

STAR WARS[®]

ROLEPLAYING GAME

GRAND ARMY OF THE REPUBLIC

CLONE WARS FAN SOURCEBOOK

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CHAPTER VII GRAND ARMY OF THE REPUBLIC





The backbone of the Grand Army of the Republic, clone troopers are the product of a secret decade-long Kaminoan cloning project. Clone troopers, created from the DNA of bounty hunter Jango Fett, represented the Republic on the battlefields of the Clone Wars. Suborned to the Jedi Order and the Republic Senate, clones knew nothing but war, through either participation or preparation. At the end of the galaxy-wide conflict, the clone army murdered most of the Jedi leadership that had fought alongside them throughout countless battles, siding with former Chancellor Palpatine and his Galactic Empire.

ARMOR

Advanced Reconnaissance Commando Armor Light Armor

This armor was developed by Kamino Armorsmiths in conjunction with DNA donor, Jango Fett, for the Advanced Recon Commando units in the Grand Army of the Republic during the Clone Wars. The armor is highly customizable to accommodate the needs of any ARC trooper in the field and contains a wide array of sensory equipment.

ARC trooper armor has a helmet package (*SE 140*) that grants any wearer with the Armor Proficiency (light) feat a +2 equipment bonus to all Perception checks as well as low-light vision. The armor also has vacuum seals (*SV 47*) that protect the wearer from outside atmosphere and provide up to ten hours of breathable air. Finally, the ARC trooper armor has a mounted wrist rocket launcher (*CW 63*).

The stock model is also fitted with a 10-slot equipment integration, including a blast pauldron (*FC*), bracer computer (*CW 65*), breath mask (*SE 136*), decibel shielding (*FC*), halo lamp (*CW 66*), long-range hands-free encrypted visual wrist comlink (*LE 65*), kama (*FC*), liquid cable dispenser (*SE 138*), polarized lenses (*FC*), and a rangefinder (*SV 47*).

ARC trooper armor has the Reinforced Armor Superior Tech Trait (*SV 24*) and the Fortifying Armor Tech Specialist Trait (*SG 21*).

ARC TROOPER ARMOR



Blaze Trooper Armor Heavy Armor

This heavy powered armor suit was developed by the Kamino engineers responsible for most of the early clone equipment used during the Clone Wars. Blaze trooper armor is a power armored space suit with an internal generator and powered exoskeleton (SV 46) installed. It also contains the helmet package which grants any wearer with the Armor Proficiency (heavy) feat a +2 equipment bonus to all Perception checks as well as low-light vision. Blaze trooper armor is also fitted with a heavy-duty jetpack (50 charges, see Jetpacks, SE 138), repulsorlift unit (SV 47),

BLAZE TROOPER IN ACTION



and two arm-mounted flame throwers (SE 128). While the armor is powered, the wearer is considered immune to extreme temperatures, and the armor weighs only 40 kg when determining encumbrance.

Clone Trooper Armor, Light Light Armor

With the development of the phase II clone trooper armor, the armorsmiths of Kamino realized the need for a lighter suit of armor. A new, lightweight and flexible armor was created allowed for swift and silent movement. This armor became the base for scout trooper armor as well as clone trooper pilot armor. Phase II light clone trooper armor was deployed as early as six months into the clone wars for testing by elite units, and saw wide distribution throughout the ranks a year later.

Phase II light clone trooper armor has a helmet package (SE

TABLE 7-1: 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)								
ARC trooper armor	30,000	+7	+3	+4	—	—	12 kg	Military, Rare
Clone trooper armor, phase I	8,000	+5	+2	+1	—	—	38 kg	Military, Rare
Clone trooper armor, phase II	10,000	+6	+2	+3	—	—	19 kg	Military, Rare
Clone trooper armor, light	6,000	+3	+1	+4	—	—	6 kg	Military, Rare
Medium Armor (-5)								
Katarn-class battle armor, mk I	30,000	+8	+4	+4	5 sq.	4 sq.	20 kg*	Military, Rare
Heavy Armor (-10)								
Blaze trooper armor	75,000	+9	+5	+0	4 sq. ¹	3 sq. ¹	40 kg**	Military, Rare
Space trooper armor (prototype)	100,000	+9	+5	+0	4 sq. ¹	3 sq. ¹	60 kg	Military, Rare

*Armor weight only. Total weight varies depending on backpack used by specialization

**Armor weighs 300 kg when unpowered.

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

140) that grants any wearer with the Armor Proficiency (light) feat a +2 equipment bonus to all Perception checks as well as low-light vision. The armor also has vacuum seals (SV 47) that protect the wearer from outside atmosphere and provide up to ten hours of breathable air. The armor is very modular – fitted with a 5-slot integrated equipment package. The stock armor's integrated equipment is fitted with a breath mask (SE 136), decibel shielding (FC), long-range hands-free comlink, and polarized lenses (FC), leaving one slot free.

Light Clone Trooper Armor Variations

Pulling double duty between pilots and scouts, light clone trooper armor had a number of different configurations to suit the needs of the specialized troops that used it.

Phase II ARF/Scout Trooper: Use standard light clone trooper armor, adding macrobinoculars.

Phase II Pilot: Use standard light clone trooper armor, swapping the breath filter for an extra 10 hours of breathable air with the vacuum seals, and add a bracer computer (CW 65).

Phase II Scuba Trooper: Use standard light clone trooper armor, replacing the vacuum seals with an aquatic adaptation upgrade (SV 45) and a bracer computer (CW 65).

Clone Trooper Armor, Phase I

Light Armor

This is the first generation of clone trooper armor developed by the Kaminoans before the Clone Wars. The design was a mixture of Mandalorian shock troop armor and Kaminoan engineering. Because of the Kaminoans' limited knowledge of human physiology, the phase I clone trooper armor was bulky and uncomfortable. The armor was comprised of twenty form-fitted plates made of a plastoid alloy worn over a sealed black body suit.



Phase I clone trooper armor has a helmet package (SE 140) that grants any wearer with the Armor Proficiency (light) feat a +2 equipment bonus to all Perception checks as well as low-light vision. The armor also has vacuum seals (SV 47) that protect the wearer from outside atmosphere and provide up to ten hours of breathable air. The armor is also somewhat modular – fitted with a 5-slot integrated equipment package. The stock phase I armor's integrated equipment includes a bracer computer (CW 65), breath mask (SE 136), decibel shielding (FC), halo lamp (CW 66), hands-free comlink (LE 65), and polarized lenses (FC), leaving no equipment slots free.

Phase I Clone Trooper Armor Variations

Troopers that needed to operate in specific environments required modifications to their armor and the swapping out of a number of pieces of integrated equipment. These are known configurations of phase I clone trooper armor used during the Clone Wars.

Phase I ARF Trooper: Use standard phase I clone trooper armor, replacing the hands-free comlink with a long-range hands-free encrypted comlink, and adding macrobinoculars.

Clone Gunner: Use standard phase I clone trooper armor, replacing the halo lamp with a blast pauldron (FC).

Cold Assault: Use standard phase I clone trooper armor, replacing the vacuum seals with a cold-weather environmental system (SV 45) and replacing the decibel shielding and breath mask with a kama (FC) and neck guard (FC).

Sky Trooper Armor: Use standard phase I clone trooper armor, adding a jet pack (SE 138, FC), and replacing the hands-free comlink with a long-range hands-free encrypted comlink. Also replace the decibel shielding with macrobinoculars.

Ordnance Disposal: Use standard phase I clone trooper armor and replace the polarized lenses with a demolitions sensor (KR 73).

Phase I Pilot: Use standard phase I clone trooper armor and replace the hands-free comlink with a long-range hands-free comlink. Also replace the breath mask and bracer computer with a computer interface visor (KR 73) and MDS-50 Medisensor (TG 36).

Stealth Pilot: Use standard phase I clone trooper armor and replace the hands-free comlink with a long-range hands-free encrypted comlink. Also replace the breath mask and bracer computer with a computer interface visor (KR 73) and MDS-50 Medisensor (TG 36). This armor is also coated in shadow skin (SV 47).

Phase I Zero-G Trooper: Use standard phase I clone trooper armor, adding a jet pack (SE 140, FC), and replacing the hands-free comlink with a long-range hands-free encrypted comlink. Also replace the decibel shielding with magnatomic boots (FC).

Clone Trooper Armor, Phase II

Light Armor

The Phase II armor was created by the armorsmiths of Kamino after considerable input from both Jedi and clones in the field. The armor began see implementation six months into the Clone Wars. The phase II weighs only half as much as its predecessor, while improving the level of protection. The phase II armor is also customizable, and a number of optional equipment upgrades

ARMORS IN OFFICIAL SOURCES

ARMOR	SOURCE
Katarn-Class Commando Armor	Galaxy At War 44
Clone Trooper Armor	Saga Edition 133



were available to modify the armor to suit the needs of particular clone specializations.

Phase II clone trooper armor has a helmet package (*SE 140*) that grants any wearer with the Armor Proficiency (light) feat a +2 equipment bonus to all Perception checks as well as low-light vision. The armor also has vacuum seals (*SV 47*) that protects the wearer from outside atmosphere and provide up to ten hours of breathable air. The armor is also more modular than the older model – fitted with a 10-slot integrated equipment package. The stock phase II armor's integrated equipment is fitted with a bracer computer (*CW 65*), breath mask (*SE 136*), decibel shielding (*FC*), halo lamp (*CW 66*), hands-free comlink (*LE 65*), and polarized lenses (*FC*), leaving four equipment slots free.

Phase II Clone Trooper Armor Variations

Despite the fact that phase II clone trooper armor was made to be fully modular, the armor was typically pre-fitted to specifications dictated by individual military units. These are known configurations of clone trooper armor used during the Clone Wars.

Assassin Armor: Use standard phase II clone trooper armor, adding a sound sponge (*FU 102*) and 2 vibroswords. It also is coated in reflex shadowskin (*SV 47*).

Clone Commander Armor: While each set of clone commander armor tends to be unique to the commander, some modifications saw wide use. Use standard phase II clone trooper armor and replace the hands-free comlink with a long-range hands-free encrypted comlink, and add a blast pauldron (*FC*) and kama (*FC*).

Cold Assault: Use standard phase II clone trooper armor, replacing the vacuum seals with a cold-weather environmental system (*SV 45*), and add a kama (*FC*) and neck guard (*FC*).

Paratrooper: Use standard phase II clone trooper armor, adding a jet pack (*SE 138*, *FC*).

Marine: Use standard phase II clone trooper armor, replacing the vacuum seals with a hot-weather environmental system (*SV 45*), and add a kama (*FC*), and neck guard (*FC*).

Shock Trooper: Use standard phase II clone trooper armor and replace the hands-free comlink with a hands-free long-range encrypted comlink, and add an annunciator (*FC*).

Covert Ops Trooper: Use standard phase II clone trooper armor, adding a sound sponge (*FU 102*). It also is coated in reflex shadowskin (*SV 47*).

Shadow Trooper: Use standard phase II clone trooper armor, adding a sound sponge (*FU 102*). It also is coated in reflex

shadowskin (SV 47) and has magseal attachment points.

Sky Trooper Armor: Use standard phase II clone trooper armor and add a jet pack (SE 140, FC) and exchange the halo lamp for macrobinoculars. Also swap out the hands-free comlink for a long-range hands-free comlink.

Katarn-Class Commando Armor, Mark I Medium Armor

This armor was developed by Kamino Armorsmiths in conjunction with the 100 *Cuy'val Dar* for the Republic Commandos. The armor is master-crafted to the highest specifications to best protect the elite commandos of the Special Operations Brigade. The armor is highly customizable to accommodate the various specialists that use it.

Katarn-class armor has a helmet package (SE 140) that grants any wearer with the Armor Proficiency (medium) feat a +2 equipment bonus to all Perception checks as well as low-light vision. The armor also has vacuum seals (SV 47) that protect the wearer from outside atmosphere and provide up to ten hours

Specialty Commando Equipment

Katarn-Class Armor was used in conjunction with a backpack. These packs weighed in at 15 kg and were often selected based on the specialization of the commando. The following are packs known to be used with Katarn-Class Armor.

ADSD Pack: Provides an extra 24 hours of breathable air in vacuum or underwater.

Bacta Distribution System: Confers a +10 equipment bonus to the Treat Injury skill for the purposes of self-treatment, and freedom from the -5 penalty to self-treatment normally suffered.

Cold Weather Pack: Adds a cold weather environmental system (SV 45)

Field Kit: (SE 135)

Hot Weather Pack: Adds a hot weather environmental system (SV 45) and fluid recycler (as water extractor, UR 42)

Medical Kit: (SE 135)

Power Generator: (SE 135)

Shield Generator, SR 10: (SV 47)

REPUBLIC COMMANDOS



Katarn Mark II and III Armor

Four months into the Clone Wars, the Mark II Katarn-Class Armor was introduced. These versions feature the Ion Shielding trait (GW 50), making the armor immune to the effects of ion damage or EMPs. The Mark II Katarn Armor also removes the Projectile Weakness Quality detailed above. Mark II Katarn armor costs 45,000 credits, but can sell for over 200,000 credits on the black market.

Ten months into the Clone Wars, Mark III Katarn-Class Armor was released, building on the previous enhancements of the Mark II. Mark III armor offered camouflage patterns (as unpowered camouflage netting, CW 65) and traded its Superior Tech Specialist Trait from Mobile Armor to Reinforced Armor (SV 24), granting Damage Reduction 2. Mark III Katarn armor costs 65,000 credits, but can sell for over 250,000 credits on the black market.

of breathable air. Finally, the Katarn-class armor has a built-in retractable vibroblade (*SE 124*), which cannot be disarmed that does 2d6 piercing damage and requires a swift action to deploy (though it can retract as a free action).

The stock model is also fitted with a 10-slot equipment integration, including a bracer computer (*CW 65*), breath mask (*SE 136*), decibel shielding (*FC*), electrobinoculars (*SE 136*), halo lamp (*CW 66*), long-range hands-free encrypted comlink (*LE 65*), MSD-50 Medisensor (*TG 36*), and polarized lenses (*FC*).

Katarn-Class armor has the Mobile Armor Superior Tech Trait (*SV 24*) and the Agile Armor Tech Specialist Trait (*SG 21*), but due to a strange oversight in mixing the plastoid, it is unusually vulnerable to slugthrower weaponry. A person wearing Katarn-Class commando armor suffers a -2 penalty to Reflex Defense against slugthrowers, including Verpine Shatter weaponry.

Spacetrooper Armor (Prototype)

Heavy Armor

A new suit of power armor that was in development during the Clone Wars, the spacetrooper armor prototypes were field tested by the Galactic Marines, formerly the 21st Nova Corps, at the Battle of New Bornalex, five months before the end of the epic conflict. The prototypes' weapon systems failed, and Bacara and his men were forced to fight on, relying on their hand-to-hand combat training, augmented by the powerful exo-skeleton, to defeat wave after wave of B2 super battle droids.

Over two meters tall, spacetrooper armor sought to give the marines the same offensive capabilities as an assault fighter, while retaining the ability to access and take over enemy ships. The spacetrooper prototype armor began life as an Armored spacesuit (*SE 132*), and was considered to be Large in size, and has had its max Dexterity bonus and joint protection stripped once each. Its flight systems allow a fly speed of 4 squares, and a starship scale speed of 1 square. The armor included a wrist mounted blaster cannon (*SE 124*), a wrist mounted mini-proton torpedo launcher (*RE 49*), a pair of shoulder mounted grenade launchers (*SE 129*), vacuum seals (*SV 47*), powered exoskeleton (*SV 46*), and a helmet package (*SE 140*). Integrated equipment included a bracer computer (*CW 65*), halo lamp (*CW 66*), jet-pack (*SE 138*), long-range hands-free comlink, polarized lenses

(*FC*), power generator, and a pair of cutting lasers (as beamdrills, [*FC*]). The spacetrooper armor in use during the Clone Wars is considered to have the Prototype Template (*KR 78*), including the Improved Durability and Enhanced Strength Tech Specialist traits.

ARMOR-INTEGRATED EQUIPMENT

Blast Pauldron

Pauldrons are worn over the shoulders and generally provide additional protection to vital areas such as the heart and major arteries. ARC troopers and some clone trooper commanders often wore color-coded pauldrons to denote rank. This practice became scarce as the war progressed, as it made officers easier to spot by enemy snipers. A pauldron grants damage reduction 5 versus critical hits scored on the wearer.

Decibel Shielding

Decibel Shielding consists of small units that reduce extremely loud noises, or those of dangerous very high or low frequencies to protect the wearer from hearing loss. Able to be worn as a headset or mounted into armor, decibel shielding provides a +10 bonus to Fort Defense vs attacks made to cause partial or complete deafness (see sidebar). It also confers a +5 bonus to Reflect Defense against attacks that are based on sound at the GM's discretion, including an Ithorian Bellow or Flash Bang grenades, though sonic pistols and rifles depend on sound vibration causing physical damage, and as a result, decibel shielding only provides a bonus against sonic-based stun damage.

Kama

More than mere decoration, a kama is a type of heavy skirt typically worn over armor. A kama is normally made from heavy leather or other flexible, puncture-resistant material. ARC Troopers and some clone trooper units wore kamas during the Clone Wars as protection from flak and debris. Wearing a kama provides a +1 circumstance bonus to the wearer's Reflex Defense versus burst and splash damage.

Partial Deafness Injury

Repeated exposure to deafening noises can eventually cause permanent hearing damage. If you are partially deaf, you suffer a -2 penalty on all Perception checks, except Perception Checks made to hear ambient or distant noises, or eavesdrop, in which case it takes a -5 penalty. This penalty can be acquired twice, and its penalties stack. Wearing a hearing enhancer can cut the penalties in half (round up). Any time you are moved down the Condition Track by a sonic weapon, you suffer an attack against your Fortitude Defense with BAB +0, if the attack hits, you acquire this condition. Exposure to a sonic-based hazard without ear protection can also force you to suffer an attack as described in the specific hazard. Examples might include moving down the CT because of an Ithorian Bellow, being nearby artillery fire without ear protection, or working at a spaceport. It is possible to repair partial deafness with a cybernetic replacement (SE 137). Successful cybernetic surgery removes the injury completely.

Complete Deafness Injury

A deaf creature cannot hear, and takes a -5 penalty to all Perception Checks, and all opponents not within line of sight automatically succeed on any Stealth Checks made against them. All checks and actions that rely on hearing (such as speaking or using a comlink) fail automatically unless Lip Reading is taken as a language, and specialized equipment for the deaf is bought (voice to text translator), which costs an extra 500 credits per device. Any time you are moved to the bottom of the Condition Track by a sonic weapon, you suffer an attack against your Fortitude Defense with BAB +5, if the attack hits, you acquire this condition. Exposure to a sonic-based hazard without ear protection can also force you to acquire this condition. It is possible to repair partial deafness with a cybernetic replacement (SE 137). Successful cybernetic surgery removes the injury completely.

Mag Seals

Mag seals allow the temporary attachment of cosmetic armor plates. These plates provide a +2 bonus to all Deception checks to create a deceptive appearance, though they impose a -2 penalty to the armor's maximum Dexterity bonus to Reflex Defense. The magseals can be shut off as a swift action, causing the cosmetic plates to drop, though the square you occupy becomes difficult terrain.

Magnatonic Boots

This footwear was developed by the Republic early in the Clone Wars. The soles form a magnetic bond at the atomic level to any magnetic surface using a special electromagnetic surface. A character wearing these boots is granted a +10 equipment bonus on all Climb checks when attempting to scale a ferrous surface, including sheer walls and ceilings without handholds. A swift action is required every round the character uses the boots to move on a starship surface in space, or uses them to assist in a climb check.

Neck Guard

Typically attached to a helmet or armor, a neck guard provides protection to the sensitive area generally left exposed by standard armor. A neck guard provides a +1 circumstance bonus to the wearer's Reflex Defense versus surprise and sneak attacks.

Polarized Lenses

These are treated lenses worn to prevent impaired vision from bright flashes of light by filtering out non-visible light, glare, harmful rays and excessive lumens, including the effects of bright explosions or weapons designed to blind opponents. Polarized Lenses lessen the effects of such weapons or hazards by one step: blindness becomes total concealment; total concealment becomes concealment; and concealment becomes no effect (see Blindness, SE 254).

ALTERNATE JETPACKS

Merr Sonn JT-12 Jetpack

The JT-12 is a standard jetpack for MEC troopers and Jet Troopers in the Grand Army of the Republic, and is treated as a standard jet pack, though it has an integrated wrist-rocket launcher (CW 63) with an anti-personnel rocket that does 3d8 energy damage to a single target (exotic weapon). Note that any wrist-rocket ammunition can be used, but anti-personnel and ion blast are the most common.

Size: Medium; **Cost:** 2,800 (plus ammunition); **Weight:** 35 kg; **Availability:** Military.

EQUIPMENT IN OFFICIAL SOURCES

Other pieces of equipment common to clone trooper armor include the following:

ITEM	SOURCE
Bandolier	Saga Edition 140
Bracer Computer	Clone Wars Campaign Guide 65
Breath Mask	Saga Edition 136
Camouflage Paint (as camouflage netting)	Clone Wars Campaign Guide 65
Computer Interface Visor*	Knights of the Old Republic Campaign Guide 73
Demolitions Sensor*	Knights of the Old Republic Campaign Guide 73
Halo Lamp	Clone Wars Campaign Guide 66
Hip Holster	Saga Edition 140
Macrobinoculars (as electrobinoculars)	Saga Edition 136
MSD-50 Medisensor	Threats of the Galaxy 36
Sound Sponge	The Force Unleashed Campaign Guide 102

*Despite the rules stating that this cannot be used in conjunction with armor, this is an exception thanks to the fine craftsmanship of the Kaminoan Armorsmiths.

Merr Sonn RT-12 Jetpack

This jet pack was a heavily modified JT-12 designed specifically for use by aerial recon troopers, though paratroopers and even Republic Commandos sometimes requisitioned it for use. Fold-out wings were added to provide more surface area for lift, reducing the fuel needs. In addition, a bulbous auxiliary fuel tank was added, as well as a pair of anti-vehicle missiles. The RT-12 otherwise functions as a standard jet pack, though it provides enough fuel for 200 charges (or 20 minutes), and has two integrated missile launchers with one anti-vehicle missile each. (6d6 energy damage, heavy weapon)

Size: Medium; **Cost:** 3,500 (plus ammunition); **Weight:** 60 kg; **Availability:** Military.

Mitronomin Z-6 Rocketpack

The Z-6 Rocketpack is a standard rocketpack for MEC troopers and Jet Troopers in the Grand Army of the Republic and is treated as a standard jet pack except that it can alternately operate in space and provide a starship scale movement speed of 1 square. It has an integrated missile launcher with one anti-vehicle missile, and a magnetic grappling hook that functions as a liquid cable dispenser. (6d6 energy damage, heavy weapon)

Size: Medium; **Cost:** 1,800 (plus ammunition); **Weight:** 40 kg; **Availability:** Military.

Aratech Hover Pack

The Aratech Hover Pack was a large rocketpack designed to give jet troopers more loiter time in the air, or the ability to conduct longer-range missions in space. This rocket pack is often requisitioned to clone commanders, and functions as a standard jet pack except that it provides a fly speed of 8, and can alternately provide a starship scale movement speed of 1 square. Further, the Aratech Hover Pack contains enough fuel for 100 charges (or 10 minutes).

Size: Medium; **Cost:** 750; **Weight:** 50 kg; **Availability:** Military.

WEAPONS IN OFFICIAL SOURCES

WEAPON	SOURCE
Anti-personnel Mine	Galaxy At War 43
Anti-vehicle Mine	The Force Unleashed Campaign Guide 100
Concussion Grenade	Rebel Era Campaign Guide 48
DC-15A Heavy Blaster Rifle (as heavy variable blaster rifle)	Galaxy At War 38
DC-15s Blaster Pistol (as side-arm blaster)	Galaxy At War 38
DC-15S Blaster Rifle (as variable blaster rifle)	Galaxy At War 38
DC-17m ICS (as interchangeable weapon system)	Galaxy At War 39
DC-19 Stealth Carbine	Dawn of Defiance 4: Echoes of the Jedi
Detonite Cord	Galaxy At War 43
EMP Grenade	Clone Wars Campaign Guide 62
Flash Grenade	Jedi Training Manual 61
Ion Grenade	Saga Edition 129
Ion Mine	Galaxy At War 43
Limpet Mine	Galaxy At War 43
Power Lance	Rebel Era Campaign Guide 48
Proximity Mine	The Force Unleashed Campaign Guide 101
RPS-6 Rocket Launcher (as rocket launcher with 6-shot capacity)	Saga Edition 130
Thermal Detonator	Saga Edition 130
Z-6 Rotary Blaster (as rotary blaster cannon)	Galaxy At War 40

ALTERATIONS TO EXISTING WEAPONS

BlasTech DC-15a Blaster Rifle

The DC-15a Blaster Rifle is represented by the Heavy Variable Blaster Rifle (*GW* 38). However, in ascension mode, the rifle has a maximum range of 800 meters instead of the 30 listed, in order to scale large cliff faces. Further, the default attachment is a removable scope. Swapping the scope for the ascension module requires a full round action.

BlasTech DC-15s Blaster Rifle

The DC-15s blaster rifle is represented by the variable blaster rifle (*GW* 38), though it has a retractable stock (*SE* 125).

BlasTech DC-17m ICS PEP Laser

The DC-17m is represented by the Interchangeable Weapon System (*GW* 39), and the PEP laser attachment is for exclusive use with the DC-17m. The pulsed energy projectile (PEP) laser attachment was newly developed after the first year of the Clone Wars. Its design allows it to fire non-lethal, plastoid-encased projectiles that break apart, unleashing the fluoride laser pulse contained within, that disrupts the nervous system of organic targets, causing temporary paralysis. The PEP laser uses a specialized ammo cartridge contained within the attachment capable of 15 shots before it requires reloading (costs 100 credits, weighs 0.5 kg).

E-WEB Heavy Repeater

The standard E-WEB saw a number of optional upgrades during the Clone Wars. It can be equipped with a gunnery chair to provide greater accuracy, which grants a +1 attack bonus (costs an additional 1,000 credits). Some models are fitted with shield generators that are operated by a separate trooper that provides the gun, generator and its operators with a 10 SR (costs an additional 2,000 credits). Another version can be broken down into smaller, easier to transport components, which can be reassembled by one man in 2d4 rounds (cost an additional 2,000 credits).

Merr Sonn PLX-1 & PLX-2M Portable Missile Launchers

The PLX-1 missile launcher is represented by the Merr-Sonn PLX-2M Portable Missile Launcher (*RE 49*). However, its weight is 25 kilograms, and its ammo capacity is reduced to 2.

Some Republic Commandos and heavy weapons troopers were also known to use an early experimental version of the PLX-2M Portable Missile Launcher during the Clone Wars. If used during a Clone Wars campaign, the PLX-2M missile launcher is considered to have the Prototype template (*KR 78*) with the Improved Accuracy and Improve Damage traits applied.

Merr-Sonn Z-6 Rotary Blaster

While this weapon is represented by the rotary blaster cannon (*GW 40*), it has a 100 shot capacity instead of 20, which can be increased with the addition of a power generator as a backpack unit or fixed emplacement.

WEAPONS

BlasTech DC-15x Sniper Rifle

Perhaps one of the most effective sniper rifles ever developed, the DC-15x is a modification of the DC-15a. It adds additional optics and range at the expense of power, ammo and durability. The weapon is used primarily by scout sharpshooters, but also sees use by Republic commando units and ARC troopers.

The DC-15x sniper rifle is capable of 5 shots before it needs



DC-15X SNIPER RIFLE

to be reloaded. The rifle uses standard blaster rifle ammo clips. The rifle's advanced targeting scope (see *SE 140*) reduces the range modifier by two categories (for example, from long to short range), however, the weapon is difficult to wield against nearby targets, increasing the range penalty for point blank targets by one category (from point blank to short range).

BlasTech DC-17 Blaster Pistol

These small repeating blaster pistols were often used by clone commandos and unit commanders as a sidearm. They are essentially cut-down versions of the DC-15s blaster rifle. A number of clone commanders preferred to use the weapon in pairs, including Captain Rex. The DC-17 was renowned for its dependability and rapid fire-rate. The DC-17 requires a power pack and gas canister to operate. After 50 shots, the power pack must be replaced. After 250 shots, the gas canister must be replaced.



DC-17 SIDEARM BLASTER

BlasTech Reverse Polarity Pulse Grenade

This disc-shaped explosive was frequently used by commandos and ARC troopers during the Clone Wars. The grenade emits a strong electromagnetic pulse that fuses electrical circuits, rendering electronics useless. Pulse grenades function similarly to EMP grenades, but are well-suited for stronger droids and systems.

When you make an area attack with a pulse 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

TABLE 7-2: WEAPONS

EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Large							
Drever DN Boltcaster plasma disruptor	1,000	2d6	—	S	4.5 kg	Energy	Licensed
HEAVY WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Large							
EMP launcher	5,000	3d6 ion	—	S	5 kg	Energy	Military
Merr-Sonn "bunker buster" torpedo	8,000	4d6	—	S	12 kg	Energy	Military, Rare
Merr-Sonn reciprocating quad blaster	5,500	6d8	—	A	8 kg	Energy	Military, Rare
PISTOLS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Small							
BlasTech DC-17 blaster pistol	600	4d6	2d6	S, A	1 kg	Energy	Military
RIFLES	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
BlasTech DC-17m PEP laser	—	—	3d6	S	6.5 kg	Energy	Military
Large							
BlasTech DC-15x sniper rifle	1,500	3d12	—	S	7 kg	Energy	Military
Weststar M5 blaster rifle	1,900	3d8	—	S, A	5 kg	Energy	Military, Rare
SIMPLE WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Small							
BlasTech reverse polarity pulse grenade	1,200	4d6 ion	—	S	1 kg	Energy	Military

on a miss. If the ion damage dealt by the weapon would reduce the 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 damage on a hit, or no damage on a miss, and suffer no other ill effects. A target with the Evasion talent or droids with the Hardened Systems accessory takes half damage from a successful attack and no damage if the attack misses.

Drever DN Boltcaster Plasma Disruptor Exotic Weapon

Drever Corporation originally created the Phoenix II Plasma

Disruptor as a means for customs agents to disable locked hatches and other electronic locking mechanisms. However, when the military discovered that the weapon was particularly effective against droids, Drever Corporation created the DN Boltcaster to fit the specific needs for militarization. The weapon fires a massive arc of electricity nearly 20 meters to disable droids' systems. During the Clone Wars, the weapon was employed by specialized clone troopers.

The weapon possesses unlimited ammunition; however, you cannot use any feat, talent or other special ability that consumes more than one shot in a round (such as Double Attack or Rapid Shot) with this weapon. This weapon is also limited to point blank and short range (uses pistol range, see SE 129). The Boltcaster is

capable of dealing damage to living targets, but is much more effective against droids and cybernetic or electronic equipment, moving them one step down the condition track regardless of whether their damage threshold was exceeded. The weapon can also build a stronger electrical bolt by charging its discharge capacitors prior to firing. The wielder can double (4d6) or triple (6d6) the damage dice rolled by spending one or two consecutive standard actions charging the weapon beforehand.

EMP Launcher

Heavy Weapon

The EMP launcher functions as a grenade launcher (*SE* 129) loaded with EMP grenades (*CW* 62) with a 2-square burst radius, though it only carries ammo for two shots before requiring a reload. Jet troopers issued the EMP launcher typically carry seven reserve EMP grenades. The EMP launcher also has an alternate fire mode, where it can detonate the EMP grenade while in the barrel of the launcher. This allows it to act as a Deck Sweeper (*SV* 50) across a 6-square cone, though it does ion damage instead of stun damage. Switching between fire modes requires a swift action.

Merr-Sonn EM Pulse Launcher

Heavy Weapon

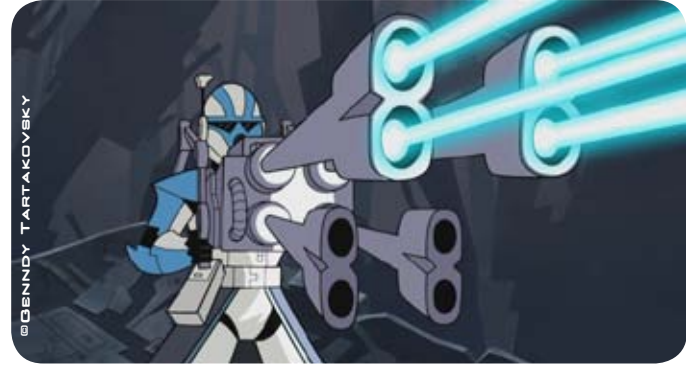
This bulky weapon was specifically design to combat the droid armies of the Confederacy during the Clone Wars. Often employed by specialized clone troopers, the launcher's slug would streak toward a cluster of targets and emit an intense electromagnetic pulse, often taking out entire squads of battle droids with a successful hit. The EM Pulse Launcher was by far one of the most powerful anti-droid weapon systems in the galaxy. Slugs fired with this weapon have a 2-square burst radius. The weapon must be reloaded after two shots, requires a full-round action. Slugs cost 40 credits each.

Merr-Sonn Reciprocating Quad Blaster

Heavy Weapon

This monster of a weapon was typically used against slow-moving armored vehicles such as the Trade Federation AAT or Corporate Alliance Tank Droids. The rig consists of two double-barreled

RECIPROCATING QUAD BLASTER



reciprocating blasters, as well as a large reactor backpack to power the weapon. Both the pack and the weapon itself were fitted with a series of micro-repulsors to reduce the immense weight felt by the trooper. Unfortunately, this made the weapon detectable to repulsorlift sensors. The weapon was field-tested during the Clone Wars by Republic commandos, ARC troopers and other elite military units.

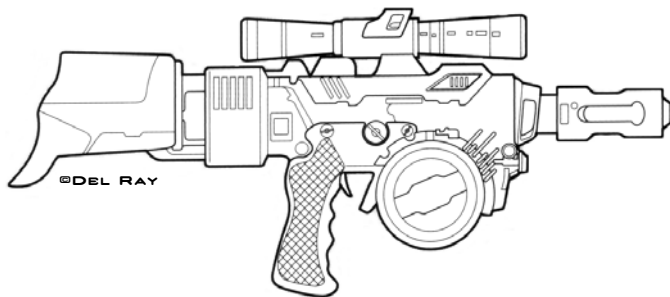
Due to the light fusion generator paired with the quad blaster, it has unlimited ammunition. If somehow the micro-repulsors on the unit are damaged and become inoperable, its weight increases to 30 kg and requires the wielder to possess a Strength score of 14 or greater to use the weapon or they incur a -5 penalty to all attack rolls and cannot use any feats, talents or special abilities associated with the weapon.

Westar M5 Blaster Rifle

Rifle

The ARC blaster rifle, as it is often referred, is the weapon of choice to many ARC troopers as well as some commandos and officers. It is designed to be fitted with a variety of add-on systems, the most popular of which is the equivalent of a single-shot PLX-1m micro-missile system (3d8 damage, considered a heavy weapon). Adding the PLX-1m adds 1.5kg to the weight of the weapon. While most ARC troopers used the weapon in an anti-personnel capacity to provide suppression fire against infantry, the rifle is very capable in the anti-vehicle role. It is capable of breaching heavy armor; however, this secondary fire mode is taxing on ammunition.

WESTAR M5 BLASTER RIFLE



The M5 blaster rifle uses a standard power pack that must be reloaded after 100 shots, and a standard gas canister that must be replaced after 500 shots. Using the anti-vehicle firing mode expends ammo ten times faster than the anti-personnel setting (e.g. a maximum of 10 anti-vehicle shots can be fired on a single power pack), but deals 3d10 damage with penetration 5 on a successful hit.

EXPLOSIVES

Merr-Sonn "Borebang" Subterranean High-Yield Explosive

Developed for use during the Clone Wars, the subterranean high-yield explosive device saw frequent use by the Grand Army of the Republic. Once activated and placed on the ground, the borebang begins burrowing itself into the ground for a number of rounds designated by the user (up to 5 rounds). When the device detonates, it deals an initial 6d8 damage to targets successfully hit within the 2-square burst radius. Secondary damage caused by medium falling debris is then dealt to targets within a 4-square burst radius (see Table 14-2: Damage from Falling Objects, *SE* 254).

Size: Small; **Cost** 1,500; **Damage** Special; **Stun Damage** –; **Weight** 1 kg; **Type** energy; **Availability** Military, Rare.

CLONE TEMPLATES

CLONE CADET

Unlike the droid armies they faced, the clone army was not assembled in a factory in a matter of hours and ready to fight; clones were grown and trained. During this training period, clones were referred to as "cadets" regardless of specialty. Troopers trained before the Battle of Geonosis were largely instructed by flash programs and hand-picked specialists. Later generations were often given the benefit of training under veteran clones.

Freshly-decanted cadets were often referred to as younglings, though flash-training was already well underway even three standard years after gestation. Younglings were already well versed in weapons handling and operating the HUD of the armor, despite being far too small to actually wear it. Holonet news was carefully kept from the younglings, afraid that humanizing the clone army to that extent would create a severe backlash against the war.

Cadets were often grouped with other clones from their batch for flash-training and simulated battles, but six years after decanting, they were reorganized into youth brigades for a brief time to receive introductory training in their future specialization. On occasion, youth brigades engaged in field excursions to give the cadets some measure of real-world experience outside Kamino's simulators. These trips could include visiting extreme environments, Republic cruisers, space stations, or even battlefields, albeit a fair distance from the front lines. Youth Brigades were often led by a clone trooper sergeant who serves as a minder and trainer.

Procurement

Cadets are not issued armor until eight years after decanting, at which point they receive training armor that functions as phase I clone trooper armor. In terms of weaponry, clone cadets are unarmed, though they train on the same weapons they would later wield after graduation.

Optional Age Rules

In addition to the Aging Effects found on page 110 of the *Saga Edition Core Rulebook*, you may opt to include the following changes in your campaign. Characters in the Child range are 1 size category smaller than their species' normal. Middle-aged characters are treated as if they possess an armor check penalty (SE 132) with light armor, and must make their Endurance check after only 6 hours of walking (see Force March on page 66 of the *Saga Edition Core Rulebook*). Old characters possess the armor check penalty with medium armor, must make their Endurance check after only 2 hours of walking, and suffer a -2 square penalty to their movement speed. Venerable characters suffer from an armor check penalty with heavy armor, must make an Endurance check after every hour of walking, and incur a -2 square penalty to their movement speed.

Special: Characters with the Conditioning feat (KR 32) are considered to be one age range younger (minimum adult) when determining physical statistic penalties (Strength, Dexterity, Constitution, and the optional rules listed above), but the character still receives the bonuses granted to their Intelligence, Wisdom and Charisma attributes. These optional rules do not apply to Feorins, whose physiologies cause them to experience old age in a far different way.

Squad Deployment

Should Kamino or the target of a field excursion come under attack, the sergeant in charge will almost always order younglings to retreat and hide. However, older cadets may be armed and instructed to fight during emergencies. Should this be the case, the Sergeant will usually draw fire to lure the enemy into an ambush by the cadets. It is possible to deploy a squad of clone cadets using the squads rules (CW93). In this scenario, you can create two squads of younglings or youth brigade members (or one of each) and deploy them separately along with a clone trooper sergeant using similar tactics.

Clone Youngling

Small Cloned* Child Human Male nonheroic 1
Init +2; Senses Perception +6

CL 0

Languages Basic, Military Sign

Defenses Ref 13 (flat-footed 11), Fort 10, Will 11

Hp 2; Threshold 10

Speed 4 squares

Melee unarmed +0 (1d3) or

Melee by weapon +0 or

Ranged by weapon +2

Base Atk +0; Grp -3

Abilities Str 10, Dex 14 Con 10, Int 12, Wis 12, Cha 9

Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (rifles, simple weapons)

Skills Endurance +5, Perception +6, Survival +6

Possessions Clone youngling fatigues (red or blue)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), but is still physically and mentally a Child. This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Youth Brigade Cadet

CL 0

Medium Cloned* Young Adult Human Male nonheroic 2



YOUTH BRIGADE ON TOUR

Init +3; **Senses** Perception +7

Languages Basic, Military Sign

Defenses Ref 12 (flat-footed 10), Fort 11, Will 11

Hp 6; **Threshold** 11

Speed 6 squares

Melee unarmed +2 (1d4+1) or

Melee by weapon +2 or

Ranged by weapon +3

Base Atk +1; **Grp** +3

Abilities Str 13, Dex 15, Con 13, Int 12, Wis 12, Cha 9

Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (rifles, simple weapons)

Skills Endurance +7, Perception +7, Survival +7

Possessions Clone cadet fatigues (red or blue)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically a Young Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Clone Youngling Squad

CL 2

Medium Cloned* Child Human Male nonheroic 1

Init +2; **Senses** Perception +6

Languages Basic, Military Sign

Defenses Ref 12 (flat-footed 10), Fort 10, Will 11

Hp 4; **Threshold** 20

Speed 4 squares

Melee unarmed +4 (3d4) or

Melee by weapon +4 or

Ranged by weapon +6

Base Atk +4; **Grp** +6

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 9

Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (rifles, simple weapons)

Skills Endurance +5, Perception +6, Survival +6

Possessions Clone youngling fatigues (red or blue)

Organization Score (Grand Army of the Republic) – X

Squad Traits– The melee attack of a squad is an area attack that affects all squares within reach. The raged 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.

*These clones have had their age accelerated (2x), but are still physically and mentally a Child. These clones also have the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which they are loyal.

Youth Brigade Squad

CL 3

Large Cloned* Young Adult Human Male nonheroic 2

Init +3; **Senses** Perception +7

Languages Basic, Military Sign

Defenses Ref 11 (flat-footed 9), Fort 11, Will 11

Hp 12; **Threshold** 26

Speed 6 squares

Melee unarmed +6 (3d6+1) or

Melee by weapon +6 or

Ranged by weapon +7

Base Atk +5; **Grp** +7

Abilities Str 13, Dex 15, Con 13, Int 12, Wis 12, Cha 9

Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (rifles, simple weapons)

Skills Endurance +7, Perception +7, Survival +7

Possessions Clone cadet fatigues (red or blue)

Organization Score (Grand Army of the Republic) – X

Squad Traits– The melee attack of a squad is an area attack that affects all squares within reach. The raged 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.

*These clones have had their age accelerated (2x), and while physically Young Adults, their mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). These clones also have the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which they are loyal.

CLONE TROOPER

The standard infantry clone trooper made up the bulk of the Grand Army of the Republic. These troops represented the rank and file and were organized into squads commanded by a Sergeant, ultimately serving under a clone or Jedi commander. Clone troopers were compelled to obey orders from their superiors as defined by their chain of command and one-hundred fifty contingency orders, which each clone committed to memory before their first deployment.

Troopers freshly arrived from Kamino were referred to by their alpha-numeric designation or as "shinies" by their veteran counterparts, in reference to their pristine white armor. While most "shinies" had little to no combat experience, live fire exercises on Kamino prepared them for the battlefield and made them more than a match for Separatist infantry droids. Still, most rookies went through a period of adjustment in their initial dealings with the unorthodox style of Jedi command and any interaction with civilians.

After a few deployments, troopers became veterans, making modifications to their armor, both functional and aesthetic. It was common for veterans to grow or dye their hair in unique ways, or acquire tattoos in order to visually separate themselves from their brothers. Perhaps the most important thing to a veteran was his nickname. Often acquired through demonstration of a unique talent or deed, clone nicknames were largely private within the squad.

Squads contained nine troopers and were lead by a sergeant, who functioned as a part of a platoon ideally led by a lieutenant, but sometimes led by a senior sergeant. Depending on the type of battlefield and mission for the squad, sergeants and their squads were expected to operate independently or as part of a larger open field formation. However, sergeants were more than just battlefield leaders; to most clones, their squad sergeant was the closest thing they would ever have to a father.

Procurement

In terms of weaponry, clone troopers are issued either the DC-15A or DC-15S blaster rifle. The A model is typically deployed during open-field battle, with the more versatile and maneuverable S

STANDARD CLONE TROOPER IN PHASE II ARMOR



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model sees use on battlefields where combat is expected to occur at closer range, though it is typical to see a mix of the two among squads. Trooper weaponry is supplemented by a utility belt and a pair of grenades. Standard grenade load-out includes two EMP grenades (*CW 62*), or ion grenades (*SE 129*), but thermal detonators (*SE 130*) and concussion grenades (*RE 48*) are also used.

Procurement

As the Clone Wars dragged on, a number of changes manifested among the clone army's kit. While examples below reflect phase II clone trooper armor, phase I armor was in use during the first six months of the conflict, and still saw heavy service until the middle of the war. Note that the phase I armor has a lower max Dexterity bonus, lower Reflex Defense bonus, and different integrated equipment.

Deployment

Clone troopers will often function in two to four man elements and gang on up on their enemies by aiding each other. The squad sergeant will often aid the element attacking the biggest threat. It is possible to deploy a squad of clone troopers using the squads rules (CW 93). In this scenario, you can create two squads of rookies or veterans (or one of each) and deploy them separately along with a lone sergeant using similar tactics.

Rookie Clone Trooper

CL 1

Medium Cloned* Human Male nonheroic 5

Init +5; **Senses** low-light vision; Perception +10

Languages Basic, Military Sign

Defenses Ref 19 (flat-footed 16), Fort 14, Will 13

Hp 20; **Threshold** 14

Speed 6 squares

Melee unarmed +5 (1d4+2) or

Melee by weapon +5 or

Ranged DC-15A blaster rifle +7 (varies) or

Ranged EMP grenade +6 (3d6 ion) or

Ranged by weapon +6

Base Atk +3; **Grp** +6

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 10

Feats Armor Proficiency (light), Coordinated Attack, Grand Army of the Republic Training, Weapon Focus (rifles), Weapon Proficiency (rifles, simple weapons)

Skills Endurance +9, Perception +10, Survival +8

Possessions DC-15A blaster rifle (as heavy variable blaster rifle [GW 38]), EMP grenades (2), phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and vacuum seals [SV 47] and integrated a bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, and polarized lenses [FC]), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty

(see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Veteran Clone Trooper

CL 3

Medium Cloned* Human Male nonheroic 10

Init +8; **Senses** low-light vision; Perception +13

Languages Basic, Military Sign

Defenses Ref 19 (flat-footed 16), Fort 14, Will 13

Hp 40; **Threshold** 14

Speed 6 squares

Melee unarmed +9 (1d4+2) or

Melee by weapon +9 or

Ranged DC-15A blaster rifle +11 (varies) or

Ranged DC-15A blaster rifle +9 (varies) with Rapid Shot or

Ranged EMP grenade +10 (3d6 ion) or

Ranged by weapon +10

Base Atk +7; **Grp** +10

Atk Options Rapid Shot

Clone Development

Two years after the Battle of Geonosis, any clones from the original batch turn twelve years old, advancing their age from Child to Young Adult (see Table 7-2: Aging Effects, SE 110; also see rules on cloning presented in Fandom Comics' Grand Army of the Republic chapter), requiring an adjustment to the age penalty they take to their Intelligence, Wisdom, and Charisma attributes. As a result of their time in the galaxy, the clones often begin to assert their individuality, and instead of taking the Rapid Shot feat, you may instead select Skill Training (any available), Skill Focus (any trained), or any feat that relates to the clone's nickname.

Also, at three years of age, clone younglings are children of both mind and body. Youth Brigade members, at six years of age, have physically grown into Young Adults. Cadets trained during the Clone Wars often received nicknames much earlier than those trained in the decade before the Battle of Geonosis, and it was not uncommon for Youth Brigade members to go by something other than their numerical designation.

Abilities Str 14, Dex 16, Con 15, Int 12, Wis 12, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Droid Hunter, Grand Army of the Republic Training, Rapid Shot, Weapon Focus (rifles), Weapon Proficiency (rifles, simple weapons)

Skills Endurance +12, Perception +13, Survival +11

Possessions DC-15A blaster rifle (as heavy variable blaster rifle [GW 38]), EMP grenades (2), phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated a bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, and polarized lenses [FC]), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Clone Trooper Sergeant

CL 5

Medium Cloned* Human Male nonheroic 15

Init +10; **Senses** low-light vision; Perception +15

Languages Basic, Military Sign

Defenses Ref 19 (flat-footed 16), Fort 14, Will 13

Hp 60; **Threshold** 14

Speed 6 squares

Melee unarmed +13 (1d4+2) or

Melee by weapon +13 or

Ranged DC-15A blaster rifle +15 (varies) or

Ranged DC-15A blaster rifle +13 (varies) with Rapid Shot or

Ranged EMP grenade +14 (3d6 ion) or

Ranged by weapon +14

Base Atk +11; **Grp** +14

Atk Options Rapid Shot

Abilities Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 10

Feats Armor Proficiency (light), Autofire Assault, Coordinated

Attack, Coordinated Barrage, Droid Hunter, Grand Army of the Republic Training, Rapid Shot, Weapon Focus (rifles), Weapon Proficiency (rifles, simple weapons)

Skills Endurance +14, Perception +15, Survival +13

Possessions DC-15A blaster rifle (as heavy variable blaster rifle [GW 38]), EMP grenades (2), phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated a bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, and polarized lenses [FC]), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Rookie Clone Trooper Squad

CL 3

Large Cloned* Human Male squad nonheroic 5

Init +5; **Senses** low-light vision; Perception +10

Languages Basic, Military Sign

Defenses Ref 18 (flat-footed 15), Fort 14, Will 13

Hp 40; **Threshold** 29

Speed 6 squares

Melee unarmed +9 (1d4+2) or

Melee by weapon +9 or

Ranged DC-15A Blaster Rifle +11 (varies, 1-square splash) or

Ranged EMP Grenade +10 (3d6 ion) or

Ranged by weapon +10

Base Atk +3; **Grp** +15

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 10

Feats Armor Proficiency (light), Coordinated Attack, Grand Army of the Republic Training, Weapon Focus (rifles), Weapon Proficiency (rifles, simple weapons)

Skills Endurance +9, Perception +10, Survival +8

Possessions DC-15A blaster rifle (as heavy variable blaster rifle

[*GW 38*]), EMP grenades (2), phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [*SE 140*] and vacuum seals [*SV 47*], and integrated a bracer computer [*CW 65*], breath mask [*SE 136*], decibel shielding [*FC*], halo lamp [*CW 66*], hands-free comlink, and polarized lenses [*FC*]), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

Organization Score (Grand Army of the Republic) – X

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.

*These clones have had their age accelerated (2x), and while physically Adults, their mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, *SE 110*). These clones also have the Loyal Worker clone trait (*FC*), with the Grand Army of the Republic as the organization to which they are loyal.

Veteran Clone Trooper Squad

CL 9

Large Cloned* Human Male squad nonheroic 10

Init +8; **Senses** Perception +13; **low-light vision**

Languages Basic, Military Sign

Defenses Ref 18 (flat-footed 15), Fort 14, Will 13

Hp 80; **Threshold** 29

Speed 6 squares

Melee unarmed +13 (1d4+2) or

Melee by weapon +13 or

Ranged DC-15A blaster rifle +15 (varies, 1-square splash) or

Ranged DC-15A blaster rifle +13 (varies, 1-square splash) with Rapid Shot or

Ranged EMP grenade +14 (3d6 ion) or

Ranged by weapon +14

Base Atk +7; **Grp** +19

Atk Options Rapid Shot

Abilities Str 14, Dex 16, Con 15, Int 12, Wis 12, Cha 10

Feats Armor Proficiency (light), Coordinated Attack, Droid

Hunter, Grand Army of the Republic Training, Rapid Shot, Weapon Focus (rifles), Weapon Proficiency (rifles, simple weapons)

Skills Endurance +12, Perception +13, Survival +11

Possessions DC-15A blaster rifle (as heavy variable blaster rifle [*GW 38*]), EMP grenades (2), phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [*SE 140*] and vacuum seals [*SV 47*], and integrated a bracer computer [*CW 65*], breath mask [*SE 136*], decibel shielding [*FC*], halo lamp [*CW 66*], hands-free comlink, and polarized lenses [*FC*]), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

Organization Score (Grand Army of the Republic) – X

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.

*These clones have had their age accelerated (2x), and while physically Adults, their mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, *SE 110*). These clones also have the Loyal Worker clone trait (*FC*), with the Grand Army of the Republic as the organization to which they are loyal.

HEAVY INFANTRY CLONE TROOPER

Known by many other names, such as grenadier, anti-air or anti-vehicle troopers, heavy infantry clone troopers were experts at the usage of massive mobile weapons designed to take out formations of enemy infantry or enemy vehicles. While most standard infantry squads counted one or two heavy troopers among their numbers, there were some squads made entirely of heavy troopers, who were often selected for special assignments. On rare occasion, heavy troopers operated mechanized infantry walkers, deadly crossovers between a suit of power armor and a walker

vehicle. However, in all other respects, heavy clone troopers were identical to their standard infantry counter-parts.

Procurement

Heavy troopers are usually deployed with the Merr Sonn PLX-1 rocket launcher for its ability to attack both ground and air targets. However, troopers can alternately be equipped with a grenade launcher (SE 129) for anti-infantry missions, a Merr Sonn RPS-6 rocket launcher (as missile launcher with 6-shot capacity, SE 130) when the PLX-1 isn't available, or a light concussion missile launcher (TG 134) to destroy heavily armored vehicles. Heavy trooper weaponry is supplemented by a DC-15S blaster pistol, a utility belt, two grenades and four anti-vehicle mines (FU 100)



HEAVY INFANTRY TROOPER IN PHASE II ARMOR

or anti-personnel mines (GW 43). Standard grenade load-out includes four thermal detonators (SE 130), but EMP grenades (CW 62), ion grenades (SE 129), and concussion grenades (RE 47) are used as well.

Deployment

Heavy troopers will often work with three regular troopers in an element, or in two man elements with another heavy trooper. In the case of a mixed squad, heavy troopers will usually use their weapon to suppress the enemy while allies gain positions that negate any cover bonus. If the enemy is not using cover, heavy troopers will usually attack the middle of the enemy formation. If the target is a vehicle, heavy troopers will usually allow their allies to create a distraction while they aim and attack. An all heavy trooper unit is likely to control defensive positions and remain stationary, using full attack actions to cover multiple angles of defense, or aid another to take out heavily armored targets.

It is possible to deploy a squad of heavy troopers using the squads rules (CW 93). In this scenario, create two squads of rookies or veterans (or one of each) and deploy them separately along with a lone sergeant. Keep in mind that in this scenario, every trooper in the squad is likely to have the same primary weapon. Anti-air troopers are often deployed this way.

Rookie Heavy Trooper

CL 1

Medium Cloned* Human Male nonheroic 5

Init +5; **Senses** low-light vision; Perception +10

Languages Basic, Military Sign

Defenses Ref 19 (flat-footed 16), Fort 14, Will 11

Hp 20; **Threshold** 14

Speed 6 squares

Melee unarmed +5 (1d4+2) or

Melee by weapon +5 or

Ranged DC-15S blaster pistol +1 (3d6) or

Ranged PLX-1 missile launcher +7 (7d8, 2-square burst) or

Ranged thermal detonator +6 (8d6, 4-square burst) or

Ranged by weapon +6

Base Atk +3; **Grp** +6

Abilities Str 15, Dex 16, Con 14, Int 12, Wis 12, Cha 9

Feats Armor Proficiency (light), Artillery Shot, Weapon Focus

(heavy weapons), Weapon Proficiency (heavy weapons, rifles, simple weapons)

Skills Endurance +9, Perception +10, Survival +8

Possessions DC-15S blaster pistol (as sidearm blaster pistol [GW 38]), anti-vehicle mines (4 [FU 100]), phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, and polarized lenses [FC]), PLX-1 missile launcher (7 spare missiles), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2]), thermal detonators (2)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Veteran Heavy Trooper

CL 3

Medium Cloned* Human Male nonheroic 10

Init +8; **Senses** low-light vision; Perception +13

Languages Basic, Military Sign

Defenses Ref 19 (flat-footed 16), Fort 14, Will 11

Hp 40; **Threshold** 14

Speed 6 squares

Melee unarmed +7 (1d4+2) or

Melee by weapon +7 or

Ranged DC-15S Blaster Pistol +5 (3d6) or

Ranged PLX-1 missile launcher +11 (7d8, 2-square burst) or

Ranged thermal detonator +13 (8d6, 4-square burst) or

Ranged by weapon +10

Base Atk +7; **Grp** +10

Abilities Str 16, Dex 16, Con 14, Int 12, Wis 12, Cha 9

Feats Armor Proficiency (light), Artillery Shot, Destructive Force, Mighty Throw, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, rifles, simple weapons)

Skills Endurance +12, Perception +13, Survival +11

Possessions DC-15S blaster pistol (as sidearm blaster pistol [GW 38]), anti-vehicle mines (4 [FU 100]), phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, and polarized lenses [FC]), PLX-1 missile launcher (7 spare missiles), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2]), V-1 thermal detonators (2)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Heavy Trooper Sergeant

CL 5

Medium Cloned* Human Male nonheroic 15

Init +10; **Senses** low-light vision; Perception +15

Languages Basic, Military Sign

Defenses Ref 19 (flat-footed 16), Fort 14, Will 11

Hp 60; **Threshold** 14

Speed 6 squares

Melee unarmed +14 (1d4+2) or

Melee by weapon +14 or

Ranged DC-15S blaster pistol +9 (2d8) or

Ranged PLX-1 missile launcher +15 (7d8, 2-square burst) or

Ranged V-1 thermal detonator +17 (9d6, 4-square burst) or

Ranged by weapon +14

Base Atk +11; **Grp** +14

Abilities Str 16, Dex 16, Con 14, Int 12, Wis 12, Cha 10

Feats Armor Proficiency (light), Angled Throw, Artillery Shot,

Destructive Force, Heavy Hitter, Mighty Throw, Weapon

Focus (heavy weapons), Weapon Proficiency (heavy weapons, rifles, simple weapons)

Skills Endurance +14, Perception +15, Survival +13

Possessions DC-15S blaster pistol (as sidearm blaster pistol [GW

38]), anti-vehicle mines (4 [FU 100]), phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, and polarized lenses [FC]), PLX-1 missile launcher (7 spare missiles), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2]), V-1 thermal detonators (2)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

CLONE TROOPER MEDIC

With the disposable nature of the Republic's clone army, creating a breed of field medics was perhaps not the highest priority for the Kaminoans. After all, each clone saved is one less the Kaminoans could contract to replace. Nonetheless, as Separatist propaganda suggested the Republic was vastly outnumbered by battle droids, troop survivability became a critical issue.

Infantry medics were trained in basic field medicine to stabilize their wounded brothers for transport to a Republic Mobile Surgical Unit or medical frigate. Clone trooper medics typically have orange circles on the shoulders of their armor, and a thin orange stripe on their helmet to denote their status. Experienced medics and officers specializing in medicine were deployed at RMSUs, medical frigates, and especially medical stations such as Kaliida Shoals. Many of these medical officers were surgeons, trained to bring their brothers back from even the most grievous of injuries.

Procurement

In terms of weaponry, clone trooper medics are issued the DC-15S blaster rifle. Medic weaponry is supplemented by a medical kit

backpack, a utility belt, and a portable FX-3 Medical Assistant Droid.

Deployment

Clone trooper medics will often function as a standard trooper in their squad, platoon or company, though they have a tendency to stay near the unit leader or at least off the very front lines, where they are safer. When a fellow trooper or Jedi is wounded, as defined by moving at least two steps down the condition track or losing half of their hit points, the clone medic will run to that trooper to help move them to cover if possible before issuing treatment. The medic will then often fall back with that trooper and fight at his side until another squad-mate is wounded, the mission ends, or medevac transport arrives. Sometimes, units are asked to escort VIPs, in which case the medic will often function as the last line of defense, equally capable of protecting and healing their charge.



MEDICAL OFFICER

Rookie Clone Trooper Medic

Medium Cloned* Human Male nonheroic 5

Init +5; **Senses** low-light vision; Perception +10**Languages** Basic, Military Sign**Defenses** Ref 19 (flat-footed 16), Fort 14, Will 13**Hp** 20; **Threshold** 14**Speed** 6 squares**Melee** unarmed +5 (1d4+2) or**Melee** by weapon +5 or**Ranged** DC-15S blaster rifle +6 (varies) or**Ranged** by weapon +6**Base Atk** +3; **Grp** +6**Abilities** Str 14, Dex 16, Con 14, Int 13, Wis 12, Cha 9**Feats** Armor Proficiency (light), Grand Army of the Republic Training, Medical Team, Skill Training (Treat Injury), Surgical Expertise, Weapon Proficiency (rifles)**Skills** Endurance +9, Perception +10, Survival +8, Treat Injury +11**Possessions** DC-15S blaster rifle (as variable blaster rifle [GW 38]), FX-3 medical assistant droid, medical kit, phase II clone trooper armor (+6 armor, +2 equipment; with a helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, and polarized lenses [FC]), surgery kit, utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])**Organization Score (Grand Army of the Republic) – X**

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Veteran Clone Trooper Medic

Medium Cloned* Human Male nonheroic 7/Medic 1

Force 5**Init** +7; **Senses** low-light vision; Perception +12

CL 1

Languages Basic, High Galactic, Military Sign**Defenses** Ref 19 (flat-footed 16), Fort 19, Will 16**Hp** 34; **Threshold** 19**Speed** 6 squares**Melee** unarmed +7 (1d4+2) or**Melee** by weapon +7 or**Ranged** DC-15S blaster rifle +8 (varies) or**Ranged** by weapon +8**Base Atk** +5; **Grp** +8**Special Actions** Wilderness First Aid**Abilities** Str 14, Dex 16, Con 14, Int 14, Wis 12, Cha 10**Talents** Steady Under Pressure**Feats** Armor Proficiency (light), Grand Army of the Republic Training, Medical Team, Skill Training (Treat Injury), Surgical Expertise, Weapon Proficiency (rifles), Wilderness First Aid
Skills Endurance +11, Knowledge (life sciences) +11, Perception +12, Survival +10, Treat Injury +13**Possessions** DC-15S blaster rifle (as variable blaster rifle [GW 38]), FX-3 medical assistant droid, medical kit, phase II clone trooper armor (+6 armor, +2 equipment; with a helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, and polarized lenses [FC]), surgery kit, utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])**Organization Score (Grand Army of the Republic) – X**

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Clone Medical Officer

Medium Cloned* Human Male nonheroic 7/Medic 3

Force 6**Init** +8; **Senses** Perception +11**Languages** Basic, High Galactic, Military Sign

CL 5

Defenses Ref 16 (flat-footed 13), Fort 19, Will 16

Hp 60; **Threshold** 19

Speed 6 squares

Melee unarmed +9 (1d4+3) or

Melee by weapon +9 or

Ranged by weapon +10

Base Atk +7; **Grp** +10

Medical Secrets Improved Long-Term Care

Special Actions Wilderness First Aid

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 12, Cha 10

Talents Emergency Team, Steady under Pressure

Feats Armor Proficiency (light), Cybernetic Surgery, Experienced Medic, Grand Army of the Republic Training, Medical Team, Surgical Expertise, Weapon Proficiency (rifles), Wilderness First Aid

Skills Knowledge (life sciences) +12, Perception +11, Survival +11, Treat Injury +14

Possessions Code cylinder, comlink, datapad, access to medical kits, surgery kits, and medical droids

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Medtech Industries FX-3 Portable Medical Assistant CL 1

Tiny droid (1st-degree) nonheroic 5

Init +4; **Senses** Perception +8

Languages Basic, Binary

Defenses Ref 14 (flat-footed 12), Fort 9, Will 11

Hp 15; **Threshold** 9

Immune droid traits

Speed stationary

Melee unarmed +2 (1d1-1) or

Melee by weapon -3 or

Base Atk +3; **Grp** +5

Abilities Str 9, Dex 15, Con --, Int 16, Wis 12, Cha 12

Feats Armor Proficiency (light, medium), Rapport, Skill Focus

(Knowledge [life sciences]), Medical Team

Skills Knowledge (life sciences) +15, Perception +8, Treat Injury +11, Use Computer +10

Systems basic processor, hand appendages (2), vocabulator

Possessions Antidote synthesizer, medpacs (3), MDS-50 medisensor, surgery kit

Availability Licensed; **Cost** 5,400

FX-3 Portable Medical Assitant

Tiny droid (1st-degree)

Hp 15

Threshold 10

Diagnosis (1 free action)

The FX-3 medical droid makes a Knowledge (life sciences) check to determine the source of a disease or an injury and communicates the diagnostic to its owner. Alternately, this ability can be used to reveal the target's current hit points, place on the condition track, and the presence of (but no specifics on) diseases, poison, or radiation exposure.

First Aid (2 swift actions, 1/turn)

The FX-3 medical droid makes a DC 15 Treat Injury check on a target in an adjacent square. If the check is successful, the target regains a number of hit points equal to its character level plus 1 hit point for every point by which the check was successful. A character can be treated with first aid in this manner only once per day.

Heal Damage (2 swift actions, 1/turn)

The FX-3 medical droid makes a DC 20 Treat Injury check to perform surgery on a wounded creature, healing an amount of damage equal to the creature's Constitution modifier (minimum 1) multiplied by the creature's level. If the check fails, the creature instead takes damage equal to its damage threshold. If the creature was already at 0 hit points, it dies unless it can spend a Force point to save itself (SE 93). Performing surgery to heal damage also removes any persistent conditions afflicting the target.

Medical Assistance (1 swift action, 1/turn)

The FX-3 medical droid assists a character's Treat Injury check, providing a +2 bonus to the check.

Revivify (2 swift actions 1/turn)

New Droid Manufacturer: Medtech Industries

One of the original pioneers in the medical droid field, Medtech created some of the first surgeon and medical assistant droids to see use across the galaxy. The FX line of droids was by far their most successful, and despite the fact that their sales were beginning to decline just before the Clone Wars, an exclusive contract with the Republic revitalized their business. Medtech provided FX series droids to R.M.S.U.s, medical frigates and medical stations, and even created a new field-portable medical assistant droid for field medics. Two decades after the Clone Wars, the empire cunningly cancelled the contract without warning, forcing Medtech to go out of business. The Empire was then able to purchase a number of FX-10 units at fire sale prices.

Traits: Once per encounter, when a Medtech droid is assisting with a Treat Injury or Knowledge (life sciences) check and a Force Point is spent to modify the roll, the bonus added to the roll from the Force Point is doubled.

The FX-3 medical droid makes a DC 20 Treat Injury check on a target in an adjacent square that is currently at 0 hit points. If the check is successful, the target is unconscious instead of dead.

Synthesize Antidote (2 swift actions 1/turn)

The FX-3 medical droid takes a full-round action for 1d6 rounds to examine a poison or toxin sample. When finished, he has 1d4 antidote doses that provide a +2 untyped bonus to Treat Injury checks made to treat the poison or toxin.

Treat Poison (2 swift actions 1/turn)

The FX-3 medical droid makes a Treat Injury check against an adjacent target, and if the check equals or exceeds the DC of the poison (varies by poison), the target is successfully detoxified, and they no longer suffer any ill effects (including persistent conditions caused by the poison).

Skills Knowledge (life sciences) +15, Perception +8, Treat Injury +11, Use Computer +10

Vital Systems basic processor, hand appendages (2), vocabulator

Possessions Antidote synthesizer, medpacs (3), MDS-50 medisensor, surgery kit

Designed by the Kaminoans in collusion with experts among the *Cuy'val Dar*, the FX-3 Portable Medical Assistant Droid was created to provide clone trooper medics with field support. While heavy despite its size, the FX-3 is invaluable to rookie field medics, and once set up next to a patient can ensure field medics don't forget procedure in the heat of battle. The FX-3 also adds capabilities the field medic otherwise wouldn't have at all, such as the ability negate poisonous venoms or toxins, often encountered among the strange flora and fauna of the battlegrounds of the Clone Wars.

ARC TROOPER

Advanced Recon Commandos were genetically designed by the Kaminoans and then trained by Jango Fett to function as one-man armies. Their DNA was drastically modified from the donor to enhance their physical attributes to near-peak human levels, and their mental faculties were unencumbered by the genetic tampering that made regular front line troopers blindly obedient. While they were trained to conduct all manner of covert operations, ARC troopers were most comfortable fighting alone against overwhelming odds using a mixture of guerilla tactics and bold assaults.

Only one hundred Alpha-Class ARC troopers were created, though they were put into cryo-stasis before the war, deemed far too dangerous and unreliable to actually use. However, when the Confederacy assaulted Kamino in the second month of the Clone Wars, the ARCs were unleashed as a desperate measure to retain control of Tipoca City. Once reactivated, ARC troopers often served as liaisons between Jedi commanders and their troops until that role was delegated to the ARC-trained clone commanders. ARC Troopers not specifically attached to a Jedi worked out of the Special Operations Brigade. They were most often deployed as independent units, though some worked together at squad strength, or in joint commands that featured specialist clone troopers.

While many sought to emulate their beloved instructor Jango Fett, just as many sought to honor him by finding their own path. For at least four of the ARC Troopers, that path led to abandoning the GAR. With only one hundred ARC troopers, it

wasn't long before casualties and desertion began to significantly degrade their operational strength. To refill the ranks, Republic Command implemented a cross-training program that gave the best of the clone infantry a way to become ARC troopers. This gave the Republic a chance to replenish its Special Forces with battle-hardened warriors.

Procurement

Weaponry issued to ARC troopers included either a pair of DC-17 blaster pistols or the WESTAR M5 blaster rifle. Of course, ARCs had access to the entire GAR armory, and would frequently change the equipment they used to suit the mission. Utility belts and a pair of grenades often supplemented ARC trooper kit. The standard grenade load-out included two EMP grenades (CW 62), but ion grenades (SE 129) were sometimes used as well. Thermal detonators (SE 130) were often deployed against heavy armor, and concussion grenades (RE 48) were used against organic targets.



ARC TROOPER "COLT" IN PHASE II ARMOR

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Deployment

ARC troopers often function alone or with a Jedi. They like to fight up close, and will often charge right in the middle of enemy formations and lay waste to everything around them not unlike a holoivid. ARC troopers will often take the full attack action, using either their autofire attacks to mow down groups of droids, or their Double Attack and Triple Attack feats to make pin-point attacks in rapid sequence. Unless an ARC trooper has a truly superior cover position to control, they will rarely remain behind a single piece of cover for more than two or three rounds, preferring to stay on the move to avoid enemy flanking actions or area attacks.

When fighting alongside a Jedi, the ARC trooper will utilize a higher percentage of charging attacks and their better than average foot speed to keep pace with their Jedi commanders. ARCs also are not afraid to get up close to the enemy, providing a flanking bonus to their Jedi allies while taking out longer range opponents, especially those equipped with weapons that are not easily deflected by a lightsaber.

ARC Trooper Sergeant

CL 8

Medium Cloned* Human Male nonheroic 3/Soldier 6/Elite Trooper 1
Force 7

Init +9; Senses low-light vision; Perception +14

Languages Basic, Military Sign, (1 unselected)

Defenses Ref 24 (flat-footed 19), Fort 28, Will 19

Hp 75; DR 2; Threshold 28

Speed 6 squares

Melee unarmed +13 (1d6+7) or

Melee by weapon +13 or

Ranged DC-17 blaster pistol +13 (4d6+3) or

Ranged DC-17 blaster pistol +8 (6d6+3) with Burst Fire or

Ranged WESTAR M5 blaster rifle +13 (3d8+3) or

Ranged WESTAR M5 blaster rifle +8 (5d8+3) with Burst Fire or

Ranged WESTAR M5 blaster rifle +13 (3d10+3, penetration 5) or

Ranged WESTAR M5 blaster rifle +8/+8 (3d8+3) with Double

Attack or

Ranged wrist rocket launcher +13 (varies) or

Ranged EMP grenade +13 (3d6+3 ion) or

Ranged by weapon +13

Base Atk +9; **Grp** +13

Atk Options Burst Fire, Charging Fire, Double Attack (rifles), Point Blank Shot

Special Actions Delay Damage (1/encounter)

Abilities Str 18, Dex 18, Con 18, Int 14, Wis 14, Cha 9

Special Qualities Delay Damage

Talents Armored Defense, Autofire Assault, Rapid Reload, Tested in Battle

Feats Armor Proficiency (light), Burst Fire, Charging Fire, Double Attack (rifles), Dual Weapon Mastery I, Mandalorian Training, Martial Arts I, Point Blank Shot, Weapon Proficiency (heavy weapons, rifles, pistols, simple weapons), Wookiee Grip

Skills Endurance +14, Knowledge (tactics) +12, Perception +14, Survival +12

Possessions ARC trooper armor (+6 armor, +2 equipment; with Fortifying Armor and Reinforced Armor Traits, helmet package [SE 140], mounted wrist rocket launcher [CW 63], and vacuum seals [SV 47], and integrated blast pauldron [FC], bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], long-range hands-free encrypted visual wrist comlink [LE 65], kama [FC], liquid cable dispenser [SE 138], polarized lenses [FC], and a range-finder [SV 47]), DC-17 blaster pistols (2), EMP grenades (2), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2]), WESTAR M5 blaster rifle

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), though he gets to choose the organization or individual to which he is loyal.

ARC Trooper Lieutenant

CL 12

Medium Cloned* Human Male nonheroic 3/Soldier 7/Elite Trooper 4
Force 9

Init +11; **Senses** low-light vision; Perception +16

Languages Basic, Military Sign, (1 unselected)

Defenses Ref 28 (flat-footed 23), Fort 32, Will 23

Hp 121; **DR** 4; **Threshold** 32

Speed 6 squares

Melee unarmed +17 (1d6+9) or

Melee by weapon +17 or

Ranged DC-17 blaster pistol +17 (4d6+5) or

Ranged DC-17 blaster pistol +15 (6d6+5) with Burst Fire or

Ranged WESTAR M5 blaster rifle +17 (3d8+5) or

Ranged WESTAR M5 blaster rifle +15 (5d8+5) with Burst Fire or

Ranged WESTAR M5 blaster rifle +17 (3d10+5, penetration 5) or

Ranged WESTAR M5 blaster rifle +12/+12 (3d8+5) with Double Attack or

Ranged WESTAR M5 blaster rifle +7/+7/+7 (3d8+5) with Triple Attack or

Ranged wrist rocket launcher +17 (varies) or

Ranged EMP grenade +17 (3d6+5 ion) or

Ranged by weapon +17

Base Atk +13; **Grp** +17

Atk Options Burst Fire, Charging Fire, Double Attack (rifles), Point Blank Shot, Triple Attack (rifles)

Special Actions Delay Damage (1/encounter)

Abilities Str 18, Dex 18, Con 18, Int 15, Wis 14, Cha 10

Special Qualities Delay Damage

Talents Armored Defense, Autofire Assault, Controlled Burst, Rapid Reload, Tested in Battle

Feats Armor Proficiency (light), Burst Fire, Charging Fire, Double Attack (rifles), Dual Weapon Mastery I, Mandalorian Training, Martial Arts I, Point Blank Shot, Triple Attack (rifles), Weapon Proficiency (heavy weapons, rifles, pistols, simple weapons), Wookiee Grip

Skills Endurance +16, Knowledge (tactics) +14, Perception +16, Survival +14

Possessions ARC trooper armor (+6 armor, +2 equipment; with Fortifying Armor and Reinforced Armor Traits, helmet package [SE 140], mounted wrist rocket launcher [CW 63], and vacuum seals [SV 47], and integrated blast pauldron [FC], bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], long-range hands-free encrypted visual wrist comlink [LE 65], kama [FC], liquid cable dispenser [SE 138], polarized lenses [FC], and a

rangefinder [SV 47]), DC-17 blaster pistols (2), EMP grenades (2), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2]), WESTAR M5 blaster rifle

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), though he gets to choose the organization or individual to which he is loyal.

ARC Trooper Captain**CL 16**

Medium Cloned* Human Male nonheroic 3/Soldier 8/Elite Trooper 7
Force 11

Init +18; **Senses** low-light vision; Perception +18

Languages Basic, Military Sign, (1 unselected)

Defenses Ref 32 (flat-footed 27), Fort 36, Will 27

Hp 150; **DR** 5; **Threshold** 36

Speed 6 squares; Running Attack

Melee unarmed +21 (1d6+11) or

Melee by weapon +21 or

Ranged DC-17 blaster pistol +21 (4d6+7) or

Ranged DC-17 blaster pistol +19 (6d6+7) with Burst Fire or

Ranged WESTAR M5 blaster rifle +21 (3d8+7) or

Ranged WESTAR M5 blaster rifle +19 (5d8+7) with Burst Fire or

Ranged WESTAR M5 blaster rifle +21 (3d10+5, penetration 5) or

Ranged WESTAR M5 blaster rifle +18/+18 (3d8+7) with Double Attack or

Ranged WESTAR M5 blaster rifle +13/+13/+13 (3d8+7) with Triple Attack or

Ranged wrist rocket launcher +21 (varies) or

Ranged EMP grenade +21 (3d6+7 ion) or

Ranged by weapon +21

Base Atk +17; **Grp** +21

Atk Options Accelerated Strike, Burst Fire, Charging Fire, Double Attack (rifles), Ferocious Assault, Point Blank Shot, Triple Attack (rifles)

Special Actions Delay Damage (1/encounter)

Abilities Str 18, Dex 18, Con 18, Int 16, Wis 14, Cha 11

Special Qualities Delay Damage

Talents Armored Defense, Autofire Assault, Controlled Burst, Ferocious Assault, Multiattack Proficiency (rifles), Rapid Reload, Tested in Battle

Feats Accelerated Strike, Armor Proficiency (light), Burst Fire, Charging Fire, Double Attack (rifles), Dual Weapon Mastery I, Fleet-Footed, Mandalorian Training, Martial Arts I, Point Blank Shot, Running Attack, Triple Attack (rifles), Weapon Proficiency (heavy weapons, rifles, pistols, simple weapons), Wookiee Grip

Skills Endurance +18, Initiative +18, Knowledge (tactics) +17, Perception +18, Survival +16

Possessions ARC trooper armor (+6 armor, +2 equipment; with Fortifying Armor and Reinforced Armor Traits, helmet pack-age [SE 140], mounted wrist rocket launcher [CW 63], and vacuum seals [SV 47], and integrated blast pauldron [FC], bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], long-range hands-free encrypted visual wrist comlink [LE 65], kama [FC], liquid cable dispenser [SE 138], polarized lenses [FC], and a range-finder [SV 47]), DC-17 blaster pistols (2), EMP grenades (2), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2]), WESTAR M5 blaster rifle

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), though he gets to choose the organization or individual to which he is loyal.

CENTAX-2 CLONE TROOPER

Created on Centax-2, deep within Chancellor Palpatine's secret Spaarti cloning facilities, the Centax-2 clone troopers were deployed during the final months of the Clone Wars. Grown

in only a year's time, the Centax-2 clones were known for poor marksmanship and mental instability. The DNA used to create the Centax-2 clones was second generation Jango Fett, resulting in significant degradation in both physical performance and mental stability. These clones were also given flash memories of a new prime clone instead of actual training, causing most of the troopers decanted from Centax-2 to suffer from clone madness.

In addition to the standard clone troopers that poured out of Centax-2, a number of Special Forces units, such as the clone assassins and covert ops troopers, were also created. Assassins were trained specifically to ambush, overwhelm, and eliminate Jedi targets using their stealth field generators and vibroblades. Many squads of clone assassins accompanied Darth Vader and the 501st during their raid of the Jedi Temple.

Procurement

Like standard clone troopers, Centax-2 clones are issued either the DC-15A or DC-15S blaster rifle. The "A" model is typically deployed during open-field battle, while the smaller "S" model sees use where combat is expected to occur at closer range, though it is typical to see a mix of the two among squads. Trooper weaponry is usually supplemented by their utility belt and a pair of grenades. Standard grenade load-out includes two EMP grenades (*CW* 62), but ion grenades (*SE* 129) also see use. Thermal detonators (*SE* 130) are deployed against heavy armor, and concussion grenades (*RE* 48), are used against organic targets.

Deployment

Centax-2 clones are trained to function as standard clone troopers, however, it is common for entire units to suffer from clone madness, at which point most units will simply charge and attack each round until they are defeated. It is possible to deploy a squad of clone troopers using the squads rules (*CW* 93). In this scenario, you can create two squads of rookies or veterans (or one of each) and deploy them separately along with a lone sergeant using similar tactics. Centax-2 clones were also deployed to replenish units that have suffered attrition, and during the last months of the war, it is not uncommon to see a number of Centax-2 clones integrated into veteran clone trooper squads.

Clone Assassins function in two to four man teams and will

try to sneak into a flanking position on a Jedi before launching their attack. In addition to the standard flanking bonus, the Jedi is considered flat-footed thanks to the Advantageous Positioning talent, triggering the Dastardly Strike and Sneak Attack talents. This also triggers the Swarm feat to add to the damage. Once in position, assassins use the Tumble Defense feat and Shift talent to maintain the trap around the Jedi, and use the Overwhelming Attack feat to frustrate the Jedi from mounting a defense.

Centax-2 Rookie Clone Trooper

CL 1

Medium Cloned* Human Male nonheroic 1

Init +3; **Senses** low-light vision; Perception +8

Languages Basic, Military Sign

Defenses Ref 19 (flat-footed 16), Fort 14, Will 13

Hp 4; **Threshold** 14

Speed 6 squares

Melee unarmed +2 (1d4+2) or

Melee by weapon +2 or

Ranged DC-15A blaster rifle +4 (varies) or

Ranged EMP grenade +3 (3d6 ion) or

Ranged by weapon +3

Base Atk +0; **Grp** +3

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 9

Feats Armor Proficiency (light), Grand Army of the Republic

Training, Weapon Focus (rifles), Weapon Proficiency (rifles, simple weapons)

Skills Endurance +7, Perception +8, Survival +6

Possessions DC-15A blaster rifle (as heavy variable blaster rifle [*GW* 38]), EMP grenades (2), phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [*SE* 140] and vacuum seals [*SV* 47], and integrated bracer computer [*CW* 65], breath mask [*SE* 136], decibel shielding [*FC*], halo lamp [*CW* 66], hands-free comlink, and polarized lenses [*FC*]), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (20x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child suffer the -2 penalty

(see Table 7-2: Aging Effects, *SE* 110). This clone has the Loyal Worker clone trait (*FC*), with the Grand Army of the Republic as the organization to which he is loyal. This clone also has the Dissociative Disorder complication (Clone Madness) (*FC*)

Centax-2 Veteran Clone Trooper

CL 1

Medium Cloned* Human Male nonheroic 3

Init +4; **Senses** low-light vision; Perception +9

Languages Basic, Military Sign

Defenses Ref 19 (flat-footed 16), Fort 14, Will 13

Hp 12; **Threshold** 14

Speed 6 squares

Melee unarmed +4 (1d4+2) or

Melee by weapon +4 or

Ranged heavy variable blaster rifle +6 (varies) or

Ranged EMP grenade +5 (3d6 ion) or

Ranged by weapon +5

Base Atk +2; **Grp** +5

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 9

Feats Armor Proficiency (light), Coordinated Attack, Grand Army of the Republic Training, Weapon Focus (rifles), Weapon Proficiency (rifles, simple weapons)

Skills Endurance +8, Perception +9, Survival +7

Possessions DC-15A blaster rifle (as heavy variable blaster rifle [*GW* 38]), EMP grenades [2], phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [*SE* 140] and vacuum seals [*SV* 47], and integrated bracer computer [*CW* 65], breath mask [*SE* 136], decibel shielding [*FC*], halo lamp [*CW* 66], hands-free comlink, and polarized lenses [*FC*]), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (20x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child suffer the -2 penalty (see Table 7-2: Aging Effects, *SE* 110). This clone has the Loyal Worker clone trait (*FC*), with the Grand Army of the Republic as the organization to which he is loyal. This

A Note on Clone Madness

Clone Madness is unique to clones specifically; usually those that are given flash memories of the donor. Clones suffering from Clone Madness are considered to have the Rage species trait (*SE* 32). Clone Madness is essentially an identity crisis where the clone is either combating with a new, natural personality trying to compete with the flash-pumped memories and personality, or simply the realization that they are a clone. In either case, the reaction is often a bout of mindless violence or suicidal despair (at the gamemaster's discretion). Upon a violent onset of Clone Madness (the most common kind), they enter a blind rage, directed at fellow clones and allies as well as enemies. Upon triggering the Clone Madness, the player should roll 1d4 at the beginning of each turn, with the results below.

1: Target is shell-shocked, and considered helpless until it is physically touched or attack, at which point it re-rolls.

2-3: Target flies into a mindless rage against the nearest enemy, and must use its turn to charge and attack the enemy until it is adjacent, at which point it must use its full attack action until the enemy is destroyed.

4: As above, though instead of the nearest enemy, the target attacks the nearest available target, be it enemy, ally, or innocent bystander.

Once a target type is selected, the clone will attack the nearest character, droid, or vehicle that fits that description.

clone also has the Dissociative Disorder complication (Clone Madness) (*FC*).

Centax-2 Clone Trooper Sergeant

CL 2

Medium Cloned* Human Male nonheroic 6

Init +6; **Senses** low-light vision; Perception +11

Languages Basic, Military Sign

Defenses Ref 19 (flat-footed 16), Fort 14, Will 13

Hp 24; **Threshold** 14

Speed 6 squares

Melee unarmed +6 (1d4+2) or

Melee by weapon +6 or

Dissociative Disorders

(Multiple Personalities, Clone Madness)

Dissociative disorders deal with a person's sense of self. It includes disorders such as multiple personalities, clone madness, severe amnesia, and shell-shock. The common thread is the disconnect between the mind and body.

Origin: Repeated physical or emotional trauma during childhood tends to create dissociative disorders. Victims learn to "go away" in their head, so as to not experience the trauma first hand. Of course, this is not limited to children, and extended torture, war, or other trauma can eventually create a dissociative disorder. This separation of mind and body gives the victim an incredible pain tolerance, and they enjoy a +5 bonus to their damage threshold.

Trigger: Anytime the target is threatened by trauma, or sees an instrument or individual that was the cause of their trauma (at the game master's discretion), the dissociative disorder occurs. The target suffers a +5 attack against their Will Defense. This attack bonus is lowered by 5 for every 10 squares the trigger is from the target. A successful attack triggers the effect, and increases the anxiety disorder's attack bonus by 1 for future attack rolls made on the target. Every round the source of the anxiety is present, another attack is made.

Effect: The target moves -1 step along the condition track. If the target reaches the end of the track, it does not fall unconscious; instead, it either is considered helpless (shell-shock), changes personalities (multiple personalities), or becomes insanely violent (clone madness) until the trigger is removed, or the target makes a Deception check that beats their own Will Defense.

Removal: Dissociative disorders can be treated with a number of methods, psychiatric treatments and hypnotherapy are the most common. When presented with the trigger, if the attack roll fails, its base attack bonus drops by 1. If the trigger's attack bonus reaches +0, the character may opt to spend a Force Point to overcome their disorder permanently. Alternately, the character may seek the help of a mentor.

Reward: Successfully removing this complication bestows a reward of +1d4 Force Points to the character, usable until the character gains a new level.

Ranged heavy variable blaster rifle +8 (varies) or

Ranged EMP Grenade +7 (3d6 ion) or

Ranged by weapon +7

Base Atk +4; **Grp** +7

Atk Options Point Blank Shot

Abilities Str 15, Dex 16, Con 14, Int 12, Wis 12, Cha 9

Feats Armor Proficiency (light), Coordinated Attack, Grand Army of the Republic Training, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (rifles, simple weapons)

Skills Endurance +10, Perception +11, Survival +9

Possessions DC-15A blaster rifle (as heavy variable blaster rifle [GW 38]), EMP grenades [2], phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, and polarized lenses [FC]), utility belt (liquid cable dispenser with grappling hook, medpac,

ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (20x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal. This clone also has the Dissociative Disorder complication (Clone Madness) (FC)

Centax-2 Clone Assassin

CL 9

Medium Cloned* Human Male nonheroic 6/Scoundrel 4/Assassin 3

Force 6

Init +15; **Senses** low-light vision; Perception +9

Languages Basic, Military Sign

Defenses Ref 25 (flat-footed 20), Fort 23, Will 19; Unstoppable Force

Hp 66; **Threshold** 23

Speed 6 squares

Melee unarmed +12 (1d6+6) or

Melee vibrosword +12 (2d8+6) or

Melee vibroswords +7/+7 (2d8+6) with Dual Weapon Mastery I or

Melee by weapon +12 or

Ranged DC-17 blaster pistol +13 (4d6+3) or

Ranged by weapon +13

Base Atk +9; **Grp** +13

Atk Options Fatal Hit, Overwhelming Attack, Point Blank Shot, Teräs Käsi Training

Special Actions Shift

Abilities Str 16, Dex 18, Con 14, Int 13, Wis 12, Cha 9

Talents Advantageous Positioning, Dastardly Strike, Shift, Sneak Attack

Feats Armor Proficiency (light), Coordinated Attack, Dual Weapon Mastery I, Fatal Hit†, Martial Arts I, Overwhelming Attack, Point Blank Shot, Swarm, Teräs Käsi Training, Tumble Defense, Unstoppable Force, Weapon Proficiency (advanced melee weapons, pistols)

Skills Acrobatics +15, Initiative +15, Stealth +25

Possessions DC-17 blaster pistol, phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [SE 140], vacuum seals [SV 47] and vibroswords [2], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, polarized lenses [FC], reflec shadowskin [SV 47], security kit and sound sponge [FU 102]), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (20x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal. This

CLONE ASSASSIN



clone also has the Dissociative Disorder complication (Clone Madness) (FC).

†**Optional Errata:** Fatal Hit (LE 36) can optionally satisfy the sniper feat requirement for the Assassin prestige class (SV 28).

CLONE COMMANDER

With under ten-thousand Jedi trained at the start of the Clone Wars, there were not enough of the mystic protectors to lead GAR units beneath regiment strength. Even when Jedi did command troops, they often preferred leading surgical strikes over managing large formations of troopers. To fill the void, clone commanders were trained to act as surrogate leaders for their

brothers and liaisons between them and the Jedi. To this end, commanders were given specialized training in leadership, logistics and battlefield tactics.

Clone officer ranks were often based on merit displayed during training, instead of the traditional experience-based promotion system common to most militaries. While field promotions were possible, particularly late in the war, most clones remained at the same rank for the duration of the Clone Wars. Clone officers started at the rank of Lieutenant and led platoons of four squads, though cavalry or vehicle squads had different troop strengths. Captains led Companies, and Majors led Battalions of almost six hundred men.

Above Battalion-strength, the job of a clone officer became less tactical and more strategic, with a focus on logistics and coordination with Jedi commanders. Regiments were led by Clone Commanders, who answered to Jedi Padawans. Senior Clone Commanders worked beneath Jedi-Generals to lead Legions and Brigades, while Clone Marshall Commanders were responsible for the morale, health and well-being of an entire corps alongside more senior Jedi-Generals.

Procurement

In terms of weaponry, clone commanders can be issued almost anything, but are most typically issued either the DC-15A or DC-15S blaster rifle or a pair of DC-17 blaster pistols. Commander weaponry is supplemented by a utility belt and a pair of grenades. Standard grenade load-out includes two EMP grenades (*CW* 62) or ion grenades (*SE* 129). Thermal detonators (*SE* 130) can be deployed against heavy armor, and concussion grenades (*RE* 48) are used against organic targets.

Deployment

Before a battle, experienced Clone Commanders will usually speak with their junior officers or even sergeants in charge of squads with critical missions and use their Share Talent ability to give those officers and their units an edge. During the battle, Clone Commanders will use their officer talents as often as possible from the very front lines, making attacks of opportunity as the chance occurs. Officers don't mind being shot at from the front; attacks that hit allow their allies free attacks via the Stand

Tall feat, and misses allow them to shoot back via the Return Fire feat. When working with a Jedi, Clone Commanders will often follow them into formations of droids, relying on their ability to make Attacks of Opportunity with their pistols to make short work of weaker droids, and the Ranged Flank talent to assist in Jedi attacks against tougher opponents.

Clone Platoon Commander (Lieutenant)

CL 5

Medium Cloned* Human Male nonheroic 6/Soldier 1/Officer 1/
Gunslinger 1

Force 6

Init +7; **Senses** low-light vision; Perception +12

Languages Basic, Military Sign

Defenses Ref 23 (flat-footed 20), Fort 19, Will 18

Hp 43; **Threshold** 19

Speed 6 squares

Melee unarmed +9 (1d4+3) or

Melee by weapon +9 or

Ranged DC-17 blaster pistol +10 (4d6+1) or

Ranged DC-17 blaster pistol +5/+5 (4d6+1) with Dual Weapon
Mastery I or

Ranged EMP grenade +10 (3d6+1 ion) or

Ranged by weapon +10

Base Atk +7; **Grp** +10

Atk Options Point Blank Shot, Zero Range

Special Actions Battle Analysis, Deployment Tactics, Ranged
Flank

Abilities Str 14, Dex 16, Con 14, Int 13, Wis 12, Cha 11

Talents Battle Analysis, Deployment Tactics, Ranged Flank

Feats Armor Proficiency (light), Combat Reflexes, Dual Weapon
Mastery I, Point Blank Shot, Stand Tall, Weapon Proficiency
(pistols, rifles, simple weapons), Zero Range

Skills Endurance +11, Knowledge (tactics) +10, Perception +12

Possessions DC-17 blaster pistols (2), EMP grenades (2), phase
II clone commander armor (+6 armor, +2 equipment; with
helmet package [*SE* 140] and vacuum seals [*SV* 47], and
integrated blast pauldron [*FC*], bracer computer [*CW* 65],
breath mask [*SE* 136], decibel shielding [*FC*], halo lamp [*CW*
66], hands-free comlink, kama [*FC*], and polarized lenses
[*FC*]), utility belt (liquid cable dispenser with grappling hook,

Commander Development

Clone commanders often make unique aesthetic and functional changes to their armor that their units then adopt. Whenever the Clone Commander would receive the Share Talent special quality from the Officer Prestige Class, they may instead take "Share Kit", which allows them to equip troops under their command with a single piece of equipment to integrate into their armor (normal rules for integrated equipment apply). These might include a kama (FC), a rangefinder, pauldrons (FC), bandoliers, or any other number of items, at the GM's discretion.

macrobinoculars, medpac, ration packs [6-day supply], spare blaster packs [2], spare long-range encrypted comlink)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Clone Battalion Commander (Major) CL 7

Medium Cloned* Human Male nonheroic 6/Soldier 1/Officer 3/
Gunslinger 1

Force 8

Init +8; Senses low-light vision; Perception +13

Languages Basic, Military Sign

Defenses Ref 23 (flat-footed 20), Fort 21, Will 20

Hp 55; Threshold 21

Speed 6 squares

Melee unarmed +11 (1d4+4) or

Melee by weapon +11 or

Ranged DC-17 blaster pistol +12 (4d6+2) or

Ranged DC-17 blaster pistol +7/+7 (4d6+2) with Dual Weapon
Mastery I or

Ranged EMP grenade +12 (3d6+2 ion) or

Ranged by weapon +12

Base Atk +9; Grp +12

Atk Options Point Blank Shot, Zero Range

Special Actions Battle Analysis, Deployment Tactics, Field

Tactics, Ranged Flank, Share Talent (Field Tactics)

Special Qualities Command Cover, Share Talent (Field Tactics)

Abilities Str 14, Dex 16, Con 14, Int 13, Wis 12, Cha 11

Talents Battle Analysis, Deployment Tactics, Field Tactics,
Ranged Flank

Feats Armor Proficiency (light), Combat Reflexes, Dual Weapon
Mastery I, Point Blank Shot, Stand Tall, Weapon Proficiency
(pistols, rifles, simple weapons), Zero Range

Skills Endurance +12, Knowledge (tactics) +11, Perception +13

Possessions DC-17 blaster pistols (2), EMP grenades (2), phase
II clone commander armor (+6 armor, +2 equipment; with
helmet package [SE 140] and vacuum seals [SV 47], and
integrated blast pauldron [FC], bracer computer [CW 65],
breath mask [SE 136], decibel shielding [FC], halo lamp [CW
66], hands-free comlink, kama [FC], and polarized lenses
[FC]), utility belt (liquid cable dispenser with grappling hook,
macrobinoculars, medpac, ration packs [6-day supply], spare
blaster packs [2], spare long-range encrypted comlink)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Clone Legion Commander (Senior Clone Commander) CL 12

Medium Cloned* Human Male nonheroic 6/Soldier 3/Officer 5/
Gunslinger 2

Force 9

Init +11; Senses low-light vision; Perception +16

Languages Basic, Military Sign, (1 unselected)

Defenses Ref 27 (flat-footed 24), Fort 26, Will 25

Hp 88; Threshold 26

Speed 6 squares

Melee unarmed +11 (1d4+7) or

Melee by weapon +11 or

Ranged DC-17 blaster pistol +18 (4d6+6) or

Ranged DC-17 blaster pistol +13/+13 (4d6+6) with Dual
Weapon Mastery I or

CLONE COMMANDER "BLY" IN PHASE II ARMOR



Ranged EMP grenade +17 (3d6+5 ion) or

Ranged by weapon +17

Base Atk +14; **Grp** +17

Atk Options Point Blank Shot, Zero Range

Special Actions Battle Analysis, Deployment Tactics, Field Tactics, Ranged Flank, Share Talent (Field Tactics, Tactical Edge)

Special Qualities Command Cover, Share Talent (Field Tactics, Tactical Edge), Trusty Sidearm +1

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 13, Cha 13

Talents Armored Defense, Battle Analysis, Deployment Tactics, Field Tactics, Ranged Flank, Tactical Edge

Feats Armor Proficiency (light), Combat Reflexes, Dual Weapon Mastery I, Jedi Familiarity, Point Blank Shot, Return Fire, Stand Tall, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons), Zero Range

Skills Endurance +15, Knowledge (bureaucracy) +15, Knowledge (tactics) +15, Perception +16

Possessions DC-17 blaster pistols (2), EMP grenades (2), phase II clone commander armor (+6 armor, +2 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated blast pauldron [FC], bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, kama [FC], and polarized lenses [FC]), utility belt (liquid cable dispenser with grappling hook, macrobinoculars, medpac, ration packs [6-day supply], spare blaster packs [2], spare long-range encrypted comlink)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

CLONE ENGINEER

Not all clones were front line combatants. With the secrecy of the clone army during the years leading up to the Clone Wars, there was no way to train civilians on maintenance procedures for the host of vehicles and equipment designed specifically for the Grand Army of the Republic. Instead, Kamino produced a number of clones with technical expertise that would keep their brothers' kit functioning at peak efficiency.

Often known as soft-shells thanks to their lack of armor, most engineers started out as members of flight or maintenance crews, where they worked in teams to maintain vehicles or other equipment. These clones were sometimes used to act as starship crews in hangar bays, or as technical crews in the engineering shops, engine rooms, power stations, and shield generator control

rooms. Soft-shells took great pride in maintaining equipment, and did their best to make sure their brothers had the best gear in the galaxy.

The best soft-shells were given advanced training and designated engineers. Clone Engineers were often assigned to armored or artillery divisions where they kept walkers functioning in a host of environments. Of course, Clone Engineers weren't just mechanics; they had their own unique armor design and used explosives to sabotage enemy vehicles, shields, or reactors. For these sorts of missions they were often supported by other combat-capable clones. Engineers could be dangerous, but they knew better than to try and take on the enemy alone. Most soft-shells and engineers would immediately call for back-up when engaged in combat.

Procurement

Soft-shells are rarely armed, though in the case of a security breach, they are supplied with either the DC-15S blaster rifle or DC-15s blaster pistol. Otherwise, soft-shells only have their tools and control of hatches to fend off attackers. Engineers are often deployed with DC-15S blaster rifles, though they are occasionally issued shotguns when working in more delicate areas, or DC-15A blaster rifles in heavy combat zones. Engineer weaponry is supplemented by a utility belt and detpacks, though any number of standard issue explosives is used.

Deployment

Soft-shells will defend their stations with their lives, though their first mission, even at the cost of their life, will always be to sound the alarm. They will then report the attack's location, enemy strength, or any other pertinent information. With that complete, soft-shells will either take cover and defend their stations or perhaps begin to lay a number of traps and fight a retreat until reinforcements arrive. Engineers and Soft-shells frequently act as engineers or co-pilots onboard vehicles. There, they can take advantage of their skill with recharging deflector shields and rerouting power to keep the vehicle in the fight. In the case of Clone Engineers, they can even use explosives to alter the landscape to make new roads or pathways for vehicles unable to handle difficult terrain. It is possible to deploy a squad of

soft-shells to act as a hangar crew using the squads rules (CW 93).

Flight Crew Clone

CL 1

Medium Cloned* Human Male nonheroic 5

Init +5; **Senses** Perception +3

Languages Basic, Binary

Defenses Ref 15 (flat-footed 12), Fort 12, Will 11

Hp 20; **Threshold** 12

Speed 6 squares

Melee unarmed +5 (1d4+2) or

Melee personal multi-tool +5 (1d6+2) or

Melee fusion cutter +5 (1d4+1d6+2) or

Melee fusion cutter +5 (1d8+1d6+2) or

Melee by weapon +5 or

Ranged DC-15S blaster pistol +6 (3d6) or

Ranged by weapon +6

Base Atk +3; **Grp** +6

Special Actions Gearhead

Abilities Str 14, Dex 16, Con 14, Int 13, Wis 12, Cha 9

Feats Armor Proficiency (light), Gearhead, Improvised Weapon Mastery, Technical Experts, Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (technology) +8, Mechanics +11, Use Computer +8

Fusion Cutter

The SoroSorb Corporation F-187 Fusion Cutter was a hand-held torch that emitted an adjustable fusion beam that would disintegrate or weld metal up to a specific density. This would aid in repairing starships and other heavy vehicles. Fusion cutters can be used as a weapon, but take the -5 penalty of an improvised weapon. They deal 1d8 points of energy damage per attack at their maximum setting, or 1d4 bludgeoning damage when switched off. When used as an entry tool, the fusion cutter can be focused on a specific square of material for a full-round action, dealing 2d6 points of damage and ignoring the first 10 points of DR. When enough damage has been done to the barrier to destroy it, a Small-sized section of material is made clear.

Cost: 500; **Weight:** 3 kg; **Availability:** Common.

Possessions DC-15S blaster pistol (as sidearm blaster pistol [GW 38]), droid diagnostic (GW 46), fusion cutter (as beam drill [FC]), personal multi-tool (UR 41), power droid, security kit, soft-shell utility vest (as blast helmet and vest, +2 armor; integrated bandolier [SE 140], decibel shielding [FC], and a hands-free comlink), tool kit

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Soft-Shell

CL 4

Medium Cloned* Human Male nonheroic 6/Scout 1/Scoundrel 1
Force 3

Init +7; Senses Perception +5

Languages Basic, Binary, (1 unselected)

Defenses Ref 17 (flat-footed 14), Fort 15, Will 14

Hp 35; Threshold 15

Speed 6 squares

Melee fusion cutter +6 (1d4+1d6+3) or

Melee fusion cutter +6 (1d8+1d6+3) or

Melee personal multi-tool +6 (1d6+3) or

Melee unarmed +6 (1d4+3) or

Melee by weapon +7 or

Ranged DC-15S blaster rifle +7 (varies+1) or

Ranged by weapon +7

Base Atk +4; Grp +7

Atk Options Point Blank Shot

Special Actions Gearhead

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 13, Cha 9

Talents Fast Repairs, Jury-Rigger

Feats Armor Proficiency (light), Gearhead, Improvised Weapon Mastery, Point Blank Shot, Skill Focus (Mechanics), Tech Specialist, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Knowledge (physical sciences) +11, Knowledge (technology) +11, Mechanics +16 (may reroll when jury-rigging,

keeping second result), Use Computer +11

Possessions DC-15S blaster rifle (as variable blaster rifle [GW 38]), droid diagnostic (GW 46), fusion cutter (as beam drill [FC]), personal multi-tool (UR 41), power droid, security kit, soft-shell utility vest (as blast helmet and vest, +2 armor; integrated bandolier [SE 140], decibel shielding [FC], and a hands-free comlink), tool kit

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Clone Engineer

CL 7

Medium Cloned* Human Male nonheroic 8/Soldier 2/Military Engineer 3

Force 6

Init +9; Senses Perception +10

Languages Basic, Binary, (1 unselected)

Defenses Ref 21 (flat-footed 18), Fort 21, Will 21

Hp 64; Threshold 21

Speed 6 squares

Melee fusion cutter +7 (1d4+4) or

Melee fusion cutter +7 (1d8+4) or

Melee personal multi-tool +7 (1d4+4) or

Melee unarmed +12 (1d4+4) or

Melee by weapon +12 or

Ranged DC-15S blaster rifle +13 (varies+2) or

Ranged by weapon +13

Base Atk +10; Grp +13

Special Actions Field-Created Weapon, Gearhead, Hasty Modification, Problem Solver, Tech Savant, Vehicle Systems Expertise

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 14, Cha 10

Special Quality Field-Created Weapon

Talents Demolitionist, Problem Solver, Tech Savant

Feats Armor Proficiency (light), Gearhead, Grand Army of the Republic Training, Hasty Modification, Skill Focus



(mechanics), Tech Specialist, Vehicle Systems Expertise, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Knowledge (physical sciences) +13, Knowledge (technology) +13, Mechanics +18, Use Computer +13

Possessions DC-15S blaster rifle (as variable blaster rifle [GW 38]), detonite blocks (3), fusion cutter (as beam drill [FC]), phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, and polarized lenses [FC]), utility belt (liquid cable dispenser with grappling hook, personal multi-tool, ration

packs [3-day supply], security kit, spare blaster packs [2], toolkit)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Clone Technical Squad

CL 3

Large Cloned* Human Male nonheroic 5

Init +5; **Senses** Perception +3

Languages Basic, Binary

Defenses Ref 14 (flat-footed 11), Fort 12, Will 11

Hp 40; **Threshold** 27

Speed 6 squares

Melee fusion cutter +9 (1d4+1d6+2) or

Melee fusion cutter +9 (1d8+1d6+2) or

Melee personal multi-tool +9 (1d4+1d6+2) or

Melee unarmed +9 (1d4+2) or

Melee by weapon +9 or

Ranged DC-15S blaster pistol +10 (3d6, 1-square splash) or

Ranged by weapon +10

Base Atk +3; **Grp** +10

Special Actions Gearhead

Abilities Str 14, Dex 16, Con 14, Int 13, Wis 12, Cha 9

Feats Armor Proficiency (light), Gearhead, Improvised Weapon Mastery, Technical Experts, Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (technology) +8, Mechanics +11, Use Computer +8

Possessions DC-15S blaster pistol (as sidearm blaster pistol [GW 38]), droid diagnostic (GW 46), fusion cutter (as beam drill [FC]), personal multi-tool (UR 41), power droid, security kit, soft-shell utility vest (as blast helmet and vest, +2 armor; integrated bandolier [SE 140], decibel shielding [FC], and a hands-free comlink), tool kit

Organization Score (Grand Army of the Republic) – X

Squad Traits– The melee attack of a squad is an area attack

that affects all squares within reach. The ragged 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.

*These clones have had their age accelerated (2x), and while physically Adults, their mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). These clones also have the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which they are loyal.

CLONE GUNNER

The countless vehicles of the Grand Army of the Republic bristled with weapons, and weapons needed gunners. Clone gunners

could be found operating static artillery emplacements, the gunnery stations on LAATs, ARC-170s and Y-Wings, all the way up to the turbolasers on Republic cruisers and star destroyers. While all clone troopers are capable of firing vehicle weaponry, the clone gunners have specialized training and experience.

As gunners gained more experience, they were certified as marksmen and usually took on a nickname. Marksman armor was usually so scratched by flak and debris kicked up from their own weapon that fellow marksmen could often tell what weapon the clone operated based on the scratch patterns. The very best sharpshooters had their pick of weapons stations. While most gunners aspired to fire the largest, most powerful weapons, others preferred smaller, but more active weapons stations.

Procurement

Unlike most clone troopers, gunners do not upgrade to Phase II armor. Gunners are issued the DC-15S blaster pistol, supplemented by their utility belt, though their main weapon is the station they operate. During enemy boarding actions, clone gunners are issued DC-15S blaster rifles from arms lockers, or grenade launchers if available.

Deployment

Gunners obey the orders of their commanders, who are often also the vehicle pilot. While command styles vary, most commanders will alternate between "weapons free", "concentrated fire" or "vector fire". When in "weapons free", gunners are given the freedom to select their own targets, usually selecting those targets that pose the biggest threat to their vehicle or mission that are valid for the weapon being fired. For instance, a gunner will rarely fire an anti-vehicle weapon at personnel. While in "weapons free", gunners will utilize their starship maneuvers as appropriate.

When ordered to "concentrate fire", all a vehicles weapons are turned on a single target until it is destroyed, often using the Coordinated Attack or Coordinated Barrage feats and the Focused Targeting talent. Sometimes, gunners will be ordered to fire along a specific vector, laying down a heavy fire pattern to halt an enemy advance. In this case, gunners are creating a barrier of weapons fire more than they are attacking their foe,



GUNNERY SERGEANT "FURY" IN PHASE I ARMOR

as represented by the Suppress an Enemy function of the Aid Another action (*SE* 151). Vector fire and weapons free are sometimes combined into a hybrid called defensive fire, where each weapons station is given a specific vector of responsibility to defend the vehicle.

Emplacement Gunner

CL 1

Medium Cloned* Human Male nonheroic 4

Init +10; **Senses** low-light vision; Perception +10

Languages Basic, Military Sign

Defenses Ref 16 (flat-footed 15), Fort 14, Will 11

Hp 16; **Threshold** 14

Speed 6 squares

Melee unarmed +5 (1d4+2) or

Melee by weapon +5 or

Ranged DC-15s blaster pistol +1 (3d6) or

Ranged by weapon +6

Base Atk +3; **Grp** +6

Atk Options Gunnery Specialist

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 13, Cha 9

Feats Armor Proficiency (light), Coordinated Attack, Gunnery Specialist, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, simple weapons)

Skills Initiative +10, Perception +10, Use Computer +8

Possessions DC-15s blaster pistol (as sidebar blaster pistol [*GW* 38]), phase I clone gunner armor (+5 armor, +2 equipment; with helmet package [*SE* 140] and vacuum seals [*SV* 47], and integrated blast pauldron [*FC*], bracer computer [*CW* 65], breath mask [*SE* 136], decibel shielding [*FC*], hands-free comlink, and polarized lenses [*FC*]), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], tool kit, spare pouch with space for 0.5kg object)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, *SE* 110). This clone also has the Loyal Worker clone trait (*FC*), with the Grand Army of the Republic as the organization to which he is loyal.

Gunnery Emplacement Marksman

CL 4

Medium Cloned* Human Male nonheroic 6/Soldier 2

Force 4

Init +12; **Senses** low-light vision; Perception +13

Languages Basic, Military Sign

Defenses Ref 17 (flat-footed 16), Fort 16, Will 14

Hp 38; **Threshold** 16

Speed 6 squares

Melee unarmed +8 (1d4+3) or

Melee by weapon +8 or

Ranged DC-15s blaster pistol +9 (3d6+1) or

Ranged by weapon +9

Base Atk +6; **Grp** +9

Atk Options Gunnery Specialist

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 14, Cha 10

Starship Maneuvers Known (Pilot +7): devastating attack, engine hit, shield hit

Talents Comrades in Arms

Feats Armor Proficiency (light), Coordinated Attack, Coordinated Barrage, Gunnery Specialist, Starship Tactics, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, simple weapons)

Skills Initiative +12, Perception +13, Use Computer +10

Possessions DC-15s blaster pistol (as sidebar blaster pistol [*GW* 38]), phase I clone gunner armor (+5 armor, +2 equipment; with helmet package [*SE* 140] and vacuum seals [*SV* 47], and integrated blast pauldron [*FC*], bracer computer [*CW* 65], breath mask [*SE* 136], decibel shielding [*FC*], hands-free comlink, and polarized lenses [*FC*]), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], tool kit, spare pouch with space for 0.5kg object)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, *SE* 110). This clone also has the Loyal Worker clone trait (*FC*), with the Grand Army of the Republic as the organization to which he is loyal.

Gunnery Emplacement Sharpshooter

CL 6

Medium Cloned* Human Male nonheroic 6/Soldier 3/Scout 1

Init +13; **Senses** low-light vision; Perception +14**Force** 5**Languages** Basic, Military Sign**Defenses** Ref 18 (flat-footed 17), Fort 20, Will 16**Hp** 51; **Threshold** 20**Speed** 6 squares**Melee** unarmed +9 (1d4+4) or**Melee** by weapon +9 or**Ranged** DC-15s blaster pistol +10 (3d6+2) or**Ranged** by weapon +10**Base Atk** +7; **Grp** +10**Atk Options** Gunnery Specialist**Abilities** Str 14, Dex 16, Con 14, Int 12, Wis 14, Cha 10**Starship Maneuvers Known** (Pilot +7): devastating attack, engine hit, shield hit**Talents** Acute Senses, Comrades in Arms, Focused Targeting**Feats** Armor Proficiency (light), Coordinated Attack, Coordinated Barrage, Gunnery Specialist, Heavy Hitter, Starship Tactics, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, rifles, pistols, simple weapons)**Skills** Initiative +13, Perception +14 (may reroll, keeping second result), Use Computer +11**Possessions** DC-15s blaster pistol (as sidebar blaster pistol [GW 38]), phase I clone gunner armor (+5 armor, +2 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated blast pauldron [FC], bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], hands-free comlink, and polarized lenses [FC]), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], tool kit, spare pouch with space for 0.5kg object)**Organization Score (Grand Army of the Republic) – X**

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

CLONE JET TROOPER

While the marines were already proficient in the use of jetpacks and fighting in extreme environments, even they would be hard-pressed to defend a tibanna gas platform from jet pack equipped super battle droids armed with rockets. Fortunately, jet troopers are comfortable using their jetpacks for anything from assisted leaps up craggy mountains or starfighter-like aerial battles. Jet troopers, like most of the clone specialists, had a number of different names, including Repulsorpack Troopers, Blaze Troopers, Aerial Recon Troopers, Sky Troopers and even Super Troopers. While progression through rookie, veteran and ace status was similar to the advancement of other clone troopers, veteran and ace jet troopers often specialized in one of the specific jet trooper jobs: aerial infantry, aerial recon, or close-in air support.

Procurement

Jet troopers are issued either the DC-15S blaster rifle or the DC-17 blaster pistol. It is also common for jet troopers to deploy with EMP launchers or the DC-15x sniper rifle. Trooper weaponry is supplemented by a utility belt and four grenades. Standard grenade load-out includes four thermal detonators (SE 130), but other types of dropped explosive are sometimes used depending on the mission.

Deployment

Jet troopers will often function in one of three capacities. The most common is that of mechanized infantry, where jet troopers fly to high ground to await a signal from their commander, then ambush the enemy in a flanking maneuver from an unexpected position thanks to the mobility of their jetpacks. Sometimes they will use their unique mobility to bypass the enemy entirely to achieve other objectives. Close-in air support is another role the jet troopers perform, usually by using thermal detonators or the Strafe feat to attack battle droid formations. They will also make an effort to pick off key targets, or those entrenched in defensive positions.

The other major battlefield chore performed by jet troopers is airborne reconnaissance. When performing recon missions, jet troopers provide a live link to their commanders and make

suggestions or act as a comms relay for troops beyond communications range. This has proven so useful a strategy, many commanders, such as Commander Cody, have taken to wearing an aerial recon pack themselves. It is possible to deploy a squad of jet troopers using the squads rules (CW 93). In this scenario, you can create two squads of rookies, veterans or aces (or mix and match) and deploy them separately along with a lone sergeant or commander using similar tactics.

Rookie Jet Trooper

CL 4

Medium Cloned* Human Male nonheroic 3/Soldier 3

Init +6; **Senses** low-light vision; Perception +11

Force 4

Languages Basic, Military Sign

Defenses Ref 20 (flat-footed 17), Fort 19, Will 14

Hp 33; **Threshold** 19

Speed 6 squares; Running Attack

Melee unarmed +7 (1d4+3) or

Melee by weapon +7 or

Ranged DC-15S blaster rifle +8 (varies+1) or

Ranged DC-17 blaster pistol +8 (4d6+1) or

Ranged thermal detonator +8 (8d6+1, 4-square burst) or

Ranged by weapon +8

Base Atk +5; **Grp** +8

Abilities Str 14, Dex 17, Con 14, Int 12, Wis 13, Cha 9

Talents Improved Trajectory, Jet Pack Training

Feats Angled Throw, Armor Proficiency (light), Running Attack, Skill Training (Acrobatics), Strafe, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Acrobatics +11, Knowledge (tactics) +9, Perception +11, Pilot +11

Possessions DC-15S blaster rifle (as variable blaster rifle [GW 38]), DC-17 blaster pistol, phase II sky trooper armor (+6 armor, +2 equipment; with helmet package [SE 140], jet pack [SE 138 or FC] and vacuum seals [SV 47], and integrated a bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], hands-free long-range comlink, macrobinoculars, and polarized lenses [FC]), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], spare pouches with

CLONE JET TROOPER IN PHASE I ARMOR



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space for 0.5kg objects each [2]), thermal detonators (4)
Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Veteran Jet Trooper

CL 7

Medium Cloned* Human Male nonheroic 3/Solder 5/Scout 1

Init +7; **Senses** low-light vision; Perception +18**Force** 6**Languages** Basic, Military Sign**Defenses** Ref 21 (flat-footed 18), Fort 22, Will 18**Hp** 53; **Threshold** 22**Speed** 6 squares; Running Attack**Melee** unarmed +9 (1d4+5) or**Melee** by weapon +9 or**Ranged** DC-15S blaster rifle +10 (varies+3) or**Ranged** DC-17 blaster pistol +10 (4d6+3) or**Ranged** thermal detonator +10 (8d6+3, 4-square burst) or**Ranged** by weapon +10**Base Atk** +7; **Grp** +10**Special Actions** Shake It Off, Spotter**Abilities** Str 14, Dex 17, Con 14, Int 13, Wis 14, Cha 9**Talents** Armored Defense, Improved Trajectory, Jet Pack Training, Spotter**Feats** Angled Throw, Armor Proficiency (light), Running

Attack, Shake It Off, Skill Focus (Perception), Skill Training

(Acrobatics), Strafe, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Acrobatics +12, Knowledge (tactics) +10, Perception +18,**New Soldier Talent****Rocket Jumper Talent Tree**

Jet Pack Combat: Once per round (as a reaction), when you are airborne with a jetpack or rocket pack, you may negate a weapon hit by making a successful Pilot check. The DC of the skill check is equal to the result of the attack roll you wish to negate.

In addition, when flying a jet pack, you are considered proficient with jet pack operated weapons. This includes any piece of equipment integrated to the jet pack, though it does not apply to equipment integrated into armor to which the jet pack might be mounted.

Special: If you have taken the Starship Maneuvers Feat, you may activate starship maneuvers as appropriate while flying a jet pack.

Pilot +12

Possessions DC-15S blaster rifle (as variable blaster rifle [GW 38]), DC-17 blaster pistol, phase II sky trooper armor (+6 armor, +2 equipment; with helmet package [SE 140], jet pack [SE 138 or FC] and vacuum seals [SV 47], and



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BLAZE TROOPER

A Note on Blaze Troopers

Blaze Trooper Armor requires specialized training, and is only flown by Veteran and Ace Jet Troopers, or specialized marines. To adjust the Sky Trooper stats to reflect a Blaze Trooper pilot, remove the Spotter talent and the Informer, Skill Focus (Perception), Skill Training (Acrobatics), and Weapon Proficiency (pistols, rifles, simple weapons) feats. Instead, replace with the Aggressive Surge talent, and the Armor Proficiency (medium, heavy), Crush, Exotic Weapon Proficiency (flamethrower), Pin and Powerful Charge feats.

integrated a bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], hands-free long-range comlink, macrobinoculars, and polarized lenses [FC], utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2]), thermal detonators (4)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Ace Jet Trooper

CL 11

Medium Cloned* Human Male nonheroic 3/Soldier 9/Scout 1

Init +15; **Senses** low-light vision; Perception +20

Force 8

Languages Basic, Military Sign (1 unselected)

Defenses Ref 25 (flat-footed 22), Fort 26, Will 22

Hp 53; **Threshold** 26

Speed 6 squares; Running Attack

Melee unarmed +13 (1d4+7) or

Melee by weapon +13 or

Ranged DC-15S blaster rifle +15 (varies+5) or

Ranged DC-17 blaster pistol +15 (4d6+5) or

Ranged thermal detonator +15 (9d6+5, 4-square burst) or

Ranged by weapon +14

Base Atk +11; **Grp** +14

Special Actions Jet Pack Combat, Jet Pack Withdrawal, Spotter
Starship Maneuvers Known (Pilot +15): afterburn, Corellian slip, snap roll

Abilities Str 14, Dex 18, Con 14, Int 14, Wis 14, Cha 9

Talents Armored Defense, Improved Trajectory, Jet Pack Combat, Jet Pack Training, Jet Pack Withdrawal, Spotter

Feats Angled Throw, Armor Proficiency (light), Artillery Shot, Droid Hunter, Informer, Running Attack, Shake It Off, Skill Focus (Perception), Skill Training (Acrobatics), Starship Tactics, Strafe, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Acrobatics +15, Initiative +15, Knowledge (tactics) +13, Perception +20 (may substitute for Gather Information checks), Pilot +15

Possessions DC DC-15S blaster rifle (as variable blaster rifle [GW 38]), DC-17 blaster pistol, phase II sky trooper armor (+6 armor, +2 equipment; with helmet package [SE 140], jet pack [SE 138 or FC] and vacuum seals [SV 47], and integrated a bracer computer [CW 65], breath mask [SE 136], decibel shielding (FC), hands-free long-range comlink, macrobinoculars, and polarized lenses [FC], utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2]), thermal detonators (4)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

CLONE MEC TROOPER

Clone marines were often mistaken for standard clone troopers, but received specialized training for combat in extreme environments. Marines were capable of carrying on the fight anywhere, from icy tundra to desert dunes, underwater or even the hard vacuum of space. Marines also received additional training with specialized armor, heavier weaponry, and explosives. The variety



MEC CAPTAIN "REX" IN PHASE II ARMOR

of environment-specialized armors gave the marines a number of different names based on which suit of armor they were wearing. Marines were known by many names, including Cold Assault Troopers, Flame Troopers, Paratroopers and Scuba Troopers, but the official designation was Multi-Environment Combat Trooper, or MEC Trooper.

After a few deployments, MEC troopers became masters of adapting to new armor upgrades and environments. They were unflinching in the face of overwhelming numbers of droids or long marches through vicious hellscape. Veteran MEC trooper units were often favored by Jedi, who preferred troops that were tough, creative, and able to keep up with Force-enhanced combat tactics no matter the situation.

While some MEC Trooper units were deployed to each of the eighty sector armies in the GAR, the best of the best were often reassigned to Commander Bacara's 21st Nova Corps. The Nova Corps was eventually separated from the 4th Sector Army's chain of command and called the Galactic Marines. Serving under Jedi-General Ki-Adi-Mundi, these elite MEC Troopers were tasked with fighting on the most extreme battlefields the Clone Wars had to offer. Their deployments included the mud flats of Boz Pity, the canyons of Aargonar, the snowy mountain ranges of Rhen Var, and the icy buttes of Mygeeto.

Procurement

MEC troopers utilize a variety of armor, including the standard Phase I and Phase II armor, Cold Assault armor, Paratrooper armor, Marine armor and Scuba armor regularly. They even have access to Katarn-class and experimental Zero-G types of armor. MEC Trooper weaponry often varies with the terrain and armor, but like most clones, they most often use the DC-15A or DC-15S blaster rifle, as well as the DC-15s blaster pistol. However, MEC troopers are known to also use the PLX-1 rocket launcher, DC-15x sniper rifle, BT X-42 heavy flamethrower, DC-15U Subtrooper blaster, Z6 rotary blaster, or any other Republic kit they requisition. Squad leaders are often deployed with a portable auto-turret.

MEC Trooper weaponry is usually supplemented by their utility belt and a pair of grenades. Standard grenade load-out includes two thermal detonators (*SE 130*), though EMP grenades (*CW 62*), ion grenades (*SE 129*), or concussion grenades (*RE 48*) can be

used as well. MEC Troopers are equipped with explosives when the mission calls for it, including HX-2 landmines, and other mines and charges. Squad leaders are sometimes deployed with an Arakyd Mark IV or R-1 Recon Droid to call in orbital strikes.

Deployment

MEC Troopers will often function in two to four man elements and use the Aid Another action to coordinate their attacks against a single target. The squad sergeant will often aid the element attacking the biggest threat. It is possible to deploy a squad of MEC troopers using the squads rules (CW 93). In this scenario, you can create two squads of rookies or veterans (or one of each) and deploy them separately along with a lone sergeant using similar tactics.

Clone Marine

CL 5

Medium Cloned* Human Male nonheroic 6/Scoundrel 1/Soldier 1/Scout 1

Init +7; **Senses** low-light vision; Perception +12

Force 4

Languages Basic, Military Sign, (1 unselected)

Defenses Ref 21 (flat-footed 18), Fort 19, Will 15

Hp 42; **Threshold** 19

Speed 8 squares

Melee unarmed +7 (1d4+3) or

Melee by weapon +7 or

Ranged DC-15A blaster rifle +8 (varies+1) or

Ranged DC-15S blaster pistol +8 (3d6+1) or

Ranged thermal detonator +8 (8d6+1) or

Ranged by weapon +8

Base Atk +5; **Grp** +8

Special Actions Conditioning

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 13, Cha 10

Talents Jet Pack Training, Long Stride, Spacehound

Feats Advantageous Attack, Armor Proficiency (heavy, light, medium), Conditioning, Targeted Area, Weapon Proficiency (heavy weapons, rifles, pistols, simple weapons), Wilderness Specialists

Skills Endurance +11, Perception +12, Survival +13, Swim +11

Possessions DC-15A blaster rifle (as heavy variable blaster rifle

[GW 38]), DC-15S blaster pistol (as sidearm blaster pistol ([GW 38]), phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and hot weather environmental system [SV 45], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, kama [FC], neck guard [FC] and polarized lenses [FC]), V-1 thermal detonators (2), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Veteran Marine

CL 8

Medium Cloned* Human Male nonheroic 6/Scoundrel 1/Soldier 3/Scout 2

Init +9; **Senses** low-light vision; Perception +15

Force 5

Languages Basic, Military Sign, (1 unselected)

Defenses Ref 21 (flat-footed 18), Fort 22, Will 19

Hp 62; **Threshold** 22

Speed 8 squares

Melee unarmed +10 (1d4+5) or

Melee by weapon +10 or

Ranged DC-15A blaster rifle +11 (varies+3) or

Ranged DC-15S blaster pistol +11 (3d6+3) or

Ranged thermal detonators +11 (8d6+3) or

Ranged by weapon +11

Base Atk +8; **Grp** +11

Special Actions Conditioning, Never Surrender

Abilities Str 14, Dex 16, Con 15, Int 14, Wis 14, Cha 10

Talents Demolitionist, Jet Pack Training, Long Stride, Spacehound

Feats Advantageous Attack, Armor Proficiency (heavy, light, medium), Conditioning, Destructive Force, Never Surrender,

Targeted Area, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, rifles, pistols, simple weapons), Wilderness Specialists

Skills Endurance +13, Perception +15, Survival +16, Swim +13

Possessions DC-15A blaster rifle (as heavy variable blaster rifle [GW 38]), DC-15S blaster pistol (as sidearm blaster pistol [GW 38]), phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and hot weather environmental system [SV 45], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, kama [FC], neck guard [FC] and polarized lenses [FC]), V-1 thermal detonators (2), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Marine Sergeant

CL 10

Medium Cloned* Human Male nonheroic 3/Scoundrel 1/Soldier 5/Scout 1/Elite Trooper 1/Saboteur 1

Init +8; **Senses** low-light vision; Perception +15

Force 7

Languages Basic, Military Sign

Defenses Ref 24 (flat-footed 21), Fort 27, Will 24

Hp 72; **Threshold** 27

Speed 8 squares

Melee unarmed +10 (1d6+6) or

Melee by weapon +10 or

Ranged DC-15A blaster rifle +11 (varies+4) or

Ranged DC-15S blaster pistol +11 (3d6+4) or

Ranged thermal detonator +11 (8d6+4) or

Ranged by weapon +11

Base Atk +8; **Grp** +11

Atk Options Point Blank Shot

Special Actions Adaptable Talent (Blaster Turret I, Blaster Turret II), Battle Analysis, Conditioning, Form Up,

Abilities Str 14, Dex 15, Con 14, Int 14, Wis 12, Cha 13

Talents Armored Defense, Battle Analysis, Comrades in Arms, Form Up, Long Stride, Skilled Demolitionist, Spacehound

Feats Adaptable Talent (Blaster Turret I, Blaster Turret II), Armor Proficiency (heavy, light, medium), Conditioning, Coordinated Attack, Martial Arts I, Point Blank Shot, Skill Training (knowledge [tactics]), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons), Wilderness Specialists

Skills Deception +12, Knowledge (tactics) +13, Mechanics +13, Perception +15, Survival +15

Possessions DC-15A blaster rifle (as heavy variable blaster rifle [GW 38]), DC-15S blaster pistol (as sidearm blaster pistol [GW 38]), phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and hot weather environmental system [SV 45], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, kama [FC], neck guard [FC] and polarized lenses [FC]), V-1 thermal detonators (2), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2]), R-1 recon drone

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Rookie Marine Squad

CL 7

Large Cloned* Human Male nonheroic 6/Scoundrel 1/Soldier 1/Scout 1

Init +7; **Senses** low-light vision; Perception +12

Languages Basic, Military Sign, (1 unselected)

Defenses Ref 20 (flat-footed 17), Fort 19, Will 15

Hp 84; **Threshold** 29

Speed 8 squares

GALACTIC MARINE IN PHASE II ARMOR



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Melee unarmed +11 (1d4+3) or

Melee by weapon +11 or

Ranged DC-15A blaster rifle +12 (varies+1, 1-square splash) or

Ranged DC-15S blaster pistol +12 (3d6+1, 1-square splash) or

Ranged thermal detonators +12 (8d6+1) or

Ranged by weapon +12

Base Atk +5; **Grp** +17

Special Actions Conditioning

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 13, Cha 10

Talents Jet Pack Training, Long Stride, Spacehound

Feats Advantageous Attack, Armor Proficiency (heavy, light,

medium), Conditioning, Targeted Area, Weapon Proficiency (heavy weapons, rifles, pistols, simple weapons), Wilderness Specialists

Skills Endurance +11, Perception +12, Survival +13, Swim +11

Possessions DC-15A blaster rifle (as heavy variable blaster rifle [GW 38]), DC-15S blaster pistol (as sidearm blaster pistol ([GW 38]), phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and hot weather environmental system [SV 45], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, kama [FC], neck guard [FC] and polarized lenses [FC]), V-1 thermal detonators (2), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

Organization Score (Grand Army of the Republic) – X

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.

*These clone have had their age accelerated (2x), and while physically Adults, their mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). These clones also have the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which they are loyal.

Veteran Marine Squad

CL 10

Large Cloned* Human Male nonheroic 6/Scoundrel 1/Soldier 3/Scout 2

Init +9; **Senses** low-light vision; Perception +15

Languages Basic, Military Sign, (1 unselected)

Defenses Ref 20 (flat-footed 17), Fort 22, Will 19

Hp 124; **Threshold** 32

Speed 8 squares

Melee unarmed +14 (1d4+5) or

Melee by weapon +14 or

Ranged DC-15A blaster rifle +15 (varies+3, 1-square splash) or

Ranged DC-15S blaster pistol +15 (3d6+3, 1-square splash) or **Ranged** thermal detonators +15 (8d6+3) or

Ranged by weapon +15

Base Atk +8; **Grp** +20

Special Actions Conditioning, Never Surrender

Abilities Str 14, Dex 16, Con 15, Int 14, Wis 14, Cha 10

Talents Demolitionist, Jet Pack Training, Long Stride, Spacehound

Feats Advantageous Attack, Armor Proficiency (heavy, light, medium), Conditioning, Destructive Force, Never Surrender, Targeted Area, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, rifles, pistols, simple weapons), Wilderness Specialists

Skills Endurance +13, Perception +15, Survival +16, Swim +13

Possessions DC-15A blaster rifle (as heavy variable blaster rifle [GW 38]), DC-15S blaster pistol (as sidearm blaster pistol [GW 38]), phase II clone trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and hot weather environmental system [SV 45], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, kama [FC], neck guard [FC] and polarized lenses [FC]), V-1 thermal detonators (2), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

Organization Score (Grand Army of the Republic) – X

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.

*These clones have had their age accelerated (2x), and while physically Adults, their mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). These clones also have the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which they are loyal.

CLONE ORDNANCE SPECIALIST

Both the Republic and Separatists used vast quantities of explosives every time they clashed, leaving battlefields full of unexploded ordnance when the fighting moved on. Clone Ordnance Specialists were the ones called in to clean up the mess to ensure civilians didn't suffer casualties after the fighting. While their training was centered on detecting, then defusing or detonating explosives in a controlled environment, their training was just as often used to create improvised explosive devices to sabotage the enemy.

Clone Ordnance Specialists often wore distinctive phase I clonetrooper armor with orange markings, but were otherwise indistinguishable from their clone trooper brethren. While they were trained to participate in combat, that training was only to ensure they made it to the site of unexploded ordnance safely and were able to do their job.

Procurement

Clone ordnance specialists are issued DC-15A blaster rifle and DC-15s blaster pistol. Specialist weaponry is supplemented by a utility belt and a number of tools in their security kits and toolkit.

Deployment

Clone Ordnance Specialists are usually detached to squads of regular clone troopers to comb battlefields, or specialized troops such as the Coruscant Guard or local police forces when responding to a specific threat. However, during such threats, a number of Ordnance Specialists can be brought in to more quickly locate the device. Ordnance Specialists generally ignore ongoing battles and focus on the device at hand, trusting their armor and brothers to protect them.

Clone Ordnance Specialist

CL 5

Medium Cloned* Human Male nonheroic 3/Scoundrel 3/Soldier 1
Force 4

Init +6; **Senses** low-light vision; Perception +11

Languages Basic, Military Sign

Defenses Ref 18 (flat-footed 17), Fort 20, Will 18

Hp 34; **Threshold** 20

Speed 6 squares

Melee unarmed +7 (1d4+4) or

Melee by weapon +7 or

Ranged DC-15A blaster rifle +8 (varies+2) or

Ranged DC-15S blaster pistol +8 (3d6+2) or

Ranged by weapon +8

Base Atk +5; **Grp** +8

Atk Options Point Blank Shot

Special Actions Gearhead, Knack (1/day), Quick Skill, Stay Up

Abilities Str 14, Dex 16, Con 14, Int 13, Wis 13, Cha 9

Talents Bomb Thrower, Demolitionist, Knack

Feats Armor Proficiency (light), Gearhead, Grand Army of the Republic Training, Mission Specialist (Mechanics), Point Blank Shot, Quick Skill, Stay Up, Weapon Proficiency (pistols, rifles, simple weapons)



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BOMB SQUAD TECH IN PHASE I ARMOR

Skills Perception +11, Mechanics +9, Use Computer +9

Possessions DC-15A blaster rifle (as heavy variable blaster rifle [GW 38]), DC-15s blaster pistol (as sidearm blaster pistol [GW 38]), EMP grenades (2), phase I clone trooper armor (+5 armor, +2 equipment; integrated a bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], demolitions sensor [KR 73], halo lamp [CW 66], and a hands-free com-link), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], security kits [2], spare blaster packs [2], spare pouches with space for 0.5kg object, toolkit)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

CLONE PILOT

While the Republic Fleet was comprised of clone personnel and volunteers from civilian defense forces, the Republic Starfighter Corps was almost exclusively composed of clones. Clone pilots were trained to fly a number of different vehicles and mission types, and by the end of the Clone Wars, they represented some of the most well-rounded fighter and bomber pilots in the known galaxy not to touch on the Force for assistance. While clone pilots were most comfortable in the air or in orbit, their skills translated well to most military vehicles, and it was not uncommon to see them mixed in with mounted cavalry or armored divisions to further diversify their skills.

Veteran pilots took on call signs and often painted elaborate designs or imagery on their helmets or the sides of their vehicles. Ace pilots, while rare amongst the clones, were savants behind a control stick, able to perform dizzying maneuvers and launch wild attacks with startling success. While squadrons were sometimes led by Jedi Padawans, there weren't nearly enough Jedi apprentices to lead every squadron of starfighters. Those clone pilots who exhibited leadership qualities were sent for supplementary

clone commander training to act as squadron leaders.

Some pilots, either by specific training or accumulated mission experience, learned to favor tactics that focused on avoiding detection. These stealth pilots were employed in advance of an attack to gather intelligence on enemy strength and disposition, or as LAAT pilots, where they stood a better chance of slipping past blockades. Some stealth pilots were even assigned to ships equipped with experimental cloaking devices.

Procurement

While clone pilots rely on their vehicle to destroy the enemy, in the event they crash or otherwise leave their vehicle, clone pilots are issued the DC-15s blaster pistol, though some are known to prefer the DL-44 heavy blaster pistol. Pilot weaponry can be supplemented by explosives when special missions call for it, including up to three thermal detonators (*SE* 130), 4 Golan Arms Ke-6b land mines, or a Merr-Sonn TB-47 time bomb.

Deployment

Clone pilots will often function in two to four man elements and gang on up on their enemies by acting as wingmen. The squadron will generally not drift too far apart from each other, as the Confederacy's numerical advantage means clone pilots always want to make sure someone is nearby to dust their tail. It is possible to deploy a squadron of clone pilots using the vehicle unit rules (*CW* 93). In this scenario, you can create three units of rookies, veterans or aces (or one of each) and deploy them separately along with a lone squadron leader.

Rookie Clone Pilot

CL 2

Medium Cloned* Human Male nonheroic 6

Init +11; **Senses** low-light vision; Perception +11

Languages Basic, Military Sign

Defenses Ref 16 (flat-footed 13), Fort 12, Will 11; Dodge, Vehicular Combat

Hp 24; **Threshold** 13

Speed 6 squares

Melee unarmed +6 (1d4+2) or

Melee by weapon +6 or

Ranged DC-15s blaster pistol +7 (3d6) or

VEHICLES USED BY CLONE PILOTS

Fighters

Cord Class Starfighter

T.I.E. Starfighter

BTL-B Y-wing

Bombers

Incom Naval Bomber

Incom Planetary Bomber

Scout Ships

Faraway Class Scout Ship

Dropships

LAAT/i (*SE* 177)

LAAT/c (*CW* 166)

LAAT/v

LAAT/a

LAAB-2

LAAG-2

Jadthu Class Landing Craft

CR25 Troop Carrier

SX-4 Clonetrooper Transport

Medical Craft

Med Runner

Assault Shuttles

Nu-Class Attack Shuttle

Republic Pocket Cruiser

Ground

AT-OT

TX-130 Saber-class fighter tank (*CW* 169)

HAV A6 Juggernaut

Decimator Tank

AT-HE

Republic Anti-Air Tank

Ranged DC-15s blaster pistol +5 (4d6) with Rapid Shot or **Ranged** by weapon +7

Base Atk +4; **Grp** +7

Atk Options Rapid Shot

Special Actions Vehicular Combat

Starship Maneuvers Known (Pilot +11): evasive action, intercept

Abilities Str 14, Dex 16, Con 13, Int 12, Wis 13, Cha 10

Feats Armor Proficiency (light), Dodge, Rapid Shot, Skill Training (Pilot), Starship Tactics, Vehicular Combat, Weapon Proficiency (pistols)

Skills Initiative +11, Knowledge (tactics) +9, Perception +11, Pilot +11

Possessions DC-15s blaster pistol (as sidearm blaster pistol [GW 38]), phase II light clone pilot armor (+3 armor, +1 equipment; with a helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], decibel shielding [FC], long-range hands-free comlink, and polarized lenses [FC]), utility belt (liquid cable dispenser with glow rod, grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2] and tool kit)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Veteran Clone Pilot

CL 5

Medium Cloned* Human Male nonheroic 6/Scoundrel 2/Ace Pilot 1

Init +12; **Senses** low-light vision; Perception +13

Force 4

Languages Basic, Military Sign

Defenses Ref 20 (flat-footed 17), Fort 18, Will 15; Dodge

Hp 40; **Threshold** 18

Speed 6 squares

Melee unarmed +7 (1d4+3) or

Melee by weapon +7 or

Ranged DC-15s blaster pistol +8 (3d6+1) or

CAPTAIN "ODDBALL" IN PHASE I ARMOR



Ranged DC-15s blaster pistol +6 (4d6+1) with Rapid Shot or **Ranged** by weapon +8

Base Atk +5; **Grp** +8

Atk Options Hobbling Strike, Point Blank Shot, Rapid Shot

Special Actions Vehicular Combat, Wingman

Starship Maneuvers Known (Pilot +15): devastating hit, evasive action, intercept

Abilities Str 14, Dex 16, Con 13, Int 13, Wis 14, Cha 10

Talents Retribution, Wingman

Feats Armor Proficiency (light), Dodge, Hobbling Strike, Point Blank Shot, Rapid Shot, Skill Training (Pilot), Starship Tactics, Unified Squadron, Vehicular Combat, Weapon Proficiency (pistols)

Skills Initiative +12, Knowledge (tactics) +10, Perception +13, Pilot +15

Possessions DC-15s blaster pistol (as sidearm blaster pistol [GW 38]), phase II light clone pilot armor (+3 armor, +1 equipment; with a helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], decibel shielding [FC], long-range hands-free comlink, and polarized

lenses [FC]), utility belt (liquid cable dispenser with glow rod, grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2] and tool kit)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Ace Clone Pilot **CL 8**

Medium Cloned* Human Male nonheroic 6/Scoundrel 3/Ace Pilot 3

Init +15; **Senses** low-light vision; Perception +15

Force 7

Languages Basic, Military Sign

Defenses Ref 21 (flat-footed 17), Fort 21, Will 19;

Hp 57; **Threshold** 21

Speed 6 squares

Melee unarmed +10 (1d4+5) or

Melee by weapon +10 or

Ranged DC-15s blaster pistol +12 (3d6+3) or

Ranged DC-15s blaster pistol +10 (4d6+3) with Rapid Shot or

Ranged by weapon +12

Base Atk +8; **Grp** +12

Atk Options Hobbling Strike, Point Blank Shot, Rapid Shot

Special Actions Vehicular Combat

Starship Maneuvers Known (Pilot +18): Corellian slip, devastating hit, evasive action, intercept, Skywalker loop, Tallon roll

Abilities Str 14, Dex 18, Con 13, Int 13, Wis 14, Cha 10

Talents Elusive Dogfighter, Punch Through, Retribution, Vindication

Feats Armor Proficiency (light), Dodge, Hobbling Strike, Point Blank Shot, Rapid Shot, Skill Training (pilot), Starship Tactics (2), Unified Squadron, Vehicular Combat, Weapon Proficiency (pistols)

Skills Initiative +15, Knowledge (tactics) +12, Perception +15, Pilot +18

Possessions DC-15s blaster pistol (as sidearm blaster pistol [GW 38]), phase II light clone pilot armor (+3 armor, +1 equipment; with a helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], decibel shielding [FC], long-range hands-free comlink, and polarized lenses [FC]), utility belt (liquid cable dispenser with glow rod, grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2] and tool kit)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Stealth Clone Pilot **CL 8**

Medium Cloned* Human Male nonheroic 6/Scout 3/Ace Pilot 3

Init +14; **Senses** low-light vision; Perception +15

Force 7

Languages Basic, Military Sign, (1 unselected)

Defenses Ref 20 (flat-footed 19), Fort 22, Will 18; Dodge, Vehicular Evasion

Hp 60; **Threshold** 22

Speed 6 squares

Melee unarmed +10 (1d4+5) or

Melee by weapon +10 or

Ranged DC-15s blaster pistol +11 (3d6+3) or

Ranged DC-15s Blaster Pistol +9 (4d6+3) with Rapid Shot or

Ranged by weapon +11

Base Atk +8; **Grp** +11

Atk Options Hobbling Strike, Rapid Shot

Special Actions Blind Spot, Reactive Stealth, Shake It Off, Vehicular Combat

Starship Maneuvers Known (Pilot +19): devastating hit, explosive shot, shield hit

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 14, Cha 10

Talents Blind Spot, Reactive Stealth, Vehicle Sneak, Vehicular Evasion

Feats Armor Proficiency (light), Dodge, Hobbling Strike,

STEALTH PILOT



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Rapid Shot, Shake It Off, Skill Focus (Pilot, Stealth), Skill Training (Pilot), Starship Tactics, Vehicular Combat, Weapon Proficiency (pistols)

Skills Initiative +14, Knowledge (tactics) +13, Perception +15, Pilot +19, Stealth +19

Possessions DC-15s blaster pistol (as sidearm blaster pistol [GW 38]), phase I stealth pilot armor (+5 armor, +2 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated computer interface visor [KR 73], decibel shielding [FC], halo lamp [CW 66], long-range hands-free encrypted comlink, MDS-50 Medisensor [TG 36], polarized lenses [FC], and coated in shadowskin [SV 47]), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

VEHICLES IN OFFICIAL SOURCES

STARSHIPS

SOURCE

Fighters

V-19 Torrent	Starships of the Galaxy 149
ARC-170	Starships of the Galaxy 71
Alpha-3 Nimbus V-Wing	Starships of the Galaxy 150

Dropships

LAAT/i	Saga Edition 177
LAAT/c	Clone Wars Campaign Guide 166
CR20 Troop Carrier	Clone Wars Campaign Guide 166

Medical Craft

Medliftr Troop Transport	The Force Unleashed Campaign Guide 120
Republic Medical Frigate	Clone Wars Campaign Guide 171

Assault Shuttles

Kappa Class Shuttle	Clone Wars Campaign Guide 171
Theta Class Shuttle	Starships of the Galaxy 141

Ground

AT-AT	Saga Edition 175
AT-ST	Saga Edition 175
AT-TE	Clone Wars Campaign Guide 164
UT-AT	Clone Wars Campaign Guide 170
SPHA-T	Clone Wars Campaign Guide 168
TX-130 Saber-Class Fighter Tank	Clone Wars Campaign Guide 169
HAV A5 Juggernaut	The Force Unleashed Campaign Guide 200
RTT	Clone Wars Campaign Guide 167
ISP	Clone Wars Campaign Guide 166

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and

Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, *SE* 110). This clone also has the Loyal Worker clone trait (*FC*), with the Grand Army of the Republic as the organization to which he is loyal.

Squadron Leader

CL 11

Medium Cloned* Human Male nonheroic 6/Scoundrel 2/Ace Pilot 7

Init +15; **Senses** low-light vision; Perception +15

Force 7

Languages Basic, Military Sign

Defenses Ref 20 (flat-footed 17), Fort 24, Will 21; Dodge

Hp 57; **Threshold** 24

Speed 6 squares

Melee unarmed +12 (1d4+6) or

Melee by weapon +12 or

Ranged DC-15s blaster pistol +13 (3d6+4) or

Ranged DC-15s blaster pistol +11 (4d6+4) with Rapid Shot or

Ranged by weapon +13



CAPTAIN "ODDBALL" IN PHASE II ARMORED FLIGHT SUIT

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Base Atk +10; **Grp** +13

Atk Options Hobbled Strike, Point Blank Shot, Rapid Shot

Special Actions Squadron Maneuvers (Wingman), Squadron Tactics, Vehicular Combat, Wingman

Starship Maneuvers Known (Pilot +18): attack pattern delta, counter, devastating hit, evasive action, intercept, strike formation

Abilities Str 14, Dex 16, Con 13, Int 13, Wis 13, Cha 14

Talents Advantageous Opening, Concentrate All Fire, Squadron Maneuvers (Wingman), Squadron Tactics, Wingman

Feats Armor Proficiency (light), Dodge, Hobbled Strike, Point Blank Shot, Rapid Shot, Skill Training (Pilot), Starship Tactics (2), Unified Squadron, Vehicular Combat, Weapon Proficiency (pistols)

Skills Initiative +15, Knowledge (tactics) +12, Perception +15, Pilot +18

Possessions DC-15s blaster pistol (as sidearm blaster pistol [GW 38]), phase II light clone pilot armor (+3 armor, +1 equipment; with a helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], decibel shielding [*FC*], long-range hands-free comlink, and polarized lenses [*FC*]), utility belt (liquid cable dispenser with glow rod, grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2] and tool kit)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, *SE* 110). This clone also has the Loyal Worker clone trait (*FC*), with the Grand Army of the Republic as the organization to which he is loyal.

CLONE SCOUT TROOPER

The Grand Army of the Republic relied on their scouts to provide reconnaissance. Scouts went by a number of other names, including Lancers, BARC Troopers and ARF Troopers, each denoting a specialty or level of skill. Scouts' primary task was to locate and observe the enemy, and report that information back to their parent unit. Because scouts were often already in prime positions

SCOUT TROOPER IN LIGHT CLONE TROOPER ARMOR



to observe high-value targets, they often acted as spotters for snipers, and while not as trained or experienced as commando snipers, were capable sharpshooters in their own right.

Scouts also performed as mounted cavalry, usually cutting through droid formations from unexpected directions to support more conventional troops. Mounted Troopers were trained to ride a variety of animal mounts, walkers, speederbikes, and airspeeders to quickly cut across the battlefield, or move from one recon point to another. Long range scouting patrols were often issued vehicle or animal mounts as well to enlarge their area of responsibility.

The ARF trooper was an elite scout with advanced survival training. While ARF troopers could do everything scouts and mounted cavalry could, they were often sent on extended surveillance missions that had them out of contact with their parent unit for weeks or months at a time. ARF troopers could ride any speeder or walker, tame any mount and survive undetected in any environment for weeks at a time without any support from allies.

Procurement

Scouts are issued either the DC-15A or DC-15S blaster rifle. However, they are occasionally deployed with the DC-15X sniper rifle for sniping missions, the Z-6 rotary blaster cannon for ambushes, missile launchers to take out enemy armor, or power lances (*RE 48*) or flamethrowers (*SE 128*) for frontline combat. Trooper weaponry is supplemented by a utility belt and a pair of grenades. Standard grenade load-out includes two thermal detonators (*SE 130*), though anti-personnel mines (*GW 43*) are sometimes substituted.

Mounted cavalry officially use well over a dozen different models of speederbikes, walkers, and airspeeders, in addition to other vehicles they are able to commandeer amongst militarized populaces fighting the Separatists. For a complete listing of vehicles, see the sidebar and reprinted stats in front of this entry. Scouts are also proficient at riding live mounts, including the bantha, blurr, cracian thumper, dewback, skalder and countless others.

Deployment

Mounted cavalry will often function in two man elements, using stealth to remain hidden and avoid a fight, or at least set up an ambush to take advantage of a surprise round. Scouts have a tendency to favor either very long range combat from a concealed sniper's perch, or close-in combat with their vehicles when in larger numbers. It is possible to deploy a unit of mounted cavalry using the vehicle unit rules (*CW 97*). In this scenario, you can create a squad consisting of four scout vehicles or add a vehicle using one of the templates as a pilot for a unit with the vehicle contingent advantage (*CW 98*).

Mounted Trooper

Medium Cloned* Human Male Scout 1/Soldier 1

Force 5**Init** +4; **Senses** low-light vision; Perception +9**Languages** Basic, Military Sign**Defenses** Ref 17 (flat-footed 14), Fort 17, Will 13**Hp** 33; **Threshold** 17**Speed** 6 squares**Melee** unarmed +3 (1d4+1) or**Melee** by weapon +3 or**Ranged** DC-15S blaster rifle +4 (varies+1) or**Ranged** thermal detonator +4 (8d6+1, 4-square burst) or**Ranged** by weapon +4**Base Atk** +1; **Grp** +4**Atk Options** X**Special Actions** Mounted Combat, Shake It Off, Vehicular Combat**Abilities** Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 9**Talents** Armored Defense, Mechanized Rider**Feats** Armor Proficiency (light), Mounted Combat, Shake It Off, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)**Skills** Endurance +8, Knowledge (tactics) +7, Perception +9, Pilot +9, Ride +9, Stealth +9, Survival +7**Possessions** Beast mount or scout vehicle, DC-15S blaster rifle (as variable blaster rifle [GW 38]), field kit, phase II light ARF/scout trooper armor (+3 armor, +1 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated breath mask [SE 136], decibel shielding [FC], long-range hands-free comlink, macrobinoculars, and polarized lenses [FC]), utility belt (liquid cable dispenser with grappling hook, macrobinoculars, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouch with space for 0.5kg objects), toolkit, thermal detonators (2), wallet tent.**Organization Score (Grand Army of the Republic) – X**

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the

CL 2

Republic as the organization to which he is loyal.

Scout Trooper

Medium Cloned* Human Male Scout 3/Soldier 2

Force 7**Init** +5; **Senses** low-light vision; Perception +10**Languages** Basic, Military Sign**Defenses** Ref 20 (flat-footed 17), Fort 20, Will 16**Hp** 52; **Threshold** 20**Speed** 6 squares**Melee** unarmed +6 (1d4+4) or**Melee** by weapon +6 or**Ranged** DC-15S blaster rifle +7 (varies+2) or**Ranged** thermal detonator +7 (8d6+2, 4-square burst) or**Ranged** by weapon +7**Base Atk** +4; **Grp** +7**Atk Options** Point Blank Shot**Special Actions** Mounted Combat, Shake It Off, Vehicular Combat**Abilities** Str 14, Dex 16, Con 14, Int 13, Wis 13, Cha 9**Talents** Armored Defense, Improved Stealth, Mechanized Rider**Feats** Armor Proficiency (light), Far Shot, Momentum Strike, Mounted Combat, Point Blank Shot, Shake It Off, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)**Skills** Endurance +9, Knowledge (tactics) +8, Perception +10, Pilot +10, Ride +10, Stealth +10 (may reroll, keeping second result), Survival +8**Possessions** Beast mount or scout vehicle, DC-15S blaster rifle (as variable blaster rifle [GW 38]), field kit phase II light ARF/scout trooper armor (+3 armor, +1 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated breath mask [SE 136], decibel shielding [FC], long-range hands-free comlink, macrobinoculars, and polarized lenses [FC]), utility belt (liquid cable dispenser with grappling hook, macrobinoculars, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouch with space for 0.5kg objects), toolkit, thermal detonators (2), wallet tent.**Organization Score (Grand Army of the Republic) – X**

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and

CL 5

Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, *SE* 110). This clone also has the Loyal Worker clone trait (*FC*), with the Grand Army of the Republic as the organization to which he is loyal.

ARF Trooper

CL 8

Medium Cloned* Human Male Scout 5/Soldier 3

Force 9

Init +7; **Senses** low-light vision; Perception +18

Languages Basic, Military Sign, (1 unselected)

Defenses Ref 23 (flat-footed 20), Fort 23, Will 20

Hp 71; **Threshold** 23

Speed 6 squares

Melee unarmed +8 (1d4+6) or

Melee by weapon +8 or

Ranged DC-15S blaster rifle +9 (varies+4) or

Ranged thermal detonator +9 (9d6+4, 4-square burst) or

Ranged by weapon +9

Base Atk +6; **Grp** +9

Atk Options Point Blank Shot

Special Actions Battle Analysis, Mounted Combat, Shake It Off, Spotter, Vehicular Combat

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 14, Cha 9

Talents Armored Defense, Battle Analysis, Improved Stealth, Mechanized Rider, Spotter

Feats Armor Proficiency (light), Far Shot, Informer, Momentum Strike, Mounted Combat, Point Blank Shot, Shake It Off, Skill Focus (Perception), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +11, Endurance +11, Knowledge (tactics) +11, Perception +18 (may substitute for Gather Information checks), Pilot +12, Ride +12, Stealth +12 (may reroll, keeping second result), Survival +11

Possessions Beast mount or scout vehicle, DC-15S blaster rifle (as variable blaster rifle [*GW* 38]), field kit phase II light ARF/scout trooper armor (+3 armor, +1 equipment; with helmet package [*SE* 140] and vacuum seals [*SV* 47], and integrated breath mask [*SE* 136], decibel shielding [*FC*], long-range hands-free comlink, macrobinoculars, and polarized lenses [*FC*]), sensor pack [*SE* 136], utility belt (liquid cable dispenser

ARF TROOPER IN CAMOUFLAGE PHASE I ARMOR



with grappling hook, macrobinoculars, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouch with space for 0.5kg objects), toolkit, thermal detonators (2), wallet tent.

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

CORUSCANT GUARD

A specialized legion of clone troopers assigned to protect the Republic government and capitol, the Coruscant Guard were a common sight near the government district throughout the Clone Wars. They largely performed a parallel service to the Senate Guard, investigating threats to the capital or members of the government, and providing visible security at government buildings. The Coruscant Guard also ran the Diplomatic Escort Group, a mobile team of shock troopers that accompanied diplomats across the galaxy during their negotiations.

Troopers newly deployed from Kamino were known as riot troopers, and were trained in crowd control and nonlethal tactics. They often provided security at protests, ensuring that violence was kept to a minimum, and arrested those who might potentially elevate peaceful protest to violent riots. Perhaps more than any of their brothers, riot troopers' loyalties lay strictly with the Chancellor's office.

After some time apprenticed to a more senior member of the Coruscant Guard, riot troopers were considered shock troopers, and given the latitude to patrol public squares and government facilities and conduct investigations as they saw fit. Shock troopers quickly developed a fearsome reputation for arresting citizens, seemingly without provocation and in violation of their rights. Of course, press releases were always later issued, reassuring the public that procedure was obeyed and the detainee was an enemy of the state.

Only the best and bravest were known as Coruscant Guards. These clones were assigned to senators and Jedi during diplomatic missions as a security escort. Each member was trained to willingly give their life for those in their care. Guards would often lead units of shock troopers or riot troopers to ensure missions

went smoothly, and those that distinguished themselves were often fast-tracked for ARC Commander School on Kamino.

Procurement

Riot troopers are issued a riot shield (TG 77) and stun baton (SE 124), though shock troopers and Coruscant Guards typically use the DC-15S blaster rifle and the DC-15s blaster pistol. Sometimes, guards requisition the DC-15A blaster rifle, Z-6 rotary blasters or RPS-6 rocket launchers. Guard weaponry is usually supplemented by a utility belt and pair of grenades. Standard grenade load-out includes two stun grenades (SE 129), but gas grenades (RE 49) or concussion grenades (RE 48) are sometimes used instead.

Deployment

The Coruscant Guard generally deploys in a defensive line or circle to protect protestors or attackers from reaching a building, senator, or Jedi. It is possible to deploy a squad of Guards using the squads rules (CW 93). In this scenario, you can create two squads of riot troopers, shock troopers, or Coruscant Guards and deploy them separately along with a lone Coruscant Guard or clone commander using similar tactics.

Riot Trooper

CL 3

Medium Cloned* Human Male nonheroic 4/Soldier 2

Init +11; **Senses** low-light vision; Perception +11

Force 2

Languages Basic, Military Sign

Defenses Ref 21 (flat-footed 17), Fort 18, Will 13

Hp 30; **Threshold** 18

Speed 6 squares

Melee riot shield +7 (1d6+1) or

Melee stun baton +7 (2d6+1 stun) or

Melee unarmed +7 (1d6+3) or

Melee by weapon +7 or

Ranged DC-15S blaster pistol +8 (3d6+1) or

Ranged stun grenade +8 (4d6+1 stun) or

Ranged by weapon +8

Base Atk +5; **Grp** +8

Atk Options Point Blank Shot

Special Actions Harm's Way

Abilities Str 14, Dex 16, Con 14, Int 13, Wis 13, Cha 9

Talents Harm's Way

Feats Armor Proficiency (light, medium), Martial Arts I, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +10, Initiative +11, Perception +11

Possessions DC-15S blaster rifle (as variable blaster rifle [GW 48]), riot shield, stun baton, stun grenades (2), phase II shock trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated annunciator [FC], bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free long-range comlink, and polarized lenses [FC]), utility belt (binders [2], liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], spare pouch with space for a 0.5kg objects)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Shock Trooper

CL 6

Medium Cloned* Human Male nonheroic 4/Soldier 5

Init +12; **Senses** low-light vision; Perception +13

Force 4

Languages Basic, High Galactic, Military Sign

Defenses Ref 21 (flat-footed 17), Fort 21, Will 17

Hp 51; **Threshold** 16

Speed 6 squares

Melee unarmed +10 (1d6+4) or

Melee by weapon +10 or

Ranged DC-15S blaster rifle +11 (varies+2) or

Ranged DC-15S blaster pistol +11 (3d6+2) or

Ranged stun grenade +11 (4d6+2 stun) or

Ranged by weapon +11

Base Atk +8; **Grp** +11

Atk Options Brink of Death, Point Blank Shot

Special Actions Dedicated Guardian, Dedicated Protector, Harm's Way

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 14, Cha 9

Talents Dedicated Guardian, Dedicated Protector, Harm's Way

Feats Armor Proficiency (light, medium), Bad Feeling, Brink of Death, Martial Arts I, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +11, Initiative +12, Knowledge (bureaucracy) +11, Perception +13

Possessions DC-15S blaster rifle (as variable blaster rifle [GW 48]), DC-15s blaster pistol (as sidearm blaster pistol [GW 48]), stun grenades (2), phase II shock trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated annunciator [FC], bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free long-range comlink, and polarized lenses [FC]), utility belt (binders [2], liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], spare pouch with space for a 0.5kg objects)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Coruscant Guard

CL 9

Medium Cloned* Human Male nonheroic 4/Soldier 5/Elite Trooper 3

Init +14; **Senses** low-light vision; Perception +15

Force 6

Languages Basic, High Galactic, Military Sign

Defenses Ref 22 (flat-footed 18), Fort 26, Will 22

Hp 75; **Threshold** 26

Speed 6 squares

Melee unarmed +13 (1d4+6) or

Melee by weapon +13 or

Ranged DC-15S blaster rifle +14 (varies+4) or



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Ranged DC-15S blaster pistol +14 (3d6+4) or
Ranged stun grenade +14 (4d6+4 stun) or
Ranged by weapon +14
Base Atk +11; **Grp** +14
Atk Options Brink of Death, Point Blank Shot
Special Actions Dedicated Guardian, Dedicated Protector,
 Harm's Way, Ward

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 14, Cha 9
Talents Dedicated Guardian, Dedicated Protector, Guard's
 Endurance, Harm's Way, Ward
Feats Armor Proficiency (light, medium), Bad Feeling, Brink of
 Death, Grand Army of the Republic Training, Martial Arts I,

Point Blank Shot, Precise Shot, Weapon Proficiency (pistols,
 rifles, simple weapons)

Skills Endurance +13, Initiative +14, Knowledge (bureaucracy)
 +13, Perception +15

Possessions DC-15S blaster rifle (as variable blaster rifle [GW
 48]), DC-15s blaster pistol (as sidearm blaster pistol [GW
 48]), stun grenades (2), phase II shock trooper armor (+6
 armor, +2 equipment; with helmet package [SE 140] and
 vacuum seals [SV 47], and integrated annunciator [FC],
 bracer computer [CW 65], breath mask [SE 136], decibel
 shielding [FC], halo lamp [CW 66], hands-free long-range
 comlink, and polarized lenses [FC], utility belt (binders [2],
 liquid cable dispenser with grappling hook, medpac, ration
 packs [3-day supply], spare blaster packs [2], spare pouch
 with space for a 0.5kg objects)

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically
 an Adult, his mental attributes (Intelligence, Wisdom and
 Charisma) are still those of a Child and suffer the -2 penalty
 (see Table 7-2: Aging Effects, SE 110). This clone also has
 the Loyal Worker clone trait (FC), with the Grand Army of the
 Republic as the organization to which he is loyal.

Riot Trooper Squad

CL 5

Large Cloned* Human Male nonheroic 4/Soldier 2

Init +11; **Senses** low-light vision; **Perception** +11

Force 2

Languages Basic, Military Sign

Defenses Ref 20 (flat-footed 16), Fort 18, Will 13

Hp 60; **Threshold** 28

Speed 6 squares

Melee riot shield +11 (1d6+1) or

Melee stun baton +11 (2d6+1 stun) or

Melee unarmed +11 (1d6+3) or

Melee by weapon +11 or

Ranged DC-15S blaster pistol +12 (3d6+1, 1-square splash) or

Ranged stun grenade +12 (4d6+1 stun) or

Ranged by weapon +12

Base Atk +5; **Grp** +17

Atk Options Point Blank Shot

Special Actions Harm's Way

Abilities Str 14, Dex 16, Con 14, Int 13, Wis 13, Cha 9

Talents Harm's Way

Feats Armor Proficiency (light, medium), Martial Arts I, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +10, Initiative +11, Perception +11

Possessions DC-15S blaster rifle (as variable blaster rifle [GW 48]), riot shield, stun baton, stun grenades (2), phase II shock trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated annunciator [FC], bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free long-range comlink, and polarized lenses [FC]), utility belt (binders [2], liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], spare pouch with space for a 0.5kg objects)

Organization Score (Grand Army of the Republic) – X

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.

*These clones have had their age accelerated (2x), and while physically Adults, their mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). These clones also have the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which they are loyal.

Shock Trooper Squad

CL 6

Large Cloned* Human Male nonheroic 4/Soldier 5

Init +12; **Senses** low-light vision; Perception +13

Force 4

Languages Basic, High Galactic, Military Sign

Defenses Ref 20 (flat-footed 16), Fort 21, Will 17

Hp 102; **Threshold** 31

Speed 6 squares

Melee unarmed +14 (1d6+4) or

Melee by weapon +14 or

Ranged DC-15S blaster rifle +15 (varies+2, 1-square splash) or

Ranged DC-15S blaster pistol +15 (3d6+2, 1-square splash) or

Ranged stun grenade +15 (4d6+2 stun) or

Ranged by weapon +15

Base Atk +8; **Grp** +20

Atk Options Brink of Death, Point Blank Shot

Special Actions Dedicated Guardian, Dedicated Protector, Harm's Way

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 14, Cha 9

Talents Dedicated Guardian, Dedicated Protector, Harm's Way

Feats Armor Proficiency (light, medium), Bad Feeling, Brink of Death, Martial Arts I, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +11, Initiative +12, Knowledge (bureaucracy) +11, Perception +13

Possessions DC-15S blaster rifle (as variable blaster rifle [GW 48]), DC-15s blaster pistol (as sidearm blaster pistol [GW 48]), stun grenades (2), phase II shock trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated annunciator [FC], bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free long-range comlink, and polarized lenses [FC]), utility belt (binders [2], liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], spare pouch with space for a 0.5kg objects)

Organization Score (Grand Army of the Republic) – X

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.

*These clones have had their age accelerated (2x), and while physically Adults, their mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). These clones also have the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which they are loyal.

Coruscant Guard Squad**CL 11**

Large Cloned* Human Male nonheroic 4/Soldier 5/Elite Trooper 3

Init +14; **Senses** low-light vision; Perception +15**Force** 6**Languages** Basic, High Galactic, Military Sign**Defenses** Ref 21 (flat-footed 17), Fort 26, Will 22**Hp** 150; **Threshold** 33**Speed** 6 squares**Melee** unarmed +17 (1d4+6) or**Melee** by weapon +17 or**Ranged** DC-15S blaster rifle +18 (varies+4, 1-square splash) or**Ranged** DC-15S blaster pistol +18 (3d6+4, 1-square splash) or**Ranged** stun grenade +18 (4d6+4 stun) or**Ranged** by weapon +18**Base Atk** +11; **Grp** +23**Atk Options** Brink of Death, Point Blank Shot**Special Actions** Dedicated Guardian, Dedicated Protector, Harm's Way, Ward**Abilities** Str 14, Dex 16, Con 14, Int 14, Wis 14, Cha 9**Talents** Dedicated Guardian, Dedicated Protector, Guard's Endurance, Harm's Way, Ward**Feats** Armor Proficiency (light, medium), Bad Feeling, Brink of Death, Grand Army of the Republic Training, Martial Arts I, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles, simple weapons)**Skills** Endurance +13, Initiative +14, Knowledge (bureaucracy) +13, Perception +15**Possessions** DC-15S blaster rifle (as variable blaster rifle [GW 48]), DC-15s blaster pistol (as sidearm blaster pistol [GW 48]), stun grenades (2), phase II shock trooper armor (+6 armor, +2 equipment; with helmet package [SE 140] and vacuum seals [SV 47], and integrated annunciator [FC], bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free long-range comlink, and polarized lenses [FC]), utility belt (binders [2], liquid cable dispenser with grappling hook, medpac, ration packs [3-day supply], spare blaster packs [2], spare pouch with space for a 0.5kg objects)**Organization Score (Grand Army of the Republic) – X**

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.

*These clones have had their age accelerated (2x), and while physically Adults, their mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). These clones also have the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which they are loyal.

COVERT OPS TROOPER

The Covert Ops Troopers, also known as Shadow Troopers, were developed for the Senate Bureau of Intelligence Director Armand Isard late in the first year of the Clone Wars. An entire legion of veteran clone troopers who showed an enthusiasm for "wet work" were hand-picked by Isard's agents. The cold-blooded clones were then cross-trained by "Null" Batch ARC Trooper units ARC-N-5 and ARC-N-10 as commandos. Shadow Troopers undertook a variety of missions on behalf of the SBI, including a number of operations the senate itself was never made aware of, all in the name of galactic security.

While nowhere near as effective as actual Republic Commandos or ARC troopers, Covert Ops troopers had a ruthless edge, and a willingness to fight their own brothers. One of the tasks often given to Covert Ops Troopers was to hunt and kill GAR deserters, a job they took to with aplomb. They were also called upon to collect Intelligence by more conventional means, their reflex armor allowed them to conduct covert surveillance on targets, and they were known to utilize advanced sensor masks to pose as freelance mercenaries to collect information behind enemy lines. They were also occasionally assigned to prepare battlefields prior to invasions, placing sensor and communications jammers programmed to activate upon a Republic assault.



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Procurement

Covert Ops Troopers typically utilize either Covert Ops reflex armor, or Shadow Trooper armor, depending on their mission profile. Both sets of armor are modified from the basic phase II clone trooper armor. The Covert Ops armor is used for most missions that required stealth, while the shadow trooper armor is used for undercover infiltration in areas expected to have advanced scanners.

In terms of weaponry, covert ops troopers have access to the entire GAR arsenal, but are most often issued the DC-19S Stealth Carbine (*Dawn of Defiance Unit 4*), DC-15A blaster rifle, DC-15S blaster pistol, and vibroblades. Trooper weaponry is supplemented by their utility belt.

Deployment

Covert Ops troopers will often function in two to four man squads and ambush their enemies. If they get into an extended fire-fight, they will likely retreat so they can hide and set up another ambush.

Covert Ops Trooper (deserter hunters)

CL 7

Medium Cloned* Human Male nonheroic 10/scout 3/bounty hunter 1

Init +10; **Senses** low-light vision; **Perception** +15

Force 5

Languages Basic, Military Sign, (1 unselected)

Defenses Ref 23 (flat-footed 20), Fort 20, Will 17

Hp 66; **Threshold** 20

Speed 6 squares

Melee unarmed +12 (1d4+4) or

Melee vibroblade +12 (1d6+4) or

Melee by weapon +12 or

Ranged DC-15S blaster pistol +13 (3d6+2) or

Ranged DC-15S blaster rifle +14 (varies+2) or

Ranged DC-15S blaster rifle +12 (varies+2) with Rapid Shot or

Ranged by weapon +13

Base Atk +10; **Grp** +13

Atk Options Rapid Shot

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 13, Cha 10

Special Qualities Familiar Foe +1

Talents Acute Senses, Expert Tracker, Detective

Feats Advantageous Attack, Armor Proficiency (light), Grand

Army of the Republic Training, Rapid Shot, Skill Training

(Stealth, Use Computer), Weapon Focus (rifles), Weapon

Proficiency (advanced melee, pistols, rifles, simple weapons)

Skills Endurance +14, Gather Information +12, Perception +15

(may reroll, keeping second result), Stealth +25, Survival

+13, Use Computer +14

Possessions DC-15S blaster pistol (as sidearm blaster pistol [GW 48]), DC-15S blaster rifle (as variable blaster rifle [GW 48]), phase II covert ops trooper armor (+6 armor, +2 equipment; with a helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, polarized lenses [FC], reflec shadowskin [SV 47], and sound sponge [FU 102]), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2]), vibroblade

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Covert Ops Trooper (commando)

CL 8

Medium Cloned* Human Male nonheroic 10/Soldier 5

Init +10; **Senses** low-light vision; Perception +15

Force 7

Languages Basic, Military Sign

Defenses Ref 21 (flat-footed 17), Fort 21, Will 18

Hp 75; **Threshold** 21

Speed 6 squares

Melee unarmed +14 (1d6+4) or

Melee vibroblade +14 (1d6+4) or

Melee by weapon +14 or

Ranged DC-15A blaster rifle +16 (varies+2) or

Ranged DC-15A blaster rifle +14 (varies+2) with Rapid Shot or

Ranged DC-15s blaster pistol +16 (3d6+2) or

Ranged by weapon +15

Base Atk +12; **Grp** +15

Atk Options K'tara Training, Rapid Shot

Special Actions Ambush Specialist

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 13, Cha 10

Talents Ambush Specialist, Armored Defense, Destructive Ambusher

Feats Advantageous Attack, Armor Proficiency (light), Covert Operatives, Grand Army of the Republic Training, K'tara Training, Martial Arts I, Rapid Shot, Weapon Focus (rifles), Weapon Proficiency (advanced melee, pistols, rifles, simple weapons), Zero Range

Skills Endurance +14, Perception +15, Stealth +28, Survival +13

Possessions DC-15S blaster pistol (as sidearm blaster pistol [GW 48]), DC-15A blaster rifle (as heavy variable blaster rifle [GW 48]), phase II covert ops trooper armor (+6 armor, +2 equipment; with a helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, polarized lenses [FC], reflec shadowskin [SV 47], and sound sponge [FU 102]), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2]), vibroblade

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

Shadow Trooper (undercover ops)

CL 7

Medium Cloned* Human Male nonheroic 10/Scoundrel 1/
Saboteur 2/Infiltrator 1

Init +10; **Senses** low-light vision; Perception +20

Force 8

Languages Basic, Military Sign, (1 unselected)

Defenses Ref 23 (flat-footed 20), Fort 18, Will 19

Hp 66; **Threshold** 18

Speed 6 squares

Melee unarmed +10 (1d4+4) or

Melee vibroblade +10 (1d6+4) or

Melee by weapon +10 or

Ranged DC-15S blaster pistol +11 (3d6+2) or

Ranged DC-19S blaster carbine +11 (3d8+2) or

Ranged by weapon +11

Base Atk +8; Grp +11

Atk Options Point Blank Shot

Special Actions Creeping Approach, Device Jammer

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 12, Cha 9

Special Qualities Destructive, Unexpected Results

Talents Creeping Approach, Device Jammer, Sneak Attack

Feats Armor Proficiency (light), Informer, Point Blank Shot, Skill Focus (Perception, Stealth), Skill Training (Mechanics), Weapon Proficiency (advanced melee weapons, rifles, pistols, simple weapons), Zero Range

Skills Deception +11, Mechanics +14, Perception +20 (may substitute for Gather Information checks), Stealth +30, Use Computer +14

Possessions DC-15S blaster pistol (as sidearm blaster pistol [GW 48]), DC-19S blaster carbine, phase II shadow trooper armor (+6 armor, +2 equipment; with a helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], halo lamp [CW 66], hands-free comlink, mag seals [FC], polarized lenses [FC], reflec shadowskin [SV 47], and sound sponge [FU 102]), utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2]), vibroblade

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

REPUBLIC COMMANDO

Trained by the *Cuy'val Dar* on Kamino, the Republic Commandos are Special Forces units that typically operate in four-man squads known as "pods", though there were exceptions that placed more than four commandos in a single squad. The commandos often inherited the unique eccentricities of their training sergeants, making for one hundred distinct sub-cultures amongst

the Republic Commandos, though most of them were raised with some sense of their Mandalorian heritage. While there were originally 2,500 squads, comprised of 10,000 commandos, half their strength was wiped out at the First Battle of Geonosis, where the Jedi erroneously deployed them as standard infantry.

There are seven specializations within the ranks Republic Commandos, referred to as "specs". They were Command, Communications, Small Arms, Explosives, Sniper, Medic, and Pilot, making for almost sixty different squad specialty combinations. However, a pod consisting of the Commander, Explosives, Sniper, and Medic specs was the most common configuration. Still, in some cases, special squads of five or more commandos were formed.

Republic Commandos worked for the Special Operations Brigade, led by Jedi-General Iri Camas, and later Jedi General Arligan Zey. Headquartered out of Arca Barracks on Coruscant, the SOB conducted covert operations across the galaxy, most often assassination, extraction, infiltration, local resistance training, sabotage, and surveillance. Most pods were trained to perform all of these missions, though it was not uncommon for squads to specialize.



REPUBLIC COMMANDO DELTA SQUAD

Procurement

As the Clone Wars dragged on, a number of changes manifested among the clone army's kit. While examples below reflect phase I katarn armor, phase II armor was deployed as early as four months into the conflict, and phase III six months later. Note that the new armor has a higher max Dexterity bonus, higher armor bonus to Reflex Defense, and different integrated equipment.

Republic commandos are issued the DC-17m Interchangeable Weapons System. Commando weaponry is supplemented by a survival pack, utility belt and two pair of grenades. Standard grenade load-out includes three flashbang grenades and two EMP grenades (*CW 62*), or ion grenades (*SE 129*). However, Merr Sonn V-1 thermal detonators (*SE 130*) are issued to destroy heavy armor, and Sorosuub LXR-6 Concussion Grenades (*RE 48*) are used against organic targets.

Deployment

Republic Commandos are trained to utilize the element of surprise. Commandos will either strike from the shadows, or drop flashbang grenades to disorient their targets before launching their assault. When commandos attack, they usually use cover and remain within two to six squares of each other, with the exception of snipers, who prefer to look down upon the ambush site from a fair distance. If for any reason the tide begins to turn, Commandos will perform a tactical retreat and fall back to set up another ambush.

Commando Specs

The following blocks represent the various specialties taken by Republic Commandos. For each build, there are a number of skills, feats, or talents unselected that are meant to be filled with the selections below.

Spec-0: Command

Rookie

Talent: Battle Analysis

Feat: Coordinated Attack

Skill: Knowledge (tactics)

Veteran

Feat: Coordinated Barrage

Elite

Talents: Fall back, Improved Suppression Fire

Feat: Skill Focus (Knowledge [tactics])

Spec-1: Communications/Slicer

Rookie

Talents: Exchange 2 levels of Soldier for 2 levels of Scoundrel, taking the Security Slicer talent. This also results in a loss of four hit points and -1 to base attack bonus and +1 to Will Defense.

Feats: Since Point Blank Shot can now be taken as a free feat when taking the Scoundrel Class, you can add Gearhead as a Scoundrel Bonus Feat and select Skill Training (Mechanics) as your unselected feat.

Skill: Use Computer

Veteran

Feat: Bad Feeling

Elite

Talent: Exchange 2 more levels of Soldier for 2 more levels of Scoundrel, taking the Trace talent, and take the Controlled Burst talent. This also results in a loss of four more hit points.

Feat: Skill Focus (Use Computers)

Spec-2: Small Arms Expert

Rookie

Talent: Keep Them Reeling

Feat: Quick Draw

Skill: Initiative

Veteran

Feat: Dual Weapon Mastery I

Elite

Talent: Exchange 2 levels of soldier for 2 levels of Gunslinger, taking the Ranged Flank talent and gaining the Trusty Sidearm +1 quality. Also take the Watch Your Back Talent.

Spec-3: Munitions/Explosives

Rookie

Talent: Demolitionist

Feat: Destructive Force

Skill: Mechanics

Veteran

Feat: Artillery Shot

Elite

Talent: Exchange 2 levels of Soldier and 2 levels of Elite Trooper for 4 levels of Military Engineer, gaining the Breaching Explosive and Sabotage Device talents.

Spec-4: Sniper

Rookie

Talent: Keep It Going

Feat: Sniper

Skill: Climb

Veteran

Feat: Deadly Sniper

Elite

Talent: Exchange 2 levels of Soldier and 2 levels of Elite Trooper for 1 level of Scoundrel and 3 levels of Assassin. Take the Dastardly Strike, Sniping Assassin and Sniping Marksman talents. You also gain +2 to Reflex Defense and +1 to Will Defense, and the Mark +1 quality.

Spec-5: Medic

Rookie

Talent: Battlefield Remedy

Feat: Wilderness First Aid

Skill: Treat Injury

Veteran

Feat: Experienced Medic

Elite

Talent: Bodyguard's Sacrifice, Comrades in Arms

Feat: Skill Focus (Treat Injury)

Spec-6: Pilot

Rookie

Talent: Exchange 2 levels of Soldier for 2 levels of Scout, and take the Vehicle Sneak talent. Since Weapon Proficiency (rifles) can now be taken as a free feat when taking the Scout Class, you can add Vehicular Combat as a Scout Bonus Feat. This results in the loss of 1 to BAB and -2 to hit points.

Feat: Starship Tactics (afterburn, counter, engine hit)

Skill: Pilot

Veteran

Feat: Starship Tactics (devastating hit, skim the surface, Tallon roll)

Elite

Talent: Exchange 2 more levels of Soldier for 2 more levels of Scout, taking the Hyperspace Savant talent. Also take the Ignore Armor talent.

Feat: Vehicular Surge

Rookie Republic Commando

CL 7

Medium Cloned* Human Male non-heroic 3/Soldier 5/Elite Trooper 1

Force 6

Init +7; Senses low-light vision; Perception +13

Languages Basic, Dadiata, Military Sign

Defenses Ref 22 (flat-footed 18), Fort 27, Will 18

Hp 64; DR 2; Threshold 27

Speed 4 squares

Melee gauntlet vibroblade +6 (2d6+6) or

Melee unarmed +11 (1d6+6) or

Melee by weapon +11 or

Ranged DC-15s blaster pistol +11 (3d6+3) or

Ranged DC-17m IWS (anti-armor) +11 (4d6+3, 3-square burst) or

Ranged DC-17m IWS (blaster rifle) +11 (3d8+3) or

Ranged DC-17m IWS (PEP Laser) +11 (3d6+3 stun) or

Ranged DC-17m IWS (sniper rifle) +11 (3d10+3) or

Ranged EMP grenade +11 (3d6+3 ion, 2-square burst) or

Ranged by weapon +11

Base Atk +8; Grp +11

Atk Options Point Blank Shot

Special Actions Ambush Specialist, Conditioning, Delay Damage

Abilities Str 16, Dex 16, Con 16, Int 14, Wis 14, Cha 10

Special Qualities Delay Damage

Talents Ambush, Ambush Specialist, Armored Defense, (1 Soldier Talent unselected **)

Feats Armor Proficiency (light, medium), Conditioning, Covert Ops Team, Martial Arts I, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles), (1 Character Feat unselected**)

Skills Perception +13, Stealth +15, Survival +11, (1 unselected**)

Possessions DC-17m interchangeable weapon system, EMP grenades (2), Phase III Katarn armor (+8 armor, +4 equipment; with Ion Shielding, and Reinforced Armor traits, a helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], electrobinoculars [SE 136], halo lamp [CW 66], long-range hands-free encrypted comlink [LE 65], MSD-50 Medisensor [TG 36], and polarized lenses [FC]), field kit, utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

**Depending on the specialization of the commando, this can be one of six different talents/feats/skills, see the section above on the Spec of your choice for more information.

Veteran Republic Commando

CL 10

Medium Cloned* Human Male non-heroic 3/Soldier 5/Elite Trooper 4
Force 8

Init +9; **Senses** low-light vision; Perception +15

Languages Basic, Dadita, Military Sign

Defenses Ref 25 (flat-footed 21), Fort 28, Will 21

Hp 64; **DR** 4; **SR** 5; **Threshold** 28

Speed 6 squares

Melee gauntlet vibrodagger +9 (2d6+7) or

Melee unarmed +14 (1d6+7) or

Melee by weapon +12 or

Ranged DC-15s blaster pistol +14 (3d6+3) or

Ranged DC-17m IWS (anti-armor) +14 (4d6+3, 3-square burst) or

Ranged DC-17m IWS (blaster rifle) +14 (3d8+3) or

Ranged DC-17m IWS (PEP Laser) +14 (3d6+3 stun) or

Ranged DC-17m IWS (sniper rifle) +14 (3d10+3) or

Ranged EMP Grenade +14 (3d6+4 ion, 2-square burst) or

Ranged by weapon +14

OMEGA SQUAD INFILTRATING A BIOWEAPONS PLANT ON QUILURA



Base Atk +11; **Grp** +14

Atk Options Point Blank Shot

Special Actions Ambush Specialist, Conditioning, Delay Damage

Abilities Str 16, Dex 17, Con 16, Int 14, Wis 14, Cha 11

Special Qualities Delay Damage

Talents Ambush, Ambush Specialist, Armored Defense, Strength in Numbers, (1 Soldier Talent unselected**)

Feats Advantageous Attack, Armor Proficiency (light, medium), Conditioning, Covert Ops Team, Martial Arts I, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles) (2 Character Feats unselected**)

Skills Perception +15, Stealth +17, Survival +13, (1 unselected)**

Possessions DC-17m interchangeable weapon system, EMP grenades (2), Phase III Katarn armor (+8 armor, +4 equipment; with Ion Shielding, and Reinforced Armor traits, a helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], electrobinoculars [SE 136], halo lamp [CW 66], long-range hands-free encrypted comlink [LE 65], MSD-50 Medisensor [TG 36], and polarized lenses [FC]), field kit, utility belt (liquid cable dispenser with grappling hook,

medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

**Depending on the specialization of the commando, this can be one of six different talents/feats/skills, see the section above on the Spec of your choice for more information.

Elite Republic Commando

CL 13

Medium Cloned* Human Male non-heroic 3/Soldier 7/Elite Trooper 5
Force 10

Init +10; **Senses** low-light vision; Perception +16

Languages Basic, Dadita, Military Sign

Defenses Ref 28 (flat-footed 24), Fort 31, Will 24

Hp 64; **DR** 4; **SR** 5; **Threshold** 31

Speed 6 squares

Melee gauntlet vibrodagger +12 (2d6+9) or

Melee unarmed +17 (1d6+9) or

Melee by weapon +17 or

Ranged DC-15s blaster pistol +17 (3d6+6) or

Ranged DC-17m IWS (anti-armor) +17 (4d6+6, 3-square burst) or

Ranged DC-17m IWS (blaster rifle) +17 (3d8+6) or

Ranged DC-17m IWS (blaster rifle) +12/12 (3d8+6) with Double Attack or

Ranged DC-17m IWS (PEP Laser) +17 (3d6+6 stun) or

Ranged DC-17m IWS (sniper) +16 (3d10+6) or

Ranged EMP grenade +17 (3d6+6 ion, 2-square burst) or

Ranged by weapon +17

Base Atk +14; **Grp** +17

Atk Options Double Attack (rifles), Point Blank Shot

Special Actions Ambush Specialist, Conditioning, Delay Damage

Abilities Str 16, Dex 17, Con 16, Int 14, Wis 14, Cha 11

Special Qualities Delay Damage

Talents Ambush, Ambush Specialist, Armored Defense, Strength in Numbers, (2 Soldier talents, 1 Elite Trooper talent unselected**)

Feats Advantageous Attack, Advantageous Cover, Armor Proficiency (light, medium), Conditioning, Covert Ops Team, Double Attack (rifles), Martial Arts I, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles), (2 Character Feats and 1 Soldier Bonus Feat unselected**)

Skills Perception +16, Stealth +18, Survival +14, (1 unselected**)

Possessions DC-17m interchangeable weapon system, EMP grenades (2), Phase III Katarn armor (+8 armor, +4 equipment; with Ion Shielding, and Reinforced Armor traits, a helmet package [SE 140] and vacuum seals [SV 47], and integrated bracer computer [CW 65], breath mask [SE 136], decibel shielding [FC], electrobinoculars [SE 136], halo lamp [CW 66], long-range hands-free encrypted comlink [LE 65], MSD-50 Medisensor [TG 36], and polarized lenses [FC]), field kit, utility belt (liquid cable dispenser with grappling hook, medpac, ration packs [6-day supply], spare blaster packs [2], spare pouches with space for 0.5kg objects each [2])

Organization Score (Grand Army of the Republic) – X

*This clone has had his age accelerated (2x), and while physically an Adult, his mental attributes (Intelligence, Wisdom and Charisma) are still those of a Child and suffer the -2 penalty (see Table 7-2: Aging Effects, SE 110). This clone also has the Loyal Worker clone trait (FC), with the Grand Army of the Republic as the organization to which he is loyal.

**Depending on the specialization of the commando, this can be one of six different talents/feats/skills, see the section above on the Spec of your choice for more information.