weapons include the same craft that are on the Republic and Separatist rolls earlier in the conflict.

Other factions, too, possess unique vessels during the Clone Wars. The Mandalorians, for one, had their own ships, the majority of which are produced by Mandalmotors. The Seltiss line of luxury ships—expensive and opulent—are used by the Hutts and their ilk for centuries to come.

Space Transports

The following space transports are prevalent or achieved notoriety during the Clone Wars.

Barloz-class Freighter

At the time of its release, the *Barloz*-class freighter is one of the Corellian Engineering Corporation's most lauded models, and it sets the bar for freighters in a number of areas. It is designed during the height of the Old Republic, and its features reflect the standards of the era. It is a sturdy ship with large cargo holds that are easily customized to accommodate different payloads. *Barloz*-class freighters can be modified to carry everything from bacta to foodstuffs. A small number are produced to transport passengers and refugees, but the living conditions aboard these models are cramped and provide few frills.

One of the *Barloz*'s glaring deficiencies is its stock armament. Its single turret-mounted laser cannon is adequate during the height of the Old Republic, when the space lanes are relatively safe. With the Galactic Civil War and the chaos that follows, the *Barloz* becomes easy prey for pirates. In addition, the *Barloz* is not particularly comfortable—especially on long voyages.

The focus in freighter design shifts in the later years of the Old Republic, giving rise to the YT series. The CEC reduces its support of the *Barloz* line in lieu of its newer entries into the marketplace. Though it is marginalized, the *Barloz* continues to see service well into the Rebellion era. The *Barloz*'s inexpensive price tag allows an entire generation of traders, explorers, and smugglers to take to the stars at a time when only the wealthy or indebted can afford to do so.

A series of *Barloz* gunships, known colloquially as Justifiers, are produced by private parties at the height of the Clone Wars. Internal cargo space is converted to make room for larger engines and shield generators, and a number of gun emplacements are added to the ventral and dorsal surfaces of the ship. Intended to provide fire support for merchant shipping, the Justifier is expensive to maintain and is produced only in limited numbers.

***Barloz*-class Freighter** **CL 7**
Colossal space transport
Init –3; **Senses** Perception +5

Defenses Ref 15 (flat-footed 13), Fort 30; +13 armor
hp 180; **DR** 15; **SR** 15; **Threshold** 80

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged laser cannon +1 (see below)
Fighting Space 12×12 or 1 squares (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +40

Abilities Str 50, Dex 14, Con —, Int 12
Skills Initiative –3, Mechanics +5, Perception +5, Pilot –3, Use Computer +5

Crew 2 (normal); **Passengers** 4
Cargo 85 metric tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×2 (backup ×12)
Availability Licensed; **Cost** 120,000 (17,500 used)

Laser Cannon (copilot)
Atk +1, **Dmg** 4d10×2

"WE'RE TAKING THIS JUNKER? WE'D BE BETTER OFF ON THAT BIG BUG."

-AHSOKA TANO

G9 Rigger

Designed by the Corellian Engineering Corporation as a budget space transport for fledgling businesses, the G9 Rigger is a slow and unwieldy transport ship on the verge of obsolescence by the time of the outbreak of the Clone Wars. The G9 Rigger, though inexpensive, offers few of the amenities sought after by independent traders. Like all Corellian Engineering Corporation ships, the G9 Rigger is fairly easy to customize, but the ship is too bulky and sluggish for most couriers and transport pilots who pride themselves on speed. As a result, the G9 Rigger is most often seen in the hands of local traders who ply the space lanes in a small area of the galaxy, and has earned a reputation as a low-quality vessel suitable for use only on the Outer Rim. Interestingly, it is this reputation that leads many spice smugglers to spend the time and effort to modify the G9 Rigger, as most sector authorities see little threat from this vessel.

The *Twilight*, a spice freighter owned by Ziro the Hutt and stolen from the planet Teth by Anakin Skywalker, is a G9 Rigger.

G9 Rigger **CL 6**
Colossal space transport
Init –5; **Senses** Perception +5

Defenses Ref 11 (flat-footed 11), Fort 24; +11 armor
hp 100; **DR** 15; **Threshold** 74

Speed fly 12 squares (max. velocity 700 km/h), fly 2 squares (starship scale)
Ranged double light laser cannons +3 (see below) and light laser cannons +1 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +5
Atk Options autofire (double light laser cannons)

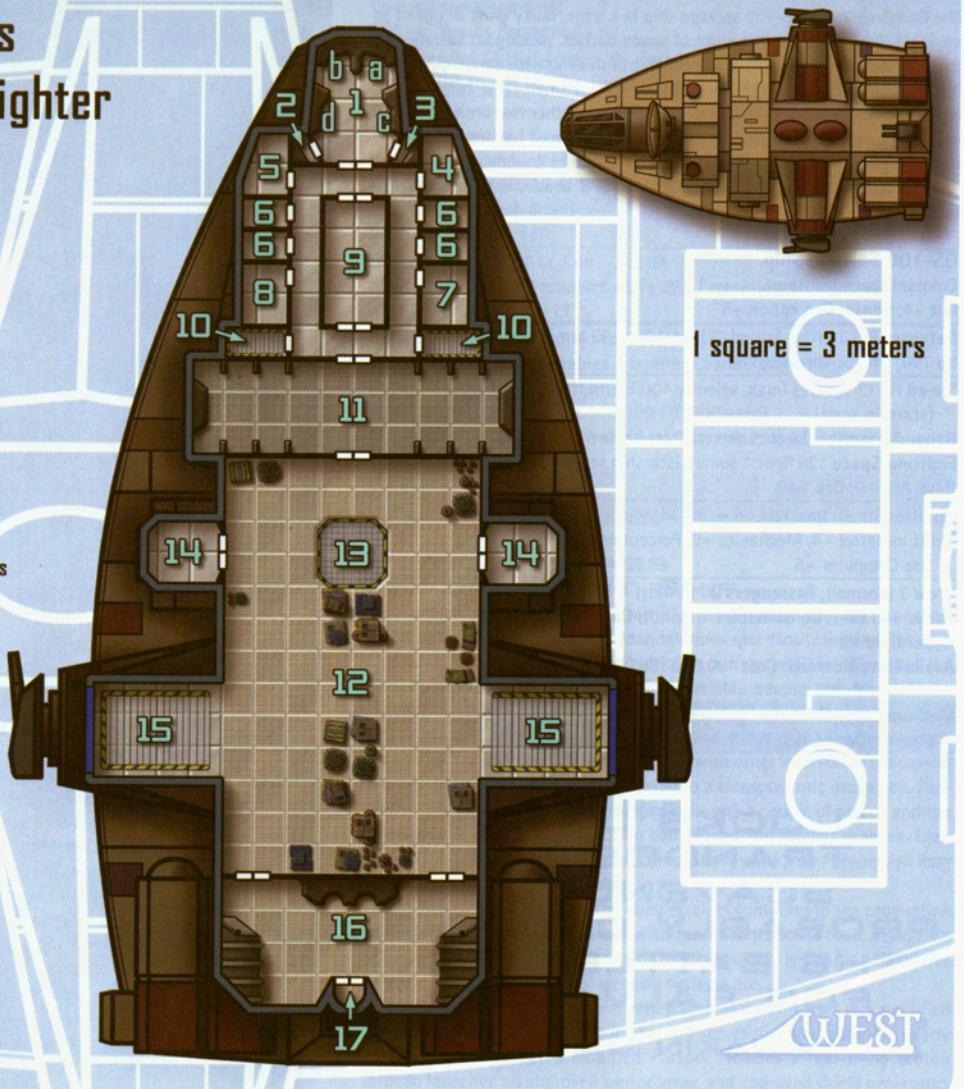
Abilities Str 39, Dex 10, Con —, Int 12
Skills Initiative –5, Mechanics +5, Perception +5, Pilot –5, Use Computer +5

Crew 2 (normal); **Passengers** 6
Cargo 70 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×3
Availability Licensed; **Cost** 85,000 (45,000 used)

Double Light Laser Cannons (pilot)
Atk +3 (–2 autofire), Dmg 4d10×2

Light Laser Cannons (copilot)
Atk +1, **Dmg** 3d10×2

Barloz-class Medium Freighter



1 square = 3 meters

1. Cockpit
   - a Pilot
   - b Co-Pilot
   - c Sensors/Communications
   - d Shields/Weapons
2. Ship's Computer
3. Life Support
4. Galley
5. Refresher
6. Passenger Cabins
7. First Mate's Cabin
8. Captain's Cabin
9. Common Room
10. Boarding Ramp
11. Machine Shop/Storage
12. Cargo Bay
13. Cargo Elevator
14. Escape Pod
15. Cargo Loading Ramp
16. Engineering Section
17. Gunwell to Turret

WEST

GS-100 Salvage Ship

The Gallofree Yards GS-100 salvage ship is a large, bulky craft designed to navigate debris fields in the wake of space battles, picking up salvageable parts to sell as scrap. Durable and capable of dealing with dangerous floating flotsam and debris, the GS-100 runs with a small crew complement, and some independent salvagers prefer to fill the other two crew slots with droids, allowing them to plunder the graveyards of past battles without the need to split the profits with living associates.

Gha' Nachkt's ship, the *Vulture's Claw*, is a heavily modified GS-100 salvage ship.

GS-100 Salvage Ship **CL 8**
Colossal space transport
Init −4; **Senses** Perception +5

Defenses Ref 14 (flat-footed 13), Fort 30; +13 armor
hp 190; **DR** 15; **Threshold** 80

Speed fly 12 squares (max. velocity 400 km/h), fly 2 squares (starship scale)
Ranged 2 medium laser cannons +2 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +40

Abilities Str 51, Dex 12, Con —, Int 14
Skills Initiative −4, Mechanics +5, Perception +5, Pilot −4, Use Computer +5

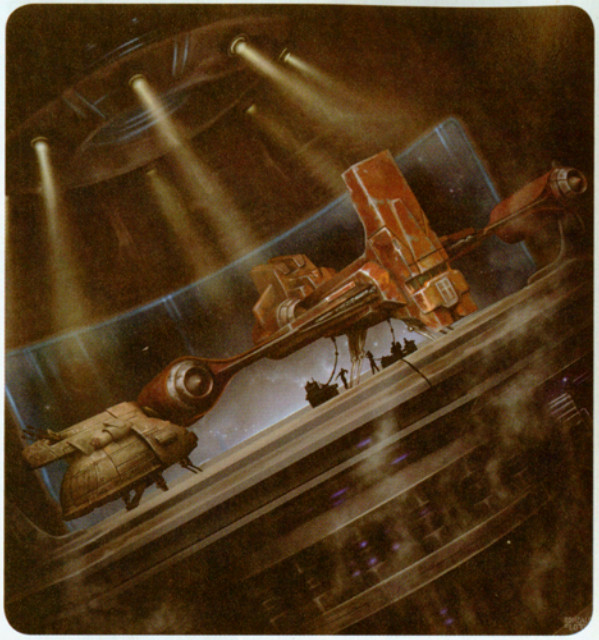
Crew 3 (normal); **Passengers** 20 (droids)
Cargo 140 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×3
Availability Licensed; **Cost** 190,000 (95,000 used)

Medium Laser Cannons (gunner)
Atk +2, **Dmg** 4d10×2

"LOOKS LIKE A TRANDOSHAN SCAVENGER, PROBABLY COMBING THE BATTLEFIELD FOR SALVAGE."

-ANAKIN SKYWALKER

AN S40K *PHOENIX HAWK*-CLASS LIGHT PINNACE AND KR-TB DOOMTREADER ON A LANDING PAD.



KR-TB Doomtreader

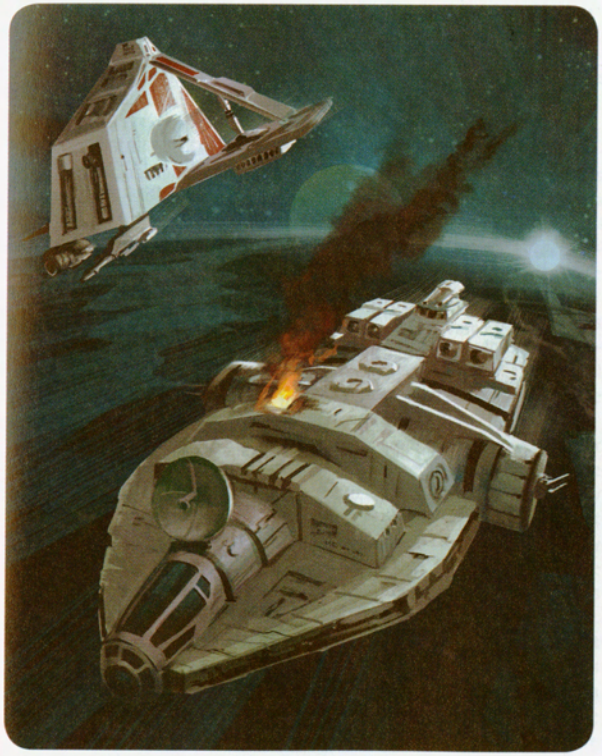
One of the Corellian Engineering Corporation's forgotten achievements is the KR-TB, better known as the Doomtreader. It represents a radical shift in design for the CEC at a time when the company is searching for a product that resonates well with the majority of their customer base. Though the YT series is nearly a century away from being realized, the KR-TB is one of the earliest attempts at designing a freighter that would be all things to all people.

For the time, the Doomtreader's expansive cargo holds are its most lauded feature. With over 300 metric tons of capacity, a small fortune can be secured for reliable transport. The KR-TB is also designed with the solo pilot in mind. The duties of the copilot can be delegated to an astromech droid, necessitating only a small organic crew. Adequate passenger space is provided for up to six additional organics.

Next to its vast cargo capabilities, the Doomtreader is renowned for its defensive capabilities. In fact, the KR-TB earns its moniker from its heavy shields, durable construction, and dual laser cannons, which allow it to venture into situations that would doom lesser vessels to capture or destruction.

Even though it seems the perfect ship for the intergalactic merchant, the KR-TB is only moderately successful—in part because of the ship's high price tag. Behind the scenes, rivalries within the Corellian Engineering Corporation also play a substantial role in the model's marginalization. In the end, remaining Doomtreaders are sold at cut rates to planetary defense forces and law enforcement agencies.

The most famous KR-TB Doomtreader is *Hell's Anvil*. Taken as a prize by Montross, a well-known Mandalorian bounty hunter and rival of Jango Fett, *Hell's Anvil* is heavily modified and converted for use as a prisoner transport and mobile base. The most notorious of *Hell's Anvil*'s modifications is a pair of solar ionization cannons, devastating weapons that are unaffected by conventional deflector shields. With Montross's death at the hands of Jango Fett, the *Hell's Anvil* fades into obscurity.



A *Pursuer*-class enforcement ship chases down a *Barloz*-class freighter.

KR-TB Doomtreader **CL 8**
Colossal space transport
Init −4; **Senses** Perception +5

Defenses Ref 14 (flat-footed 13), Fort 30; +13 armor
hp 180; **DR** 15; **SR** 30; **Threshold** 80

Speed fly 12 squares (max. velocity 900 km/h), fly 3 squares (starship scale)
Ranged laser cannons +4 (see below)
Fighting Space 20×10 or 1 squares (starship scale); **Cover** total (crew), total (astromech droid)
Base Atk +0; **Grp** +40

Abilities Str 50, Dex 12, Con —, Int 14
Skills Initiative −4, Mechanics +5 (+13*), Perception +5, Pilot −4, Use Computer +5 (+13*)

Crew 2 plus astromech droid (skilled); **Passengers** 6
Cargo 100 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×2 (backup ×15)
Availability Licensed; **Cost** 350,000 (70,000 used)
* *If the ship has an astromech droid, use these skill modifiers instead.*

Dual Laser Cannons (pilot)
Atk +4, **Dmg** 6d10×2

Pursuer-class Enforcement Ship

The *Pursuer*-class enforcement ship is a patrol vessel and fast transport designed by MandalMotors with Mandalorians specifically in mind. The ship is popular with the Mandalorian Protectors during the Clone Wars, but the *Pursuer*-class also becomes a sought-after ship among non-Mandalorian police forces and bounty hunters across the galaxy.

The stock *Pursuer* is fast, with good armament and adequate shields. Though its cargo capacity is not up to par with other interstellar transports and freighters, it can be easily relegated to a transport role in a pinch. Passenger space is limited to five cramped cells and a couple of bunks, and the cargo area is adequate for securing contraband and ground vehicles. Even though it is a capable craft right off the assembly line, few *Pursuers* go long without aftermarket modification.

Following the Clone Wars, the *Pursuer*-class continues to see production and distribution across the galaxy with few changes to its basic design. Its fearsome reputation, combined with its capabilities, is just as valuable to potential owners as its actual weapon systems are.

With his Firespray-31, *Slave I*, in impound, Boba Fett uses of a modified *Pursuer*-class, dubbing it *Slave II*. The ship serves him well until it is nearly destroyed at Byss. Fett's modified *Pursuer* includes a rear-firing proton torpedo launcher, an improved sensor array, and improved shield generators and sublight engines.

Pursuer-class Enforcement Ship **CL 7**
Colossal space transport
Init –3; **Senses** Perception +5

Defenses Ref 14 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **SR** 15; **Threshold** 76

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged twin blaster cannons +5 (see below) or
Ranged ion cannons +5 (see below)
Fighting Space 10×20 or 1 square (starship scale); **Cover** total (crew)
Base Atk +1; **Grp** +37
Atk Options autofire (twin blaster cannons)

Abilities Str 42, Dex 14, Con —, Int 14
Skills Initiative –3, Mechanics +5, Perception +5, Pilot –3, Use Computer +5

Crew 1; **Passengers** 7 (2 Passengers, 5 prisoners)
Cargo 35 metric tons; **Consumables** 5 weeks
Hyperdrive ×1 (backup ×16)
Availability Restricted; **Cost** 200,000 (40,000 used)

Twin Blaster Cannons (pilot)
Atk +5 (+0 autofire), **Dmg** 5d10×2

Ion Cannons (pilot)
Atk +5, **Dmg** 4d10×2 ion

Seltiss-2 Caravel

All Hutts of means seek to demonstrate their personal successes. This extends to the vessels they buy, and the Seltiss-2 caravel is a prime example of Hutt-ese taste in starships. The Seltiss-2 is modest by Hutt standards, yet to other species its amenities seem lush. No two ships are the same, and the interiors are crafted to individual specifications and requirements. Externally, the Seltiss-2 resembles a sail barge. Inside, however, the accommodations—at least for the Hutt and honored guests—are spacious and opulent.

Hutt caravels, the Seltiss-2 among them, are designed with short intra-system jaunts in mind. Thus, they are not equipped with hyperdrives as a standard feature. They move easily between the upper atmosphere of Nal Hutta and the smuggler's moon of Nar Shaddaa. The vessel's combat capabilities are humble and hidden from the naked eye. Any self-respecting Hutt prefers to keep his weapons concealed to lull enemies into a false sense of superiority.

The main cabin of the Seltiss-2 is equipped with a raised dais and a stunning view. It serves as a Hutt's audience chamber away from the personal palace. The cabin detaches from the rest of the ship, ferrying the Hutt and his servants to and from the planet below.

Ubrikkian Seltiss-2 Caravel **CL 9**
Colossal space transport
Init –5; **Senses** Perception +5

Defenses Ref 14 (flat-footed 14), Fort 31; +14 armor
hp 200; **DR** 15; **SR** 30; **Threshold** 81

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged laser cannon battery +2 (see below)
Fighting Space 10×20 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +41
Atk Options autofire (laser cannon battery)

Abilities Str 52, Dex 10, Con —, Int 14
Skills Initiative –5, Mechanics +5, Perception +5, Pilot –5, Use Computer +5

Crew 4 (1 pilot, 1 copilot, 2 gunners); **Passengers** 12
Cargo 50 tons; **Consumables** 1 month; **Carried Craft** main cabin
Availability Licensed; **Cost** 800,000 (160,000 used)

Laser Cannon Battery (2 gunners)
Atk +4 (–1 autofire), **Dmg** 4d10×2

Seltiss-2 Caravel Cabin

The Seltiss-2 caravel, like many Hutt space transports, is equipped with a cabin that separates from the rest of the ship. Though this is often done merely to accommodate suborbital transportation, the most obvious reason for such a feature is to allow the owner of the caravel to escape harm. Escape pods are not a standard feature aboard Hutt caravels, leaving the Hutt's crew and entourage in dire straights if the ship's owner decides to depart during an emergency.

When detached from the primary hull, the cabin of a Seltiss-2 has the following statistics.

Ubrikkian Seltiss-2 Caravel Cabin **CL 3**
Huge space transport
Init +4; **Senses** Perception +5

Defenses Ref 12 (flat-footed 11), Fort 21; +3 armor
hp 50; **DR** 5; **SR** 10; **Threshold** 31

Speed fly 12 squares (max. velocity 700 km/h), fly 3 squares (starship scale)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +21

Abilities Str 32, Dex 12, Con —, Int 14
Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +5

Crew 1; **Passengers** 6
Cargo 5 tons; **Consumables** 2 weeks; **Carried Craft** none
Availability Licensed; **Cost** 400,000 (80,000 used)

STARFIGHTERS

The following starfighters are prevalent during the Clone Wars. Some achieve greatness, while others fly into obscurity after the wars.

DAGGER-CLASS STARFIGHTER

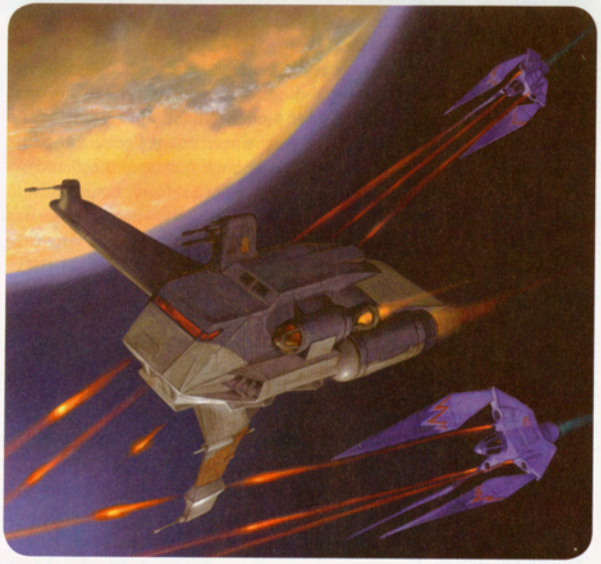
The *Dagger*-class space superiority starfighter is produced in large numbers by Republic Sienar Systems in the waning days of the Old Republic. It is a formidable craft for its time: small, maneuverable, and fast, with powerful weaponry and a relatively cheap price tag. It even incorporates a hyperdrive and a limited astrogation computer that stores enough data for three hyperspace jumps.

As with later examples of Sienar's design philosophy, the *Dagger*-class lacks shields or extensive life support systems. *Dagger* pilots must don pressurized flight suits to withstand the rigors of space. An absence of inertial and gravity controls means that *Dagger* pilots are also exposed to extreme gravitational forces as they dodge, weave, and careen through space.

Thousands of *Dagger*-class starfighters are produced by Republic Sienar prior to the Clone Wars. The majority are purchased by planetary defense forces, and many of the systems that take up the banner of the Confederacy of Independent Systems have *Daggers* in their arsenals. Given its low cost and ubiquitous nature, the *Dagger* is also used by a number of mercenary organizations, as well as independent paramilitary contractors. The Trade Federation, in particular, contracts with a number of mercenary organizations that employ *Dagger* starfighters.

With Republic Sienar's dissolution by Emperor Palpatine, and subsequent incorporation into the Republic Navy, production of many of its starfighters ceases completely. This includes the *Dagger*-class starfighter. The design specifications of the *Dagger* are eventually brought out for review by the newly founded Sienar Fleet Systems, and some elements of the class are incorporated into the initial TIE series of starfighters.

DAGGER-CLASS STARFIGHTERS ATTACK THE *TWILIGHT*, A 09 RIDDER SPICE FREIGHTER.



***Dagger*-class Starfighter** **CL 6**
Gargantuan starfighter
Init +4; **Senses** Perception +5

Defenses Ref 15 (flat-footed 11), Fort 22; +6 armor
hp 60; **DR** 10; **Threshold** 42

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged laser cannons +2 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +27
Atk Options autofire (laser cannons)

Abilities Str 34, Dex 18, Con —, Int 10
Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +5

Crew 1; **Passengers** none
Cargo 55 kg; **Consumables** 1 week; **Carried Craft** none
Availability Restricted; **Cost** 35,000 (8,000 used)

Laser Cannons (pilot)
Atk +2 (–3 autofire), **Dmg** 6d10×2

Dianoga-class Assault Starfighter

The *Dianoga*-class starfighter is one of Koensayr's most popular starfighter models prior to the advent of the Y-wing. Though its armaments are considered excessive for a civilian fighter produced during peacetime, it is a popular choice of planetary defense forces, mercenary fleets, and pirate bands. Though effective when employed in large numbers, the *Dianoga*'s relatively slow speed and low maneuverability keep it from competing with faster and nimbler military-grade starfighters.

The *Dianoga*'s leading feature is its weaponry. Four fire-linked laser cannons provide the fighter with a significant offensive punch, while the craft's heavy ion cannon allows for more controlled attacks against sensitive targets that need to be taken in one piece. Decent shields, a reinforced hull, and a mid-grade hyperdrive are also standard features of the *Dianoga*, providing it with a degree of tactical flexibility.

During the Clone Wars, *Dianogas* fly in mercenary and pirate fleets. Koensayr eventually discontinues the line, making it a rare sight following the Clone Wars. Some *Dianogas* are still in service with pirate bands well into the Rebellion era, but the lack of available parts makes them difficult, if not impossible, to maintain.

Dianoga-class Assault Starfighter **CL 7**
Gargantuan starfighter
Init +2; **Senses** Perception +5

Defenses Ref 13 (flat-footed 11), Fort 23; +6 armor
hp 80; **DR** 10; **SR** 15; **Threshold** 43

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Ranged laser cannons +2 (see below) or
Ranged heavy ion cannon +2 (see below)
Fighting Space 4×4 or 1 squares (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +28
Atk Options autofire (laser cannons)

Abilities Str 36, Dex 14, Con —, Int 11
Skills Initiative +2, Mechanics +5, Perception +5, Pilot +2, Use Computer +5

Crew 1; **Passengers** none
Cargo 90 kg; **Consumables** 3 days; **Carried Craft** none
Hyperdrive ×2
Availability Restricted; **Cost** 45,000 (12,000 used)

Fire-linked Laser Cannons (pilot)
Atk +2 (–3 autofire), **Dmg** 6d10×2

Heavy Ion Cannon (pilot)
Atk +2, **Dmg** 5d10×2 ion

Freefall-class Starfighter

The *Freefall*-class starfighter is a bomber manufactured by the Nubian Design Collective. Named for the unguided bombs it is designed to use, the *Freefall* is an effective craft despite its lowtech approach to ordnance delivery. It is a large starfighter, possessing a wide wingspan with a large sublight engine mounted on each wing tip. Cargo capacity is typically limited to bombs, but the ship can be converted to make supply drops and troop insertions if necessary.

A *Freefall* requires an extensive crew, including a dedicated pilot, gunner, navigator, and bombardier. Allowing a pilot to focus on maneuvers while providing additional crew to perform other functions is a staple of Nubian design philosophy. In fact, the calibration of these diverse systems is so exacting that as long as a crew of four operates the ship, each gains a +1 bonus to checks and rolls related to his own duties. It is theoretically possible to consolidate systems, thereby reducing the ship's required crew, but this eliminates the aforementioned bonus.

During the Clone Wars, the *Freefall*-class starfighter is employed by several independent mercenary units, mostly on the side of the Republic. The best known of these mercenaries is the Bith engineer Jinkins, who flies a heavily modified *Freefall*-class starfighter with improved weaponry.

Freefall-class Starfighter **CL 8**
Colossal starfighter
Init –2; **Senses** Perception +5

Defenses Ref 15 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **SR** 20; **Threshold** 76

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged laser cannons +1 (see below) and
Ranged bomb chute +1 (see below)
Fighting Space 30×20 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +36
Atk Options autofire (laser cannons)

Abilities Str 42, Dex 16, Con —, Int 12
Skills Initiative –2, Mechanics +5, Perception +5, Pilot –2, Use Computer +5

Crew 4 (1 pilot, 1 gunner, 1 navigator, 1 bombardier); **Passengers** 10
Cargo 20 metric tons; **Consumables** 4 weeks; **Carried Craft** none
Payload 20 proton bombs
Hyperdrive ×2 (backup ×10)
Availability Restricted; **Cost** 70,000 (18,000 used)

Laser Cannons (gunner)
Atk +1 (–4 autofire), **Dmg** 6d10×2

Bomb Chute (bombardier)
Atk +1, **Dmg** 8d10×5

MorningStar Assault Starfighter

The MorningStar is a tri-wing starfighter used extensively in mercenary fleets prior to the invasion of Naboo. The Trade Federation employs several mercenary groups that use the MorningStar fighter and its variants. Of the starfighters available prior to the Galactic Civil War, the MorningStar is one of the most capable designs available. In spite of being marketed as a planetary defense ship, the MorningStar finds its way into mercenary and pirate fleets across the galaxy.

Kuat Systems Engineering originally produces the MorningStar as an orbital fighter and picket vessel for planetary defenses and law enforcement. With the eventual addition of a Class-2 hyperdrive, the MorningStar is shoehorned into the role of a space superiority starfighter. Though effective, especially en masse, the MorningStar suffers from light construction, mediocre maneuverability, slow speed, and an inadequate payload of concussion missiles.



MorningStar assault starfighters meet their match.

Variants of the MorningStar are produced, the most popular of which are the A, B, and C models. The A model, detailed here, is the original space superiority design. The MorningStar-B trades in its concussion missile launcher for three heavy laser cannons (damage 7d10×2). As a result, it is favored as a dogfighting craft by the mercenaries who employ it.

The MorningStar-C is born of the desire for a starfighter that is effective against capital ships. This design change takes the B model, removes the light laser cannons, and includes three concussion missile launchers with ten missiles each in their place.

MorningStar-A Assault Starfighter **CL 8**

Gargantuan starfighter
Init +2; **Senses** Perception +5

Defenses Ref 13 (flat-footed 11), Fort 22; +6 armor
hp 70; **DR** 10; **SR** 20; **Threshold** 42

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Ranged light laser cannons +3 (see below) or
Ranged concussion missile launcher +3 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +27
Atk Options autofire (light laser cannons)

Abilities Str 35, Dex 14, Con —, Int 12
Skills Initiative +2, Mechanics +5, Perception +5, Pilot +2, Use Computer +5

Crew 1; **Passengers** none
Cargo 75 kg; **Consumables** 3 days; **Carried Craft** none
Payload 4 missiles
Hyperdrive ×2
Availability Restricted; **Cost** 43,000 (10,000 used)

Light Laser Cannons (pilot)
Atk +3 (–2 autofire), **Dmg** 5d10×2

Concussion Missile Launcher (pilot)
Atk +3, **Dmg** 8d10×2

S40K *Phoenix Hawk*-class Light Pinnace

The S40K is one of Kuat Systems Engineering's first forays into the galactic starship market. Designed as an affordable space transport with minimal cargo capacity, good defenses, and high utility, the *Phoenix Hawk*-class falls short in a number of areas, and these shortcomings eventually doom it to failure. So many corners are cut by KSE's designers that the *Phoenix Hawk*-class is essentially ignored by wealthy pilots and merchants in favor of more expensive, less cramped alternatives. Externally, the *Phoenix Hawk*-class resembles a squat Firespray-31 patrol craft. Unlike the Firespray, which is streamlined and elegant in appearance, the *Phoenix Hawk*-class appears ungainly and clumsy.

The ship's starkest deficiency is its cramped living conditions. Though marketed as a transport for up to six occupants, the craft's amenities are hardly sufficient for half that number. Crew and passengers are pressed together into small quarters, and bunks must be shared if the ship is staffed to full capacity. Standard ceiling height within the S40K is capped at 1.83 meters, making the interior a claustrophobe's nightmare. To make matters worse, refresher facilities are uncomfortable and prone to malfunctioning at inopportune times unless several systems are replaced with nonstandard parts.



Two Scurrg H-6 prototype bombers attack the Vulture's Claw, a GS-100 salvage ship.

Despite its drawbacks, the S40K succeeds in the area of defensive systems and offensive capabilities. Though it is slow and plodding in flight, the *Phoenix Hawk*-class is equipped with excellent shields and powerful weaponry. When flown by a skilled pilot, the S40K makes a formidable target, so it is popular with bounty hunters, mercenaries, and paramilitary units that are less concerned with amenities and more interested in the application of brute force.

Though it is an incredibly common sight on the space lanes during the days of the Old Republic, the *Phoenix Hawk*-class becomes increasingly obscure with each passing decade.

S40K *Phoenix Hawk*-class Light Pinnace **CL 7**
Gargantuan starfighter
Init +1; **Senses** Perception +5

Defenses Ref 14 (flat-footed 13), Fort 28; +8 armor
hp 150; **DR** 10; **SR** 30; **Threshold** 48

Speed fly 12 squares (max. velocity 750 km/h), fly 3 squares (starship scale)
Ranged heavy blaster cannons +3 (see below) or
Ranged light ion cannons +3 (see below)
Fighting Space 4×4 or 1 squares (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +33
Atk Options autofire (heavy blaster cannons)

Abilities Str 46, Dex 12, Con —, Int 12
Skills Initiative +1, Mechanics +5, Perception +5, Pilot +1, Use Computer +5

Crew 1 or 2; **Passengers** 4
Cargo 20 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×2
Availability Licensed; **Cost** 112,000 (22,500 used)

Heavy Blaster Cannons (pilot)
Atk +3 (–2 autofire), **Dmg** 6d10×2

Light Ion Cannons (pilot)
Atk +3, **Dmg** 3d10×2 ion

Scurrg H-6 Prototype Bomber

The Scurrg H-6 is one of the most dangerous starfighter designs in the galaxy. It is created five years before the Battle of Naboo by the Nubian Design Collective, who hope to sell it to Naboo. Naboo, seeing little use for an expensive offensive bomber, refuses the Collective's offer. The original Scurrg prototype is mothballed on Nubia while the Collective lackadaisically seeks another buyer. As they search, the prototype is stolen by a Feeorin pirate named Nym with the aid of Jinkins, one of the Collective's engineers.

Following the original prototype's theft, the Nubian Design Collective produces several other prototypes anticipating the impending civil war. These new prototypes incorporate minor improvements on the original design, but are otherwise identical. The expense of the starfighter, along with its advanced Nubian technology, dissuades a number of buyers (including the Republic) from investing in the Scurrg. Given their friendly relationship with Naboo, the Nubians refuse to entertain offers from the Confederacy.

The Scurrg is best classified as a heavy assault starfighter. It is equipped with six forward-mounted laser cannons, a laser turret, and an experimental bomblet generator. The energy spheres dropped by the Scurrg are produced by the bomblet generator, which uses the ship's primary power source to create them. The generator can produce one bomblet every 10 rounds (1 minute), but it can hold no more than ten energy spheres at any one time. The bomblet generator is a modular design, allowing it to be removed and incorporated into other compatible starfighters. The Scurrg can easily be equipped with a standard bomb chute that drops standard proton bombs.

The original Scurrg prototype, as flown by Nym, is known as the *Havoc*. In addition to an improved hyperdrive engine, the *Havoc* is modified to allow Nym to operate it without a full crew complement. While Nym takes the helm, the gunner and navigator positions are filled by two astromech droids, which have been integrated into the ship's system.

Scurrg H-6 Prototype Bomber **CL 10**
Colossal starfighter
Init –1; **Senses** Perception +6

Defenses Ref 15 (flat-footed 12), Fort 27; +12 armor
hp 140; **DR** 15; **SR** 25; **Threshold** 77

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged laser turret +7 (see below) and laser cannons +7 (see below) or
Ranged bomblet generator +7* (see below)
Fighting Space 14×14 or 1 squares (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +39
Atk Options autofire (laser cannons, laser turret)

Abilities Str 44, Dex 16, Con —, Int 16
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1, Use Computer +6

Crew 3 (1 pilot, 1 gunner, 1 navigator); **Passengers** 3
Cargo 10 metric tons; **Consumables** 2 weeks **Carried Craft** none
Payload 10 explosive energy spheres (see below)
Hyperdrive ×2 (backup ×10)
Availability Military; **Cost** 150,000 (no used models available)
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Laser Cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 8d10×2

Laser Turret (gunner)
Atk +7 (+2 autofire), **Dmg** 6d10×2

Bomblet Generator (pilot)
Atk +7 (–13 against targets smaller than Colossal), **Dmg** 8d10×5

"Sometimes, I get the feeling the Havoc is alive. She sometimes fires before I pull the trigger, and when we're in hyperspace, I swear her engines sing me to sleep."

–Nym

Chapter VII
Clone Wars Campaigns





The Clone Wars embodies traditional warfare better than any other war in the *Star Wars* saga. Whereas the Galactic Civil War features guerilla warfare against a monolithic Empire, the Clone Wars are a struggle between two more evenly matched forces using more conventional tactics and strategies. Battles of the Clone Wars involve two comparable military forces clashing on expansive and exotic battlefields in a struggle to capture and secure territory. The Republic and the Confederacy are vying to be the dominant ruling body of the galaxy, and both sides commit millions of troops—clones and droids—in an effort to stop their foes.

The Clone Wars lead millions of ground troops to fields of battle throughout the galaxy, and the heroes of a Clone Wars campaign quickly find themselves drawn into these conflicts. Part of the excitement of a Clone Wars campaign is that everywhere the heroes go they find conflicts close by. Few places in the galaxy avoid conflict. The Jedi are fighting and dying on the front lines of these wars, sending the Order into decline. The corrupt leaders of the Confederacy use droid troops to advance their agenda, aided by the sinister leadership of villains like General Grievous and General Loathsom. The galaxy offers the heroes no sanctuary from the effects of the Clone Wars. Even when visiting distant, backwater worlds, they might see secret rendezvous points for Republic military forces or even entire populations toiling day and night to power the Separatist war machine.

Decline of the Jedi

Though the Jedi are the guardians of the Republic for millennia, during the Clone Wars they dwindle nearly to the point of extinction. The Jedi slowly decline up to the point of the Clone Wars, but the sudden deaths of dozens of Jedi at the battle of Geonosis mark the first step in the rapid thinning of the Jedi ranks. As the Clone Wars progress, more Jedi are killed than are raised to knighthood, and the number of Jedi Knights and Jedi Masters shrinks as the war rages on. By the time Order 66 is implemented, the Jedi are significantly fewer in number than they are at the beginning of the Clone Wars.

Showing the decline of the Jedi in a campaign is a great way to reinforce the common themes of a Clone Wars campaign. If, as the campaign goes on, the heroes see the Jedi falling out of prominence, they should develop a greater sense of urgency and a deepening impression that their own actions could turn the tide, since calling on the Jedi to fix problems becomes increasingly difficult. The following suggestions offer ways that Gamemasters can weave the decline of the Jedi into their campaigns.

The Dwindling Jedi Campaign

When the Clone Wars campaign opens, the Gamemaster liberally sprinkles the Jedi throughout the early adventures. The heroes receive missions from Jedi Masters, encounter wandering Jedi Knights on the battlefield, and help Padawans escape trouble. As the heroes grow in power, gaining levels and completing adventures, the Gamemaster gradually reduces the number of Jedi that show up in the campaign. Instead of having Jedi show up every session, they begin to show up every other session, then every third session, and so forth. Major NPC Jedi die in the Clone Wars, while others are called away to distant star systems well beyond the heroes' reach. Jedi heroes who become one with the Force are replaced by non-Jedi heroes, so that even within the confines of an adventuring party of heroes the Jedi are on the decline. By the time the heroes reach the highest levels, only a small number of Jedi—one or two, at most—are actively visible in the campaign.

The contrast between the beginning of the campaign, when the heroes encountered Jedi frequently in nearly every adventure, and the end of the campaign, when only one or two Jedi are even interacting with the heroes on a regular basis, should be enough to reinforce the sense that the Jedi are a dying breed.

The Masterless Padawan

Jedi heroes in a Clone Wars game keep the Jedi in the heroes' perception throughout the campaign. However, this does not mean that a campaign with a Jedi hero cannot take advantage of the diminishing Jedi Order as a theme. A Clone Wars campaign that starts at 1st level could begin with Jedi heroes as Padawans whose masters have died or otherwise deserted them.

Left to find their own way, Padawan heroes are confronted immediately by the decline of the Jedi. If that Padawan then makes contact with the Jedi Council (an encounter that could even be worthy of a small quest), the Jedi Council informs the Padawan that no Jedi Master is available to complete his or her training. The Padawan can be given an assignment, or entrusted to the companionship of the other heroes (particularly if another hero is a Republic soldier or a well-known and loyal noble) until such a time when another Jedi Master can continue the Padawan's training. Alternatively, a Padawan might be entrusted to the care of a mere Jedi Knight—as Ahsoka Tano is entrusted to Anakin Skywalker just a short time after his Knighting ceremony. This leaves the hero under the tutelage of a Jedi who is not yet ready to truly train the Padawan.

Order 66

Using Order 66—the order given by Supreme Chancellor Palpatine to wipe out the Jedi—can be tricky because it represents a major setting shift. When Palpatine issues Order 66, the Clone Wars quickly come to an end, and within a brief time the Empire rises and the Dark Times begin. However, using Order 66 in a campaign gives the Gamemaster a chance to build up to a single, climactic event that is prominent in *Revenge of the Sith* and can connect a campaign to the *Star Wars* films. For campaigns taking place during the Clone Wars, Order 66 should probably be one of the last major events in the campaign. Jedi heroes in the company of clone troops during Order 66 must deal with sudden betrayal, which can surprise players if they do not know it is coming. This surprise can also be enhanced if any of the heroes have clone trooper followers, as formerly loyal allies that have likely been through many adventures with the heroes suddenly, without warning, become enemies.

Order 66 presents a great opportunity to surprise the heroes, and Gamemasters planning to use Order 66 should be careful, over the course of the Clone Wars campaign, to resist providing too much information as to how close, or how far away, Order 66 is. Additionally, after the Order 66 event, Jedi become outlaws, and Jedi heroes quickly find themselves hunted and cut off from the resources they have come to rely on over the course of the campaign, radically altering the feel of the campaign. Order 66 represents the final blow in the collapse of the Jedi Order, and it should be treated as either a major shift in the campaign's tone or as one of the final events leading to the climax of the campaign.



Rampant Corruption

By the time the Clone Wars begin to tear the galaxy apart, the Republic has already been steeped in massive corruption for decades, even centuries. In fact, corruption in the Republic allowed Palpatine to maneuver his way into becoming Supreme Chancellor a decade before the outbreak of the Clone Wars. Similar corruption allowed him—in his guise as Darth Sidious—to manipulate the Separatists into engaging the Republic in open war. In a Clone Wars campaign, the heroes are likely to encounter corruption at every turn, and those in positions of power can never be truly trusted, for they might have their allegiances bought by enemy factions. Politicians sell their votes, corporate leaders disregard the basic rights of their employees, and security forces turn a blind eye to crime and violence all out of the greed that permeates the Republic during this time.

The heroes are likely to encounter rampant corruption when dealing with their enemies and opponents. A corrupt Republic Senator, taking bribes from Separatist agents, might reveal the heroes' plans to their enemies, allowing the Separatists to set a trap and draw the heroes into it. A civilian contractor at a military shipyard might deactivate the automated security system at the shipyard, forcing the heroes to repel an invasion without the help of the yard's droid defenders.

Corruption usually means saying one thing and then doing another, meaning the heroes likely have no idea that they are dealing with a corrupt individual until proof of corruption surfaces. For example, a high-ranking military officer who has proven to be an ally and an asset for the heroes is suddenly revealed to have been sending substandard weapons to the front lines, endangering not only the war effort but also the soldiers on the front lines. The heroes are then faced with a difficult decision: to continue to benefit from that officer's assistance and expertise, or reveal the officer's corrupt dealings and lose the benefit of his friendship. If they decide upon the latter, they make an enemy of that officer and also likely find themselves making enemies with whoever bribed the officer to buy the substandard munitions in the first place.

Typically corruption is problematic, but sometimes it can work in the heroes' favor. Savvy heroes who use the corruption of the enemy to their advantage can orchestrate victories that prey upon the susceptibility of their enemies. Heroes who know that two enemy leaders are distrustful of one another could arrange for one (or both) to be bribed into betraying the other, using credits and leaning on their lack of trust to create friction within the enemy ranks. Similarly, if the heroes discover that an enemy leader is particularly susceptible to one form of bribery, they could turn that enemy into an ally by exploiting the enemy's corruption. The heroes gain insight into the workings of the enemy, and gain a valuable, though untrustworthy, asset who can provide a significant advantage in future adventures. For example, if the heroes learn that a Trade Federation starship captain is willing to accept bribes, they can use credits to ingratiate themselves with that captain and then turn him to their advantage. When the heroes need to sneak behind enemy lines, they call in a favor with the bribed starship captain and find themselves moving through Confederacy space aboard a Confederate vessel. Gamemasters should feel free to use the corruption of the enemy to help heroes achieve their goals once in a while, since it keeps the heroes from feeling as though corruption happens only among their allies.

Additionally, the heroes should not be considered above the temptation of corruption. During an adventure, a liaison from the enemy could approach the heroes, offering them an astronomical sum of credits to turn over secret information or abandon their mission. Such situations can be interesting roleplaying opportunities because each hero must decide whether greed outweighs principles in a time when corruption is everywhere. If the heroes are smugglers, mercenaries, or bounty hunters, the corruption might serve to further their goals. With the promise of credits from both sides, the heroes can turn corruption to their advantage, plying their trade while draining credits from corrupt officials on both sides of the war.

For more advice on running campaigns in which the heroes are confronted and tempted by widespread corruption, check out the *Scum and Villainy* supplement.

"Greed can be a powerful ally."

-Qui-Gon Jinn

Villains

The Clone Wars has an abundance of high-profile villains. Count Dooku, General Grievous, Durge, Asajj Ventress, General Loathsom, and others make up a motley group of villains who share the spotlight. Though some, like Asajj Ventress, work behind the scenes, other villains are well-known. Count Dooku and General Grievous are famous names recognized throughout the galaxy, even among those who are not directly involved in the war. High-profile villains are extremely important in *Star Wars*, but even more so in a Clone Wars campaign. The following aspects of the villains of the Clone Wars should give Gamemasters a good basis on which to build their own villains. Providing such notable enemies for the heroes not only provides a more genuine *Star Wars* experience but also helps the Gamemaster create memorable characters and storylines that can last throughout an entire campaign.

Dehumanization

One important aspect of creating memorable, high-profile villains for a Clone Wars campaign is the dehumanization of those villains. Even though this need not apply to all villains (Count Dooku is a good example of a very Human villain), most of the villains of the Clone Wars are distinctly dehumanized,

even monstrous. A villain's physical appearance has a great deal to do with how monstrous that villain seems. Some villains, like Asajj Ventress, are merely twisted shadows of humanity; her gray skin, dark eyes, and lack of hair are just different enough from Humans to make her seem both alien and terrifying. On the far end of the spectrum are villains like General Grievous and Durge; though vaguely humanoid in shape, they are so distinctly monstrous in their appearance that no one confuses them with Humans. Grievous achieves new levels of inhumanity because he is a near-total replacement cyborg, truly embodying the idea of being more machine than creature. Durge, on the other hand, is dehumanized by his faceless armor, an effect like that of stormtroopers and clone troopers. When creating a villain for a Clone Wars campaign, Gamemasters should take care to describe them in a way that makes them seem one step away from Human—monstrous and yet just familiar enough that Human qualities are recognizable. These similarities make the differences stand out all the stronger.

High-profile villains need more than a frightening and monstrous appearance to sustain them. The villains of the Clone Wars have voices, mannerisms, and habits that augment their inhuman appearances. The metallic echo to General Grievous' voice, the harsh accent, and the hacking coughs wracking his cybernetic body combine with his physical description to create a complete, memorable villain package. Asajj Ventress has a hissing, snakelike voice, while Durge is notable for his disturbing silence. General Loathsom's boiling anger complements his physical stature and personality, producing a three-dimensional villain. Not all of a villain's mannerisms must be off-putting or exaggerated, and strong contrasts can also breed good villains. A Human villain who speaks with a smooth, well-cultured accent and rich vocabulary can be interesting if the Gamemaster contrasts his conventional appearance with a deep, inhuman cruelty.



The above advice might tempt a Gamemaster to make one-dimensional villains who are little more than monstrous caricatures. However, the villain's actions truly define him as an antagonist. Especially among the Confederacy, high-profile villains are careless with the lives (or, in the Separatists' case, good repair) of their subordinates, and they are willing to cast their followers aside when the situation demands it. The lives of underlings mean little to the Clone Wars villain, and ruthlessness is the order of the day. A truly sinister and dehumanized villain kills anyone or anything that gets in the way of her progress, and Gamemasters should not be afraid to have their villains perform acts of heartlessness and cruelty to get the heroes' undivided attention.

Powerful Personality

A villain is more than just a collection of physical descriptions, mannerisms, and acts of cruelty. A key aspect of creating good villains for a Clone Wars campaign is giving the villains a strong personality that resonates throughout an entire campaign. For example, Count Dooku is an excellent and iconic villain of the Clone Wars because he is charismatic and bold. Likewise, he is not afraid to delve into darkness to achieve his goals. Yet he is still very much the Jedi Master who left the Order after the death of one of his most beloved apprentices. Similarly, Asajj Ventress is more than just a pair of lightsabers and a frightful appearance. She strives to be the heir to the Sith legacy, and must prove again and again to Count Dooku that she is worthy of his tutelage. A good villain has his or her own aspirations, flaws, and personality traits that heroes can relate to. Many Jedi heroes, for example, begin their adventuring careers trying to prove to their Masters or to the Jedi Council that they are worthy of knighthood, much as Ventress begins her career as a villain trying to prove her worth to Dooku.

When creating a personality for a Clone Wars villain, the Gamemaster can likely take a look at the histories, personalities, and aspirations of the heroes in the campaign for reference. Villains are often merely twisted, dark reflections of heroes, having walked a different path after reaching a decisive turning point. Others are simply damaged beings thoroughly corrupted by the injustices (real and imagined) inflicted upon them. If the heroes see something of themselves in the villain, that villain is not only memorable but also relatable. For example, if one of the heroes in the campaign is a scoundrel whose aspiration is to become the greatest smuggler in the galaxy, the Gamemaster might create a villain who once had similar aspirations. This new villain might have once been a smuggler who bartered away his freedom for the credits to buy a starship, and as his debts to crime lords grew, the more horrific and dangerous acts he had to perform to placate them. Over

time, working for crime lords eroded any sense of right and wrong, reducing the once-aspiring smuggler to a brutal, uncompromising pirate captain who has achieved the notoriety he once sought by sacrificing his humanity in the process.

Militarization

The onset of the Clone Wars necessitates that various planets of the galaxy leave their peaceful, prosperous, and civilized ways behind and embrace militarization to survive. Worlds that have not seen major conflicts for thousands of years become central to the war, and more than just infrastructure must change for those worlds to survive.

A Clone Wars campaign brings with it an aspect of growing military importance, and few worlds are exempt from this. Gamemasters have several options for highlighting this militarization in their campaigns; some methods are overt, such as throwing the heroes directly into a battle between the Republic and the Confederacy, while others are more subtle, such as having the heroes witness the launch of a Republic flotilla from a staging point on an Outer Rim world. Below, Gamemasters can find suggestions on ways to make militarization a small or large part of a Clone Wars campaign.

Conversion of Civilian Assets

One intrusive form of militarization is the conversion of civilian assets into military assets. Droid-manned factories devoted to pumping out civilian airspeeders or computers for homes are converted to manufacturing AT-TEs and fire control computers for droid starfighters. Research hospitals that once served xenobiologists as havens for study are commandeered by the military and transformed into research facilities for biological weapons and their countermeasures. Few industries escape militarization, and practically all those that involve manufacturing are transformed by the Clone Wars.

For Gamemasters, including this aspect of militarization in a campaign entails showing how the military has invaded every aspect of life. The heroes might be required to go behind enemy lines and rescue engineers who are being forced to work on weapons against their will, or they might receive a mission to escort former Republic citizens who have been forcibly removed from a hospital to make room for Separatist mercenaries. Gamemasters need only refer to a facility's former role to instill a sense of militarization. For example, when the heroes infiltrate a Separatist weapons factory, the GM can include in the description of the building some offhand references to discarded consumer electronics or dormant machinery that once made speeder bike parts. The transformation of important civilian resources into military resources is a big part of conveying the Clone Wars' impact on the galaxy, and Gamemaster should feel free to include many references to assets that have been confiscated or stripped by the military for use in the war effort.

Clone Heroes

Given the prominence of clones in the story of the Clone Wars, Gamemasters should not be surprised if players wish to play clone characters. Clone heroes can be interesting and present exciting story opportunities, especially for a Gamemaster who plans to use Order 66 in the campaign finale. Gamemasters should allow players to play clone heroes who stand out from the rank-and-file clone troopers.

The basic clone trooper is bred for obedience and military discipline. This can stifle players who want more free will. Instead, the player could choose to play an ARC Trooper or a Republic clone commando; both unit types are clones based on the original Jango Fett template, but they have more of Fett's personality and fewer behavioral restrictions than standard clone troopers. They receive special training better suited to heroic careers, and many have destinies that stretch out beyond the Clone Wars. For clone heroes, use the following species template—a variant of the basic Human template.

Republic Clone Species Traits

The Human clones produced by the Kaminoans for the Republic share the following species traits:

Ability Scores: Republic clones begin with the following ability score array: Str 15, Dex 13, Con 10, Int 12, Wis 10, Cha 8. Additionally, a clone player can choose one ability score to increase by 2 at the time of character creation.

Medium Size: As Medium creatures, clones have no special bonuses or penalties due to their size.

Speed: Base speed is 6 squares.

Bonus Trained Skill: Human clones are versatile and accomplished at many tasks. A Human clone character chooses one additional trained skill at 1st level. This skill must be chosen from the character's list of class skills.

Bonus Feat: Human clones gain one bonus feat at 1st level.

Automatic Languages: Basic.

Forces of the Clone Wars

One of the easiest ways to make militarization more visible is to make references to the Republic and Separatist militaries. If the heroes are working for—or against—the Republic, this is easy. Including clone troopers, V-19 starfighters, and AT-XT walkers in an adventure gives the Republic an extremely visible presence. However, not every reference to military presence requires direct interaction with military personnel or assets. For example, heroes who have taken no side in the Clone Wars might see Confederacy *Recusant*-class destroyers in orbit above a planet they are visiting, or they might be stopped by a Separatist security detail. Alternatively, the heroes might enter a cantina where a number of off-duty clone troopers are taking

some downtime. Picking out individual elements of the various militaries to highlight during an adventure does not require the GM to involve them directly in the adventure. Gamemasters should feel free to use elements of the two opposing factions as simple "window dressing" when setting the scene during an adventure. Every casual reference to Republic or Separatist forces helps reinforce the image of a wartorn galaxy, keeping the players in a mindset appropriate to a Clone Wars campaign.

Playing as Separatists

Though adventuring heroes likely want to work for the Republic against the Separatists if they take sides in the war, some might instead choose to work as Separatist agents against the Republic. In this case, the Gamemaster can choose from two styles of campaign. First, the campaign can assume that the heroes are, in fact, villains; they work for the Separatists willingly out of greed or lust for power, and Jedi in this style of campaign are likely to have fallen away from the Jedi Order and instead joined the Separatist cause. The heroes in such a campaign are probably out to see the Republic shattered so they can seize power, and adventures in this kind of campaign are merely the opposite of adventures run with heroes of the Republic. These Separatist-aligned heroes might infiltrate Republic installations, sabotage shipyards, or engage in large-scale battles against the clone forces of the Republic. Gamemasters running this style of campaign need only treat the relationship between the heroes and the Republic as adversarial to craft fulfilling adventures.

However, the alternative campaign involving Separatist heroes is more complex. Instead of joining the Separatists out of greed or out of a desire to see the Republic destroyed, the heroes might have aligned themselves with the Separatists because they believe they are doing the right thing. These heroes might be unhappy with methods used by the Confederacy, but they believe that the Separatists are a more appealing faction than the Republic. Campaigns of this type rarely feature Jedi heroes, since it can be difficult to reconcile the heroes' desire to protect the Republic with joining the Separatists. Gamemasters running campaigns of this type can challenge the heroes with a broad range of adventures and enemies, beyond the obvious "heroes against the Republic" scheme. For example, even though the heroes are, themselves, Separatists, they might come into conflict with members of the Confederacy; for example, Separatist heroes who discover a Techno Union research facility torturing the indigenous inhabitants of a remote world might be compelled to intervene, even violently. Gamemasters running Separatist campaigns of this type should include adventures that blur the line between ally and enemy, and encourage the heroes to consider whether they are on the right side of the Clone Wars.

Large-Scale Conflict

Large-scale battles are common throughout the Clone Wars. Battles of the Clone Wars reach truly epic proportions, spanning multiple star systems or covering the surface of an entire planet. Adventures in the Clone Wars should also include similar large-scale battles, either as encounters themselves—using the mass combat rules below—or as the backdrop for Clone Wars adventures. If the heroes participate—and perhaps even turned the tide—in the Battle of Glee Anselm, for example, the players become invested in both the setting as well as the campaign. Large-scale conflicts are an important part of the *Star Wars* milieu, and the Clone Wars give Gamemasters ample opportunity to create battles that reach massive proportions, involving the copious resources of both the Republic and the Separatists.

When the time comes for a large-scale conflict to take place in your campaign, as the Gamemaster you should be prepared to answer certain questions about the battle and the role it serves in the story. First and foremost, you should decide whether the battle is merely the backdrop for this section of the campaign's story, or whether it is a pivotal event. If it is simply a backdrop, the actual outcome of the battle is likely out of the players' hands, but if it is a pivotal event, you should take care to design the adventure so that the heroes' actions can sway the outcome of the battle. Gamemasters using the battle as a backdrop can still allow the heroes to influence the battle, but more likely the battle is scripted and plays out according to the needs of the adventure.



V-19 Torrent fighters under attack from CIS-Advanced starfighters

Next, you should decide where the battle takes place (as determined by the needs of the adventure) and whether it is a land battle, a space battle, or a combination of both. The opposing factions are usually the Republic and Separatists, but you also need to decide whether mercenaries or indigenous peoples are involved. And you need to determine whether one side will have an advantage in the battle. From there, you should either construct the battle's sequence of events to match the needs of the adventure, or play out the battle using the mass combat rules below.

Large-scale battles are complicated, and literally millions of tiny factors can influence the outcome of real battles. For the purposes of your adventure, you should determine the major turning points of the battle and focus on describing those rather than getting caught up in the little details. The battle should serve the needs of the adventure and the greater campaign, and as the Gamemaster, you should feel free to script the battle as much as you need to accomplish that. The progress of the battle should make sense, but fantastic occurrences can turn the tide on the battlefield. Similarly, you want to make your battle memorable, so make sure you choose a locale that lends itself to an easily visualized and interesting series of events.

Battlefield Adventures

When set amid large-scale conflict, adventures require extra considerations for their construction. Entire adventures can take place during the course of a single battle, or the battle can be the backdrop for just one or two encounters. For adventures that take place entirely on the battlefield, as Gamemaster you should plan the events that will happen and determine the goals of the heroes. The heroes' goals should encourage them to stay involved in the battle, so giving them objectives like "sabotage the shield generator" or "rescue captive allies from the enemy bunker" mesh well with the backdrop of a battlefield adventure. When designing a battlefield adventure, keep in mind that though you can have encounters that are just as diverse as in other adventures, a battle is a dangerous place. With explosions all around them and troops advancing over the next hill, the heroes likely will not want to stop for an extended rest to allow their medic to perform surgery. Provide players with plenty of ways to heal up and prepare for the next encounter, and plan the encounters so that they do not follow one another so closely that the heroes' survival becomes impossible.

Encounters in a battlefield adventure are usually objective-based. If the heroes are going to sabotage a Separatist antivehicle cannon, an encounter might likely involve droids trying to defend the cannon while the heroes try to set explosives. Battlefield encounters feature an additional degree of tension, and the Gamemaster can reinforce this with descriptions of troops coming over the horizon, droid bombers screaming in to target the heroes' location, and explosions growing closer by the second. A battlefield encounter should be built just like any other combat encounter, but use the ongoing battle as a backdrop. Don't worry about the number of troops in the vicinity or how long reinforcements take to arrive any more than you would for a normal encounter. The battle is going on around the heroes, in the background, but for the purposes of the encounter, all that matters are the heroes and the enemies you have arrayed against them. An ongoing battle offers an opportunity to create exciting and challenging terrain effects. For example, if stray bombs falling on the encounter area cause an explosion to go off every round at a random location on the map, the encounter becomes even more interesting and players feel like they actually are part of a larger battle.

Using Troopers

Low-CL nonheroic characters are easy to use in large numbers as background elements or obstacles in a battlefield adventure. By the time the heroes have hit middle levels, low-level opponents like basic B1-Series battle droids are no real threat. However, battles of the Clone Wars feature dozens, if not hundreds, of basic troops engaged in the fight. Gamemasters can use nonthreatening, low-CL enemies (hereafter referred to simply as troopers) as a means of highlighting this aspect of the Clone Wars. Since low-CL enemies are not much of a threat, the heroes and their allies can blast through them with relative speed without earning much (if any) XP for defeating them. However, Gamemasters should be wary of the threat of the natural 20 when including large numbers of troopers in the encounter, and therefore, should have troopers take the aid another action to assist a single trooper on an attack roll. The squad rules (described below) use this basic principle to transform a cluster of troopers into a more significant threat. Gamemasters can add a number of troopers to an encounter to not only make the encounter feel more like it is taking place on a large battlefield but also to present a number of enemies that function more like obstacles than true opponents.

Squads

Squads are collections of lower-CL enemies that work together as a single creature on the battlefield. Squads are ideal for encounters in which the Gamemaster wants to include a large number of weaker enemies and allies, and can help replicate the chaos of a battlefield in a more manageable fashion. Similarly, squads provide the Gamemaster with ways to transform low-CL enemies into a more significant threat. By the time the heroes hit 10th level, those CL 1 battle droids have ceased to be a challenge, but transforming those droids into squads raises their CL to the point where they can be sufficiently dangerous.

A squad represents a small number of creatures (usually three to four) of the same type that come together into a single unit. They occupy the same space and have only one turn's worth of actions. The squad is an abstract concept that allows the Gamemaster to populate an encounter with low-level troopers and still maintain the speed and ease of combat they need. Squads are by no means necessary, but they do streamline the game experience. For example, a Gamemaster could create an encounter with 15 battle droids, or the same encounter could be created using only 5 squads, which is more manageable.

Squads follow a few special rules that differentiate them from normal creatures, though they are similar to packs and swarms (see page 130 of *Threats of the Galaxy*).

Creating a Squad

To create a squad, make the following changes to the statistics block of any character:

- Increase the character's size by one category, and apply all relevant modifiers.
- Double the character's hit points.
- Increase the character's damage threshold by 10.
- Add +4 to all attack rolls, as the members of the squad are considered to be aiding one another.

Squad Traits

Squads share the following special traits:

- All melee attacks made by a squad are considered melee area attacks that affect all squares within the squad's reach (although a squad can choose not to affect a target with its attacks).
- All ranged attacks made by a squad are considered to have a 1-square splash. If the squad's weapon already has a splash effect, increase the splash radius by 1 square.
- A squad can choose not to affect allies with its attacks.
- Area attacks deal +2 dice of damage against a squad.
- A squad cannot be grabbed or grappled.
- A squad can make attacks of opportunity against creatures that provoke them, though these attacks of opportunity are not considered area attacks.

Sample Squad: Battle Droid Squad

The following statistics are for a squad of B1-Series battle droids. The statistics are derived by taking the basic statistics for the B1 (see page 199 of the Saga Edition core rulebook) and applying the changes indicated above.

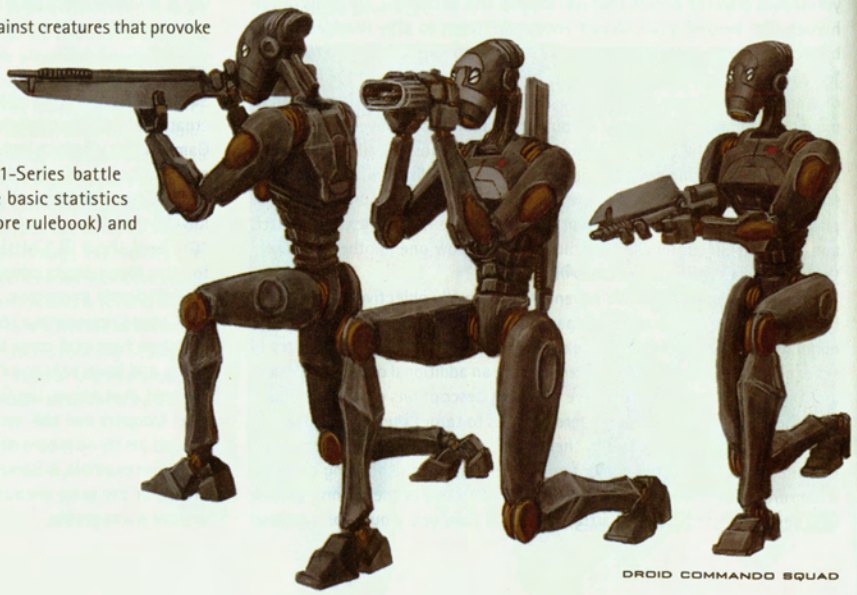
B1-Series Battle Droid Squad **CL 3**
Large droid (4th degree) squad nonheroic 3
Init +0; **Senses** Perception +6
Languages Basic, Binary

Defenses Ref 8 (flat-footed 8), Fort 11, Will 11
hp 20; **Threshold** 21
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +7 (1d3+1)
Ranged blaster carbine +5 (3d8, 1-square splash)
Fighting Space 2×2; **Reach** 1 square
Base Atk +2; **Grp** +8

Abilities Str 13, Dex 9, Con —, Int 9, Wis 10, Cha 10
Special Qualities droid traits, squad traits
Feats Toughness, Weapon Proficiency (pistols, rifles, heavy weapons, simple weapons)
Skills Perception +6
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions blaster carbine

Squad Traits—The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.



DROID COMMANDO SQUAD

Mass Combat

The Clone Wars are all about the massive battles that transform the galaxy for decades—even centuries—to come. No conflict on the scale of the Clone Wars is complete without sweeping battles that cover entire planets. In most cases, these battles serve as the backdrop for adventures, with either predetermined outcomes planned in advance by the Gamemaster or outcomes based on the results of smaller encounters, as described in the guidelines above. However, sometimes the GM might want the players to act as commanders and tacticians on a higher level. In these cases, Jedi generals can truly be generals in command of entire battalions, and all the heroes can participate in these large-scale battles.

The following rules govern massive ground combat, like that seen in the *Star Wars* movies and *The Clone Wars* animated series. In many ways, these rules mirror vehicle combat—and for good reason. Units—the basic organizational name for large numbers of troops—function like vehicles in that heroes can join the unit and take actions to control and manipulate that unit. The mass combat rules are designed to simulate the outcome of large-scale ground battles, and vehicle-only or space battles are likely better resolved using the existing vehicle combat rules (including the expanded rules from *Starships of the Galaxy*).

These mass combat rules represent the chance to put thousands of soldiers into play during a single encounter. This section also includes rules for integrating both individual vehicles as well as groups of smaller vehicles, allowing Gamemasters more diversity than just having two armies firing at one another across an open plain. Like designing interesting character-scale and vehicle encounters, designing interesting mass battles is a matter of choosing compelling opponents, providing an engaging setting, and adding exciting hazards and challenges. The Clone Wars feature battles deep in the jungles of Felucia, on the ash-choked streets of Mygeeto, and deep in the sinkholes of Utapau. Picking an exciting setting for a mass battle is an important step—just as important as choosing the two (or more) opposing forces.

Scale

Everything in a mass combat encounter takes place at starship scale (see page 165 of the Saga Edition core rulebook). As in starship scale, each square is abstract, representing however much terrain the Gamemaster needs it to. In a densely packed battle, the squares might be relatively small, forcing the members of each unit to crowd in together (as in the Battle of Geonosis). In other cases, the battle might be spread out over several kilometers. As a result, the actual time taken up by the combat round is also abstracted, and to a certain extent, so are the actions of each unit.

Units

A unit represents a group of combatants taking part in mass combat. For the most part, a unit is based on a single creature or character representing the majority of the combatants in that unit. Therefore, the statistics for the unit are based on the statistics for this representative creature. Units are like vehicles in that heroes can join units, filling specific roles in the unit, just as heroes can serve as pilots, copilots, gunners, and system operators on a starship. Furthermore, a unit has statistics and actions comparable to those of vehicles, allowing vehicle combat and mass combat to integrate seamlessly. Indeed, the mass combat system is effectively also the vehicle combat system, allowing vehicles, mass combat units, and individual characters to take part in the same encounter. Like vehicles, units can be used in character-scale combat, but they are designed to be used primarily in mass combat. The squad rules in this chapter (see page 93) provide an easier method for including large numbers of enemies and allies in a single encounter.

A unit represents a large group of more-or-less identical creatures that work together in mass combat. Unlike a vehicle, a unit is composed of dozens, or even hundreds, of individuals. Therefore, single attacks do far less damage to the unit than a spray of autofire or an exploding grenade. Though members of a unit do not need be exactly identical, the unit's statistics are based on a single creature for simplicity and ease of play. Heroes contribute to the unit by their leadership and ability to affect the whole unit, not their individual combat prowess. A single creature or character within a unit cannot be targeted; all attacks target the unit, effectively providing all heroes in a unit with total cover from outside attacks.

When a unit is reduced to 0 hit points, or when the commander of the unit orders it so, the unit disbands. Any heroes in a unit that disbands are no longer part of the unit, and they are then considered individual targets. Two or more adjacent disbanding units can recombine into a single unit. The newly formed unit is of the same type as the lowest CL disbanding unit; thus, a CL 8 unit and a CL 10 unit can disband and reform as a unit of the same type as the CL 8 unit. The hit points of the disbanding units are added together, and become the new hit point total of the unit (up to the unit's maximum hit points). If the CLs of the disbanding units have a difference of 4 or more, the Gamemaster can designate the new unit as an advantaged unit (see below). However, this is solely at the Gamemaster's discretion, and might be affected by the circumstances surrounding the formation of the new unit. A disbanding unit that does not reform with another disbanding unit leaves the battlefield.

Combining Mass Combat and Battlefield Encounters

Combining mass combat with individual battlefield encounters can lead to exciting scenes mirroring those of the *Star Wars* saga. In fact, entire adventures can be created simply by presenting battlefield encounters within the framework of mass combats.

One method of integrating battlefield encounters into mass combat is to use mass combats to trigger smaller encounters. This method works best when all the heroes are part of the same unit in a mass combat. Whenever the heroes' unit moves adjacent to, or into the same square as, an opposing force, the heroes immediately begin a battlefield encounter. If the heroes emerge victorious, they gain favorable circumstances on their unit's attack rolls until the end of the next mass combat round.

Alternatively, the heroes might be charged with winning several battlefield encounters while the mass battle takes place around them. In this case, the heroes are not a part of any unit, but each time they complete an objective, it triggers a special effect on the battlefield. For example, if the heroes take out a communications tower, enemy reinforcements accidentally target their own allies for one round.

Perhaps the most challenging possibility is having the mass combat and battlefield encounters take place simultaneously. In this scenario, the players control two heroes (or one hero and one NPC); one is engaged in battlefield encounters while the other is a part of a unit in mass combat. For example, the heroes might be part of a unit in a mass battle, but the players of those heroes also each take control of a Republic Commando with a special mission to disable a shield generator. Initiative is rolled for both battles simultaneously, and the mass combat encounter and the battlefield encounter progress concurrently.

Creating a Unit

To create a unit, make the following changes to the statistics block of a base creature to transform it into a unit:

Challenge Level: The unit has a CL equal to its base CL + 6.

Size and Type: All units are considered Colossal in size. Colossal (frigate) and larger vehicles are typically used as terrain, not units in mass combat. See the "Colossal Vehicles" sidebar for more information on how to use larger vehicles and starships.

Initiative and Senses: Use the Initiative and Senses of the base creature.

Defenses: The unit retains the defenses of the base creature.

Hit Points: The unit multiplies its hit points by 4.

DR/SR: The unit uses the SR of the base creature, and gains DR 15.

Threshold: Replace the base creature's size bonus to damage threshold, if any, with a +50 size bonus to damage threshold.

Attrition: All units have a set of 3 attrition numbers. Each time a unit's hit points drop below one of the steps in the attrition list, the unit moves –1 persistent step down the condition track. Using the example unit below, when a clone trooper battalion drops below 62 hit points, it moves –1 persistent step on the condition track. If the unit drops below 42 hit points, it is now –2 persistent steps on the condition track. The persistent condition cannot be removed from the unit.

To determine attrition numbers, divide the unit's total hit points by 4 (rounding down). Then, subtract that number from the total hit points 3 times, each time marking the result on the attrition line.

Speed: For most base creatures, the unit's base speed at starship scale is 1 square. Certain creatures with a high base speed can move faster (see "Speed," below). The unit retains the movement mode of the base creature.

Melee Attacks: Convert basic melee attacks to unit melee attacks. Attack bonuses remain the same, but all attacks without a damage multiplier gain a ×2 damage multiplier.

Ranged Attacks: Convert basic ranged attacks to unit ranged attacks. Attack bonuses remain the same, but all attacks without a damage multiplier gain a ×2 damage multiplier.

Fighting Space: All units have a fighting space of 1 square at starship scale.

Base Attack and Grapple: The unit retains the base attack and grapple scores of the base creature.

Ability Scores: The unit retains the ability scores of the base creature.

Talents and Feats: Units have no talents or feats. However, the unit retains the benefit of any talents or feats of the base creature that provide a flat numerical benefit, such as Weapon Focus, Weapon Specialization, Improved Defenses, or Martial Arts I. If the unit has talents or feats that alter attack rolls with flat numerical values (such as Power Attack, Rapid Shot, or Burst Fire), those attack options can be converted as well. Units cannot use talents or feats that rely on other conditions or situations to activate.

Skills: The unit retains the skill modifiers of the base creature.

Possessions: Units have only the possessions relevant to their attacks and defenses.

Sample Unit: Clone Trooper Battalion

The following statistics are for a unit of clone troopers. The statistics are derived by taking the basic statistics for the clone trooper (see page 281 of the Saga Edition core rulebook) and applying the changes indicated above.

Clone Trooper Battalion **CL 8**

Colossal ground unit (Human nonheroic 6)
Init +9; **Senses** Perception +9

Defenses Ref 17 (flat-footed 16), Fort 13, Will 9
hp 82; **DR** 15; **Threshold** 63; **Attrition** 62/42/22

Speed 1 square (starship scale)
Ranged blaster rifle +5 (see below)
Fighting Space 1 square (starship scale)
Base Atk +4; **Grp** +5

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Special Qualities half damage from nonarea attacks
Skills Initiative +9, Perception +9
Possessions clone trooper armor, blaster rifle

Blaster Rifle
Atk +5 (+0 autofire), **Dmg** (3d8+3)×2



Mounted Units

On rare occasions, a unit can be composed of mounted combatants riding creatures and not vehicles. In these cases, you can create a unit stat block that integrates both the mounted combatant and its mount as a single unit. First, start with the statistics for the creature being ridden and its rider. Give the rider the same base speed as the mount. Next, choose one natural weapon possessed by the mount and transfer the attack and damage to the rider (keeping attack bonuses and damage intact). Now modify the rider's stat block as normal for creating units, and you have a stat block for a mounted unit.

If the mounts used in the creation of the unit are not trained for combat, the unit must make a DC 20 Ride check at the beginning of its turn; failure means that the unit can take no actions this turn. If the unit uses a two-handed weapon, increase the DC to 25. Otherwise, the mounted unit functions exactly as any other unit.

Riders on Colossal or larger mounts cannot be made into units, and instead function as normal on the battlefield.

Vehicle Units

Large, Huge, and Gargantuan vehicles can also be combined into units. A vehicle unit typically represents four of the same vehicle. To create a vehicle unit, multiply the vehicle's hit points by 4 and calculate attrition numbers based on the new hit point total (see "Creating a Unit" above). Like ground units, vehicle units take half damage from all nonarea attacks, but also suffer persistent conditions due to attrition, as per normal unit rules. Additionally, if a vehicle possesses any antipersonnel weapon (weapons that do not have a damage multiplier), the damage for those vehicle weapons also gains the ×2 multiplier for the vehicle unit. Otherwise, vehicles follow all the same rules as nonvehicle units. Additionally, vehicle units can take vehicle actions as though they are individual vehicles.

Starfighters and airspeeders can also join together into fighter groups instead of forming a unit, following the normal rules for fighter groups (see page 31 of *Starships of the Galaxy*). Colossal vehicles typically operate alone in mass combat. Colossal (frigate) and larger vehicles are typically used as terrain elements, and are usually not a part of mass combats (except when they fire on the battlefield from orbit).

Vehicle units do not have the same roles as nonvehicle units (such as those described below). Instead, the vehicle unit is considered to have the same roles as in normal vehicle combat, as determined by the base vehicle. If a unique character occupies a role in a vehicle unit, use the lower of the unique character's statistics and the default statistics for the unit's role. For example, if a hero with a base attack bonus of +10 acts as a gunner on a vehicle unit with an attack bonus of +4, that vehicle unit still uses the +4 from the vehicle unit's base statistics.

Colossal Vehicles

Colossal vehicles function as individual combatants in mass battles. For example, the heroes might be in command of an LAAT/i, flying over the battlefield, dropping off or picking up units and manning the guns to both devastate enemy forces and to deal with antivehicle weapon emplacements. However, the LAAT/i acts as an individual combatant, meaning it doesn't gain the benefit of taking half the damage from all nonarea attacks.

Colossal (frigate) and larger vehicles do not usually participate directly in mass combat. However, including a grounded capital ship as a piece of terrain can produce interesting tactical choices. For the most part, Colossal (frigate) and larger vehicles have difficulty targeting units, and units are treated as Gargantuan for the purposes of being targeted by capital ship weapons (thus, capital ships take a –20 penalty on attack rolls against units). Having a capital ship act as terrain (blocking particular avenues for units) can produce situations where tactical decisions must be made, and capital ship weapons can also be used to target vehicles on the battlefield, effectively serving as antivehicle weapon batteries.

Advantaged Units

Sometimes, a unit is more than just the sum of its individual members. Some units have exceptional training, have a small number of artillerists, or integrate a small vehicle into their ranks. Some units have more members than other standard units, and thus can produce a greater amount of firepower. These units are known as advantaged units, and they carry with them benefits above and beyond those provided by the standard unit creation system.

A Gamemaster who designates a unit as advantaged makes several alterations to the unit's statistics. First, the base creature's hit points are multiplied by 5 instead of by 4 to create the unit's hit points, and attrition numbers are calculated as usual. Second, the Gamemaster can apply one or more of the following special qualities to the advantaged unit, granting that unit its benefit. For each Special Quality selected, increase the unit's CL by 1.

All-Terrain Unit

This unit is specially equipped to handle rough terrain. The unit ignores difficult terrain.

Antiair Unit

This unit is trained and equipped to deal with airspeeders and starfighters. Against flying units and vehicles, this unit gains a +2 competence bonus on attack rolls and deals +1 die of damage.

Antiarmor Unit

This unit is trained and equipped to deal with tanks, walkers, and other ground vehicles. Against nonflying units and nonflying vehicles, this unit gains a +2 competence bonus on attack rolls and deals +1 die of damage.

Dedicated Officer

This unit includes a dedicated officer who enables the unit to take extra actions, as though the unit had a hero in one of the unit roles. Choose one of the roles from the "Characters in Units" section below. The unit is considered to have a character filling that roll, and gains a full round's worth of actions to use on actions for that role. You cannot select "commander" as this role. Use the statistics for the base creature for any attack rolls or skill checks required for actions made by this role.

Mobile Unit

This unit is exceptionally mobile and has trained to cross long stretches of terrain quickly. When the unit uses the hard march or all-out movement actions, it moves 5 times its base speed instead of 4.

Reinforcements

This unit is good at providing reinforcements for other units. When this unit disbands and reforms with another unit, the new unit starts at full hit points, regardless of the actual hit points of either unit.

Superior Formation

This unit is exceptionally good at minimizing casualties because of its formation. This unit gains a +2 competence bonus to Reflex Defense.

Superior Training

This unit is trained to overcome obstacles and deal with unexpected situations. It gains a +5 competence bonus on all skill checks.

Superior Weapons

This unit is outfitted with special weapons that can deal greater damage. This unit deals +1 die of damage with all attacks made with weapons.

Vehicle Contingent

This unit is composed not only of soldiers or creatures but also a small contingent of vehicles. Choose a vehicle whose CL is no more than 2 points higher than the CL of this unit, then select a single weapon system from that vehicle. Once per turn, when the unit makes an attack it can also make an attack with this vehicle weapon, using the same attack bonuses and damage as normal for this vehicle weapon.

Disadvantaged Units

In contrast with an advantaged unit, a disadvantaged unit is distinguished from other units of its type by a detrimental feature in its makeup. Typically, this could mean inferior numbers, poor equipment, or even low morale. When the Gamemaster designates a unit as disadvantaged, he makes only two alterations to the unit's statistics. First, the base creature's hit points are multiplied by 3 instead of by 4 to create the unit's hit points, and attrition numbers are calculated as usual. Second, the Gamemaster reduces the unit's CL by –2.

Attacks

All units can make melee and ranged attacks if they possess the appropriate weaponry. Apply the bonuses to the attack roll and compare the result to the Reflex Defense of the target, as normal. A unit's attack bonuses are listed in its statistics blocks.

Melee Attacks: A unit can make melee attacks against another unit occupying the same space. Only ground units can make melee attacks, and only against other ground units.

Ranged Attacks: A unit can make ranged attacks against units within its weapon range.

Vehicle Attacks: Individual vehicles can make attacks against units as normal. Vehicle units follow all the same restrictions as nonvehicle units on their attacks.

Vehicles and vehicle units use the standard starship scale for determining the range on their vehicle weapons. Character-scale weapons, such as those wielded by nonvehicle units, use Table 7–1 to determine their range at starship scale. All normal weapon range penalties still apply.

Table 7-1: Character Weapon Ranges

	Starship Scale (in squares)			
Weapon Type	**Point Blank**	**Short**	**Medium**	**Long**
Heavy weapon	0	1	2–3	4
Pistol[1]	0	–	–	1
Rifle	0	1	2	3
Simple weapon[1]	0	–	–	1
Thrown weapon[2]	0	–	–	–

1 *This weapon can be used only at point blank range or long range.*

2 *This weapon can be used only at point blank range.*

Area Attacks

Since units take half damage from nonarea attacks, area attacks are a more efficient way to deal damage to a unit. Area attacks target only a single starship-scale square unless otherwise specified. Thus, a unit of clone troopers can make autofire attacks using their rifles, but only against a single square.

Making an Area Attack: When you make an area attack in mass combat, you select a single square within weapon range, make an attack roll, and compare the result to the Reflex Defense of each unit and vehicle in the target square. If both ground units and flying units occupy the same square, you must choose to make the attack against air units or ground units, but not both. If the attack roll is higher than a unit's Reflex Defense, that unit takes full damage from the area attack. The unit takes no damage on a miss if the attack was made with a character-scale weapon, or half damage on a miss if the attack was made with a starship-scale weapon.

Critical Hits and Automatic Misses

If an attacker making a nonarea attack against a unit rolls a natural 20, the target unit is automatically hit and takes full damage from the attack instead of the normal half damage. If an attacker making an area attack rolls a natural 20, it is still an automatic hit, but the damage is the same.

A natural 1 on an attack against a unit is always a miss.

Damage

Units take half damage from all nonarea attacks. Area attacks deal normal damage to units on a hit, half damage on a miss if the attack is made with a starship-scale weapon, or no damage on a miss if the attack is made with a character-scale weapon.

When you hit with a unit's attack, be sure to add in all numerical modifiers before multiplying the damage. Vehicle weapons deal damage to units just as character-scale weapons do.

Hit Points

Units have hit points, just like characters and vehicles. Hit points are abstract, meant to represent not only the amount of actual hits a unit can sustain before all the individuals in the unit are dead but also the unit's ability to keep fighting effectively given its losses.

Damage Threshold

Units have a damage threshold calculated as follows:

Damage threshold = Fortitude Defense + 50 (size modifier)

If a unit takes damage from a single attack that equals or exceeds its damage threshold, the unit moves –1 persistent step down the condition track. This represents the unit taking a staggering blow that greatly reduces its efficiency. A unit pushed to the bottom of the condition track must disband on its next turn as its only action.

Reducing a Unit to 0 Hit Points

When a unit is reduced to 0 hit points, it disbands immediately. Any heroes in the unit appear in the square where the unit was. Additionally, if the attack that reduced the unit to 0 hit points also exceeds the unit's damage threshold, each hero in that unit takes damage equal to the lowest attrition number. Thus, if the attack that reduces a clone trooper battalion (see above) to 0 hit points also exceeds its damage threshold, each hero in that unit takes 22 damage.

Speed

Every unit has a speed, given in squares. A commander can move a unit up to its listed speed as a move action, and up to four times its speed with the hard march action. All speeds are listed in starship scale. For the most part, all ground units based on creatures or characters have a ground speed of 1. Vehicle units and mounted units might move faster (see "Vehicle Speed" below).

Vehicle Speed

Some vehicles, particularly ground vehicles, do not have a starship-scale speed. Use Table 7–2 to determine the starship-scale speed of any units that do not have such a speed listed.

Table 7-2: Speed Conversions

CHARACTER-SCALE SPEED	STARSHIP-SCALE SPEED
0–11 squares	1 square
12–15 squares	2 squares
16+ squares	3 squares

Occupying the Same Square

Unlike character-scale combat, mass combat allows a unit to move into a square with another unit. A square can hold up to two ground units and two flying units at a time. There are no direct consequences for moving past, into, or out of a square already occupied by a unit (though occupying the same square might allow the enemy to target you with area attacks).

Characters in Units

A character in a unit fills one of several possible roles, determining not only the actions a character can take but also how the unit behaves in mass combat. Mass combat allows several distinct roles, but a single character can fill multiple roles at the same time. You can change roles from round to round, but you can fill a particular role only if no other character has filled that role since the end of your last turn. Characters within units cannot be specifically targeted by effects or attacks, just as one cannot target specific vehicle systems in most circumstances.

Commander: The commander of a unit is the central authority and leader who issues most of the unit's commands. A commander controls the unit's movement and can also fill every other role not currently filled by another character. A unit can have only one commander at a time.

First Officer: The first officer is the unit's second-in-command, helping to ensure that all orders are carried out properly. A first officer can perform all the same actions as the commander, though only if the commander hasn't performed that same action since the end of the first officer's last turn. A unit can have only one first officer at a time.

Attack Leader: The attack leader coordinates all the unit's attacks. An attack leader can order attacks and use special tactics. A unit can have only one attack leader at a time.

Communications Officer: The communications officer is responsible for coordinating all the orders within the unit and coordinating with other units. A unit can have only one communications officer at a time.

Medic: The medic is responsible for making sure the unit remains a healthy fighting force. The medic coordinates a team of combat physicians who oversee the general welfare of the unit. A unit can have only one medic at a time.

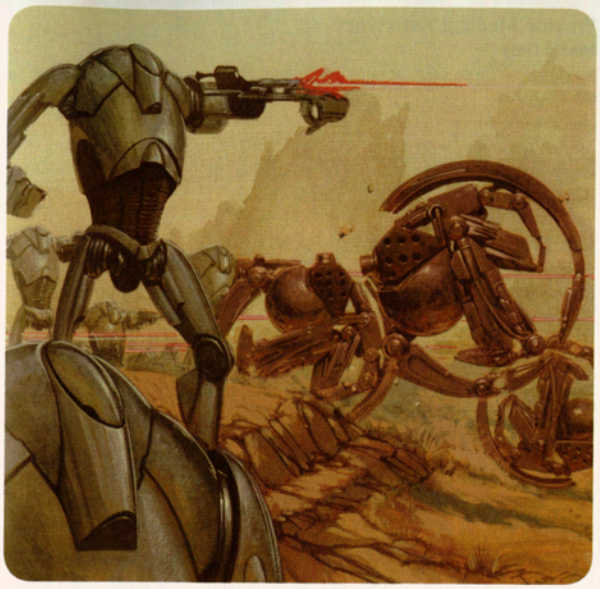
Using Talents, Feats, and Special Abilities

Characters filling the various roles in a unit might have talents, feats, Force powers, and other special abilities that they can use in mass combat. As a general rule, special abilities that function in character combat have too small an effect to be noticeable in mass combat. However, some abilities, especially those used by officers and nobles, can give units a big advantage through superior leadership. Talents, feats, and special abilities can be used in mass combat only if they meet certain criteria.

All Targets Who Can See, Hear, and Understand You: Abilities that require your targets to be able to see, hear, and understand you function only for targets within your same square in mass combat.

All Targets in Line of Sight: Abilities that affect enemies, allies, or targets in line of sight function in mass combat. They affect all targets of the appropriate type within your same square.

Single Target, Limited Number of Targets, or Nearby Targets: Abilities that affect a single target, a limited number of targets, or targets within a certain number of squares of you have no effect during mass combat.



Starting Mass Battles

Unless noted otherwise, joining a unit is a move action. Some actions described below can be performed only by particular roles in a unit. In this case, eligible roles are indicated following the action's name.

Initiative

There are two options for determining initiative in mass combat. First, each character can make separate Initiative checks. This is probably the best method if most or all characters are part of the same unit, but it can result in excessive delayed or readied actions as attack leaders wait for commanders to move units into position. An alternative is to make an Initiative check for each unit, using the unit's Initiative check modifier. This is particularly appropriate when the characters are parts of different units, since it allows everyone in the same unit to act more or less simultaneously.

Special: If a unit or a unit's commander is trained in Knowledge (tactics), you can choose to make a Knowledge (tactics) check instead of an Initiative check to determine that unit's place in the initiative order.

Standard Actions

Standard actions available to units include the following:

Aid Another

As a standard action, your unit can aid an attack roll or suppress an enemy.

Aiding an Attack Roll: You can aid the attack roll of another unit or vehicle by adding your unit's firepower to the attack. An attack leader selects a target within the range of his unit's weapons, and the unit makes an attack roll against a Reflex Defense of 10 (applying all range penalties as though the unit is attacking the designated target). If this attack is successful, the attack leader grants a single adjacent allied unit or vehicle a +2 bonus on its next attack roll made against that target before the beginning of the attack leader's next turn.

A commander or first officer can make a DC 10 Knowledge (tactics) check as a standard action to grant a single adjacent allied unit or vehicle a +2 bonus on its next attack roll made before the beginning of the commander's next turn.

Suppressing an Enemy: You can suppress the attack of an enemy unit or vehicle by bombarding the target with fire. An attack leader can select a target within the range of his unit's weapons, and the unit makes an attack roll against a Reflex Defense of 10 (applying all range penalties as though the unit is attacking the designated target). If this attack is successful, the attack leader causes the target unit or vehicle to take a –2 penalty on its next attack roll.

Attack with Melee Weapons

Attack Leader Only

A ground unit can make melee weapon attacks against another ground unit in its square. If a unit occupies the same space as an enemy unit or vehicle, it can make a single melee attack against that target as a standard action. Individual characters cannot make melee attacks against units.

Attack with Ranged Weapons

Attack Leader Only

Units can make attacks using their ranged weapons. A unit can target a unit or vehicle within its range and attack with its ranged weapon as a standard action. Individual characters cannot make ranged attacks against units.

Attack with Vehicle Weapons

Attack Leader Only

Vehicle units can attack with each weapon that has its own gunner. As a result, a vehicle unit can make more attacks per round than ground-based units. Vehicle weapon attacks follow all the same rules as in vehicle combat (see page 167 of the Saga Edition core rulebook). Unlike individual creatures, an individual vehicle can attack units.



Charge
Commander Only
The commander can order the unit to charge, moving toward an enemy and making an attack in one action. As a standard action, the unit moves up to its speed and then makes a melee attack roll against a target unit or vehicle in the same square or a ranged attack against a unit within weapon range. The charging unit gains a +2 bonus on its attack roll but takes a –2 penalty to Reflex Defense until the start of its next turn. If a commander orders a unit to charge, the attack leader cannot order the unit to attack until the beginning of the commander's next turn.

Fight Defensively
Attack Leader Only
An attack leader can order the unit to fight defensively as a standard action, hunkering down to resist an incoming attack. The unit can make no attacks until the beginning of the attack leader's next turn but gains a +5 bonus to Reflex Defense.

Move Actions
Move actions available to units include the following:

Move
Commander Only
The commander can move the unit up to its speed as a move action.

Swift Actions
Swift actions available to units include the following:

Disband Unit
Commander Only
The commander can disband the unit as a swift action.

Provide Medical Assistance
Medic Only
By spending three swift actions, the medic can administer basic first aid to the unit. After spending the third swift action, make a DC 20 Treat Injury check. If the check succeeds, the unit heals 5 hit points. However, the unit's hit points cannot exceed the next highest attrition number. For example, a clone trooper battalion with 60 hit points can be healed only up to 62 hit points, the next highest attrition number.

Use Tactical Knowledge
Commander Only
By spending three swift actions, the commander can give the unit a tactical advantage. After spending the third swift action, make a DC 20 Knowledge (tactics) check. If successful, the commander can grant a single extra standard action to any other character filling a role in the unit. If the commander is the only character filling a role in the unit, this action has no effect.

Full-Round Actions
Full-round actions available to units include the following:

Hard March
Commander Only
As a full-round action, the commander can move the unit up to 4 times its speed. The unit is flat-footed until the beginning of the commander's next turn. An attack leader cannot order the unit to make attacks until the end of the commander's next turn.

Reactions
Reactions available to units include the following:

Disband and Reform Unit
Commander Only
When a unit disbands, as a reaction, the commander of an adjacent unit can order that unit to disband also and reform with the other unit as a new unit. Any heroes or unique characters must rejoin the unit as a move action on their next turn, except for the commander, who automatically transfers his role to the new unit.

Special Mass Combat Rules
The following additional rules apply to units in mass combat.

Cover and Concealment
Units can gain cover and concealment just as characters do. Determine cover or concealment as normal for an attacker targeting a unit in a particular square.

Falling Vehicles

When a flying vehicle or vehicle unit is disabled (but not destroyed) in mass combat, the vehicle falls to the ground and might damage ground units. At the beginning of a disabled or uncontrolled flying vehicle's turn, that vehicle crashes into the ground in the square it occupies. All nonflying units in that square take damage equal to collision damage for a vehicle of that size (see page 173 of the Saga Edition core rulebook).

Orbital Bombardment

Combatants in a ground battle can be devastated by capital ships in orbit above the planet. As a standard action, the commander of a capital ship can order a single weapons system to aim at a single square on a mass combat battlefield. The square is considered to be at long range for the capital ship, and the ship must make an attack roll against a Reflex Defense of 10 to hit the target square. If successful, all units in that square take normal weapon damage for that weapon system, or half damage on a miss. That ship cannot make any other attacks until the beginning of the commander's next turn.

Orbital bombardment should be used by the Gamemaster only as a means of making a mass combat encounter more dangerous. A single shot from a capital ship weapon is usually more than enough to destroy a unit, so orbital bombardment should not be used lightly. Orbital bombardment should occur only if the needs of the adventure require it rather than as a means for resolving combats.

Weapon Emplacements

Weapon emplacements are a staple of ground warfare. They typically fall under two categories: antipersonnel and antivehicle. Weapon emplacements are treated as vehicles for statistical purposes, but they are usually immobile and do not require a pilot to function. Instead, gunners control all the functions of the weapon emplacement.

Example weapon emplacements include the LR1K sonic antipersonnel cannon and the AV-7 antivehicle cannon.

LR1K Sonic Cannon

The LR1K is a large antipersonnel cannon manufactured for the Confederacy by Gordarl Weaponsmiths. This large, conical emplacement produces a concussive blast of sonic energy that damages not only its primary target but also other creatures nearby. The LR1K sonic cannon is successfully used at the Battle of Geonosis, where Geonosian warriors direct the weapon against the invading clone troopers and Jedi.

LR1K Sonic Antipersonnel Cannon **CL 4**
Large emplacement
Init +5; **Senses** Perception +6

Defenses Ref 10 (flat-footed 10), Fort 15; +1 armor
hp 30; **DR** 5; **Threshold** 20

Speed 0 squares (immobile)
Ranged sonic cannon +8 (see below)
Fighting Space 2×2 or 1 square (starship scale); **Cover** +5
Base Atk +2; **Grp** +17

Abilities Str 21, Dex 10, Con —, Int 18
Skills Initiative +5, Mechanics +6, Perception +6, Use Computer +6

Crew 2 (skilled); **Passengers** none
Availability Restricted; **Cost** 9,000 (5,000 used)

Sonic Cannon (2 gunners)
Atk +8, **Dmg** 4d10×2 sonic[1]

1 *Sonic damage cannot be deflected by lightsabers and is considered energy damage.*

Republic Antivehicle Cannon

Taim & Bak manufactures this large, semimobile antivehicle emplacement for the Republic after the Republic's leaders realize that defending a world means hunkering down and enduring constant threat of assault or invasion. The clone forces of the Republic use several of these antivehicle cannons to help secure the planet Christophsis.

AV-7 Antivehicle Cannon **CL 6**
Huge emplacement
Init +4; **Senses** Perception +6

Defenses Ref 11 (flat-footed 11), Fort 18; +3 armor
hp 80; **DR** 5; **Threshold** 28

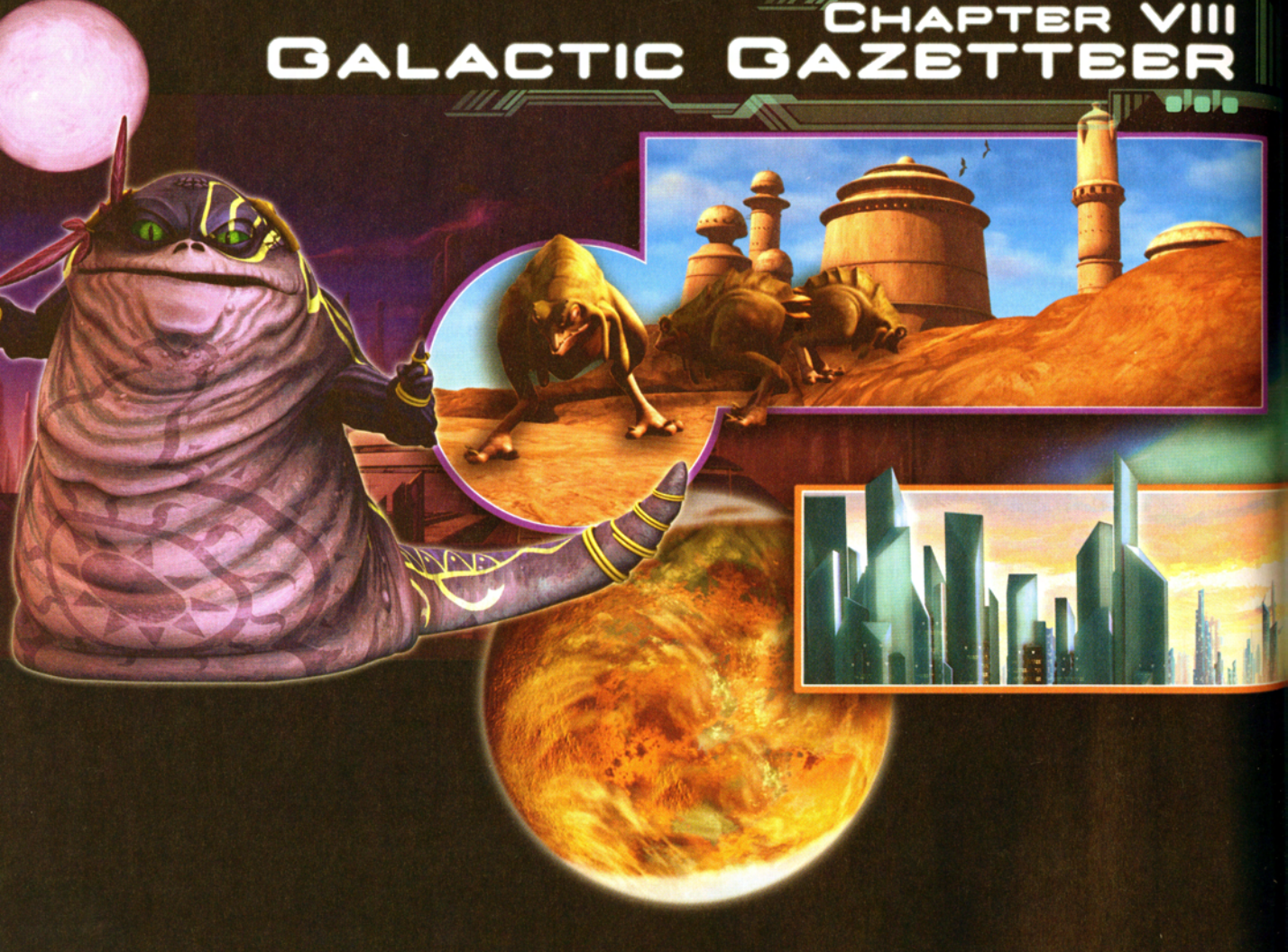
Speed 0 squares (immobile in firing mode), fly 4 squares (in hover mode)
Ranged antivehicle cannon +6 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** +5
Base Atk +2; **Grp** +6

Abilities Str 26, Dex 10, Con —, Int 18
Skills Initiative +4, Mechanics +6, Perception +6, Use Computer +6

Crew 1 (skilled); **Passengers** none
Availability Military; **Cost** 14,000 (8,000 used)

Antivehicle Cannon (gunner)
Atk +6, **Dmg** 5d10×2

Chapter VIII
Galactic Gazetteer





This chapter presents several new planet entries for worlds relevant to a Clone Wars campaign as well as planetary updates for worlds listed in Chapter 13 of the Saga Edition core rulebook, bringing them into alignment with their state in this era.

Among the planets described here are the various homeworlds of the new species presented in Chapter 1, as well as worlds that figure prominently in *The Clone Wars* animated series.

Contested Worlds

The Clone Wars draw in nearly every world from the Deep Core to the Outer Rim, embroiling these planets in the conflict one way or another. In general, most planets fall into one of three categories: Republic-controlled worlds, Confederacy-controlled worlds, and contested worlds. Though the status of an individual planet might change over the course of the Clone Wars, these general classifications can help Gamemasters relay the general atmosphere on these worlds.

Republic-controlled worlds are planets that have remained loyal to the Galactic Republic in this time of war, or that have been forcibly seized by Republic military forces. These worlds are subject to the same laws as all other worlds in the Galactic Republic and, with the exception of worlds that have seen major conflicts, most closely resemble the planets of the Republic from the days before the outbreak of the Clone Wars. Republic-controlled worlds usually have some sizable Republic military presence that is as much focused inward as outward; with the ever-present threat of sedition and defection to the Confederacy, Republic worlds see an increase in suspicion of treasonous activity and a steady growth of military forces.

Confederacy-controlled worlds generally fall into two categories: those that join the Separatists in opposition to the Republic, and those that are lured to the Confederacy by greed and promises. Some worlds, such as the rebellious planet Jabiim, see joining the Confederacy as a way of showing the Republic that the planet will no longer be subject to its laws; this rejection is more a cry for independence from the Republic than it is loyalty to the cause of the Separatists, and often is the result of an antagonistic relationship between the Republic government and the planet's government. The second category usually comes about when the leaders of the Confederacy, usually Count Dooku, promise planetary leaders great wealth, power, and influence in exchange for their support for the Separatist cause. These planets are wooed away from the Republic in exchange for everything from monetary wealth to simple military protection, and usually show greater loyalty to the Separatist ideal.

Contested worlds, sometimes called neutral worlds, are planets that do not willfully pledge their allegiance to one side or the other, but instead have the decision made for them militarily. These contested worlds are usually the sites of the fiercest battles as the two titanic factions battle over the planet's allegiance and resources, while giving local populations little say in the matter. Contested worlds usually start as worlds whose planetary leaders are divided on which side to join, allowing the Republic and the Confederacy to pounce upon this indecision and capitalize on the planet's resources to fuel their war machines.

CATO NEIMOIDIA

Region: Colonies
Climate: Temperate and moist
Gravity: Standard
Moons: 2
Length of Day: 25 standard hours
Length of Year: 278 local days
Sapient Species: 100% Neimoidian
Government: Federation
Capital: Zarra
Major Exports: Droids, foodstuffs, technology
Major Imports: Labor, ore

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Cato Neimoidia is one of the earliest and most prominent Neimoidian "purse worlds."
15	The cities of Cato Neimoidia are built upon large bridges that span the spaces below massive arch-shaped rock formations.
20	The Neimoidians that call Cato Neimoidia their home hide their treasures and other valuables in well-protected and cleverly concealed vaults.

KNOWLEDGE (SOCIAL SCIENCES)

DC	Result
15	The so-called "purse worlds" of the Neimoidians act as administrative posts that rule their own sets of colonies.
20	Only the wealthiest Neimoidians are permitted to live on Cato Neimoidia.

"THAT BUSINESS ON CATO NEIMOIDIA DOESN'T...DOESN'T COUNT."

-OBI-WAN KENOBI



CHRISTOPHSIS

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 0
Length of Day: 26 standard hours
Length of Year: 369 local days
Sapient Species: 51% Human, 49% other
Government: Empire
Capital: Chalcydonia
Major Exports: Raw materials (crystal)
Major Imports: Foodstuffs

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Christophsis is an Outer Rim world covered in massive, green-blue crystal spires.
15	The inhabitants of Christophsis have built their cities into and around the massive crystal spires, taking advantage of their solid structure to serve as both foundation and support.

KNOWLEDGE (PHYSICAL SCIENCES)

DC	Result
20	The crystalline city-spires of Christophsis are merely the largest examples of the crystals that grow all across the world. Most of the world's crystals grow in smaller clumps less than a meter tall.
25	The crystals of Christophsis can sometimes be used as lightsaber crystals, though the Jedi prefer to obtain their crystals from more sacred sites.

Geonosis

Region: Outer Rim
Climate: Arid
Gravity: Low standard (90%)
Moons: 15
Length of Day: 30 standard hours
Length of Year: 256 local days
Sapient Species: 100% Geonosian
Government: Feudal hives
Capital: Stalgasin Hive
Major Exports: Droids, technology
Major Imports: Raw materials

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Harsh solar radiation storms are common on Geonosis, and they have caused occasional planetwide mass extinctions.
15	Geonosis's largest moon was struck by a comet in the distant past, creating a dense ring system around the planet.
20	The rocky spires prevalent in Geonosian architecture are easily mistaken for naturally occurring surface features.
25	Several droid and weapon foundries, administered by the Baktoid Armor Workshop, are located across and beneath Geonosis's rocky landscape.

KNOWLEDGE (SOCIAL SCIENCES)

DC	Result
10	The Geonosians are an insectoid species native to Geonosis.
15	The Geonosian species is composed of two distinct varieties: wingless drones that act primarily as laborers, and winged aristocrats that include the species' rulers and elite warriors.
20	Geonosians are further divided into castes, depending on the physical attributes with which they are born.
25	Geonosian society exists to serve the species' elite castes.

Glee Anselm

Region: Mid Rim
Climate: Tropical to temperate
Gravity: Standard
Moons: 1
Length of Day: 33 standard hours
Length of Year: 206 local days
Sapient Species: 53% Anselmi, 45% Nautolan, 2% other
Government: Republic council
Capital: Anselom (Anselmi), Pieralos (Nautolan)
Major Exports: Foodstuffs, medicine, water
Major Imports: Technology

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	There are only a few large landmasses on the surface of Glee Anselm. The majority of its remaining islands and archipelagos are little more than swamps.
15	Though the climate of Glee Anselm is mild, the planet is wracked by intense storms and hurricanes.
20	Most of Glee Anselm's aquatic life, which survives in the high-pressure oceanic depths of the planet, has yet to be catalogued.

KNOWLEDGE (LIFE SCIENCES)

DC	Result
15	Glee Anselm is home to two naturally evolving species: the Nautolans and the Anselmi.
20	The Anselmi species is land-based. Their culture is warlike, due in large part to the harsh competition between its members for control of Glee Anselm's few land masses.
25	Though peaceful, the Nautolans have competed militarily with the Anselmi for control of Glee Anselm's few land masses.

"They said it would be easy to wash away the memories of battle on a watery world. I guess they never saw an entire ocean run red."

-Commander Rin Mako

IKTOTCH

Region: Expansion
Climate: Arid, rocky, and windy
Gravity: Standard
Moons: 0
Length of Day: 22 standard hours
Length of Year: 481 local days
Sapient Species: 97% Iktotchi, 2% Human, 1% other
Government: Representative democracy
Capital: Ankhela
Major Exports: Minerals, ore
Major Imports: Technology

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Iktotch is the third moon of the planet Iktotchon.
15	The surface of Iktotch is windswept, rocky, and barren.
20	Iktotch has very little surface water. Much of the moon's water is found deep beneath its surface in naturally occurring aquifers.
25	Sand and gravel storms form frequently on Iktotch's surface. The most violent of these can span hundreds of kilometers and manifest with enough force to strip flesh from the bones of unprotected surface dwellers.

KNOWLEDGE (LIFE SCIENCES)

DC	Result
15	When Republic scouts visited Iktotch for the first time, they discovered the seal of the Republic carved into one of the moon's mountains. It was soon revealed that the Iktotchi, thanks to their precognitive abilities, had known of the Republic's coming for generations.
20	Members of the Iktotchi species are often feared or discriminated against because of their innate prescience.
25	The Iktotchi evolved from mountain-dwelling quadrupeds that were once numerous upon the moon's surface.

KALEE

Region: Outer Rim
Climate: Arid, temperate, tropical, and arctic
Gravity: Standard
Moons: 1
Length of Day: 23 standard hours
Length of Year: 378 local days
Sapient Species: 99% Kaleesh, 1% other
Government: Warring tribes
Capital: Kaleela
Major Exports: Exotic animals, mercenaries
Major Imports: Medicine, weapons, technology



KALEE

KNOWLEDGE (GALACTIC LORE)

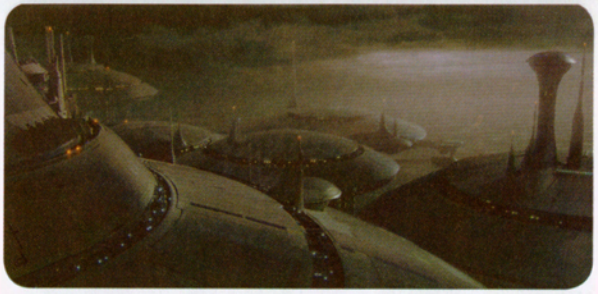
DC	Result
10	Kalee is a harsh world with few natural resources.
15	Kalee was recently invaded by the Huk, a mantislike insectoid species that enslaved the Kaleesh and stripped the planet of its few natural resources. The Huk were defeated and nearly wiped out by the Kaleesh. The Huk petitioned the Republic for aid, which resulted in economic sanctions and war crimes trials against the Kaleesh.
25	The Republic's actions against the Kaleesh on behalf of the Huk were the result of corruption within the Senate.

KNOWLEDGE (SOCIAL SCIENCES)

DC	Result
10	The Kaleesh are a nomadic species that has only recently made its way into space.
15	Though warlike, the Kaleesh rarely attack without provocation.
20	The Kaleesh revere ancestors who died in self-sacrifice and with honor. They believe that these ancestors rise to the heavens upon their death and descend to the planet's surface again when they are needed.
25	Abesmi, a large rectangular island within Kalee's single ocean, is considered the holiest place on the planet's surface.

KAMINO

Region: Wild Space
Climate: Temperate
Gravity: Standard
Moons: 3
Length of Day: 27 standard hours
Length of Year: 463 local days
Sapient Species: 98% Kaminoan, 1% Human (clones), 1% other
Government: Ruling council
Capital: Tipoca City
Major Exports: Clones, fish, military hardware, technology, weapons
Major Imports: Droids, foodstuffs



KNOWLEDGE (BUREAUCRACY, GALACTIC LORE, LIFE SCIENCES)

DC	Result
15	Kamino is one of thirteen planets in the Kamino System, which is situated near the dwarf galaxy known as the Rishi Maze.
20	Because it has no surface geography, Kamino is subject to powerful storms that rage continuously across its watery landscape.
25	Climate changes in Kamino's distant past submerged the surface of the world, and water now covers 100% of the planet's surface.

KNOWLEDGE (BUREAUCRACY, GALACTIC LORE, LIFE SCIENCES)

DC	Result
15	The Kaminoans are regarded as isolationist cloners who rarely interact with others unless it is to conduct business.
20	Kaminoans appear to be nearly identical to one another. This is due to their exacting methods of selective breeding and cloning in order to ensure the survival of their species.
25	The soldiers of the newly formed Grand Army of the Republic are clones that were created and trained on Kamino.

KERKOIDIA

Region: Expansion Region
Climate: Temperate
Gravity: Standard
Moons: 3
Length of Day: 26 standard hours
Length of Year: 324 local days
Sapient Species: 99% Kerkoiden, 1% other
Government: Oligarchy
Capital: Maldinian City
Major Exports: None
Major Imports: High technology, luxury goods

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Kerkoidia is a civilized world in the Expansion Region and is the homeworld of the Kerkoiden people.
15	Most of the planet is covered in savannahs. The tall grass of these savannahs grows to a height of almost two meters, allowing the native beings on the world to hide from predators and prey alike.
20	Kerkoidia's swamps, which cover nearly 30% of the planet, are home to vicious predators from which the Kerkoiden species is descended.
25	The headquarters for the Retail Caucus is located on Kerkoidia, which has made many Kerkoidens extremely wealthy and created a fledgling aristocracy.

MALASTARE

Region: Mid Rim
Climate: Arid, temperate, and tropical
Gravity: Heavy (156%)
Moons: 2
Length of Day: 26 standard hours
Length of Year: 201 local days
Sapient Species: 51% Gran, 44% Dug, 4% Human, 1% other
Government: Gran Protectorate
Capital: Port Pixelito
Major Exports: Podracing
Major Imports: Foodstuffs, luxury items

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Malastare is a popular stop in the galaxy's Podracing circuit due to the large variety of terrain types that make up the planet's surface.
15	Malastare is one of the Galactic Republic's staunchest supporters.
20	Though Dugs are Malastare's single indigenous species, the planet was colonized millennia ago by the Gran and is controlled by the Gran Protectorate.
25	Dugs have suffered greatly under the rule of the Gran, and they have been marginalized throughout the galaxy as a result.

KNOWLEDGE (SOCIAL SCIENCES)

DC	Result
10	Dugs are perceived as bullies and brutes throughout the galaxy.
15	Though they consider themselves proud warriors, the Dugs were forcibly disarmed by the Republic nearly a thousand years ago.
20	Despite being technologically advanced, many Dugs live in primitive arboreal villages known as tree thorps.
25	Dug society is tribal, with a number of clans forming each tribe. Multiple tribes are ruled by a unifying monarch.

MUSTAFAR

Region: Outer Rim
Climate: Hot (volcanic)
Gravity: Standard
Moons: None
Length of Day: 36 standard hours
Length of Year: 412 local days
Sapient Species: 95% Mustafarian, 3% Skakoan, 2% other
Government: Techno Union
Capital: Fralideja
Major Exports: Minerals, ore
Major Imports: Foodstuffs, technology

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Mustafar is a possession of the Techno Union, and has been for almost 300 years.
15	It is a volcanic planet. Nearly 35% of Mustafar's surface is molten. This is due to the stresses placed on the planet by the gravity fields of two large gas giants that affect its orbit.
30	Many Jedi temples once existed on Mustafar. War with the Sith resulted in the near-apocalyptic changes to the planetary surface, causing the Jedi to abandon their enclaves.

KNOWLEDGE (LIFE SCIENCES)

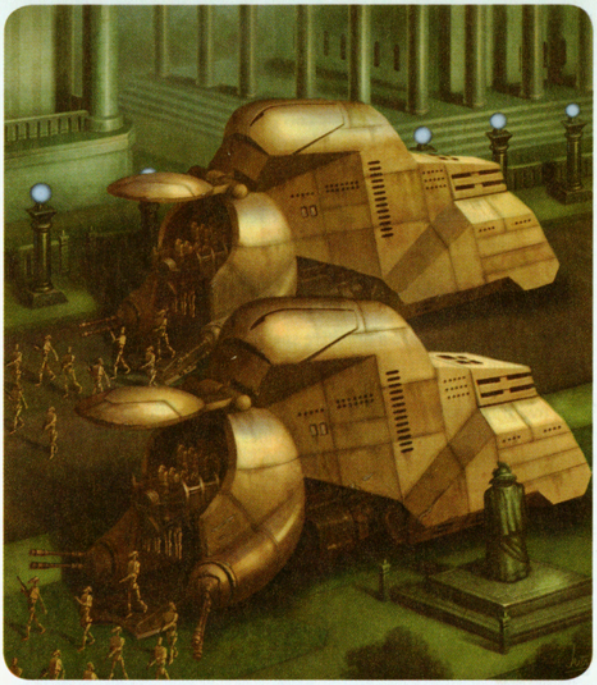
DC	Result
10	Mustafarians are composed of two related but distinct subspecies: Northern Mustafarians, who are tall and thin, and Southern Mustafarians, who are short and somewhat sturdier.
20	Mustafarians use domesticated arthropods known as lava fleas as mounts so that they can traverse the cooled and crusted-over surfaces of their planet.
25	The Mustafarians survived Mustafar's cataclysm by migrating to the planet's cooler regions.
30	Though theoretically under the control of the Techno Union, the Mustafarians are largely neutral and unconcerned with offworld politics.

MUUNILINST

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 28 standard hours
Length of Year: 412 local days
Sapient Species: 99% Muun, 1% other
Government: Clans
Capital: Harnaidan
Major Exports: Metals
Major Imports: Consumer goods, foodstuffs

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Muunilinst is the well-developed homeworld of the Muun people, a race of tall, slender aliens.
15	The InterGalactic Banking Clan is based on Muunilinst, and much of the galaxy's money moves through banks on the planet, earning it the nickname "Moneyland."
20	Muunilinst is a mineral-rich world covered in small, conical, underwater volcanoes (known as "smokers").
25	Several settlements on Muunilinst are actually built around rich mineral deposits, which can be mined quickly to provide physical capital should the planet's government need it.



NELVAAN

Region: Outer Rim
Climate: Cool
Gravity: Low (85%)
Moons: 3
Length of Day: 24 standard hours
Length of Year: 349 local days
Sapient Species: 96% Nelvaanian, 3% Skakoan, 1% other
Government: None
Capital: None
Major Exports: Water
Major Imports: None

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Nelvaan is experiencing the onset of an ice age.
15	Because of its low gravity, Nelvaan is home to several large animal species, and it features exotic cliffs and mesas that would have crumbled beneath the strain of higher gravity.
20	Bothan vessels occasionally visit Nelvaan to siphon water from its expansive glaciers.
30	The cooling of Nelvaan is a direct result of a Techno Union siphon generator that is draining thermal energy from the planet.

KNOWLEDGE (BUREAUCRACY, GALACTIC LORE, LIFE SCIENCES)

DC	Result
10	The Nelvaanians are a primitive species with a tribal culture.
15	Religion is an important aspect of Nelvaanian society.
20	Male Nelvaanians act as warriors, hunters, and scouts for their respective tribes, while females act as builders and gatherers that manage the day-to-day activities of their tribes.
25	The planet Nelvaan, known as the Great Mother, is central to Nelvaanian religion.

Polis Massa

Region: Outer Rim
Climate: None (asteroid)
Gravity: Low (56%)
Moons: None
Length of Day: 24 standard hours
Length of Year: 590 local days
Sapient Species: 99% Polis Massan, 1% other
Government: Ruling Council
Capital: Polis Massa Base
Major Exports: None
Major Imports: Foodstuffs, heavy machinery, water

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Polis Massa is a small mining colony in a remote asteroid field.
20	The Polis Massa asteroid is the largest fragment of the planet Polis Massa, which was broken apart by a natural cataclysm many centuries ago.
25	Polis Massa was originally home to the Eellayin civilization. The Eellayins vanished following their planet's destruction.
30	The center of Polis Massa's mining operations is an excavation, where the current inhabitants search for clues to the lost Eellayin civilization.

KNOWLEDGE (BUREAUCRACY, GALACTIC LORE, LIFE SCIENCES)

DC	Result
10	Polis Massans are known for their medical and archaeological expertise.
20	The Polis Massans are not the original inhabitants of the planet Polis Massa, but are instead from another planet.
25	Polis Massans emigrated from their homeworld of Kallidah (also in the Subterrel Sector) to the Polis Massa asteroids in order to mine for artifacts from a lost civilization. They believe that they are descendants of the original inhabitants of Polis Massa, the Eellayins.
30	The Polis Massans learned cloning techniques from the Kaminoans, and they might be attempting to use these skills to bring about the return of the Eellayin civilization.

Sembla

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 4
Length of Day: 32 standard hours
Length of Year: 274 local days
Sapient Species: 100% Vurk
Government: None (nomadic tribes)
Capital: None
Major Exports: Foodstuffs, water
Major Imports: Technology

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Sembla is covered by shallow seas and volcanic islands.
15	Vast gardens of coral and valuable crystal growths can be found in the hottest of Sembla's oceans, and these are often targeted by off-world miners.
25	Due to the nomadic nature of its indigenous species, there are few permanent settlements on Sembla.
30	Ancient subaquatic ruins have been found along Sembla's equator. These ruins do not appear to have been created by the Vurks, nor do the Vurks have any memories of established permanent settlements.

KNOWLEDGE (SOCIAL SCIENCES)

DC	Result
10	The Vurks are a nomadic and seemingly primitive species native to Sembla.
15	The primitive nature of the Vurks is belied by the species' highly advanced philosophical traditions, which stress personal freedom, integrity, and honesty in all things.
20	As a species, Vurks are empathetic and serene, and they make exceptional diplomats.
25	Despite their peaceful nature, Vurks are capable combatants who see self-defense as an aspect of their own personal integrity.

SKAKO

Region: Core Worlds
Climate: Temperate (high-pressure)
Gravity: Standard
Moons: 2
Length of Day: 27 standard hours
Length of Year: 384 local days
Sapient Species: 100% Skakoan
Government: Guild
Capital: None
Major Exports: Technology
Major Imports: Foodstuffs, raw materials, water

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	The surface of the planet Skako, like Coruscant, is covered by one massive city.
15	Skako's atmosphere is one of methane-based gasses and extremely heavy pressure, making it a hazardous place for species not adapted to its stresses.
20	Though most of Skako is covered by urban sprawl, some examples of the planet's original ecosystem have been preserved in the form of vast fields of sprawling vines.

KNOWLEDGE (SOCIAL SCIENCES)

DC	Result
10	The Techno Union, while not a specifically a Skakoan organization, is largely controlled by the Skakoan species.
15	Skakoans are unable to leave their homeworld unless they wear specially designed pressure suits that allow them to survive in environments with standard pressures and atmospheres.
25	Skako's indigenous inhabitants are similar in appearance to sickly, gaunt humans. Because of the dangers of decompression away from their homeworld, few Skakoans willingly travel away from Skako.

TETH

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 27 standard hours
Length of Year: 298 local days
Sapient Species: 94% Human, 6% other
Government: Democracy
Capital: Inner Teth
Major Exports: None
Major Imports: Foodstuffs, high technology, luxury goods

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Teth is a remote jungle world on the Outer Rim. Its land masses are often shrouded in purple mist.
15	The wildlife on Teth is relatively benign despite the huge jungles covering the planet, making travel through the wilderness far less dangerous than on most worlds.
20	Teth has long been a haven for smugglers and other criminals, who use the world as a hiding place thanks to its remote location.
25	Teth was one of the planets where the B'omarr Monks built monasteries, but those edifices have long since been abandoned and then claimed by criminals as hideouts.



TETH

Toydaria

Region: Mid Rim
Climate: Temperate swamps
Gravity: Standard
Moons: 3
Length of Day: 21 standard hours
Length of Year: 184 local days
Sapient Species: 79% Toydarian, 18% Hutt, 3% other
Government: Hutt crime lords
Capital: Toydor
Major Exports: Labor
Major Imports: Foodstuffs

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	Toydaria is located in Hutt Space and is controlled by the Hutts. Most Toydarian villages are primitive by galactic standards.
15	Speeders are illegal on Toydaria because they endanger flying Toydarians, and spaceship traffic is restricted to specific zones. Toydarians have incorporated a sophisticated light-rail system to make surface travel between settlements more convenient.
20	The vast majority of Toydaria's surface area is covered in nutrient-rich muck-lakes interspersed with fields of dense algae.

KNOWLEDGE (SOCIAL SCIENCES)

DC	Result
10	Toydarians are a stingy and ill-tempered flying species native to Toydaria.
15	Toydarian government is feudal, owing allegiance to a single king who commands many vassals.
20	Because of their high metabolisms, Toydarians must consume more food than their small frames would at first indicate. As a result, famines are common on Toydaria in especially lean years.

Utapau

Region: Outer Rim
Climate: Arid and rocky sinkholes
Gravity: Standard
Moons: 9
Length of Day: 27 standard hours
Length of Year: 351 local days
Sapient Species: 70% Utai, 30% Pau'an
Government: Utapaun Committee
Capital: Pau City
Major Exports: Water
Major Imports: Medicine, technology

KNOWLEDGE (GALACTIC LORE)

DC	Result
10	The inhabitable areas of Utapau's surface are covered in grassy, windswept plains pockmarked with gaping sinkholes.
15	While Utapau has limited supplies of water on its surface, there are massive subterranean seas hidden beneath the planet's crust.
20	The mineral-rich waters of Utapau are rumored to have mystical healing properties, and this "healing water" fetches a high price on the galactic market.
25	Extensive mineral deposits exist beneath Utapau's subterranean seas, lending to the planet's vast natural resources.

KNOWLEDGE (SOCIAL SCIENCES)

DC	Result
10	Two races, the Pau'ans and the Utai (collectively known as the Utapaun), share the planet in a near-symbiotic relationship.
15	The Pau'ans are a tall species with a natural predilection for bureaucracy and oversight, while the Utai are a short species who excel as laborers and animal handlers.
25	An increase in surface storms drove the Pau'ans underground long ago, where they joined their civilization with that of the Utai.

"Greetings, young Jedi. What brings you to our remote sanctuary?"

-Tion Medon

Planetary Updates

The Clone Wars transform planets throughout the galaxy. A number of familiar worlds are reshaped by the events that unfold around and, occasionally, upon them. The updates in this section should provide Gamemasters with enough information to use these planets during this era.

Bespin

While Bespin has always been an important source of Tibanna gas, its economic and strategic importance is only truly realized at the start of the Clone Wars. The Republic and the Confederacy, desiring a stake in Bespin's resources, dispatch forces to secure their interests. A number of small orbital battles, punctuated by lengthy dogfights in Bespin's upper atmosphere, ultimately end with the Republic having a slight edge over its Separatist foes. Even though the Battle of Bespin is considered a loss for the Separatists, occasional skirmishes continue to occur between the two enemies throughout the entirety of the Clone Wars.

One of the most popular tourist hubs on Bespin prior to the Clone Wars is Tibannopolis. Tibannopolis's only true competition is Cloud City, and the rivalry between the two settlements only fuels their popularity. As the Clone Wars intensifies and tourists are less inclined to travel to Bespin's resorts, Tibannopolis ceases to be a significant economic factor. Cloud City's ability to mine Tibanna gas on behalf of the Republic is its salvation, enough to keep it functioning until the official end of hostilities.

Bothawui

Bothawui is a longtime member of the Senate and supporter of the Republic. Despite this fact, Bothawui remains a neutral planet during the Clone Wars. The Senator from Bothawui, Polo Se'lab, consistently abstains from many of the Senate's more politically charged votes in the months leading up to the Clone Wars. He states many times that he does not want Bothawui to be party to the start of open warfare, and he consistently maintains this stance in the following years.

Though Bothawui is publicly neutral, the Bothan predilection for secrecy and clandestine action is in full swing. While the Bothans do not specifically play one side off against the other during the Clone Wars, they are proud to serve each one in a professional, if not exclusive, manner. According to Bothan thought, providing the Republic and the Confederacy with useful intelligence is a good way to hasten the war's end, as well as make a profit.

Bothan neutrality does little to prevent both Separatist and Republic representatives from attempting to woo Bothawui to their side in the conflict. As the war progresses, it becomes increasingly obvious to the Bothans that neither side is worth supporting in full and that each faction is hiding several proverbial skeletons in their closet. This only reinforces the perception of Bothan neutrality during the Clone Wars.

Bothawui, defended by its own small planetary defense forces, is largely untouched by the war. Intelligence agents from the opposing factions, however, are numerous. Republic and Separatist agents rarely interact with one another in a hostile fashion on Bothawui, though a number of quiet confrontations and mysterious deaths are unavoidable.

Cerea

Due to its isolated location and antitechnological stance, Cerea garners little Republic attention until a few decades prior to the start of the Clone Wars, when the Republic seeks to tap into the planet's vast natural resources. Republic representatives offer technological incentives in an attempt to persuade Cerea to join the Republic, but these offers are rebuffed by the planet's ruling council.

When millions of refugees are displaced by the destruction of the Clone Wars, Cerea offers its aid to the Refugee Resettlement Coalition. As a result, vast numbers of refugees are brought to Cerea from across the galaxy. The newcomers settle, but many feel constrained by Cerea's lack of high technology. The newcomers' dissatisfaction, coupled with rebellious Cerean youths who wish to lift their society to the same technological level as the rest of the galaxy, stir up a hornet's nest of dissent.

Despite the Republic's diplomatic efforts to bring Cerea into the fold and the Confederacy's attempts to foment unrest at the local level, Cerea continues to remain neutral throughout the length of the Clone Wars. Regardless of the planet's neutral stance, it is only a matter of time before the war finds its way there. A year into the conflict, the month-long Battle of Cerea takes place, resulting in horrible civilian casualties. Large swathes of the planet's virgin landscapes are reduced to ashes by the battle, and the reigning president becomes the target of Confederacy-sponsored assassination attempt.

Coruscant

Coruscant experiences a number of radical changes after the start of the Clone Wars. Large swathes of the cityscape are laid low to make room for military staging areas. Millions of citizens are displaced by the urban renewal, the vast majority of them impoverished, members of alien species loyal to the Confederacy, or both. There is an initial public outcry, but with the war effort in full swing, such dissidence is either ignored or quickly quashed.

Acts of terrorism are commonplace. Most are the products of Separatist cells, though a few isolated incidents are of questionable origin. Bombings are the most common types of attacks used by Separatist terrorists. Given Coruscant's large population, these indiscriminate tactics result in hundreds, sometimes thousands, of casualties. Terrorists also employ toxic gasses and attempt to compromise the integrity of Coruscant's water and food supplies. Assassination attempts against influential Republic politicians are also common.

Clone troopers patrol much of the planet in force. Ostensibly, this is to combat and root out terrorist threats. More often than not, it is to maintain order and keep public protests to a minimum. Given the clones' military training, they are prone to using deadly force in situations that don't warrant it, and they have little compunction about doing so. Local authorities are helpless to intervene, and they can do little more than stand idly by and watch events unfold.

Discrimination based on species becomes more common on Coruscant. Overwhelming votes in the Senate have resulted in a number of mass deportations targeting members of species that are loyal to the Separatist movement. The majority of the deported individuals are loyal citizens of the Republic, however, which only makes enemies of individuals who might have otherwise been supportive of Palpatine's leadership.

Dorin

Dorin, the home planet of the Kel Dor, is a staunch supporter of the Republic. Due to a number of factors, notably its oxygen-poor atmosphere and location between two black holes, Dorin is practically ignored by the Confederacy of Independent Systems during the war.

The opinion of most Kel Dor is that the Separatists are disloyal and unwilling to go through proper channels to get what they want. Thus, they are deserving of nothing, and they should forcibly be brought back into the fold of the Republic. Dorin is a strong supporter of the formation of the Army of the Republic, even providing a handful of its own defense troops and ships in support of the war effort.

Duro

Duro is a loyal member of the Galactic Republic at the outbreak of the Clone Wars. The system's standing is further reinforced during the Battle of Duro, which is a pivotal point in a massive Confederacy offensive known as Operation Durge's Lance. The victory of the Separatists allows them to pave the way for a full-scale invasion of the Core Worlds.

The planet Duro is devastated by the Separatist invasion. Bombardment of the planet's vast industrial holdings, ordered by General Grievous, results in a catastrophic release of toxic pollutants into the atmosphere. These chemicals are further distributed across the planetary surface as fallout, transforming much of Duro into an uninhabitable wasteland. Utterly defeated, the Duros have little choice but to surrender to the Separatists and be absorbed into the Confederacy of Independent Systems.

In time, the Duros population learns that a number of Republic ships that should have been present at the Battle of Duro had been rerouted to other systems because of Senatorial corruption. The resulting investigation leads to the resignation of two Senators and a number of other officials.

The ultimate result of Duro's fall is the incredible boost it gives to the Separatist cause. General Grievous, the invasion's architect, is lauded throughout the Confederacy as a military genius. Scores of undecided systems rally to the Separatist cause in the wake of Duro's conquest.

Gamorr

Though ignored by the Galactic Republic during the Clone Wars due to its primitive inhabitants, Gamorr is given special attention by the Confederacy. Thousands of Gamorreans, less concerned with galactic politics and more interested in a good fight, are taken offworld by the Separatists and employed as mercenaries. The Gamorreans rarely serve the Separatists with distinction, and they are instead employed for dangerous frontal assaults. As a result, the survival rate for Gamorrean mercenaries working for the Confederacy is less than 8 percent.

The Hutts, upset with the Confederacy's claim on so many Gamorreans, petition the Separatists in an attempt to preserve their own hold on the planet's natives. The Trade Federation negotiates a finder's fee, paying a bounty to the Hutts for each Gamorrean that the Confederacy hires in the course of the conflict. Although this results in only a minimal profit for the Hutts, it eases their concerns over the perceived Separatist encroachment on a labor force that is largely considered theirs.

Though the war never comes to Gamorr's surface, a number of small space battles do occur in neighboring star systems. Separatists establish a single base on Gamorr's moon, but by the end of the war, it is completely abandoned and overtaken by pirates.

Iridonia

Although it figured prominently in past wars, Iridonia plays only a small part in the Clone Wars. A loyal member of the Galactic Republic following the Mandalorian Wars, Iridonia as a whole maintains its place in the Senate throughout this turbulent period. Though Iridonia itself is not subject to Separatist invasion, a number of its colonies suffer insurrections and political upheavals inspired by the Confederacy.

Several months after the start of the Clone Wars, one of the eight Iridonian colonies petitions to secede from the Galactic Republic and join the Confederacy. This starts what many Zabrak refer to as "The Great Debate," which eventually ends with Iridonia's continued support of the Galactic Republic.

ITHOR

A member of the Galactic Republic for millennia, Ithor continues to swear its fealty throughout the Clone Wars. The vast and well-protected natural resources of the forest world are never compromised by Separatist attacks. A number of small attacks and probing actions are attempted against Ithor by the Confederacy early in the war, but these are determined to be little more than diversions as the Separatists launch full-scale invasions of Duro and other important Republic targets.

The closest thing to a Separatist invasion of Ithor is the Confederacy's capture of the *Ottega Dawn*, an Ithorian herdship. The *Ottega Dawn* is subsequently placed at the fore of a Separatist assault force, where it is assumed that Republic ships will be less likely to fire upon it due to the large number of civilian passengers and crew aboard. While this tactic is initially successful, it backfires when the *Ottega Dawn* is reclaimed by a contingent of Ithorian mutineers.

KASHYYYK

Kashyyyk remains unaligned at the start of the Clone Wars. Seeking a means to end their troubles with neighboring Trandosha, the leaders of Kashyyyk initially attempt to better their position by negotiating with both the Confederacy of Independent Systems and the Galactic Republic. At stake are a number of secret hyperspace routes known only to the Wookiees as well as the potential for new hyperspace routes that are as yet unknown.

Despite a small number of hostile actions by Separatist forces, Kashyyyk maintains its neutrality for nearly a year and a half. General Grievous orders a number of attacks in an attempt to persuade the Wookiees to make a choice, but the tactic backfires when King Grakchawwaa learns of his son's accidental death at the hands of Separatist droids.

In a rage, Grakchawwaa sides with the Galactic Republic. This spurs a massive invasion by the Confederacy, which is eventually repulsed by a combined Republic/Wookiee force during the Battle of Kashyyyk. The tide of battle turns when Order 66 turns the Republic clone army against its Jedi generals. The Wookiees shelter a number of Jedi survivors, an act of mercy for which they suffer greatly in the years to come.

MON CALAMARI

In the time leading up to the Clone Wars, Senator Tikkas, the Quarren Senator from Mon Calamari, turns a blind eye to slaver activity in the Calamari Sector. When his part in these activities is discovered, Tikkas is forced out of office, and he defects to the Confederacy of Independent Systems. As leader of the Quarren Isolation League, a group dedicated to reducing the influence of the Mon Calamari on planetary politics, Tikkas foments outright civil war on Mon Calamari.



With the aid of Separatist droids as well as a number of Mon Calamari who are loyal to the Confederacy, Tikkas begins his campaign. He orders attacks against a number of Mon Calamari cities. The Republic counterattacks by sending troops, led by Kit Fisto, to aid the Mon Calamari.

It is eventually discovered that the Quarren are also being aided by a type of deepsea invertebrate known as the Moappa. While the Moappa are not intelligent on an individual basis, they possess a sophisticated group intellect. Like the Quarren, the Moappa are disaffected by the Mon Calamari's claim of planetary control. Even after the destruction of the Quarren central command on Mon Calamari, the Moappa continue to lead the remaining troops via telepathic commands.

Until this point, the Mon Calamari had been unaware of the Moappa's intelligence. Following the defeat of the Separatists, diplomatic relations are established between the Mon Calamari and the Moappa so that the two species can live in peace.

Naboo

Because of Naboo's close relationship with Chancellor Palpatine, himself a citizen of that planet, Naboo remains a staunch bastion of the Galactic Republic throughout the length of the Clone Wars. Despite Naboo's peaceful nature, the average citizen sees support of Palpatine's initiatives as common sense. With the invasion of Theed by the Trade Federation prior to the Clone Wars as an example, there is little doubt to the citizenry of Naboo that the Separatists are a grave threat that must be dealt with in a decisive manner. To the majority of the Naboo, the person to bring about an end to such a terrible enemy is Palpatine.

The Trade Federation never forgets its defeat during the blockade. Because of this, Naboo continues to suffer repeated attacks and invasions from Confederacy forces throughout the conflict. While none of the incursions succeeds, the most disastrous of them wipes out nearly all life on the Gungan lunar colony of Ohma-D'un during what is to become remembered as the Defense of Naboo. Quick action by the Jedi and other Republic forces results in victory over the Separatist invaders.

Nar Shaddaa

During the Clone Wars, Nar Shaddaa remains a haven for criminals of all stripes, a terrible and multileveled urban playground inhabited by the worst that the galaxy has to offer. Wars come and go, but Nar Shaddaa always remains in one form or another.

The Hutts that pull the strings on Nar Shaddaa see the conflict between the Galactic Republic and the Confederacy of Independent Systems as just another opportunity to make money. To this effect, they channel all manner of illegal products to one side or the other. Weapons, cortosis ore, assassin droids, spice, slaves, and any of a number of other forbidden goods pass through Nar Shaddaa like water through a sieve.

The Separatists are the Hutts' largest customer. Though backed by a large number of technological concerns, such as the Techno Union and the Trade Federation, the Confederacy is always looking for an edge, regardless of how underhanded or destructive it might be. This is not to say that the Republic's hands are completely clean, either, especially early in the war when the Army of the Republic is in its embryonic stage. Weapons, especially hand weapons and vehicles, pass through Nar Shaddaa on their way to Republic and Separatist munitions depots.

Nar Shaddaa not only offers physical goods for sale. Services are another of its more profitable offerings, and these include theft, assassination, and everything in between. Both sides in the war have agents assigned to Nar Shaddaa, both to contract for services as well as to monitor the movements of the opposition. Unlike the Republic and Separatist agents on Bothawui, who are relatively quiet and secretive, those living on Nar Shaddaa are much more likely to come to a spectacularly violent end at the hands of their enemies.

Rodia

Despite the best attempts of the Separatists, Rodia remains a loyal member of the Galactic Republic throughout the Clone Wars. Rodia is never directly threatened by the Confederacy of Independent Systems, though negotiators sent by Count Dooku are often found in Iskaayuma as they attempt to sway the Rodians to support their cause.

Even though Rodia remains loyal to the Republic, many individual Rodians seek out their fame and fortune in the employ of the Confederacy, offering their services as assassins and mercenaries. Many of these individuals are considered criminals by the galactic community, but they are otherwise revered as heroes on Rodia for their exploits.

Rodia is represented in the Galactic Senate by Senator Onaconda Farr, a tried and true loyalist of the Republic. Farr is appointed to the Loyalist Committee, gaining a great deal of influence as a result. Unfortunately for Rodia, Onaconda Farr is exposed for bribing a fellow Senator in order to divert a number of naval starships to Rodia. Had the starships been sent to Duro, their original destination, it is quite possible that the Battle of Duro would not have been a Separatist victory.

Ryloth

At the start of the Clone Wars, the homeworld of the Twi'leks is a strong supporter of the Galactic Republic in the Senate. Despite this, the planet is seized by the Confederacy of Independent Systems, an act that is protested by Senator Orn Free Taa of Ryloth. Among Ryloth's citizens, opinions remain so sharply divided that small-scale conflicts openly break out between different Twi'lek factions.

The Confederacy establishes a firm hold on the world through the imposition of martial law. Distrust and betrayal among Ryloth's citizens leads to further divisions, and suspected Republic sympathizers are rounded up, detained, and—in some cases—executed. Paranoia and suspicion run rampant, making the planet's major cities dangerous places to live.

The Separatist interest in Ryloth is twofold. A large droid reclamation facility is established on the planet's surface, proving to be an important asset as the Confederacy wages war against the Galactic Republic. Production and distribution of ryll is also an important Separatist consideration, even though vast numbers of credits from the sale of the addictive spice somehow find their way into Huttese coffers.

Late in the Clone Wars, a brief but intense battle takes place on Ryloth as a part of the Outer Rim Sieges. Through the efforts of diplomats and Hutt criminal interests, the planet is left relatively unscathed.

Sullust

Because of SoroSuub's membership in the Commerce Guild, Sullust secedes from the Galactic Republic at the beginning of the conflict and joins forces with the Confederacy of Independent Systems. Given that nearly half of the Sullustan population is employed by SoroSuub, there is practically no public outcry at this development. From this point onward, Sullust remains a strong supporter of the Confederacy. The planet itself is an important Confederacy fortress world, acting as a staging point for many invasions into the Core Worlds.

Less than a month after Sullust secedes, a Republic invasion of the system commences. Though some initial successes are reported, there are a number of setbacks. The military forces used by the Republic are disparate and varied, consisting mostly of planetary defense forces that have been pulled together into an impromptu assault force. Casualties are high, and battlefield gains are insubstantial. Treachery within the Republic ranks is the catalyst that leads to its ultimate defeat and withdrawal from Sullust.

Sullust remains one of the Confederacy's most prized holdings until the end of the war. Its rich mineral deposits, loyal workforce, and production capabilities make it an important and well-defended asset. Many Republic missions are sent to Sullust in an attempt to erode the Confederacy's hold on the planet, but few succeed.

Tatooine

Tatooine is technically held by the Galactic Republic, but it is largely controlled by the Hutts at the start of the Clone Wars. In the early days of the war, the Republic attempts to establish a spaceport on the planet in order to utilize it as a base in the Arkanis Sector. The Republic's newly realized interest in Tatooine is not welcomed by many of the planet's citizens, particularly those who thrive under Huttese control of the world.

Boorka the Hutt, seeking to remove the Republic from Tatooine, negotiates a pact with the Confederacy in exchange for the destruction of the fledgling Republic spaceport. The Confederacy forces, led by Sev'rance Tann, destroy the spaceport and wipe out the small Republic force that had occupied it.

Jabba the Hutt, Boorka's competitor on Tatooine, is incensed by Boorka's cooperation with the Separatists. He betrays Boorka to the Jedi, who kill Boorka and root out the Separatist units on Tatooine. Despite his loud objections, Jabba's interest in seeing Boorka fall are not entirely altruistic; the Hutt crime lord is playing one side against the other, taking a dangerous competitor out of the picture while continuing to supply cortosis ore to the Techno Union.

Trandosha

Due to its position within the Kashyyyk system, Trandosha's only representation in the Senate is Yarua, a Wookiee. The two species have never seen eye to eye, and their relationship is, at best, lukewarm at the outbreak of the Clone Wars due to a number of factors.

Peaceful negotiations between the two species had never been completely successful. Shortly before the outbreak of the Clone Wars, diplomacy completely breaks down when a Wookiee ship is attacked over one of Trandosha's moons. In response, the Wookiees erect a blockade around Trandosha. Peace talks rekindle the following year, but these fail when the Wookiees learn that the Trandoshans are seeking Senatorial backing with the aid of the Trade Federation.

Though never committed to the Separatist cause in a public forum, a number of independent Trandoshan organizations join forces with the Confederacy of Independent Systems during the Clone Wars. Pirate bands, slavers, and pro-Trandoshan terrorist groups participate in many Separatist actions, particularly those that take place on the Wookiee homeworld prior to the Battle of Kashyyyk. In truth, many (if not most) of these groups have indirect financial backing from Trandosha itself, as the planetary government is only too happy to direct its own attacks upon the Wookiees from the shadows.

"The desert is merciless. It takes everything from you."

—Anakin Skywalker

Chapter IX
The Jedi





The fates of the Republic and the Jedi Order are entwined. For over a thousand generations, the Jedi serve as guardians of peace and justice for the Republic. These masters of the Force grow and thrive alongside the Republic through the ages, dealing with crises that threaten the Republic and its citizens while maintaining peace and harmony in the galaxy.

The decline of the Republic heralds the decline of the Jedi Order as well. As more and more star systems react to the burden of heavy taxation and political corruption, the Jedi spread across the galaxy to keep order. However, they are unable to resolve every petty dispute or stem the threat of civil war.

The formation of the Confederacy of Independent Systems and the Separatists' intention to declare war against the Republic force the Jedi to respond and attempt to quell the warmongering immediately. The Jedi Order's efforts to put down the droid forces of the Separatists fail and cost the lives of many of Jedi Knights, but the arrival of cloned troops with Master Yoda turns the tide of the battle and drives the Separatist leaders into retreat. The Clone Wars change the role of the Jedi dramatically. Once the arbiters of peace, they become leaders in war.

This change creates other shifts within the Jedi Order as well. While some view the Clone Wars as an opportunity to help save the Republic from destruction, others see their involvement in the war as a perversion of their basic beliefs. Some Jedi splinter away to form their own groups that maintain their ideals without compromise. Still others feel that the Jedi Order approaches the war from the wrong direction, so they split off to create their own factions that fight the war as they see fit. The Jedi Council does everything in its power to hold together the crumbling Republic, but their faith in the Republic and their authority is undermined by the Dark Lords of the Sith.

The Jedi Order

Like any other established organization, the Jedi Order has an internal structure that helps maintain stability and allows it to function properly. From the youngest infant to the Jedi Masters seated on the High Council, every member of the Jedi has a place and purpose.

All younglings undergo formal education within the temple on Coruscant and learn what they need to be a Jedi. At the appropriate age, they are either selected by a Jedi Master to become a Padawan or join a branch of the Jedi Service Corps. While those that join the Service Corps usually live the rest of their lives in service there, Padawans continue their education under the direct tutelage of their Jedi Masters until they pass the trials to become a Jedi Knight. Jedi who expand their knowledge and understanding of the Force might reach the level of Jedi Master, and those Jedi who serve the Jedi Order with distinction might be offered a seat on one of the councils that oversee the actions and activities of their fellow Jedi Knights and Jedi Masters.

The Jedi Service Corps

If younglings pass the age to begin their training as a Padawan without being chosen by a Jedi Master, they are sent to the Jedi Service Corps. The Service Corps has four separate branches of service: the Agricultural Corps, the Educational Corps, the Exploration Corps, and the Medical Corps. Younglings are assigned to a branch that reflects their individual talents. There, they serve the rest of their time in the Jedi Order.

Each branch serves the Jedi Order and the Galactic Republic according to its designed purpose. The Agricultural Corps (or AgriCorps) serves the Republic by tending to the various farms established throughout the Core Worlds to help feed its citizens. The Educational Corps (or EduCorps) dispatches its members throughout the galaxy to provide for the education needs of many of the Republic's underprivileged children and, in turn, learn about the worlds to which they travel to help expand the knowledge base of the Jedi Order. The Exploration Corps (or ExplorCorps) primarily travels on missions to explore the Unknown Regions of the galaxy, charting new star systems and discovering new civilizations and races. The ExplorCorps also works in conjunction with likeminded organizations, such as the Intergalactic Zoological Society. The Medical Corps (or MedCorps) tends to the medical needs of Republic citizens throughout the galaxy, assisting the medical staff in many of the galaxy's hospitals and medical facilities. In addition, they also are responsible for maintaining the infirmary located in the Jedi Temple on Coruscant.

AgriCorps Worker

The Agricultural Corps teaches its new recruits to value the nature of life and to maintain balance between living creatures and their environment. These lessons, taught from the first day of their arrival, are meant to instill an overall appreciation for and an understanding of the natural world. The Agricultural Corps also teaches their young pupils patience to wait for results, self-control to let other things find their own way, and ingenuity to seek other methods to resolve a situation without resorting to the destruction of life.

The primary goal of the AgriCorps is to support the Republic's Agricultural Administration, which oversees the production and processing of foodstuffs throughout the Republic. Although most members serve on or near Coruscant, some are sent to other worlds to help with farming operations. Use of the Force by these recruits is restricted to tending the crops and livestock under their care, primarily because they have not learned anything beyond these basic skills at this point.

AgriCorps Worker **CL 2**
Medium Human nonheroic 6/Jedi 1
Force 2
Init +3; **Senses** Use the Force +7
Languages Basic

Defenses Ref 12 (flat-footed 12), Fort 13, Will 12
hp 27; **Threshold** 13

Speed 6 squares
Melee unarmed +6 (1d4+1) or
Ranged by weapon +5
Base Atk +5; **Grp** +6
Special Actions Shake It Off[H]

Abilities Str 12, Dex 10, Con 13, Int 11, Wis 10, Cha 8
Talents Force Perception
Feats Force Sensitivity, Skill Focus (Knowledge [life sciences]), Shake It Off[H], Skill Training (Endurance, Knowledge [galactic lore], Survival, Use the Force, Weapon Proficiency (lightsaber)
Skills Endurance +9, Knowledge (galactic lore) +8, Knowledge (life sciences) +13, Mechanics +8[H], Survival +8, Use the Force +7
Possessions agricultural tools, datapad
H *Bonus feat or trained skill for being Human.*

EduCorps Worker

The Educational Corps instructs its recruits in the ways of imparting knowledge, teaching them not only to be effective instructors but also to show patience and compassion for their pupils. Above all, they need to understand that one cannot always rely on the Force to reach one's goal. The idea of forcing somebody to learn something through the Force violates the basic doctrines of the Jedi Order.

The EduCorps provides instruction to the disadvantaged on countless worlds across the galaxy. Armed with the philosophy that knowledge of the universe and those who dwell in it increases one's understanding of life in the galaxy, these EduCorps scholars strive to learn all they can within the first few years of membership to prepare themselves to teach that knowledge to their future students.

Members of the EduCorps also study the worlds and cultures they visit, recording their experiences in the libraries located within the Jedi Temple on Coruscant.

EduCorps Worker **CL 1**
Medium Human nonheroic 6/Jedi 1
Force 2
Init +2; **Senses** Perception +9
Languages Basic, High Galactic, one additional language

Defenses Ref 11 (flat-footed 11), Fort 12, Will 13
hp 20; **Threshold** 12

Speed 6 squares
Melee unarmed +4 (1d4–1) or
Ranged by weapon +4
Base Atk +5; **Grp** +4

Abilities Str 8, Dex 9, Con 10, Int 14, Wis 12, Cha 11
Talents Skilled Advisor
Feats Force Sensitivity, Skill Focus (Knowledge [physical sciences], Knowledge [social sciences]), Skill Training (Knowledge [bureaucracy]^{H}, Knowledge [life sciences], Knowledge [physical sciences], Use the Force, Weapon Proficiency (lightsaber)
Skills Knowledge (bureaucracy) +10^{H}, Knowledge (galactic lore) +10, Knowledge (life sciences) +10, Knowledge (physical sciences) +15, Knowledge (social sciences) +15, Perception +9, Persuasion +8, Use the Force +8
Possessions 5 data cards, datapad
H *Bonus feat or trained skill for being Human.*

ExplorCorps Worker

The Exploration Corps takes its students from other branches of the Jedi Service Corps. Not surprisingly, the young Jedi who are assigned to the ExplorCorps are considered by their peers to be "the lucky ones." They travel the galaxy with Jedi Masters instead of remaining planetside to train for their designated positions. As such, many consider the ExplorCorps a traveling Jedi academy.

Service in the ExplorCorps teaches its recruits that, despite differences in race and culture throughout the galaxy, everyone has the same basic underlying needs that they fulfill in varying ways. Understanding this concept teaches the student perspective, seeing that the idea of right and wrong can vary between different cultures. But no matter where you go and what you do, the Force is always there to guide you.

The primary purpose of the ExplorCorps, however, is to seek out new worlds and civilizations in the galaxy. Knowledge of their discoveries is catalogued in the Jedi Archives for all to learn, much in the same way that the members of the EduCorps transcribe their findings about the planets they visit. Finding new civilizations opens the possibility of first contact, establishing relations with new species that might have something to contribute to the Republic.

ExplorCorps Worker **CL 2**
Medium Human nonheroic 6/Jedi 1
Force 2
Init +3; **Senses** Perception +9
Languages Basic

Defenses Ref 12 (flat-footed 12), Fort 13, Will 13
hp 27; **Threshold** 13

Speed 6 squares
Melee unarmed +5 (1d4) or
Ranged blaster pistol +0 (3d6)
Base Atk +5; **Grp** +5
Special Actions Shake It Off^{H}, Equilibrium

Abilities Str 10, Dex 10, Con 12, Int 11, Wis 13, Cha 8
Talents Equilibrium
Feats Force Sensitivity, Shake It Off^{H}, Skill Training (Knowledge [galactic lore], Perception, Pilot, Survival, Use Computer), Weapon Proficiency (lightsabers)
Skills Endurance +9^{H}, Knowledge (galactic lore) +8, Perception +9, Pilot +8, Survival +9, Use Computer +8, Use the Force +7
Possessions blaster pistol, comlink, datapad, field kit
H *Bonus feat or trained skill for being Human.*

MedCorps Worker

Life in the Medical Corps teaches recruits that life is fragile, and they quickly learn that people can become sick and die for no reason other than the will of the Force. For some, this can be hard to fathom, but internalizing it provides a valuable lesson for those who have had difficulty dealing with a personal loss earlier in life. Those that work for the MedCorps use their talents and abilities to heal the sick, treat the wounded, and provide comfort for those less fortunate.

Members of the MedCorps can be found at medical facilities throughout the galaxy, bestowing relief in times of crisis or instructing non-Force-using personnel in new methods to care for their patients. In addition to this basic task, the MedCorps is also responsible for maintaining the infirmary located in the Jedi Temple on Coruscant, which is connected to the expansive Galactic City Medical Center via a dedicated underground transport tube. Thanks to maintaining this facility, the MedCorps has come to the aid of a large number of Republic citizens during emergencies in the capital.

MedCorps Worker **CL 1**
Medium Human nonheroic 6/Jedi 1
Force 2
Init +3; **Senses** Perception +10
Languages Basic, one additional language

Defenses Ref 12 (flat-footed 12), Fort 11, Will 14
hp 13; **Threshold** 11

Speed 6 squares
Melee unarmed +4 (1d4–1)
Ranged by weapon +5
Base Atk +5; **Grp** +5

Abilities Str 8, Dex 10, Con 9, Int 12, Wis 14, Cha 11
Talents Skilled Advisor
Feats Force Sensitivity, Skill Focus (Gather Information[H], Treat Injury), Skill Training (Knowledge [life sciences], Perception, Treat Injury), Surgical Expertise, Weapon Proficiency (lightsabers)
Skills Gather Information +13[H], Knowledge (life sciences) +9, Perception +10, Treat Injury +15, Use Computer +9, Use the Force +8
Possessions datapad, medical kit, 2 medpacs
H *Bonus feat or trained skill for being Human.*

Specialized Jedi Knights

Jedi who achieve knighthood and have a natural talent in certain areas might choose to serve the Jedi Order in ways that allow them to use such talents to the best of their ability. Many areas are available from which one can choose, and the ones listed here are but a sample of the ways in which Jedi Knights might serve the Jedi Order.

Jedi Archivist

Jedi who prize knowledge over other things usually find that their understanding of the Force expands with the study and retention of other subjects. Even more so than other Jedi, Jedi archivists delve into many areas of study, letting the Force guide them to their areas of specialty. By receiving and archiving knowledge so others might learn, a Jedi archivist increases her own awareness of the galaxy.

The number of Jedi archivists flourishes during times of relative peace in the galaxy. Though most archivists remain close to the temple archives on Coruscant or Ossus, others travel to gain more information about the galaxy, its inhabitants, and its cultures, continually increasing their common pool of knowledge. Archivists also work with ExplorCorps, searching for lost civilizations or exploring and studying newly discovered star systems.

During the latter days of the Republic and into the Clone Wars, Jedi archivists become fewer in number. Older Jedi believe that the younger members of the Jedi Order do not have the patience to take on the role of an archivist, choosing other roles deemed more important to the Jedi Order at that time.

Jedi Archivist **CL 10**
Medium Human Jedi 7/Jedi Knight 3
Destiny 2; **Force** 5
Init +10; **Senses** Perception +12
Languages Basic, Bocce, Bothese, Durese, High Galactic, Huttese, two additional languages

Defenses Ref 23 (flat-footed 23), Fort 24, Will 25; Deflect
hp 89; **Threshold** 24

Speed 6 squares
Melee lightsaber +11 (2d8+5) or
Ranged by weapon +10
Base Atk +10; **Grp** +10
Atk Options Improved Disarm
Special Actions Adept Negotiator, Coordinated Attack[H], Lightsaber Defense, Melee Defense, Scholarly Knowledge, Skilled Advisor
Force Powers Known (Use the Force +12): *farseeing*, *Force thrust*, *rebuke*
Force Techniques Force Point Recovery, Improved Sense Force

Abilities Str 10, Dex 10, Con 12, Int 16, Wis 14, Cha 14
Talents Adept Negotiator, Deflect, Force Persuasion, Lightsaber Defense, Scholarly Knowledge, Skilled Advisor
Feats Coordinated Attack[H], Force Sensitivity, Force Training, Improved Defenses, Improved Disarm, Linguist, Melee Defense, Skill Focus (Knowledge [galactic lore]), Skill Training (Knowledge [bureaucracy]), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +10, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +18, Knowledge (social sciences) +13[H], Perception +12, Use the Force +12 (can substitute for Persuasion checks)
Possessions lightsaber (self-built), Jedi robes, datapad
H *Bonus feat or trained skill for being Human.*

Jedi Healer

Like many religions and Force-using traditions in the galaxy, the Jedi Order values life and its preservation, and life in turn creates the Force. To that end, the ability to channel the Force to heal is one of the most prized powers a Jedi can possess. Although many Jedi learn to treat wounds to some extent, few Jedi devote their lives to the healing arts. Those that specialize in this area find that their understanding of the Force increases when they heal the sick and tend to the wounded.

Jedi healers are experts in the field of medicine. They spend a majority of their time tending to patients and expanding their understanding of the Force by studying its connection with all living things. Since anger and aggression hamper their healing abilities, Jedi healers are less likely to be tempted by the dark side of the Force. Many great instructors and philosophers of the Jedi Order throughout history were also healers. Any younglings that show an interest or natural ability with healing are carefully tutored to take up the mantle of a Jedi healer to keep their abilities from going to waste.

Despite their devotion to the preservation of life, Jedi healers are not pacifists. Many of them are more than willing to use their lightsabers to defend the sick and helpless. Jedi healers actively seek out battlefields, plague-ridden worlds, and highly dangerous locales to donate their time and abilities to help those in need.

During the Clone Wars, the Republic encourages Jedi healers to accompany troops onto battlefields. Citizens unfortunate enough to be caught in the middle of battle often benefit from Jedi healers passing through.

Jedi Healer **CL 9**
Medium Human Jedi 7/Jedi Knight 2
Destiny 1; **Force** 5
Init +10; **Senses** Perception +12
Languages Basic, one additional language

Defenses Ref 22 (flat-footed 21), Fort 21, Will 24; Block, Deflect, Dodge, Elusive Target
hp 74; **Threshold** 21

Speed 6 squares
Melee lightsaber +11 (2d8+4) or
Ranged by weapon +11
Base Atk +9; **Grp** +10
Atk Options Improved Disarm[H]
Special Actions Adept Negotiator
Force Powers Known (Use the Force +16): *farseeing, Force disarm, Force stun, malacia, negate energy, surge, vital transfer* (2)
Force Techniques Improved Vital Transfer

Abilities Str 10, Dex 13, Con 10, Int 13, Wis 16, Cha 14
Talents Adept Negotiator, Block, Deflect, Elusive Target, Force Treatment
Feats Dodge, Force Sensitivity, Force Training (2), Improved Disarm[H], Melee Defense, Skill Focus (Use the Force), Skill Training (Perception), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +10, Knowledge (galactic lore) +10, Knowledge (life sciences) +10[H], Perception +12, Use the Force +16
Possessions lightsaber (self-built), Jedi robes, utility belt with medpac
H *Bonus feat or trained skill for being Human.*

Jedi Instructor

Jedi instructors devote themselves to educating younger Jedi on the ways of the Force and the goals of the Jedi Order. Through the instruction of others, Jedi instructors increase their own understanding of the Force.

Jedi instructors are most often found in the Jedi Temple on Coruscant, teaching younglings. Others actively seek out potential Jedi recruits that the order might fail to notice in the Outer Rim Territories and other areas outside the Republic's jurisdiction. In some cases, Jedi instructors take young students or even other Jedi Knights with them on extended tours of the galaxy, sometimes traveling aboard an ExplorCorps vessel.

Particularly effective Jedi instructors are often invited to join the Jedi High Council.

Jedi Instructor **CL 9**
Medium Human Jedi 7/Jedi Knight 2
Destiny 1; **Force** 5
Init +5; **Senses** Perception +10
Languages Basic, High Galactic, two additional languages

Defenses Ref 22 (flat-footed 21), Fort 21, Will 22; Deflect
hp 74; **Threshold** 21

Speed 6 squares
Melee lightsaber +10 (2d8+4)
Ranged by weapon +10
Base Atk +9 **Grp** +10
Atk Options Melee Defense
Special Actions Adept Negotiator, Direct, Lightsaber Defense, Skilled Advisor
Force Powers Known (Use the Force +11): *farseeing, mind trick, move object, rebuke*
Force Techniques Force Point Recovery

Abilities Str 10, Dex 12, Con 11, Int 16, Wis 13, Cha 14
Talents Adept Negotiator, Deflect, Direct, Lightsaber Defense, Skilled Advisor
Feats Force Sensitivity, Force Training (2), Melee Defense, Skill Focus (Knowledge [life sciences, physical sciences, social sciences], Use Computer[H]), Skill Training (Perception), Weapon Proficiency (lightsabers, simple weapons)
Skills Knowledge (galactic lore) +12, Knowledge (life sciences) +17, Knowledge (physical sciences) +17, Knowledge (social sciences) +17, Perception +10, Pilot +10[H], Use the Force +11
Possessions lightsabers (self-built), Jedi robes, datapad
H *Bonus feat or trained skill for being Human.*

The Jedi Councils

Jedi selected to lead the Jedi Order are grouped into four councils: the Council of First Knowledge, the Council of Reassignment, the Council of Reconciliation, and the High Council. Each council gathers in the Jedi Temple on Coruscant.

The Council of First Knowledge

Assembling in the northwest tower of the Jedi Temple on Coruscant, the Council of First Knowledge advises Jedi on matters that require access to and use of ancient Jedi lore. The council also oversees the repository of holocrons stored within their tower as well as certain sections of the Jedi Archives.

The Council of First Knowledge has five members: one permanent member known as the Caretaker of the Tower of First Knowledge, and four rotating members from the Jedi High Council. The council's permanent member at the time of the Clone Wars is Jedi Master Astaal Vilbum.

The Council of Reassignment

The Council of Reassignment, stationed in the northeast tower of the Jedi Temple on Coruscant, organizes work for the younglings and other Jedi students not chosen to become Padawans. Members of the Council work with the Jedi Service Corps to ensure the fair distribution of members. In addition, the Council reassigns Jedi to other positions and responsibilities as warranted.

The Council of Reassignment is made up of five Jedi Masters: two permanent members, and three rotating members (usually members of the High Council) who serve five-year terms.

The Council of Reconciliation

The purpose of the Council of Reconciliation, which is housed in the southwest tower of the Jedi Temple, is to seek out peaceful resolutions to various conflicts—usually political disputes—throughout the Republic and to assign Jedi on missions to implement those solutions.

The Council of Reconciliation has five rotating members who can be chosen from among any interested Jedi Masters.

The High Council

The primary governing body of the Jedi Order, the High Council meets in the southeast tower of the Jedi Temple on Coruscant and supervises all activities undertaken by the Jedi. In addition, the High Council also serves as an advising body for the Supreme Chancellor of the Republic. The High Council has twelve members: five permanent, four long-term, and three limited-term. Most members are Jedi Masters, but a few Jedi Knights have been selected to serve a limited term. The High Council selects all new members, with the exception of Anakin Skywalker (appointed by the Supreme Chancellor near the end of the Clone Wars).

Influential Figures

Incorporating familiar *Star Wars* characters into a campaign gives players opportunities to interact with them, which in turn helps the player characters feel like they are a part of the greater *Star Wars* story and, by extension, part of galactic history. Since these named characters are expected to perform certain events in the universe's timeline, Gamemasters must use them judiciously and control their level of interaction with the player characters.

Famous Jedi characters from the *Star Wars* saga should interact with the player characters in one of two ways:

Behind the Scenes: The Jedi does not appear in person but affects events or communicates with the heroes through a third party. At some point the player characters might learn of the Jedi's involvement in the story, but that's the extent of their brush with fame.

Brief Appearance: The heroes might encounter a famous Jedi at a critical point in the adventure. The famous Jedi might help the heroes in some fashion if the character is an ally, hinder them if an enemy, or merely pursue his own agenda whether it plays a part in the story or not.

Anakin Skywalker

Believed by many to be the Chosen One and foretold by ancient prophecies to bring balance to the Force, Anakin Skywalker is the exception to other Jedi in many ways. He spends most of his childhood away from the Jedi



Anakin Skywalker

Temple on Tatooine with his mother. Highly stubborn and emotional, he shows arrogance in his abilities as a pilot, with a lightsaber, and with the Force. Unlike other Jedi who display overconfidence in their abilities, Anakin is able to back up his boasts.

When Obi-Wan Kenobi is tasked with leading Republic troops into battle during the Clone Wars, Anakin serves as his assistant, leading clone starfighter pilots against Separatist forces. His leadership and piloting skills help the clone pilots emerge victorious time and again, even though his recklessness and overconfidence frustrates Obi-Wan.

Anakin begins to feel the true burden of leadership when he is paired with a strong-minded Padawan named Ahsoka Tano. Only then does he begin to appreciate all that Obi-Wan has tried to teach him.

Anakin Skywalker **CL 14**
Medium Human Jedi 7/Jedi Knight 5/ace pilot 2
Destiny 2; **Force** 6, Strong in the Force; **Dark Side** 7
Init +15; **Senses** Perception +9
Languages Basic, Binary, Huttese

Defenses Ref 31 (flat-footed 28), Fort 31, Will 28; Block, Deflect, vehicle dodge +1
hp 141; **Threshold** 31

Speed 6 squares
Melee lightsaber +18 (2d8+15) or
Melee lightsaber +16 with Rapid Strike (3d8+15)
Ranged by weapon +16
Base Atk +13; **Grp** +16
Atk Options Rapid Strike
Special Actions Djem So, Redirect Shot, Vehicular Combat
Force Powers Known (Use the Force +19): *dark rage*, *farseeing*, *Force disarm*, *Force grip*, *Force slam* (2), *move object*, *rebuke*, *surge*
Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 16, Dex 16, Con 17, Int 14, Wis 14, Cha 14
Talents Armored Defense, Block, Deflect, Djem So, Force Pilot, Redirect Shot, Renowned Pilot, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light), Force Sensitivity, Force Training (3), Rapid Strike, Skill Focus (Use the Force), Strong in the Force, Vehicular Combat, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +15, Initiative +15, Mechanics +14, Pilot +15, Use the Force +19
Possessions lightsaber (self-built), comlink (encrypted), cybernetic prosthesis (1, right hand), Jedi robes, utility belt

Obi-Wan Kenobi

Obi-Wan Kenobi has a long and successful career that helps to shape the future of the galaxy. Honorable and gallant, he speaks and acts in a manner that many consider the ideal of what a Jedi should strive to be. His reputation is well earned as he deals with many trials on the road to becoming one of the most highly regarded Jedi Masters.

With the outbreak of the Clone Wars, Obi-Wan becomes a general in command of thousands of clone troopers. His stalwart presence and leadership skills earn him the respect of his troops and fellow Jedi, as he proves to be a highly capable and trusted strategist and commander.

Obi-Wan Kenobi **CL 14**
Medium Human Jedi 7/Jedi Knight 5/Jedi Master 2
Destiny 2; **Force** 7
Init +15; **Senses** Perception +9
Languages Basic, Shyriiwook

Defenses Ref 30 (flat-footed 27), Fort 31, Will 29; Block, Deflect, Soresu
hp 129; **Threshold** 31
Immune fear effects

Speed 6 squares
Melee lightsaber +19 (2d8+13) or
Melee lightsaber +14/+14 (2d8+13) with Double Attack
Ranged by weapon +17
Base Atk +14; **Grp** +17
Atk Options Double Attack, Severing Strike
Special Actions Adept Negotiator, Combat Reflexes, Redirect Shot, serenity
Force Powers Known (Use the Force +19): *farseeing*, *Force slam* (2), *mind trick*, *move object*, *rebuke*, *surge* (2), *vital transfer*
Force Secrets Quicken Power
Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 15, Dex 16, Con 14, Int 13, Wis 14, Cha 15
Talents Adept Negotiator, Armored Defense, Block, Deflect, Redirect Shot, Severing Strike, Soresu, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light), Combat Reflexes, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +15, Initiative +15, Pilot +15, Use the Force +19
Possessions lightsaber (self-built), comlink (encrypted), Jedi robes, utility belt with medpac, electrobinoculars



YODA

Considered by many to be the wisest of all Jedi, Yoda is a senior member of the High Council and highly respected by virtually the entire Jedi Order. Not much of his personal history is known, but the fact that he has trained Jedi for eight hundred years is widely known even by the politicians of the Galactic Senate and many other high-ranking officials of the Republic. Most Jedi in this timeframe have received at least some training from Yoda, most often as younglings.

Throughout the Clone Wars, Yoda leads troops on the front lines, mounted on his kybuck (see sidebar) with lightsaber in hand. Throughout the war, Master Yoda continues to show concern for the lives of his soldiers as well as the state of the Republic and the Jedi Order.

"IMPOSSIBLE TO SEE, THE FUTURE IS. BUT ... DO THEIR DUTY, THE JEDI WILL."

- YODA

Yoda **CL 20**
Small Jedi 8/Jedi Knight 7/Jedi Master 5
Destiny 4; **Force** 8, Strong in the Force
Init +18 (Force Point: can reroll and keep better result); **Senses** Improved Sense Surroundings, Use the Force +24
Languages Basic, Cerean, Shyriiwook (understand only)

Defenses Ref 37 (flat-footed 34), Fort 33, Will 38; Block, Deflect
hp 134; **Threshold** 33
Immune fear effects

Speed 4 squares
Melee lightsaber +25 (2d8+16) or
Melee lightsaber +24/+24 (2d8+16) with Double Attack or
Melee lightsaber +19/+19/+19 (2d8+16) with Triple Attack
Ranged by weapon +23
Base Atk +20; **Grp** +18
Atk Options Acrobatic Strike, Double Attack, Melee Defense, Triple Attack, Whirlwind Attack
Special Actions Redirect Shot, serenity, Skilled Advisor
Force Powers Known (Use the Force +24): *battle strike* (2), *farseeing*, *Force disarm*, *Force slam* (3), *Force thrust*, *mind trick* (2), *move object* (2), *negate energy*, *rebuke* (2), *surge* (2), *vital transfer*
Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power
Force Techniques Improved Sense Force, Force Point Recovery (2)

Abilities Str 8, Dex 16, Con 11, Int 15, Wis 21, Cha 19
Talents Ataru, Block, Deflect, Force Perception, Foresight, Multiattack Proficiency (lightsabers ×2), Redirect Shot, Severing Strike, Skilled Advisor, Visions
Feats Acrobatic Strike, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Melee Defense, Skill Focus (Use the Force), Strong in the Force, Triple Attack (lightsabers), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Acrobatics +18, Initiative +18 (Force Point: can reroll and keep better result), Knowledge (galactic lore) +17, Knowledge (tactics) +17, Stealth +15, Use the Force +24 (can substitute for Perception checks)
Possessions lightsaber (self-built), gimer stick cane, Jedi robes

Kybuck

Kybucks are swift herbivores from the Wookiee homeworld of Kashyyyk. During the Clone Wars, Jedi Master Yoda receives one as a gift for healing an ailing Wookiee princess. Yoda forms a bond of friendship with the riding beast. When General Grievous attacks Coruscant, Yoda rides his kybuck into battle but keeps it away from danger.

Kybucks move at incredibly high speeds overland. Outside of combat, they have a maximum velocity of 90 kilometers per hour.

Kybuck **CL 1**
Medium beast 2
Init +4; **Senses** Perception +2

Defenses Ref 14 (flat-footed 11), Fort 9, Will 11
hp 7; **Threshold** 9

Speed 12 squares
Melee bite +2 (1d6+2) or
Melee kick +2 (1d4+2 plus special)
Base Atk +1; **Grp** +4
Atk Options kybuck kick

Abilities Str 12, Dex 16, Con 8, Int 2, Wis 13, Cha 12
Feats Skill Focus (Jump)
Skills Jump +12

Kybuck Kick—As a standard action, a kybuck can move its speed. At any point during its move, it can make a kick attack against a target and exit that target's threatened space without provoking an attack of opportunity from the target.

Mace Windu

Believed by many Jedi to be on par with Master Yoda in his skills with the lightsaber, Mace is a diplomat at heart, preferring to negotiate toward peaceful resolution rather than resort to combat.

As the Clone Wars dawn on Geonosis, Mace Windu easily slips into the role of a military leader, leading the clone troopers against the droid forces of Count Dooku and the Separatists. His role as a senior member of the Jedi High Council and his natural talent as a negotiator help him muster the troops and spearhead his part in the Republic's overall battle plan to bring down the Separatists.

Throughout his time as a general, Master Windu proves himself to be an aggressive leader and a formidable warrior, leading his troops from the front and unafraid to engage the enemy personally.

Mace Windu **CL 19**
Medium Human Jedi 8/Jedi Knight 6/Jedi Master 5
Destiny 3; **Force** 8
Init +16; **Senses** Improved Sense Surroundings, Use the Force +23
Languages Basic, Huttese, Mando'a, Ryl

Defenses Ref 35 (flat-footed 32), Fort 34, Will 36; Block, Deflect
hp 167; **Threshold** 34
Immune fear effects

Speed 6 squares
Melee lightsaber +24 (2d8+17/19–20) or
Melee lightsaber +28 (2d8+26/19–20) with Powerful Charge or
Melee lightsaber +26 (3d8+26/19–20) with Powerful Charge and Rapid Strike or
Melee lightsaber +22 (3d8+17/19–20) with Rapid Strike or
Melee lightsaber +19/+19 (3d8+17/19–20) with Double Attack or
Melee lightsaber +17/+17 (3d8+17/19–20) with Double Attack and Rapid Strike
Ranged by weapon +21
Base Atk +19; **Grp** +21
Atk Options Cleave, Double Attack, Great Cleave, Power Attack, Powerful Charge, Rapid Strike, Severing Strike
Special Actions Improved Shatterpoint, Juyo, Redirect Shot, Serenity, shatterpoint
Force Powers Known (Use the Force +23): *battle strike* (2), *farseeing*, *Force grip*, *Force slam*, *mind trick*, *move object*, *surge*, *shatterpoint*, *technometry*
Force Secrets Devastating Power, Multitarget Power, Quicken Power, Shaped Power
Force Techniques Force Point Recovery, Improved Sense Surroundings, Improved Shatterpoint

Abilities Str 14, Dex 14, Con 15, Int 16, Wis 18, Cha 18
Talents Block, Deflect, Force Perception, Greater Weapon Focus (lightsabers), Greater Weapon Specialization (lightsabers), Juyo, Redirect Shot, Severing Strike, Vaapad, Weapon Specialization (lightsabers)
Feats Cleave, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Great Cleave, Martial Arts I, Power Attack, Powerful Charge, Rapid Strike, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +16, Initiative +16, Knowledge (galactic lore) +17, Knowledge (tactics) +17, Perception +18, Use the Force +23 (can substitute for Perception checks)
Possessions lightsaber (self-built), comlink (encrypted), Jedi robes, utility belt


AHSOKA TANO

AHSOKA TANO

Ahsoka Tano is the young, eager Padawan of Jedi Knight Anakin Skywalker. Despite her young age, the precocious Togruta is placed under Anakin Skywalker to help him learn not only how to train a Padawan but also how to let one go once her training is complete.

Ahsoka Tano is a fan of unorthodox strategies and, like Anakin as a Padawan, sometimes lets her eagerness get in the way of good sense and forethought. Moreover, she seems to have little respect for the sanctity of the bond between a Jedi Knight and his Padawan, as she constantly makes quips at Anakin's expense. Ahsoka studies the Shien form of lightsaber combat, choosing to hold her lightsaber in a horizontal grip to take advantage of her speed and agility.

Ahsoka Tano **CL 4**
Medium Togruta (young adult) Jedi 4
Destiny 1; **Force** 3
Init +5; **Senses** Perception +3
Languages Basic, Togruti

Defenses Ref 18 (flat-footed 15, Lightsaber Defense 19), Fort 15, Will 16
hp 47; **Threshold** 15
Speed 6 squares
Melee lightsaber +8 (2d8+1)
Base Atk +4; **Grp** +7
Atk Options Weapon Finesse
Special Actions Lightsaber Defense, spatial awareness
Force Powers Known (Use the Force +9): *Force slam, move object, rebuke, surge*

Abilities Str 8, Dex 16, Con 9, Int 10, Wis 12, Cha 14
Special Qualities pack hunter, sneaky, spatial awareness
Talents Deflect, Lightsaber Defense
Feats Force Sensitivity, Force Training (2), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +10, Stealth +5 (can reroll, must take second result), Use the Force +9
Possessions lightsaber

Pack Hunter—Ahsoka Tano deals an extra 2 points of damage against an opponent she flanks.
Spatial Awareness—Ahsoka Tano ignores all cover and concealment when making Perception checks to notice targets within 10 squares.

KIT FISTO

Growing up in the Jedi Temple as a young Nautolan, Kit Fisto focuses his training to take advantage of his aquatic abilities. Throughout his life, he strives to maintain a low profile as he struggles with a lack of self-confidence. He steps out of his self-imposed solitude when he accepts the Mon Calamari Padawan Bant Eerin as his first apprentice after the death of her master, Tahl. Even when instructing his Padawan, he lacks confidence in himself as an instructor. Only after he effectively leads units of clones into battle against the droid forces of the Separatists does he find faith in his abilities and accept a seat on the High Council.

Kit Fisto accepts command of a unit of clone subtroopers and leads the campaign on Mon Calamari against the Separatist-supporting Quarren Isolationist League. He successfully leads his forces and his Mon Calamari allies to victory over the Quarren, securing the planet for the Republic. Later campaigns on Devaron and Ord Cestus add more triumphant returns for the Nautolan Jedi.

Kit Fisto **CL 13**
Medium Nautolan Jedi 7/Jedi Knight 5/Jedi Master 1
Destiny 2; **Force** 6
Init +13; **Senses** low-light vision, Use the Force +17
Languages Anselmian, Basic, Nautila

Defenses Ref 28 (flat-footed 26), Fort 28, Will 28; Block, Deflect, Shii-Cho
hp 122; **DR** 2; **Threshold** 28
Immune fear effects

Speed 6 squares, swim 4 squares
Melee lightsaber +18 (2d8+10) or
Melee lightsaber +13/+13 (2d8+10) with Double Attack
Ranged by weapon +15
Base Atk +13; **Grp** +15
Atk Options Cleave, Power Attack
Special Actions Force Focus, Lightsaber Defense, Redirect Shot, serenity
Force Powers Known (Use the Force +17): *battle strike* (2), *Force slam*, *Force thrust*, *mind trick*, *move object*, *rebuke* (2), *surge*
Force Techniques Force Point Recovery, Improved Sense Force

Abilities Str 14, Dex 14, Con 15, Int 12, Wis 14, Cha 12
Special Qualities breathe underwater
Talents Block, Deflect, Force Focus, Force Perception, Greater Weapon Focus (lightsabers), Lightsaber Defense, Redirect Shot, Shii-Cho
Feats Cleave, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Power Attack, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Endurance +13, Initiative +13, Perception +8 (can reroll when sensing deception or influence; underwater, keep better result), Swim +8 (can reroll, can take 10 when distracted), Use the Force +17 (can substitute for Perception checks)
Possessions lightsaber (self-built), Jedi robes

Nahdar Vebb

Nahdar Vebb is a young Jedi who studies under Kit Fisto as a Padawan. Though skilled in the art of lightsaber combat, Nahdar Vebb's talents also extend to healing. Vebb is a master of using the Force to help a body repair itself more quickly and efficiently, and during his service in the Clone Wars, Vebb uses his talents to keep clone troops fighting despite their grievous wounds.

Nahdar Vebb **CL 8**
Medium Mon Calamari Jedi 7/Force adept 1
Force 4
Init +4; **Senses** low-light vision, Use the Force +17; Block, Deflect
Languages Basic, Mon Calamarian

Defenses Ref 21 (flat-footed 21), Fort 20, Will 26
hp 73; **Threshold** 20

Speed 6 squares, swim 4 squares
Melee lightsaber +11 (2d8+6)
Base Atk +7; **Grp** +9
Atk Options Acrobatic Strike
Special Actions Equilibrium
Force Powers Known (Use the Force +17): *battle strike*, *Force slam*, *move object*, *negate energy*, *rebuke*, *surge*, *vital transfer* (2)

Abilities Str 14, Dex 11, Con 10, Int 13, Wis 16, Cha 16
Special Qualities breathe underwater, expert swimmer, low-light vision
Talents Block, Deflect, Equilibrium, Force Perception, Force Treatment
Feats Acrobatic Strike, Force Sensitivity, Force Training (2), Improved Defenses, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +9, Knowledge (life sciences) +10, Perception +17, Treat Injury +17, Use the Force +17
Possessions lightsaber (self-built), comlink

Ki-Adi-Mundi

Discovered at the age of four by the Dark Woman, Ki-Adi-Mundi travels to Coruscant and join the Jedi Order. Decades later, he returns to Cerea and becomes his homeworld's watchman, driving out the raiders that haunted his people for many years and helping the planet join the Republic. Even during his time as Cerea's protector, Ki-Adi learns about the Force quickly, exemplifying the role of Jedi Knight to his people and impressing the rest of the Jedi Order. Eventually, he is invited to join the Jedi High Council, becoming one of a few Jedi to gain a permanent seat on the Council before reaching the level of Jedi Master.

When the Clone Wars begin on Geonosis, Ki-Adi fights alongside the other Jedi, although he and fellow Jedi Master Plo Koon are captured while attempting to disable the droid control ship. After the battle, he serves with the Grand Army of the Republic as a general, becoming one of the first to fight against General Grievous and survive (thanks to the timely arrival of a squad of ARC troopers). After his recovery, Ki-Adi-Mundi accepts command of the 21st Nova Corps.



Ki-Adi-Mundi

Ki-Adi-Mundi CL 13
Medium Cerean Jedi 7/Jedi Knight 5/Jedi Master 1
Destiny 2; **Force** 6
Init +17; **Senses** Perception +8
Languages Basic, Cerean, Ryl

Defenses Ref 28 (flat-footed 27), Fort 29, Will 29; Block, Deflect
hp 122; **Threshold** 29
Immune fear effects

Speed 6 squares
Melee lightsaber +17 (2d8+10) or
Melee lightsaber +15 (3d8+10) with Rapid Strike
Ranged by weapon +14
Base Atk +13; **Grp** +14
Atk Options Improved Disarm, **Melee** Defense, Rapid Strike
Special Actions Combat Reflexes, Equilibrium, Lightsaber Defense, Redirect Shot
Force Powers Known (Use the Force +14): *battle strike, Force slam, mind trick, move object, rebuke, surge*
Force Techniques Force Point Recovery, Improved Sense Force

Abilities Str 12, Dex 13, Con 14, Int 14, Wis 14, Cha 16
Talents Block, Clear Mind, Deflect, Equilibrium, Greater Weapon Focus (lightsabers), Lightsaber Defense, Redirect Shot, Weapon Specialization (lightsabers)
Feats Combat Reflexes, Force Sensitivity, Force Training (2), Improved Defenses, Improved Disarm, **Melee** Defense, Rapid Strike, Skill Focus (Initiative), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +17 (can reroll), Knowledge (galactic lore) +13, Pilot +12, Use the Force +14 (can reroll when opposing Force detection)
Possessions lightsaber (self-built), Jedi robes

"A PERSON ALWAYS TAKES HIS HOME WITH HIM, WHEREVER HE GOES. WORLDS ARE SO VAST—YET THEY FIT EASILY INTO ONE'S HEART."

-KI-ADI-MUNDI

K'KRUHK

Selected to be the Padawan of Lilit Twoseas, the Whiphid named K'Kruhk fights alongside her as well as Micah Giiett, Qui-Gon Jinn, and Plo Koon during the Yinchorri Uprising. Witnessing his master's death as she saves him from a Yinchorri warrior, K'Kruhk flies into a rage and slaughters countless Yinchorri until he recovers her body. Although he completes his training under another master, Twoseas's death continues to haunt his memories.

K'Kruhk matures into a capable Jedi Knight and joins the task force sent to Geonosis to rescue Obi-Wan Kenobi, Anakin Skywalker, and Senator Padmé Amidala. Entrusted with the rank of general and command of the 416th Star Corps, K'Kruhk leads his troops into battle on the planet Teyr. Despite his best efforts, his unit suffers heavy casualties and he disappears without a trace, distraught over the high death toll that occurred under his command. He later rejoins the war effort with the help of Master Mace Windu, joining a Jedi strike force on the planet Hypori, where he is terribly injured and left for dead by General Grievous. Surviving even that, he escapes back to Coruscant and is reassigned to the protection of Senator Viento.



K'KRUHK

K'Kruhk **CL 13**
Medium Whiphid Jedi 7/Jedi Knight 5/Jedi Master 1
Destiny 3; **Force** 7
Init +8; **Senses** scent, Perception +8
Languages Basic, Whiphid

Defenses Ref 28 (flat-footed 26), Fort 27 (32 against cold), Will 28; Block, Deflect
hp 122, Extra Second Wind; **Threshold** 32
Immune fear effects

Speed 6 squares
Melee claw +16 (1d8+9) or
Melee lightsaber +18 (2d8+14) or
Melee lightsaber +13/+13 (2d8+14) with Double Attack or
Ranged by weapon +15
Base Atk +13; **Grp** +14
Atk Options Double Attack
Special Actions Adept Negotiator, Equilibrium, Force Fortification, Lightsaber Defense, serenity
Force Powers Known (Use the Force +18): *battle strike, Force slam, move object, rebuke, sever Force, surge*
Force Techniques Force Point Recovery, Improved Force Trance

Abilities Str 17, Dex 15, Con 13, Int 12, Wis 15, Cha 14
Talents Adept Negotiator, Block, Clear Mind, Deflect, Equilibrium, Force Fortification, Lightsaber Defense, Weapon Specialization (lightsabers)
Feats Double Attack (lightsabers), Extra Second Wind, Force Sensitivity, Force Training (2), Improved Damage Threshold, Skill Focus (Use the Force), Toughness, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Endurance +12, Knowledge (galactic lore) +12, Use the Force +18 (can reroll when opposing Force detection)
Possessions lightsaber (self-built), Jedi robes, conical straw hat

Plo Koon

Plo Koon is descended from a long line of Kel Dor Jedi that includes his uncle and niece. He studies under the Wookiee Jedi Master Tyvokka, but his sarcastic wit and tendency to make quick decisions without considering the consequences of his actions push Tyvokka's patience to its limits many times. Plo Koon eventually trains several Padawans during his career with the Jedi, including Bultar Swan and the female Trandoshan Lissarkh.

Following the Stark Hyperspace Wars, Plo Koon receives his promotion to Jedi Master and is offered a permanent seat on the Jedi High Council in honor of his dying master's wish. Although he feels that many others are more deserving, he nevertheless accepts the honor.

Plo Koon survives the Battle of Geonosis, although he and fellow Jedi Master Ki-Adi-Mundi are captured while trying to disable the droid control ship and escorted to the arena to be executed with the rest. After helping lead the Republic to victory that day, Plo Koon is given the rank of general, directing his troops through the Battle of Brentaal IV and the Battle of Rendili.

Plo Koon **CL 15**
Medium Kel Dor Jedi 7/Jedi Knight 5/Jedi Master 3
Destiny 3; **Force** 7
Init Use the Force +19; **Senses** low-light vision, Use the Force +19
Languages Basic, Huttese, Kel Dor, Shyriiwook (understand only)

Defenses Ref 32 (flat-footed 28), Fort 29, Will 30; Block, Deflect
hp 122; **Threshold** 29
Immune fear effects

Speed 6 squares
Melee lightsaber +20 (2d8+11) or
Melee lightsaber +15/+15 (2d8+11) with Double Attack or
Melee unarmed +18 (1d6+8)
Ranged by weapon +18
Base Atk +15; **Grp** +18
Atk Options Double Attack
Special Actions Combat Reflexes, Force Intuition, Redirect Shot, Resilience, Shien, Telekinetic Savant
Force Powers Known (Use the Force +19): *battle strike, farseeing, Force disarm* (2), *Force thrust, malacia, mind trick, rebuke, surge*
Force Secrets Multitarget Power, Quicken Power
Force Techniques Force Point Recovery, Force Power Mastery (Force thrust)

Abilities Str 13, Dex 16, Con 13, Int 15, Wis 14, Cha 14
Talents Block, Deflect, Force Intuition, Force Perception, Redirect Shot, Resilience, Shien, Telekinetic Savant, Weapon Specialization (lightsabers)
Feats Combat Reflexes, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Martial Arts I, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Knowledge (physical sciences) +14, Mechanics +14, Pilot +14, Use the Force +19 (can reroll when searching feelings or sensing Force, can substitute for Perception checks)
Possessions lightsaber (self-built), Jedi robes, antiox breath mask and goggles

An'ya Kuro (The Dark Woman)

The Dark Woman, originally named An'ya Kuro, has an unremarkable childhood in the Jedi Temple, but she gains notice soon after achieving the rank of Jedi Knight. She travels the galaxy searching for Force-sensitive children to bring into the Jedi Order, among them Ki-Adi-Mundi.

Kuro uses training methods considered by the High Council to be too harsh, despite the fact that her methods quite effective for most of her students. However, a few of her pupils—among them Aurra Sing—fail under the pressure and leave the Jedi Order.

After a short exile and return to the Jedi Order, Kuro accompanies the Jedi task force to Geonosis and helps in the starfighter battle. Later, she chooses to assist the war effort as a spy instead of as a military leader.

An'ya Kuro (The Dark Woman) **CL 16**
Medium Human Jedi 7/Jedi Knight 6/Jedi Master 3
Destiny 3; **Force** 7; **Dark Side** 2
Init +15; **Senses** Improved Sense Force, Use the Force +20
Languages Basic, Huttese

Defenses Ref 32 (flat-footed 29), Fort 30, Will 31; Block, Deflect, Dodge, Mobility
hp 134; **Threshold** 30
Immune fear effects

Speed 6 squares
Melee lightsaber +20 (2d8+10) or
Melee lightsaber +17/+17 (2d8+10) with Double Attack or
Melee unarmed +18 (1d6+9) or
Ranged by weapon +18
Base Atk +16; **Grp** +18
Atk Options Double Attack
Special Actions Gauge Force Potential, Lightsaber Defense +2, serenity, Skilled Advisor
Force Powers Known (Use the Force +20): *cloak, Force slam, move object, phase, rebuke, technometry*
Force Secrets Distant Power, Quicken Power
Force Techniques Force Point Recovery, Improved Phase, Improved Sense Force

Abilities Str 13, Dex 14, Con 12, Int 13, Wis 14, Cha 15
Talents Block, Clear Mind, Deflect, Force Perception, Gauge Force Potential, Lightsaber Defense (2), Multiattack Proficiency (lightsabers), Skilled Advisor
Feats Dodge, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Martial Arts I, Mobility, Power Attack, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +15, Knowledge (galactic lore) +14, Knowledge (tactics) +14, Use the Force +20 (can reroll when opposing Force detection, can substitute for Perception checks)
Possessions lightsaber (self-built), black Jedi robes

Aayla Secura

Discovered by Jedi Master Tholme and his apprentice Quinlan Vos, Aayla Secura is rescued from certain death at the hands of a Hutt's wampa guard on Ryloth. Quinlan, sensing her sensitivity to the Force, convinces his master to take her back to Coruscant for testing. Accepted into the Jedi Order, Aayla grows to become highly skilled with a lightsaber, mastering the Ataru style many years earlier than expected. After overcoming amazing challenges—including a period of memory loss, rescuing Vos on Ord Mantell, and freeing Tholme from the clutches of the Morgukai—Aayla's deeds convince the High Council to promote her to Jedi Knight.

After participating in the Battle of Geonosis, Aayla becomes a general in the Grand Army of the Republic, taking command of the 327th Star Corps. She fights alongside her troops in various battles during the Clone Wars, including the Battle of Kamino, the Siege of Saleucami, and the Battle of Hypori, where she faces off against General Grievous and almost dies at the cyborg's hands.



Aayla Secura

Aayla Secura CL 11
Medium Twi'lek Jedi 8/Jedi Knight 3
Force 6; **Dark Side** 2
Init +13; **Senses** Improved Sense Surroundings, low-light vision, Perception +12
Languages Basic, Huttese, Nautolan, Ryl

Defenses Ref 26 (flat-footed 23), Fort 26, Will 25; Deflect, Dodge, Mobility
hp 96; **Threshold** 26

Speed 6 squares
Melee lightsaber +16 (2d8+11) or
Melee lightsaber +11/+11 (2d8+11) with Double Attack or
Melee lightsaber +6/+6 (2d8+8) with Double Attack and lightsaber +6 (2d8+8) or
Ranged by weapon +14
Base Atk +11; **Grp** +14
Atk Options Acrobatic Strike, Ataru, Double Attack, Dual Weapon Mastery I
Special Actions Acrobatic Recovery, Force Haze, Redirect Shot
Force Powers Known (Use the Force +13): *Force thrust, mind trick, surge*
Force Techniques Force Point Recovery, Improved Sense Surroundings

Abilities Str 10, Dex 16, Con 12, Int 14, Wis 14, Cha 17
Talents Acrobatic Recovery, Ataru, Clear Mind, Deflect, Force Haze, Redirect Shot
Feats Acrobatic Strike, Dodge, Double Attack, Dual Weapon Mastery I, Force Sensitivity, Force Training, Mobility, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +13, Deception +8 (can reroll), Initiative +13, Perception +12, Use the Force +13 (can reroll when opposing Force detection)
Possessions 2 lightsabers (self-built), Twi'lek-style Jedi uniform

"I CAN FLY ANYTHING."
-SAESEE TIIN

SAESEE TIIN

Saesee Tiin grows up in the Jedi Temple before Master Omo Bouri chooses him as a Padawan. Bouri strives to instill a strong sense of conviction in his pupil, succeeding to the point that many Jedi see Tiin's skill and dedication to the Jedi Order as fanatical, his conviction growing even more after Bouri's death. In addition to his stark devotion to the Jedi Order, Master Tiin is stern and introspective, mostly keeping to himself.

Saesee Tiin proves himself during the Clone Wars as a formidable opponent and a highly competent pilot. His zealous demeanor easily shines through in the heat of battle, leading his troops into seemingly insurmountable odds but coming out virtually unscathed.



SAESEE TIIN

Saesee Tiin **CL 16**
Medium Iktotchi Jedi 8/Jedi Knight 5/Jedi Master 3
Destiny 2; **Force** 6
Init +15; **Senses** Use the Force +15
Languages Basic, Binary, Iktotchese

Defenses Ref 32 (flat-footed 30), Fort 33, Will 30; Block, Deflect, limited precognition, +1 natural armor
hp 144; **Threshold** 33
Immune fear effects

Speed 6 squares
Melee lightsaber +19 (2d8+10) or
Melee lightsaber +17 (3d8+10) with Rapid Strike or
Ranged by weapon +18
Base Atk +16; **Grp** +18
Atk Options Cleave, Power Attack, Severing Strike
Special Actions Force Intuition, Lightsaber Defense +2, Redirect Shot, serenity, Vehicular Combat
Force Powers Known (Use the Force +15): *battle strike, farseeing, Force thrust, move object, rebuke, surge*
Force Secrets Devastating Power, Multitarget Power
Force Techniques Force Point Recovery, Improved Telepathy

Abilities Str 13, Dex 15, Con 14, Int 12, Wis 13, Cha 15
Talents Armored Defense, Block, Deflect, Force Intuition, Force Perception, Lightsaber Defense (2), Redirect Shot, Severing Strike
Feats Armor Proficiency (light), Cleave, Force Sensitivity, Force Training (3), Power Attack, Rapid Strike, Skill Focus (Pilot), Vehicular Combat, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Mechanics +14, Pilot +20 (can reroll), Use the Force +15 (can substitute for Initiative and Perception checks)
Possessions lightsaber (self-built), comlink (encrypted), Jedi robes, electrobinoculars, utility belt

"WE MUST MOVE QUICKLY IF THE JEDI ORDER IS TO SURVIVE."

- MACE WINDU

QUINLAN VOS

Quinlan Vos's early life is fraught in turmoil. As the son of the leaders of his homeworld of Kiffar, his destiny is set in stone by his people, who expect him to grow and become a Guardian like his parents. His latent abilities with the Force and his discovery by Jedi Master Tholme change everything: After his parents are killed, Quinlan is taken to Coruscant to complete his Jedi training against the wishes of the Kiffar people.

After growing and passing the trials to become a Jedi Knight, Quinlan accepts a mission that takes him to Nar Shaddaa. At the hands of his cousin, he loses his memories, including the knowledge of his position with the Jedi and his abilities with the Force. He spends the next several years fighting against the temptations of the dark side.

When the Separatists rise up against the Republic, Quinlan Vos works undercover establishing a spy network to obtain information from the Confederacy. He works his way into Count Dooku's inner circle, by which time many believe Vos to have changed his allegiance to the Separatists after finally succumbing to the dark side.

Quinlan Vos **CL 12**
Medium Kiffar (Near-Human) Jedi 7/Jedi Knight 5
Destiny 2; **Force** 6; **Dark Side** 7
Init +13; **Senses** Use the Force +18
Languages Basic, Ryl

Defenses Ref 25 (flat-footed 24), Fort 26, Will 26; Block, Deflect
hp 114; **Threshold** 26

Speed 6 squares; Running Attack
Melee lightsaber +16 (2d8+10/×3) or
Melee lightsaber +14/+14 (3d8+10/×3) with Rapid Strike or
Ranged by weapon +13
Base Atk +12; **Grp** +14
Special Actions Combat Reflexes, Lightsaber Defense, Redirect Shot
Force Powers Known (Use the Force +18): *battle strike, dark rage, farseeing, Force lightning, Force slam, mind trick, move object, rebuke*
Force Techniques Force Point Recovery, Improved Sense Force

Abilities Str 14, Dex 13, Con 14, Int 12, Wis 15, Cha 14
Talents Block, Dark Side Sense, Deflect, Force Perception, Lightsaber Defense, Psychometry, Weapon Specialization (lightsabers)
Feats Combat Reflexes, Force Sensitivity, Force Training (3), Rapid Strike, Running Attack, Skill Focus (Use the Force), Triple Crit (lightsabers), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +13, Initiative +13, Knowledge (galactic lore) +12, Use the Force +18
Possessions lightsaber (self-built), Jedi robes

Jedi Vehicles and Starships

Many Jedi use some form of vehicle or starship to move with their troops and engage the enemy during the Clone Wars. As the war progresses, new technologies and new information from the field allow new and improved vehicles to be constructed and passed along to the front lines for use and further testing.

Aethersprite Interceptor (High-Speed Variant)

Although the Delta-7 starfighter is one of the fastest ships to be used by the Republic during the Clone Wars, certain missions undertaken by the Jedi require an even faster model to help avoid any possible entanglements with Separatist forces.

Delta-7 Aethersprite Interceptor **CL 10**
(High-Speed Variant)
Huge starfighter
Init +13; **Senses** Perception +8

Defenses Ref 18 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat
hp 65; **DR** 10; **SR** 15; **Threshold** 32

Speed fly 18 squares (max. velocity 1,260 km/h), fly 6 squares (starship scale)
Ranged laser cannons +9 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +5; **Grp** +27
Atk Options autofire (laser cannons)

Abilities Str 34, Dex 24, Con —, Int 14
Skills Initiative +13, Mechanics +8 (+13*), Perception +8, Pilot +13 (+20 when increasing vehicle speed), Use Computer +8 (+13*)

Crew 1 plus astromech droid (expert); **Passengers** none
Cargo none; **Consumables** none (1 week with booster ring); **Carried Craft** none
Hyperdrive ×1 (with booster ring), 10-jump memory (astromech droid)
Availability Military (Jedi only); **Cost** 385,000 (290,000 used)
* *If the ship has an astromech droid, use these skill modifiers instead.*

Laser Cannons (pilot)
Atk +9 (+4 autofire), **Dmg** 6d10×2

Aethersprite Interceptor (High-Maneuver Variant)

Having a fast ship is good, but speed does not help when an enemy fighter maneuvers directly behind you and opens fire. Input from a number of Jedi pilots, including Plo Koon and Anakin Skywalker, leads to the development of this high-maneuver variant of the Aethersprite interceptor. Tests performed in closed runs and on the front lines prove the ship's ability to frustrate pursuing droid starfighters.

Delta-7 Aethersprite Interceptor **CL 10**
(High-Maneuver Variant)
Huge starfighter
Init +16; **Senses** Perception +8

Defenses Ref 21 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat
hp 65; **DR** 10; **SR** 15; **Threshold** 32

Speed fly 16 squares (max. velocity 1,150 km/h), fly 5 squares (starship scale)
Ranged laser cannons +9 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +5; **Grp** +27
Atk Options autofire (laser cannons)

Abilities Str 34, Dex 30, Con —, Int 14
Skills Initiative +16, Mechanics +8 (+13*), Perception +8, Pilot +16, Use Computer +8 (+13*)

Crew 1 plus astromech droid (expert); **Passengers** none
Cargo none; **Consumables** none (1 week with booster ring); **Carried Craft** none
Hyperdrive ×1 (with booster ring), 10-jump memory (astromech droid)
Availability Military (Jedi only); **Cost** 210,000 (160,000 used)
* *If the ship has an astromech droid, use these skill modifiers instead.*

Laser Cannons (pilot)
Atk +9 (+4 autofire), **Dmg** 6d10×2

Azure Angel

Not satisfied with the base model issued by the Jedi Order, Anakin Skywalker puts his technical skills to use in modifying his Delta-7 starfighter to perform more to his liking. Although the High Council expresses their disdain for Skywalker claiming ownership of a fighter, Saesee Tiin's endorsement of the young Jedi's activities convinces the Council to let him continue.

Skywalker's efforts result in the construction of the *Azure Angel*, a highly modified Aethersprite interceptor. Highly detailed reports of his accomplishments are delivered to Kuat Systems Engineering. This information helps in the development of later variants and models of starfighters for the Jedi and the Republic.

The ship has been modified so much that it is hardly recognizable as an Aethersprite anymore. Changing the shape of the body to accommodate many of the new systems, the ship appears to be more of a heavily armored version of the Jedi starfighter instead of an interceptor.

Azure Angel **CL 12**
(Modified Delta-7 Aethersprite Interceptor)
Huge starfighter
Init +19; **Senses** Perception +12

Defenses Ref 20 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat
hp 71; **DR** 10; **SR** 15; **Threshold** 32

Speed fly 18 squares (max. velocity 1,260 km/h), fly 6 squares (starship scale)
Ranged laser cannons +14 (see below) or
Ranged proton torpedoes +14 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +10; **Grp** +32
Atk Options autofire (laser cannons),

Abilities Str 34, Dex 28, Con —, Int 14
Skills Initiative +19, Mechanics +12 (+13*), Perception +12, Pilot +19, Use Computer +12 (+13*)

Crew 1 plus astromech droid (ace); **Passengers** none
Cargo none; **Consumables** 1 week; **Carried Craft** none
Payload 16 proton torpedoes
Hyperdrive ×1, 10-jump memory (astromech droid)
Availability none; **Cost** Not available for sale
* *If the ship has an astromech droid, use these skill modifiers instead.*

Laser Cannons (pilot)
Atk +14 (+9 autofire), **Dmg** 7d10×2

Proton Torpedoes (pilot)
Atk +14, **Dmg** 9d10×2

Daystar Craft DC0052 "Intergalactic" Speeder

Among the different vehicles available to the Jedi on Coruscant is the small Daystar Craft DC0052 "Intergalactic" speeder. The Jedi Order maintains a small fleet of sixteen of these speeders to permit travel around the planet without having to rely on public transportation or checking out a starfighter for such a short trip.

Daystar Craft's main selling points for the little speeder are its streamlined body and twin thrust pod system that propels the craft up to 800 kilometers per hour. Coupled with the vehicle's range of 2,000 kilometers and ceiling height of 170 kilometers, the DC0052 allows its occupant to reach virtually anywhere he wants to go on the planet.

The speeder's resemblance to various starships in production around the galaxy helped it earn the nickname "Intergalactic," despite the fact that it cannot achieve suborbital altitudes. Although Daystar officials never adopt the nickname, the moniker sticks nonetheless.

A feature added specifically to the Jedi variant of the speeder is what Daystar calls a "drop-deployment" panel, which allows the pilot to drop out of the speeder at a second's notice without bringing it to a halt. Once activated, the speeder is set to autopilot, while the hatch drops open and lets the occupant fall out of the vehicle.

DC0052 "Intergalactic" Speeder **CL 1**
Large airspeeder
Init +11; **Senses** Perception +5

Defenses Ref 17 (flat-footed 10), Fort 13; +1 armor
hp 30; **DR** 5; **Threshold** 18

Speed fly 12 squares (max. velocity 800 km/h)
Fighting Space 1×1; **Cover** total (pilot)
Base Atk +0; **Grp** +8
Atk Options if any

Abilities Str 16, Dex 24, Con —, Int 14
Skills Initiative +11, Mechanics +5, Perception +5, Pilot +11

Crew 1 (normal) **Passengers** 0
Cargo 3 kg; **Consumables** none; **Carried Craft** none
Availability Licensed; **Cost** 10,000 (2,000 used)

Eta-2 Actis Interceptor (High-Maneuver Variant)

Learning their lesson with the Delta-7 Aethersprite Interceptor, Kuat Systems Engineering began experimenting with variant models of the Eta-2 Actis Interceptor well before receiving any feedback from Jedi pilots using the base model on the front lines. Seeing the success of the high-maneuver variant of the Delta-7, a high-maneuver variant was created for the Eta-2 and ushered to the Jedi within months of the release of the baseline fighter.

Eta-2 Actis Interceptor **CL 11**
(High-Maneuver Variant)
Huge starfighter
Init +21; **Senses** Perception +12

Defenses Ref 22 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat
hp 70; **DR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,500 km/h), fly 6 squares (starship scale)
Ranged laser cannons +14 (see below) or
Ranged ion cannons +14 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (pilot), +5 (astromech droid)
Base Atk +10; **Grp** +32
Atk Options autofire (laser cannons, ion cannons)

Abilities Str 34, Dex 32, Con —, Int 14
Skills Initiative +21, Mechanics +12 (+13*), Perception +12, Pilot +21, Use Computer +12 (+13*)

Crew 1 plus astromech droid (ace); **Passengers** none
Cargo 60 kg; **Consumables** 2 days (1 week with booster ring); **Carried Craft** none
Hyperdrive ×1 (with booster ring), 10-jump memory (astromech droid)
Availability Military **Cost** 320,000 (240,000 used)
* *If the ship has an astromech droid, use these skill modifiers instead.*

Laser Cannons (pilot)
Atk +14 (+9 autofire), **Dmg** 4d10×2

Ion Cannons (pilot)
Atk +14 (+9 autofire), **Dmg** 4d10×2 ion

Eta-2 Actis Interceptor (Heavy-Defense Variant)

Demanded by a number of Jedi Knights, a version of the Eta-2 geared for heavy combat was created. After a number of revisions by Jedi Council member Saesee Tiin to remove unnecessary offensive systems, Kuat Systems Engineering devised a variant that focused on higher defense rather than a space superiority starfighter. Initial reactions to the final decision were not positive, but those opinions changed after the ship was tested during the Battle of Coruscant.

Eta-2 Actis Interceptor **CL 11**
(Heavy-Defenses Variant)
Huge starfighter
Init +18; **Senses** Perception +12

Defenses Ref 20 (flat-footed 12), Fort 22; +4 armor, Vehicular Combat
hp 77; **DR** 10; **SR** 15; **Threshold** 32

Speed fly 16 squares (max. velocity 1,500 km/h), fly 6 squares (starship scale)
Ranged laser cannons +14 (see below) or
Ranged ion cannons +14 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (pilot), +5 (astromech droid)
Base Atk +10; **Grp** +32
Atk Options autofire (laser cannons, ion cannons)

Abilities Str 34, Dex 26, Con —, Int 14
Skills Initiative +18, Mechanics +12 (+13*), Perception +12, Pilot +18, Use Computer +12 (+13*)

Crew 1 plus astromech droid (ace); **Passengers** none
Cargo 60 kg; **Consumables** 2 days (1 week with booster ring); **Carried Craft** none
Hyperdrive ×1 (with booster ring), 10-jump memory (astromech droid)
Availability Military **Cost** 310,000 (230,000 used)
* *If the ship has an astromech droid, use these skill modifiers instead.*

Laser Cannons (pilot)
Atk +14 (+9 autofire), **Dmg** 4d10×2

Ion Cannons (pilot)
Atk +14 (+9 autofire), **Dmg** 4d10×2 ion


Chapter X
The Republic



Although the Republic has weathered countless challenges over the millennia since its foundation, it has never faced as serious a threat to its existence as the Confederacy of Independent Systems. Worlds that had been fiercely proud of their membership in the Republic now slip one after another to the side of the Separatists. Making matters worse, extremists among them express their animosity toward the Republic with violence and assassinations aimed at its leaders and lawmakers.

The first rumblings of war come with the Trade Federation's blockade of Naboo. In retaliation against what some consider to be overly restrictive taxes and tariffs, the Trade Federation sends dozens of battleships, led by Viceroy Nute Gunray, to surround the peaceful planet, cutting off all traffic. The blockade leads to invasion and culminates with the Battle of Naboo.

The incident also leads to the replacement of the politically weak Supreme Chancellor Finis Valorum with the somewhat more influential Palpatine. Under Palpatine's leadership, the Senate renews its commitment to cooperation and compromise, and, for several years, the Galactic Republic looks forward to a new era of peace and prosperity for all.

Nevertheless, there are malcontents and stirrings of secession from various worlds—some on the grounds of longstanding disputes with the Republic, others motivated by greed. Still others seem to act out of fear, as though some unknown agency threatens them with dire consequences if they continue to support the Republic.

Once these secessionists gain strength and numbers, their discontent turns to anger, and their anger turns to violence. Attacks on Republic facilities become common. Senators are threatened or assaulted. News reports paint the Jedi Order as abductors of innocent children at worst, and loose cannons at best. Public opinion begins to split, with some arguing for the dissolution of the Republic and others crying out for a rational response to the problem.

Those advocating separation from the Galactic Republic find a charismatic and influential spokesperson: the former Jedi Master Dooku. Dooku leaves the Jedi Order after a failed mission on Galidraan convinces him that the Republic's goals are neither pure nor just—and that the Jedi are fooling themselves by believing differently.

Rallying under Dooku's Separatist movement, the galaxy's malcontents begin fighting for their independence—figuratively, in political arenas, and sometimes literally, undertaking acts of sabotage and extortion to free themselves from the oppression of the Republic.

The Senate and the Jedi, meanwhile, cannot stem the flow of worlds and systems to the side of the Separatists. Too many delegates in the Galactic Senate feel that the Republic bureaucracy has become too constricting, and that a homogenous application of galactic law across all species and cultures is an imprudent use of legislative power. Conversely, many of the "Loyalist" faction in the Senate argue that political solutions have failed to hold the Republic together, and that it is time for a military solution.

However, Supreme Chancellor Palpatine demurs, fearing that forming an army will send the wrong message to the Separatists and dash any hopes of ending the hostilities with a mutually agreeable compromise. Repeatedly, he arranges to forestall votes on the matter, striving to buy time for one more negotiation, one last chance to make amends. Despite the respect of key figures in both the Galactic Republic and the Confederacy of Independent Systems, it becomes clearer every day that neither side feels that the other is willing to arrange any kind of settlement.

Then, the news breaks that the Separatists are constructing a massive droid army on Geonosis, bringing the Republic Senate to the inescapable conclusion that war is inevitable. Reluctantly, Supreme Chancellor Palpatine accepts the Senate's vote to cede him emergency powers, which Palpatine uses to mobilize an army of clones that have been created for the Republic on Kamino. The collision of these two great armies signals the beginning of the Clone Wars.

"WE CAN'T LET A THOUSAND YEARS OF DEMOCRACY DISAPPEAR WITHOUT A FIGHT."

- SENATOR BAIL ORGANA

ORGANIZATION

The Galactic Republic is a democratic polity consisting of over one million member worlds, working together for mutual protection and economic benefit. The Republic's government centers around the Galactic Senate, and its members elect a Supreme Chancellor to act as the leader of the legislative body. Through most of the Republic's history, the Office of the Supreme Chancellor is invested with some of the Senate's executive authority, although these powers increase substantially under Palpatine's administration. A separate judiciary is headed by the Supreme Court.

THE GALACTIC SENATE

The core of the Republic government is the Galactic Senate. The primary duties of the Senate are to mediate any disputes between member systems, worlds, and cultures; to regulate trade between systems, including non-Republic systems; to protect and care for citizens in need; and to provide mutual defense in the face of threats to the Republic.

Hierarchy

In theory, the Senate is led by the Supreme Chancellor, elected by a vote of the Senate from among its delegates. In practice, the Supreme Chancellor has little formal authority in the Senate itself other than the prerogative to call for a special session, but the Office of the Supreme Chancellor (see below) acts as the executive of the Galactic Republic, managing the day-to-day operation of the ministries that make up the Republic's bureaucracy. The Supreme Chancellor can be removed from office by a vote of no confidence in the Senate.

The Speaker of the Senate, also known as the Vice Chair, wields far more power within the Senate itself, being empowered to begin and end each session as well as to open, close, and moderate debate on each motion. Thus, the Speaker effectively controls the agenda of the Senate, but as with the Supreme Chancellor, the Speaker is elected—and can be removed—by the Senate.

Each member state—whether it consists of one world, a corporation or guild, or even an entire sector—is allowed a senatorial delegation that is appointed, elected, or otherwise chosen by the member to represent them on Coruscant. Each delegation includes one Senator and, usually, one or more associate representatives, and all of a delegation's members serve on the various committees and subcommittees that oversee the Republic's bureaucracy.

Senators: Senators are voting members of the delegation, entitled to a single vote on any motion in the Senate. Furthermore, a Senator can introduce new legislation, or call for revisions or amendments to existing legislation. In theory, every new issue can be put to an immediate vote, but in practice, it has become common for Senators to exercise their right to call for the legislation to be referred to a committee to study it, evaluate its impact, and propose amendments.

Associate Representatives: In addition to Senators, each member's delegation is entitled to have associate representatives for different constituencies. Although they, like Senators, serve on committees and can be elected as Supreme Chancellor, they do not normally vote on motions in the Senate. However, in the event of an absence, a Senator can designate one of the delegate's associate representatives to be "acting Senator," as Senator Amidala did when she empowered Associate Planetary Representative Binks to cast her vote on the Military Creation Act.

Senate Committees

There are many standing committees and subcommittees in the Senate, each of which is responsible for a specialized field of government (such as appropriations, allocations, finance, intelligence, or technology). In effect, each committee acts almost like a miniature legislature, handling all proposals, motions, and amendments in their areas of expertise and providing the final version of bills for a Senate vote.

Each committee's membership and chair are technically elected by the Senate as a whole, but long before this motion ever reaches the floor, all decisions have already been negotiated by Senate leaders based on seniority, expertise, relevance to a particular constituency, and simple favoritism. Open committee memberships and chairs are often used as a unit of barter, trading votes and support in return for being placed in a highly valued position.

Most proposals fall under the jurisdiction of a standing (permanent) committee, which can then assign it to an appropriate subcommittee. Some issues of particularly broad or unusual scope might prompt the creation of a special committee. Once assigned to a committee, the chair places it on the agenda, though many proposals are quietly killed at this point as they are pushed to the back of a long list of more pressing (and politically expedient) matters. As such, committees in general, and committee chairs in particular, act as gatekeepers that determine what—if anything—will be considered by the Senate on a given topic, and this fragmentation of authority can cause action on a proposal to be drawn out over weeks, months, or years even if the Senate as a whole would have voted to approve the proposal the moment it was introduced.

Senate Factions

In the decades leading up to the Clone Wars, the Republic Senate is dominated by two groups: the Core faction and the Rim faction. Although these factions have no formal identity or membership, they effectively act as political parties that vie for majority control of the Senate. In practice, negotiations between the most senior and influential members of each faction determine matters such as the allocation of committee chairs and memberships.

Special Interests and Senate Corruption

While many Senate member states are corporations and other traditionally nonpolitical entities, some organizations are too small or too weak to be granted a Senatorial delegation. Instead, they send representatives to the Senate to attempt to influence the legislators. Officially, these special-interest coalitions are on Coruscant to present their viewpoints to the senators, and to provide Senate committees with facts and insights into various issues.

Unofficially, these representatives use any means at their disposal to serve their organization's needs—from distorting the facts to outright bribery. Some even draft legislation favorable to their interests, then pay Senators to introduce the legislation to the Senate. Most anticipate which committees and subcommittees will be assigned a particular item, and they focus their efforts on persuading the appropriate committee chairs and members before the legislation is ever introduced to the Senate for a vote.

This state of affairs is responsible for reducing the once-honorable Galactic Senate to a collection of greedy, manipulative bureaucrats who are interested only in stuffing their pockets for as long as they can. Particularly despicable Senators have even been known to employ delaying tactics in the assembly to give them time to auction their vote to the highest bidder between sessions. The fact that so many Senators can be so easily manipulated by outside forces is considered a major cause of the Separatist movement.

Senate Platforms

In the Senate rotunda, Senators sit aboard floating platforms, which provide public-address systems for speaking to the assembly, as well as translation devices that enable them to understand what other delegates are saying. The platforms connect to chambers assigned to specific delegations, which are adapted by the delegations to their physical and cultural needs.

The Supreme Court

Headquartered in the Galactic Courts of the Justice Building on Coruscant, the Supreme Court is the highest court of the Republic. It is the final court of appeal for decisions reached in lower courts, providing the ultimate interpretation of the law and the constitution.

The Supreme Court has jurisdiction over certain high-profile legal cases, such as those between member states; between a member state and the Republic; between a member state and a citizen of another member state; between a non-Republic litigant and a Republic citizen or member state; and cases involving interstellar travel or commerce. However, the Supreme Court does not hear a case unless it involves some issue of constitutionality, such as whether a planetary law violates Republic law. Even then, the Court only chooses to hear a small fraction of those cases that are appealed to it.

The Supreme Court consists of a dozen justices, including a Chief Justice nominated by the Supreme Chancellor and approved by a vote of the other justices. The individual justices are, in turn, nominated by the Supreme Chancellor and approved by the Senate. During the Separatist Crisis and the Clone Wars, Palpatine eventually replaces all but five of the justices, including the Chief Justice.

The Supreme Chancellor

The Supreme Chancellor exists to officiate over the sessions of the Senate, and to facilitate the legislative process. It is largely a ceremonial position, but the Supreme Chancellor does have the power to call an extraordinary session which every available Senator is required to attend. The Chancellor also has a "special prerogative" to bypass some aspects of the Senate's usual formal procedures in order to ensure a swift resolution to a legislative decision, although this can only be done with the support of the Speaker of the Senate.

Formally addressed as "Your Excellency," the Supreme Chancellor is something of a figurehead. The Supreme Chancellor is the head of state and the Republic's chief diplomat, but he cannot draft laws and holds no vote in the Senate. However, the Office of the Supreme Chancellor acts as the executive body of the Republic, managing the day-to-day operation of the different ministries in the bureaucracy. Even so, the bureaucracy is also subject to oversight by the appropriate committee in the Senate.

Election and Removal

The Supreme Chancellor is elected from among the nominated Senatorial delegates, serving a four-year term of office and eligible for reelection to a second four-year term. The Supreme Chancellor is considered the leader of the Republic, expected to fulfill the Senate's mandate and enact the will of the Republic's populace. When failing to do so, the Chancellor can be removed from office through a "vote of no confidence."

Any delegate to the Senate can call for such a vote, and until the issue is resolved, no other issue can be brought before the Senate. The Supreme Chancellor does not participate in this vote, and, while he is allowed to sit through the vote, it is customary for him to retire to his office until the vote is resolved.

If the vote goes against him, the Supreme Chancellor is relieved of duty while the Senate nominates and elects a replacement, during which time his authority temporarily falls to the Speaker of the Senate. The Supreme Chancellor has this period to surrender all confidential documents relating to the administration of the Republic and vacate his office.

Emergency Powers

During times of crisis, the Senate can cede the Supreme Chancellor emergency powers, by majority vote, in order to deal with the situation. Such measures are deemed necessary when the Senate body itself recognizes that they cannot act effectively or expeditiously enough to resolve the matter through the usual voting procedure. When the Senate does result to such extraordinary measures, however, the precise nature of the Supreme Chancellor's emergency powers—and the circumstances under which the Senate can withdraw those powers—are defined scrupulously.

The Separatist crisis makes the position of Supreme Chancellor more powerful than it had been in over a thousand years. Concerned by the news of the Confederacy's military buildup on Geonosis, and already deadlocked over the issue of whether or not to respond in kind, the Senate votes to cede the Supreme Chancellor limited emergency powers in order to combat the threat of an invasion by the Confederacy. Ideally, Palpatine would use his office's new powers to form a standing army to combat the droid army, restore peace and order to the Republic—perhaps even reunite the Confederacy and the Republic—and then return those powers to the Senate. In practice, however, the situation proves more fluid.

Despite being soundly defeated at Geonosis, the Separatists are able to evacuate most of their droid army and equipment. With Separatist forces continuing to strike at Republic targets (including the cloning facilities on Kamino), the Supreme Chancellor orders additional clone troops to help guard vital Republic facilities and drafts the Jedi Order into leading the clones in battle.

Another emergency power exercised by the Supreme Chancellor is the temporary suspension of the election process, enabling Palpatine to remain in office for the duration of the crisis. Although an extraordinary measure, even in times of war, the Senate votes in favor of retaining his leadership for as long as necessary to resolve the crisis, enabling Palpatine to stay in office well beyond his two legal terms.

Office of the Supreme Chancellor

The Supreme Chancellor has a staff of advisors and ministers collectively referred to as the Office of the Supreme Chancellor, effectively acting as the executive arm of the Senate. The Chancellor's Office has only that authority ceded to its constituent ministries and departments, but the emergency powers vested in Palpatine greatly enhance its purview.

Speaker of the Senate: In addition to maintaining order in the Senate, the Speaker also fulfills the role of Vice Chair. The Speaker stands in for the Supreme Chancellor in the Senate when the Supreme Chancellor is unavailable. The relationship between a Chancellor and Speaker can vary considerably, ranging from cool opposition to close collaboration.

Aide to the Chancellor: Acting as the Chancellor's chief deputy, the Aide is the head of the Office of the Supreme Chancellor. The Aide helps to organize the Supreme Chancellor's schedule, acting as secretary during the Chancellor's meetings, and standing in for the Chancellor during nonessential meetings and public addresses. Although the Aide usually resigns his post when the Supreme Chancellor leaves office, it is not an elected position, and any Aide can retain his position for as long as he wishes to do so, provided the Supreme Chancellor is satisfied with his performance.

Ministers: The Senate-appointed heads of major ministries, bureaus, and departments—such as the Judicial Department or the Senate Bureau of Intelligence—are also a part of the Chancellor's Office. They provide advice and expertise to the Chancellor and execute his orders, although they are still subject to the authority of the Senate's appropriate oversight committees.

During the Clone Wars, several new agencies join the Office of the Supreme Chancellor, including the Republic High Command (described below).

Advisors: The Supreme Chancellor has the freedom to retain advisors who provide advice and opinions without senatorial oversight. Advisors are often Senators, representatives, legal counsel, experts in relevant fields of study (such as economics), or even individual members of the Jedi Order, though they rarely have any official authority as a result of the position.

Senate Advisory Council

In addition to his staff, the Supreme Chancellor has access to the Senate Advisory Council (also known as the Senatorial Council), which consists of Senators appointed by the Supreme Chancellor to keep him updated on political matters beyond what occurs in the Senate chambers. Although the Council has no official power outside its advisory role, its members tend to be among the most influential delegates in the Senate.

The advisors are generally drawn from various committees and subcommittees, reporting on proceedings within those groups (such as how their findings and decisions might affect legislation, schedules, and budgets). To a lesser extent, the council also advises the Supreme Chancellor on matters of concern to the Senate as a whole, giving him insights into the moods and attitudes of the representatives.

The Republic High Command

Shortly after the Clone Wars begin, the Republic High Command is created to coordinate the war effort. Several existing agencies and departments are moved under its jurisdiction and integrated (to a greater or lesser degree) with the Grand Army of the Republic and the Republic Navy.

War Council Advisory Panel

While the Senate Advisory Council updates the Supreme Chancellor on matters in the Senate, the War Council Advisory Panel works with the Chancellor to oversee matters relating to the war effort—from the creation and disposition of clone troopers to the funding and disbursement of the war budget. The members of this council—again, drawn from the ranks of the Senate—act as an oversight committee to ensure that the troops have the materiel they need to wage the war successfully, without bankrupting the Galactic Republic in the process.

Despite their oversight role, the War Council eventually implement some of the most controversial measures of the Clone Wars, such as the creation of the HomeWorld Security Command, which blurs the lines between civilian law enforcement and military command. Many senators and Jedi are alarmed and frustrated by these developments, though few openly oppose them.

Jedi Commanders

Though technically a part of the Judicial Department, the Jedi Order enjoys a substantial degree of autonomy. As a result, the Supreme Chancellor has never been specifically empowered to give orders to the Jedi, although they would freely offer advice and render aid in all but the most unusual circumstances.

When Palpatine is granted emergency powers to deal with the Separatist threat and create a central military, one of the results is the creation of the Republic High Command and the reorganization of the bureaucracy to coordinate the Judicial Department with the war effort. The Jedi are moved out of their traditional peacekeeper role, instead becoming officers in the Grand Army of the Republic and the Republic Navy. As the Supreme Chancellor is the Commander-in-Chief, he is now in a position to command the Jedi directly.

While the Jedi still have the right to refuse the Supreme Chancellor's orders, they must provide considerably more justification than "the will of the Force," because they can be charged with insubordination, if not treason. This state of affairs has occasionally forced the Jedi to comply with instructions against their better judgment—but they cannot openly question the Supreme Chancellor's intentions without damaging the public's faith in the Jedi Order's leadership of the war effort.

In their new role as officers, the Jedi are assigned a rank that integrates them into the military's chain of command. Padawans are given the rank of commander, while Jedi Knights and Jedi Masters are all, at minimum, generals.

The Republic Army

The Republic's army is divided into two Orders of Battle—the Grand Army, and the more highly trained Special Operations Brigade—both of which are ultimately under the command of Chancellor Palpatine. Though the clone troopers that comprise both orders are created from the same genetic stock, they are trained differently for different purposes: the Special Operations Brigade for infiltration, sabotage, and the occasional assassination, and the Grand Army to fight on the front lines and to occupy captured areas.

The Grand Army of the Republic

The Republic Army is largely comprised of clone troopers created from the genetic template of Jango Fett.

The command structure of the Grand Army breaks down into ten levels, from squads of clone troopers all the way up to the Supreme Chancellor. The precise number of troopers varies for different units, and the following order of battle shows only the structure of infantry units (not including clones in support and command roles, usually at the company level and above).

Squad (9 troopers): The smallest group in the Grand Army is the squad, including a clone sergeant leading the unit.

Platoon (36 troopers): A platoon consists of 4 squads, led by a clone lieutenant and clone sergeant.

Company (144 troopers plus support personnel): A company consists of 4 platoons, led by a clone captain.

Battalion (576 troopers plus support personnel): A battalion consists of 4 companies, led by a clone commander.

Regiment (2,304 troopers plus support personnel): A regiment consists of 4 battalions, led by a clone commander (sometimes known as a clone regimental commander) and a Jedi commander (usually the Padawan of a Jedi general in a parent unit).

Brigade (9,216 troopers plus support personnel): A brigade consists of 4 regiments, led by a clone commander (sometimes known as a senior clone commander) and a Jedi general (a Jedi Knight who has not yet finished training a Padawan). A brigade is sometimes referred to as a "legion," depending on the specific unit.

Corps (36,864 troopers plus support personnel): A corps consists of 4 brigades, led by a clone commander (sometimes known as a clone marshal commander) and a Jedi general.

Sector Army (147,456 troopers plus support personnel): A sector army consists of 4 corps, commanded by a senior Jedi general (usually a Jedi Master who has trained one or more Padawans through the Jedi trials).

Systems Army (294,912 troopers plus support personnel): A systems army consists of 2 sector armies, commanded by a high Jedi general (a member of the Jedi High Council).

Grand Army (3,000,000+ troopers plus support personnel): The Grand Army consists of all 10 systems armies, led by the Commander-in-Chief (Supreme Chancellor Palpatine).

Special Operations Brigade

With better training and specialized equipment, the Special Operations Brigade carries out missions with objectives that cannot be achieved through sheer numbers alone. Special Operations includes the ARC troopers, the Republic commandos, and the clone assassin corps.

The command structure of the Special Operations Brigade breaks down into five levels, from four-clone squads up to Jedi General Arligan Zey, who answers directly to the Supreme Chancellor.

Squad (4 troopers): A squad consists of 4 clone troopers (usually Republic commandos). While these clone troopers include a sergeant who acts as the designated mission commander, they are trained to work together as a team and rank is not an issue (except where the Jedi are concerned).

Troop (20 troopers): A troop consists of 5 squads—again, acting as a coordinated team, taking orders only from Jedi.

Company (100 troopers plus support personnel): A company consists of 5 troops, led by a clone commander.

Group (500 troopers plus support personnel): A group consists of 5 companies. (The most famous is commanded by Jedi General Bardan Jusik, the former Padawan of General Zey. Jusik eventually resigns his military commission and leaves the Jedi Order.)

Special Operations Brigade (5,000 troopers plus support personnel): The SO Brigade consists of 10 groups, commanded by Jedi General Arligan Zey.

Army Command Structure

The Grand Army's ground forces are structured to include six primary ranks: trooper, sergeant, lieutenant, captain, major, and commander. Clone commanders are further differentiated depending on their responsibility, and they report to Jedi generals.

A separate command structure exists for the Special Operations Brigade (see above). Other clone specialists—such as technical support specialists, cryptographers, logistics specialists, so on—are also outside the ORBAT shown for the Grand Army of the Republic. Additionally, other clone troopers are not technically a part of the Grand Army of the Republic, such as the clone shocktroopers who operate in a law enforcement role as a part of the HomeWorld Security Command.

The Republic Navy

Clones fill shipboard roles as marines, starfighter pilots, and gunners. Many of the Republic Navy's nonclone captains come from either the navies of various Sector Forces or the ranks of the Judicial Fleet.

The Republic Starfighter Corps

The Republic's starfighter corps is divided into multiple groups, each representing the starfighters assigned to a particular unit, whether that is a *Venator*-class Star Destroyer or a planetary starfighter base. The specific starfighters in use vary widely.

The command structure of the Republic starfighter corps breaks down into five levels, from sections of starfighters all the way up to a senior Jedi general. From there, the starfighter corps is fully integrated with the Orders of Battle of either the Grand Army of the Republic or the Republic Navy.

Section (2–4 starfighters): The smallest group of starfighters is the section, commanded by a lieutenant.

Flight (4–8 starfighters, plus support crew): A flight consists of 2 sections, led by a captain.

Squadron (12–32 starfighters, plus support crew): A squadron consists of 3–4 flights, led by a major or a Jedi commander (Padawan).

Wing (36–320 starfighters, plus support crew): A wing consists of 3–10 squadrons, led by a clone commander or a Jedi general (Jedi Knight).

Group (72–640 starfighters, plus support crew): A group consists of 2 wings, led by a clone commander and a senior Jedi general (Jedi Master).

The Republic Navy

The Republic Navy is divided into multiple fleets, each representing the entirety of the naval forces in any given sector. There are several hundred Republic fleets, each configured for whatever purpose is most necessary in a given sector. The command structure of the Republic Navy breaks down into seven levels, from sections of vessels all the way up to the Supreme Chancellor.

Element (1 vessel): A single starship in the Republic Navy is technically called an element, commanded by the ship's captain or, rarely, a Jedi commander (a Padawan).

Section (3–12 vessels): A section consists of a small number of starships, the exact number determined by their role. Heavier cruisers and battleships usually operate in groups of 3–4, but lighter craft such as corvettes or patrol ships might be deployed in groups of 6–12. A section is often called a line when it includes heavier capital ships ("ships of the line"), and a section that includes only very light vessels might be called a flotilla. The most senior ship's captain in the section acts as its commander unless a Jedi commander is present.

Squadron (12–36 vessels, plus support units): A squadron consists of from 3–4 sections that complement one another, such as a line of capital ships supported by a section of escort frigates and a flotilla of corvettes that act as a defensive screen. It is commanded by a commodore or Jedi general (a Jedi Knight).

Battle Group (48–72 vessels, plus support units): A battle group consists of 2–4 squadrons, and it is considered to have sufficient strength to establish superiority in all but the best-fortified enemy strongholds. It is commanded by an admiral or Jedi general.

Fleet (100–300 vessels, plus support units): A fleet consists of 3–6 battle groups, led by a fleet admiral or senior Jedi general (a Jedi Master). Fleets vary considerably in composition, and they are likely to be reorganized into ad hoc task forces as deemed necessary for a given sector.

Armada (1,000–5,000 vessels, plus support units): An armada is an organizational unit that it not meant to engage in battle but rather to represent the total forces assigned to a major theater of battle, such as the Open Circle Armada under General Kenobi during the Outer Rim Sieges. An armada typically includes 10–50 fleets, collectively commanded by a high Jedi general (a Jedi Master serving on the High Council).

Navy: The Galactic Republic Navy consists of all the armadas (and their hundreds of fleets) serving the Republic, collectively led by the Commander-in-Chief (Supreme Chancellor Palpatine).

Navy Command Structure

The structure of the Navy's space forces is similar to that of the ground forces—gunnery crew, gunnery officers, communication and tactical officers, star cruiser pilots, navigational officers, bridge officers, ship captains, and admirals. The command structure includes several specialist positions that fall into the main hierarchy, but do not themselves have command: medical officers, who report to bridge officers; deck officers, who also report to bridge officers; and fighter pilots, who report to ship captains or admirals. Most officers in the Republic Navy are nonclones, particularly in the higher echelons.

Personnel

In addition to the numerous Jedi, public officials, and other leaders who guide the Republic through the strife of the Clone Wars, the Grand Army of the Republic consists of over three million troops created from the basic genetic template provided by the Mandalorian bounty hunter Jango Fett. Created by the cloners of Kamino, the clone troopers are artificially matured to reach peak efficiency in only ten years (from cloning crèche to military deployment), flash-trained via computer programs, combat-trained by experienced contractors, mercenaries, professional soldiers, and sometimes even Jango Fett himself, and equipped with the finest weapons and armor the Republic can afford.

Although they are mostly physically identical, clones actually have different and distinct personalities, which usually emerge during training and are more or less fully developed by the time a clone survives his first combat engagement. They are also differentiated by their purpose: commandos for high-risk missions, marines for operation in a variety of environments and terrains, and basic clone troopers for general-purpose infantry.

Below are several different types of clone troopers—a list by no means exclusive, but suitable, with slight adjustments, for nearly any encounter the Gamemaster might design.

GAR Rank Colors

At first, the Grand Army of the Republic (GAR) uses a simple color-coding system to distinguish ranks on what would otherwise be identical soldiers wearing identical armor. The colors are usually integrated into the helmets, arms, and shoulder pads of the individual clone troopers.

Commander: Yellow
Captain: Red
Lieutenant: Blue
Sergeant: Green
Trooper: White

Later in the Clone Wars, these colorations no longer denote rank but instead reflect a trooper's membership in a particular unit (most often a legion).

ARC Trooper

Advanced Recon Commandos—known to most as "ARC troopers"—are elite clone troops personally trained by Jango Fett to be every bit as efficient and ruthless as himself. Unlike the standard infantry clone trooper or even clone commandos (described below), ARC troopers are genetically engineered and specially trained to be as self-sufficient as possible without being entirely independent.

ARC troopers see their first combat when the Separatist droid army assaults Kamino and Prime Minister Lama Su releases the troopers from their cryogenic storage to help drive off the invaders. They are famously employed at the Battle of Muunilinst, where they help Jedi General Obi-Wan Kenobi subdue the Separatist commander, the bounty hunter Durge, and again at the Battle of Hypori, rescuing stranded Jedi from General Grievous.

ARC Trooper **CL 8**

Medium Human nonheroic 6/soldier 3/elite trooper 3
Destiny 1; **Force** 4; **Dark Side** 2
Init +12; **Senses** low-light vision; Perception +13
Languages Basic, Mando'a

Defenses Ref 23 (flat-footed 21), Fort 22, Will 16; +3 armor
hp 51; **DR** 1; **Threshold** 22

Speed 6 squares, Running Attack
Melee unarmed +12 (1d4+5) or
Ranged heavy blaster pistol +6 (3d8+3) and heavy blaster pistol +6 (3d8+3) or
Ranged heavy blaster pistol +4 (5d8+3) with Burst Fire and heavy blaster pistol +4 (5d8+3) with Burst Fire or
Ranged heavy blaster pistol +4 (3d8+3, 2×2 area) with autofire and heavy blaster pistol +4 (3d8+3, 2×2 area) with autofire or
Ranged frag grenade +11 (4d6+3, 2-square burst) or
Ranged ion grenade +11 (4d6+3 ion, 2-square burst) or
Ranged blaster rifle +11 (3d8+3) or
Ranged blaster rifle +9 (5d8+3) with Burst Fire or
Ranged blaster rifle +9 (3d8+3, 2×2 area) with autofire or
Ranged missile launcher +12 (6d6+5, 2-square splash)
Base Atk +10; **Grp** +12
Atk Options autofire (heavy blaster pistol, blaster rifle), Burst Fire (heavy blaster pistol, blaster rifle), Point Blank Shot, rangefinder, targeting scope (blaster rifle)
Special Actions delay damage

Abilities Str 15, Dex 13, Con 10, Int 12, Wis 10, Cha 8
Talents Armored Defense, Controlled Burst, Improved Armored Defense, Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light), Burst Fire, Dual Weapon Mastery I, Martial Arts I, Point Blank Shot, Running Attack, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +12, Perception +13, Stealth +12
Possessions ARC trooper armor, 2 heavy blaster pistols, blaster rifle, 2 frag grenades, 2 ion grenades, 6 power packs, utility belt with medpac, missile launcher with 4 missiles

Clone Assassin

Created by a special order from Supreme Chancellor Palpatine to safeguard against the unlikely possibility that the Jedi Order might attempt a military coup against the Republic Senate, clone assassins are specially trained in martial arts techniques involving bladed weapons. Moving with blinding speed, a squad of clone assassins is a match for any one Jedi Knight, though they fare somewhat less well against a Jedi Master.

When the Jedi do rebel against Palpatine, the Supreme Chancellor assigns a unit of clone assassins to guard the Communication Center in the Jedi Temple and to arrest any Jedi who attempt to coordinate attacks against the Republic from there. These unfortunate troopers are wiped out when Yoda and Obi-Wan Kenobi infiltrate the temple at the end of the Clone Wars.

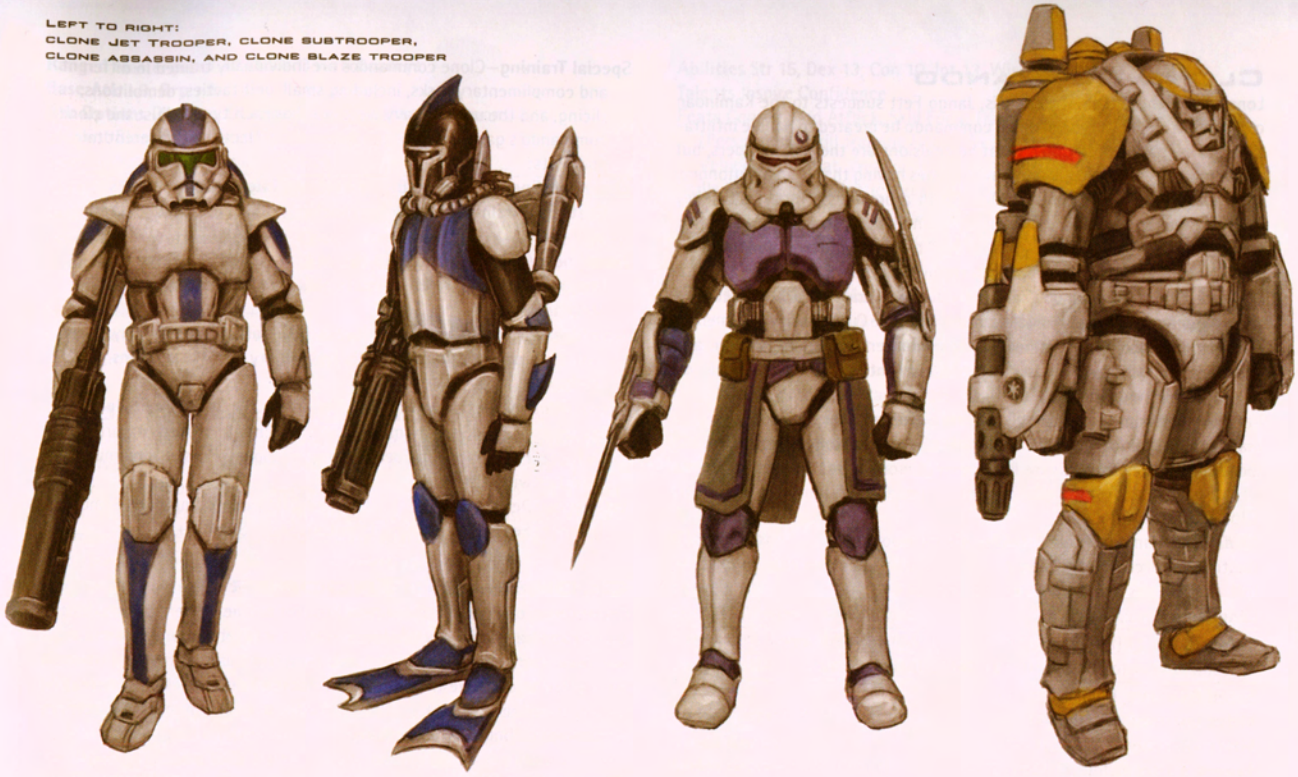
Clone Assassin **CL 8**

Medium Human nonheroic 6/soldier 3/elite trooper 3
Destiny 1; **Force** 4; **Dark Side** 8
Init +13; **Senses** low-light vision; Perception +8
Languages Basic

Defenses Ref 22 (flat-footed 18), Fort 23, Will 16; +6 armor
hp 63; **DR** 1; **Threshold** 23

Speed 6 squares
Melee unarmed +11 (1d8+5) or
Melee vibroblade +14 (2d6+7, devastating 10) or
Melee vibroblade +12 (3d6+7, devastating 10) with Rapid Strike or
Melee vibroblade +12 (2d6+7, devastating 10) and vibroblade +12 (2d6+7, devastating 10) or
Melee vibroblade +10 (3d6+7, devastating 10) with Rapid Strike and vibroblade +10 (3d6+7, devastating 10) with Rapid Strike or
Ranged blaster pistol +12 (3d6+3)
Base Atk +10; **Grp** +12
Atk Options Greater Devastating Attack (advanced melee weapons)
Special Actions Combat Reflexes, delay damage

Abilities Str 14, Dex 15, Con 12, Int 9, Wis 10, Cha 8
Special Qualities delay damage
Talents Devastating Attack (advanced melee weapons), Greater Devastating Attack (advanced melee weapons), Greater Weapon Focus (advanced melee weapons), Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light), Combat Reflexes, Dual Weapon Mastery I, Dual Weapon Mastery II, Martial Arts I, Martial Arts II, Rapid Strike, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles)
Skills Initiative +13, Perception +8, Stealth +13
Possessions clone trooper armor, 2 wrist-mounted vibroblades, blaster pistol



LEFT TO RIGHT:
CLONE JET TROOPER, CLONE SUBTROOPER,
CLONE ASSASSIN, AND CLONE BLAZE TROOPER

CLONE BLAZE TROOPER

Specialized versions of the standard clone jet trooper (see page 150), blaze troopers wear heavier fire-resistant armor and wield wrist-mounted flamethrowers attached to the jet packs on their backs. They break through enemy lines by scattering adversaries with concentrated blasts of fire.

Clone Blaze Trooper **CL 5**
Medium Human nonheroic 6/soldier 3
Force 3
Init +10; **Senses** low-light vision, Perception +5
Languages Basic

Defenses Ref 20 (flat-footed 20), Fort 20, Will 12; +9 armor
hp 43; **DR** 5 (fire); **Threshold** 20

Speed 4 squares (run ×3), fly 4 squares, Running Attack
Melee unarmed +8 (1d4+2) or
Ranged flamethrower +10 (3d6+3, 6-square cone, devastating 5) or
Ranged blaster pistol +8 (3d6+1)
Base Atk +7; **Grp** +9
Attack Options Charging Fire, Devastating Attack (flamethrower)

Abilities Str 11, Dex 14, Con 14, Int 10, Wis 9, Cha 8
Talents Devastating Attack (flamethrower), Weapon Specialization (flamethrower)
Feats Armor Proficiency (light, medium, heavy), Charging Fire, Exotic Weapon Proficiency (flamethrower), Running Attack, Weapon Focus (flamethrower), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +10, Perception +5, Pilot +10
Possessions fire-resistant clone trooper armor, 2 flamethrowers (5 shots each), blaster pistol, jet pack

Clone Commando

Long before the Battle of Geonosis, Jango Fett suggests to the Kaminoan cloners that a special type of clone commando be created to handle infiltration and sabotage operations. What he envisions are the ARC troopers, but the Kaminoans are uncomfortable with clones having that level of autonomy after experiencing discipline problems with a previous prototype, so they suggest smaller squads of more highly trained clone troopers. In the end, they reach a compromise: Fett gets his ARC troopers, and the Kaminoans set aside a battalion of clone troopers to receive additional training.

These "clone commandos" are individually trained by a hand-selected team of mercenaries and Mandalorian soldiers—the Cuy'val Dar—in numerous specialized tasks, such as demolitions, computer slicing, infiltration, and sniping, until they can function in purpose-oriented four-clone squads, or, as needs arise, individually.

Clone commandos are often sent into enemy territory in advance of the main force of clone troopers to disable enemy resistance, secure critical locations, or even to eliminate key enemy personnel.

Clone Commando **CL 8**
Medium Human nonheroic 6/soldier 4/elite trooper 2
Destiny 1; **Force** 4; **Dark Side** 2
Init +13; **Senses** low-light vision, Perception +13
Languages Basic, Mando'a

Defenses Ref 21 (flat-footed 18), Fort 23, Will 16; +6 armor
hp 62, Shoulder to Shoulder (6 hp); **DR** 2; **Threshold** 23

Speed 6 squares, Running Attack
Melee unarmed +11 (1d6+4)
Melee vibrodagger +11 (2d4+4)
Ranged blaster pistol +12 (3d6+3) or
Ranged light repeating blaster rifle +7 (3d8+3, 2×2 autofire) or
Base Atk +10; **Grp** +12
Atk Options Point Blank Shot
Special Actions Coordinated Attack, delay damage

Abilities Str 13, Dex 15, Con 12, Int 10, Wis 10, Cha 8
Talents Armored Defense, Shoulder to Shoulder, and see below
Feats Armor Proficiency (light), Careful Shot, Coordinated Attack, Martial Arts I, Point Blank Shot, Running Attack, Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles), and see Special Training below
Skills Initiative +13, Perception +13, and see Special Training below
Possessions clone trooper armor, blaster pistol, light repeating blaster rifle, 2 frag grenades, 2 ion grenades, 2 stun grenades, vibrodagger, utility belt with medpac

Special Training—Clone commandos are individually trained in different and complimentary tasks, including small-unit tactics, demolitions, slicing, and the use of heavy weapons. For each type, adjust the clone commando's game statistics as follows to reflect their different talents and feats:

Command: **Special Actions** Battle Analysis; **Talents** Battle Analysis; **Feats** Skill Training (Knowledge [tactics]); **Skills** Knowledge (tactics) +11.

Demolitions/Technical: **Defenses** Ref 24 (flat-footed 21); **Talents** Improved Armored Defense; **Feats** Skill Training (Mechanics); **Skills** Mechanics +11.

Field Medicine: **Special Actions** Harm's Way; **Talents** Harm's Way; **Feats** Skill Training (Treat Injury); **Skills** Treat Injury +11; **Possessions** 4 medpacs

Heavy Weapons: **Defenses** Ref 24 (flat-footed 21); **Ranged** missile launcher +12 (6d6+3, 2-square burst); **Talents** Improved Armored Defense; **Feats** Weapon Focus (heavy weapons); **Possessions** missile launcher with 4 missiles

Infiltration: **Defenses** Ref 24 (flat-footed 21); **Talents** Improved Armored Defense; **Feats** Skill Training (Stealth); **Skills** Stealth +12.

Clone Jet Trooper

Certain missions call for more mobility among the clone troopers, so the Kaminoans train a number of clones in the use of jet packs. While the average clone can strap on a jet pack and fly a few hundred feet, jet troopers are trained to optimize the limited fuel capacity of jet packs by alternating ground movement with short "burst" flights to get them over obstacles or circumvent difficult terrain.

Clone Jet Trooper **CL 4**
Medium Human nonheroic 6/soldier 2
Force 3
Init +11; **Senses** low-light vision, Perception +5
Languages Basic

Defenses Ref 19 (flat-footed 17), Fort 17, Will 11; +6 armor
hp 34; **Threshold** 17

Speed 6 squares, fly 6 squares
Melee unarmed +7 (1d4+2)
Ranged EMP grenade launcher +8 (3d6 ion, 2-square burst, devastating 5) or
Ranged EMP grenade launcher +8 (4d6 ion, 2-square burst, devastating 5) with Deadeye or
Ranged blaster rifle +8 (3d8+1) or
Ranged blaster rifle +8 (4d8+1) with Deadeye
Ranged blaster pistol +8 (3d6+1) or

Ranged blaster pistol +8 (4d6+1) with Deadeye
Base Atk +6; **Grp** +8
Atk Options Deadeye, Devastating Attack (heavy weapons), Point Blank Shot, Precise Shot
Special Actions Coordinated Attack

Abilities Str 12, Dex 14, Con 12, Int 10, Wis 9, Cha 8
Talents Devastating Attack (heavy weapons)
Feats Armor Proficiency (light), Coordinated Attack, Deadeye, Point Blank Shot, Precise Shot, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +11, Pilot +11
Possessions clone trooper armor, blaster rifle with grenade launcher (mounted), 6 EMP grenades, blaster pistol, jet pack

Clone Naval Officer

Even among the clones of Jango Fett, there are a select number that prove themselves capable of understanding and executing naval strategy to a greater degree than their comrades. These clones are put into special training programs where they learn the technical and tactical aspects of naval command. Kaminoan scientists speculate that these clones' aptitude for space combat comes from Jango Fett's understanding of dogfighting tactics, and many of these clones eventually go on to become clone officers in the Republic Navy. Though most of these officers are lower-tier commanders and aides to nonclone superior officers, some clone naval officers take command of small clone space units and may act as the executive officer for a squadron of V-19 or ARC-170 pilots. All clone naval officers are also certified to pilot the V-19 Torrent, the ARC-170, and the *Nu*-class attack shuttle.

Most clone naval officers are stationed aboard the capital ships used by the Republic. Despite their training, many believe that these clones are not particularly suited for the role of an officer, and tensions sometimes arise between the clones and the nonclone members of the Republic Navy.

Clone Naval Officer **CL 3**
Medium human nonheroic 6/noble 1
Force 1
Init +4; **Senses** Perception +3
Languages Basic, High Galactic

Defenses Ref 13 (flat-footed 12), Fort 11, Will 13
hp 19; **Threshold** 11

Speed 6 squares
Melee unarmed +7 (1d4+2)
Ranged blaster pistol +6 (3d6)
Base Atk +5; **Grp** +7
Atk Options Coordinated Attack
Special Actions Inspire Confidence

Abilities Str 15, Dex 13, Con 10, Int 13, Wis 10, Cha 9
Talents Inspire Confidence
Feats Coordinated Attack, Skill Focus (Knowledge [tactics]), Skill Focus (Persuasion), Skill Training (Pilot), Skill Training (Use Computer), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Knowledge (galactic lore) +9, Knowledge (tactics) +14, Persuasion +12, Pilot +9, Use Computer +9
Possessions blaster pistol, officer's uniform, code cylinder, comlink

Clone Pilot

Initially, clone pilots are merely clone troopers with slightly different skill sets: replacing some of their small-unit tactics drills with flight training. While such pilots are sufficient to fly LAAT/i transports and the like, the eventual need for clones to pilot starfighters results in a bit more variation.

The clone pilot presented below is typically found at the controls of transports and certain ground vehicles. The clone fighter pilot does not appear until later in the Clone Wars, and is usually found in the cockpit of ARC-170 starfighters, V-wing starfighters, or occasionally Eta-2 Actis interceptors.

Clone Pilot **CL 4**
Medium Human nonheroic 6/scoundrel 2
Force 3
Init +11; **Senses** low-light vision, Perception +12
Languages Basic, Mando'a

Defenses Ref 20 (flat-footed 18), Fort 14, Will 14; +6 armor, Vehicular Combat
hp 22; **Threshold** 14

Speed 6 squares
Melee unarmed +5 (1d4+1)
Ranged blaster pistol +7 (3d6+1)
Ranged blaster pistol +2 (4d6+1) with Rapid Shot
Base Atk +5; **Grp** +7
Atk Options Point Blank Shot
Special Actions Coordinated Attack

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 8
Talents Spacehound
Feats Armor Proficiency (light), Coordinated Attack, Skill Training (Initiative, Mechanics), Point Blank Shot, Rapid Shot, Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Initiative +11, Mechanics +10, Perception +12, Pilot +11, Use Computer +10
Possessions clone trooper armor, blaster pistol



LEFT TO RIGHT: CLONE SHOCKTROOPER, CLONE SHADOW TROOPER, CLONE PILOT, AND CLONE NAVAL OFFICER

Clone Fighter Pilot **CL 6**

Medium Human nonheroic 6/scoundrel 2/ace pilot 2
Force 4
Init +12; **Senses** low-light vision, Perception +13
Languages Basic, Mando'a

Defenses Ref 23 (flat-footed 21), Fort 16, Will 16; +5 armor, vehicle dodge +1, Vehicular Combat, Vehicular Evasion
hp 31; **Threshold** 16

Speed 6 squares
Melee unarmed +6 (1d4+2)
Ranged blaster pistol +8 (3d6+2)
Ranged blaster pistol +3 (4d6+2) with Rapid Shot
Base Atk +6; **Grp** +8
Atk Options Point Blank Shot, Rapid
Special Actions Coordinated Attack

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 8
Talents Spacehound, Vehicular Evasion
Feats Armor Proficiency (light), Coordinated Attack, Skill Focus (Pilot), Skill Training (Initiative, Mechanics), Point Blank Shot, Rapid Shot, Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Initiative +12, Mechanics +11, Perception +13, Pilot +17, Use Computer +11
Possessions armored flight suit with helmet package, blaster pistol

Clone Scout Trooper

The need for reconnaissance spurred the creation of thousands of clone scout troopers skilled at infiltrating enemy positions and reporting back. Stealth and mobility are paramount to their purpose, with combat capability falling a distant third.

Scout troopers usually wear camouflaged armor.

Clone Scout Trooper **CL 2**
Medium Human nonheroic 6
Init +4; **Senses** low-light vision, Perception +10
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 11, Will 10; +4 armor
hp 21; **Threshold** 11

Speed 6 squares
Melee unarmed +4 (1d4)
Ranged blaster pistol +5 (3d6) or
Ranged blaster rifle +5 (3d8) or
Ranged frag grenade (4d6, 2-square burst)
Base Atk +4; **Grp** +5
Atk Options Point Blank, Vehicular Combat

Abilities Str 10, Dex 13, Con 12, Int 10, Wis 11, Cha 8
Feats Armor Proficiency (light), Point Blank Shot, Skill Training (Stealth), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Perception +10, Pilot +9, Stealth +9
Possessions clone scout trooper armor (+4 armor; as combat jumpsuit with helmet package), blaster pistol, blaster rifle, frag grenade, utility belt with medpac, BARC speeder

Clone Shadow Trooper

Commissioned late in the Clone Wars by Armand Isard, Director of the Senate Bureau of Intelligence, to replace the rapidly diminishing numbers of ARC troopers, shadow troopers are envisioned as fulfilling more of an infiltration and espionage role than serving as "one-clone armies" like their Advanced Recon Commando predecessors.

Because shadow troopers spend so much time behind enemy lines, though, their equipment often changes to suit the mission. Standard issue weapons include vibrodaggers for close kills and blaster carbines that fire virtually silent, invisible blaster bolts.

Clone Shadow Trooper **CL 7**
Medium Human nonheroic 6/soldier 1/scout 3/bounty hunter 1
Force 4; **Dark Side** 4
Init +11 (can reroll); **Senses** low-light vision, Perception +8 (can reroll)
Languages Basic

Defenses Ref 21 (flat-footed 20), Fort 19, Will 16; +6 armor
hp 39; **Threshold** 19

Speed 6 squares
Melee vibrodagger +9 (2d4+3)
Ranged blaster carbine +10 (3d8+2, devastating 5) or
Ranged blaster carbine +11 (4d8+2, devastating 5) with Careful Shot and Deadeye or
Ranged frag grenade +10 (4d6+2, 2-square burst)
Base Atk +8; **Grp** +9
Atk Options Careful Shot, Deadeye, Devastating Attack (rifles), Point Blank Shot, Precise Shot

Abilities Str 13, Dex 13, Con 10, Int 10, Wis 12, Cha 8
Talents Acute Senses, Devastating Attack (rifles), Improved Initiative, Nowhere to Hide
Feats Armor Proficiency (light), Careful Shot, Deadeye, Point Blank Shot, Precise Shot, Skill Training (Gather Information), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Deception +6 (+8 when disguised as different species), Gather Information +9 (can reroll when tracking an individual), Initiative +11 (can reroll) Perception +8 (can reroll), Survival +11
Possessions clone trooper armor, blaster carbine, vibrodagger, frag grenade, utility belt with medpac

Clone Shocktrooper

As anti-war sentiment spreads throughout the Galactic Republic, reaching the streets and plazas of Coruscant itself, Supreme Chancellor Palpatine recognizes that the Grand Army of the Republic is stretched too thinly to pull troops off the front lines. Therefore, in the late stages of the war, Palpatine calls for a special division of clone troopers to be created and assigned to maintain security on Coruscant and other critical planets of the Core Worlds.

These new clones prove to be somewhat ruthless in their zeal to restore order. Authorized to perform random searches and detain citizens who fail to present proper identification on command, the clone shocktroopers quickly come to be known as "stormtroopers," an epithet that would, after the end of the war, be applied to all clone troopers.

Clone Shocktrooper **CL 1**
Medium Human nonheroic 4
Init +8; **Senses** low-light vision, Perception +8
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 13, Will 9; +6 armor
hp 14; **Threshold** 13

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster rifle +4 (3d8) or
Ranged blaster rifle +2 (4d8) with Rapid Shot
Base Atk +3; **Grp** +4
Atk Options Rapid Shot
Special Actions Coordinated Attack

Abilities Str 13, Dex 12, Con 12, Int 10, Wis 9, Cha 8
Feats Armor Proficiency (light), Coordinated Attack, Rapid Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +8, Perception +8
Possessions clone trooper armor, blaster rifle

Clone Subtrooper

Subtroopers are clone troopers trained and equipped for aquatic missions. Their armor and weapons are modified to function underwater.

These clones see extensive use under Jedi General Kit Fisto, who leads them in action on Mon Calamari, Tibrin, and a half dozen other worlds in the course of the Clone Wars.

Clone Subtrooper **CL 2**
Medium Human nonheroic 6
Init +9; **Senses** low-light vision, Perception +9
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 13, Will 9; +6 armor
hp 21; **Threshold** 13

Speed 6 squares
Melee knife +5 (1d4+1) or
Ranged blaster rifle +5 (3d8) or
Ranged blaster rifle +6 (3d8) with Careful Shot
Base Atk +4; **Grp** +5
Atk Options Careful Shot, Point Blank Shot

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Feats Armor Proficiency (light), Careful Shot, Coordinated Attack, Point Blank Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +9, Perception +9, Swim +6
Possessions clone trooper armor, blaster rifle, knife

Galactic Marine

The Galactic Marines are created when the 21st Nova Corps are assigned to the command of Jedi General Ki-Adi-Mundi, who needs a fighting force capable of battling in a variety of environments (including space). Ki-Adi-Mundi, with his clone marshal Commander Bacara, envision these all-terrain soldiers as the best of the best, and they routinely reassign any clone who cannot keep up with the others—while at the same time transferring in clones from other units who perform particularly well.

Galactic Marine **CL 6**
Medium Human nonheroic 6/soldier 2/scout 2
Init +11; **Senses** low-light vision, Perception +10
Languages Basic

Defenses Ref 20 (flat-footed 19), Fort 19, Will 14; +7 armor
hp 45, Tough as Nails; **Threshold** 19

Speed 6 squares, Surefooted
Melee unarmed +8 (1d4+3) or
Ranged blaster rifle +8 (3d8+2) or
Ranged blaster rifle +9 (3d8+2) with Careful Shot or
Ranged frag grenade +8 (4d6+2, 2-square burst)
Base Atk +7; **Grp** +8
Atk Options Careful Shot, Point Blank Shot
Special Actions Coordinated Attack

Abilities Str 12 (14 in spacetrooper armor), Dex 13, Con 13, Int 9, Wis 11, Cha 8
Talents Surefooted, Tough as Nails
Feats Armor Proficiency (light, medium, heavy), Careful Shot, Coordinated Attack, Point Blank Shot, Running Attack, Shake It Off, Skill Training (Endurance), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +11, Initiative +11, Perception +12
Possessions clone spacetrooper armor, blaster rifle, frag grenade

Senate Commando

Part of an elite branch of the Republic's Senate Guard, the Senate commandos are a special reserve unit that performs missions for both the Senate and the Judicial Department of the Republic. More aggressive than the defensively minded Senate Guard, the Senate commandos act as an elite police unit on Coruscant and sometimes travel to distant worlds on special missions. The Senate commandos are often responsible for capturing and detaining suspects wanted by the Senate for questioning, and they frequently act as elite bodyguards for Senators traveling to war zones throughout the galaxy.

The Senate commandos also serve as the bodyguards for Supreme Chancellor Palpatine, prior to the creation of the red-armored Royal Guards. The Senate commandos wear a heavier version of the blue Senate Guard armor, though they do not wear cloaks. The Senate commandos are one of the few nonclone units in the Republic to perform special missions for the Republic, and a fierce rivalry exists between the Senate commandos and elite clone units such as the Republic commandos.

Senate Commando CL 5
Medium human nonheroic 6/soldier 3
Force 2
Init +17; **Senses** low-light vision, Perception +17
Languages Basic

Defenses Ref 23 (flat-footed 20), Fort 21, Will 15; +8 armor
hp 68; **Threshold** 21

Speed 4 squares
Melee unarmed +10 (1d6+3)
Ranged blaster rifle +11 (3d8+1)
Base **Atk** +8; **Grp** +11
Atk Options Martial Arts I, Point Blank Shot
Special Actions Draw Fire, Harm's Way

Abilities Str 14, Dex 16, Con 16, Int 10, Wis 12, Cha 8
Talents Draw Fire, Harm's Way
Feats Armor Proficiency (light, medium), Improved Defenses, Martial Arts I, Point Blank Shot, Skill Focus (Initiative), Skill Focus (Perception), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +17, Perception +17
Possessions battle armor with helmet package, blaster rifle, comlink

Influential Figures

Although hundreds of thousands of clones fight and die in the front lines of the Clone Wars, the outcome of the conflict is truly decided in the vast rotunda of the Galactic Senate, where delegates, diplomats, and politicians of every ilk discuss and debate the Supreme Chancellor's plans and decisions. The Senate is united in its desire to bring the war to a swift end, but their differing views on how to accomplish this goal split the delegates into two camps: those led by Bail Organa, Mon Mothma, and Padmé Amidala, who seek a mutual peace with the Separatists to avoid any further compromise of liberty, and the militarists who want to see the Confederacy of Independent Systems crushed and brought back into the Republic by force.

Similarly, the Jedi face the dilemma of the ongoing war with mixed feelings. Although they are loyal to democracy and wish to see the war resolved with minimal violence, they are also loyal to the Republic and so must lead the clone armies into battle. The Jedi become more and more suspicious of Supreme Chancellor Palpatine's motives as the war drags on and on, with no end in sight, and ultimately assign young Anakin Skywalker to report on the Chancellor's activities—suspecting that Palpatine has hidden motives for prolonging the conflict.

Admiral Wullf Yularen



Admiral Wullf Yularen

One of the youngest members of the Republic's naval officer corps to hold the rank of admiral, Wullf Yularen begins his career in the Senate Intelligence Bureau, but after years of dealing with corrupt Senators and officials, Yularen retires. He comes to Supreme Chancellor Palpatine's attention as a potentially dedicated and loyal Intelligence officer and is coaxed out of retirement. Palpatine quickly promotes Yularen to admiral in order to retain his service. Unable to pass up such a promotion, the dedicated, loyal, and disciplined officer takes control of a naval task force assigned to Obi-Wan Kenobi. During the Clone Wars, Admiral Yularen serves as an unflinching naval commander who follows his orders, no matter what doubts he might have.

Admiral Wullf Yularen CL 4
Medium human noble 4
Destiny 1; **Force** 3
Init +3; **Senses** Perception +13
Languages Basic, Bocce, Durese, Gran, High Galactic, Huttese

Defenses Ref 16 (flat-footed 15), Fort 15, Will 17
hp 33; **Threshold** 15

Speed 6 squares
Melee unarmed +3 (1d8+2)
Ranged blaster pistol +4 (3d6+2)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot, Precise Shot
Special Actions Inspire Haste

Abilities Str 10, Dex 12, Con 13, Int 14, Wis 13, Cha 14
Talents Educated, Inspire Haste
Feats Linguist, Point Blank Shot, Precise Shot, Skill Focus (Gather Information), Skill Focus (Perception), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Deception +9, Gather Information +14, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +13, Persuasion +9, Pilot +8, Use Computer +9
Possessions blaster pistol, officer's uniform, comlink, datapad, various personal belongings

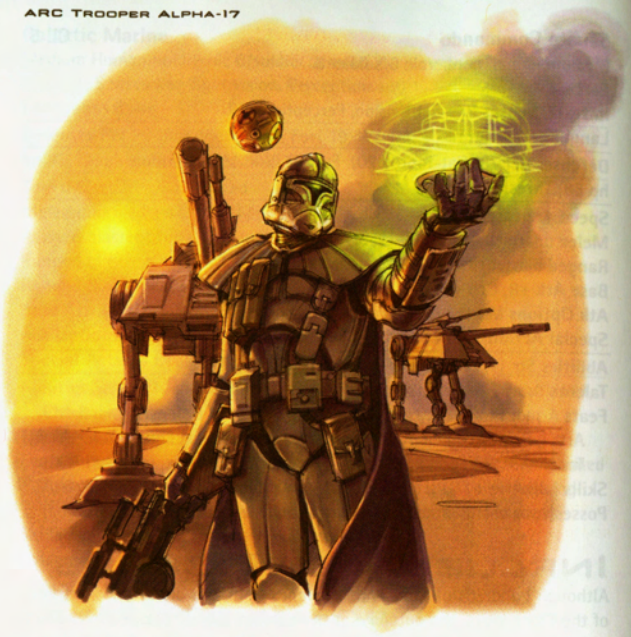
ARC Trooper Alpha-17

One of the most respected clone trainers on Kamino, ARC trooper Alpha-17 serves through the first year of the Clone Wars in engagements on Ohma-D'un, Jabiim, and—like all ARC troopers of his day—Kamino itself. Often working alongside Jedi luminaries such as General Obi-Wan Kenobi and General Anakin Skywalker, Alpha-17 faces off against foes as deadly as General Grievous, the bounty hunter Durge, and the Sith apprentice Asajj Ventress.

After his capture and torture by Ventress on Rattatak, and his subsequent escape, Alpha-17 returns to Kamino, where he trains clone commanders such as CC-2224 and CC-1138—clones who, at General Skywalker's suggestion, are given names by Alpha-17.

Following his stint as a trainer, Alpha-17 serves aboard the *Intervention*, escorting Senator Bail Organa on his tour of the Outer Rim Sieges. During this mission, Alpha-17 is gravely wounded battling General Grievous. He is sent back to Coruscant for treatment, but his transport vanishes en route. The famous ARC trooper is not seen again.

ARC Trooper Alpha-17



ARC Trooper Alpha-17 CL 10
Medium Human nonheroic 6/soldier 3/elite trooper 5
Destiny 1; **Force** 5; **Dark Side** 3
Init +13; **Senses** low-light vision; Perception +14
Languages Basic, Mando'a

Defenses Ref 25 (flat-footed 23), Fort 24, Will 18; +3 armor
hp 64; **DR** 2; **Threshold** 24

Speed 6 squares, Running Attack
Melee unarmed +14 (1d4+6) or
Ranged blaster rifle +14 (3d8+4) or
Ranged blaster rifle +12 (5d8+4) with Burst Fire or
Ranged missile launcher +14 (6d6+6, 2-square splash) or
Ranged heavy blaster pistol +8 (3d8+4) and heavy blaster pistol +8 (3d8+4) or
Ranged heavy blaster pistol +6 (5d8+4) with Burst Fire and heavy blaster pistol +6 (5d8+4) with Burst Fire or
Ranged heavy blaster pistol +6 (3d8+4, 2×2 area) with autofire and heavy blaster pistol +6 (3d8+4, 2×2 area) with autofire or
Ranged frag grenade +13 (4d6+4, 2-square burst) or
Ranged ion grenade +13 (4d6+4 ion, 2-square burst)

Base Atk +12; **Grp** +14
Atk Options autofire (heavy blaster pistol, blaster rifle), Burst Fire (heavy blaster pistol, blaster rifle), Point Blank Shot, rangefinder, targeting scope (blaster rifle)
Special Actions delay damage, Indomitable

Abilities Str 15, Dex 13, Con 10, Int 12, Wis 10, Cha 8
Talents Armored Defense, Controlled Burst, Improved Armored Defense, Indomitable, Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light), Burst Fire, Dual Weapon Mastery I, Martial Arts I, Point Blank Shot, Running Attack, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +13, Perception +14, Stealth +13
Possessions ARC trooper armor, blaster rifle, missile launcher with 4 missiles, 2 heavy blaster pistols, 2 frag grenades, 2 ion grenades, 6 power packs, utility belt with medpac

Captain Argyus

Captain Argyus is the respected leader of the Senate commandos. A veteran officer and a formidable combatant, Argyus also has a dark secret: He is a spy for the Confederacy on the payroll of Count Dooku.

Argyus first encounters Count Dooku several years before the Battle of Naboo, while Dooku is still a respected member of the Jedi Order and Argyus is a young recruit just beginning his service as a Senate Guard. Argyus is assigned to guard a diplomatic envoy that includes Count Dooku among its members. After negotiations fail, the consular ship comes under attack, and during the fighting Argyus is gravely wounded. Only timely action by Count Dooku saves the young Senate Guard, after which Argyus and Count Dooku become friends and associates.

When Count Dooku leaves the Jedi Order to join the Separatists, he contacts Argyus and persuades his friend—now Captain of the Senate commandos—to work for him in secret. Captain Argyus continues to serve the Republic, though he knows that the day will come when he will be forced to reveal his true allegiance.



Captain Argyus

Captain Argyus **CL 9**
Medium human soldier 7/elite trooper 2
Force 4; **Dark Side** 4
Init +11; **Senses** low-light vision, Perception +11
Languages Basic

Defenses Ref 30 (flat-footed 26), Fort 28, Will 20; +8 armor
hp 94; **DR** 1; **Threshold** 28

Speed 6 squares
Melee unarmed +10 (1d8+5)
Ranged blaster rifle +12 (3d8+4/×3) or
Ranged blaster rifle +10 (3d8+4/×3) with autofire
Base Atk +9; **Grp** +10
Atk Options autofire (blaster rifle), Controlled Burst, Martial Arts II, Point Blank Shot, Precise Shot, Running Attack
Special Actions Indomitable

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 16
Special Qualities delay damage, damage reduction 1
Talents Armored Defense, Controlled Burst, Improved Armored Defense, Indomitable, Juggernaut
Feats Armor Proficiency (light, medium), Improved Defenses, Martial Arts I, Martial Arts II, Point Blank Shot, Precise Shot, Running Attack, Triple Crit (blaster rifle), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Knowledge (tactics) +9, Perception +11, Use Computer +9
Possessions battle armor with helmet package, blaster rifle, comlink

Commander Rex

A clone commander assigned to a detachment of clones under General Anakin Skywalker, Commander Rex is a steadfast and resilient clone officer who is unafraid to do his duty, even if it means placing himself and his men in mortal danger. With a reputation as one of the toughest clones in the galaxy, Commander Rex spits in the face of danger, and though far from reckless, his courage and willingness to leap into the fray has helped the Republic win numerous engagements. Having developed something of a friendship with General Skywalker, Commander Rex has learned not to doubt the resolve of Jedi, nor their capabilities, and when given an order he faithfully executes it with little concern for his own well being.

Commander Rex is a skilled warrior who has survived many battles. He is known for wielding two heavy blaster pistols at once—like Jango Fett—but is trained in a variety of tactics and fighting styles, and can lead specialty clone units into battle whenever the situation calls for them.

Commander Rex **CL 10**
Medium human soldier 7/officer 3
Force 5
Init +13; **Senses** low-light vision, Perception +12
Languages Basic

Defenses Ref 26 (flat-footed 23), Fort 27, Will 25
hp 90; **Threshold** 27

Speed 6 squares
Melee unarmed +12 (1d4+7)
Ranged heavy blaster pistol +14 (3d8+5) or
Ranged heavy blaster pistol +12 (4d8+5) with Rapid shot or
Ranged heavy blaster pistol +12/+12 (3d8+5/3d8+5) or
Ranged heavy blaster pistol +10/+10 (4d8+5/4d8+5) with Rapid Shot
Base Atk +10; **Grp** +12
Atk Options Charging Fire, Coordinated Attack, Cover Fire, Dual Weapon Mastery II, Point Blank Shot, Rapid Shot
Special Actions Assault Tactics, Battle Analysis, Indomitable, share talent (Shift Defense I), Shift Defense I

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 12
Special Qualities command cover, share talent (Shift Defense I)
Talents Armored Defense, Assault Tactics, Battle Analysis, Cover Fire, Indomitable, Shift Defense I
Feats Armor Proficiency (light, medium), Charging Fire, Coordinated Attack, Dual Weapon Mastery I, Dual Weapon Mastery II, Improved Defenses, Point Blank Shot, Rapid Shot, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +13, Knowledge (tactics) +10, Perception +12, Treat Injury +10
Possessions clone trooper armor, 2 heavy blaster pistols



Mas Amedda

Mas Amedda, the Speaker of the Senate, is truly a sad case of an ambitious and overconfident politician being outwitted and outmaneuvered by a far superior strategist—in this case, a Sith Lord posing as the Supreme Chancellor of the Republic.

Mas Amedda begins his political career as the Senator of Champala, the Chagrian homeworld. Though he thinks of himself as incorruptible, he quickly falls in with manipulative delegates, including Senator Orn Free Taa of Ryloth, who nominates Amedda to the position of Speaker shortly before the Trade Federation commences its blockade of Naboo. Amedda, something of an idealist, believes that he can use his position to restore order and eliminate corruption in the Senate, unaware that this same corruption has secured his position. It is his obsession with orderly proceedings that make him such an excellent pawn.

Although Amedda knows he does not have the political influence to become Supreme Chancellor himself, he believes that he can easily use his superior knowledge of the Republic bureaucracy to manipulate the Chancellor, and, in truth, his tactics work well with Supreme Chancellor Valorum. After Palpatine succeeds Valorum, things seem to go much more smoothly, and Palpatine seems as easy to control as a broken down farm eopie. The new Supreme Chancellor agrees to nearly every measure that the Speaker suggests, and Amedda believes that he has achieved his greatest political victory.

However, as worlds begin seceding from the Republic to join the Confederacy of Independent Systems, Mas Amedda gradually becomes aware that Palpatine is the true master of manipulation. Mas Amedda becomes

increasingly suspicious of Palpatine's every move, and, when four Jedi Masters from the High Council come to arrest the Supreme Chancellor, the Chagrian finally sees what a fool he has been.

Mas Amedda **CL 4**
Medium Chagrian nonheroic 3/noble 5
Force 3; **Dark Side** 6
Init +3; **Senses** low-light vision, Perception +10
Languages Basic, Chagri, Durese, High Galactic, Huttese, Muun, Neimoidian

Defenses Ref 15 (flat-footed 15), Fort 16 (21 against radiation), Will 18
hp 33; **Threshold** 16

Speed 6 squares
Melee unarmed +7 (1d4+4)
Ranged by weapon +4
Base Atk +5; **Grp** +7
Special Actions Coordinate, Inspire Confidence, Presence

Abilities Str 14, Dex 9, Con 12, Int 15, Wis 12, Cha 16
Special Qualities breathe underwater
Talents Coordinate, Inspire Confidence, Presence
Feats Linguist, Skill Focus (Gather Information, Knowledge [bureaucracy], Persuasion), Skill Training (Knowledge [galactic lore], Knowledge [social sciences], Perception, Use Computer)
Skills Gather Information +17, Knowledge (bureaucracy) +16, Knowledge (galactic lore) +11, Knowledge (social sciences) +11, Perception +10, Persuasion+17, Use Computer +11
Possessions encrypted comlink, datapad

CHAGRIAN SPECIES TRAITS

Chagrians are powerfully built amphibian humanoids from the watery world of Champala. Their skin ranges from light blue to deep indigo, and they have fleshy horns ("lethorns") on their heads; females have one pair, and males have two. Chagrians are known to be even-tempered, stoic, and somewhat stubborn about following proper procedures.

Chagrians have the following species traits:

Ability Modifiers: +2 Strength, –2 Dexterity.

Medium Size: As Medium creatures, Chagrians have no special bonuses or penalties due to their size.

Speed: 6 squares.

Breathe Underwater: Chagrians can breathe normally in water.

Radiation Resistance: Chagrians gain a +5 species bonus to their Fortitude Defense against radiation damage.

Low-Light Vision: Chagrians ignore concealment (but not total concealment) from darkness.

Languages: Basic, Chagri.



SLY MOORE

Little is known about the past life of Sly Moore, the Supreme Chancellor's senior aide. Quiet and unassuming, Sly Moore is a familiar face in the Senate, and although everyone knows her title and her place in the government hierarchy, her activities are so low-profile that no one can say exactly what it is that she does for the Supreme Chancellor.

Sly Moore has actually been working with Palpatine since his days as the Senator of Naboo, although she has never set foot on that planet. She is introduced to Palpatine after being abducted by a tattooed Zabrak assassin and imprisoned for months in an ancient tomb somewhere in the Kron Drift. While imprisoned, she is mentally and spiritually assaulted on a daily basis by long-dead Sith Lords; only her natural strength of will keeps her from going completely mad. Palpatine rescues her, claiming that he "heard" her cries for help in his mind. He praises Sly for having survived the ordeal and cares for her until she is ready to be on her own again. In time, they form a close bond, and Palpatine eventually admits to the young Umbaran that he has powerful mental abilities that he intends to use to bring order to the galaxy. Intrigued by his vision of the Republic, Moore asks Palpatine if there is anything she can do to help him.

Palpatine gradually comes to trust Moore's discretion, finally revealing the details of his grand scheme to her, as well as his "alter ego." After Palpatine becomes Supreme Chancellor of the Republic, Sly Moore finds it

easier to suppress the voice of her conscience. She watches as Darth Sidious plots against the Jedi, oversees the creation of a secret clone army, and manipulates everyone around him to bring about a galaxy-spanning war. By the time Palpatine issues Order 66, Sly Moore firmly believes that he has the galaxy's best interests at heart, and that war is a necessary step toward ensuring lasting peace.

Sly Moore **CL 9**
Medium Umbaran noble 8/Force adept 3
Destiny 2; **Force** 5, Power of the Dark Side; **Dark Side** 13
Init +5; **Senses** low-light vision, Use the Force +17
Languages Basic, Bothan, Durese, High Galactic, Huttese, Rodese, Ryl, Umbarese, Zabrak

Defenses Ref 23 (flat-footed 23), Fort 22, Will 26
hp 45; **Threshold** 22
Vulnerable light sensitivity

Speed 6 squares
Melee unarmed +7 (1d4+4) or
Ranged by weapon +8
Base Atk +8; **Grp** +8
Special Actions Dark Presence, Presence
Force Powers Known (Use the Force +17): *Force stun, mind trick*
Force Techniques Improved Telepathy

Abilities Str 8, Dex 11, Con 9, Int 16, Wis 13, Cha 15
Special Qualities low-light vision
Talents Dark Presence, Force Perception, Force Power Adept (mind trick), Gauge Force Potential, Power of the Dark Side, Presence
Feats Force Sensitivity, Force Training, Linguist, Skill Focus (Deception, Gather Information, Knowledge [bureaucracy], Knowledge [galactic lore], Knowledge [social sciences], Persuasion, Use the Force), Weapon Proficiency (pistols, simple weapons)
Skills Deception +17, Gather Information +17, Knowledge (bureaucracy) +18, Knowledge (galactic lore) +18, Knowledge (social sciences) +18, Perception +11, Persuasion +17 (can reroll), Use Computer +13, Use the Force +17 (can substitute for Perception checks)
Possessions holo-comlink, datapad

Umbaran Species Traits

Umbarans are humanoid aliens from the Ghost Nebula. They are masters of persuasion, leading others to believe that they are all Force-users.

Umbarans share the following species traits:

Ability Modifiers: –2 Constitution, +2 Wisdom, +2 Charisma.

Medium Size: As Medium creatures, Umbarans have no special bonuses or penalties due to their size.

Speed: 6 squares.

Low-Light Vision: Umbarans ignore concealment (but not total concealment) from darkness.

Conditional Bonus Feat: Umbarans with Persuasion as a trained skill gain Skill Focus (Persuasion) as a bonus feat.

Skills: An Umbaran can reroll a Persuasion check but must keep the second result, even if it's worse.

Light Sensitivity: An Umbaran exposed to bright light (such as sunlight) is blinded for 1 round.

Languages: Basic, Umbarese.

Republic Droids

While Separatist armies rely heavily on droids, droids employed by the Republic tend to fill more utilitarian roles.

First-Degree Droids

First-degree droids have specialized scientific or medical programming.

FX-6 Medical Assistance Droid

Designed by "rogue" droid engineers who left Industrial Automaton to start their own droid company, Medtech Industries' FX-6 "medassist" droid was designed specifically to compete with the 2-1B medical droid. The FX-6 came factory-built with a shell of plasteel armor, making it safer to deploy the droid on battlefields than the more vulnerable 2-1B.

The darker side of the FX-6 is that it is programmed to ignore suffering and save the patient's life by any means necessary. Whereas the 2-1B is capable of installing cybernetics if absolutely necessary, the FX-6 is specifically programmed to perform standard surgery only if cybernetics are not feasible or cost-effective—and it comes equipped with a vast database of cybernetic replacements suitable for any medical need.

FX-6 medical assistance droids can be played as droid heroes.

FX-6 Medical Assistance Droid **CL 1**
Medium droid (1st-degree) nonheroic 3
Init +1; **Senses** low-light vision, Perception +10
Languages Basic, Binary, 2 unassigned

Defenses Ref 12 (flat-footed 12), Fort 9, Will 12; +2 armor

hp 7; **Threshold** 9
Immune droid traits

Speed 2 squares (tracked)
Melee instrument +1 (1d2–1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** +2

Abilities Str 8, Dex 11, Con —, Int 14, Wis 15, Cha 9
Feats Cybernetic Surgery, Skill Focus (Treat Injury), Skill Training (Knowledge [technology], Use Computer), Surgical Expertise
Skills Knowledge (life sciences) +8, Knowledge (technology) +8, Perception +10, Treat Injury +13, Use Computer +8
Systems tracked locomotion, heuristic processor, 6 instruments, improved sensor package, vocabulator, plasteel shell (+2 armor)
Possessions medical kit
Availability Licensed; **Cost** 4,300 credits

Second-Degree Droids

Technical droids, including slicer droids and astromech droids, fall into the second-degree category.

FA-4 Pilot Droid

SoroSuub's FA line of service droids included the popular FA-4 pilot droid, used throughout the galaxy as personal chauffeurs and inexpensive copilots for freighters and yachts. Programmed primarily for starship travel and built for easy storage when not in use, FA-4s are also frequently used as airspeeder pilots and even ground vehicle drivers. They are particularly popular in political circles because of their "privacy buffer," which allows the user to wipe the droid's memory of destinations and overheard conversations with a simple voice command.

Despite their advanced processors, however, FA-4 droids are not programmed for combat operations. They are wired to avoid attacks and other hazards, but cannot make use of ships' weaponry to fire back.

FA-4 pilot droids can be played as droid heroes.

FA-4 Pilot Droid **CL 0**
Small droid (2nd-degree) nonheroic 2
Init +13; **Senses** darkvision, low-light vision, Perception +4
Languages Basic, Binary, 2 unassigned

Defenses Ref 13 (flat-footed 11), Fort 9, Will 11; Vehicular Combat
hp 5; **Threshold** 9
Immune droid traits

Speed 4 squares (wheeled)
Melee hand +0 (1d2–1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** –2

Abilities Str 8, Dex 15, Con —, Int 14, Wis 12, Cha 7
Feats Skill Focus (Initiative, Pilot, Use Computer), Vehicular Combat
Skills Initiative +13, Perception +4, Pilot +13, Use Computer +13
Systems wheeled locomotion, magnetic feet, 2 hands, improved sensor package, darkvision, vocabulator
Possessions astrogation buffer (storage device, 10 memory units)
Availability Licensed; **Cost** 4,200 credits

Other Republic Forces

The characters, droids, vehicles, and starships presented in this book are not the only sources of information on the forces of the Republic. Additional Republic characters and starships can be found in both the Saga Edition core rulebook and the *Starships of the Galaxy* supplement. Gamemasters should feel free to use these other sources to flesh out their Clone Wars campaigns.

CHARACTERS	CL	SOURCE
ARC Trooper	8	Saga Edition 282
Clone Trooper	2	Saga Edition 281
Clone Trooper Commander	5	Saga Edition 282

STARSHIPS	CL	SOURCE
Acclamator-class Assault Ship	18	*Starships of the Galaxy* 56
ARC-170 Starfighter	12	Saga Edition 180
Consular-class Cruiser	8	*Starships of the Galaxy* 126
CR70 Corvette	8	*Starships of the Galaxy* 75
Delta-7 Aethersprite Interceptor	10	*Starships of the Galaxy* 60
Dreadnaught-class Cruiser	18	*Starships of the Galaxy* 77
Eta-2 Actis Interceptor	11	Saga Edition 180
LAAT/i Gunship	12	Saga Edition 177
Theta-class Shuttle	11	*Starships of the Galaxy* 141
V-wing Starfighter	8	*Starships of the Galaxy* 150
V-19 Torrent	9	*Starships of the Galaxy* 149
Venator-class Star Destroyer	19	*Starships of the Galaxy* 148
Victory II-class Star Destroyer	18	*Starships of the Galaxy* 98

Fourth-Degree Droids

Most battle droids, scout droids, and combat remotes fall into the category of fourth-degree droids.

Marksman-H Combat Remote

Developed by Industrial Automaton for use by military and security forces throughout the galaxy, the popular Marksman-H training remote is used by everyone from the Jedi Order to bounty hunters and in the training exercises of clone troopers on Kamino. Some mercenaries use them as sentries, although they usually prove little more than a delaying tactic meant to keep enemies busy while the mercenaries prepare for battle (or escape).

The spherical Marksman-H is equipped with a low-power "stunner blaster" that delivers a blaster bolt that feels like a sharp sting. The default setting is for the Marksman-H to remain "on guard" until an opponent readies a weapon, then begin attacking.

Industrial Automaton manufactures Marksman-H combat remotes from common droid components, allowing them to keep costs down.

Marksman-H combat remotes can't be played as droid heroes.

Marksman-H Combat Remote **CL 0**
Diminutive droid (4th-degree) nonheroic 2
Init +10; **Senses** Perception +1
Languages Basic, Binary

Defenses Ref 19 (flat-footed 15), Fort 6, Will 10
hp 5; **Threshold** 6
Immune droid traits

Speed 1 square (hovering)
Ranged light blaster +5 (1d4 stun)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** –18
Special Actions Dodge, Point Blank Shot

Abilities Str 3, Dex 18, Con —, Int 10, Wis 11, Cha 6
Feats Dodge, Point Blank Shot, Weapon Focus (pistols), Weapon Proficiency (pistols)
Skills Initiative +10
Systems hovering locomotion, basic processor, weapon mount (stabilized)
Possessions light blaster
Cost 350 credits

Republic Vehicles

Many of the larger corporations represented in the Galactic Senate support the war enthusiastically. Among them are Rothana Heavy Engineering and Aratech Repulsor Company, both of which see the conflict as a great opportunity to earn obscenely large profits.

Weapon Systems

Vehicle weapons share many of the same design characteristics as starship weapon systems, and the two are often interchangeable. This allows vehicle weapons to be employed against starships—as seen at the Battle of Geonosis—and, of course, lets weapons factories crank out weapons without the need for wholesale retooling of the assembly lines.

Below are a few weapons used by the Republic during the Clone Wars. Some of these are later discontinued but might be available as "military surplus" in later eras.

Composite Beam Cannon

The composite beam cannon uses a cycling beam generator to alter the energy signal of the beam, ignoring 5 points of the target's SR.

Mass-Driver Cannon

Mass-driver cannons fire accelerated microprojectiles. They are capable of punching holes in starships and reducing enemy artillery to rubble after one or two solid hits.

Mass-driver cannons can only be mounted on vehicles of Gargantuan size or larger because of their intense recoil.

Proton Grenade

Proton grenades throw out a high-energy burst of accelerated particles capable of disassembling matter at a molecular level. A proton grenade detonates on impact.

When you make an area attack with a proton grenade, make a single attack roll and compare the result to the Reflex Defense of every target in the grenade's 3-square burst radius. Targets you hit take full damage, and targets you miss take half damage.

Rail Cannon

Rail cannons deliver explosive warheads at super-high velocity, inflicting damage via both the payload and the kinetic energy of the impact.

Like mass-driver cannons, rail cannons can only be mounted on vehicles of Gargantuan size or larger because of their intense recoil.

All-Terrain Attack Pod (AT-AP)

A later addition to the Grand Army of the Republic, the All-Terrain Attack Pod, or AT-AP, is designed to be a lighter, faster version of the AT-TE (see below). The AT-AP sees extensive use on Kashyyyk, where the dense forests make it much more difficult for AT-TEs to be quickly deployed.

All-Terrain Attack Pod **CL 10**
Gargantuan ground vehicle (walker)
Init +7; **Senses** Perception +8

Defenses Ref 15 (flat-footed 14), Fort 23; +9 armor, Vehicular Combat
hp 180; **DR** 15; **Threshold** 43

Speed 6 squares (max. velocity 60 km/h)
Ranged mass-driver cannon +7 (see below) and
blaster cannon +7 (see below) and
medium laser cannon +9 (see below)
Fighting Space 4×4; **Cover** total
Base Atk +5; **Grp** +33
Atk Options autofire (heavy blaster cannon, medium laser cannon)

Abilities Str 36, Dex 12, Con —, Int 14
Skills Initiative +4, Mechanics +8, Perception +8, Pilot +4, Use Computer +8

Crew 3 (expert); **Passengers** none
Cargo 200 kg; **Consumables** 2 days; **Carried Craft** none
Payload 50 mass-driver microprojectiles
Availability Military; **Cost** not available for sale

Mass-Driver Cannon (gunner)
Atk +7, **Dmg** 6d10×2

Heavy Blaster Cannon (gunner)
Atk +7 (+2 autofire), **Dmg** 5d10×2

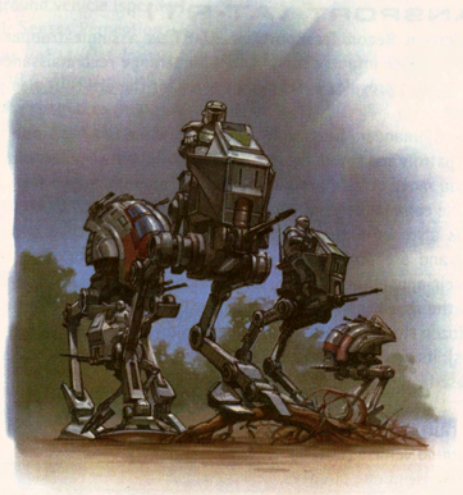
Medium Laser Cannon (pilot)
Atk +9 (+4 autofire), **Dmg** 3d10×2

All-Terrain Experimental Transport (AT-XT)

An early prototype of the AT-RT, the All-Terrain Experimental Transport, or AT-XT, provides an armored canopy for the cockpit, protecting the driver from small arms fire. It also incorporates a plasma shield generator as a means to offset the vulnerabilities created by the addition of the weight of its armor.

A large number of AT-XTs are produced before the Grand Army settles on the lighter and more maneuverable AT-RT, though engineers continue to tinker with the basic design for many years after the Clone Wars.

TWO AT-XTS AND THREE AT-RTS EXPLORE A FOREST WORLD.



All-Terrain Experimental Transport **CL 6**
Large ground vehicle (walker)
Init +8; **Senses** Perception +8

Defenses Ref 14 (flat-footed 13), Fort 18; +4 armor, Vehicular Combat
hp 80; **DR** 5; **SR** 5; **Threshold** 22

Speed 4 squares (max. velocity 25 km/h)
Ranged double laser cannon +8 (see below) or
Ranged twin proton grenade launchers +8 (see below)
Fighting Space 2×2; **Cover** total
Base Atk +5; **Grp** +12
Atk Options autofire (double laser cannon)

Abilities Str 26, Dex 12, Con —, Int 12
Skills Initiative +8, Mechanics +8, Perception +8, Pilot +8, Use Computer +8

Crew 1 (expert); **Passengers** none
Cargo 12 kg; **Consumables** 2 days; **Carried Craft** none
Payload 18 proton grenades
Availability Restricted; **Cost** 14,700 (2,200 used)

Double Laser Cannon (pilot)
Atk +6 (+1 autofire), **Dmg** 4d10×2

Twin Proton Grenade Launchers (pilot)
Atk +6, **Dmg** 8d6 (expends 2 grenades), 4-square burst radius

All-Terrain Recon Transport (AT-RT)

The All-Terrain Recon Transport, or AT-RT, is a single-trooper vehicle designed for close infantry support and long-range reconnaissance. While its open cockpit provides excellent visibility for the driver, it also provides little cover.

Clone commanders frequently divide their force of AT-RTs into teams of three for patrols and recon. Equipped with a variety of scanners and sensors, AT-RTs can move quickly around the field of operations and transmit data back to the commander in the forward command center.

AT-RTs also see extensive use in the civilian sector (as police patrol vehicles) and are popular with clone shocktroopers for the "pacifying" effect their appearance has on unruly mobs. This civilian variant usually replaces the repeating blaster cannons with a grenade mortar and a rack of two dozen shells (usually stun grenades, ion grenades, or fragmentation grenades); its availability is Restricted and its cost is 25,000 credits (15,000 credits used).

All-Terrain Recon Transport **CL 5**
Large ground vehicle (walker)
Init +8; **Senses** Perception +6

Defenses Ref 16 (flat-footed 13), Fort 16; +4 armor, Vehicular Combat
hp 60; **DR** 5; **Threshold** 21

Speed 8 squares (max. velocity 70 km/h)
Ranged repeating blaster cannon +5 (see below)
Fighting Space 2×2; **Cover** +2
Base Atk +2; **Grp** +13
Atk Options autofire (repeating blaster cannon)

Abilities Str 22, Dex 16, Con —, Int 12
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled) **Passengers** none
Cargo 20 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 40,000 (24,000 used)

Repeating Blaster Cannon (pilot)
Atk +5 (+0 autofire), **Dmg** 3d10×2

AT-TE



All-Terrain Tactical Enforcer (AT-TE)

Adapted from industrial security vehicles built by Rothana Heavy Engineering, the All-Terrain Tactical Enforcer, or AT-TE, is a formidable weapons platform capable of delivering an entire platoon of clone troopers to strategic points on the battlefield, then providing them with covering fire while they take up positions. A dorsal rail cannon enables the AT-TE to serve as mobile artillery, and an array of missile payloads allow it to be custom-armed to fit whatever purpose is necessary on the battlefield.

The AT-TE's six massive walker legs and low profile provide great stability, but this design also makes the vehicle vulnerable to land mines and infantry equipped with explosives, as none of the AT-TE's seven weapons covers the vehicle's underside.

An unusual feature of the AT-TE is its magnetic grapplers, which enable it to scale even sheer cliffs. The rear passenger compartment is also equipped with a medical droid for stabilizing wounded troopers until they can be safely transported to the nearest Republic Mobile Surgical Unit.

All-Terrain Tactical Enforcer **CL 12**
Gargantuan ground vehicle (walker)
Init +3; **Senses** Perception +8

Defenses Ref 14 (flat-footed 14), Fort 26; +9 armor, Vehicular Combat
hp 240; **DR** 15, 30 against ion damage; **Threshold** 46

Speed 4 squares (max. velocity 60 km/h), climb 2 squares
Ranged rail cannon +7 (see below) and
6 medium laser cannons +7 (see below)
Fighting Space 6×4; **Cover** total (crew), +5 (rail cannon gunner)
Base Atk +5; **Grp** +41
Atk Options autofire (medium laser cannons)

Abilities Str 42 Dex 10, Con —, Int 14
Skills Initiative +3, Mechanics +8, Perception +8, Pilot +3,
Use Computer +8

Crew 7 (expert); **Passengers** 38
Cargo 10 tons; **Consumables** 15 days; **Carried Craft** none
Payload 48 heavy concussion warheads
Availability Military; **Cost** not available for sale

Rail Cannon (gunner)
Atk +7, **Dmg** 5d10×5 (heavy concussion warhead)

Medium Laser Cannons (gunners)
Atk +7 (+2 autofire), **Dmg** 2d10×2

BARC Speeder

The Aratech Repulsor Company's contribution to the Grand Army of the Republic is this military-grade speeder bike, designed to replace its slightly older (and poorly armed) 74-Z speeder bike. Although originally designed for use by ARC troopers, the BARC speeder (an acronym for Biker Advanced Recon Commando) swiftly becomes the Grand Army's preferred light recon vehicle.

Unlike the 74-Z speeder, the BARC can perform at high altitudes, making it useful for escorting LAAT/i gunships and LAAT/c transports. More importantly, the BARC comes with two sets of light blaster cannons—one mounted on the forward vane, and another on the rear stabilizer—to provide greater firepower.

BARC Speeder **CL 5**
Large ground vehicle (speeder)
Init +11; **Senses** Perception +8

Defenses Ref 14 (flat-footed 10), Fort 14; +1 armor, Vehicular Combat
hp 45; **DR** 5; **Threshold** 19

Speed fly 12 squares (max. velocity 520 km/h)
Ranged twin light blaster cannons +8 (see below)
Fighting Space 2×2; **Cover** none
Base Atk +5; **Grp** +14
Atk Options autofire (twin light blaster cannons)

Abilities Str 19, Dex 18, Con —, Int 12
Skills Initiative +11, Perception +8, Pilot +11

Crew 1 (expert); **Passengers** 1
Cargo 5 kg; **Consumables** none; **Carried Craft** none
Availability Military; **Cost** 8,300 (1,550 used)

Twin Light Blaster Cannons (pilot)
Atk +8 (+3 autofire), **Dmg** 5d10



BARC Speeder

CR-20 Troop Carrier

The Corellian Engineering Corporation's CR-20 troop carrier is designed to carry a platoon of troops and their support gear to the battlefield, although it is not as well equipped to handle a hostile landing zone as LAAT transports.

The majority of the Republic's CR-20s are purchased shortly after the Battle of Geonosis from the Corellian Defense Force's surplus. They are modified to meet the Grand Army's needs, including racks upon which can be mounted a dozen BARC speeders or 74-Z speeder bikes.

CR-20 Troop Carrier **CL 13**
Colossal space transport
Init –1; **Senses** Perception +8

Defenses Ref 11 (flat-footed 10), Fort 38; +10 armor, Vehicular Combat
hp 300; **DR** 15; **SR** 25; **Threshold** 88

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged medium turbolasers +10 (see below) and medium turbolasers +8 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +53
Atk Options autofire (fire-linked medium turbolasers)

Abilities Str 66, Dex 12, Con —, Int 16
Skills Initiative –1, Mechanics +8, Perception +8, Pilot –1, Use Computer +8

Crew 6 (expert); **Passengers** 40
Cargo 15 tons; **Consumables** 2 weeks; **Carried Craft** 12 speeder bikes
Hyperdrive ×3 (backup ×12)
Availability Restricted; **Cost** 680,000 (265,000 used)

Fire-linked Medium Turbolasers (pilot)
Atk +10 (+5 autofire), **Dmg** 6d10×5

Fire-linked Medium Turbolasers (co-pilot)
Atk +8 (+3 autofire), **Dmg** 6d10×5

Infantry Support Platform

Built for both speed and maneuverability, the Infantry Support Platform, or ISP, utilizes a vectored-thrust turbofan engine that can be angled for maximum acceleration or maximum deceleration, particularly over "soft" terrain (such as the marshy swamplands on Felucia and Kashyyyk, where it sees the most use).

Intended as a heavier version of the versatile BARC speeder, the ISP is introduced late in the Clone Wars.

Infantry Support Speeder Platform **CL 7**
Huge ground vehicle (speeder)
Init +8; **Senses** Perception +8

Defenses Ref 13 (flat-footed 11), Fort 15; +3 armor, Vehicular Combat
hp 50; **DR** 10; **Threshold** 25

Speed fly 8 squares (max. velocity 100 km/h)
Ranged twin blaster cannons +8 (see below) and twin blaster cannons +6 (see below)
Fighting Space 2×2; **Cover** +5
Base Atk +5; **Grp** +15
Atk Options autofire (twin blaster cannons)

Abilities Str 20, Dex 14, Con —, Int 12
Skills Initiative +8, Perception +8, Pilot +8

Crew 2 (expert); **Passengers** none
Cargo 55 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 11,600 (2,880 used)

Twin Blaster Cannons (pilot)
Atk +8 (+3 autofire), **Dmg** 4d10×2

Twin Blaster Cannons (gunner)
Atk +6 (+1 autofire), **Dmg** 4d10×2

Low-Altitude Assault Transport/Carrier (LAAT/c)

Rothana Heavy Engineering's Low Altitude Assault Transport Carrier is a variant of the LAAT/i gunship, built specifically to carry slow, heavy vehicles directly to the front lines. Crewed by a single clone trooper pilot, the LAAT/c is capable of delivering massive payloads planetside from orbiting starships and back again.

Originally designed to carry the AT-TE specifically, the LAAT/c was later modified to transport a variety of cargoes, such as forward command centers (see the "Forward Command Center" sidebar). Its rapid cargo-deployment system allows the pilot to set the transport down, release the cargo clamps as a move action, and lift off again, without the time-consuming offloading operations of traditional transports.

LAAT/c Carrier **CL 8**
Colossal air vehicle (airspeeder)
Init –1; **Senses** Perception +8

Defenses Ref 14 (flat-footed 13), Fort 25; +13 armor, Vehicular Combat
hp 150; **DR** 15; **SR** 15; **Threshold** 75

Speed fly 12 squares (max. velocity 620 km/h), fly 3 squares (starship scale)
Ranged light laser cannons +9 (see below)
Fighting Space 6×6 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +40
Atk Options autofire (light laser cannons)

Abilities Str 40, Dex 12, Con —, Int 15
Skills Initiative –1, Mechanics +8, Perception +8, Pilot –1, Use Computer +8

Crew 1 (expert); **Passengers** none
Cargo 40 tons; **Consumables** 3 days; **Carried Craft** usually 1 AT-TE, 4 AT-XTs, 1 Republic troop transport, 1 TX-130 *Saber*-class fighter tank, or 1 forward command center
Availability Military; **Cost** 58,000 (42,000 used)

Light Laser Cannons (pilot)
Atk +9 (+4 autofire), **Dmg** 3d10×2



A LAAT/C DROPS AN AT-TE.

Forward Command Center

A forward command center, or FCC, is a portable tactical center equipped to relay information about the battle to the commander and his staff. Crewed by four clone troopers, the FCC gathers tactical information from all across the battlefield for the immediate evaluation by the clone commander (and, often, a Jedi General).

The use of an FCC grants a +5 equipment bonus to Knowledge (tactics) checks, and troops directly under the command of an officer stationed at an FCC gain a +1 circumstance bonus on Initiative checks.

Medlifter Troop Transport

Designed by a variety of engineering companies to ferry wounded troops from the front lines to Republic Mobile Surgical Units, medlifters come in different styles and shapes. The most commonly used, the Ubrikkian Industries Model 300, carries up to four passengers in enclosed duraplast "cocoons," tended by a field medic, whose job is to keep the wounded alive long enough to reach the operating room.

Medlifter Troop Transport **CL 4**
Huge air vehicle (airspeeder)
Init +6; **Senses** Perception +6

Defenses Ref 13 (flat-footed 11), Fort 15; +3 armor
hp 50; **DR** 5; **Threshold** 25

Speed fly 10 squares (max. velocity 800 km/h)
Fighting Space 3×3; **Cover** +5 (crew), none (passengers)
Base Atk +2; **Grp** +17

Abilities Str 20, Dex 14, Con —, Int 12
Skills Initiative +6, Perception +6, Pilot +6

Crew 2 (skilled); **Passengers** 4
Cargo 1 ton; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 24,000 (6,100 used)

Republic Troop Transport

The lightly armored Republic Troop Transport, or RTT, is used primarily to deliver troops into neutralized landing zones—though it comes armed with anti-personnel laser cannons and missile launchers to clear light resistance and debris. They are usually employed during missions where stealth is a factor, or as backup transports while the more formidable LAATs are being refueled or reloaded.

A TRI-DROID ATTACKS CLONE TROOPERS AS THEY EMERGE FROM THEIR RTT.



Republic Troop Transport **CL 8**
Colossal air vehicle (airspeeder)
Init +0; **Senses** Perception +8

Defenses Ref 12 (flat-footed 10), Fort 22; +10 armor, Vehicular Combat
hp 120; **DR** 15; **Threshold** 72

Speed fly 12 squares (max. velocity 580 km/h)
Ranged laser cannons +10 (see below) and
missile launcher +8 (see below)
Fighting Space 6×6; **Cover** total
Base Atk +5; **Grp** +37
Atk Options autofire (laser cannons)

Abilities Str 34, Dex 14, Con —, Int 16
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0

Crew 2 (expert); **Passengers** 12
Cargo 3 tons; **Consumables** 3 days; **Carried Craft** none
Payload 12 missiles
Availability Restricted; **Cost** 42,000 (10,200 used)

Laser Cannons (pilot)
Atk +10 (+5 autofire), **Dmg** 4d10

Missile Launcher (gunner)
Atk +8, **Dmg** 6d6, 2-square splash

SELF-PROPELLED HEAVY ARTILLERY

Too heavy to be deployed via LAAT/c carriers, the ponderous Self-Propelled Heavy Artillery, or SPHA, must be delivered to the ground directly from *Acclamator*-class assault ships. Although among the slowest vehicles in the Grand Army's arsenal, the SPHA is also the most formidable, mounting a heavy starship-scale weapon capable of bringing down capital ships (provided they are still in the atmosphere) or leveling entire cities.

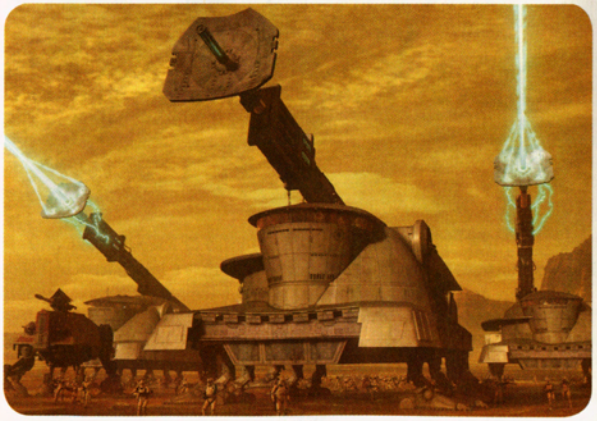
Defended from infantry assault by a dozen heavy repeating blaster cannons, the SPHA also includes a troop compartment that can hold three full squads of clone troopers. Fortunately, the range of the SPHA's primary weapon usually means that it is far enough away from the main battlefield that attacks by ground troops rarely present a problem.

The designation of SPHA is based on its primary gun: SPHA-T (turbolaser); SPHA-I (ion cannon); SPHA-V (antivehicle heavy laser); SPHA-C (concussion missile launcher); or SPHA-M (mass-driver cannon).

Self-Propelled Heavy Artillery **CL 16**
Colossal ground vehicle (walker)
Init –2; **Senses** Perception +8

Defenses Ref 15 (flat-footed 15), Fort 32; +15 armor, Vehicular Combat
hp 360; **DR** 20; **Threshold** 82

Speed 4 squares (max. velocity 35 km/h)
Ranged heavy turbolaser +7 (see below) and
12 heavy repeating blaster cannons +2 (see below) or
Ranged heavy ion cannon +7 (see below) and
12 heavy repeating blaster cannons +2 (see below) or
Ranged heavy laser cannon +7 (see below) and
12 heavy repeating blaster cannons +2 (see below) or



SPHA-T

Ranged heavy missile launcher +7 (see below) and
12 heavy repeating blaster cannons +2 (see below) or
Ranged heavy mass-driver cannon +7 (see below) and
12 heavy repeating blaster cannons +2 (see below)
Fighting Space 12×12; **Cover** total
Base Atk +5; **Grp** +47
Atk Options autofire (heavy repeating blaster cannons)

Abilities Str 54, Dex 10, Con —, Int 14
Skills Initiative –2, Perception +8, Pilot –2

Crew 25 (expert); **Passengers** 30
Cargo 500 kg; **Consumables** 1 week; **Carried Craft** none
Payload 48 concussion missiles (SPHA-C only)
Availability Military; **Cost** not available for sale

SPHA-T: Heavy Turbolaser (gunner)
Atk +7, **Dmg** 7d10×5

SPHA-I: Heavy Ion Cannon (gunner)
Atk +7, **Dmg** 3d10×5 ion

SPHA-V: Heavy Laser Cannon (gunner)
Atk +7, **Dmg** 5d10×2

SPHA-C: Heavy Missile Launcher (gunner)
Atk +7, **Dmg** 9d10×5

SPHA-M: Mass-Driver Cannon (gunner)
Atk +7, **Dmg** 7d10×2

All: Heavy Repeating Blaster Cannons (gunners)
Atk +2 (autofire only), **Dmg** 3d10

TX-130 Saber-Class Fighter Tank

The TX-130 *Saber*-class fighter tank was meant to serve as a counter to the Trade Federation's versatile AATs, but without the inherent "lowest-bidder" design flaws. Often piloted by Jedi in the field, the TX-130 is small enough to provide enemies with a difficult target while simultaneously being armed well enough that it can launch a devastating counterattack—and quickly get back out of range again.

Although the TX-130 includes a compartment designed to carry an R2 unit, astromech droids are generally considered more valuable as starfighter support; most crews use the extra space as additional cargo storage.

A later variation added a top-mounted turret fitted with a composite beam cannon.

TX-130T Saber-class Fighter Tank **CL 7**
Huge ground vehicle (speeder)
Init +7; **Senses** Perception +5

Defenses Ref 17 (flat-footed 13), Fort 21; +5 armor
hp 120; **DR** 5; **SR** 5; **Threshold** 31

Speed 8 squares (max. velocity 200 km/h)
Ranged laser cannons +3 (see below) and
twin laser cannons +1 (see below) and
missile launcher +1 (see below) or
Ranged laser cannons +1 (see below) and
twin laser cannons +1 (see below) and
missile launcher +1 (see below) or
composite beam cannon +1 (see below)
Fighting Space 3×3; **Cover** total (crew), +5 (astromech droid)
Base Atk +0; **Grp** +21

Abilities Str 33, Dex 18, Con —, Int 14
Skills Initiative +7, Mechanics +5 (+12*), Perception +5, Pilot +7,
Use Computer +5 (+12*)
Crew 3 plus optional astromech droid (normal); **Passengers** 2
Cargo 750 kg; **Consumables** 1 day; **Carried Craft** none
Payload 16 missiles
Availability Military; **Cost** not available for sale
* *If the tank has the optional astromech droid, use these skill modifiers instead.*

Laser Cannons (pilot)
Atk +3, **Dmg** 5d10×2

Twin Medium Laser Cannons (copilot)
Atk +1 (–4 autofire), **Dmg** 5d10

Missile Launcher (copilot/gunner)
Atk +1, **Dmg** 8d6, 4-square splash

Composite Beam Cannon (gunner)
Atk +1, **Dmg** 8d10

Unstable Terrain Artillery Transport (UT-AT)

Notoriously slow and vulnerable, the Unstable Terrain Artillery Transport, or UT-AT—known by the troops as the "Trident" because of its weapon configuration—is a heavy repulsorlift tank built by Kuat Drive Yards and the Mekuun Corporation to make up for the design shortfalls of walkers such as the AT-TE. Equipped with banks of repulsorlift "skis" that redistribute the vehicle's weight based on the terrain, the UT-AT is ungainly in combat and requires an additional full round of all-out movement to reach its top speed of 45 kilometers per hour. However, the repulsorlifts can be reconfigured for traction (rather than repulsion), allowing the UT-AT to scale sheer surfaces.

The UT-AT's bomblet generator allows the pilot to shunt some of the reactor engine's energy to an ion converter, unleashing virtual storms of ion "grenades" with the range of a grenade launcher. However, diverting the energy to the bomblet generator drains a great deal of energy; the UT-AT must come to a complete stop for a full round before firing the ion bomblets.

The interior of the UT-AT can be configured either for clone troopers (half a platoon) or materiel, such as bridge-laying equipment.

Unstable Terrain Artillery Transport **CL 6**
Colossal ground vehicle (speeder)
Init –2; **Senses** Perception +8

Defenses Ref 10 (flat-footed 8), Fort 19; +10 armor, Vehicular Combat
hp 200; **DR** 15; **Threshold** 69

Speed 4 squares (max. velocity 45 km/h), climb 2 squares
Ranged heavy laser cannon +8 (see below) and
2 medium laser cannons +6 (see below) and
4 heavy repeating blasters +1 (see below) or
Ranged bomblet generator +8 (see below) and
2 medium laser cannons +6 (see below) and
4 heavy repeating blasters +1 (see below) or
Fighting Space 8×12; **Cover** total
Base Atk +5; **Grp** +34
Atk Options autofire (heavy repeating blasters)

Abilities Str 28, Dex 10, Con —, Int 12
Skills Initiative –2, Mechanics +8, Perception +8, Pilot –2

Crew 6 (expert); **Passengers** 20
Cargo 26 tons; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** not available for sale

Heavy Laser Cannon (pilot)
Atk +8, **Dmg** 6d10×2, 2-square splash

Medium Laser Cannons (gunners)
Atk +6, **Dmg** 4d10×2

Heavy Repeating Blasters (gunners)
Atk +1 (autofire only), **Dmg** 3d10

Bomblet Generators (pilot)
Atk +6, **Dmg** 4d6 ion

Republic Starships

Industrial titans such as the Corellian Engineering Corporation turn out record numbers of military starships, keeping assembly lines running night and day to produce components and replacement parts.

Consular-class Cruiser (Modified)

At the start of the Clone Wars, when starships and other weapons of war are still in short supply, Supreme Chancellor Palpatine issues an order that thousands of government vessels be converted into warships for use against the Separatist fleet. At this time, much of the Republic's fleet of *Consular*-class cruisers receive a retrofit (known as the Charger c70 retrofit) to improve their combat capability. Many battle groups in the Republic Navy use retrofitted *Consular*-class cruisers to supplement their larger capital ships and provide a much-needed step between starfighters and the *Acclamator*-class and *Venator*-class ships.

Consular-class Cruiser (Charger c70 Retrofit) **CL 16**
Colossal (frigate) capital ship
Init +0; **Senses** Perception +6

Defenses Ref 18 (flat-footed 14), Fort 36; +14 armor
hp 960; **DR** 15; **SR** 120; **Threshold** 139

Speed fly 3 squares (starship scale)
Ranged 2 light turbolaser cannon batteries +8* (see below) and
2 point-defense medium laser cannons +4 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +48

Abilities Str 62, Dex 18, Con —, Int 14
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0,
Use Computer +6

Crew 8 (skilled); **Passengers** 20 (troops)
Cargo 6,000 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive ×1.5, advanced navicomputer
Availability Military; **Cost** 1,650,000 (700,000 used)
* *Apply a –20 on attacks against targets smaller than Colossal in size.*

Light Turbolaser Cannon Battery (3 gunners)
Atk +8 (–12 against targets smaller than Colossal), **Dmg** 3d10×5

Point-Defense Medium Laser Cannon (gunner)
Atk +4, **Dmg** 4d10×2

Kappa-Class Shuttle

Decades before the Clone Wars, Republic Sienar Systems designs the *Kappa*-class shuttle to serve as a troop transport for local militias and planetary defense forces. Equipped with two blaster cannons for space combat and two heavy repeating blaster cannons to provide covering fire for disembarking troops, the *Kappa* is meant to drop into hot landing zones, offload a platoon of troops and their support vehicles, then lift off again within half a minute.

The troop cabin can be reconfigured for a variety of payloads, including extra vehicles, cargo, munitions, or as many as two more squads of troopers.

Kappa-class Shuttle **CL 11**
Colossal space transport
Init +0; **Senses** Perception +8

Defenses Ref 16 (flat-footed 14), Fort 26; +14 armor, Vehicular Combat
hp 130; **DR** 15; **SR** 25; **Threshold** 76

Speed fly 12 squares (max. velocity 820 km/h), fly 4 squares (starship scale)
Ranged double blaster cannons +7 (starship scale; see below) and 2 heavy repeating blaster cannons +2 (character scale; see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +41
Atk Options autofire (heavy repeating blaster cannons)

Abilities Str 43, Dex 14, Con —, Int 15
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +8

Crew 4 (expert); **Passengers** 40
Cargo 50 tons; **Consumables** 1 month; **Carried Craft** 2 AT-RT walkers or 2 ISP platforms
Hyperdrive ×2 (×18 backup), nav computer
Availability Military; **Cost** not available for sale

Double Blaster Cannons (co-pilot)
Atk +7, **Dmg** 5d10×2

Heavy Repeating Blaster Cannons (gunners)
Atk +2 (autofire only), **Dmg** 3d10

MedStar-Class Frigate

The exigencies of the war quickly pushed the Republic's fleet of *MedStar*-class frigates into service as mobile hospitals, where patients stabilized on the battlefield could receive all necessary care to restore them to fighting condition.

Though outfitted for defense, *MedStar*-class frigates are not well-suited for combat, and, if they are entering a hostile zone, are usually accompanied by a small number of battle-ready frigates. However, once on station, they are generally fairly safe from attack. Only the most ruthless Separatist captain would think of firing on a hospital ship.

MedStar-class Frigate **CL 15**
Colossal (frigate) capital ship
Init −3; **Senses** Perception +6

Defenses Ref 13 (flat-footed 12), Fort 34; +12 armor, Vehicular Combat
hp 680; **DR** 15; **SR** 100; **Threshold** 134

Speed fly 2 squares (starship scale)
Ranged 1 turbolaser battery +13 (see below)
Ranged 2 point-defenses laser cannon batteries +13 (see below)
Ranged tractor beam +5 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +51
Atk Options autofire (point-defenses laser cannon batteries)

Abilities Str 59, Dex 12, Con —, Int 16
Skills Initiative −3, Mechanics +6, Perception +6, Pilot −3, Use Computer +6

Crew 440 (skilled); **Passengers** 655
Cargo 4,800 tons; **Consumables** 3 years; **Carried Craft** up to 12 Colossal vessels
Hyperdrive ×1 (×10 backup)
Availability Licensed; **Cost** 4,875,000 (2,550,000 used)

Turbolaser Battery (5 gunners)
Atk +13, **Dmg** 4d10×5

Point-Defenses Laser Cannon Batteries (5 gunners)
Atk +13 (+8 autofire), **Dmg** 2d10×2

Tractor Beam (pilot/copilot/gunner)
Atk +5, Dmg — (grapple +51)

Nu-class Attack Shuttle

Designed to supplement, but not replace, the LAAT/i transport vehicles, the *Nu*-class attack shuttle from Cygnus Spaceworks combines much of the design aesthetic of the LAAT/i with contemporary shuttle design. The end result is a starship that functions as both a troop transport and an infantry support vehicle. Capable of undertaking longer-range missions than the LAAT/i and faster as well, the *Nu*-class attack shuttle has thicker armor and heavier shielding than atmospheric vessels, allowing it to survive passage through ship-to-ship engagements and still deliver its cargo—whether materiel or troops—into a war zone. Many *Nu*-class attack shuttles also serve as the personal transports for Republic military commanders (such as the Jedi generals) during the Clone Wars, ferrying them from capital ships to planetary battlefields quickly and safely.

Nu-class Attack Shuttle **CL 12**
Colossal space transport
Init +2; **Senses** Perception +8

Defenses Ref 17 (flat-footed 14), Fort 25; +14 armor
hp 110; **DR** 15; **SR** 30; **Threshold** 25

Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares (starship scale)
Ranged medium laser cannons +9 (see below) and double light laser cannons +7 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +40
Atk Options autofire (double light laser cannons)

Abilities Str 40, Dex 18, Con —, Int 14
Skills Initiative +2, Mechanics +8, Perception +8, Pilot +2, Use Computer +8

Crew 2 (expert); **Passengers** 30
Cargo 2 tons; **Consumables** 2 days; **Carried** Craft none
Availability Military; **Cost** 85,000 (50,000 used)

Medium Laser Cannons (pilot)
Atk +9, **Dmg** 4d10×2

Double Light Laser Cannons (copilot)
Atk +7 (+2 autofire), **Dmg** 4d10×2

HYENA-CLASS BOMBERS ATTACK A PELTA-CLASS MEDICAL FRIGATE.



Pelta-class Medical Frigate

The *Pelta*-class frigate from Kuat Drive Yards is one of the newest vessels in the Republic Fleet. Boasting a design that allows the ship to alter its shape to fit its role, the *Pelta*-class frigate has two large auxiliary "wings" that can fold back into the ship to present a smaller profile at the expense of interior space. A multipurpose frigate produced with modular interiors, the *Pelta*-class frigate can be retrofitted in a matter of hours simply by removing one interior module and inserting another. Though this process must be performed at a shipyard or other facility capable of servicing the ship, this feature allows battle groups to alter their role in a matter of days rather than weeks or months.

The *Pelta*-class frigate often serves alongside the *MedStar*-class frigate as a medical vessel, giving the *Pelta*-class ships the reputation of being medical frigates despite their multipurpose role.

Pelta-class Medical Frigate **CL 16**
Colossal (frigate) capital ship
Init −2; **Senses** Perception +6

Defenses Ref 13 (flat-footed 11), Fort 35; +11 armor
hp 760; **DR** 15; **SR** 100; **Threshold** 135

Speed fly 3 squares (starship scale)
Ranged 2 light turbolaser batteries +17 (see below) and 3 point-defense light laser cannon battery +17 (see below) and tractor beam battery +11 (see below)

Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +47
Atk Options if any

Abilities Str 60, Dex 14, Con —, Int 20
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 900 (skilled); **Passengers** 300 (troops)
Cargo 275 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive x2 (backup x16)
Availability Military; **Cost** not available for sale
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Light Turbolaser Battery (6 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** 3d10×5

Point-Defense Light Laser Cannon Battery (6 gunners)
Atk +17 (+12 autofire), **Dmg** 4d10×2

Tractor Beam Battery (3 gunners)
Atk +11 (–9 against targets smaller than Colossal), **Dmg** — (grapple +47)

KOENSAYR BTL-S1 Y-WING

The first iteration of the starfighter that will continue to serve a military function for decades to come, the Koensayr BTL-S1 Y-wing starfighter is the multipurpose predecessor to the Y-wing fighter used by the Rebel Alliance at the Battle of Yavin. The BTL-S1 is aesthetically and functionally similar to later models, though a few major differences are noticeable on first glance. The most obvious difference can be seen in the copilot's placement in the ship; the copilot sits in a gunnery bubble behind the pilot, which swivels to provide the copilot with a greater angle of fire for the ship's ion cannons.

Koensayr BTL-S1 Y-wing **CL 10**
Gargantuan starfighter
Init +3; **Senses** Perception +6

Defenses Ref 15 (flat-footed 12), Fort 25; +7 armor
hp 110; **DR** 100; **SR** 10; **Threshold** 45

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Ranged medium laser cannons +7 (see below) and double light ion cannons +5 (see below) or
Ranged medium laser cannons +7 (see below) and proton torpedoes +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +1; **Grp** +32
Atk Options autofire (double light ion cannons)

Abilities Str 40, Dex 16, Con —, Int 16
Skills Initiative +3, Mechanics +6 (+13*), Perception +6, Pilot +3, Use Computer +6 (+13*)

Crew 2 plus astromech droid (skilled); Passengers none
Cargo 130 kg; **Consumables** 1 week; **Carried Craft** none
Payload 10 proton torpedoes
Hyperdrive x2, 10-jump memory (astromech droid)
Availability Military; **Cost** 127,000 (63,000 used)
* *If the ship has an astromech droid, use these skill modifiers instead.*

Medium Laser Cannons (pilot)
Atk +7, **Dmg** 4d10×2

Double Light Ion Cannons (gunner)
Atk +5 (+0 autofire), **Dmg** 4d10×2 ion

Proton Torpedoes (gunner)
Atk +5, **Dmg** 9d10×2, 4-square splash



A Y-WING PURSUES A *DROCH*-CLASS BOARDING SHIP.

Chapter XI
The Confederacy





Although the Republic prides itself on being the known galaxy's bright center of civilization, it is, like all too many civilizations, beset by corruption and internal conflict. The erosion of principles and the failure of policy creates a divide between wealthy worlds and the poor worlds, between the influential and the ignored, between those who *have* and those who *want*.

Too many Republic Senators succumb to the vices that are eroding the institution for which they stand. With so many morally bankrupt politicians, and so many more becoming corrupted by their post, the Senate becomes too weak and too greedy to do what is right. Whole systems suffer because their representatives face an insurmountable wall of apathy, or because their representatives are too busy lining their pockets to care. Senators who take a stand against the corruption—who risk their careers to fight inequality—quickly learn that the rest of the Senate has no use for them. And so they turn to new leadership.

Influential outsiders such as Count Dooku convince frustrated Senators to abandon the Republic to join the Separatist movement, taking their worlds and systems with them. These Senators are easily convinced that the Republic is a lost cause. Drawn together by their idealism and cynicism, they forge an alliance apart from the Republic, devoted to restoring equality and ending strife on their respective worlds.

Dooku's words stir the hearts of many, though he thinks of himself as merely an advisor rather than a leader. When the "Confederacy of Independent Systems" swells to over a thousand member worlds, Count Dooku reveals that he had once been a Jedi—and had left the Jedi Order for many of the same reasons that the Separatists had left the Republic. The fact that a Jedi Master is just as disillusioned with the Republic as they are lends the Separatists a great deal more conviction, and gives them the final bit of encouragement they need to challenge the Republic militarily as well as politically.

The constituent members of the Confederacy of Independent Systems have no clue that Count Dooku has become Darth Tyranus, the new ally and apprentice of Darth Sidious. Sidious casts the Republic loyalists and the Separatists into war with the foreknowledge that neither side will survive the conflict intact—that both the Republic and the Confederacy of Independent Systems are to be sacrificed for the creation of a new Galactic Empire.

Organization

Over ten thousand systems flock to the Separatist cause, even if not all of them commit to joining the Confederacy of Independent Systems. When they first unite around a common need to defend themselves against pirates and raiders (such as the Nebula Front), they share technology for building private armies for self-defense. When the Republic refuses to provide any real assistance, the Separatists begin to evolve from a group of malcontents with similar goals to a full-blown political movement with views and expectations radically different from those of their parent organization—and combined forces numbering in the quadrillions.

The Commerce Factions

The Confederacy of Independent Systems has a strong core membership consisting of several associated commercial organizations: the greedy Trade Federation, the bureaucratic Commerce Guild, the ambitious Corporate Alliance, the enigmatic Techno Union, the opportunistic InterGalactic Banking Clan, the hivelike labor pool of Geonosian Industries, and the galaxy-spanning Retail Caucus. Each has reasons for supporting separation from the Republic, which, cumulatively, provide the Confederacy with the resources it needs to form a political body strong enough to secede. They all know that supporting the Separatist movement is an end to their lucrative relations with the Republic; they have all weighed the risks and decided that following Count Dooku is the best strategy for optimizing their profits.

The level of support among the commerce factions for the Separatists is mixed, however. Each has its own reasons for joining—and its own price.

The Retail Caucus

The Retail Caucus is a conglomerate of hundreds of corporations that specialize in commercial goods created for public consumption. Before the outbreak of the Clone Wars, the Retail Caucus is largely a financial institution, managing the money and investments of its component companies, which specialize in the creation and distribution of consumer goods. Prior to the Battle of Naboo, the Retail Caucus has very little in the way of military resources, relying on the Trade Federation to ship and protect its goods.

Count Dooku first approaches the Retail Caucus primarily for financial backing. Seeing a chance to make an investment that could pay off in the future, the Retail Caucus fronts the credits to fund dozens of clandestine battle droid and starship manufacturing plants across the galaxy. In exchange, the Retail Caucus receives 10% of all of the military materiel produced by these manufacturing facilities, resulting in a new military power almost overnight.

The Trade Federation

The Trade Federation, under the leadership of Viceroy Nute Gunray, feels cheated by the backlash over its occupation of Naboo—which was, technically speaking, perfectly legal—and they are awaiting an opportunity to recoup some of their considerable losses from the reparations they were forced to pay to the Naboo and the Gungans.

The Commerce Guild

The Commerce Guild comes to the Confederacy in secret. As the most influential commodities broker in the Republic, it knows all too well that too much pressure here or there can severely unbalance the market, costing hundreds of trillions of credits. But after a few of the more cagey prospective members of the Confederacy die in convenient accidents, Commerce Guild President Shu Mai—a Gossam, from the world of Castell—decides that she can play both sides of the conflict without arousing the ire of either; both the Republic and the Confederacy need ore and minerals and bulk produce, particularly in wartime.

The Corporate Alliance

The Corporate Alliance—the organization in charge of regulating sales and distribution throughout the galaxy—knows all along that the Republic will not miss them if they leave; there will always be someone else more than eager to fill their seats in the Senate. But its Magistrate, Passel Argente, is a Koorivar—a species driven from its adopted homeworld by a Republic resolution that ceded the planet to another species over two thousand years before the Battle of Naboo. The Koorivars have never forgiven the Republic for the grievous injury, so Magistrate Argente feels no compunctions whatsoever about joining the Separatist movement, pledging the Corporate Alliance wholeheartedly to the Confederacy of Independent Systems.

The Techno Union

The galaxy's foremost developer of emerging technologies, including advanced engineering and microelectronics, the Techno Union is strongly devoted to the Separatist agenda. Represented by Wat Tambor, a Skakoan, the Techno Union incorporates Haor Chall Engineering, Republic Sienar Systems, Kuat Systems Engineering, and TaggeCo, among others. The combined technological acumen of these cutting-edge corporations is unparalleled in the Republic—though many of the Techno Union's best and brightest chose not to commit to the Confederacy, including BlasTech Industries and the Corellian Engineering Corporation.

The InterGalactic Banking Clan

Based on Muunilinst, the InterGalactic Banking Clan supports the Confederacy of Independent Systems—but not exclusively. The enigmatic Chairman of the IGBC, San Hill, feels that denying the Republic the services provided by the InterGalactic Banking Clan—the administration of loans and interest rates, and the regulation of investment market prices—will only put the Republic in a position where it has no choice but to fight until the bitter end. If allowed to view the independent systems as friendly competitors, rather than enemies, the Republic will be much more willing to concede the war and let those systems secede, in order to preserve its own financial stability.

Geonosian Industries

The Geonosians have always felt slighted by the Republic's refusal to accept the supremacy of their queen—despite most humanoids' lack of wings (a clear sign that the galaxy's other species are of inferior castes). The Geonosians' archduke, Poggle the Lesser, is impressed by Count Dooku's deference toward the Geonosian queen caste, so he pledges every last one of his species' underground factories to the Separatist cause and offers his homeworld as a meeting place for the other trade faction representatives.

"THERE WILL COME A TIME WHEN THAT CULT OF GREED, CALLED THE REPUBLIC, WILL LOSE EVEN THE PRETEXT OF DEMOCRACY AND FREEDOM."

- COUNT DOOKU

THE SITH

At the top of the Separatist hierarchy—and kept carefully hidden from both sides—are the Sith: Darth Tyranus and his dark master, Darth Sidious. Under Darth Sidious's sinister tutelage, Darth Tyranus (Count Dooku) spends ten years manipulating a minor political movement into a full-blown secessionist front while Sidious maneuvers the Republic loyalists into declaring all-out war.

Darth Sidious adheres to a tradition of secrecy imposed by the Sith a thousand years before, working his evil schemes through intermediaries and dupes while remaining hidden in the shadows. His organization includes politicians and anarchists, crime lords and corrupt law enforcement, schemers and dreamers, the wealthy and the impoverished—and, as the war draws to a close, the most powerful Jedi Knight alive: Anakin Skywalker.

Sidious recruits the disillusioned Count Dooku shortly after the Jedi Master leaves the Order over an ill-fated mission to the world of Galidraan. A suave and charismatic speaker, Dooku makes the ideal figurehead for the Separatists: a dynamic orator with a strong desire to see the Republic made to serve its most influential constituents, without all the inconvenient public safety rules and annoying trade regulations. Much of his own philosophy has formed the core of Separatist views, and it is little wonder that they flock to his side.

However, like all of Sidious's apprentices, Dooku is expendable. In fact, the Sith philosophy is for an apprentice to continually prove himself. If the apprentice does not survive, he can be replaced—often by whoever killed the apprentice. This is the case with Darth Tyranus—slain by the Jedi Anakin Skywalker, who soon replaces Dooku as Sidious's new apprentice, Darth Vader.

THE COMBINED CONFEDERACY

Initially, the Separatist forces are five independent armies working toward a common goal but without an overall strategy, or even a unified battle plan. The first several battle actions, including the Battle of Geonosis, are basically free-for-all engagements, won (or survived) merely because the Separatists have the advantage of greater numbers than their Grand Army opponents. In time, Count Dooku convinces the various factions to combine their military forces, enabling the Separatist Droid Army to team Trade Federation B1-Series battle droids with Commerce Guild homing spider droids, for example, or Techno Union octuptarra tri-droids with Corporate Alliance *Persuader*-class droid enforcers, making for a more effective and well-rounded Separatist military.

But Dooku recognizes early on that he is not the best general for such an army, and he recruits numerous tacticians, commanders, and, in some cases, particularly aggressive figureheads to lead the Separatist forces into battle: the Chiss general Sev'rance Tann, the Sith apprentice Asajj Ventress, and the brutish cyborg Durge. None of these, however, combine all the qualities needed to ensure victory for the Confederacy, until Dooku persuades the Kaleesh cyborg Grievous to take command. General Grievous turns the war around for the Separatists and slowly pushes the conflict right to Supreme Chancellor Palpatine's very doorstep, abducting Palpatine and nearly capturing Coruscant in the process.

The Separatist Droid Army

The Separatists' military consists of organic and droid forces from all five of the original signatory members of the Confederacy of Independent Systems—the Commerce Guild, the InterGalactic Banking Clan, the Corporate Alliance, the Techno Union, and the Trade Federation—and a number of other aligned systems and worlds as well. Organized at first into individual forces, they eventually combine under General Grievous's leadership into a single fighting force of extraordinary magnitude.

Separatist Ground Forces

At its inception, the Separatists' forces are divided into five major orders of battle, and numerous minor orders of battle: the Commerce Guild's "punitive security forces"; the Corporate Alliance's Policy Administration Directorate; the InterGalactic Banking Clan's Collections and Security Division; the Techno Union's droid army; the Trade Federation's droid army; and countless other security forces, law enforcement agencies, and private armies.

Under General Grievous, each of these orders was reorganized into more efficient armies, each with specific purposes for which different combinations of forces are required.

Commerce Guild Punitive Security Forces

The Commerce Guild employs a force of security personnel and battle droids whose major function is to keep the Commerce Guild's member worlds and systems in line. The organic personnel generally work separately from the droids, though most of the Commerce Guild's droid forces are commanded and maintained by Gossams.

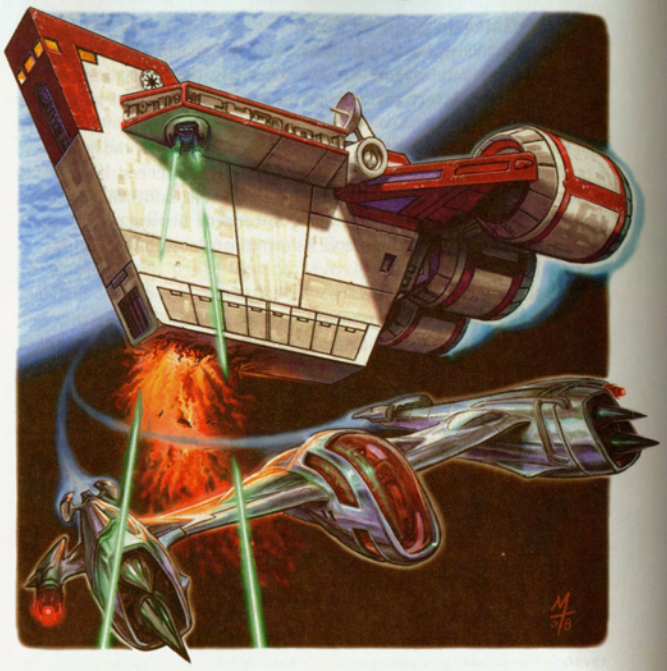
The command structure of the Commerce Guild's organic forces follows a similar command structure to the Republic's special forces.

Squad (6 officers): A squad consists of six Gossam security officers (usually Gossam commandos), one of whom acts as a squad leader.

Troop (36 officers): A troop consists of six squads, including six squad leaders. They are generally led by a single Gossam with the title of security chief.

Division (216 officers plus support personnel): A company consists of 6 troops, led by six security chiefs and a division commander.

A CR-20 TROOP TRANSPORT DEFENDS ITSELF.



The Commerce Guild's droid forces are arranged by type of droid.

Advanced DSD Unit: This unit consists of one advanced dwarf spider droid and a support group of one squad of B1-Series or B2-Series battle droids.

Spelunker Probe Droid Unit: This unit includes five spelunker probe droids. Forces of up to 20 units are sometimes fielded to handle particularly tough targets.

Dwarf Spider Droid Unit: Dwarf spider droids usually operate in groups of four, or in forces of 2–5 units.

Heavy Dwarf Spider Droid Unit: Heavy dwarf spider droids usually operate in groups of four, or in forces of 2–5 units.

OG-9 Homing Spider Droid Unit: OG-9 homing spider droids are almost always fielded singly, though usually with an escort of four DSD1 dwarf spider droids (which also act as spotters).

Corporate Alliance Policy Administration Directorate

The Corporate Alliance maintains a small security force, the Koorivar Fusiliers, whose job is primarily to guard Alliance facilities against sabotage and industrial espionage. Like the Commerce Guild, though, they also have a sizeable force of droids, composed entirely of their devastating *Persuader*-class droid enforcers.

The Koorivar Fusiliers have a command structure similar to the Grand Army's, though not quite as extensive. Much of the Fusiliers' armed might relies on artillery emplacements, which are always crewed by two fusilier engineers and a crew leader.

Squad (12 fusiliers): The Fusilier's smallest group is the squad, led by a sergeant.

Platoon (36 fusiliers): A platoon consists of 3 squads, led by a lieutenant.

Company (108 fusiliers plus support personnel): A company consists of 3 platoons, led by a captain.

Battalion (324 fusiliers plus support personnel): A battalion consists of 3 companies, led by a colonel.

Regiment (972 fusiliers plus support personnel): A regiment consists of 3 battalions, led by a general.

The Corporate Alliance's droid units consist entirely of squads of 2–4 NR-N99 *Persuader*-class droid enforcers.

Geonosian Hive Army

While the Geonosians lack a formal military, their warrior caste is usually sufficient to deal with most criminal or security issues. As part of a hive society, the warrior caste is tightly organized under individual members of the queen caste, and require no further command structure: A Geonosian warrior serves his queen and takes orders from no one else (though Archduke Poggle has considerable influence over his queen, and can usually expect his requests to be commuted into orders by the queen within moments).

In battle, Geonosian warriors simply throw themselves at opponents in whatever numbers they have at hand; they have no concept of squads, ranks, or orders of battle. An encounter with Geonosian troops might be with a handful of Geonosian regulars, a swarm of elite warriors, the reverse, or any combination in between.

InterGalactic Banking Clan Collections and Security Division

The IGBC's Collections and Security Division's primary purpose prior to the outset of the war is to collect overdue debts and provide security for IGBC facilities and the clan's officers. They are organized into two different groups: the organic Muun Guard and IG lancer combat droids, and the IG-100 MagnaGuard "elites." The Muun Guards and IG lancer combat droid units are structured exactly the same way, while IG-100 MagnaGuards are produced in such low numbers that they need no command structure; they merely follow the orders of their programmed masters.

Squad (9 soldiers): A squad consists of 9 soldiers (Muun guards or IG lancer combat droids). Either type of group is led by a Muun guard sergeant.

Troop (45 soldiers): A troop consists of 5 squads, coordinated under a Muun guard lieutenant.

Brigade (225 soldiers plus support personnel): A brigade consists of 5 troops and a section of 5 *Hailfire*-class tank droids, led by a Muun guard captain.

Division (1,125 soldiers plus support personnel): A group consists of 5 brigades, led by a Muun guard colonel.

Techno Union Droid Army

Shortly before joining the Separatist movement, the Techno Union restructures to more closely resemble the Trade Federation, in a successful effort to gain membership in the Galactic Senate. As a result, most of the organization of the Techno Union's armed forces is modeled after the Trade Federation's (see below), with minor differences based on the specific units available.

The chief differences lie in the types of units. While the main battle droid forces are virtually identical, the Techno Union utilizes a number of specialized droid types in its army.

LM-432 Crab Droid Unit (3 droids): A crab droid unit consists of 3 LM-432 assault crab droids of the same size.

Octuptarra Tri-Droid Unit (3 droids): An octuptarra tri-droid unit consists of 3 octuptarra combat tri-droids.

Tri-Droid Unit (3 droids): This unit consists of 3 tri-droids.

Spelunker Probe Droid Unit: This unit includes five spelunker probe droids. Forces of up to 12 units are sometimes fielded to handle particularly tough targets.

Trade Federation Droid Army

The Trade Federation creates its droid army initially for security purposes, but quickly puts it to use invading and occupying Naboo. Although they are ordered to disarm after their defeat by the combined Naboo-Gungan forces, the Trade Federation merely transfers most of its materiel to subsidiary corporations—only to transfer it back, years later, in time to pledge its droid forces to the Confederacy of Independent Systems.

The command structure of the Trade Federation's droid army is profoundly simple: Battle droids report to droid officers, and droid officers report to their organic commanders.

AAT Crew (4 droids): An AAT crew consists of 4 OOM-Series battle droids.

MTT Crew (4 droids): An MTT crew consists of 4 OOM-Series battle droids.

Troop Carrier Crew (2 droids): A troop carrier crew consists of 2 OOM-Series battle droids.

Squad (8 battle droids): A squad consists of seven battle droids. Because the droids are controlled by a remote processor, no squad leader is required.

Platoon (56 battle droids): A platoon consists of 7 squads.

Company (112 battle droids plus support droids): A company consists of 2 platoons transported on either an MTT or a troop carrier, under the direct command of a battle droid officer.

Battalion (784 battle droids plus support droids): A battalion consists of 7 troop carrier companies and a reinforced squadron of 24 AATs, under the direct command of a battle droid officer.

Vanguard (1,232 battle droids plus support droids): Intended for breaking through heavy defenses to deploy battle droids, a vanguard consists of 11 MTT companies and a squadron of 18 AATs, under the direct command of a battle droid officer.

Regiment (4,368 battle droids plus support droids): A regiment consists of 4 battalions and 1 vanguard, under the direct command of a battle droid officer. A regiment is the total force carried aboard a C-9979 landing craft.

Division (21,840 battle droids plus support droids): A division consists of a 5 regiments carried aboard a section of 5 C-9979 landing craft.

Corps (109,200 battle droids plus support droids): A corps consists of a 5 divisions carried aboard a squadron of 25 C-9979 landing craft.

Army (218,400 battle droids plus support droids): An army consists of 2 corps, the total surface force carried aboard a *Lucrehulk*-class battleship under the command of a Trade Federation ship's captain.

The Separatist Droid Army

Once combined, the individual elements of the commerce factions' military organizations form the mighty Separatist Droid Army: over a quadrillion droids in total (including the vast numbers of support droids necessary to keep such a large force operational), all of which are ultimately answerable to the cunning Kaleesh cyborg General Grievous. Reporting directly to Grievous are the various military leaders of the commerce factions, while the heads of the factions collectively act as an advisory council, with Count Dooku as their leader (much the way Supreme Chancellor Palpatine leads the Galactic Senate).

The Separatist Droid Army has no true order of battle due to the completely separate militaries that comprise it; instead, task forces are assembled as needed from available units. The genius of General Grievous is his ability to coordinate radically different force structures in a way that keeps the Republic off balance at the strategic level. Tactically, however, these incompatible command structures result in profound inefficiency and chain-of-command confusion, the result being that the Republic can usually outfight the Separatists even when badly outnumbered.

Army Command Structure

The Confederacy has a simple but effective command structure. Droid officers command droid troops, and organic officers command droid officers. The concept of individual ranks is largely wasted on Separatist droids, who are simply programmed to obey their officers. Even the organic troops often have no more official place in the rank structure than "foot soldier" or "squad leader."

Only those organics who are part of preexisting armed forces tend to have traditional ranks such as private, lieutenant, colonel, and so on. But all report to their respective superiors, and, eventually and ultimately, to General Grievous. Grievous, in turn, reports to Count Dooku, who does the bidding of Darth Sidious.

Separatist Naval Fleet

The Separatists have a sizeable armada of ships well before hostilities with the Galactic Republic begin—from the blockade fleet of the Trade Federation to the war fleet of the Commerce Guild. Unlike the ground forces, though, the Separatists' ships are crewed almost entirely by living beings—though maintenance and astromech droids are common, and the Neimoidians and Skakoans rely heavily on droid crews on all their ships.

The Separatist Admiralty

Like their ground forces, the Confederacy Navy begins as separate corporate fleets of the various commerce factions, only to be later combined under General Grievous. The organization changes little during the transition but grows in size.

The command structure of the Separatist admiralty consists of five groups.

Section (2–4 vessels, plus maintenance and support crew): The smallest group in the Separatist admiralty is the section, commanded by a captain.

Flight (4–16 vessels, plus maintenance and support crew): A flight consists of 2–4 sections, commanded by a commodore.

Squadron (12–64 vessels, plus maintenance and support crew): A squadron consists of 3–4 flights, led by a commodore.

Task Group (36–640 vessels, plus maintenance and support crew): A task group consists of 3–10 squadrons, led by a rear admiral.

Task Force (72–1,280 vessels, plus maintenance and support crew): A task force consists of 2 task groups, led by a vice admiral.

Fleet (200–4,000 vessels, plus maintenance and support crew): A fleet consists of 3 task groups, led by an admiral.

Admiralty: The Separatist Admiralty consists of hundreds of individual fleets, under the command of General Grievous.

Admiralty Command Structure

The admiralty's hierarchy is similar to the Separatist Droid Army's—gunnery crew, gunnery officers, communication and tactical officers, pilots (or pilot droids), navigational officers, bridge officers, ship captains, and group commanders. In addition, the command structure includes positions for multiple noncommand specialists: medical officers; deck officers; and fighter pilots—or, in many cases, droid starfighters. Officers in the Admiralty are organic, except for a small percentage of battle droid officers.

Personnel

The Separatists' droid army is vast, but its military includes great numbers of organic warriors as well. The Geonosians are among the Separatists' earliest and most fanatical followers, and Trandoshan mercenaries often work with the Confederacy (with unofficial encouragement from their leaders).

Geonosian Warrior

Geonosis's hive world produces millions of new warriors each year. These winged fighters are trained from the moment they hatch to obey the bidding of their queen. Though not particularly intelligent, they are fiercely loyal. Because the Geonosian warrior caste can fly, they tend to think in three dimensions—and because they sleep by clinging to walls, Geonosians make use of the high ceilings and uneven walls of their hive chambers to spring devastating ambushes.

Geonosian Warrior **CL 1**
Medium Geonosian nonheroic 3
Init +6; **Senses** low-light vision, Perception +1
Languages Basic, Geonosian

Defenses Ref 10 (flat-footed 10), Fort 10 (15 against radiation), Will 10
hp 10; **Threshold** 10

Speed 6 squares, fly 4 squares, climb 3 squares
Melee electro-staff +3 (2d6+2)
Ranged sonic blaster +2 (2d8 sonic1)
Base Atk +2; **Grp** +3

Abilities Str 13, Dex 11, Con 11, Int 8, Wis 10, Cha 8
Special Qualities radiation resistance
Feats Skill Training (Stealth), Toughness, Weapon Proficiency (advanced melee weapons, rifles, simple weapons)
Skills Initiative +6, Stealth +6
Possessions electro-staff2 or sonic blaster
1 *Sonic damage cannot be deflected by lightsabers and is considered energy damage.*
2 *The Geonosian version of the electro-staff is not a double weapon.*

Geonosian Species Traits

Geonosians are members of an insectoid, hive-oriented species with a rigid caste system. Each has an exoskeleton, elongated limbs, and a long face. Warriors also have thin, semitransparent wings. Members of the worker caste are subject to brutal oppression by the warrior caste.

Geonosians have the following species traits:

Ability Modifiers: +2 Strength, –2 Intelligence, –2 Charisma.

Medium Size: As Medium creatures, Geonosians have no special bonuses or penalties due to their size.

Speed: 6 squares, fly 6 squares.

Radiation Resistance: Geonosians gain a +5 species bonus to their Fortitude Defense against radiation damage.

Low-Light Vision: Geonosians ignore concealment (but not total concealment) from darkness.

Languages: Basic, Geonosian.

Geonosian Elite Warrior

Elite warriors are assigned to guard sensitive areas of the Geonosian hives, such as the nurseries and the hidden chambers of the queen caste.

Geonosian Elite Warrior **CL 3**
Medium Geonosian nonheroic 3/soldier 2
Init +7; **Senses** low-light vision, Perception +2
Languages Basic, Geonosian

Defenses Ref 15 (flat-footed 15), Fort 15 (20 against radiation), Will 12; +4 armor
hp 26; **Threshold** 15

Speed 6 squares, fly 6 squares, climb 3 squares
Melee electro-staff +6 (2d6+5)
Ranged sonic blaster pistol +4 (2d6+1 sonic1, devastating 5)
Base Atk +4; **Grp** +6
Atk Options Devastating Attack (pistols)

Abilities Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 8
Special Qualities radiation resistance
Talents Devastating Attack (pistols)
Feats Armor Proficiency (light), Skill Training (Stealth), Toughness, Weapon Proficiency (advanced melee weapons, heavy weapons, rifles, simple weapons)
Skills Initiative +7, Stealth +7
Possessions electro-staff2 or sonic blaster pistol, warrior tunic (+4 armor; as combat jumpsuit)
1 *Sonic damage cannot be deflected by lightsabers and is considered energy damage.*
2 *The Geonosian version of the electro-staff is not a double weapon.*

Trandoshan Bounty Hunter

Trandoshans have hunted Wookiees for as long as anyone can remember, and many of their bounty hunters sign up with the Separatists as soon as the war starts, just for an excuse to legitimize slaughtering their ancient foes.

Trandoshan Bounty Hunter **CL 6**
Medium Trandoshan nonheroic 3/scout 4/bounty hunter 1
Force 4; **Dark Side** 5
Init +8; **Senses** darkvision, Perception +4
Languages Basic, Dosh

Defenses Ref 18 (flat-footed 18), Fort 18, Will 15; +4 armor, +1 natural
hp 47; **Threshold** 18

Speed 6 squares
Melee claw +7 (1d4+3) or
Melee bayonet +7 (1d8+4)
Ranged heavy blaster rifle +5 (3d10+2) or
Ranged heavy blaster rifle +3 (4d10+2) with Rapid Shot or
Ranged stun grenade launcher +5 (4d6+2 stun, 2-square burst) or
Base Atk +6; **Grp** +7
Atk Options autofire (heavy blaster rifle), Dastardly Strike, Rapid Shot
Special Actions Acute Senses, Keen Shot, Point Blank Shot

Abilities Str 13, Dex 8, Con 12, Int 10, Wis 11, Cha 10
Special Qualities limb regeneration, natural armor
Talents Acute Senses, Dastardly Strike, Keen Shot
Feats Armor Proficiency (light), Point Blank Shot, Rapid Shot, Skill Training (Survival), Toughness, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +8, Survival +9
Possessions combat jumpsuit, heavy blaster rifle with mounted bayonet, grenade launcher, 4 stun grenades

Limb Regeneration—A Trandoshan regrows a lost limb in 1d10 days. At the end of that time, all persistent penalties associated with the loss of the limb are removed.

Trandoshan Mercenary

Those Trandoshans who embrace warfare—rather than slaving—as their profession often rise to the top of their trade: Being able to regenerate lost limbs in a matter of days is a huge advantage over most soldiers-of-fortune. Their relative invulnerability makes them overconfident, though, and Trandoshan mercenaries often pile on the heaviest armor they can afford, strap on the biggest, most lethal weapons they can find, and wade into battle as though nothing can stop them. Fortunately for them, and unfortunately for the Grand Army of the Republic, they are often correct.

Trandoshan Mercenary **CL 12**
Medium Trandoshan soldier 7/elite trooper 5
Destiny 2; **Force** 6; **Dark Side** 8
Init +11; **Senses** low-light, Perception +9
Languages Basic, Dosh

Defenses Ref 31 (flat-footed 30), Fort 31, Will 23; +5 armor, +1 natural
hp 131; **DR** 2; **Threshold** 36

Speed 4 squares
Melee claw +14 (1d6+8)
Ranged heavy blaster rifle +10 (3d10+8, devastating 5) with autofire or
Ranged heavy blaster rifle +10 (5d10+8, devastating 5) with Burst Fire or
Ranged heavy blaster rifle +5/+5 (3d10+8, devastating 5) with Double Attack and autofire or
Ranged heavy blaster rifle +5/+5 (5d10+8, devastating 5) with Double Attack and Burst Fire or
Base Atk +12; **Grp** +14

Atk Options autofire, Burst Fire, Devastating Attack (heavy weapons), Rapid Shot
Special Actions delay damage, Charging Fire, Point Blank Shot

Abilities Str 15, Dex 11, Con 14, Int 11, Wis 12, Cha 10
Special Qualities limb regeneration
Talents Armored Defense, Controlled Burst, Devastating Attack (heavy weapons), Improved Armored Defense, Indomitable, Multiattack Proficiency (heavy weapons), Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light, medium, heavy), Burst Fire, Charging Fire, Double Attack, Improved Damage Threshold, Martial Arts I, Point Blank Shot, Toughness, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +13, Initiative +11, Knowledge (tactics) +11
Possessions heavy battle armor, heavy blaster rifle, helmet package

Limb Regeneration—A Trandoshan regrows a lost limb in 1d10 days. At the end of that time, all persistent penalties associated with the loss of the limb are removed.

Influential Figures

In every war, battles are decided by the actions of a few brave individuals. But those battles are not fought except at the bidding of the army's commanders—and, above them, their civilian leadership. For the Republic, this means the Jedi and the Senate. For the Separatists, the leadership comes down to a handful of individuals: the Dark Jedi Asajj Ventress, the mad cyborg Durge, the merciless tactician General Grievous, and, above them, the charismatic Count Dooku. But even Dooku answers to an even higher authority: the Sith Lord Darth Sidious.

Unlike the Jedi who lead the Grand Army of the Republic, the Separatist commanders fight the war with vengeance in their hearts; each has a reason to hate the enemy, and, in at least two cases, a bloodlust that almost makes them more effective assassins than commanders. Although Grievous sees the war as a tactical equation to be solved, Ventress and Durge see it as an opportunity to settle old scores; for them, the war cannot go on long enough.

For Count Dooku, the end of the war means the end of his charade with his Sith Master. When the war is over, there will no longer be a need to pretend that Darth Sidious and Supreme Chancellor Palpatine are two different people—neither of whom are otherwise necessary to the Confederacy of Independent Systems. Dooku can dispatch Sidious and become the new Sith Master . . . and the ruler of the new Sith Empire.



Count Dooku, Separatist Leader and Sith Lord

Count Dooku is the enigmatic and compelling leader of the Separatists, a former Jedi Master who broke with the Jedi Order. He is also Darth Tyranus, the new apprentice of the Sith Lord Darth Sidious. Powerful, skilled, and charismatic, Dooku leads the secessionists, slowly gathering them together into a Confederacy of Independent Systems. A natural leader of uncommon vision, Count Dooku has enticed thousands of worlds away from the Republic with his dream of reshaping the galaxy, of wiping away the greed and the bureaucracy and the inequities that come with them. Of all the Separatists, Dooku alone is the best suited for the task of forging a true and lasting political system—for of all the Separatists, Dooku alone knows the will of the Force and how it can guide the Separatists to a new age of peace and prosperity.

But Dooku has fallen under the sway of the dark side, and, sadly, cannot see how it clouds his judgment. As a Jedi Master, Dooku is assigned to lead a mission to Galidraan, to repel an invasion by Mandalorians—among them, Jango Fett—but his forces are only hastily assembled, and he loses over half of the Jedi assigned to him. Only later does Dooku learn that he had been manipulated; Galidraan's governor had actually hired the Mandalorians for another job, wanting the Jedi to get rid of them when they became inconvenient. Anyone but a Jedi might have been enraged by this betrayal, but Dooku is more disappointed in how the Jedi Order had become dupes for

the Galactic Republic. Upon hearing the news that his former apprentice, Komari Vosa, has been killed while on a similarly pointless mission, Dooku resigns from the Jedi Order.

Soon after his departure, though, Count Dooku is visited by the Dark Lord of the Sith, Darth Sidious. The loss of Sith Lord's former apprentice, Darth Maul, motivates Sidious to seek out a new apprentice, a convert who already has the training he needs—and who can be turned to the dark side. Dooku fits the bill perfectly, a fully trained Jedi Master with radical philosophies on galactic politics. Dooku is disenchanted with the Jedi way just enough to hear what the Sith Lord has to say rather than immediately attack him or notify the Jedi High Council. Sidious's words are compelling; he, too, believes that the Republic is rapidly being crushed under its own weight, and that a new order is desperately needed. But he, Sidious, cannot adequately effect change without attracting the attention of the Jedi. Furthermore, the last thing the Sith Lord can afford at this point is to be exposed; his plans to rescue the Republic from itself depend on his own anonymity.

The need for secrecy severely hinders Sidious. He needs someone who can openly talk to the right people, to arrange meetings between them, and to serve as the public voice for the secessionist movement he proposes. In exchange for Dooku becoming that person, Sidious agrees teach the former Jedi Master about the dark side of the Force and how Dooku can use it to bring about the positive changes they both envision for the galaxy.

So, yet again, Dooku chooses his destiny. But in doing so, he has truly sealed his fate.

Count Dooku **CL 18**

Medium Human Jedi 7/Jedi Knight 5/Jedi Master 4/Sith Lord 2
Destiny 3; **Force** 7, Strong in the Force; **Dark Side** 14
Init +16; **Senses** Use the Force +17
Languages Basic, Geonosian, Shyriiwook

Defenses Ref 33 (flat-footed 31), Fort 32, Will 33; Block
hp 141; **Threshold** 32
Immune fear effects

Speed 6 squares
Melee lightsaber +22 (2d8+9) or
Melee lightsaber +20 (3d8+9) with Rapid Strike
Melee lightsaber +19/+19 (2d8+9) with Double Attack or
Melee lightsaber +17/+17 (3d8+9) with Double Attack and Rapid Strike or
Melee lightsaber +14/+14/+14 (2d8+9) with Triple Attack or
Melee lightsaber +12/+12/+12 (3d8+9) with Triple Attack and Rapid Strike
Base Atk +18; **Grp** +20
Atk Options Double Attack, Improved Disarm, **Melee** Defense, Rapid Strike, Triple Attack
Special Actions Lightsaber **Defenses** +3 (Makashi), serenity, temptation
Force Powers Known (Use the Force +17): *Force grip, Force lightning, Force slam, Force thrust, mind trick, move object*
Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power
Force Techniques Force Power Mastery, Improved Move Light Object

Abilities Str 11, Dex 14, Con 13, Int 15, Wis 14, Cha 16
Special Qualities temptation
Talents Adept Negotiator, Block, Force Deception, Force Perception, Force Persuasion, Lightsaber Defense, Makashi, Multiattack Proficiency (lightsabers), Severing Strike, Telekinetic Savant
Feats Double Attack (lightsabers), Force Sensitivity, Force Training (2), Improved Disarm, Melee Defense, Rapid Strike, Strong in the Force, Triple Attack (lightsabers), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Initiative +16, Knowledge (galactic lore) +16, Knowledge (social sciences) +16, Perception +16, Use the Force +17
Possessions lightsaber (self-built)

Asajj Ventress, Dark Jedi

Although the Sith tradition prevents Count Dooku from taking on an apprentice, he does train several acolytes in the Sith arts, including a bitter young former Jedi named Asajj Ventress. Ventress was trained on her homeworld of Rattatak by a Jedi Knight named Ky Narec, and she knows little of the Jedi Order. When Ky Narec is killed, Ventress is unable to control her anger, vowing vengeance not only on the warlords whose squabbles caused Ky Narec's death but also on the Jedi Order for not sending anyone to help.

As the years pass, Asajj Ventress becomes increasingly embittered toward the Jedi. She tries her hand at bounty hunting for a while, hoping to pit her skills against Jedi targets, but never has the opportunity. During this time, Asajj Ventress learns of the Sith and concludes that, since she cannot join the ranks of the hated Jedi, she will become their greatest enemy. However, it is not until she meets Count Dooku in the battle arena known as the Cauldron that she learns what a Sith truly is.

After proving herself worthy by defeating over a dozen opponents in the Cauldron, Asajj Ventress presents herself to Dooku, who awards her a pair of curve-hilted lightsabers (formerly belonging to Komari Vosa) and gives her an assignment to kill Anakin Skywalker. Although she fails, Ventress proves to be a resourceful and vicious assassin, carrying out numerous missions on Dooku's behalf. She clashes repeatedly with both Anakin Skywalker and his master Obi-Wan Kenobi, but despite capturing Kenobi at one point, she is unable to kill either Jedi.

Asajj Ventress



Shortly before the end of the Clone Wars, Skywalker and Kenobi defeat Asajj Ventress, and Kenobi believes that they have purged the hatred from her, redeeming her from the dark side. Assuming her dead, the Jedi send her body back to Coruscant aboard a medical shuttle. However, the shuttle vanishes en route, and, despite a rumor that she fights in the Second Battle of Xagobah, she has not been seen since.

Asajj Ventress **CL 13**
Medium Rattataki (near-Human) Jedi 5/scout 4/Sith apprentice 4
Destiny 2; **Force** 7; **Dark Side** 13
Init +14; **Senses** Perception +7
Languages Basic

Defenses Ref 28 (flat-footed 25), Fort 26, Will 26; Block, Elusive Target
hp 105; **Threshold** 26

Speed 6 squares
Melee lightsaber +15 (2d8+7) or
Melee lightsaber +15 (2d8+7) and lightsaber +15 (2d8+7)
Base Atk +12; **Grp** +15
Atk Options Acrobatic Strike, Dark Scourge, Running Attack
Special Actions Dark Healing, Power of the Dark Side
Force Powers Known (Use the Force +13): *battle strike, dark rage, Force slam, move object*
Force Techniques Improved Move Light Object, Improved Sense Surroundings

Abilities Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 14
Talents Block, Dark Healing, Dark Scourge, Elusive Target, Improved Stealth, Lightsaber Defense, Power of the Dark Side
Feats Acrobatic Strike, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Force Sensitivity, Force Training (2), Running Attack, Skill Training (Pilot, Stealth), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +14, Initiative +14, Pilot +14, Stealth +14, Use the Force +13
Possessions 2 lightsabers

Durge, Separatist Commander

Part cyborg, part ancient warrior, and almost entirely insane, Durge is little more than a killing machine. He is given the rank of commander in the Separatist army by Count Dooku and assigned the task of eliminating the last vestiges of the Mandalorians in the galaxy: the Grand Army's clone troopers, created from the genetic template of Jango Fett.

Over 1,500 years old, Durge is the epitome of the aggressive Gen'Dai warrior: strong, fearless, and ruthless. An early interest in bounty hunting leads him to apprentice with a Mandalorian named Jaing, and the two become friends. Eventually, they are approached by a doctor who offers to enhance their already formidable skills with cybernetics—essentially, bonding them to their armor. Shortly after the procedure, a group of rival Mandalorians attack the doctor's laboratory, killing Jaing and setting Durge on a path of vengeance that ultimately leads him to slay the Mandalorian leader. However, he is tortured by Mandalore's followers, which drives him past the brink of sanity.

A long hibernation restores Durge to physical health, but his mind is too damaged. Still thirsting for vengeance against the Mandalorians, Durge learns that the last of their number, Jango Fett, has been killed—but that he had left behind hundreds of thousands of clones, and the Separatist's leader, Count Dooku, recruits Durge to help kill them.

As a commander in the Separatist army, Durge leads a troop of IG lancer combat droids and often works alongside the equally vengeance-driven dark side acolyte Asajj Ventress. Together, the two poison the moon of Ohma-D'un, killing countless Naboo and Gungans, and nearly kill Obi-Wan Kenobi and Anakin Skywalker. They set up a trap for the Jedi on Queyta, and square off against Kenobi and Skywalker again at the Battle of Muunilinst.

Durge's increasing mental instability troubles Count Dooku. Although an effective killer, he lacks the leadership skills that the Separatists require. In response, Dooku recruits another cyborg, the deadly Grievous, to be his general—and to make sure that Durge is in no position to object. Pitting Grievous against both Durge and Asajj Ventress aboard the Trenchant Space

Station, Dooku is most pleased when his new candidate bests both of his previous commanders in short order.

Dooku still sees a use for Durge and Ventress, however, and orders his medics to treat them and restore them to health. Durge soon returns to action, facing off against Jedi Master Kit Fisto and Plo Koon, and, later, battling Kenobi and Skywalker again in the Karthakk system, where Anakin Skywalker maneuvers Durge into an escape pod. Trapped, Durge is helpless to prevent young Skywalker from launching the shuttle into the nearest star—apparently ending Durge's long life once and for all.



DURGE

Durge **CL 16**

Large Gen'Dai (cyborg) soldier 8/elite trooper 2/scout 3/bounty hunter 3
Destiny 3; **Force** 5; **Dark Side** 24
Init +12 (can reroll); **Senses** low-light, darkvision; Perception +15 (can reroll)
Languages Basic, Gen'Dai

Defenses Ref 32 (flat-footed 32), Fort 38, Will 24; +10 armor
hp 190, Gen'Dai surge; **DR** 6; **Threshold** 43, resilient physiology
Immune atmospheric and inhaled poison hazards

Speed 8 squares, fly 6 squares (jet pack)
Melee spiked flail +141 (2d8+38) with Mighty Swing or
Melee spiked flail +9/+91 (1d8+38) with Double Attack or
Ranged blaster pistol +14 (3d6+8) or
Ranged blaster pistol +9/+9 (3d6+8) with Double Attack or
Ranged blaster pistols +12 (4d6+8) with Rapid Shot or
Ranged blaster pistols +7/+7 (4d6+8) with Double Attack and Rapid Shot or
Ranged blaster rifle +14 (3d8+8) or
Ranged blaster rifle +9/+9 (3d8+8) with Double Attack or
Ranged blaster rifle +12 (4d8+8) with Rapid Shot or
Ranged blaster rifle +7/+7 (4d8+8) with Double Attack and Rapid Shot or
Ranged flechette launcher +14 (4d6+8 slashing, 2×2 area) or
Ranged flamethrower +14 (3d6+8, 6-square cone)
Fighting Space 2×2; **Reach** 1 square (4 squares with pseudopodia)
Base Atk +15; **Grp** +27
Atk Options Cleave, Double Attack, Great Cleave, Martial Arts I, Mighty Swing, Point Blank Shot, Power Attack, Rapid Shot
Special Actions aid another (+4), delay damage, familiar foe +1, Shake It Off

Abilities Str 24, Dex 9, Con 19, Int 11, Wis 8, Cha 14
Special Qualities cyborg hybrid, hibernation, regeneration
Talents Acute Senses, Armored Defense, Exotic Weapon Mastery, Improved Armored Defense, Improved Initiative, Juggernaut, Second Skin, Uncanny Dodge I, Uncanny Dodge II
Feats Armor Proficiency (light, medium, heavy), Cleave, Double Attack, Extra Second Wind, Great Cleave, Martial Arts I, Mighty Swing, Pin, Point Blank Shot, Power Attack, Rapid Shot, Shake It Off, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +17, Initiative +12 (can reroll), Perception +14 (can reroll)
Systems 2 hand appendages, unique armor (+10 armor, +4 equipment), shield generator (SR 10), improved sensor package, darkvision, synchronized fire circuits
Possessions 2 blaster pistols, blaster rifle, flamethrower (5 shots), spiked flail, flechette launcher, jet pack (10 charges)

Cyborg Hybrid—Durge can use any type of droid system except a processor. His cyborg chassis includes a life support system, making him immune to atmospheric and inhaled poison hazards.
Gen'Dai Surge—Durge heals 5 hit points per round after he takes his second wind. Though Durge cannot regrow lost body parts, he can reattach severed limbs if his dismembered extremities can be recovered.
Hibernation—Durge can enter a hibernation trance. While in the trance, he can remove persistent conditions, such as from the effects of poison and disease, at a rate of one condition per hour. While in the trance, Durge ceases to age, and needs no food, water, or air until he emerges from hibernation.
Pseudopodia—Durge has learned how to stretch his natural Gen'Dai form, giving him a reach of 4 squares. Durge can use this ability only when he is not wearing his armor.
Resilient Physiology—Durge's Gen'Dai physiology allows him to shrug off the effects of wounds that would be fatal to anyone else; his damage threshold is doubled after adding in all bonuses for feats or size.
1 *Includes 8 points of Power Attack.*

General Whorm Loathsom

The commander of the Retail Caucus's military forces, General Whorm Loathsom is a Kerkoiden who prides himself on his cunning and leadership ability. General Loathsom's creative strategies lead the Separatists to victory on a number of battlefields.

If General Loathsom has one flaw it is that his ego sometimes gets in the way of his strategic thinking, resulting in command decisions made more out of arrogance than solid strategy. This flaw allows Obi-Wan Kenobi to stall the Retail Caucus's advance at the Battle of Christophsis, a blunder that shames General Loathsom after the Separatist defeat.

Whorm Loathsom **CL 7**
Medium Kerkoiden nonheroic 6/noble 3/officer 2
Destiny 1; **Force** 5; **Dark Side** 6
Init +5; **Senses** Perception +19
Languages Basic, Bocce, High Galactic, Kerkoidese

Defenses Ref 18 (flat-footed 18), Fort 16, Will 24
hp 46; **Threshold** 16

Speed 6 squares
Melee unarmed +8 (1d4+2)
Ranged by weapon +8
Base Atk +8; **Grp** +8
Special Actions Assault Tactics, Bolster Ally, Born Leader, Inspire Haste, Leader of Droids

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 18, Cha 14
Special Qualities command cover, predator's heritage, share talent (Bolster Ally), social cunning
Talents Assault Tactics, Bolster Ally, Born Leader, Inspire Haste
Feats Improved Defenses, Leader of Droids, Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Skill Training (Knowledge [tactics]), Skill Training (Use Computer), Toughness, Weapon Proficiency (pistols, simple weapons)
Skills Deception +14, Knowledge (tactics) +17, Perception +19, Persuasion +14, Use Computer +12
Possessions blaster pistol, comlink, various personal belongings

Other Separatist Forces

The droids, vehicles, and starships presented in this book do not represent the full extent of the Separatist forces. Additional Confederacy droids and starships can be found in the Saga Edition core rulebook and the *Starships of the Galaxy* supplement. Gamemasters should feel free to use these other sources to flesh out their Clone Wars campaigns.

DROIDS	CL	SOURCE AND PAGE
B1-Series battle droid	1	Saga Edition 199
B2-Series super battle droid	2	Saga Edition 199
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Dwarf spider droid	3	Saga Edition 200
IG-100 MagnaGuard	6	Saga Edition 201

STARSHIPS	CL	SOURCE AND PAGE
AAT	8	Saga Edition 176
Droid tri-fighter	9	Saga Edition 181
Lucrehulk-class battleship	18	*Starships of the Galaxy* 146
Mankvim 814 interceptor	5	*Starships of the Galaxy* 109
Munificent-class frigate	18	*Starships of the Galaxy* 64
Nantext-class starfighter	7	*Starships of the Galaxy* 86
Porax-38 starfighter	10	*Starships of the Galaxy* 121
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"Vulture" droid starfighter	7	Saga Edition 181

Confederacy Droids

Armed with the materiel of the Trade Federation, the Techno Union, and Geonosian Industries—and the financial resources of the InterGalactic Banking Clan and the Commerce Guild—the Confederacy of Independent Systems is well-suited to generating vast droid armies.

Fourth-Degree Droids

The category of fourth-degree droids encompasses most of the droid army: battle droids, super battle droids, assassin droids, and so on.

With the ability to manufacture new troops at a rate of thousands per day in the Geonosis factories alone, the Confederacy of Independent Systems has a distinct numerical advantage over the Republic's Grand Army. And, in addition, their new experiments and prototypes can simply be shut down if they prove unstable—something that is a bit more difficult for the Kaminoan cloners to do with their own failures.

The major contributors to the droid army are, of course, the Trade Federation, with their OOM-Series battle droids, and the Geonosians, with their underground droid factories pumping out B1-Series and B2-Series battle droids for the Separatist cause. Meanwhile, the Techno Union suggests improvements upon the other factions' basic designs and provides a steady stream of new weapons and equipment to be field-tested under actual battle conditions. With so many different factions and species supplying droids for the war, the Separatists' forces are understandably diverse; even the lowly battle droid comes in all shapes and sizes, based upon the design goals of their creators.

Droid Colors

Unlike the Grand Army's color-coded ranking system, the Separatist's droid army only has two rank distinctions: commanders and troops. However, specialized battle droids are often painted in other colors so that organic personnel can easily tell them apart. This practice is mainly confined to OOM-Series and B1-Series battle droids. Other droids—such as the droideka, IG lancer, and even the B2-Series super battle droid—do not use the same conventions for insignia.

Droid Officer: Yellow
Security Droid: Red
Pilot/Technical Droid: Blue
Battle Droid: None

A-DSD Advanced Dwarf Spider Droid

The Commerce Guild's contribution to the Separatist battle droid army is the "dwarf" spider droid, originally built to root out miners who refused to pay Commerce Guild tariffs. The advanced model upgrades the blaster cannon and adds a pair of fire-linked missile launchers. Like the DSD-1, the A-DSD is capable of operating in complete darkness.

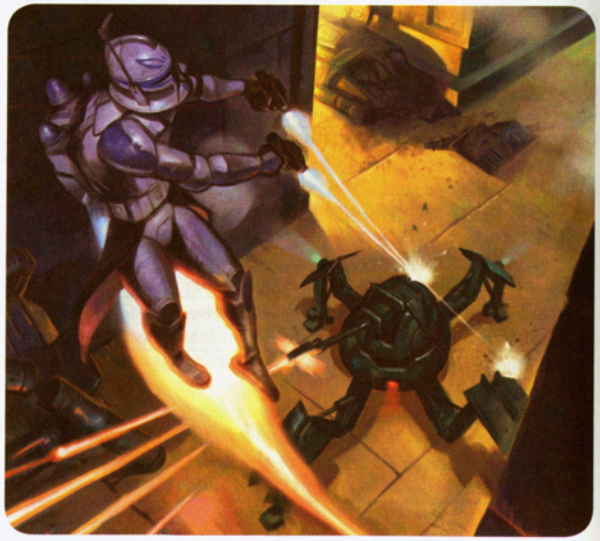
A major improvement over the DSD1 is that the A-DSD has heavily armored leg plates that it can use to shield its body.

The A-DSD1 is available commercially for many years before the Battle of Geonosis, and is actually used in holographic training simulations for clone troopers on Kamino prior to their first action. However, it is not manufactured in large numbers until some time after the mobilization of the droid armies, possibly due to cost overruns.

Advanced dwarf spider droids can't be played as droid heroes.

A-DSD Advanced Dwarf Spider Droid **CL 6**
Huge droid (4th-degree) nonheroic 9/soldier 3
Init +10; **Senses** low-light vision, darkvision, Perception +7
Languages Basic, Binary

Defenses Ref 14 (flat-footed 14), 18 (flat-footed 18), Fort 31, Will 12; +7 armor (see also *leg shields* below)
hp 59; **Threshold** 46
Immune droid traits



Captain Rex blasts an A-DSD advanced spider droid from above.

Speed 8 squares (walking)
Melee claw +12[1] (1d8+14)
Ranged blaster cannon +7 (3d12+1, 1-square splash) or
Ranged blaster cannon +5 (4d12+1, 1-square splash) with Rapid Shot or
Ranged fire-linked missile launchers +7 (4d12+1, 2-square burst) or
Ranged self-destruct +5 (8d6, 4-square burst centered on droid)
Fighting Space 3×3; **Reach** 1 square
Base Atk +9; **Grp** +27
Atk Options autofire, Burst Fire, Power Attack
Special Actions leg shields, Point Blank Shot

Abilities Str 26, Dex 7, Con —, Int 9, Wis 9, Cha 7
Special Qualities stability
Talents Armored Defense, Juggernaut
Feats Armor Proficiency (light, medium), Double Attack, Point Blank Shot, Power Attack, Rapid Shot, Toughness, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, rifles)
Skills Initiative +9
Systems walking locomotion, basic processor, claw, improved sensor package, darkvision sensors, self-destruct system (8d6 damage)
Possessions blaster cannon, fire-linked missile launchers, 36 frag missiles, quadanium battle armor
Availability Military; **Cost** 25,000 credits

Stability—An advanced dwarf spider droid gains a +5 stability bonus on checks made to resist being knocked prone.
Leg Shields—As a move action, the A-DSD can pull its legs in close to increase its armor bonus to +11 until the start of its next turn.
1 *Includes 5 points of Power Attack.*

A-Series Assassin Droid

Created long ago by an Anx scientist named Pollux Poi, A-Series assassin droids survive their creator and have been scattered throughout the galaxy ever since—some as the property of new owners, others as independent droid mercenaries. Count Dooku acquires a sizeable quantity of them just in time for deployment against the Jedi in the Battle of Jabiim, though he continues to assign them to various commanders throughout the course of the war.

The assassin droids presented here are the most basic model, equipped with wrist-mounted blasters and retractable finger blades. However, over the centuries since the death of their creator, the A-Series droids have accumulated countless new weapons (and the training to use them) including grenade launchers, flamethrowers, Geonosian sonic blasters, vibroblades, and—reportedly—lightsabers. They are also able to collapse into a wheel shape, enabling them to move somewhat faster—an innovation usually associated with the droideka destroyer droid.

A-Series assassin droids can't be played as droid heroes.

A-Series Assassin Droid CL 11

Medium droid (4th-degree) nonheroic 6/soldier 6/elite trooper 3
Force 5; **Dark Side** 11
Init +14; **Senses** low-light vision, darkvision; Perception +14
Languages Basic, Binary, 1 unassigned

Defenses Ref 26 (flat-footed 24), Fort 27, Will 19; +3 armor
hp 67; **DR** 1; **Threshold** 27
Immune droid traits

Speed 6 squares (walking), 8 squares (wheeled)
Melee finger blades +15 (1d6+6) or
Melee finger blades +13 (2d6+6) with Rapid Strike or
Melee finger blades +10/+10 (1d6+6) with Double Attack or
Melee finger blades +8/+8 (2d6+6) with Double Attack and Rapid Strike or
Ranged wrist blaster +15 (3d8+4) or
Ranged wrist blaster +13 (4d8+4) with Rapid Shot or
Ranged wrist blaster +10/+10 (3d8+4) with Double Attack or
Ranged wrist blaster +8/+8 (4d8+4) with Double Attack and Rapid Shot
Fighting Space 1 square; **Reach** 1 square
Base Atk +13; **Grp** +15
Atk Options aid another (+4), autofire (wrist blasters), Double Attack (finger blades or rifles), Point Blank Shot, Rapid Shot

Abilities Str 14, Dex 14, Con —, Int 12, Wis 11, Cha 11
Talents Armored Defense, Exotic Weapon Mastery, Improved Armor Defense, Indomitable, Multiattack Proficiency (rifles)
Feats Armor Proficiency (light, medium), Coordinated Attack, Double Attack (advanced melee weapons), Double Attack (rifles), Martial Arts I, Point Blank Shot, Rapid Shot, Rapid Strike, Weapon Proficiency (advanced melee weapons, heavy weapons, rifles, simple weapons)
Skills Initiative +14, Perception +14
Systems walking locomotion, heuristic processor, improved sensor package, darkvision, synchronized fire circuits, 2 hand appendages, 1 stabilized weapon mount, vocabulator, locked access
Possessions wrist blasters (as blaster rifle), finger blades, quadanium battle armor
Availability Illegal; **Cost** 14,000 credits

B1-A Air Battle Droid

Designed as fast-assault battle droids, B1-A Series droids are equipped with jet packs that let them get behind enemy positions well ahead of standard droid troops. Air battle droids are outfitted with small, wrist-mounted blasters and long, double-edged blades in each forearm, making the droids ideal for close combat.

Air battle droids can't be played as droid heroes.

B1-A Series Air Battle Droid **CL 4**
Medium droid (4th-degree) nonheroic 3/soldier 3
Init +9; **Senses** Perception +8
Languages Basic, Binary

Defenses Ref 15 (flat-footed 14), Fort 16, Will 13
hp 24; **Threshold** 16
Immune droid traits

Speed 6 squares (walking), fly 6 squares (jet pack)
Melee knife +6 (1d4+3) or
Melee knife +1 (1d4+3) and
knife +1 (1d4+3) or
Ranged wrist-blaster +6 (3d6+1) or
Ranged wrist-blaster +4 (4d6+1) with Rapid Shot or
Ranged wrist-blaster +1 (3d6+1) and
wrist-blaster +1 (3d6+1) or
Ranged wrist-blaster –1 (4d6+1) and
wrist-blaster –1 (4d6+1) with Rapid Shot
Fighting Space 1 square; **Reach** 1 square
Base Atk +5; **Grp** +6
Atk Options Rapid Shot, Stunning Strike

Abilities Str 13, Dex 13, Con —, Int 9, Wis 10, Cha 10
Talents Melee Smash, Stunning Strike
Feats Dual Weapon Mastery I, Rapid Shot, Skill Training (Initiative), Running Attack, Toughness, Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Initiative +9, Perception +8
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions 2 knives, 2 wrist-blasters (blaster pistols), jet pack (10 charges)
Availability Military; **Cost** 2,100 credits

Battle Droid Assassin

Built on the standard B1-Series battle droid chassis, the battle droid assassin is loaded with gyroscopic stabilizers and detailed target-selection programs designed to make it a more effective sniper. Unfortunately, the high cost of developing the appropriate algorithms—while still keeping the droid "slaved" to a remote processor—means that, in the broad scope of things, very few battle droid assassins are produced.

Battle droid assassins can't be played as droid heroes.

Battle Droid Assassin **CL 4**
Medium droid (4th-degree) nonheroic 3/soldier 3
Init +4; **Senses** low-light vision, Perception +10
Languages Basic, Binary

Defenses Ref 15 (flat-footed 14), Fort 16, Will 13
hp 24; **Threshold** 16
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +6 (1d3+2) or
Ranged heavy blaster rifle +6 (3d10+1, devastating 5) or
Ranged heavy blaster rifle +6 (4d10+1, devastating 5) with Deadeye or
Ranged hold-out blaster pistol +6 (3d4+1) or
Ranged thermal detonator +6 (8d6+1, 4-square burst)
Fighting Space 1 square; **Reach** 1 square
Base Atk +5; **Grp** +6
Atk Options Devastating Attack (rifles), Far Shot, Precise Shot, Point Blank Shot
Special Actions aid another (+4), Battle Analysis

Abilities Str 13, Dex 13, Con —, Int 10, Wis 10, Cha 9
Talents Battle Analysis, Devastating Attack (rifles)
Feats Armor Proficiency (light), Deadeye, Far Shot, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Perception +10
Systems walking locomotion, remote receiver, synchronized fire circuits, 2 hand appendages, improved sensor package, internal comlink, vocabulator
Possessions heavy blaster rifle with standard targeting scope, hold-out blaster pistol, 2 frag grenades
Availability Military; **Cost** 6,460 credits

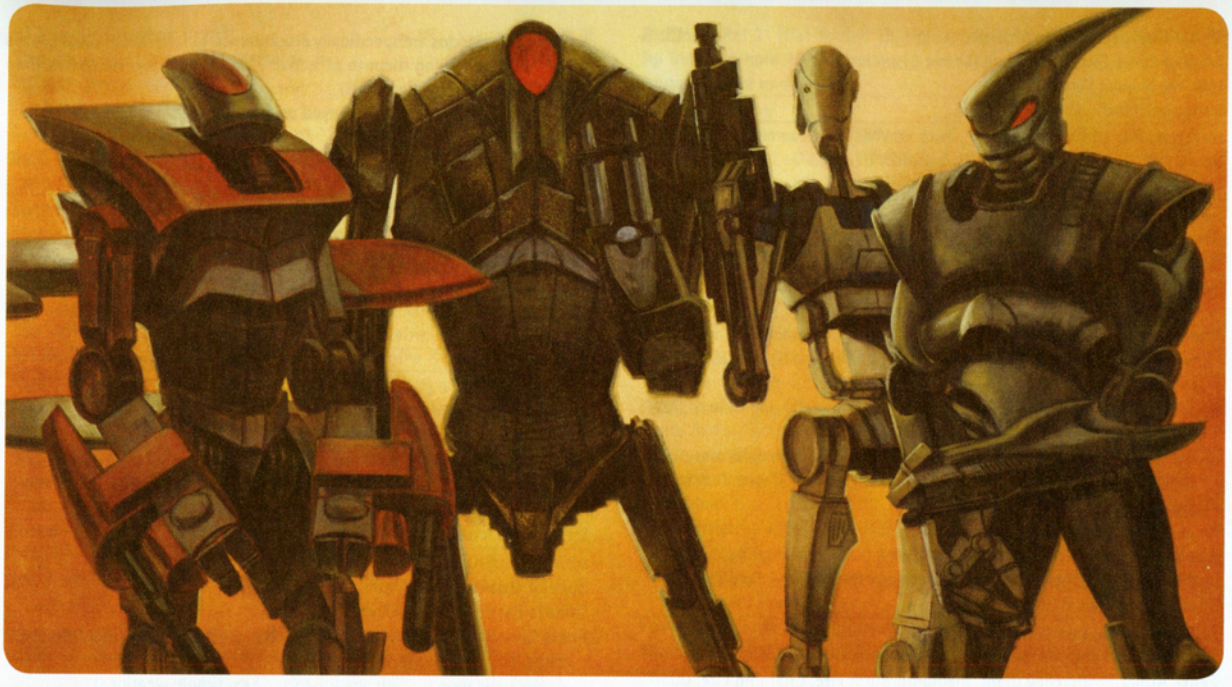
Cold Assault Battle Droid

Built for use in arctic climates, cold assault battle droids—or "snow droids"—are built on an enlarged B2-Series super battle droid chassis but with their wrist blasters removed to accommodate the snow droid's greater grip strength. The heavy blaster that replaces the wrist blasters is a more dangerous weapon, but the droid is still extremely effective even when it loses its main armament.

The major design flaw of the cold assault battle droid is that its large feet—designed to keep it stable on snowy ground—slow it down somewhat. When running, the cold assault battle droid can only move up to three times its speed, rather than four times.

Cold assault battle droids can't be played as droid heroes.

LEFT TO RIGHT: B1-A AIR BATTLE DROID, CORTOSIS BATTLE DROID, OOM-SERIES BATTLE DROID, AND A-SERIES ASSASSIN DROID



Cold Assault Battle Droid **CL 2**
Large droid (4th-degree) nonheroic 6
Init +2; **Senses** Perception +8
Languages Basic, Binary

Defenses Ref 10 (flat-footed 10), Fort 14, Will 10; +2 armor
hp 31; **Threshold** 19
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +8 (1d3+4)
Ranged heavy blaster rifle +3 (3d10) or
Ranged heavy blaster rifle +1 (4d10) with Rapid Shot
Fighting Space 2×2; **Reach** 2 squares
Base Atk +4; **Grp** +13
Atk Options autofire (wrist blasters), Charging Fire, Rapid Shot, aid another (+4)

Abilities Str 18, Dex 9, Con —, Int 10, Wis 11, Cha 7
Feats Armor Proficiency (light), Charging Fire, Rapid Shot, Toughness, Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Perception +8
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, internal comlink, vocabulator, plasteel shell (+2 armor)
Possessions heavy blaster rifle
Availability Military; **Cost** 5,500 credits

Cortosis Battle Droid

Constructed specifically to counteract the Republic's force of Jedi Knights—and at an extraordinarily high price for droids—C-B3 battle droids are plated with a cortosis-durasteel alloy that shrugs off hits from a lightsaber, in addition to stopping most small-arms fire.

Their offensive capability, while limited to a pair of portable laser cannons (built on the droideka template), is still highly effective, especially when C-B3s appear in numbers and can concentrate their fire. Every second that cortosis battle droids can delay a Jedi, the more time their reinforcements have to join the fray. Eventually, the sheer number of incoming blast bolts can overwhelm even a Jedi Master—especially when his attacks are nowhere near as effective as they are against standard B2-Series battle droids.

Cortosis battle droids can't be played as droid heroes.

C-B3 Cortosis Battle Droid **CL 5**
Medium droid (4th-degree) nonheroic 6/soldier 3
Init +4; **Senses** Perception +9
Languages Basic, Binary

Defenses Ref 19 (flat-footed 19), Fort 17, Will 13; +8 armor
hp 40; **DR** 5 (lightsabers only); **Threshold** 17
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +9 (1d3+3)
Ranged wrist blaster +7 (3d8+1, devastating 5, penetrating 5) or
Ranged wrist blaster +2 (3d8+1, devastating 5, penetrating 5) and wrist blaster +2 (3d8+1, devastating 5, penetrating 5) or
Ranged wrist blaster +0 (4d8+1, devastating 5, penetrating 5) and wrist blaster +0 (4d8+1, devastating 5, penetrating 5) with Rapid Shot or
Ranged wrist blaster +2 (5d8+1, devastating 5, penetrating 5) with Burst Fire or
Ranged wrist blaster –3 (5d8+1, devastating 5, penetrating 5) and wrist blaster –3 (5d8+1, devastating 5, penetrating 5) with Burst Fire
Fighting Space 1 square; **Reach** 1 square
Base Atk +7; **Grp** +9
Atk Options autofire (wrist blasters), Burst Fire, Charging Fire, Devastating Attack (rifles), Penetrating Attack (rifles), Rapid Shot
Special Actions aid another (+4)

Abilities Str 14, Dex 11, Con —, Int 10, Wis 11, Cha 7
Talents Devastating Attack (rifles), Penetrating Attack (rifles)
Feats Armor Proficiency (light, medium), Burst Fire, Charging Fire, Dual Weapon Mastery I, Rapid Shot, Toughness, Weapon Proficiency (rifles)
Skills Perception +9
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, internal comlink, vocabulator, durasteel battle armor (+8 armor, cortosis-durasteel alloy)
Possessions 2 wrist blasters (as blaster rifle)
Availability Military; **Cost** 25,000 credits

Droid Commando

Although Separatist droid armies rely heavily on their sheer numbers to overwhelm enemy forces, the Confederacy does have need for elite droid units that can accomplish objectives that cannot be achieved through overwhelming force alone. As a response to the desire to have droid units capable of performing more subtle or delicate missions, the droid engineers at Baktoid Combat Automata produced the BX-Series droid commandos. With heuristic processors and memory banks loaded with complex military tactics and strategic information, the droid commandos act as special forces capable of missions involving infiltration, stealth, and subterfuge.

Droid commandos are specifically programmed to function in small groups of 3-6 droids, allowing them to effectively stage more precise strikes than remote-controlled battle droids.

Droid commandos can't be played as droid heroes.

Droid Commando **CL 6**
Medium droid (4th-degree) nonheroic 6/soldier 4
Force 3
Init +13; **Senses** low-light vision, Perception +13
Languages Basic, Binary

Defenses Ref 19 (flat-footed 16), Fort 17, Will 18
hp 37; **Threshold** 17
Immune droid immunities

Speed 6 squares
Melee unarmed +8 (1d3+2)
Ranged blaster rifle +12 (3d8+2)
Fighting Space 1 square; **Reach** 1 square
Base Atk +8; **Grp** +11
Atk Options autofire (blaster rifle), Coordinated Attack, Cover Fire, Point Blank Shot, Precise Shot, Sniper
Special Actions Battle Analysis

Abilities Str 10, Dex 16, Con —, Int 14, Wis 16, Cha 8
Special Qualities droid immunities
Talents Battle Analysis, Cover Fire
Feats Coordinated Attack, Improved Defenses, Point Blank Shot, Precise Shot, Skill Training (Knowledge [tactics]), Sniper, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +13, Knowledge (tactics) +12, Perception +13, Stealth +13
Systems walking locomotion, 2 hand appendages, heuristic processor, internal comlink, vocabulator
Possessions blaster rifle, electrobinoculars
Availability Military; **Cost** 17,900

IG Lancer Combat Droid

IG Series combat droids are originally created by the Muunilinst-based Phlut Design Systems, but when PDS defaults on a loan, the InterGalactic Banking Clan seizes all of its assets—including the IG droids, which they soon turn over to the Confederacy of Independent Systems. Ironically, the IG lancers see their first mass deployment at the Battle of Muunilinst—practically under the noses of their original creators.

The IG lancers have been adapted to fight from the back of swoop bikes, and they can be extraordinarily effective when deployed in large numbers. If the swoop bike is equipped with a minelayer, it can drop explosives in the path of oncoming enemy vehicles and either bring them to a sudden halt or destroy them outright.

IG lancer combat droids can't be played as droid heroes.

IG Lancer Combat Droid **CL 2**
Medium droid (4th-degree) nonheroic 6
Init +11; **Senses** Perception +3
Languages Binary

Defenses Ref 13 (flat-footed 10), Fort 12, Will 10
hp 15; **Threshold** 12
Immune droid traits

Speed 6 squares (walking)
Melee energy lance +6 (2d8+4)
Melee energy lance +10 (2d8+7) with Powerful Charge
Melee energy lance +61 (2d8+15) with Powerful Charge and Power Attack
Fighting Space 1 square; **Reach** 1 square (2 with energy lance)
Base Atk +4; **Grp** +6
Atk Options Powerful Charge, Rapid Strike, Running Attack

Abilities Str 14, Dex 16, Con —, Int 13, Wis 10, Cha 8
Feats Power Attack, Powerful Charge, Running Attack, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +11, Pilot +11
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions energy lance (as force pike, +1 square reach)
Availability Military; **Cost** 2,700 credits
1 *Includes 4 points in Power Attack.*

IG-110 Lightsaber Droid

The IG-110 lightsaber droid from Holowan Mechanicals is one of the newest droids created by the Separatists to deal with the growing involvement of the Jedi in the Clone Wars. Based heavily on the design of the MagnaGuards, which prove effective in dealing with the lightsaber-wielding Jedi, the IG-110 lightsaber droid uses programming based on thousands of hours of holorecordings of Jedi in combat.

An IG-110 lightsaber droid wields two lightsabers crafted with synthetic crystals; the technique for creating the lightsabers is handed down from Count Dooku himself, though the lightsaber droid does not share the same connection to its weapons that the Jedi do.

IG-110 lightsaber droids can't be played as droid heroes. Although these droids have levels in the Jedi class to simulate the fact that their combat programming is based on Jedi techniques, they are not Jedi.

IG-110 Lightsaber Droid **CL 6**
Medium droid (4th-degree) soldier 1/Jedi 5
Force 5
Init +11; **Senses** low-light vision, Perception +9
Languages Basic, Binary

Defenses Ref 21 (flat-footed 18, Lightsaber Defense 23), Fort 20, Will 18
hp 58; **Threshold** 20
Immune droid immunities

Speed 6 squares
Melee lightsaber +10 (2d8+8) or
Melee lightsaber +8 (3d8+8) with Rapid Strike or
Melee lightsaber +8/+8 (2d8+8/2d8+8) or
Melee lightsaber +6/+6 (3d8+8/3d8+8) with Rapid Strike
Fighting Space 1 square; **Reach** 1 square
Base Atk +6; **Grp** +9
Atk Options Dual Weapon Mastery II, Rapid Strike, Weapon Finesse
Special Actions Lightsaber Defense

Abilities Str 15, Dex 16, Con —, Int 10, Wis 12, Cha 8
Special Qualities droid traits
Talents Lightsaber Defense (2), Melee Smash, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Rapid Strike, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Initiative +11, Mechanics +8, Perception +9
Systems walking locomotion, magnetic feet, heuristic processor, 2 hand appendages, improved sensor package, locked access, secondary battery, vocabulator
Possessions 2 lightsabers, quadanium armor
Availability Military; **Cost** 27,000 credits

JK-13 Security Droid

Cestus Cybernetic's infamous "Jedi killer" security droids are of grave concern to the Republic because of the threat they pose to the Jedi commanders of the Grand Army—and, early in the war, rumors circulate that Count Dooku intends to purchase thousands of them for use in the Separatist army. The rumor ultimately proves to be an elaborate ruse to lure the Jedi into a trap; the JK-13's organic processor incorporates a Force-sensitive dashta eel, which is driven mad when it is made to use lethal force—obviously making them all but useless on the battlefield.

The droids themselves are a work of genius: a highly stable eight-legged platform fitted with hundreds of extendible, whiplike "probes" capable of delivering stunning jolts of electricity—all safely protected behind a shield generator powerful enough to deflect repeated blows from a lightsaber. The JK-13 is even esthetically pleasing, sheathed in gold plating and articulated stun tentacles.

JK-13 security droids can't be played as droid heroes.

JK-13 Security Droid CL 12

Large droid (4th-degree) soldier 12
Force 2
Init +13; **Senses** low-light, Use the Force +11
Languages Binary

Defenses Ref 24 (flat-footed 22), Fort 29, Will 23; Dodge
hp 120; **SR** 20; **Threshold** 44
Immune droid traits

Speed 8 squares (walking), climb 4 squares, Running Attack
Melee stun tentacles +161 (1d4+9, devastating 5) or
Melee stun tentacles +111/+111 (1d4+9, devastating 5) with Double Attack or
Melee stun tentacles +141 (2d4+9, devastating 5) with Rapid Strike or
Melee stun tentacles +91/+91 (2d4+9, devastating 5) with Double Attack and Rapid Strike
Fighting Space 2×2; **Reach** 1 square (3 squares with stun tentacles)
Base Atk +12; **Grp** +20
Atk Options Devastating Attack (stun tentacles), Double Attack, Melee Defense, Pin, Rapid Strike, Trip
Special Actions Combat Reflexes

Abilities Str 17, Dex 14, Con —, Int 10, Wis 13, Cha 11
Special Qualities killing rage, stability
Talents Devastating Attack (stun tentacles), Expert Grappler, Force Perception, Foresight, **Melee** Smash, Stunning Strike
Feats Armor Proficiency (light, medium), Combat Reflexes, Dodge, Double Attack, Exotic Weapon Proficiency (stun tentacles), Force Sensitivity, **Melee** Defense, Pin, Rapid Strike, Running Attack, Trip, Weapon Focus (stun tentacles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +11, Initiative +13, Use the Force +11
Systems walking locomotion (extra legs), climbing claws, organic processor, 10 probes, hardened systems (×3), shield generator (SR 20), improved sensor package
Possessions stun tentacles
Availability Illegal; **Cost** 50,000 credits

Killing Rage—If a JK-13 security droid reduces an enemy to 0 hit points, the droid flies into a berserk fury, gaining a +2 rage bonus on melee attack rolls and melee damage rolls, but losing the ability to make Use the Force checks, until the end of the encounter. While raging, the JK-13 droid attacks the nearest target (friend or foe) until the droid is destroyed.
Stability—A JK-13 security droid gains a +5 stability bonus on checks made to resist being knocked prone.
1 *Compare the attack roll to the target's Fortitude Defense as well as its Reflex Defense. If the attack hits both defenses, the target moves –1 step on the condition track.*

LM-432 Assault Crab Droid

Crab droids come in a wide range of sizes, but perhaps the most effective is the massive assault crab droid, standing over 6 meters tall and armed with more effective weaponry than the standard, mid-sized unit: a water jet sprayer that gives the crab droid its "Muckraker" nickname, plus a Merr-Sonn blaster cannon. The assault crab droid has the same weaknesses as its smaller cousins, including the fact that the area directly above it is out of its line of fire.

Assault crab droids can't be played as droid heroes.

LM-432 Assault Crab Droid CL 6

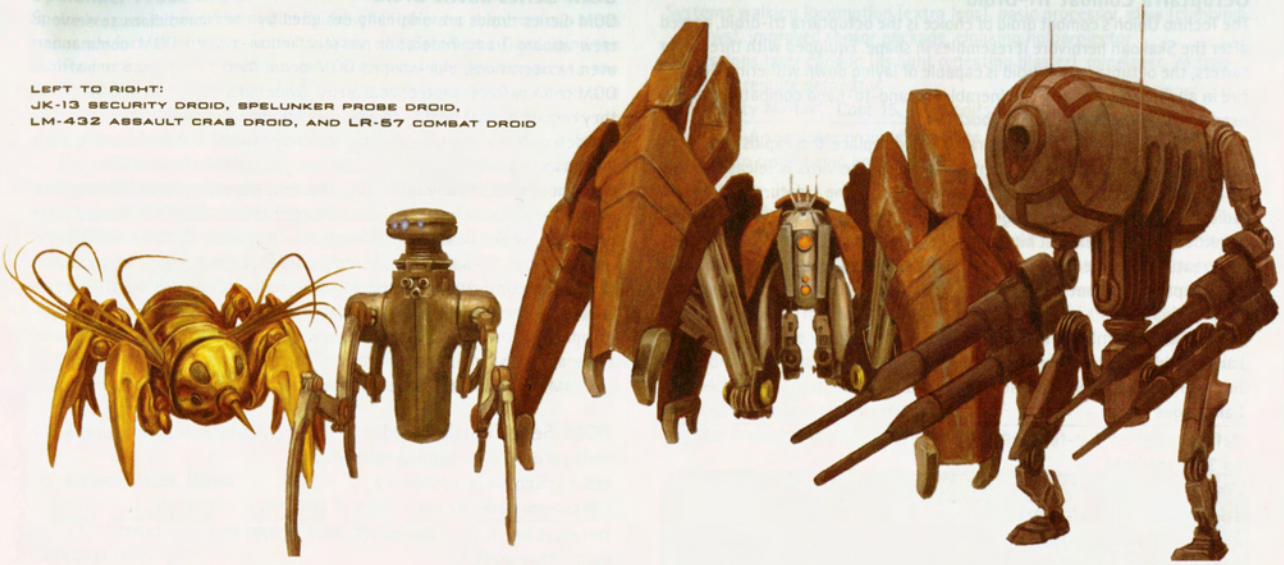
Huge droid (4th-degree) nonheroic 18
Init +5; **Senses** Perception +13
Languages Basic, Binary

Defenses Ref 16 (flat-footed 16), Fort 21, Will 12; +10 armor
hp 145; **Threshold** 71
Immune droid traits

Speed 6 squares (walking), climb 3 squares
Melee claw +141 (1d8+21) with Power Attack
Melee claw +181 (1d8+30) with Power Attack and Powerful Charge
Ranged blaster cannon +11 (3d12, 2×2 area) or
Ranged jet sprayer +11 (3d10 stun, 6-square cone) or
Fighting Space 3×3; **Reach** 1 square
Base Atk +13; **Grp** +34
Atk Options Power Attack
Special Actions Cleave

Abilities Str 32, Dex 7, Con —, Int 10, Wis 14, Cha 8
Special Qualities stability
Feats Armor Proficiency (light, medium, heavy), Cleave, Crush, Pin, Power Attack, Powerful Charge, Weapon Proficiency (heavy weapons, simple weapons)
Skills Climb +20 (can reroll, can take 10 when threatened), Perception +15, Stealth –3
Systems walking locomotion (extra legs), climbing claws, heuristic processor, 2 claw appendages, hardened systems ×5, duranium battle armor (+10 armor)
Possessions blaster cannon, jet sprayer (including 100-liter water tank)
Availability Military; **Cost** 40,000 credits

Stability—An assault crab droid gains a +5 stability bonus on checks made to resist being knocked prone.
1 *Includes 10 points of Power Attack.*



LEFT TO RIGHT:
JK-13 SECURITY DROID, SPELUNKER PROBE DROID,
LM-432 ASSAULT CRAB DROID, AND LR-57 COMBAT DROID

LR-57 Combat Droid

A massive combat droid used by the Retail Caucus at the Battle of Christophsis, the LR-57 specializes in launching surprise attacks on unsuspecting enemies. The LR-57 typically operates in a passive standby mode, consuming only enough power to keep its sensors active and searching for threats. When the combat droid detects a threat within its range, it activates and goes into attack mode, sending a signal back to its remote processor and awaiting instructions.

The Retail Caucus has developed a strategy of burying LR-57 combat droids in the ground, using them like droid land mines with only their antennae protruding above the surface.

LR-57 combat droids can't be played as droid heroes.

LR-57 Combat Droid **CL 3**

Large droid (4th-degree) nonheroic 9
Init +5; **Senses** low-light vision, Perception +18
Languages Binary

Defenses Ref 16 (flat-footed 15), Fort 17, Will 12; +6 armor
hp 33; **Threshold** 22
Immune droid immunities

Speed 8 squares
Ranged double heavy blaster rifle +7 (4d10) or
Ranged double heavy blaster rifle +2 (6d10) with Burst Fire
Fighting Space 2×2; **Reach** 1 square
Base Atk +6; **Grp** +18
Atk Options Burst Fire

Abilities Str 24, Dex 12, Con —, Int 10, Wis 15, Cha 8
Special Qualities droid traits
Feats Armor Proficiency (light), Burst Fire, Skill Focus (Perception), Skill Focus (Stealth), Skill Training (Stealth), Weapon Proficiency (heavy weapons, rifles)
Skills Perception +18, Stealth +10
Systems walking locomotion, basic processor, remote receiver, 2 tool mounts, improved sensor package, internal comlink, locked access, vocabulator
Possessions double heavy blaster rifle, durasteel plating (+6 armor)
Availability Military; **Cost** 16,000 credits

Octuptarra Combat Tri-Droid

The Techno Union's combat droid of choice is the octuptarra tri-droid, named after the Skakoan herbivore it resembles in shape. Equipped with three laser turrets, the octuptarra tri-droid is capable of laying down withering fields of fire in all directions, but it is vulnerable in hand-to-hand combat because it needs all three of its legs for support.

Later variants of the octuptarra tri-droid replace the explosives in the self-destruct system with a potent virus. When the virus is released, make an attack against the Fortitude Defense of each living creature in the burst radius. If the attack hits, the target creature moves –1 persistent step down the condition track. Whether it hits or misses, the attack repeats every hour until the creature is treated (requiring a successful DC 15 Treat Injury check).

Octuptarra combat tri-droids can't be played as droid heroes.

Octuptarra Combat Tri-Droid **CL 3**
Large droid (4th-degree) nonheroic 9
Init +15; **Senses** low-light vision, Perception +5
Languages Binary

Defenses Ref 10 (flat-footed 9), Fort 12, Will 9
hp 32; **Threshold** 17
Immune droid traits

Speed 6 squares (walking), climb 3 squares
Ranged laser turret +7 (3d8) or
Ranged laser turret +2 (5d8) with Burst Fire or
Ranged laser turret +2 (3d8) and
laser turret +2 (3d8) with Double Attack or
Ranged laser turret +5 (4d8) with Rapid Shot or
Ranged laser turret –2 (5d8) and
laser turret –2 (5d8) with Burst Fire and Double Attack or
Ranged laser turret +0 (4d8)
and laser turret +0 (4d8) with Double Attack and Rapid Shot
Ranged self-destruct +5 (8d6, 4-square burst centered on droid) or
Ranged virus burst +5 vs. Fortitude Defense (–2 persistent steps down condition track, effect reoccurs once per day until treated)
Fighting Space 2×2; **Reach** 1 square
Base Atk +6; **Grp** +13
Atk Options autofire, Burst Fire, Double Attack, Rapid Shot
Special Actions Running Attack, self-destruct

Abilities Str 14, Dex 13, Con —, Int 11, Wis 8, Cha 7
Feats Burst Fire, Double Attack, Rapid Shot, Running Attack, Skill Focus (Initiative), Weapon Proficiency (rifles, simple weapons)
Skills Initiative +15, Stealth +0
Systems walking locomotion, magnetic feet, basic processor, internal comlink, improved sensor package, self-destruct system (8d6 damage or virus)
Possessions 3 laser turrets
Availability Military; **Cost** 2,500 credits

OOM-Series Battle Droid

OOM-Series droids are originally designed by the Neimoidians to serve as crew aboard Trade Federation vessels. Yellow-striped OOM commanders oversee operations, blue-striped OOM pilots fly the ships, and red-striped OOM security forces protect vital areas. While not as effective as living crews, they require almost no day-to-day maintenance and consume little energy, and defective droids can be deactivated and replaced within minutes—all very important considerations to the cost-conscious Trade Federation.

Although technically superior to (and less expensive than) their replacements, the B-Series battle droids and super battle droids, OOM-Series battle droids are viewed by the Confederacy of Independent Systems as "obsolete" and "ineffective"—particularly given the Trade Federation's disastrous defeat at Naboo. (Unfortunately, the improvements demanded by the Techno Union and the other Separatists lead to outrageous cost overruns, and the compromise they reach make the new droids less effective, but still cost twice as much.)

OOM-Series battle droids can't be played as droid heroes.

OOM-Series Battle Droid **CL 2**
Medium droid (4th-degree) nonheroic 6
Init +3; **Senses** Perception +7
Languages Basic, Binary

Defenses Ref 10 (flat-footed 10), Fort 11, Will 10
hp 21; **Threshold** 11
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +5 (1d3+1)
Ranged blaster carbine +4 (3d8)
Fighting Space 1 square; **Reach** 1 square
Base Atk +4; **Grp** +5

Abilities Str 12, Dex 11, Con —, Int 11, Wis 9, Cha 9
Feats Toughness, Weapon Proficiency (pistols, rifles, heavy weapons, simple weapons), plus Coordinated Attack1, Skill Training (Knowledge [tactics])2, or Skill Training (Pilot)3
Skills Perception +7, plus Knowledge (tactics)2 +5 or Pilot3 +5
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions blaster carbine, electrobinoculars2, personal holoprojector2
Availability Military; **Cost** 900 credits
1 *Security models only.*
2 *Commander models only.*
3 *Pilot models only.*

Spelunker Probe Droid

Spelunker probe droids are originally designed to enter subterranean areas to search for valuable ore deposits. When the Commerce Guild joins the Confederacy of Independent Systems, they hand the designs over to the Techno Union, which removes some of the mining-specific components and replaces them with advanced stealth systems. These modified droids are often referred to as "chameleon droids."

The modified spelunker probe droid is intended as a covert assassin droid, using stealth to approach enemies and either attack with its laser cannons or deliver mines undetected to key entry and exit points on the battlefield. A common tactic for chameleon droids is to invisibly lay down numerous mines around their intended targets, then open fire, thus hopefully herding enemies into the explosives. The integrated remote detonator also enables the droids to engineer avalanches and cave-ins without requiring their opponents to trip the mines.

The Techno Union retains the original droids' traction-field generators, which allow the spelunkers to walk on walls and ceilings, planting their mines completely undetected.

Spelunker probe droids can't be played as droid heroes.

Spelunker Probe Droid **CL 6**

Medium droid (4th-degree) nonheroic 3/scout 5
Init +10; **Senses** low-light vision, Perception +11
Languages Binary

Defenses Ref 18 (flat-footed 17), Fort 17, Will 15
hp 30; **Threshold** 17
Immune droid traits

Speed 6 squares (walking), climb 3 squares
Melee claw +6 (1d4+3) or
Ranged laser cannons +1 (3d8+2) with autofire or
Ranged laser cannons +1 (5d8+2) with Burst Fire
Ranged frag mine +6 (4d6, 2-square burst radius)
Fighting Space 1 square; **Reach** 1 square
Base Atk +5; **Grp** +6
Atk Options autofire (laser cannons), Point Blank Shot, Precise Shot

Abilities Str 13, Dex 13, Con —, Int 12, Wis 10, Cha 9
Special Qualities cloaking (total concealment), Hidden Movement, Improved Stealth, stability
Talents Acute Senses, Hidden Movement, Improved Stealth
Feats Armor Proficiency (light), Burst Fire, Point Blank Shot, Precise Shot, Skill Focus (Stealth), Skill Training (Stealth), Weapon Proficiency (heavy weapons, pistols, rifles)
Skills Climb +10, Perception +11 (can reroll), Stealth +15 (can reroll)
Systems walking locomotion (extra legs), basic processor, claw (climbing claws), improved sensor package, cloaking holoprojector
Possessions laser cannon (as light repeating blaster), minelayer, 24 frag mines, remote detonator
Availability Military; **Cost** 15,750 credits

Stability—A spelunker probe droid gains a +5 stability bonus on checks made to resist being knocked prone.

Ultra Droideka

The ultra droideka is an oversized destroyer droid that can be used to supplement droid troops on the battlefield in much the same way that large crab droids do. The ultra droideka requires tremendous power to produce enough energy to sustain its shields. For this reason, many of these droids operate in shieldless mode when there is a low chance of being targeted, or when other droids are nearby to protect them from harm. Otherwise, the ultra droideka functions almost identically to the droideka, though its weapons are considerably more powerful.

Ultra droidekas can't be played as droid heroes.



IG-110 LIGHTSABER DROIDS DEFEND AN ULTRA DROIDEKA.

Ultra Droideka **CL 8**
Huge droid (4th-degree) nonheroic 16
Init +10; **Senses** Perception +15
Languages Basic, Binary

Defenses Ref 17 (flat-footed 15), Fort 20, Will 13; +6 armor
hp 60; **SR** 20; **Threshold** 29
Immune droid immunities

Speed 3 squares (walking), 12 squares (wheeled)
Ranged heavy repeating blaster +10 (3d12) with autofire or
Ranged heavy repeating blaster +10 (5d12) with Burst Fire or
Ranged heavy repeating blaster +8/+8 (3d12) with autofire or
Ranged heavy repeating blaster +8/+8 (5d12) with Burst Fire
Fighting Space 3×3; **Reach** 1 square
Base Atk +12; **Grp** +31
Atk Options Burst Fire, Dual Weapon Mastery II, Point Blank Shot

Abilities Str 28, Dex 15, Con —, Int 8, Wis 14, Cha 7
Special Qualities droid traits
Feats Armor Proficiency (light), Burst Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Improved Defenses, Point Blank Shot, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, rifles)
Skills Perception +15, Stealth +0
Systems walking locomotion, wheeled locomotion (exclusive), remote receiver, 2 tool appendages, shield generator (SR 20), integrated comlink)
Possessions 2 heavy repeating blasters (treat as E-web repeating blasters), durasteel plating (+6 armor)
Availability Military; **Cost** 29,000 credits

Confederacy Vehicles

The Confederacy of Independent Systems has a distinct advantage over the Grand Army of the Republic in that many of the corporations that had military contracts with the Republic were among the first to defect to the Separatist movement.

Many of the vehicles described below are droid-controlled and do not require organic crews to operate.

Ground Armored Tank

Baktoid Armor Workshop's answer to the Grand Army's TX-130 *Saber*-class fighter tank, the Ground Armored Tank (or GAT) is a lightly armed, lightly armored fast-attack vehicle built for recon and light infantry support. Often escorted by a squad of B1-Series battle droids on STAPs, the GAT is fast and agile, making it ideal for "hit-and-run" tactics. The GAT is controlled by an integrated droid brain, ensuring that it is expendable.

Weapon Systems

Separatist vehicle weapons share many traits in common with starship weapon systems; the two are frequently interchangeable. This allows vehicle weapons to be employed against starships and enables weapons factories to combine production for a wide variety of final uses. Below is one such weapon used during the Clone Wars.

Heavy Ordnance Launcher

Similar to ancient repeating slugthrower cannons, chain-fed ordnance launchers fire high-explosive projectiles at great distances, inflicting massive amounts of damage—sufficient to destroy most vehicles in a single shot.

Microtractor-Pressor

This device functions as a tractor beam (see page 174 of the Saga Edition core rulebook), except that its grapple bonus is halved. On a successful grapple, the ship can choose to push the grappled target 10 squares away (or 1 square in starship scale).

By the second year of the Clone Wars, most GATs are either destroyed or warehoused; improvements made to the TX-130 coupled with the appearance of AT-XTs in the Republic's battle lines render the GAT virtually obsolete.

Ground Armored Tank **CL 10**
Huge ground vehicle (speeder)
Init +6; **Senses** Perception +5

Defenses Ref 17 (flat-footed 14), Fort 23; +6 armor, Vehicular Combat
hp 175; **DR** 10; **Threshold** 33

Speed 8 squares (max. velocity 130 km/h)
Ranged medium laser cannons +6 (see below) or
Ranged missile launchers +6 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +25

Abilities Str 36, Dex 17, Con —, Int 14
Skills Initiative +6, Perception +5, Pilot +6

Crew droid brain (expert); **Passengers** none
Cargo none; **Consumables** none; **Carried Craft** none
Payload 24 missiles
Availability Military; **Cost** 17,500 (11,000 used)

Medium Laser Cannons (pilot)
Atk +6, **Dmg** 4d10×2

Missile Launchers (pilot)
Atk +6, **Dmg** 8d6, 4-square splash

REPUBLIC *NU*-CLASS ATTACK SHUTTLES ATTACK A SEPARATIST OAT.



IG-227 *HAILFIRE*-CLASS DROID TANK

Built by Haor Chall Engineering to be the ultimate droid weapons platform, the IG-227 *Hailfire*-class droid tank (sometimes called the "wheel droid") is effective against the Republic's heaviest walkers and even their LAAT/i gunships. Under ideal circumstances, one *Hailfire* can take down a section of AT-TE walkers and still wipe out an entire platoon of clone troopers with its retractable laser cannon.

Designed as an all-terrain tank, the *Hailfire* operates on two massive, independently turning wheels that give the tank an extremely tight turning radius, as well as letting it reach decent land speeds—at least fast enough to move into range, deliver its payload of missiles, then retreat to a safe distance where it can be resupplied. Unfortunately, the *Hailfire* is very lightly armored compared to most tanks, making it extremely vulnerable to counterattack.

The Confederacy's IG-227 droid tanks are all equipped with Baktoid Armor Workshop's inexpensive "hailfire" missiles. Packed with concentrated thermal detonator warheads, these missiles use an algorithmic guidance system designed to counter anti-missile defense systems.

IG-227 *Hailfire*-class Droid Tank **CL 12**
Huge ground vehicle (wheeled)
Init +5; **Senses** Perception +6

Defenses Ref 13 (flat-footed 11) Fort 19; +3 armor
hp 60; **DR** 10; **Threshold** 29

Speed 8 squares (max. velocity 45 km/h)
Ranged missile launchers +5 (see below) or
Ranged laser cannon +5 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +21
Atk Options fire-linked missile launchers

Abilities Str 29, Dex 15, Con —, Int 13
Skills Initiative +5, Perception +6, Pilot +5

Crew droid brain (skilled); **Passengers** none
Cargo none; **Consumables** none; **Carried Craft** none
Payload 30 "hailfire" missiles
Availability Military; **Cost** 60,000

Missile Launchers (pilot)
Atk +5, **Dmg** 6d10×2, 4-square splash

Laser Cannon (pilot)
Atk +5, **Dmg** 4d10×2

MANTA DROID SUBFIGHTER

Built by Haor Chall Engineering, the Manta droid subfighter is an aquatic fighter craft used against aquatic or amphibious species such as the Mon Calamari and Gungans. Although originally specified as a variable-geometry droid (similar to the "Vulture" droid starfighter), the intense pressures at the Manta's operating depths proved an insurmountable design obstacle, and Haor Chall Engineering compensated by producing more than the contracted-for number of subfighters, as well as a subfighter carrier.

After the disastrous Battle of Mon Calamari, the Separatist forces flee and leave behind a large number of their Manta droid subfighters. Unable to depart on their own, the subfighters band together in a loose-knit droid community and eventually form alliances with the native Quarren, hunting various ocean predators in exchange for repairs, equipment, and modifications.

Manta Droid Subfighter **CL 9**
Huge water vehicle (speeder)
Init +6; **Senses** Perception +5

Defenses Ref 14 (flat-footed 11), Fort 17; +3 armor
hp 75; **DR** 10; **Threshold** 27

Speed swim 12 squares (max. velocity 160 km/h)
Ranged laser cannons +3 (see below) or
Ranged torpedo launchers +3 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +0; **Grp** +17
Atk Options fire-linked torpedo launchers

Abilities Str 25, Dex 16, Con —, Int 12
Skills Initiative +6, Perception +5, Pilot +6

Crew droid brain (normal); **Passengers** none
Cargo none; **Consumables** none; **Carried Craft** none
Payload 12 torpedoes
Availability Military; **Cost** 22,000

Laser Cannons (pilot)
Atk +3, **Dmg** 4d10×2

Torpedo Launchers (pilot)
Atk +3, **Dmg** 8d6, 4-square burst

Multi-Troop Transport

Baktoid Armor Workshop designs and manufactures the Multi-Troop Transport (MTT) for the Trade Federation's battle droid "security force" long before the Clone Wars. Although equipped with only minimal weaponry, the MTT is heavily armored, allowing it to plow through troops or light vehicles to reach its deployment point.

To facilitate rapid deployment, the engineers at Baktoid Armor Workshop developed a hydraulic storage rack that could not only stack 112 B1-Series battle droids (compressed into a convenient boxlike shape) in the MTT's cargo bay but also deploy them directly onto the battlefield in less than one minute.

A variant of the MTT, the Multi-Utility Transport, lacks the MTT's weaponry and has a top speed of only 25 km/h (4 squares), but carries up to 20 tons of cargo.

Multi-Troop Transport **CL 6**
Colossal ground vehicle (speeder)
Init −5; **Senses** Perception +5

Defenses Ref 10 (flat-footed 10), Fort 26; +10 armor, Vehicular Combat
hp 240; **DR** 20; **Threshold** 76

Speed 6 squares (max. velocity 35 km/h)
Ranged 2 twin blaster cannons +2 (see below)
Fighting Space 6×6; **Cover** total
Base Atk +0; **Grp** +36

Abilities Str 42, Dex 10, Con —, Int 14
Skills Initiative −5, Perception +5, Pilot −5

Crew 4 OOM-Series battle droids (normal); **Passengers** 112 B1-Series battle droids (compressed) or 20 droideka destroyer droids (compressed)
Cargo 12 tons; **Consumables** none; **Carried Craft** none
Availability Restricted; **Cost** 138,000 (80,000 used)

Twin Blaster Cannons (gunner)
Atk +2, **Dmg** 3d10×2

OG-9 Homing Spider Droid

The OG-Series droids from the Commerce Guild are employed as mobile heavy weapon platforms prior to the Clone Wars, and they require only minor modifications for use in the war against the Republic. Being essentially a starship reactor on legs, the so-called "spider walker" is able to mount nearly any weapon for use against opponents.

Homing spider droids are often teamed with units of four DSD1 dwarf spider droids, which act as spotters for the larger and somewhat less agile OG-9s. The DSD1's synchronized fire circuits relay targeting data to the OG-9, making it more accurate. (In game terms, the dwarf spider droids use the aid another action to grant bonuses on the OG-9 attack rolls.)

The OG-9 has a significant weakness in that its legs are not as heavily armored as its main body. Any critical hit against an OG-9 that deals damage equal to or greater than its damage threshold brings the spider droid to an immediate halt and reduces its speed to 0 squares, though it is still capable of attacking. The droid remains immobile until repaired.

"Being hard is good, being hard with superior tech is better."

—Walon Vau

OG-9 Homing Spider Droid **CL 7**
Huge ground vehicle (walker)
Init +5; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 17; +5 armor, Vehicular Combat
hp 70; **DR** 10; **Threshold** 27

Speed 8 squares (max. velocity 50 km/h)
Ranged laser cannon +6 (see below) and
Ranged heavy repeating blaster –1 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +19
Atk Options autofire (heavy repeating blaster)

Abilities Str 24, Dex 12, Con —, Int 14
Skills Initiative +5, Perception +6, Pilot +5

Crew droid brain (skilled); **Passengers** none
Cargo none; **Consumables** none; **Carried Craft** none
Availability Military; **Cost** 70,000

Laser Cannon (pilot)
Atk +6, **Dmg** 5d10

Heavy Repeating Blaster (pilot)
Atk –1 (autofire only), **Dmg** 3d10

Persuader-class Droid Enforcer

Known variously as the Corporate Alliance tank droid, CAD, or "snail" tank, the NR-N99 *Persuader*-class droid enforcer is originally developed as an anti-insurgent droid, but it is swiftly converted for a somewhat more lethal role in the Clone Wars. Although few were present at the Battle of Geonosis, the NR-N99s are deployed in massive numbers at the Battle of Kashyyyk.

Persuader-class droid enforcers are usually deployed in pairs as escorts for *Hailfire*-class droid tanks, or in trios as escorts for OG-9 homing spider droids.

***Persuader*-class Droid Enforcer** **CL 14**
Huge ground vehicle (tracked)
Init +5; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 20; +5 armor, Vehicular Combat
hp 120; **DR** 15; **Threshold** 30

Speed 6 squares (max. velocity 50 km/h)
Ranged ion cannons +5 (see below)
Ranged heavy repeating blaster +0 (see below)
Ranged missile launcher +5 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +22
Atk Options autofire (heavy repeating blaster)



A *Persuader*-class droid enforcer chases clone troopers on BARC speeders.

Abilities Str 30, Dex 12, Con —, Int 12
Skills Initiative +5, Perception +6, Pilot +5

Crew droid brain (skilled); **Passengers** none
Cargo none; **Consumables** none; **Carried Craft** none
Payload 48 thermal detonators, 12 concussion missiles, 4 homing missiles, 2 dumbfire torpedoes
Availability Military; **Cost** 49,000

Ion Cannons (pilot)
Atk +5, **Dmg** 4d10×2 ion

Heavy Repeating Blaster (pilot)
Atk +0 (autofire only), **Dmg** 3d10

Missile Launchers (pilot)
Atk +3, **Dmg** 8d6, 4-square burst (thermal detonators) or 7d10×2 (concussion missiles) or 6d10×2 (homing missiles) or 9d10×2 (dumbfire torpedoes)

Single Trooper Aerial Platform (STAP)

Designed specifically for OOM-Series and B1-Series battle droids by Baktoid Armor Workshop, the Single Trooper Aerial Platform (or STAP) is a swift, agile weapons platform held aloft on repulsorlifts. The STAP is really little more than a variant of the speeder bike, built to accommodate a battle droid rider. The Trade Federation employs entire squadrons of STAPs for scouting, patrols, and light anti-personnel support, though several of them working in concert can wreak havoc on entrenched opponents or deliver battle droid troops behind enemy lines, where they can dismount and attack enemies from the rear.

Single Trooper Aerial Platform **CL 2**
Large airspeeder
Init +8; **Senses** Perception +6

Defenses Ref 14 (flat-footed 11), Fort 11; +2 armor, Vehicular Combat
hp 15; **Threshold** 16

Speed 12 squares (max. velocity 400 km/h)
Ranged twin blaster cannons +4 (see below)
Fighting Space 2×2; **Cover** none
Base Atk +2; **Grp** +8
Atk Options autofire (twin blaster cannons)

Abilities Str 13, Dex 16, Con —, Int 10
Skills Initiative +8, Perception +6, Pilot +8

Crew 1 (skilled); **Passengers** none
Cargo none; **Consumables** none; **Carried Craft** none
Availability Licensed; **Cost** 2,500

Twin Blaster Cannons (pilot)
Atk +4, **Dmg** 4d10

Trade Federation Troop Carrier

The Trade Federation troop carrier is an unarmed variant of the Multi-Troop Transport, but equipped with the same hydraulically powered battle droid deployment racks. Propelled by repulsorlifts, the troop carrier is little more than a modified cargo sled, so it needs considerable protection while it sets down its droid "passengers." Consequently, few are employed during battles, though they are quite common in pre-battle deployment.

Trade Federation Troop Carrier **CL 4**
Colossal ground vehicle (speeder)
Init –3; **Senses** Perception +6

Defenses Ref 9 (flat-footed 8), Fort 20; +8 armor, Vehicular Combat
hp 120; **DR** 10; **Threshold** 70

Speed 6 squares (max. velocity 50 km/h)
Fighting Space 6×6; **Cover** total
Base Atk +2; **Grp** +32

Abilities Str 30, Dex 12, Con —, Int 12
Skills Initiative –3, Mechanics +6, Perception +6, Pilot –3

Crew 2 OOM-Series pilot battle droids (skilled); **Passengers** 112 B1-Series battle droids
Cargo 4 tons; **Consumables** none; **Carried Craft** none
Availability Military; **Cost** 37,000

Tri-Droid

The success of the octuptarra combat tri-droid prompted the Techno Union to develop a larger model, resulting in the mobile artillery tri-droid—a towering behemoth capable of destroying enemy armor with a single shot from one of its three heavy ordnance launchers.

The tri-droid sees extensive use in the Battle of Mygeeto toward the end of the Clone Wars, but it is fairly rare prior to that.

Tri-Droid **CL 9**
Gargantuan ground vehicle (walker)
Init +2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 22; +8 armor, Vehicular Combat
hp 160; **DR** 15; **Threshold** 32

Speed 8 squares (max. velocity 50 km/h), climb 4 squares
Ranged 3 heavy ordnance launchers +4 (see below)
Fighting Space 4×4; **Cover** total
Base Atk +2; **Grp** +29

Abilities Str 34, Dex 12, Con —, Int 14
Skills Initiative +2, Perception +6, Pilot +2

Crew droid brain (skilled); **Passengers** none
Cargo none; **Consumables** none; **Carried Craft** none
Payload 48 heavy ordnance shells
Availability Military; **Cost** 100,000 credits

Heavy Ordnance Launcher (gunner)
Atk +4, **Dmg** 5d10×5, 4-square burst

Tsmeu-6 Personal Wheel Bike

Originally created as an all-terrain military reconnaissance vehicle—and later adopted by civilians for racing—the Tsmeu-6 personal wheel bike returns to its roots during the Clone Wars, serving as a light patrol vehicle for the Confederacy of Independent Systems. The wheel bike is difficult to control, particularly at higher speeds, so pilots need to be specially trained to handle the vehicle. Even the military version is dangerously unstable in high-speed turns, requiring extreme skill to maneuver.

One particular innovation that makes the Tsmeu-6 popular with both the military and racing enthusiasts is the set of retractable all-terrain legs, which allow the driver to not only right the vehicle after a spill but also enables the wheel bike to negotiate difficult terrain, such as is commonly found on battlefields.

Tsmeu-6 Personal Wheel Bike **CL 3**
Large ground vehicle (wheeled/walking)
Init +10; **Senses** Perception +8

Defenses Ref 16 (flat-footed 13), Fort 15; +4 armor, Vehicular Combat
hp 50; **DR** 5; **Threshold** 20

Speed 10 squares (max. velocity 330 km/h), walk 6 squares
Fighting Space 2×2; **Cover** +5
Base Atk +5; **Grp** +15

Abilities Str 20, Dex 16, Con —, Int 14
Skills Initiative +10, Perception +8, Pilot +10

Crew 1 (expert); **Passengers** 1
Cargo 10 kg; **Consumables** none; **Carried Craft** none
Availability Licensed; **Cost** 15,000

General Grievous's Wheel Bike
General Grievous's personal wheel bike has been modified by replacing the passenger seat with a double laser cannon.

Grievous's Wheel Bike (Modified Tsmeu-6) **CL 5**
Large ground vehicle (wheeled/walking)
Init +10; **Senses** Perception +8

Defenses Ref 16 (flat-footed 13), Fort 15; +4 armor, Vehicular Combat
hp 50; **DR** 5; **Threshold** 20

Speed 10 squares (max. velocity 330 km/h), walk 6 squares
Ranged double laser cannon +9 (see below)
Fighting Space 2×2; **Cover** +5
Base Atk +5; **Grp** +15
Atk Options autofire (double laser cannon)

Abilities Str 20, Dex 16, Con —, Int 14
Skills Initiative +10, Perception +8, Pilot +10

Crew 1 (expert); **Passengers** none
Cargo 5 kg; **Consumables** none; **Carried Craft** none
Availability Military; **Cost** not available for sale

Double Laser Cannon (pilot)
Atk +9 (+4 autofire), **Dmg** 5d10

Confederacy Starships

All of the major factions that comprise the Confederacy of Independent Systems, including the Techno Union, the Commerce Guide, the Trade Federation, and the InterGalactic Banking Clan, have fleets of ships at their command and access to vast resources with which to build more.

BC-714 Luxury Transport

Commissioned by the InterGalactic Banking Clan and designed by the Techno Union, the BC-714 luxury transport is one of the galaxy's fastest, most comfortable interstellar vessels, with quarters for 30 passengers, private staterooms for special guests, a 20-seat holotheater, and a dining room that rivals some of the finest restaurants on Muunilinst. Essentially a starfaring pleasure yacht, the BC-714 is considered a status symbol to Muun executives, and many consider it an affront to travel in anything less.

What the Banking Clan's BC-714 transport lacks in firepower, it makes up for in speed. The transport's lean, aerodynamic shape and powerful twin engines gives it tremendous thrust in atmosphere, and its advanced hyperdrives carry it from system to system without the delay of more common transports.

BC-714 Luxury Transport **CL 5**
Colossal space transport
Init −5; **Senses** Perception +5

Defenses Ref 12 (flat-footed 12), Fort 27; +12 armor
hp 135; **DR** 15; **SR** 45; **Threshold** 77

Speed fly 16 squares (max. velocity 1,800 km/h), fly 2 squares (starship scale)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +37

Abilities Str 44, Dex 10, Con —, Int 18
Skills Initiative −5, Mechanics +5, Perception +5, Pilot −5, Use Computer +5

Crew 17 (normal); **Passengers** 30
Cargo 80 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive x1 (x6 backup), nav computer
Availability Restricted; **Cost** 1,700,000 (980,000 used)

Belbullab Heavy Starfighter

Feethan Ottraw Scalable Assemblies, developers of the Self-Constructing Armament Factory, develop the Belbullab-22 heavy starfighter to fill a gap in the Confederacy's starfighter fleets: an assault starfighter that, unlike vulture droid starfighters and droid tri-fighters, can go head-to-head with the Republic's ARC-170s. The Belbullab-22 also comes in heavy assault craft and strike bomber models (the Belbullab-23 and Belbullab-24, respectively).

General Grievous owns a modified Belbullab-22, the *Soulless One*, which includes a cutting-edge HoloNet transceiver and considerably more efficient hyperdrives. He uses the *Soulless One* as his personal transport when he needs to travel quickly, without the protection of the Separatist fleet.

Belbullab Heavy Starfighter **CL 13**
Gargantuan starfighter
Init +3; **Senses** Perception +6

Defenses Ref 17 (flat-footed 17), Fort 28; +10 armor, Vehicular Combat
hp 160; **DR** 10; **SR** 25; **Threshold** 48

Speed fly 16 squares (max. velocity 1,100 km/h), fly 4 squares (starship scale)
Ranged 2 triple laser cannons +6 (see below) or
Ranged 2 concussion missile launchers +6 (Belbullab-24; see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +35
Atk Options autofire (triple laser cannons)

Abilities Str 47, Dex 14, Con —, Int 14
Skills Initiative +3, Perception +6, Pilot +3, Use Computer +6

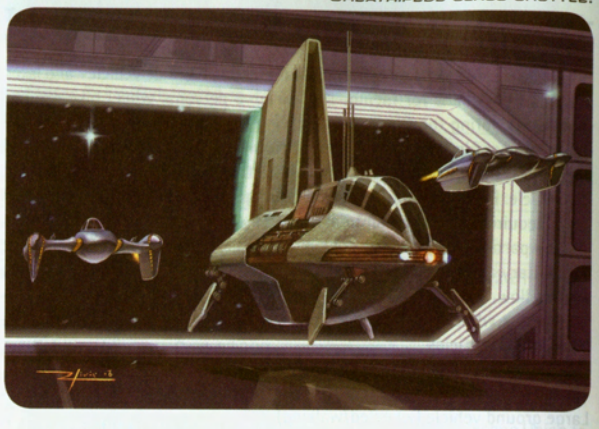
Crew 1 (skilled); **Passengers** none
Cargo 140 kg; **Consumables** 1 week; **Carried Craft** none
Payload 12 concussion missiles (Belbullab-24 only)
Hyperdrive ×6 (×15 backup), nav computer
Availability Military; **Cost** 168,000 (125,000 used)

Belbullab-22: Triple Laser Cannons (pilot)
Atk +6, **Dmg** 5d10×2

Belbullab-23 and Belbullab-24: Triple Laser Cannons (pilot)
Atk +6, **Dmg** 6d10×2

Belbullab-24: Concussion Missile Launchers (pilot)
Atk +6, **Dmg** 9d10×2

BELBULLAB-22 STARFIGHTERS ESCORT A SHEATHIPEDE-CLASS SHUTTLE.



Soulless One (Modified Belbullab-22) **CL 14**
Gargantuan starfighter
Init +7; **Senses** Perception +8

Defenses Ref 21 (flat-footed 19), Fort 28; +10 armor, Vehicular Combat
hp 160; **DR** 10; **SR** 25; **Threshold** 48

Speed fly 16 squares (max. velocity 1,100 km/h), fly 4 squares (starship scale)
Ranged triple laser cannons +9 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +38
Atk Options autofire (triple laser cannons)

Abilities Str 47, Dex 19, Con —, Int 14
Skills Initiative +7, Perception +8, Pilot +7, Use Computer +8

Crew 1 (expert); **Passengers** none
Cargo 160 kg; **Consumables** none; **Carried Craft** none
Hyperdrive ×2 (×5 backup), nav computer
Availability Military; **Cost** not available for sale

Triple Laser Cannons (pilot)
Atk +9 (+4 autofire), **Dmg** 5d10×2

C-9979 Landing Craft

When Haor Chall Engineering builds thousands of C-9979 landing craft for the Trade Federation, nominally for "security purposes," the Trade Federation wastes no time in using them in their invasion of Naboo. Later, they pledge their entire fleet of C-9979s to the Confederacy of Independent Systems.

As landing craft, the C-9979s are very functional, carrying over 150 ground vehicles of different types in massive storage racks and quickly deploying them via computerized repulsor tracks, through the central staging area and down the boarding ramp, located in the C-9979's landing pedestal. The C-9979s themselves also break down easily for transport aboard Trade Federation cruisers; their wings can be detached and stored alongside the main body of the landing craft.

Although the C-9979 can be crewed by organic beings, it is more cost-effective to use battle droids. During the invasion of Naboo, nearly all the C-9979 landing craft are operated entirely by OOM-Series battle droids; during the Clone Wars, B1-Series battle droids are more common.



C-9979 LANDING CRAFT FACE HEAVY GROUND FIRE FROM SPHA-TS.

C-9979 Landing Craft **CL 10**
Colossal (frigate) space transport
Init −5; **Senses** Perception +5

Defenses Ref 11 (flat-footed 11), Fort 34; +11 armor
hp 600; **DR** 15; **SR** 60; **Threshold** 134

Speed fly 12 squares (max. velocity 590 km/h), fly 1 square (starship scale)
Ranged 2 fire-linked laser cannons +3 (see below)
Ranged 2 fire-linked blaster cannons +3 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +49
Atk Options autofire (blaster cannons)

Abilities Str 58, Dex 10, Con —, Int 16
Skills Initiative −5, Mechanics +5, Perception +5, Pilot −5, Use Computer +5

Crew 88 OOM-Series battle droids (normal); **Passengers** 30 repair droids, 40 OOM-Series command battle droids, 39 OOM-Series pilot battle droids, 15 OOM-Series security battle droids
Cargo 1,800 tons; **Consumables** 1 day; **Carried Craft** 28 Trade Federation troop carriers; 114 AATs; 11 MTTs
Availability Military; **Cost** 200,000 (75,000 used)

Fire-linked Laser Cannons (gunner)
Atk +3, **Dmg** 5d10×2

Fire-linked Blaster Cannons (gunner)
Atk +3, **Dmg** 5d10×2

CIS-Advanced Starfighter

Stolen from a secret weapons factory on Diado by Jedi Master Saesee Tiin, the CIS-Advanced starfighter is a prototype that never sees actual battlefield use except in a few trials. However, many of the systemic innovations are borrowed by Republic engineers for inclusion on Republic starships such as the Eta-2 Actis Interceptor developed by Kuat Systems Engineering specifically for Jedi fighter pilots.

Very few CIS-Advanced starfighters are built, and most of those are constructed by the Republic for use in training clone fighter pilots. The one Saesee Tiin steals is the only one the Separatists have, and the plans are vaporized when Master Tiin destroys the weapons factory building the prototype.

CIS-Advanced Starfighter **CL 9**
Huge starfighter
Init +7; **Senses** Perception +6

Defenses Ref 15 (flat-footed 12), Fort 24; +4 armor, Vehicular Combat
hp 90; **DR** 10; **SR** 25; **Threshold** 34

Speed fly 16 squares (max. velocity 1,300 km/h), fly 5 squares (starship scale)
Ranged heavy blaster cannons +7 (see below) or
Ranged proton torpedo launchers +7 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +26
Atk Options autofire (heavy blaster cannons)

Abilities Str 38, Dex 16, Con —, Int 16
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 190 kg; **Consumables** 2 days; **Carried Craft** none
Payload 24 proton torpedoes
Hyperdrive ×6, nav computer
Availability Military; **Cost** not available for sale

Heavy Blaster Cannons (pilot)
Atk +7, **Dmg** 6d10×2

Proton Torpedo Launchers (pilot)
Atk +7, **Dmg** 9d10×2

Diamond-Class Cruiser

The Commerce Guild's entry in the rapid-deployment arena is the *Diamond*-class cruiser. Designed to deliver thousands of spider droids quickly and efficiently to ground-based battlefields—it is a considerably more effective landing craft than the Trade Federation's C-9979. Although lightly armed, the *Diamond*-class cruiser's ability to field a dozen OG-9s (and their accompanying DSD1s) in less than a minute ensures that the vessel spends very little time on the ground—and most of that time it is surrounded by deadly homing spider droids.

The president of the Commerce Guild, Shu Mai, uses a *Diamond*-class cruiser as her personal transport and as the flagship of the Commerce Guild fleet.

***Diamond*-class Cruiser** **CL 13**
Colossal (frigate) space transport
Init −4; **Senses** Perception +5

Defenses Ref 13 (flat-footed 12), Fort 35; +12 armor
hp 840; **DR** 15; **SR** 50; **Threshold** 135

Speed fly 12 squares (max. velocity 1,450 km/h), fly 1 squares (starship scale)
Ranged 2 laser cannon batteries +13 (starship scale; see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +50
Atk Options autofire (laser cannon batteries)

Abilities Str 61, Dex 12, Con —, Int 17
Skills Initiative −4, Mechanics +5, Perception +5, Pilot −4, Use Computer +4

Crew 148 (normal); **Passengers** 45
Cargo 1,380 tons; **Consumables** 3 months; **Carried Craft** 600 OG-9 homing spider droids, 2,400 DSD1 dwarf spider droids
Hyperdrive ×.75 (×4 backup), nav computer
Availability Military; **Cost** 5,000,000 (2,125,000 used)

Laser Cannon Batteries (6 gunners)
Atk +13, **Dmg** 4d10×2



A *Diamond*-class cruiser fires upon a Republic frigate.

Droch-class Boarding Ship

The Confederacy likes to use captured enemy ships for covert missions. Toward this end, Separatist engineers design specialized boarding vessels that can transfer boarding parties to the interior of an enemy vessel without causing catastrophic damage to the ship itself. One such design is the *Droch*-class boarding ship, which can be launched in large numbers to capture enemy capital ships while still keeping them spaceworthy.

The *Droch*-class boarding ship has a special boarding drill on its forward section that can be used to drill into a starship and release its passengers safely inside the ship. As a standard action, the pilot of the *Droch*-class boarding ship can make an attack with the boarding drill against a ship in an adjacent square. If the attack succeeds, the boarding ship moves into the target's space and attaches itself to the hull of the target ship without triggering a collision. Each round thereafter, as a standard action, the pilot can use the drill to make a grapple check and deal damage to the target ship equal to the grapple check's result, ignoring the target ship's SR. When the target ship has taken cumulative damage from the drill in excess of its damage threshold, the boarding ship punches through and its passengers can enter the target ship safely.

Droch-class Boarding Ship **CL 7**
Huge starfighter
Init +4; **Senses** Perception +6

Defenses Ref 12 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 5; **Threshold** 32

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged light laser cannons +6 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +24
Atk Options boarding drill

Abilities Str 34, Dex 12, Con —, Int 14
Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4, Use Computer +6

Crew 1; **Passengers** 6 (droid troops)
Cargo 30 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 43,000

Light Laser Cannons (pilot)
Atk +6, **Dmg** 3d10×2

Boarding Drill (pilot)
Atk +6, **Dmg** — (grapple +24)

Hardcell-class Transport

The Techno Union contributed nearly three hundred of their *Hardcell*-class transports to the Separatist cause before the Clone Wars began. After losing hundreds of them at the Battle of Geonosis, the Techno Union supplied the Confederacy with another thousand. Although sturdy, the *Hardcell*-class vessel uses a cluster of primary thruster engines, rather than the conventional repulsorlift engines found on most starships—partly because thrusters outperform repulsorlifts in acceleration, and partly because the Skakoans have three fuel-rich moons in their home system.

The crew cabins of the *Hardcell*-class space transport (located in the uppermost portion of the ship's nose cone) are designed for Skakoan habitation. Skakoans can forego their pressure suits in the crew cabins, but other species require either flight suits or space suits to survive.

Although heavily armored, the *Hardcell*-class transport is only lightly armed, and vulnerable to well-placed shots. A critical hit against a *Hardcell*-class transport deals triple damage, rather than double damage.

***Hardcell*-class Transport** **CL 10**
Colossal (frigate) space transport
Init −4; **Senses** Perception +6

Defenses Ref 14 (flat-footed 14), Fort 38; +14 armor, Vehicular Combat
hp 800; **DR** 25; **SR** 100; **Threshold** 138

Speed fly 18 squares (max. velocity 4,000 km/h), fly 1 square (starship scale)
Ranged 2 laser cannon batteries +16 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +55
Atk Options autofire (laser cannons)

Abilities Str 66, Dex 10, Con —, Int 18
Skills Initiative −4, Mechanics +15 (+6*), Perception +6, Pilot −4, Use Computer +15 (+6*)

Crew 190 (skilled); **Passengers** 1,017
Cargo 12,400 tons; **Consumables** 6 months; **Carried Craft** 650 *Hailfire*-class droid tanks
Hyperdrive ×1 (×8 backup), nav computer
Availability Military; **Cost** not available for sale
* *If the ship has no astromech droids, use these skill modifiers instead.*

Laser Cannons (6 gunners)
Atk +16, **Dmg** 4d10×2

Hyena-class Bomber

One of the many droid starfighter variants used by the Confederacy, the *Hyena*-class bomber from Baktoid Armor Workshop uses the basic chassis of a droid starfighter but expands it, making room for a greater payload. The bomber features an expanded munitions hold to one side of the droid starfighter's primary control systems, allowing the vessel to carry both concussion missiles and proton torpedoes. *Hyena*-class bombers typically fly toward a target and unleash a torrent of missiles and torpedoes to overwhelm the target's shields in half the time taken by other comparably-sized bombers.

Given the computerized nature of its piloting system, a *Hyena*-class bomber can attack with all weapons as though each had its own gunner.

Hyena-class Bomber **CL 7**
Huge starfighter
Init +8; **Senses** Perception +8

Defenses Ref 13 (flat-footed 11), Fort 22; +3 armor
hp 70; **DR** 5; **Threshold** 32

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale)
Ranged light laser cannons +7 (see below) and proton torpedoes +7 (see below) and light concussion missiles +7 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** none
Base Atk +5; **Grp** +27

Abilities Str 35, Dex 14 Con —, Int 14
Skills Initiative +8, Mechanics +8, Perception +8, Pilot +8, Use Computer +8

Crew 0 (expert); **Passengers** none
Cargo none kg; **Consumables** 2 days; **Carried Craft** none
Payload 6 proton torpedoes, 6 concussion missiles
Availability Restricted; **Cost** 23,000

Light Laser Cannons
Atk +7, **Dmg** 3d10×2

Proton Torpedoes
Atk +7, **Dmg** 9d10×2

Light Concussion Missiles
Atk +7, **Dmg** 7d10×2

HARDCELL-CLASS TRANSPORTS DEFEND A *PROVIDENCE*-CLASS DESTROYER.



Providence-Class Destroyer

Originally built for the Trade Federation by the Quarren Free Dac Volunteers Engineering Corps, the kilometer-long *Providence*-class destroyer (frequently referred to as a "Trade Federation cruiser") is one of the Confederacy's most powerful warships, more than a match for any similarly classed cruiser in the Republic Navy. It is so formidable in combat that General Grievous uses one, the *Invisible Hand*, as his flagship in the assault on Coruscant. Endlessly modifiable (due to modular compartments), the *Providence*-class destroyer can be made faster with upgraded hyperdrives or sublight thrusters; it can be made deadlier by adding weapon battery compartments; it can be made into a light starfighter carrier by increasing the size of the hangar bays; or countless other variations.

PUNWORCCA 116-CLASS SLOOP

The *Punworcca 116*-class interstellar sloop is a small hyperspace-capable yacht created by the Huppla Pasa Tisc Shipwrights Collective (the Geonosian corporation responsible for the *Ginivex*-class starfighter). Small and somewhat cramped, the sloop is usually used only for short interplanetary flights, but it is at least comfortable enough for a small number of passengers, provided the journey doesn't last more than a day or so.

As a gift to Count Dooku, the Geonosian archduke, Poggle the Lesser, had Huppla Pasa Tisc Shipwrights Collective build a custom *Punworcca 116*-class interstellar sloop. Dooku then modified the vessel by having an antique solar sail fitted to the ship, allowing him to cruise largely undetected by most starship sensors.

***Punworcca* 116-class Sloop** **CL 6**
Gargantuan space transport
Init +3 (+13*); **Senses** Perception +6 (+4*)

Defenses Ref 12 (flat-footed 10), Fort 22; +5 armor
hp 60; **DR** 10; **SR** 20; **Threshold** 42

Speed fly 16 squares (max. velocity 1,600 km/h), fly 4 squares (starship scale)
Ranged microtractor-pressor +2 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2 (+1*); **Grp** +29

Abilities Str 34, Dex 14, Con —, Int 16
Skills Initiative +3 (+13*), Mechanics +6, Perception +6 (+4*), Pilot +3 (+13*), Use Computer +6 (+13*)

Crew 2, or 1 FA-4 pilot droid plus 1 optional organic co-pilot (skilled); **Passengers** 11
Cargo 240 kg; **Consumables** 1 week; **Carried Craft** none
Hyperdrive ×1.5, nav computer
Availability Licensed; **Cost** 35,700
* *If the ship has only the FA-4 pilot droid, use these skill modifiers instead.*

Microtractor-pressor (co-pilot)
Atk +2, **Dmg** — (grapple +14; see "Weapon Systems" on page 198)

SHEATHIPEDE-CLASS SHUTTLE

The Neimoidian leadership of the Trade Federation frequently travels in personal shuttles, the most popular of which is the *Sheathipede*-class transport shuttle from Haor Chall Engineering. It is so popular with them, in fact, that the vessel is more widely known as a "Neimoidian shuttle."

Most Neimoidians employ the *Sheathipede*'s automated flight system, which enables the ship to receive verbal destination coordinates. Pilots and passengers are free to lounge in comfort in the rear compartments while the ship guides itself to the specified destination—an important consideration for Neimoidians. Neimoidians are quick to point out that the shuttle is only designed to travel from a planetary orbit to the surface and back again, and is not meant to be used in combat situations.

***Sheathipede*-class Shuttle** **CL 4**
Colossal space transport
Init −3; **Senses** Perception +5

Defenses Ref 8 (flat-footed 6), Fort 27; +6 armor
hp 140; **DR** 15; **SR** 35; **Threshold** 77

Speed fly 12 squares (max. velocity 880 km/h), fly 4 squares (starship scale)
Fighting Space 6×6 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +37

Abilities Str 45, Dex 14, Con —, Int 19
Skills Initiative −3, Mechanics +5, Perception +5, Pilot −3, Use Computer +5

Crew 1 (normal); **Passengers** 6
Cargo 1 ton; **Consumables** 1 week; **Carried Craft** none
Availability Licensed; **Cost** not available for sale

SUBJUGATOR-CLASS HEAVY CRUISER

One of the largest ships to come out of the Confederacy's shipyards, the *Subjugator*-class heavy cruiser is a capital ship designed around its massive ion pulse cannons. The cruiser disables enemy ships so that it can destroy them with ease. The *Subjugator*-class heavy cruiser was designed and constructed in secret by Quarren Separatists at their shipyards on Pammant, using the construction of the *Providence*-class ships as a cover.

The *Malevolence*, one of General Grievous's command ships, is a *Subjugator*-class heavy cruiser.

Tactical Fire: As a standard action, the *Subjugator*-class heavy cruiser can forgo all attacks to provide tactical fire to all squares within 2 squares of it. All ion weapon attacks made against enemy starships within that area deal +2 dice of damage on a successful hit.

Unlike many warships, the *Providence*-class cruiser uses a "bridge-forward" setup (rather than a dorsal command tower, as is common with Republic warships such as the *Acclamator*-class assault ship and *Venator*-class Star Destroyer). This setup makes the *Providence*-class slightly more maneuverable than its Republic counterparts, particularly in atmospheres—although the ship is not equipped for ground landings (being designed, like so many other Quarren and Mon Calamari ships, for water landings).

***Providence*-class Destroyer** **CL 18**
Colossal (cruiser) capital ship
Init –3; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 54; +13 armor, Vehicular Combat
hp 1,800; **DR** 20; **SR** 180; **Threshold** 254

Speed fly 12 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged quad turbolaser battery +18* (see below)
3 dual laser cannon batteries +16 (see below)
heavy ion cannons +8* (see below)
point-defense ion cannon battery +18 (see below)
8 proton torpedo launcher batteries +18 (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +76

Abilities Str 98, Dex 12, Con —, Int 22
Skills Initiative –3, Mechanics +6, Perception +6, Pilot –3, Use Computer +6

Crew 22,350 (skilled); **Passengers** 48,247
Cargo 29,000 tons; **Consumables** 1 year; **Carried Craft** 8 landing craft/shuttles
Payload 2,800 proton torpedoes
Hyperdrive ×1.5 (×10 backup), nav computer
Availability Military; **Cost** not available for sale
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Quad Turbolaser Battery (6 gunners)
Atk +18 (–2 against targets smaller than Colossal), **Dmg** 7d10×5

Dual Laser Cannon Battery (5 gunners)
Atk +16, **Dmg** 6d10×2

Heavy Ion Cannons (gunner)
Atk +8 (–12 against targets smaller than Colossal), **Dmg** 3d10×5 ion

Point-Defense Ion Cannon Battery (6 gunners)
Atk +18, **Dmg** 3d10×2 ion

Proton Torpedo Launcher Battery (6 gunners)
Atk +18, **Dmg** 9d10×2

Invisible Hand **CL 20**
Colossal (cruiser) capital ship
Init –1; **Senses** Perception +8

Defenses Ref 14 (flat-footed 13), Fort 54; +13 armor, Vehicular Combat
hp 1,800; **DR** 20; **SR** 180; **Threshold** 254

Speed fly 12 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged quad turbolaser battery +21* (see below)
3 dual laser cannon batteries +19 (see below)
heavy ion cannons +11* (see below)
point-defense ion cannon battery +21 (see below)
8 proton torpedo launcher batteries +21 (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +5; **Grp** +79

Abilities Str 98, Dex 12, Con —, Int 22
Skills Initiative –1, Mechanics +8, Perception +8, Pilot –1, Use Computer +8

Crew 350 (expert); **Passengers** 125,000
Cargo 29,000 tons; **Consumables** 1 year; **Carried Craft** 16 landing craft/shuttles, 24 starfighters
Payload 2,800 proton torpedoes
Hyperdrive ×1 (×10 backup), nav computer
Availability Military; **Cost** not available for sale

Quad Turbolaser Battery (6 gunners)
Atk +21 (+1 against targets smaller than Colossal), **Dmg** 7d10×5

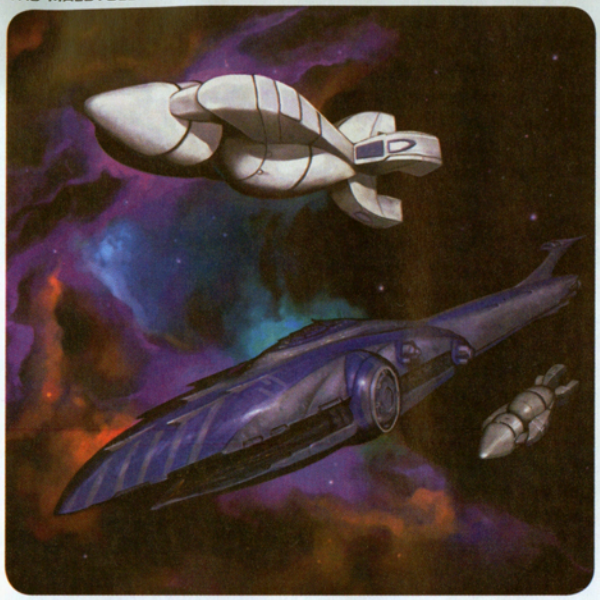
Dual Laser Cannon Battery (5 gunners)
Atk +19, **Dmg** 6d10×2

Heavy Ion Cannons (gunner)
Atk +11 (–9 against targets smaller than Colossal), **Dmg** 3d10×5 ion

Point-Defense Ion Cannon Battery (6 gunners)
Atk +21, **Dmg** 3d10×2 ion

Proton Torpedo Launcher Battery (6 gunners)
Atk +21, **Dmg** 9d10×2

A pair of Banking Clan transports support the *Malevolence*, a *Subjugator*-class heavy cruiser.



***Subjugator*-class Heavy Cruiser** **CL 20**
Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 53; +13 armor
hp 1,750; **DR** 20; **SR** 130; **Threshold** 253

Speed fly 2 squares (starship scale)
Ranged 5 heavy turbolaser batteries +15* (see below) and
2 medium turbolaser batteries +15* (see below) and
5 point-defense light laser cannon batteries +15 (see below) and
2 tractor beam batteries +11 (see below) and
2 ion pulse cannons +7* (see below) and
Fighting Space 2×2 (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +65
Atk Options tactical fire

Abilities Str 97, Dex 14, Con —, Int 20
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 550 (skilled); **Passengers** 60,000 (battle droids)
Cargo 13,000 tons; **Consumables** 2 years; **Carried Craft** 144 "Vulture" droid starfighters, 48 *Hyena*-class droid bombers, various support craft
Hyperdrive ×2 (backup ×12); navicomputer
Availability Military; **Cost** not available for sale
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Heavy Turbolaser Battery (5 gunners)
Atk +15 (–5 against targets smaller than Colossal), **Dmg** 7d10×5

Medium Turbolaser Battery (5 gunners)
Atk +15 (–5 against targets smaller than Colossal), **Dmg** 5d10×5

Point-Defense Light Laser Cannon Battery (5 gunners)
Atk +15, **Dmg** 3d10×2

Tractor Beam Battery (3 gunners)
Atk +11 (–9 against targets smaller than Colossal), **Dmg** — (grapple +65)

Ion Pulse Cannon (gunner)
Atk +7, **Dmg** 9d10×10 ion; see the "Ion Pulse Cannon" sidebar.

Ion Pulse Cannon

The ion pulse cannon is found on *Subjugator*-class heavy cruisers and is used to disable enemy starships before they have a chance to fire back. No other class of ship carries the weapon due to its unique power generation needs.

Ion pulse cannons are area attack weapons, even at starship scale. A single ion pulse cannon targets all starships with 5 squares (starship scale) of the ship carrying the weapon; the gunner makes an attack roll against each ship within that area. On a hit, the target takes normal ion damage and moves –2 steps on the condition track. On a miss, the target takes half damage and moves –1 step on the condition track.

Unlike most other starship weapons, ion pulse cannons have a significant build-up and cooldown time. The weapon can be fired as normal as a standard action. However, after firing the ion pulse cannon, the gunner must spend three consecutive full-round actions clearing the weapon of ionized particles before it can be fired again. If the starship takes damage that equals or exceeds its damage threshold at any time during this recharge period, the ion pulse cannon automatically overloads and is destroyed.

Chapter XII
Fringe Factions





This chapter describes new allies, enemies, and technology belonging to factions other than the Republic and the Confederacy.

The allies and antagonists in this chapter are designed to give campaigns a distinctly Clone Wars feel. Gamemasters should feel free to include these characters in adventures, even if they only appear fleetingly in secondary roles. The appearance of such characters can give players a sense of truly making a difference in the larger conflict.

Some of the vehicles and starships presented here may be available on the open market, or the Gamemaster can make them available to heroes as part of an adventure.

Mercenary Factions

Though much of the conflict of the Clone Wars takes place between the Separatists and the Republic, smaller mercenary factions and planetary forces play key roles in many battles. Though their efforts are usually localized and focused, some of the actions of these factions have repercussions on the war as a whole.

Throughout the Clone Wars, the Separatists use the large financial resources they possess to hire mercenary bands of all stripes from around the galaxy. Among these mercenary groups are organizations such as the Sabaoth Mercenaries, who act under the guidance of Separatist leaders to deploy dangerous chemical weapons such as trihexalon. The Sabaoth Mercenaries, and other blasters-for-hire from across the galaxy, find themselves in the Separatists' employ, performing tasks and clandestine operations that cannot be trusted to droids. Moreover, in many parts of the galaxy, the Confederacy's war effort requires mercenaries simply to maintain the Separatists' military presence when droid troops are destroyed faster than they can be replenished.

Not every independent force that fights in the Clone Wars is a purely mercenary band. Many planetary defense forces are technically not part of the Republic's Grand Army or the forces of the Confederacy, and as such have their own command structures and unique units. For example, the Wookiee defense forces work closely with both Jedi Master Yoda and the Republic military forces under the control of Commander Gree at the Battle of Kashyyyk, but they are not technically part of the Republic command hierarchy. These independent defense forces are a good option for heroes who wish to take part in the Clone Wars conflict but do not wish to directly involve themselves in the Republic or the Confederacy.

Influential Figures

The following individuals figure prominently in a Clone Wars campaign, and their actions play a major role in shaping the history of this era.

Boba Fett

Boba Fett is the unaltered clone of Jango Fett. He sees his "father" beheaded by Mace Windu during the Battle of Geonosis. As a teenager in the later part of the Clone Wars, he begins his career finding work wherever he can—as mercenary, soldier, personal guard, assassin, and of course, bounty hunter.

The following statistics reflect Boba Fett at the start of what promises to be a notorious career.

Boba Fett (Episode III) **CL 7**
Medium Human (clone) scout 3/soldier 4
Destiny 1; **Force** 3; **Dark Side** 2
Init +12; **Senses** low-light vision, Perception +10 (can reroll, must take second result)
Languages Basic, Huttese, Mando'a

Defenses Ref 24 (flat-footed 19), Fort 21, Will 19
hp 66; **DR** 1; **Threshold** 21

Speed 6 squares, fly 6 squares (jet pack)
Melee unarmed +8 (1d6+5)
Ranged blaster carbine +10 (3d8+3) or
Ranged blaster carbine +5 (3d8+3) and blaster carbine +5 (3d8+3) with Double Attack or
Ranged flamethrower +10 (3d6+3, 6-square cone) or
Ranged missile launcher +10 (6d6+3, 2-square splash) or
Ranged stun grenade +10 (4d6+3, 2-square burst) or
Ranged whipcord +10 (grab)
Base Atk +6; **Grp** +8
Atk Options Double Attack, Keen Shot, Point Blank Shot, Precise Shot, Running Attack
Special Actions Quick Draw

Abilities Str 14, Dex 18, Con 14, Int 14, Wis 14, Cha 13
Talents Acute Senses, Armored Defense, Juggernaut, Keen Shot
Feats Armor Proficiency (light, medium), Double Attack, Exotic Weapon Proficiency (flamethrower), Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Running Attack, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +10, Initiative +12, Knowledge (tactics) +10, Perception +10 (can reroll, must keep second result), Persuasion +9, Pilot +12, Stealth +12, Survival +10
Possessions *Slave I*, Mandalorian armor (as battle armor with helmet package; 4 weapon attachments), blaster carbine, 4 stun grenades, flamethrower (5 shots), missile launcher, 4 missiles, whipcord (treat as net), blaster gauntlet (treat as hold-out blaster), jet pack (10 charges), utility belt with medpac

Cavik Toth

Cavik Toth's ambition leads him to found his own mercenary force, the Sabaoth Squadron. Prior to the start of the Clone Wars, Toth and his forces ally with Count Dooku and the Confederacy of Independent Systems. Toth's adversaries include Nym and his Lok Revenants as well as Jedi Master Adi Gallia.

Captain Cavik Toth **CL 11**
Medium Human soldier 4/scoundrel 3/ace pilot 2/officer 2
Destiny 2; **Force** 4; **Dark Side** 2
Init +13; **Senses** Perception +12
Languages Basic, Ryl

Defenses Ref 28 (flat-footed 25), Fort 24, Will 26, Dodge
hp 86; **Threshold** 24

Speed 6 squares
Melee unarmed +9 (1d4+5)
Ranged heavy blaster pistol +13 (3d8+5) or
Ranged heavy blaster pistol +11 (4d8+5) with Rapid Shot
Base Atk +9; **Grp** +9
Atk Options Careful Shot, Deadeye, Hyperdriven, Point Blank Shot, Precise Shot, Spacehound, Rapid Shot
Special Actions Battle Analysis, Coordinated Attack, Deployment Tactics

Abilities Str 11, Dex 16, Con 12, Int 13, Wis 14, Cha 16
Special Qualities command cover, share talent (Battle Analysis), vehicle dodge +1
Talents Battle Analysis, Cover Fire, Deployment Tactics, Elusive Dogfighter, Hyperdriven, Spacehound
Feats Armor Proficiency (light, medium), Careful Shot, Coordinated Attack, Deadeye, Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +13, Knowledge (tactics) +11, Perception +12, Pilot +13
Possessions heavy blaster pistol, flight suit, command uniform

Chewbacca

Known for his great strength and loyalty, Chewbacca is a wise, sophisticated Wookiee and an exceptional scout. As a close friend to Wookiee city leader Tarfful of Kachirho, Chewbacca is asked to be part of the Wookiee High Command responsible for the battle plan to protect the city from a Separatist invasion. When Order 66 is issued, Chewbacca assists his friend Tarfful in protecting Jedi Master Yoda and aiding the venerable Force-user in his escape from Kashyyyk.

Chewbacca (Episode III) **CL 6**
Medium Wookiee scout 6
Destiny 1; **Force** 4
Init +9; **Senses** Perception +8 (can reroll, must take second result)
Languages Basic (understand only), Huttese, Shyriiwook

Defenses Ref 20 (flat-footed 18), Fort 17, Will 16
hp 67; **Threshold** 17; extraordinary recuperation

Speed 6 squares
Melee unarmed +8 (1d6+7) or
Melee unarmed +10 (1d6+10) with Powerful Charge
Ranged bowcaster +5 (3d10+3)
Base Atk +4; **Grp** +8
Atk Options Careful Shot, Pin, Point Blank Shot, Powerful Charge, Precise Shot
Special Actions rage 1/day

Abilities Str 18, Dex 12, Con 20, Int 12, Wis 10, Cha 10
Talents Acute Senses, Extreme Effort, Jury-Rigger
Feats Careful Shot, Martial Arts I, Pin, Point Blank Shot, Powerful Charge, Precise Shot, Shake It Off, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +8 (can take 10 when distracted), Endurance +13, Initiative +9, Mechanics +9 (can reroll when making jury-rigged repair), Perception +8 (can reroll, must take second result), Persuasion +3 (can reroll attempts to intimidate, must take second result), Pilot +9, Survival +5
Possessions bowcaster, bandolier, tool kit

Merumeru

This intelligent Wookiee elder is about 250 years old during the Clone Wars. He develops effective defensive tactics against Trandoshan raiders prior to the war. Due to his vast experience, he leads the beachfront defense at Kachirho during the Confederacy's invasion of Kashyyyk.

Merumeru **CL 6**
Medium Wookiee soldier 5/noble 1
Destiny 1; **Force** 3
Init +10; **Senses** Perception +8
Languages Basic (understand only), Dosh (understand only), Durese (understand only), Shyriiwook

Defenses Ref 19 (flat-footed 17), Fort 22, Will 18
hp 79; **Threshold** 22; extraordinary recuperation

Speed 6 squares
Melee battle staff +10 (1d6+13)
Ranged bowcaster +7 (3d10+3) or
Ranged bowcaster +5 (4d10+3) with Rapid Shot
Base Atk +5; **Grp** +10
Atk Options Charging Fire, Coordinated Attack, Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Battle Analysis, Coordinate +1, Indomitable, rage 1/day

Abilities Str 20, Dex 14, Con 18, Int 15, Wis 10, Cha 13
Talents Battle Analysis, Coordinate +1, Cover Fire, Indomitable
Feats Armor Proficiency (light, medium), Charging Fire, Coordinated Attack, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +13 (can take 10 when distracted), Endurance +13, Initiative +10, Knowledge (tactics) +10, Perception +8, Persuasion +4 (can reroll attempts to intimidate, must take second result)
Possessions bowcaster, battle staff, battle helm



NYM

Leader of the Lok Revenants, Nym is a brigand with a sense of honor and of higher purpose. The Feeorin pirate is also considered a scourge of the space lanes. After being orphaned at an early age, a young Nym is raised by harsh criminals—thus developing his physical skills and abrasive personality. Later, his reputation as a fierce fighter and brilliant tactician earns him the respect he desires in the underworld. Eventually, he builds a pirate crew whose speed and effectiveness make them fearsome. Despite this, he makes every effort to minimize bloodshed on each mission.

Nym's most prized bounty is a heavily modified Scurrg H-6 prototype bomber he calls *Havoc*. Nym is caught by a Trade Federation-hired mercenary while trying to fence weapons, but he is rescued by his loyal crew. The Lok Revenants' base is attacked by the Trade Federation, and Nym moves on with his life. Ironically, he teams up with the mercenary who caught him, Vana Sage, and with Rhys Dallows, a Naboo pilot, to wreak havoc on the Trade Federation. For aiding Naboo forces, Supreme Chancellor Palpatine awards Nym a full pardon. Despite that, he goes back to his fringe ways and lays low in Bothan space looking for work. Later, he reluctantly teams up with Jedi Master Adi Gallia to fight his old foe, Captain Cavik Toth, commander of the Sabaoth Squadron mercenaries.

Nym **CL 11**

Medium Feeorin scoundrel 11
Destiny 2; **Force** 4
Init +7; **Senses** low-light vision, Perception +5
Languages Basic, Feeorin, Huttese

Defenses Ref 25 (flat-footed 23), Fort 26, Will 22, Dodge
hp 86; **Threshold** 26

Speed 6 squares
Melee unarmed +10 (1d4+7)
Ranged heavy blaster pistol +10 (3d8+5) or
Ranged heavy blaster pistol +8 (4d8+5) with Rapid Shot or
Ranged blaster rifle +10 (3d8+5) or
Ranged blaster rifle +8 (4d8+5) with Rapid Shot
Base Atk +8; **Grp** +10
Atk Options Careful Shot, Charging Fire, Deadeye, Hyperdriven, Lucky Shot, Point Blank Shot, Precise Shot, Rapid Shot, Sneak Attack +1d6, Spacehound, Starship Raider
Special Actions Knack

Abilities Str 15, Dex 14, Con 17, Int 13, Wis 11, Cha 12
Talents Hyperdriven, Knack, Lucky Shot, Sneak Attack +1d6, Spacehound, Starship Raider
Feats Careful Shot, Charging Fire, Deadeye, Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Pilot), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +11, Endurance +18, Knowledge (tactics) +11, Persuasion +11, Pilot +17
Possessions heavy blaster pistol, blaster rifle, Scurrg H-6 prototype bomber (*Havoc*)

Salporin

Salporin joins Captain Merumeru's defense during the Separatist invasion of Kachirho. He is best known for his mastery of the ryyk blades. Despite his bond-engagement to the Wookiee maiden Gorrlyn, the couple serve together under Merumeru. In addition, Salporin is a childhood friend of Chewbacca.

Salporin **CL 5**
Medium Wookiee soldier 4/scout 1
Destiny 1; **Force** 2
Init +8; **Senses** Perception +8
Languages Basic (understand only), Shyriiwook

Defenses Ref 18 (flat-footed 17), Fort 20, Will 16
hp 81; **Threshold** 20; extraordinary recuperation

Speed 6 squares
Melee ryyk blades +11 (1d8+8, devastating 5) or
Melee ryyk blades +9 (2d8+8, devastating 5) with Rapid Strike or
Melee ryyk blades +6/+6 (1d8+8, devastating 5) or
Melee ryyk blades +4/+4 (2d8+8, devastating 5) with Rapid Strike
Ranged bowcaster +5 (3d10+2)
Base Atk +4; **Grp** +10
Atk Options Rapid Strike
Special Actions rage 1/day, Shake It Off

Abilities Str 22, Dex 13, Con 16, Int 10, Wis 12, Cha 10
Talents Devastating Attack (ryyk blades), Surefooted, Weapon Specialization (ryyk blades)
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Rapid Strike, Shake it Off, Weapon Focus (ryyk blades), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Climb +13 (can take 10 when distracted), Endurance +10, Initiative +8, Jump +13, Perception +8, Persuasion +2 (can reroll attempts to intimidate, must take second result)
Possessions 2 ryyk blades (see page 97 of *The Force Unleashed™ Campaign Guide*), bowcaster

Tarfful

A mighty warrior leader, fierce and towering, Tarfful works his way up to become the city leader of coastal Kachirho, where he serves for decades before the Clone Wars. He enjoys dangerous hunting expeditions. At one point in the war, he is taken prisoner by Trandoshan slavers, but later he is rescued by clone commandos. During the Confederacy's invasion of Kachirho, he takes up the little-used mantle of war chief as the Wookiees and their Republic allies fight off the invasion. Notable among the Republic forces is Jedi Master Yoda. Yoda and Tarfful share a strong bond, so much so that Tarfful considers Yoda a member of his "honor family." Because of this, he aids Yoda when the clone troopers under Yoda's command betray the venerable Jedi Master. Another of Tarfful's close friends is the Wookiee scout Chewbacca.

Tarfful **CL 12**
Medium Wookiee scout 3/soldier 4/noble 5
Destiny 3; **Force** 6
Init +12 (can reroll, must take second result); **Senses** Perception +12 (can reroll, must take second result)
Languages Basic (understand only), Dosh (understand only), Shyriiwook

Defenses Ref 25 (flat-footed 24), Fort 26, Will 25
hp 102; **Threshold** 26; extraordinary recuperation

Speed 6 squares
Melee unarmed +13 (1d4+10)
Ranged bowcaster +11 (3d10+6) or
Ranged bowcaster +9 (4d10+6) with Rapid Shot or
Ranged bowcaster +6/+6 (3d10+6) with Double Attack or
Ranged bowcaster +4/+4 (4d10+6) with Double Attack and Rapid Shot
Base Atk +9; **Grp** +13
Atk Options Charging Fire, Double Attack (bowcaster), Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Battle Analysis, Born Leader, Coordinated Attack, rage 1/day, Rally, Shake It Off

Abilities Str 19, Dex 13, Con 14, Int 12, Wis 13, Cha 16
Talents Acute Senses, Battle Analysis, Born Leader, **Cover** Fire, Distant Command, Improved Initiative, Rally
Feats Armor Proficiency (light, medium), Charging Fire, Coordinated Attack, Double Attack (bowcaster), Point Blank Shot, Precise Shot, Rapid Shot, Shake It Off, Skill Focus (Persuasion), Skill Training (Knowledge [bureaucracy]), Skill Training (Persuasion), Weapon Focus (bowcaster), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +16 (can take 10 when distracted), Endurance +13, Initiative +12 (can reroll, must take second result), Knowledge (bureaucracy) +12, Knowledge (tactics) +12, Perception +12 (can reroll, must take second result), Persuasion +19 (can reroll attempts to intimidate, must take second result), Survival +12
Possessions bowcaster



Ziro the Hutt

The uncle of Jabba the Hutt, Ziro the Hutt (whose full name and title is Ziro Desilijic Tiure) is a devious crime lord who dwells in the seedy depths of Coruscant. Ziro the Hutt employs assassins, thugs, thieves, and a variety of other sinister agents, both on Coruscant and abroad. Despite holding the rank of Vigo in the Black Sun crime syndicate, he is considered a lesser crime lord on Coruscant; however, Ziro has considerable power thanks to his association with influential members of the Confederacy of Independent Systems. Unafraid to make deals with those who would harm the Desilijic clan if it would bring him more profit and power, Ziro is a treacherous Hutt whose betrayals will surely catch up with him.

Ziro the Hutt **CL 9**

Large Hutt noble 4/scoundrel 3/crime lord 2
Destiny 1; **Force** 7; **Dark Side** 6
Init +10; **Senses** Perception +17
Languages Basic, Bocce, Gamorrean, High Galactic, Huttese, Quarrenese, Rodese, Ryl, Shyriiwook (understand only)

Defenses Ref 22 (flat-footed 21), Fort 21, Will 27
hp 57; **Threshold** 31
Immune +5 bonus to Will Defense against Use the Force checks

Speed 2 squares
Melee unarmed +6 (1d6+4)
Ranged by weapon +7
Base Atk +6; **Grp** +11
Atk Options Point Blank Shot
Special Actions Disruptive, Presence, Impel Ally I, Impel Ally II, Walk the Line

Abilities Str 10, Dex 13, Con 12, Int 16, Wis 16, Cha 15
Special Qualities supreme stability
Talents Disruptive, Presence, Impel Ally I, Impel Ally II, Walk the Line, Weaken Resolve
Feats Improved Damage Threshold, Improved Defenses, Linguist, Point Blank Shot, Skill Focus (Deception), Skill Focus (Perception), Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception +16, Gather Information +11, Initiative +10, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Knowledge (social sciences) +12, Perception +17, Persuasion +16 (can reroll, must take second result), Use Computer +12
Possessions various personal belongings

"Senator, I believe you are too dangerous to be kept alive."

-Ziro the Hutt

Vehicles and Starships

During the Clone Wars, vehicles of war roll off assembly lines on planets throughout the galaxy. The following section details several vehicles that appear during the Clone Wars and are suitable for use by both allies and antagonists in a Clone Wars campaign.

Oevvaor Jet Catamaran

Named after the oevvaor, a flying marine reptile indigenous to Kashyyyk's coasts, this flying catamaran is designed to the surface of freshwater lagoons on Kashyyyk.

Incorporating Podracer-style jet engines and compact repulsorlifts, this 15-meter-long vessel can attain speeds of up to 370 kilometers per hour over water. Its hull, fashioned from thick wroshyr timber, is strong enough to provide protection against enemy blaster fire.

Oevvaor Jet Catamaran **CL 3**
Gargantuan vehicle (speeder)
Init +5; **Senses** Perception +5

Defenses Ref 13 (flat-footed 11), Fort 16; +3 armor
hp 60; **DR** 5; **Threshold** 36

Speed fly 12 squares (max. velocity 370 km/h over water), fly 3 squares (starship scale)
Ranged blaster cannon +2 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), none (passengers)
Base Atk +0; **Grp** +31
Atk Options autofire (blaster cannon)

Abilities Str 22, Dex 14, Con —, Int 14
Skills Initiative +5, Mechanics +5, Perception +5, Pilot +5

Crew 2 (normal); **Passengers** 2
Cargo 50 kg; **Consumables** 3 days; **Carried Craft** none
Availability Licensed; **Cost** 12,125 (2,700 used)

Blaster Cannon (gunner)
Atk +2 (–3 autofire), **Dmg** 3d10

Raddaugh Gnasp Fluttercraft (Ornithopter)

Named after a dangerous insect native to the Wookiee colony moon of Alaris, these cramped ornithopters buzz through the skies of Kashyyyk, conducting security patrols, search-rescue missions, and perimeter scans. The 7-meter-long vehicle, manufactured by the enterprising Wookiees of Appazanna Engineering Works, is an armed, lightweight, twin-seat scout craft perfect for defending the tree-cities of the Wookiee homeworld. Featuring a tail-gun but no armor, the ornithopter relies on its speed and agility to avoid incoming fire, and its mostly open cockpit provides minimal cover for its crew of two.



WOOKIEE FLUTTERCRAFT

Raddaugh Gnasp Fluttercraft **CL 4**
Huge air vehicle (ornithopter)
Init +11; **Senses** Perception +8

Defenses Ref 14 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 29

Speed fly 12 squares (max. velocity 310 km/h), fly 3 squares (starship scale)
Ranged laser cannon tail-gun +7 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** +2 (crew)
Base Atk +2; **Grp** +20
Atk Options autofire (laser cannon tail-gun)

Abilities Str 18, Dex 18, Con —, Int 16
Skills Initiative +11, Mechanics +8, Perception +8, Pilot +9

Crew 2 (skilled); **Passengers** none
Cargo 3 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 14,750 (3,200 used)

Laser Cannon Tail-Gun (gunner)
Atk +5 (+0 autofire), **Dmg** 4d10

Sabaoth Destroyer

Sabaoth destroyers are intimidating capital ships employed by the mercenary Sabaoth Squadron. Recruited by Count Dooku, the Sabaoth Squadron fights for the Separatists in early engagements of the Clone Wars, influencing key battles. Several Sabaoth destroyers are eliminated by the Feeorin pirate Nym and his allies—including Sabaoth Squadron Leader Cavik Toth's flagship, the *Reaver*.

Sabaoth Destroyer **CL 12**
Colossal (frigate) capital ship
Init −2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 36; +12 armor
hp 900; **DR** 15; **SR** 130; **Threshold** 136

Speed fly 2 squares (starship scale)
Ranged 3 point-defense heavy laser cannon batteries +9 (see below) and 2 light turbolaser batteries +9* (see below)
Fighting Space 2×2 squares (starship scale); **Cover** total
Base Atk +2; **Grp** +48

Abilities Str 62, Dex 14, Con —, Int 16
Skills Initiative −2, Mechanics +6, Perception +6, Pilot −2

Crew 250 (skilled); **Passengers** 3,000
Cargo 3,000 tons; **Consumables** 1 year; **Carried Craft** 12 starfighters
Hyperdrive ×3 (backup ×18), navicomputer
Availability Military; **Cost** 3.5 million (1.5 million used)

** Apply a −20 penalty on attacks against targets smaller than Colossal size.*

Point-Defense Heavy Laser Cannon Battery (3 gunners)
Atk +9, **Dmg** 6d10×2

Light Turbolaser Battery (3 gunners)
Atk +9 (−11 against targets smaller than Colossal), **Dmg** 2d10×5

Sabaoth Starfighter

Structurally, the Sabaoth starfighter is little more than a cockpit mounted behind a pair of downward-angled wings, each tipped with a pair of laser cannons. As the main starfighters of the Sabaoth Squadron, Sabaoth starfighters give combat support to the Sabaoth destroyers. Under the command of Captain Cavik Toth, Sabaoth starfighters fight for the Separatists. They are first seen launching from Sabaoth destroyers in battle over Geonosis, where they meet the Jedi starfighters of Adi Gallia and Siri Tachi.



A Sabaoth destroyer launches a squadron of Sabaoth starfighters.

Sabaoth Starfighter **CL 7**
Huge starfighter
Init +12; **Senses** Perception +8

Defenses Ref 17 (flat-footed 11), Fort 23; +3 armor
hp 75; **DR** 5; **Threshold** 33

Speed fly 16 squares (max. velocity 1,110 km/h), fly 4 squares (starship scale)
Ranged 4 laser cannons +8 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +28

Abilities Str 36, Dex 22, Con —, Int 16
Skills Initiative +12, Mechanics +8, Perception +8, Pilot +9

Crew 1 (expert) **Passengers** none
Cargo 50 kg; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** 170,000 (72,000 used)

Laser Cannon (pilot)
Atk +8, **Dmg** 4d10×2

Beasts

All worlds have nonsentient life forms that occasionally present threats to civilization. Some of these beasts can be domesticated and used as pets or mounts, while others are untamable. A couple beasts of note are presented below.

Dactillion

Dactillions are predators that plagued Utapauns during their rise to civilization. These four-legged reptilian carnivores are 6 meters tall with a 24-meter wingspan. They are an ancient species that is often solitary and nomadic. Within the sinkholes of Utapau, they can use their claws to scale cliff faces or their wings to ride the thermal drifts. They feed on grotto fish, small prey, and carrion. By providing dactillions with fresh meat, the Utapauns are able to domesticate them, turning these reptilian predators into trusted mounts.

Dactillion **CL 2**
Huge airborne beast 3
Init +8 (can reroll, must take second result); **Senses** Perception +2

Defenses Ref 12 (flat-footed 10), Fort 18, Will 12
hp 37; **Threshold** 28

Speed 4 squares, fly 6 squares
Melee 2 claws +9 (1d8+7) and bite +9 (2d6+7)
Fighting Space 3×3; **Reach** 2 squares
Base Atk +2; **Grp**+19

Abilities Str 24, Dex 16, Con 26, Int 4, Wis 15, Cha 8
Feats Skill Training (Climb, Survival)
Skills Climb +12, Initiative +8 (can reroll, must take second result), Survival +7

Horax

Horaxes are enormous, reptilian creatures native to the planet Nelvaan. Adult specimens grow to a height of 15 meters, their tough blue-gray skin covers a powerfully muscled frame. Because of their immense size, they have a brutal impact on the environment, uprooting trees with their shovel-like horns. Fortunately, Horaxes are solitary creatures, gathering in pairs only to mate. They use their enormous fangs, massive nose horns, and spurred taiis to fight each other for territory.

Horax **CL 8**
Huge beast 8
Init +4; **Senses** Perception +4

Defenses Ref 16 (flat-footed 16), Fort 18, Will 9
hp 100; **Threshold** 28

Speed 6 squares
Melee gore +16 (2d6+10) and tail slap +16 (2d6+10 plus special) or
Melee gore +11* (2d6+15) and tail slap +11* (2d6+20 plus special)
Fighting Space 3×3; **Reach** 1 square (2 squares with tail slap)
Base Atk +6; **Grp** +26
Atk Options Power Attack, tail slap

Abilities Str 30, Dex 8, Con 26, Int 2, Wis 8, Cha 2
Feats Power Attack, Toughness, Skill Training (Initiative)
Skills Initiative +4, Perception +4
* *Includes 5 points of Power Attack.*

Tail Slap—When a horax uses Power Attack with its tail slap, it deals extra damage equal to the number of points of Power Attack spent. Any creature hit by a horax's tail slap attack is knocked prone.

APPENDIX

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