

STAR WARS®

ROLEPLAYING GAME

GALAXY AT WAR™

RODNEY THOMPSON GARY ASTLEFORD ERIC CAGLE DANIEL WALLACE

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RODNEY THOMPSON, GARY ASTLEFORD, ERIC CAGLE, DANIEL WALLACE

CREDITS

DESIGNERS	Rodney Thompson, Gary Astleford, Eric Cagle, Daniel Wallace
ADDITIONAL DESIGN	Jonathan Stevens
DEVELOPER	Rodney Thompson
EDITORS	Ray Vallese, Bradley Will
LUCAS LICENSING EDITOR	Frank Parisi
MANAGING EDITOR	Torah Cottrill
DESIGN MANAGER	Christopher Perkins
DIRECTOR OF RPG R&D	Bill Slavicsek
ART DIRECTORS	Blake Beasley, Ryan Sansaver
PRODUCTION MANAGER	Cynda Callaway
GRAPHIC DESIGNERS	Leon Cortez
PRE-PRESS MANAGER	Jefferson Dunlap
GRAPHIC PRODUCTION SPECIALIST	Christopher Tardiff
COVER ARTIST	Jason Chan
INTERIOR ARTISTS	Steve Argyle, Drew Baker, Jeffrey Carlisle, Miguel Coimbra, Jason A. Engle, Gonzalo Flores, Randy Gallegos, Jason Juta, Corey Macourek, Christopher Moeller, Walter O'Neal, Paul Shipper, Brian Snoddy, Zoltan Boros & Gabor Szikszai, Chris Trevas, Francis Tsai, Christopher West, Ben Wootten
IMAGING TECHNICIAN	Carmen Cheung
SPECIAL THANKS	Leland Chee

Some rules mechanics are based on the *Star Wars Roleplaying Game* Saga Edition Core Rulebook by Christopher Perkins, Owen K.C. Stephens, and Rodney Thompson, the original Dungeons & Dragons® rules created by E. Gary Gygax and Dave Arneson, and the 3rd Edition Dungeons & Dragons game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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U.S., Canada, Asia,
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Wizards of the Coast LLC
P.O. Box 707
Renton, WA 98057-0707
Questions? 1-800-324-6496

GREAT BRITAIN
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

EUROPE
Wizards of the Coast, Belgium
Industialaan 1
1702 Groot-Bijgaarden
Belgium
+32 070 233 277

WWW.WIZARDS.COM

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ISBN: 978-0-7869-5221-2
620-24181720-001-EN
9 8 7 6 5 4 3 2 1
First Printing: September 2009

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INTRODUCTION



Few things are more constant in the *Star Wars* saga than the ongoing conflict of war. Our first exposure to the *Star Wars* saga began with the war between the Rebel Alliance and the Galactic Empire, and the stories of heroes from a galaxy far, far away almost all fall against the backdrop of armed conflict. From the ancient Great Hyperspace War to the Jedi Civil War, from the Clone Wars through the Sith-Imperial War, time has been marked in the galaxy not by its long-standing eras of peace, but by its tranquility-shattering periods of war. Nearly every great tale of heroism and villainy comes with galaxy-spanning conflict as a part of its story, and the same goes for the stories of heroes in the *Star Wars Roleplaying Game*.

Galaxy at War is dedicated to bringing the same kinds of epic conflict to your adventures and campaigns. Inside this book you will find a virtual toolbox full of material that you can use to give your adventures a backdrop fitting for a setting focused on warfare. *Galaxy at War* is all about bringing a strong militaristic feeling to your adventures, whether your heroes are part of a military unit engaged in a war or simply swept up as unwilling pawns in a galactic conflict. With this book, you should be able to take a campaign set during any of the wars throughout the galaxy's history and create a campaign that makes your heroes feel like they are directly contributing to the outcome of that conflict.

Players using this book will find inspiration not only for their heroes' origins, but also for their destinies. This book helps players get into a military mindset, so that they can bring their heroes (soldiers and otherwise) to life. Players with characters of any class in a war-themed campaign should find plenty of things to use in this book, including new ideas for character histories, weapons, and equipment. Moreover, this book can be a great inspiration for an entire group of players looking to find ways to bring their heroes together and form bonds that will last through an entire campaign; nothing ensures loyalty like going into the fire together and coming out the other side alive.

Gamemasters will find this book full of not only sample adventures but also advice for creating and maintaining military adventures and campaigns. This book can serve as a tool kit for putting together military adventures, from the pre-mission briefing all the way through the post-combat breakdown and mission analysis. *Galaxy at War* provides not only advice for running military-themed campaigns (including the archetypal military campaign, in which the heroes play characters who are members of the Imperial military), but also provides small details and subtle touches, like military jargon and NPC personality qualities, that can help GMs transform adventures from standard mission-based games into exciting and in-depth war epics.

How to Use This Book

The first two chapters of *Galaxy at War* contain information for players: character-building information as well as new mechanical systems meant to interact with the heroes' normal abilities. The remainder of the book is primarily for Gamemaster use, although Chapter 4: Military Organizations contains a great deal of information that will be useful to players looking for ideas about character history or aspirations. Here are suggestions for ways to use the book.

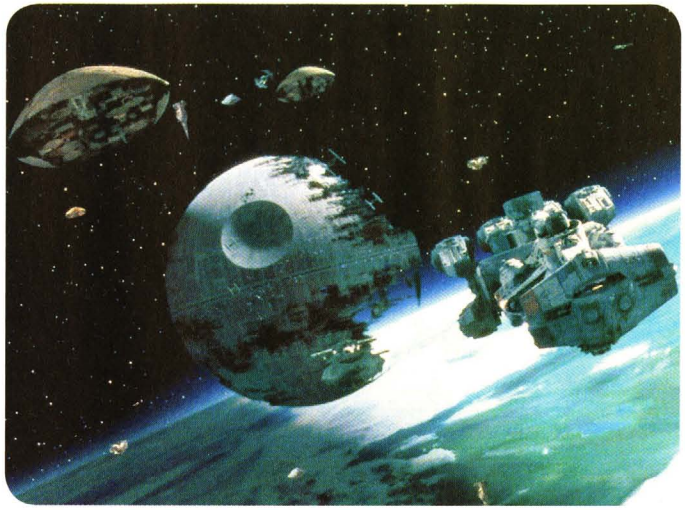
As a Player

As a player, you likely want to focus not only on enhancing your hero's abilities but also on fleshing out the character's personality and history to fit a military-themed campaign. A hero is not just a collection of statistics and abilities; a hero has a personality and a unique viewpoint from which he or she interacts with the galaxy. *Galaxy at War* can help you find the way those things exist for your character in a military campaign, and help provide depth and a knowledge of your hero's history and methods that will make roleplaying the character easier.

Hero Concepts

First, this book can be used to come up with a basic concept for your hero. Aside from the new species presented in this book, *Galaxy at War* can help you figure out where your hero came from and where he or she might be going. For example, your hero might be a member of one of the various military units presented in Chapter 4: Military Organizations. You can use the information in this book to answer other questions that will add depth to your character. Why is your hero a part of the conflict? Did your hero go through some kind of boot camp, and if so did he or she graduate? What about officer candidacy training? Is your hero destined to be a leader or some kind of specialist? Is your hero making the military a career, or merely paying his or her dues before moving on to another life? With these questions answered, you'll have a solid idea of what your particular hero's role is in a military-themed campaign.

This book can also be great for building your party's concept. Are you and your allies all part of the same military unit? Were you trained together, or thrown together for some reason? If you and your allies have personality conflicts, how do you overcome those for the sake of the mission? If you are all part of the same military unit, each hero still likely has a specialty; you should figure out who specializes in what in advance, and then fold that decision into each of the heroes' histories.



Hero Building

With a solid concept for your military hero in mind, the next step is to build your hero. Chapter 1: Military Heroes provides several new races, new feats, and new talents to help flesh out your hero in a particular role. Additionally, if you and your allies all belong to the same military unit, there are several mechanics (including the new team feats) that can help provide a unifying mechanical theme for your heroes, to go along with your unifying story theme.

Chapter 2: Hardware takes the blasters, armor, and gear available to your hero to a whole new level. In addition to new pieces of equipment available for military heroes, this chapter also includes a new gear requisitioning system, which can replace the standard wealth system in the Saga Edition rules, allowing you to gear up with just the right amount of equipment for a given situation. Using this system, you can make sure that you and your allies always have the right tools for the mission, not to mention giving you greater freedom to experiment with new weapons and gear over the course of multiple missions.

Hero Advancement

With your hero complete, your adventures can begin—but that's no reason to put this book away. As your hero advances in level, so too will he or she advance in stature and esteem. If your campaign is using the rank and privilege rules from Chapter 2: Hardware, your hero will gain a progressively greater rank within your hero's military unit. With greater rank comes a greater budget for requisitioning gear, as well as unique new abilities that can only be obtained through achieving particular ranks.

As a Gamemaster

For Gamemasters, this book is primarily about two things: helping you establish the right tone for your adventures, and giving you the tools you need to construct exciting military adventures. When you start running a campaign set against the backdrop of a war-torn galaxy, you can decide how much or how little of the campaign really interacts with the war. If you plan on having the war affect the adventures, and vice versa, there are several ways that you can use the material in this book to bring the danger and brutality of open war into your campaign.

Building NPCs

As with players creating heroes, the first two chapters of this book provide a number of new character options that you can use to create the NPC allies and antagonists that your heroes are likely to interact with in a military campaign. You'll need a cast of secondary characters for allies to support your heroes—such as quartermasters, commanding officers, undercover contacts, and enemy defectors—that help reinforce the fact that the heroes aren't the only ones fighting in the war. By the same token, none of the conflicts in the *Star Wars* saga is without its share of high-profile villains, and both the character options and background suggestions can help you to flesh out those characters. The same talents, feats, weapons, and equipment that your heroes can use to create the different members of a military unit can be used to create the unique leaders of the opposing forces.

Building Encounters

Like other Saga Edition books, *Galaxy at War* is filled with various elements that can be picked up and dropped into your encounters whole cloth to make them more interesting. In addition to the new creatures, droids, and vehicles featured in Chapter 2: Hardware, this book contains a number of sample encounters that can be inserted into your adventures, with as many or as few changes as you see fit to tailor them to your campaign. More than that, this book features a variety of tools to help you design your own encounters that help evoke a sense of participating in an ongoing war. For example, the battlefield encounter tool kit in Chapter 3: Military Campaigns details a number of hazards that can be added to an encounter to make the encounter feel more like it is taking place during a large-scale skirmish between opposing armies, while Chapter 5: Bases and Battlestations features maps of common locales that can be used as the basis for your own encounters.

Building Adventures

When it comes time to combine multiple encounters to form an adventure, Chapter 3: Military Campaigns identifies a step-by-step process that Gamemasters can use as a template for their mission-based adventures. Each adventure begins with a mission briefing, for example, and then follows through steps like requisitioning gear, insertion, execution of the mission, and eventually extraction and debriefing, providing advice for Gamemasters on how to use these steps when designing their own adventures.

An adventure is far more than just a collection of encounters and enemies. The information in *Galaxy at War* helps Gamemasters create interesting NPCs (which, as described above, have many of the same facets as heroes), as well as plots that are meaningful to the outcome of battles and even the war as a whole. Moreover, players are going to have access to special abilities as a result of their rank and influence within their own military unit, abilities that GMs will need to plan ahead for; when a hero using the rank system from Chapter 2: Hardware calls for evac, for example, the GM can have the form that the requested transport will take planned out ahead of time.

Building Campaigns

Once you've finished designing your adventures, all that remains is to weave them together into campaigns. If you allow your heroes the chance to influence the outcome of battles throughout your adventures (using the Battles in Adventures adventure mechanics from Chapter 3: Military Campaigns), the outcomes of those adventures will shape how the war, as a whole, is turning out. The heroes need not necessarily be turning the tide completely, but they may be pushing back the enemy in a certain sector of space.

One of the great parts about running a campaign focused on warfare and military conflict is that the eventual resolution of the campaign is often quite obvious: The heroes' faction emerges victorious over the opposing faction. Along the way, it's important that your players feel like they are influencing the way the conflict turns out. As they rise through the ranks of their organization, they will wield more and more power, and likewise the battles they take part in should be more and more epic.

What You Need to Play

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



Chapter 1
Military Heroes



For over a thousand generations the Jedi knights have guarded the peace throughout the galaxy. Even so, key eras of the *Star Wars* saga are ravaged by war, offering Gamemasters opportunities for campaigns focusing on warfare and the military. The heroes of a military campaign fight in battles, but they also can be the characters around which the war turns. In many cases, the actions of such heroes not only decide battles but also determine the fate of entire systems and sectors. Billions of lives hang in the balance, and the heroes' actions can determine the final outcome of entire wars. The heroes of a military campaign are not simply combatants, they are agents of destiny.

The soldier class is well suited for a military campaign. This book introduces new options specifically geared for characters who take levels in the soldier class, including those who have only a few levels of the class. Additionally, the soldier class encompasses a wide variety of archetypes within the military theme: Soldiers can be covert-ops warriors, military police, officers-in-training, mercenaries, starfighter pilots, gunners, martial arts masters, and much, much more. This book helps players and Gamemasters use the soldier class to greater potential, illuminating new paths for combat archetypes.

At the same time, soldiers are not the only participants in warfare. Nobles recruit and command troops; scoundrels raid supply lines and ambush unsuspecting troops; scouts prepare entire armies for the battles they are about to face; and Jedi bring the power of the Force to combat. Heroes of these classes can find new talents and feats in this chapter, and elsewhere in the book other new material to give heroes a distinctly military edge. Heroes of all classes are affected by the tides of war, and this book presents several new options that reflect how involvement in galaxywide war changes those characters.

Much of the discussion in this book uses the word "military" to represent a general theme of a faction involved in a war. The term is not reserved only for organized factions such as the Republic or the Empire, but also covers any paramilitary or combat-oriented group. Highly organized and militant pirate groups, mercenary bands, support forces, and even individual adventuring parties all fall under this banner. Military heroes are not required to be signed up for the armed forces of a major government, although typically they are members of an organized force with a rank structure and protocols of behavior focusing on combat and warfare.

New Species

The following new species each have a special connection to warfare and combat. Whether they are adept mercenaries like the Dashade, veteran warriors like the Taung, or pacifists trying to escape the horrors of war like the Lurmen, each species has a role to play in a military campaign. When starting a campaign with a military focus, Gamemasters and players should consider these species for the various roles they might play in a wartime environment.

Species Characteristics

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

Ability Adjustments

Find your character's species on Table 1-1: Species Ability Adjustments and apply the appropriate adjustments to your character's ability scores. Use the next two tables to help determine your character's age, height, and weight.

Table 1-1: Species Ability Adjustments

SPECIES	ABILITY ADJUSTMENTS
Barabel	+2 Strength, -2 Dexterity, -2 Wisdom
Dashade	+2 Dexterity, -2 Wisdom, -2 Charisma
Lurmen	+2 Wisdom, -2 Strength
Taung	+2 Constitution, -2 Charisma
Thakwaash	+4 Strength, -2 Dexterity, -2 Charisma
Trianii	+2 Wisdom
Yevetha	+2 Strength, -2 Charisma
Yuzzem	+4 Strength, -2 Wisdom, -2 Charisma
Zygerrian	+2 Constitution, -2 Wisdom

Table 1-2: Age by Species

		YOUNG		MIDDLE		
SPECIES	CHILD	ADULT	ADULT	AGE	OLD	VENERABLE
Barabel	1-8	9-15	16-40	41-59	60-79	80+
Dashade	1-10	11-15	16-44	45-69	70-84	85+
Lurmen	1-12	13-18	19-35	36-60	61-75	76+
Taung	1-6	7-12	13-45	46-64	65-84	85+
Thakwaash	1-9	10-14	15-49	50-74	75-89	90+
Trianii	1-11	12-17	18-44	45-64	65-84	85+
Yevetha	1-5	6-11	12-44	45-66	67-80	81+
Yuzzem	1-8	9-15	16-40	41-59	60-79	80+
Zygerrian	1-9	10-16	17-39	40-60	61-80	81+

Table 1-3: Average Height and Weight

SPECIES	HEIGHT	WEIGHT
Barabel	2 m	110 kg
Dashade	1.85 m	90 kg
Lurmen	1 m	20 kg
Taung	2 m	95 kg
Thakwaash	2.8 m	130 kg
Trianii	2 m	95 kg
Yevetha	1.9 m	80 kg
Yuzzem	2.5 m	180 kg
Zygerrian	1.7 m	60 kg

Barabel

A towering reptilian species, the Barabel are relative newcomers to the galactic community. Having evolved from nocturnal predators, Barabels are well-suited to cope with prolonged periods of darkness, and they retain much of their ancestors' ferocity.

Several centuries prior to the formation of the Empire—at least according to Barabel legend—an Ithorian Jedi explorer named Noga-ta came to their world and peacefully settled a millennium-long civil war stemming from a dispute over prime hunting grounds. This instills a high regard for the Jedi in all Barabel for centuries to follow, even in the wake of the Galactic Empire's anti-Jedi propaganda. For a short time, the Barabels are hunted by illegal safaris set up by Imperial-backed Planetary Safaris, but a massed uprising



by the Barabels compels the Empire to intervene and put a stop to the hunts.

Offworld, Barabels take up professions that make use of their predatory nature, the most common being bounty hunting. Surprisingly, Barabels willingly follow orders once a chain of command is clearly established, making them prized members of mercenary units. They carry out orders efficiently and quickly, but they are not hesitant to challenge a leader if their survival is threatened. Barabels are also frequent and popular participants in the sport of shockboxing. The monstrous brute Tull Raine holds the Outer Rim title for years, developing a reputation for killing opponents in the ring.

Personality: Barabels are ruthlessly pragmatic and independent. They express a wide range of emotions with a simple "sissing" sound, causing other races to view them as mean spirited or at least constantly angry. Barabels' aggressive nature and predatory instincts frequently lead them to solve problems with the direct approach, and they have no qualms about killing.

Physical Description: Barabels are towering bipeds with reptilian features: a prominent jaw; sharp teeth; a long tail; and remarkably tough, dark scales. Barabels are between 1.9 and 2.3 meters in height, adding to their fearsome reputation.

Homeworld: Barab I.

Languages: Barabel.

Example Names: Baraduk, Ragath, Saba, Shaka-ka, Tesar, Tibor, Vangar.

Adventurers: Few Barabels chose to leave their homeworld, but those who do usually become bounty hunters and trackers. Others are recruited into mercenary companies, and several shockboxing promoters feature Barabels in their stables.

Jedi Respect

The impact of a lone Jedi Knight on the Barabel culture, centuries before the rise of the Empire, gives the entire species a deeply ingrained respect for members of the Jedi Order, to such an extent that Barabel accept the word of a Jedi at face value, even when they might otherwise disregard the same statement from a non-Jedi. However, beings who gain a Barabel's trust by falsely claiming to be Jedi quickly learn the folly of their ways when the ruse is exposed.

To this end, characters who have proven themselves to be Jedi are considered to have favorable circumstances when making Persuasion checks against a Barabel.

Barabel Species Traits

Barabel share the following species traits:

Ability Modifiers: +2 Strength, –2 Dexterity, –2 Wisdom.

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

Speed: Barabel base speed is 6 squares.

Natural Armor: A Barabel's thick scaly hide provides a +2 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

Natural Weapons: A Barabel has natural weapons in the form of sharp claws, needle-sharp teeth, and a thick tail. When making an unarmed attack, a Barabel can choose to use natural weapons, dealing 1d6 points of slashing damage (claws), piercing damage (bite), or bludgeoning damage (tail) with that attack instead of normal unarmed damage. Barabel are always considered armed when attacking with their natural weapons.

Stun Resistance: A Barabel's reflective scales defuse the effects of stun weapons, granting them a +5 species bonus to damage threshold to resist the effect of a stun weapon.

Radiation Resistance: A Barabel's armored hide protects from hazardous radiation, granting a +5 species bonus to Fortitude Defense to resist the effect of radiation. In addition, Barabels never gain a persistent condition from suffering the effect of radiation.

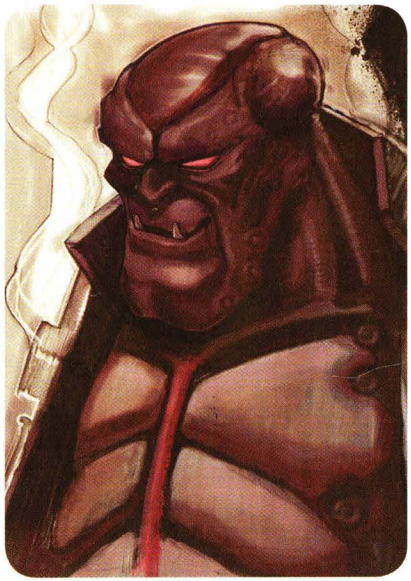
Darkvision: Barabel ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

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

Skills: A Barabel can reroll a Persuasion check made to intimidate others, but the result of the reroll must be accepted, even if it is worse.

Automatic Languages: Barabel.

Dashade


Dashade

The Dashade are known throughout the galaxy as elite assassins, mercenaries, and killers, particularly due to their partial immunities to the Force abilities of the Jedi. The most feared and deadly Dashade are given the honorary title Shadow Killer.

The Dashade work as mercenaries and bodyguards for many groups. Most notably, though, Dashade work for the various Sith uprisings even though the Sith are directly responsible for the Cron Cluster supernova that destroys the Dashade homeworld thousands of years before the Galactic Civil War. Even with the loss of their homeworld, the Dashade avoid extinction. Their exact numbers remain unknown, but reports suggest that the Dashade were able to establish one or more colonies far outside their home system prior to the Cron Cluster disaster.

Personality: Secretive beings, Dashade believe they are superior to most sentient beings in the galaxy. Raised in an aggressive culture where might does indeed make right, those Dashade who work as mercenaries or in other combat-related roles remain loyal to an employer, regardless of what they think of that individual, but only as long as the relationship is profitable for the Dashade and they are not prevented from displaying their considerable combat prowess. Those who try to keep a Dashade on a short leash soon receive a first-hand lesson in why these shadowy assassins are so widely feared.

Physical Description: The Dashade are a hairless reptilian species. Their height, beady, red-orange eyes, and prominent fangs reinforce their fearsome reputation. No visual clues indicate the gender of a Dashade. Their skin tones range from pitch black to dark gray, but green-skinned Dashade are not unheard of.

Homeworld: Urkupp, a harsh, irradiated world in the Cron Cluster prior to its destruction.

Languages: Dashadi.

Example Names: Tessun Kel, Nos Kellex, Alaris Koth, Ket Maliss, Tel Sorath.

Adventurers: The majority of Dashade encountered away from their homeworld are mercenaries and assassins employed by those who can afford their services and retain their loyalty. During the Sith War, their might-makes-right philosophy leads the Dashade to side with the Sith and with groups such as the royals of Falleen and perhaps even the Galactic Empire. Sporadic reports mention members of an unknown species with resistance to Jedi powers leading assaults against the Jedi during the Great Jedi Purge in the years between the Clone Wars and the Galactic Civil War.

Dashade Species Traits

Dashade share the following species traits:

Ability Modifiers: +2 Dexterity, –2 Wisdom, –2 Charisma. Dashade are remarkably agile given their impressive size, but they have difficulty recognizing threats and interacting with others because of their sense of superiority and their secretive nature.

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

Speed: Dashade base speed is 6 squares.

Environmental Adaptation: Because of the unforgiving nature of their homeworld, Dashade gain a +5 species bonus to their Fortitude Defense against the effect of extreme heat, extreme cold, and radiation.

Fearsome Reputation: Dashade can reroll Persuasion checks made to intimidate another, keeping the better result.

Force Resistance: Dashade gain a +5 species bonus to Fortitude Defense and Will Defense against any Use the Force checks.

Lurmen

Lurmen are small, furry humanoids with the ability to roll up in a ball for faster overland travel. Their love of peace leads the Lurmen to avoid entanglements in galactic events. As a society, Lurmen eschew conflict of any kind, refusing to fight even in their own defense. During the Clone Wars, a colony of Lurmen on Maridun is nearly wiped out by a Separatist weapon, and only when several Lurmen break away from the wishes of their elders and join the fight are their people saved. Although the Lurmen seem stubborn in holding onto their ways, in truth they lead a lifestyle largely free of conflict, and have for eons.

Although the Lurmen use little technology on a day-to-day basis, they are not completely ignorant of it. The Lurmen who colonize Maridun arrive aboard starships, although once on their new world they reverted to agrarian living. Lurmen live peaceful lives, but from time to time young Lurmen abandon the old ways. Young Lurmen who leave their homeworlds return years or decades later, settling back once more into the simple lifestyle of their people after having had their fill of the galaxy at large.

LURMEN



Personality: Lurmen are friendly but cautious of outsiders. Lurmen are staunch pacifists, but some see the need for action in conflict. Those Lurmen who are willing to fight prefer trickery and indirect action to direct violence.

Physical Description: Lurmen are small, lithe creatures roughly 1 meter tall. They have relatively long limbs and are covered in thick fur.

Homeworld: Mygeeto, with a colony on Maridun.

Languages: Lurmen speak Basic and have their own tribal languages, collectively called Lurmese. They write in pictographs and glyphs that convey complex ideas.

Example Names: Tee Wat Kaa, Tub, Wag Too.

Adventurers: The few Lurmen who become adventurers do so either out of curiosity or out of rebellion against their elders. Lurmen adventurers gravitate toward roles that do not rely on violence. Many Lurmen learn trade skills, such as starship maintenance or basic medicine, and find posts aboard starships as crew members so that they can see the galaxy and satisfy their curiosity.

Lurmen Species Traits

Lurmen share the following species traits:

Ability Modifiers: +2 Wisdom, –2 Strength. Lurmen are pacifists and healers, lacking the physical strength of other species.

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

Speed: Lurmen base speed is 4 squares.

Mender: Lurmen have learned to heal wounds rather than create them. A Lurmen trained in Treat Injury reduces the Treat Injury DC for all applications of the skill by his or her Wisdom modifier.

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

Roller: A Lurmen can curl into a ball and quickly roll along the ground. As a swift action, a Lurmen can increase his or her base speed by 4. In this form, the Lurmen can take only move, withdraw, catch a second wind, drop an item, recover, and run actions. The Lurmen can also spend a swift action to emerge from rolling form, losing the +4 speed bonus and regaining access to all actions he or she can normally take.

Skills: Lurmen are great climbers and can choose to take 10 on Climb checks even when distracted or threatened.

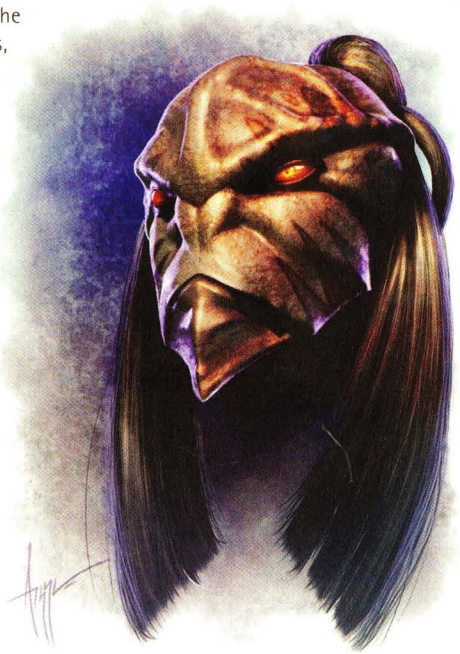
Automatic Languages: Basic, Lurmese.

Taung

Taungs are warriors first and foremost, having battled the native Human nations for control of Coruscant before being driven off and forced to flee to the Outer Rim world of Roon, where they remain for millennia until the legendary Mandalore the First leads them to conquer another world. Taungs rename both the world and themselves in his honor, becoming the Mandalorians. With a clan-based nomadic culture, Taungs view battle and war as both a source of personal honor and a way to show pride in their community. Veterans of successful battles are held in high regard, to such an extent that they are the de facto leaders of their communities. Only the leader of all the Mandalorians, known simply as Mandalore, holds greater sway with the clans

Personality: Warlike by nature, Taungs are pragmatic and ruthless. But by the same token, they are also extraordinarily loyal to their clan, which serves the same function that a biological family serves for other species.

Physical Description: Taungs have gray skin and generally appear similar to Humans, except for their faces, which strongly resemble the armored visor of a Mandalorian helmet.



TAUNG

Homeworld: Coruscant, but later Mandalore is adopted as their homeworld.

Languages: Mando'a, a language with a sentence structure similar to Basic, with most of the differences stemming from frequent word merging and an emphasis on ease of pronunciation.

Example Names: A pragmatic species, Taungs have names that describe desirable traits, such as Atin ("persistent"), Kot ("strength"), and Tor ("justice").

Adventurers: Taungs are nomads, frequently traveling the stars in search of worthy opponents against whom they can test their prowess. Wandering Taungs find work with mercenary companies, where their martial upbringing makes them incredibly valuable. History records no occurrences of a Taung displaying Force abilities.

Taung Species Traits

Taungs share the following species traits:

Ability Modifiers: +2 Constitution, –2 Charisma. Taungs are physically resilient, able to endure when others would give up.

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

Speed: Taung base speed is 6 squares.

Armor Training: Taung characters increase the Maximum Dexterity bonus from worn armor by 1.

Superior Defenses: Because they constantly test themselves both physically and mentally in combat well before reaching adulthood, Taungs gain a +1 species bonus to all their defenses.

Warrior Culture: Taungs can reroll any Knowledge (tactics) check, but the result of the reroll must be accepted even if it is worse.

Automatic Languages: Basic, Mando'a.

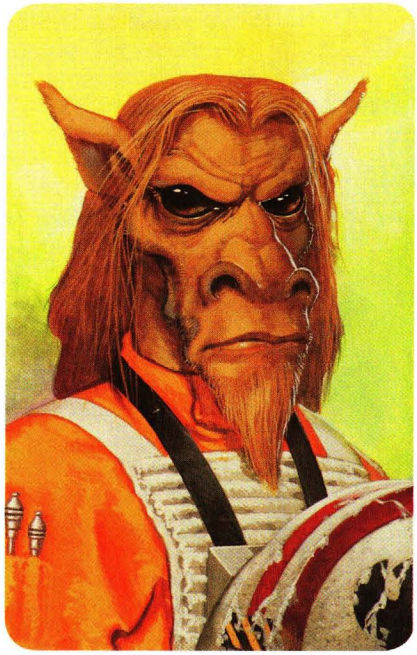
Thakwaash

Possessed of great strength, these large bipeds are best known for their uniquely non-Human mindset. A Thakwaash has multiple separate personalities, each specializing in a certain function or area of expertise. Interacting with Thakwaash can be difficult for other species, particularly for Humans, who view such behavior among their own kind as a mental disorder. The maximum number of personalities that a single Thakwaash can develop is unknown, as is the means by which such personalities form in the first place.

No reliable reports of Thakwaash exist prior to the Empire's defeat at the Forest Moon of Endor. As a species, the Thakwaash do not acquire hyperdrive technology until after that battle. However, individual Thakwaash might find their way into the galaxy earlier.

Personality: A single Thakwaash mind contains several distinct personalities. Some Thakwaash manifest dozens of different personalities and refer to themselves in the plural. This habit frequently leaves members of other species uncomfortable, because they are never certain of who they are speaking with, especially since Thakwaash are likely to change personalities in the middle of conversations. Unlike most beings who exhibit a multiple-personality disorder, each individual Thakwaash personality retains a basic knowledge of events and facts that the other personalities experience, although this rarely includes exact details. Conversations come to a halt when a Thakwaash pauses and asks a new acquaintance's name as if they had not been introduced already.

Thakwaash



Physical Description: Thakwaash average 3 meters in height, with athletic builds proportionate to their great height, making them look even more imposing. They also sport long manes slightly darker than the fur covering their bodies. They have an equine appearance made all the more prominent by their flaring nostrils and large dark eyes.

Homeworld: Thakwaa, a temperate world with grassy plans, located in the Outer Rim.

Languages: Thakwaashi.

Example Names: Aythar Desh, Hohass Ekwesh, Shakwa Rehakas, Jiva Shelani, Wec Taskelor. In spite of having multiple personalities, a Thakwaash has only a single name.

Adventurers: Thakwaash are unknown to the galaxy until after the Galactic Civil War, but when Thakwaash are encountered away from their homeworld, they can be found in any imaginable vocation, since their wide array of personalities enables them to excel in any field. No Force-sensitive Thakwaash have been identified, but researchers admit that their multiple personalities would make identifying such beings far more difficult than normal.

Thakwaash Species Traits

Thakwaash share the following species traits:

Ability Modifiers: +4 Strength, –2 Dexterity, –2 Charisma. Thakwaash have large, powerful builds, but their multiple personalities make relations with other species difficult.

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

Speed: Thakwaash base speed is 6 squares.

Multiple Personalities: Once per encounter, as a free action at the start of his or her turn, a Thakwaash can negate or remove any mind-affecting effects.

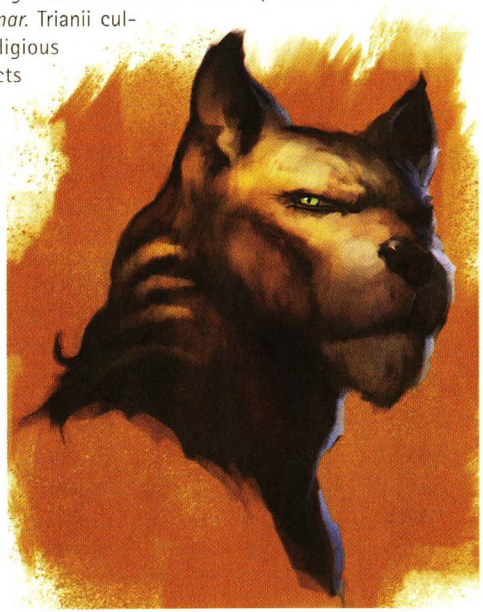
Natural Armor: Thakwaash gain a +1 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

Automatic Languages: Thakwaashi.

TRIANII

The Trianii are a feline race of intrepid explorers, but unlike other technologically advanced species of the galaxy, they express no interest in becoming a part of the greater galactic community. The Trianii use impressive displays of force to drive away interlopers so that they are left alone to explore their region of the galaxy. Their homeworld is located on the edge of the region of space controlled by the Corporate Sector Authority. An attempt by the CSA to expand its area of control into Trianii territories is met with a display of Trianii determination as the species expel the invaders, proving that the ships and weapons of the Trianii Rangers are as formidable as those of other galactic forces.

Trianii society is a matriarchy—partly because females of the species are taller and slightly stronger than the males—ruled by tribunals of females known as *yu'nar*. Trianii culture revolves around religious beliefs that cover all aspects of life, including art, literature, commerce, and warfare. At one point in their history, the Trianii have numerous different religions, but when a religious civil war threatens to erupt, the leaders of these different faiths instead agree to work together to create an official religion. They establish a belief structure with a moral code that all sides find acceptable while at the same time allowing Trianii to continue following the individual faiths of their families.



Trianii wear little clothing, selecting garments only for necessity, either as protection or utility. The one item commonly worn by the species is a utility belt that holds essential items. Even ceremonial garb is limited to jewelry and similar adornments.

Personality: Adventurous by nature, Trianii feel a constant urge to explore, and they place a high value on independence. Spirituality is a large part of Trianii culture, with devotion split between the formal government religion and each family's traditional religious values.

Physical Description: A Trianii is a slender humanoid with prominent feline facial characteristics. Sharp claws and a prehensile tail reinforce the species' feline qualities. The colors and patterns of Trianii fur vary greatly. Trianii are about 2 meters tall; the females are slightly taller than the males and possess correspondingly larger physiques.

Homeworld: Trian, located in the outermost portion of the Tingel Arm.

Languages: The Trianii language is composed of purrs, growls, and rolling vocalizations. The written form uses a syllabary instead of an alphabet. Trianii encountered outside Trianii space have some fluency in Basic, but few are literate in it.

Example Names: Atuarre, Duarrid, Keeheen, Pakka, Reakhas, Shearran, Tuunac.

Adventurers: Almost all Trianii encountered outside the species' area of influence are members of the Trianii Rangers, the space patrol force responsible for protecting Trianii colonies from outside threats (see page 132). The Rangers often undertake missions to explore uncharted regions or to gather reconnaissance. Other Trianii adventurers are either independent scouts or are just curious about the galactic community that their leaders want no part of. Many outsiders confuse the Trianii with other feline species such as the Cathars or the Togorians, a mistake few Trianii bother to correct.

TRIANII SPECIES TRAITS

Trianii share the following species traits:

Ability Modifiers: +2 Wisdom. Trianii have excellent vision and, because of their curious nature, are very aware of their surroundings.

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

Speed: Trianii base speed is 6 squares.

Acrobatic Prowess: A Trianii can reroll any Acrobatics check, but the result of the reroll must be accepted even if it is worse.

Natural Weapons: A Trianii's sharp claws serve as natural weapons. When making an unarmed attack, a Trianii can use natural weapons, dealing 1d6 points of slashing damage with that attack instead of normal unarmed damage. Trianii are always considered armed with their natural weapons.

Prehensile Tail: A Trianii's long, flexible tail is dexterous and strong. A Trianii's tail can effectively hold (but not wield) a Small or smaller item. When holding a Medium or larger item with his or her tail, a Trianni is encumbered and is considered to be carrying a heavy load.

Automatic Languages: Trianii.

YEVETHA

A tall, skeletal species with lithe builds, the Yevetha have little impact on the galaxy until after the fall of the Empire, but even that slight influence makes them known for their intense xenophobia and a culture heavily centered upon death.

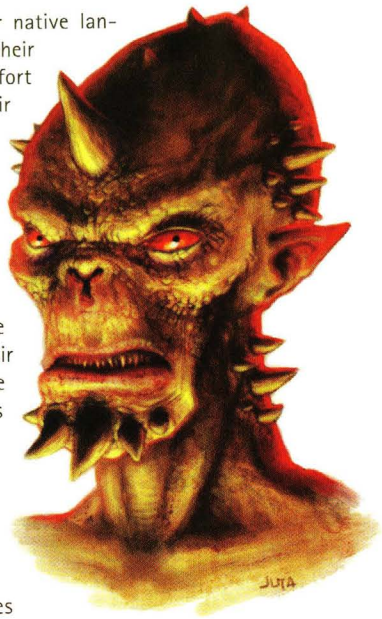
During Emperor Palpatine's reign, the Yevethas' homeworld, N'zoth, is seized and made the site of an Imperial shipyard. When the Yevetha revolt against their Imperial masters shortly after the Battle of Yavin, they seize control of the shipyards and over the following decade proceed to refine their technological capabilities, devising new starships and weapons that enable them to seize and forcibly colonize over a dozen worlds in the Koornacht Cluster. They then embark on an ambitious campaign against the New Republic military, suffering a crushing defeat because of the influence of members of the Fallanassi sect of Force-users—a defeat that leaves many Yevetha dead because of their inborn refusal to accept surrender.

The New Republic keeps the species under watch until active patrols are removed close to a decade after the bloody battle, during which time the Yevetha build an even larger force than their original fleet. As the Yevetha are poised to once again wage war on the New Republic, the extra-galactic Yuuzhan Vong assault the galaxy; when informed of the Yevetha and the threat they pose, the Yuuzhan Vong invade the N'zoth system. Although the details of the conflict are not known, the Yuuzhan Vong are ultimately victorious, demolishing the rebuilt Yevethan fleet and unleashing a horrific orbital bombardment of N'zoth. The Yevetha appear to be wiped from the galaxy, but because of their expansionist tendencies, one or more of their colonies likely survived the destruction of their homeworld. Their final fate remains unknown.

Personality: The Yevetha are a proud species, having long believed themselves to be the only intelligent species in the galaxy. In spite of their violent nature, Yevetha adhere to their strict social hierarchy and religious beliefs with a fanatical loyalty, welcoming death and sacrifice as great honors.

Physical Description: Seeming to other species to appear ghoulish, Yevetha are tall humanoids who are so gaunt as to appear skeletal. They have large dark gray eyes, pallid gray skin, and a notable lack of body hair. A Yevetha has six digits on each hand, and each wrist hides a retractable dewclaw that when fully extended is the length of a vibroblade. Males of the species display two pairs of crests on the upper and lower parts of their faces, which swell red in response to combat.

Homeworld: N'zoth, in the Core Worlds region.



Languages: Yevetha prefer their native language, Yevethan, at all times. Despite their ability to speak Basic, few make the effort to learn the language because of their xenophobia.

Example Names: Dar Bille, Eri Palle, Kez Haarl, Nil Spaar, Vol Noorr, Vor Duull, Zar Braan.

Adventurers: Yevethan adventurers are uncommon, especially prior to the creation of the Galactic Empire. Before the founding of the New Republic, few Yevetha leave their home system, although some are sent on scouting missions to assess the strength of worlds selected for invasion.

YEVETHA SPECIES TRAITS

Yevetha share the following species traits:

Ability Modifiers: +2 Strength, –2 Charisma. Yevetha are strong despite their gaunt physiques, but their fatalistic culture and violent xenophobia color their outlook.

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

Speed: Yevetha base speed is 6 squares.

Mechanical Aptitude: Yevetha have a knack for technology. Once per encounter, a Yevetha can treat any single Mechanics check as if the die roll is a natural 20.

Natural Weapons: A Yevetha's retractable claws are natural weapons. When making an unarmed attack, a Yevetha can use natural weapons, dealing 1d6 points of slashing damage with that attack instead of normal unarmed damage. Yevetha are always considered armed with their natural weapons.

Xenophobia: Yevetha have an intense distrust of all species other than their own, and gain a +2 species bonus to Will Defense against Persuasion checks made to improve their attitude by any creature of a different species.

Automatic Languages: Yevethan.

YUZZEM

YUZZEM



In spite of a well-deserved reputation as temperamental brutes, Yuzzem are cunning and intelligent, and their resourcefulness gives them as much of an advantage as their physically powerful frames. The Empire has learned this the hard way after they declared the Yuzzem a slave species, rounded up large numbers of them, and put them to work in heavy-labor operations. The Yuzzem have frequently revolted against their Imperial masters, showing that they can be as ferocious as Wookiees, with no reservations about using their claws and tusks in a fight.

Personality: Contrary to their popular image as loud and violent brutes, Yuzzem have a strong sense of fair play and a generous disposition. Like Wookiees, they have a strict yet simple code of honor to which they adhere at all times. Yuzzem insist on repaying a debt owed, whether helping someone who has helped them or seeking vengeance for a wrong committed against them.

Physical Description: Yuzzem are towering humanoids with heavily muscled upper bodies and long arms as broad as Humans. A Yuzzem has a prominent snout and an equally prominent pair of tusks jutting up from its lower jaw. Covered in a thick pelt of brown fur, a Yuzzem averages 2.5 meters tall, but its muscular bulk makes it seem a great deal larger.

Homeworld: Ragna III, an arboreal world located in the Mid Rim.

Languages: Yuzz is a guttural language of growls, roars, and mewls, and unlike many other languages, it has no written form. Yuzz is largely unpronounceable by other species, although Yuzzem have little trouble speaking Basic.

Example Names: Dek, Gor, Hin, Kee, Pok, Rha, Wuk.

Adventurers: The first few Yuzzem leave Ragna III as slaves of the Empire, but once they gain their freedom they quickly found employment as enforcers and mercenaries. Many also return to their homeworld with stories about life among the stars, encouraging future generations of Yuzzem to travel the galaxy and seek their own destinies.

Yuzzem Species Traits

Yuzzem share the following species traits:

Ability Modifiers: +4 Strength, –2 Wisdom, –2 Charisma. Yuzzem are physically powerful, but their volatile nature earns them few allies.

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

Speed: Yuzzem base speed is 6 squares.

Natural Weapons: A Yuzzem's large tusks and sharp claws serve as natural weapons. When making an unarmed attack, a Yuzzem can use natural weapons, dealing 1d8 points of piercing damage (bite) or slashing damage (claws) instead of normal unarmed damage. Yuzzem are always considered armed with their natural weapons.

Physically Intimidating: Yuzzem use their Strength modifier instead of their Charisma modifier for Persuasion checks made to intimidate others.

Scent: At close range (within 10 squares), Yuzzem ignore concealment and cover for purposes of Perception checks, and they take no penalty from poor visibility when tracking (see "Survival" on page 73 of the Saga Edition core rulebook).

Skills: A Yuzzem can reroll Climb checks, but the result of the reroll must be accepted even if it is worse.

Automatic Languages: Yuzz.

ZYGERRIAN

A violent species from the distant corners of the Outer Rim, Zygerrians are known for their history of piracy and war. As a species that earns its fame through slavery, piracy, and violence, Zygerrians are feared in spaceports throughout the galaxy. Raised in a culture where weakness can mean death or enslavement, Zygerrians cultivate a dangerous, unpredictable image to deter others from challenging their dominance. Those who do must contend with the Zygerrians' natural combat prowess, since Zygerrians are excellent fighters with or without weapons.



ZYGERRIAN

Zygerrian society is built on the principle that strength leads to authority, and for Zygerrians, strength can mean many things—physical strength, and also strength of will, of conviction, and of bravery. Zygerrians are difficult to defeat in any arena because their physical resilience is matched

by their indomitable spirit. Enemies of the Zygerrians quickly learn that you cannot make Zygerrians flinch. They would sooner die than bend to the desires of others.

Personality: Zygerrians are aggressive and violent. They are strong-willed and back down from a confrontation only when they clearly cannot win.

Physical Description: Zygerrians are humanoids with a sallow complexion and red hair. They have numerous bony spurs jutting out from beneath their skin, which gives them a jagged appearance.

Homeworld: Zygerria.

Languages: Zygerrians speak, read, and write Basic.

Example Names: Ikis, Miraj, Onyx, Teek.

Adventurers: Zygerrian adventurers make excellent soldiers and scouts, because their people have been nomadic pirates and slavers on the Outer Rim for centuries. Although there are many Zygerrian pirate gangs, not all Zygerrians are thugs and ruffians. Many Zygerrians become valued members of galactic society, abandoning their violent and aggressive tendencies.

Zygerrian Species Traits

Zygerrians share the following species traits:

Ability Modifiers: +2 Constitution, –2 Wisdom. Zygerrians are durable but are considered reckless by other species.

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

Speed: Zygerrian base speed is 6 squares.

Bonus Feat: Zygerrians gain Martial Arts I as a bonus feat at 1st level.

Iron Will: Zygerrians have above-average willpower, gaining a +2 species bonus to their Will Defense.

Strength of Conviction: Zygerrians can use their Charisma modifier in place of their Wisdom modifier when calculating Will Defense.

Automatic Language: Basic.

Heroic Classes

Life on the battlefield can be intense, terrifying, exhilarating, or short. It can even be all of these at once. Most galactic citizens take food, shelter, and safety for granted, but in combat—from simple border skirmishes between rival forces to galaxy-shaking conflicts such as the Mandalorian Wars, the Clone Wars, or the Galactic Civil War—those features become luxuries. Those who learn to adapt to harsh and unforgiving conditions survive to fight another day.

Jedi

They serve the Republic as keepers of the peace for much of their Order's long history, but when necessary, the Jedi go to war. Sometimes only a few Jedi are mobilized, as when Revan and Malak combat the threat of the Mandalorians, but at other times the entire Jedi Order commits to battle, as with the Clone Wars.

New Jedi Guardian Talents

The following new talent belongs to the Jedi Guardian talent tree, which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Guardian talent tree can choose this talent as well.

Cover Escape: When you successfully spend a Force Point to negate a melee attack against an adjacent ally with the Block or Deflect talents, that ally can move up to 2 squares as a free action. This movement does not provoke an attack of opportunity.

New Jedi Sentinel Talents

The following new talent belongs to the Jedi Sentinel talent tree, which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Sentinel talent tree can choose this talent as well.

Prime Targets: When you hit a target with a lightsaber attack, if the target has not been attacked since the end of your last turn, you deal +1 die of damage.

Noble

Although the popular conception of a noble suggests that they would stay as far away from the front lines as possible, many nobles steel themselves for the horrors of war, coordinating the tactics of the armies under their command and even leading the charge from the front line. Many noble families have a long history of proud military service. More than a few nobles have laid the foundations for their future business empires by working as part of mercenary units.

Anticipation Talent Tree

You have studied the ways of your enemies and have learned how to read the actions and thoughts of others. You can predict what they will do, and you gain advantage over them by anticipating their every move.

Anticipate Movement: Once per round, as a reaction to an enemy in your line of sight moving, you can enable one ally within your line of sight to move up to his or her speed as a free action.

Forewarn Allies: All allies within 12 squares of you gain a +2 insight bonus on attack rolls and damage rolls for attacks of opportunity.

Get Down: As a reaction, when an ally is targeted by a ranged attack, you can enable that ally to drop prone immediately (imposing the normal –2 penalty for a ranged attack against a prone target to the triggering attack roll) as a free action.

Heavy Fire Zone: Once per turn, as a swift action, designate a 3×3 square area within your line of sight. Until the end of your next turn, if a target moves into that area you can enable one ally within your line of sight to make an attack of opportunity against that target. The ally you choose

A Zygerrian noble leading an attack on an Imperial landing force ship



must be armed with a weapon capable of making attacks of opportunity, and this counts toward the ally's normal limitations for attacks of opportunity made in a round.

Prerequisite: Forewarn Allies.

Summon Aid: Once per round, as a reaction, when an enemy moves adjacent to you, you can enable one ally within your line of sight to immediately make a charge attack against the triggering enemy. The ally you choose must be able to charge the enemy from his or her current square under normal charge rules.

Prerequisite: Get Down.

New Leadership Talents

The following new talents belong to the Leadership talent tree, which is available to members of the noble class. Any character who can normally choose talents from the Leadership talent tree can choose these talents as well.

Commanding Presence: You excel at leading others into battle, issuing quick commands, demonstrating a gift for strategy, decimating your enemies, and impressing your peers. You can use each of the following actions once per encounter as a standard action:

- *Hold the Line!:* Make a single melee or ranged attack against any target within your range. If your attack hits, all allies within 6 squares of you a gain a +2 morale bonus to their Defense scores until the end of your next turn.
- *Lead the Assault:* Make a single melee or ranged attack against any target within your range. If your attack hits, all allies within 6 squares of you and within your line of sight gain a +2 morale bonus to their attack rolls and damage rolls until the end of your next turn.
- *Turn the Tide:* Make a single melee or ranged attack against any target within your range. If you successfully damage the target, a number of allies equal to your Charisma modifier (minimum 1) can immediately move up to half their speed as a free action.

Prerequisites: Born Leader, Tactical Savvy.

Tactical Savvy: When an ally whom you can see spends a Force point to enhance an attack roll, the ally gains a bonus to the Force point roll equal to your Intelligence modifier.

Prerequisite: Born Leader.

Scoundrel

Scoundrels are more at home in the shadows or at the helms of starships, but they have their place on the battlefield like any other soldier. Turning their luck and savvy to war, scoundrels can affect the outcome of battles by revealing enemy battle plans or by taking a more direct hand in disrupting the enemy's chain of command.

Brigand Talent Tree

You use your experience operating on the wrong side of the law to give you an advantage in a fight, fair or otherwise.

Cheap Trick: When you make a Deception check to feint (see page 66 of the Saga Edition core rulebook) against an enemy within 6 squares of you, you can roll twice, keeping the better of the two results.

Prerequisite: Trained in Deception.

Easy Prey: When you make an attack as a standard action and successfully hit an enemy, you can choose to reduce the damage you deal by half. That target is then denied its Dexterity bonus to Reflex Defense against your attacks until the end of your next turn.

Prerequisite: Cheap Trick.

Quick Strike: During the initial round of combat, if you successfully damage an enemy who has not yet acted in the combat, you can make an immediate attack as a free action against a different target within 6 squares of the first target.

Prerequisite: Cheap Trick.

Sly Combatant: You quickly move about the battlefield, taking advantage of the chaos of battle to gain advantage. You can use each of the following actions once per encounter as a standard action:

- *Distracting Injury:* Make a single melee or ranged attack against any enemy within your range. If the attack successfully hits, that enemy takes a –2 penalty to his or her attack rolls and damage rolls until the end of the encounter.

A Trianii scoundrel sniper fires at an Imperial purge trooper.



- *Make Them Bleed:* Make a single melee or ranged attack against any living creature within your range. If you successfully deal damage as a result of the attack, that enemy gains a persistent condition that can be removed only with a successful DC 25 Treat Injury check to perform surgery.
- *Strength in Numbers:* Make a single melee or ranged attack against an enemy who is adjacent to one or more of your allies. If you successfully hit that enemy, you gain a +2 bonus to damage for each ally that is adjacent to the target.

Prerequisites: Cheap Trick, Easy Prey.

New Misfortune Talents

The following new talents belong to the Misfortune talent tree, which is available to members of the scoundrel class. Any character who can normally choose talents from the Misfortune talent tree can choose from these talents as well.

Backstabber: You can take advantage of your adversary's distractions, no matter how momentary or fleeting. Once per turn, when you flank a target, you can treat him or her as flat-footed for one of your attacks.

Prerequisite: Sneak Attack.

Improved Sneak Attack: You can use the Sneak Attack talent against a target within 12 squares, instead of within 6 squares.

Prerequisites: Point Blank Shot feat, Sneak Attack.

Scout

Perhaps only the soldier class is more at home on a battlefield than the scout class is. Using their tenacity and wide range of skills, scouts frequently serve as the advance eyes and ears of a military force, probing the enemy line to determine its strengths and weaknesses without raising an alarm. Scouts guide small strike forces across difficult terrain and even target enemy officers for death.

New Camouflage Talents

The following new talents belong to the Camouflage talent tree, which is available to members of the scout class. Any character who can normally choose talents from the Camouflage talent tree can choose from these talents as well.

Dig In: When prone, you can spend a swift action to gain concealment until the start of your next turn. If you stand up or move, you lose this benefit.

Ghost Assailant: If you start your turn with total concealment or total cover from a target, during that turn you can make a Stealth check as a swift action, opposed by the target's Perception check. If you succeed, the target is considered flat-footed against you until the end of your turn.

Slip By: When you would normally provoke an attack of opportunity by moving out of a threatened space, you can roll a Stealth check, replacing your Reflex Defense with the results of your Stealth check if it is higher.

Advance Patrol Talent Tree

Your skills at observation and stealth are frequently called upon as you gather information about enemy forces.

Forward Patrol: At the start of a surprise round in which you are not caught by surprise, you can designate one ally within 6 squares of you as able to retain his or her Dexterity bonus to Reflex Defense during the surprise round.

Prerequisite: Watchful Step.

Mobile Combatant: You know that the key to winning a fight is keeping your enemies from pinning you down. You can use each of the following actions once per encounter:

- *Evasive Assault:* As a standard action, make a single melee or ranged attack. If the attack successfully deals damage, you gain a +5 dodge bonus to your Reflex Defense until the end of your next turn.
- *Expeditious Attack:* As a standard action, make a single melee or ranged attack, then move up to half your speed as a free action. This movement does not provoke an attack of opportunity.
- *Yielding Assault:* When you are damaged by an enemy's melee or ranged attack, you can move up to one-half your speed as a reaction. This movement does not provoke an attack of opportunity. On your next turn, you gain a favorable circumstance to your first attack roll against the same enemy that damaged you.

Prerequisites: Forward Patrol, Watchful Step.

Trailblazer: During your turn, you can spend a swift action to allow all allies within 6 squares of you and within your line of sight to count the first square of difficult terrain as normal terrain each time they move.

Prerequisite: Trained in Survival.

Watchful Step: You can use your Perception check modifier instead of your Initiative modifier when making Initiative checks. If you are entitled to an Initiative check reroll, you can reroll your Perception check instead (subject to the same circumstances and limitations). You are considered to be trained in Initiative.

SOLDIER

In war soldiers truly shine, reaping the rewards of their combat training by carrying the day and earning victory and glory or by surviving the battle in one piece. Soldiers come from all walks of life, such as the destitute street urchin who signs up hoping for one hot meal every day, and the bored socialite who wants more excitement than the upper-class lifestyle offers.

New Commando Talent

The following new talent belongs to the Commando talent tree, which is available to members of the soldier class. Any character who can normally choose talents from the Commando talent tree can choose this talent as well.

Defensive Position: Whenever you have the benefit of cover (see pages 157–158 of the Saga Edition core rulebook), you can spend two swift actions to treat it as improved cover until the start of your next turn.

Prerequisite: Battle Analysis.

Shockboxer Talent Tree

You are trained in the shockboxing fighting style and can use your fists to devastate your enemies. Although you trained for competitive shockboxing, much of your expertise can also be applied outside the ring.

Defensive Jab: When you are unarmed and take the fight defensively action, you can make a single unarmed attack as a free action against an adjacent target.

Prerequisite: Retaliation Jab.

Nimble Dodge: If an enemy misses you with a melee attack, as a reaction you can move up to 2 squares, but you must end your movement adjacent to your attacker.

Retaliation Jab: If an enemy misses you with a melee attack, as a reaction you can automatically deal damage equal to your Strength modifier (minimum 1 point of damage) to your attacker, if the attacker is within your reach.

Stinging Jab: When you hit a target with an unarmed attack, you can choose to deal half damage with your attack. If you do so, your enemy also deals half damage on all melee attacks he or she makes until the end of your next turn.

A Barabel shockboxer



Stunning Shockboxer: When you deal stun damage to a target with an unarmed attack, after the stun damage is halved, roll one extra die of damage and add that to the damage subtracted from the target's hit points.

Prerequisite: Stinging Jab.

Veteran Talent Tree

You have been from one side of the galaxy to the other and have fought on more planets than most people visit in a lifetime. Talents from this tree can be used to qualify for the officer prestige class, in addition to those listed in the Saga Edition core rulebook.

Battlefield Remedy: You have learned a variety of different ways to treat combat injuries in the field. When you succeed on a Treat Injury check to administer First Aid, the tended creature also moves +1 step on the condition track.

Prerequisite: Trained in Treat Injury.

Grizzled Warrior: You can draw upon your extensive battlefield experience to encourage your comrades and drive your enemies before you. You can use each of the following actions once per encounter as a standard action:

- *Defy the Odds:* Make a single melee or ranged attack. You immediately gain a number of bonus hit points equal to your Constitution score.

- *Double the Pain:* When you use the Aid Another action to provide an ally within 6 squares of you a bonus to his or her attack roll, add one-half your character level to the ally's damage roll if the attack is successful.
- *Guarded Assault:* Make a single melee or ranged attack. You gain a +2 dodge bonus to your Reflex Defense against all attacks until the start of your next turn.

Prerequisites: Seen it All, Tested in Battle.

Reckless: You know from first-hand experience that victory goes to those willing to take a chance. You can add your Wisdom bonus (minimum +1) to the damage roll when you make a successful charge attack.

Prerequisite: Tested in Battle.

Seen It All: You have seen more action in more places than most people know exist, and little in the galaxy gets you rattled. Any character using a fear effect on you must roll twice, keeping the lower result on any skill checks and attack rolls.

Prerequisites: Tested in Battle, trained in Initiative.

Tested in Battle: When you catch a second wind (see page 154 of the Saga Edition core rulebook), you move +2 steps on the condition track in addition to regaining hit points.



A Dashade squad leader in combat

New Weapon Specialist Talent

The following new talent belongs to the Weapon Specialist talent tree, which is available to members of the soldier class. Any character who can normally choose talents from the Weapon Specialist talent tree can choose this talent as well.

Autofire Assault: When making an autofire attack, you can brace a weapon that is not restricted to autofire only. You must be proficient with the weapon being used.

Prerequisite: Weapon Proficiency (heavy weapons).

Feats

The feats presented here supplement those found in the Saga Edition core rulebook and are suitable for any era of play. They are designed for heroes who focus on combat, such as those engaged in the galactic conflicts described throughout this book. However, any character who qualifies can select these feats.

Bantha Herder

You know how to frame your targets with your ranged attacks, moving the targets where you want them to go.

Prerequisites: Proficient with weapon used, base attack bonus +1.

Benefit: When you damage a Large or smaller creature with a ranged attack, compare the result of your attack roll to the target's Will Defense. If your result equals or exceeds the target's Will Defense, you can move the target 1 square in any direction as a free action. If your ranged attack deals damage to multiple eligible creatures, you can use this benefit against all of them. You can't move a target that's being grabbed or grappled, and you can't move a target into a solid object or into another creature's fighting space.

Battering Attack

You know how to use your strength to batter an opponent to the ground, knocking him or her prone.

Prerequisites: Bantha Rush, Trip.

Benefit: Whenever you successfully move a creature with the Bantha Rush feat, you also knock that target prone.

Destructive Force

You cause so much devastation to vehicles and objects that you also deal damage to others around those targets.

Benefit: When you deal damage to an object or vehicle that equals or exceeds the target's damage threshold and reduces the target to 0 hit points, you deal 1 die of damage (of the same type as the damage used in the attack) to all targets, including allies, that are adjacent to the vehicle or object.

SHOCKBOXING

The sport of shockboxing is a violent and dangerous testing ground for hand-to-hand combat prowess. Two combatants don special shockboxing gloves (described in detail on page 37) and then engage in melee combat with each other. The sport is a popular training method within military units, and the Barabel species is exceptionally well-suited to the competition. Shockboxers are tough and skilled at hand-to-hand combat, using their fists to deliver punishing blows and deflect incoming attacks.

Shockboxing in the *Star Wars* Roleplaying Game can be as simple as a combat encounter between two shockboxers. However, to prevent a shockboxing match from being little more than a series of attack rolls, Gamemasters should encourage skill use as a part of the match. As an optional rule, during a shockboxing match a character makes attack rolls and also skill checks during his or her turn. Each shockboxer can make one skill check as a free action, describing how he or she tries to gain an advantage for that exchange of attacks. For example, you might choose to use Endurance to steel yourself against incoming attacks, Deception to try to feint, Perception to look for signs of weakness, or Persuasion to try to intimidate your enemy. The Gamemaster should set the skill DC (either against the enemy's defenses, or with an appropriate DC for a character of that level). Success grants the combatant a temporary Force Point, which must be spent before the end of the next turn or it is lost. Typically, this Force Point is used to grant a bonus to attack rolls, but during a shockboxing match you can choose to add the results of a Force Point roll to your damage roll instead.

Disabler

You are skilled in the use of ion weapons and gain certain benefits depending on which weapon you use.

Prerequisite: Proficient with weapon used.

Benefit: When you make a ranged attack with an ion weapon, you gain one of the following benefits, depending on the kind of weapon you use.

Ion Grenade: When you use an ion grenade, the grenade's burst radius is 3 squares instead of 2 squares.

Ion Pistol: When you use an ion pistol, the damage dice increase from d6 to d8.

Ion Rifle: You treat the ion rifle as an accurate weapon.

Dive for Cover

You can leap behind cover, even when caught out in the open.

Prerequisite: Trained in Jump.

Benefit: Once per turn, as a reaction to being targeted by a ranged attack, you can make a Jump check to jump horizontally. If you land in a square that provides you with cover from your attacker, you gain the normal cover bonus against the attack, even if you didn't have cover at the time the attack was made. When you use this feat, you always land prone.

Fight Through Pain

Through sheer willpower, you can keep yourself at peak fighting performance, ignoring physical pain and negative effects.

Benefit: You can use your Will Defense instead of your Fortitude Defense when determining your damage threshold.

Forceful Blast

You can position your grenade attacks such that they blast creatures away from the center of the explosion.

Prerequisites: Proficient with weapon used, base attack bonus +1.

Benefit: When you damage a Large or smaller creature with a grenade or thermal detonator, compare the result of your attack roll to the target's Fortitude Defense. If your result equals or exceeds the target's Fortitude Defense, you can move the target 1 square in any direction as a free action. If the grenade or thermal detonator deals damage to multiple eligible creatures, you can use this benefit against all of them. You can't move a target that's being grabbed or grappled, and you can't move a target into a solid object or into another creature's fighting space.

Force of Personality

As a result of your self-confidence and conviction, your will is strong.

Prerequisite: Charisma 13.

Benefit: You can use either your Wisdom modifier or your Charisma modifier to determine your Will Defense.

Fortifying Recovery

Even as you reel from attacks, you can get yourself back into the fight and make a difference.

Prerequisite: Constitution 13.

Benefit: When you take the recover action, you also gain a number of bonus hit points equal to 2 × your Constitution bonus (minimum 2). Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost. Bonus hit points do not stack.

Table 1-4: Feats

Feat Name	Prerequisites	Benefit
Bantha Herder	Proficient with weapon used, base attack bonus +1	Move a target damaged by your ranged attack.
Battering Attack	Bantha Rush, Trip	Knock a target prone when you use Bantha Rush.
Destructive Force	–	Deal damage to adjacent targets when you damage objects and vehicles.
Disabler	Proficient with weapon used	Gain benefits when using certain ion weapons.
Dive for Cover	Trained in Jump	Jump for cover as a reaction.
Fight Through Pain	–	Use your Will Defense to determine your damage threshold.
Forceful Blast	Proficient with weapon used, base attack bonus +1	Move a target damaged by your grenade attack.
Force of Personality	Charisma 13	Use Wisdom or Charisma to determine Will Defense.
Fortifying Recovery	Constitution 13	Gain bonus hit points when you recover.
Mission Specialist	–	Grant bonus to allies' untrained skill checks with a particular skill.
Never Surrender	Trained in Endurance	Make an Endurance check to prevent falling to 0 hit points.
Officer Candidacy Training	–	Gain a bonus to your Rank and Privilege score.
Opportunistic Shooter	–	Gain a bonus to attacks of opportunity with ranged weapons.
Pistoleer	Proficient with weapon used	Gain benefits when using certain pistols.
Predictive Defense	Intelligence 13	Use Dexterity or Intelligence to determine Reflex Defense.
Resilient Strength	Strength 13	Use Strength or Constitution to determine Fortitude Defense.
Riflemaster	Proficient with weapon used	Gain benefits when using certain rifles.
Risk Taker	Trained in Climb or Jump	Improve your chances of success with Climb or Jump checks.
Sport Hunter	Proficient with weapon used	Gain benefits with certain slugthrowers and sporting weapons.
Staggering Attack	Proficient with weapon used, base attack bonus +1	Impose penalties to enemy skill checks with a successful attack.
Steadying Position	Careful Shot	Deny target's Dexterity bonus to Reflex Defense when you are prone and aiming.

Mission Specialist

You are so good with certain skills that others around you benefit from your guidance and example.

Benefit: Choose one skill in which you are trained. Allies who are not trained in that skill gain a +2 competence bonus to the skill while they are within 12 squares of you.

You can select this feat multiple times. Each time you select this feat, it applies to a different skill.

Special: Only allies who have the Force Sensitivity feat gain this bonus to Use the Force checks.

Never Surrender

You can fight your way back from the blackness of death and unconsciousness, staying active in combat.

Prerequisite: Trained in Endurance.

Benefit: The first time you would be reduced to 0 hit points in an encounter, you can make an Endurance check as a reaction, with a DC equal to the number of points of damage being dealt to you. If your check succeeds, you are instead reduced to 1 hit point.

Officer Candidacy Training
You have received special training in commanding others in combat.

Benefit: You gain a +2 bonus to your Rank and Privilege organization score (see page 73 for more information).

Opportunistic Shooter
You are quick to react when nearby enemies expose themselves to your attacks.

Benefit: You gain a +2 bonus to attacks of opportunity with ranged weapons.

Pistoleer
You are skilled in the use of pistols and gain certain benefits depending on which weapon you use.

Prerequisite: Proficient with weapon used.

Benefit: When you make a ranged attack with a pistol, you gain one of the following benefits, depending on the kind of pistol you use.

Blaster Pistol: You treat the blaster pistol as an accurate weapon.

Heavy Blaster Pistol: You do not treat the heavy blaster pistol as an inaccurate weapon.

Hold-Out Blaster Pistol: If you fire a hold-out blaster pistol at a target that has not yet acted in combat, you gain a +2 bonus to your attack rolls with that weapon against that target. The bonus applies to all such attacks until the target acts.

Predictive Defense
The sharpness of your mind, not the speed of your reactions, allows you to avoid incoming attacks.

Prerequisite: Intelligence 13.

Benefit: You can use either your Dexterity modifier or your Intelligence modifier to determine your Reflex Defense.

Resilient Strength
Your brute strength and physical conditioning allow you to shrug off effects that would debilitate others.

Prerequisite: Strength 13.

Benefit: You can use either your Strength modifier or your Constitution modifier to determine your Fortitude Defense.

Riflemaster
You are skilled in the use of rifles and gain certain benefits depending on which weapon you use.

Prerequisite: Proficient with weapon used.

Benefit: When you make a ranged attack with a rifle, you gain one of the following benefits, depending on the kind of rifle you use.

Blaster Carbine: You can brace a blaster carbine set to autofire, even though it is not an autofire-only weapon.

Blaster Rifle: You treat the blaster rifle as an accurate weapon.

Heavy Blaster Rifle: When you use a heavy blaster rifle, the damage dice increase from d10 to d12.

Light Repeating Blaster: You treat the light repeating blaster as if it were Medium instead of Large.

Risk Taker
You're not afraid to make great leaps or climb treacherous slopes, and you know how to put forth the extra effort to make the impossible seem routine.

Prerequisite: Trained in Climb or Jump.

Benefit: You fall only if you fail a Climb check by 10 or more. Additionally, if you make a Jump check and fail to land on a safe or solid surface (such as if you fall into a pit or fail to clear a stream of lava), you can spend a Force Point as a free action and add the result of the Force Point roll to your distance jumped. However, you must land in the first available safe square.

Normal: You fall if you fail a Climb check by 5 or more.

Sport Hunter
You are skilled in the use of slugthrowers and sporting weapons and gain certain benefits depending on which weapon you use.

Prerequisite: Proficient with weapon used.

Benefit: When you make a ranged attack with a slugthrower or sporting weapon, you gain one of the following benefits, depending on the kind of weapon you use.

Slugthrower Pistol: When you use a slugthrower pistol at point-blank range, you deal an extra +1 die of damage with the weapon.

Slugthrower Rifle: When you use a slugthrower rifle, the damage dice increase from d8 to d12.

Sporting Blaster Pistol: When you use a sporting blaster pistol, reroll any result of 1 on the damage dice until you get a result other than 1.

Sporting Blaster Rifle: When you use a sporting blaster rifle, you gain a +1 bonus to attack rolls when you aim before firing.

Staggering Attack

You can deliver punishing blows to your enemies, distracting them and keeping them from focusing their efforts.

Prerequisites: Proficient with weapon used, base attack bonus +1.

Benefit: When using a melee weapon, you can make an attack that disrupts an enemy's concentration. You take a –2 penalty to your attack roll, and if your attack deals damage, the target takes a –2 penalty to skill checks until the end of your next turn.

Alternatively, you can take a –5 penalty to your attack roll, and if your attack deals damage, the target takes a –5 penalty to skill checks until the end of your next turn.

Bonus Feats

Some of the feats in this chapter can be selected as bonus feats by certain classes. Characters in the following classes can add the listed feats to their relevant bonus feat lists.

CLASS	BONUS FEATS
Jedi	Battering Attack, Dive for Cover, Fight Through Pain, Force of Personality, Mission Specialist, Never Surrender, Officer Candidacy Training, Resilient Strength, Risk Taker, Staggering Attack
Noble	Disabler, Fight Through Pain, Force of Personality, Mission Specialist, Predictive Defense, Sport Hunter
Scoundrel	Bantha Herder, Disabler, Fight Through Pain, Force of Personality, Mission Specialist, Opportunistic Shooter, Pistoleer, Predictive Defense, Steadying Position
Scout	Destructive Force, Disabler, Dive for Cover, Forceful Blast, Fortifying Recovery, Mission Specialist, Never Surrender, Opportunistic Shooter, Pistoleer, Resilient Strength, Riflemaster, Risk Taker, Sport Hunter, Steadying Position
Soldier	Bantha Herder, Battering Attack, Destructive Force, Disabler, Dive for Cover, Forceful Blast, Fortifying Recovery, Mission Specialist, Never Surrender, Officer Candidacy Training, Opportunistic Shooter, Pistoleer, Resilient Strength, Riflemaster, Risk Taker, Sport Hunter, Staggering Attack, Steadying Position

Steadying Position

You know how to fire from the optimal position, using the ground to steady your aim.

Prerequisite: Careful Shot.

Benefit: When you are prone and aim before making a ranged attack, your target does not benefit from its Dexterity bonus to Reflex Defense.

Martial Arts Feats

The following feats represent basic training in a variety of martial arts styles. Additionally, many of them have special effects when used in conjunction with style-specific talents available to the martial arts master prestige class.

Echani Training

You are trained in Echani unarmed fighting techniques, giving you an advantage in hand-to-hand combat.

Prerequisites: Dexterity 13, Martial Arts I.

Benefit: If you make only one unarmed attack during your turn, you can double the damage bonus to that attack provided by your Strength modifier (minimum +1).

Once per encounter when you deal damage to a target with an unarmed attack, you can immediately make an unarmed attack against the target's Fortitude Defense as a free action. If successful, you knock the target to the ground (prone) in its current square, provided that the target is no more than one size larger than you.

Special: Targets gain a bonus to Fortitude Defense against being knocked prone based on their size: Medium or smaller, +0; Large, +5; Huge, +10; Gargantuan, +20; and Colossal, +50. In addition, unusually stable creatures (such as those with four legs) gain a +5 bonus to their Fortitude Defense against being knocked prone.

If you have the Echani Expertise talent (see the Martial Arts Forms talent tree on page 32), whenever you score a critical hit with an unarmed attack, the target is immediately knocked to the ground (prone) in its current square, provided that the target is no more than one size larger than you.

Hijkata Training

You are trained in the Hijkata style of unarmed fighting and can quickly turn enemies' attacks against them.

Prerequisites: Combat Reflexes, Martial Arts I.

Benefit: Once per round, when an adjacent enemy successfully damages you with a melee attack, you can make an attack of opportunity with an unarmed attack at a –5 penalty against that enemy, even if the enemy's attack normally would not provoke an attack of opportunity.

Once per encounter, when an enemy provokes an attack of opportunity from you and you successfully damage that enemy with an unarmed attack of opportunity, that enemy takes a penalty to attack rolls equal to your Dexterity modifier (minimum +1) until the end of your next turn.

Table 1-5: Martial Arts Feats

Feat Name	Prerequisites	Benefit
Echani Training	Dexterity 13, Martial Arts I	Double Strength bonus to unarmed damage; knock target prone.
Hijkata Training	Combat Reflexes, Martial Arts I	Make counterattacks; impose penalties to enemy attacks.
K'tara Training	Martial Arts I, trained in Stealth	Deal extra damage against flat-footed enemy; render target mute.
K'thri Training	Dual Weapon Mastery I, Martial Arts I	Make swift unarmed attacks; deal half damage on misses.
Stava Training	Martial Arts I, Running Attack	Grab and grapple as a larger creature; grab after charging.
Tae-Jitsu Training	Dodge, Martial Arts I, trained in Initiative	Deal more damage on critical hits; use Dodge against enemies.
Teräs Käsi Training	Strength 13, Martial Arts I	Treat target's damage threshold as lower.
Wrruushi Training	Constitution 13, Martial Arts I, Wookiee	Gain bonus hit points on unarmed attacks; deny target equipment bonus.

Special: If you have the Hijkata Expertise talent (see the Martial Arts Forms talent tree on page 32), once per encounter, you can spend a full-round action to designate a single adjacent ally. Until the start of your next turn, any enemy adjacent to you or the designated ally that makes an attack roll against that ally provokes an attack of opportunity from you. If the ally moves during his or her turn, you can immediately move a number of squares up to your speed as a reaction; however, you must end your movement in a square that is adjacent to the designated ally.

K'tara Training

You are trained in the K'tara style of unarmed fighting, which enables you to neutralize enemies before they even know that you are present.

Prerequisites: Martial Arts I, trained in Stealth.

Benefit: You roll an extra die of damage against a flat-footed enemy on one unarmed attack during your turn.

Once per encounter, when you deal damage with an unarmed attack to a target that has been denied its Dexterity bonus to Reflex Defense, make a second unarmed attack against the target's Fortitude Defense as a free action. If successful, you render the target incapable of speech until the end of your next turn. This is a stunning effect.

Special: If you have the K'tara Expertise talent (see the Martial Arts Forms talent tree on page 33), you can spend two swift actions to cause a single adjacent enemy to be flat-footed against your first attack during the same round.

K'thri Training

You are trained in the K'thri style of unarmed fighting, striking with flashy moves and incredible speed.

Prerequisites: Dual Weapon Mastery I, Martial Arts I.

Benefit: Once per round, you can spend a swift action to make a single unarmed attack against one enemy within reach, dealing your base unarmed damage with no bonus to the damage roll from your Strength or heroic level.

Once per encounter, when you make an unarmed attack that misses the target, you deal half damage to the target.

You must be wearing light or no armor to gain the benefit of this feat.

Special: If you have the K'thri Expertise talent (see the Martial Arts Forms talent tree on page 33), once per encounter when making a full attack, you can reroll one of your unarmed attack rolls; however, you must accept the result of the reroll, even if it is worse. You must be wearing light or no armor to gain this special benefit.

Stava Training

You are trained in the Stava unarmed fighting style of the Noghri and can subdue an enemy with ease.

Prerequisites: Martial Arts I, Running Attack.

Benefit: When making a grab attack (see page 152 of the Saga Edition core rulebook), you are considered to be one size category larger for the purpose of determining the size of the opponent that you can grab. If you are capable of making a grapple attack, you are considered to be one size category larger for the purpose of determining your size modifier to grapple checks.

When making an unarmed attack against a target while charging an opponent (see page 152 of the Saga Edition core rulebook), if your attack roll is successful, you can make an immediate grab attack against that target as a free action.

You must be wearing light or no armor to gain the benefit of this feat.

Special: If you have the Stava Expertise talent (see the Martial Arts Forms talent tree on page 33), you can add your Strength bonus and your Dexterity bonus to grapple checks. You must be wearing light or no armor to gain this special benefit.

Tae-Jitsu Training

You are trained in the Tae-Jitsu style of unarmed fighting and can use a variety of techniques to defeat your enemy.

Prerequisites: Dodge, Martial Arts I, trained in Initiative.

Benefit: When you score a critical hit with an unarmed attack, the damage dealt by your attack increases by one die step, to a maximum of d12.

Once per encounter, when you make a successful unarmed attack against an enemy, you can spend a swift action to designate that enemy as your primary adversary. Until the end of the encounter, you gain the benefit of the Dodge feat against that enemy and against one other enemy of your choice.

Special: If you have the Tae-Jitsu Expertise talent (see the Martial Arts Forms talent tree on page 33), when you score a critical hit against an enemy who has been designated as your primary adversary, that enemy takes a –2 penalty to attack rolls until the end of your next turn.

Teräs Käsi Training

You are trained in the Teräs Käsi unarmed fighting style and can send an enemy reeling with a single punch.

Prerequisites: Strength 13, Martial Arts I.

Benefit: Once per round when you make a successful unarmed attack, you reduce the target's damage threshold by 5 when determining the effect of the attack.

Special: If you have the Teräs Käsi Basics talent (see the Master of Teräs Käsi talent tree on page 53 of *Threats of the Galaxy*), you are considered to be one size category larger when determining the damage of your unarmed attacks.

Wrruushi Training

You are trained in the Wrruushi unarmed fighting style of the Wookiees and feel more invigorated in the heat of battle.

Prerequisites: Constitution 13, Martial Arts I, must be a Wookiee.

Benefit: Once per round when you make a successful unarmed attack, you gain a number of bonus hit points equal to your Constitution modifier. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter are lost. Bonus hit points do not stack.

Once per encounter, you can make an unarmed attack against an enemy's Fortitude Defense instead of the enemy's Reflex Defense. If the attack is successful, the enemy not only takes damage but also loses any equipment bonuses to Fortitude Defense until the end of the encounter.

You must be wearing light or no armor to gain the benefit of this feat.

Special: If you have the Wrruushi Expertise talent (see the Martial Arts Forms talent tree on page 33), once per encounter when you score a critical hit with an unarmed attack against an enemy, you can deal normal damage and move the target an additional –2 steps on the condition track, regardless of the damage result. You must be wearing light or no armor to gain this special benefit.

Team Feats

The following feats, collectively referred to as team feats, allow multiple heroes in a party to take the same feat to gain cumulative benefits. These team feats represent the concept that you and your allies have trained together and are part of the same military unit. When a mission calls for specialized skills, your group is chosen because you work well together and can get the job done.

Each team feat provides a competence bonus to a particular skill check, the same type of bonus that is provided by the Skill Focus feat. If you are considering taking either a team feat or the Skill Focus feat, consider whether other heroes in your group are willing to take the same team feat. If at least two other allies take the same team feat, you will gain a greater benefit by taking the team feat rather than the Skill Focus feat. However, if fewer than two other allies take the team feat, you will gain a greater benefit by taking the Skill Focus feat instead.

Aquatic Specialists

You and your allies have trained extensively in underwater combat and specialize in missions in aquatic environments.

Prerequisite: Trained in Swim.

Benefit: You gain a +3 competence bonus to Swim checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you swim, you swim at half speed as a move action (or you swim at your speed as a full-round action).

Ascension Specialists

You and your allies train on the sheer cliffs of Teth and the sinkholes of Utapau as a matter of course.

Prerequisite: Trained in Climb.

Benefit: You gain a +3 competence bonus to Climb checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you climb, you climb at half speed as a move action (or at your normal speed as a full-round action).

Covert Operatives

You and your allies specialize in undercover missions in which stealth and subtlety are paramount.

Prerequisite: Trained in Stealth.

Benefit: You gain a +3 competence bonus to Stealth checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when moving more than your speed or more than twice your speed, reduce the penalties to Stealth checks by 2.

Table 1-6: Team Feats

Feat Name	Prerequisites	Benefit
Aquatic Specialists	Trained in Swim	Gain bonuses to Swim checks when near allies.
Ascension Specialists	Trained in Climb	Gain bonuses to Climb checks when near allies.
Covert Operatives	Trained in Stealth	Gain bonuses to Stealth checks when near allies.
Medical Team	Trained in Treat Injury	Gain bonuses to Treat Injury checks when near allies.
Mounted Regiment	Trained in Ride	Gain bonuses to Ride checks when near allies.
Nimble Team	Trained in Acrobatics	Gain bonuses to Acrobatics checks when near allies.
Slicer Team	Trained in Use Computer	Gain bonuses to Use Computer checks when near allies.
Technical Experts	Trained in Mechanics	Gain bonuses to Mechanics checks when near allies.
Tireless Squad	Trained in Endurance	Gain bonuses to Endurance checks when near allies.
Unhindered Approach	Trained in Jump	Gain bonuses to Jump checks when near allies.
Unified Squadron	Trained in Pilot	Gain bonuses to Pilot checks when near allies.
Wary Sentries	Trained in Perception	Gain bonuses to Perception checks when near allies.
Wilderness Specialists	Trained in Survival	Gain bonuses to Survival checks when near allies.

Medical Team
You and your allies know the value of keeping soldiers alive and perform as a cohesive healing unit.

Prerequisite: Trained in Treat Injury.

Benefit: You gain a +3 competence bonus to Treat Injury checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you use the aid another action to assist an ally who has this feat with a Treat Injury check to restore hit points, your ally always restores an extra 4 hit points to the target.

Mounted Regiment
You and your allies act as mounted cavalry, specializing in using beasts in war.

Prerequisite: Trained in Ride.

Benefit: You gain a +3 competence bonus to Ride checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, once per round as a reaction to your mount being attacked, you can make a Ride check; if the result exceeds the mount's Reflex Defense, use your check result against the attack instead of using the mount's Reflex Defense.

Nimble Team
You and your allies train extensively to avoid hazards and to slip through tight spaces, making it difficult to pin your team down.

Prerequisite: Trained in Acrobatics.

Benefit: You gain a +3 competence bonus to Acrobatics checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you use the Acrobatics skill to tumble, you can tumble 1 extra square.

Slicer Team
You and your allies are computer specialists, capable of penetrating even the strongest electronic defenses.

Prerequisite: Trained in Use Computer.

Benefit: You gain a +3 competence bonus to Use Computer checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you use the aid another action to assist an ally who has this feat with a Use Computer check, you provide a bonus of +4 instead of +2.

Technical Experts
You and your allies are just as comfortable in the vehicle pool as on the battlefield and are capable of maintaining heavy equipment.

Prerequisite: Trained in Mechanics.

Benefit: You gain a +3 competence bonus to Mechanics checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you use the aid another action to assist an ally who has this feat with a Mechanics check, you provide a bonus of +4 instead of +2.

Tireless Squad
You and your allies train for combat scenarios in which your ability to hang in for the long haul is the difference between victory and defeat.

Prerequisite: Trained in Endurance.

Benefit: You gain a +3 competence bonus to Endurance checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you use the aid another action to assist an ally who has this feat with an Endurance check, you provide a bonus of +4 instead of +2.

Unhindered Approach
You and your allies have trained on worlds where the terrain is unstable, and your team also specializes in vertical insertion into combat zones.

Prerequisite: Trained in Jump.

Benefit: You gain a +3 competence bonus to Jump checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you use the Jump skill, add 1 square to your total jump distance.

Unified Squadron
You and your allies are excellent pilots whose skills shine when you fly together, making you better as a unit than as individuals.

Prerequisite: Trained in Pilot.

Benefit: You gain a +3 competence bonus to Pilot checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, you always succeed when trying to avoid collisions with vehicles piloted by allies who also have this feat (no collisions occur, even at character scale).

Wary Sentries
You and your allies specialize in keeping tabs on your surroundings, making you excellent guards and advance scouts.

Prerequisite: Trained in Perception.

Benefit: You gain a +3 competence bonus to Perception checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, you can take 10 on Perception checks, even when threatened or rushed.

Wilderness Specialists
You and your allies have been trained to survive in the wild and can live off the land.

Prerequisite: Trained in Survival.

Benefit: You gain a +3 competence bonus to Survival checks. At the time you make a check, for each ally within 12 squares of you who also has this feat, the competence bonus increases by 1 (to a maximum of +7). Additionally, when you use the aid another action to assist an ally who has this feat with a Survival check, you provide a bonus of +4 instead of +2.

Prestige Class Talents
The following talents expand the talent trees available to the prestige classes found in the Saga Edition core rulebook.

Elite Trooper Talents
The elite trooper is most at home on the field of battle, ranking among the most capable combatants of any military or mercenary company. A mission that an elite trooper considers an interesting challenge would be considered a suicide mission by other soldiers.

New Weapon Master Talent
The following talent is for use with the Weapon Master talent tree, which is available to members of the elite trooper prestige class. Any character who can normally choose talents from the Weapon Master talent tree can chose this talent as well.

Ferocious Assault: Once per encounter, when making an autofire attack, you can treat the attack as a 6 square cone. Making this attack consumes 20 shots from the weapon's power pack.

Prerequisites: Base attack bonus +12, Controlled Burst.

Squad Leader Talent Tree
You are an expert at small-unit tactics, leading a small group of allies into battle as a cohesive unit.

All talents in the Squad Leader talent tree apply to other characters in a squad you command. A squad includes yourself plus a number of characters equal to or less than the sum of your elite trooper class level plus your Charisma modifier (minimum of one other character). These characters must be on foot, must have line of sight to you, and must be able to communicate with you to gain the benefit of your Squad Leader talents. As a free action, you designate which characters are in your squad at the beginning of your first turn.

Each squad can benefit from the talents of only a single squad leader, designated when an encounter begins. A character without a squad leader can join an existing squad if both character and squad leader are willing and if the squad leader has not reached his or her maximum squad size.

Fall Back: As a move action, you can enable each member of your squad to immediately move two squares. This movement does not provoke an attack of opportunity.

Prerequisite: Charisma 13.

Form Up: As a move action, you give all squad members a +2 morale bonus to their Reflex Defense until the end of your next turn, as long as they are within 6 squares of another squad member.

Prerequisites: Charisma 13.

Full Advance: As a move action, you give all squad members a +2 morale bonus to damage rolls until the end of your next turn.

Prerequisite: Charisma 13.

Hold Steady: Once per encounter, as a standard action, you move all members of your squad +1 step on the condition track.

Prerequisite: Charisma 13.

Search and Destroy: As a move action, you give all squad members a +2 morale bonus to Perception checks until the end of your next turn.

Prerequisite: Charisma 13.

Gunslinger Talents

Although more commonly seen in one-on-one fights and small skirmishes, the gunslinger's fast reflexes and deadly accuracy are just as dangerous in large-scale military actions as in the holovid stereotype of a duel at midday.

New Gunslinger Talent

The following talent is for use with the Gunslinger talent tree, which is available to members of the gunslinger prestige class. Any character who can normally choose talents from the Gunslinger talent tree can chose this talent as well.

Keep Them Honest: When using the aid another action to suppress an enemy (see page 151 of the Saga Edition core rulebook), the enemy instead takes a –5 penalty to all attack rolls until the end of your next turn.

Prerequisite: Careful Shot feat.

Sharpshooter Talent Tree

You are an expert at long-range combat, using the inherent range advantage of a rifle to win the day.

Bullseye: Once per encounter, you can designate a single target that you have aimed at and that is not within point-blank range. When making a ranged attack roll against that target, the target is denied its Dexterity bonus to Reflex Defense when determining the effect of your attack.

Prerequisites: Draw a Bead, Precision Shot, Sniper feat.

Draw a Bead: Once per round, you can spend a single swift action to designate a single enemy who is not within point-blank range. When you make a successful ranged attack roll that deals damage against the designated enemy, add your Dexterity bonus (minimum +1) to the damage roll. This effect lasts until the target is unconscious, dead, or leaves your line of sight. You can have only one enemy designated in this manner.

Prerequisites: Precision Shot, base attack bonus +10.

Pinning Shot: You can keep your target worrying about where the next shot is coming from instead of trying to flee. When you deal damage to an enemy that you have aimed at, the target's speed is reduced to 2 squares, and the target cannot take either a double move action or use the run action until the end of your next turn. This is a stunning effect.

Prerequisite: Precision Shot.

Harrying Shot: When you make a successful ranged attack against an enemy that you have aimed at and the attack deals damage, the target cannot use a standard action to make an attack roll on his or her next turn. This counts as a stunning effect.

Prerequisites: Pinning Shot, Precision Shot.

Precision Shot: When using the aim action, you gain the benefit of the Point Blank Shot feat against your target, regardless of range category.

Prerequisite: Far Shot feat.

Point Blank Shot, Rangefinders, and Targeting Scopes

Under most circumstances, a character with the Point Blank Shot feat receives a bonus to attack rolls and damage rolls only when the target is within his or her weapon's point blank range, as indicated by Table 8-5: Weapon Ranges on page 129 of the Saga Edition core rulebook.

The use of a targeting scope does not change how far your target is from you, so taking an Aim action with a targeting scope on a blaster rifle to attack a target that is 50 squares away does not give you the +1 bonus to attack rolls and damage rolls that you would receive if the target were within 30 squares. This is the same for the rangefinder upgrade (see page 43 of *Scum and Villainy*), which negates the penalty for attacking a target that is at short range.

Martial Arts Master

Most warriors become proficient with a variety of weapons, but martial arts masters strive to master various styles of hand-to-hand combat, shunning blasters and turning their bodies into powerful weapons. Although other combatants are satisfied with learning the basics of unarmed combat, martial arts masters learn the techniques and philosophies of many different styles of martial arts, incorporating different elements and techniques into unique personal styles. They are among the most self-sufficient and the most dangerous fighters in the galaxy.

Martial arts masters focus on perfecting their art, but many different paths lead to that goal. Some martial arts masters withdraw from the galaxy, honing their skills in small, isolated enclaves. Others use their prowess in the defense of the helpless and innocent in a manner befitting a Jedi Knight. Some make their lethal skills available to the highest bidder, and still others hold positions of influence with criminal cartels, using their deadly fighting abilities to ruthlessly maintain their rank.

During any era of play, martial arts masters can be surprisingly dangerous enemies, since they require nothing more than their own limbs to lay even the toughest of enemies low.

Table 1-7: The Martial Arts Master

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1st	+1	Defense Bonuses, talent
2nd	+2	Tough as Durasteel +2
3rd	+3	Talent
4th	+4	Tough as Durasteel +4
5th	+5	Talent
6th	+6	Tough as Durasteel +6
7th	+7	Talent
8th	+8	Tough as Durasteel +8
9th	+9	Talent
10th	+10	Tough as Durasteel +10

Examples of Martial Arts Masters in Star Wars

Anoon Bondura, Arden Lyn, Bultar Swan, the Pike sisters, the Five Masters of Culanin.

Requirements

To qualify to become a martial arts master, a character must fulfill the following criteria.

Base Attack Bonus: +7.

Feats: Martial Arts I, Martial Arts II, Melee Defense, and at least one of the following feats: Echani Training, Hijkata Training, K'tara Training, K'thri Training, Stava Training, Tae-Jitsu Training, Teräs Käsi Training, or Wrruushi Training.

Talents: One talent from either the Brawler talent tree (see page 52 of the Saga Edition core rulebook) or the Survivor talent tree (see page 50 of the Saga Edition core rulebook).

Game Rule Information

Martial arts masters have the following game statistics.

Hit Points

At each level, martial arts masters gain 1d10 hit points + their Constitution modifier.

Force Points

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

Class Features

The following are features of the martial arts master prestige class.

Defense Bonuses

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

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Awareness talent tree (see page 49 of the Saga Edition core rulebook), the Master of Teräs Käsi talent tree (see page 53 of *Threats of the Galaxy*), the Martial Arts Forms talent tree, or the Unarmed Mastery talent tree (both of which are presented below).

MARTIAL ARTS FORMS TALENT TREE

You have advanced training in one or more martial art forms, turning your body into a lethal weapon. Although any character can practice these forms, you have the dedication and perseverance to go beyond what most beings are capable of.

Echani Expertise: When making an unarmed attack, you extend your critical threat range by 1 (for example, 19–20 instead of 20). However, anything other than a natural 20 is not considered an automatic hit; if you roll anything other than a natural 20 and still miss the target, you do not score a critical hit.

Prerequisite: Base attack bonus +10.

Hijkata Expertise: When you damage a creature or droid with an unarmed attack, the target takes a penalty to its next attack roll equal to your Strength bonus.

K'tara Expertise: Once per turn, when you damage a creature or droid with an unarmed attack, you can make an attack to disarm as a swift action. Also, you do not take the –5 penalty to your attack roll if the target is wielding a weapon with more than one hand.

K'thri Expertise: Any enemy that begins its turn adjacent to you takes damage equal to your Strength modifier (minimum 1 point) if you are able to make an attack of opportunity against them. You can use this talent while wearing only light armor or no armor.

Stava Expertise: When you successfully grab an enemy, he or she must make an opposed grapple check to break free of your grab. If you are initiating a grapple, you can reroll your grapple check. However, you must accept the second result, even if it is worse. You can use this talent only while wearing light armor or no armor.

Tae-Jitsu Expertise: Once per turn, when you damage a creature or droid with an unarmed attack, compare your attack roll to the target's damage threshold. If your attack roll equals or exceeds the target's threshold, the target is moved –1 step on the condition track, regardless the damage result of your attack.

Wrruushi Expertise: Once per turn, when you damage a creature or droid with an unarmed attack, you can make an attack against the target's Fortitude Defense as a free action. If that attack is successful, the target can take only a single swift action on their next turn. You can use this talent only while wearing light armor or no armor.

UNARMED MASTERY TALENT TREE

You have advanced training in one or more martial art forms and have turned your body into a lethal weapon. Any character can practice these forms, but through dedication and perseverance you have exceeded the abilities of other beings.

Flurry of Blows: When you make multiple unarmed attacks as a full attack action (see page 154 of the Saga Edition core rulebook), you reduce the penalty to your attack roll by 2.

You can take this talent multiple times. Each time you take this talent, you reduce the penalty to your attack rolls by an additional 2.

Hardened Strike: If you damage with an unarmed attack a creature or droid that has Damage Reduction, you reduce the value of that Damage Reduction by one until the end of the encounter. Cumulative attacks against the same target do not stack.

Punishing Strike: When you score a critical hit on an unarmed attack, you can make an immediate unarmed attack (in addition to other effects of a critical hit) against a single target within reach. You can use this talent only once per turn and only while wearing light armor or no armor.

Tough as Durasteel: As part of your training, you have learned how to ready yourself for the attacks of your opponents, reducing the effectiveness of their blows. Starting at 2nd level, whenever you damage a target with an unarmed attack while wearing light or no armor, you gain bonus hit points equal to your class level. The number of bonus hit points you gain with an unarmed attack increases for every other level you gain in this class.



A TAUNG MARTIAL ARTS MASTER



Chapter II
Hardware



Weapons and hardware make the soldier. For thousands of years, blasters are the dominant weapon technology used by soldiers, mercenaries, and warriors alike. However, a bewildering array of weapons and armor are used throughout the galaxy, from cutting edge to primitive. A soldier might face sophisticated fighters with missile launchers, battle armor, and the latest in blaster and ion technology, or primitive savages wearing little more than bone armor and wielding bows and spears.

Spoils of War

One effect of war is the massive amount of weapons, armor, ships, and other valuable (and powerful) equipment left behind on the battlefield or captured in conquered cities and settlements. For the players, this becomes a windfall, offering a multitude of choices to upgrade their heroes' gear. When such spoils become available, the GM must decide what items, if any, the heroes can take for their own.

If the heroes serve in a regular military unit, such as those of the Empire, Republic, or Rebel Alliance, the choice is essentially already made for them. Armies rarely allow soldiers to keep weapons or equipment captured in battle, much less to use such loot in their daily duties. Trophy items might be permitted, depending on the rules set down by commanding officers, but these are kept at the barracks to show off to comrades. Particularly powerful, rare, experimental, or dangerous items are never left in the hands of ordinary soldiers and are confiscated for study, archiving, or use in infiltration, diversion, or other such missions.

If the heroes belong to a mercenary or paramilitary force, they might be allowed to keep some weapons, vehicles, and gear they obtain on their missions, but most of it must be turned over to be used by the organization or to be sold for additional profit. Of course, one aspect of belonging to a mercenary group is earning a percentage of the spoils of war, so capturing intact gear and vehicles is a high priority for any mercenary.

As the Gamemaster, you must decide whether to allow the heroes to keep equipment obtained during adventures (see "Equipment" on page 249 of the Saga Edition core rulebook). However, capturing valuable equipment should be considered beneficial to the players. Grant them either 25%–50% of the total value of the captured equipment or an appropriate XP reward. Heroes who consistently recover captured loot can also gain notoriety within their organization (see "Rank and Privilege" on page 73). Also, the Gear Requisitioning System (on page 69) allows military characters to gain access to bigger and better weapons and gear, making looting essentially irrelevant.

TABLE 2-1: MELEE WEAPONS

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Large						
Shock stick	450	–	3d6 stun	1.4 kg	Energy	Licensed
Static pike [1,2]	300	2d6	2d6	1.8 kg	Energy and piercing	Restricted
Vibrolance	500	2d10	–	2 kg	Piercing	Licensed
EXOTIC WEAPONS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small						
Darkstick [1]	1,000	1d6	–	1.5 kg	Slashing	Rare
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small						
Entrenching tool	50	1d6	–	1 kg	Slashing or piercing	–
Fire blade	200	2d4	–	1.0 kg	Energy and slashing	–
UNARMED	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Unarmed, Small character	–	1d3	–	–	Bludgeoning	–
Shockboxing gloves	500	+1	+1	0.4 kg	Bludgeoning and energy	Restricted
Unarmed, Medium character	–	1d4	–	–	Bludgeoning	–
Shockboxing gloves	600	+1	+1	0.5 kg	Bludgeoning and energy	Restricted

1 Can be thrown.
2 Reach weapon.

MELEE WEAPONS

War is ugly, requiring a soldier to get up close and personal with the enemy. Most soldiers rely on blasters, but nevertheless, few venture into battle without a weapon suitable for hand-to-hand combat.

Darkstick

Exotic Weapon

The darkstick is a curved blade developed by the Kerestian species. Difficult to master, the weapon is deadly in the hands of a proficient wielder. Although they vary in size, a typical darkstick is about 20 centimeters long with a handle designed to be gripped between the large knuckles of a Kerestian. Masters of the darkstick can hold two or even three of the blades in each hand, greatly increasing the damage they deal. Darksticks are named for the Kerestian belief of the Great Darkness that awaits all souls.

Later versions of the darkstick also incorporate special webs of light-absorbing cells, which shroud the wielder in darkness. Attacks from enemies who are immediately adjacent treat the wielder as if he or she were in total concealment. Creatures or characters with darkvision ignore this penalty. The darkstick wielder must be able to see in the dark or take the penalty as well.

Any character proficient in the use of the darkstick can hold more than one in one hand, as Kerestians do. When wielding multiple darksticks in one hand, you are considered to be wielding only one weapon, but you increase the damage dice for the darkstick from 1d6 to 2d8. (The damage remains 2d8 for any number of darksticks over two.)

A darkstick can be thrown. If your attack exceeds the target's Reflex Defense by 5 or more, the darkstick also returns to your hand immediately after the attack.

Entrenching Tool

Simple Weapon

Used by soldiers for thousands of years, the entrenching tool is a durable, multipurpose tool that also can be an effective melee weapon. The entrenching tool can be configured as a short shovel, a pickaxe, or even a makeshift hammer.

The entrenching tool is designed to be durable enough for combat, but it is not as balanced as a regular weapon. The wielder takes a –2 penalty to attack rolls (improvised weapons normally impose a –5 penalty to attack rolls) and can choose to deal either piercing or slashing damage.

Fire Blade
Simple Weapon
The inhabitants of the planet Dathomir coined the term "fire blade" for this cutting energized blade, but similar tools can be found on nearly every planet in the galaxy. When activated, a sheath of energy surrounds the blade of this weapon, allowing it to slice through nearly any material. The fire blade cauterizes a wound as it cuts, and it is used to trim the nails of the ferocious kwi, lizard creatures native to Dathomir.

A fire blade ignores the DR of unattended objects, and requires an energy cell to operate.

Shockboxing Gloves
Simple Weapon
Shockboxing gloves are powered gauntlets worn during a shockboxing match. Shockboxing gloves protect the wearer's hands and also deal damage to any character hit by them. Shockboxing gloves are similar to stunning gauntlets (see page 202 of the *Knights of the Old Republic Campaign Guide*). However, unlike stunning gauntlets, shockboxing gloves have various settings, from lethal to a light shock (for sparring) as well as a stun setting.

Shockboxing gloves provide a +1 bonus to damage with a successful unarmed attack. They can be set to stun as a swift action, converting the wearer's unarmed damage to stun damage (and providing the +1 bonus to stun damage).

Shockboxing gloves are two sizes smaller than their wearer (for example, a pair of shockboxing gloves designed for a Human are Tiny). The way shockboxing gloves are worn prevents the wearer from being disarmed or from dropping them.

Shock Stick
Advanced Melee Weapon
The shock stick is a melee weapon that delivers a stunning blow to the enemy's senses. Using technology similar to that of a stun baton, a shock stick has the added benefit of delivering its stunning energy in a rapid, overwhelming burst that can completely disable less hardy beings.

A shock stick always deals stun damage. When a target susceptible to stun damage is hit by a shock stick, compare the damage (before halving) to the target's current hit point total. If the damage equals or exceeds the target's hit point total, the target moves −5 steps on the condition track and is knocked unconscious. Otherwise, compare the result to the target's damage threshold and resolve the attack as normal.

A shock stick requires an energy cell to operate. Additionally, a shock stick can be mounted on a weapon as a bayonet (see page 121 of the Saga Edition core rulebook). When a shock stick is mounted on a rifle as a bayonet, the wielder takes no penalty to attacks with the shock stick for not having the Weapon Proficiency (advanced melee weapons) feat, if the wielder is proficient in the rifle's use.

Static Pike
Advanced Melee Weapon
Static pikes are reach weapons utilized by the Picadors on Geonosis. Primarily employed to herd reticent animals or to goad dangerous ones, the static pike is also an effective weapon. The tip of the weapon is incredibly sharp, but the main purpose of the weapon is to deliver an electric shock, which can be adjusted either to stun a creature or to give a potentially lethal jolt. The handle of the static pike is insulated to protect the wielder from accidental electrocution.

Static pikes can be set to deliver either lethal or stun damage. A static pike is balanced, allowing the wielder to throw it like a spear.

A static pike requires an energy cell to operate.

Vibrolance
Advanced Melee Weapon
The vibrolance is a large, spearlike weapon commonly employed by guards and sentries. The weapon deals a massive amount of damage. Gamorreans particularly enjoy brandishing vibrolances, using them to prod slaves or spear prisoners.

The large vibroblade on the end of the weapon can deal either piercing or slashing damage. A vibrolance is too large and unwieldy to be thrown effectively.

A vibrolance requires an energy cell to operate.

Ranged Weapons
Soldiers prefer ranged weapons. The venerable and ubiquitous blaster dominates the field as soldiers' personal weapons, but environment, mission requirements and personal choice also influence the type of firepower that soldiers wield. Many soldiers carry several weapons: a rifle or carbine for most situations, a pistol for up-close work, and grenades or even a missile launcher to deal serious damage.

Ascension Gun
Pistol
The ascension gun is a heavy blaster pistol with a special syntherope tether and grappling-dart launcher attached. As a swift action, you can switch the weapon from blaster mode to ascension mode. When fired in ascension mode, the weapon shoots a grappling dart attached to the syntherope, tethering the weapon to the target. If the tether is projected vertically, the ascension gun can pull the wielder upward at a speed of 12 squares per round, with a maximum vertical lift capacity of roughly 720 kg. An ascension gun can also be used to create a zipline to a target surface after the syntherope has been secured to a fixed object at the shooter's location. The zipline allows the wielder to slide along the line at a speed of 12 squares per round if the destination has a lower elevation. In ascension mode, the gun has a maximum range of 30 squares (45 meters).

In blaster mode, an ascension gun functions like a normal heavy blaster pistol. Ascension guns are somewhat bulkier than other weapons of the same size, imposing a –5 penalty to Stealth checks made to conceal the weapon.

An ascension gun requires a power pack to operate. After 50 shots, the power pack must be replaced. Additionally, the ascension gun carries only two lengths of syntherope; after 2 uses, the syntherope must be replaced.

Blaster Pistol, Sidearm

Pistol

Sidearm blaster pistol is the generic term for blaster pistols that have a high ammunition efficiency rating. Created by BlasTech Industries under contract for the Grand Army of the Republic, the DC-15s sidearm blaster is a favorite backup weapon carried by clone commandos. Although the shots that it fires are as powerful as those of other blasters, the blaster's slow recharge rate enforces conservation of ammunition, which can be advantageous in a prolonged firefight or when the wielder finds himself behind enemy lines without access to additional power packs.

A sidearm blaster pistol requires a power pack to operate. If you use a sidearm blaster pistol with the Rapid Shot feat or any feat that has Rapid Shot as a prerequisite, you must spend a swift action to reset the weapon's trigger before it can be fired again. This feature and the special energy-trickle technology allow the power pack to last for 250 shots.

Blaster Rifle, Variable

Rifle

A variable blaster rifle, such as BlasTech's DC-15S, allows a wielder to control the amount of tibanna gas it uses, creating more-powerful shots with the potential to deal more damage to the target. During the Clone Wars, when battles are fought far from Republic supply lines, clone troopers take advantage of the ability to dial their weapon's power up or down depending on the enemies they face. When fighting B1-Series battle droids, for example, the clones conserve their ammunition by using lighter damage settings.

A variable blaster rifle requires a power pack to operate. After 500 shots, the weapon's power pack must be replaced. As a swift action, you can adjust the weapon's power level up or down. You can adjust the weapon's base damage to 3d6, but doing so causes the weapon to consume five times more shots per attack. Likewise, you can adjust the weapon's base damage to 3d8, but doing so causes the weapon to consume ten times more shots per attack. For example, attacking with Rapid Shot normally consumes 2 shots from a blaster. On its weakest setting, each Rapid Shot attack with a variable blaster rifle consumes 2 of the rifle's 500 shots. If the rifle is set to 3d6 damage, each attack with Rapid Shot consumes 10 of the rifle's 500 shots (2 × 5 = 10). If the rifle is set to 3d8 damage, each attack with Rapid Shot consumes 20 of the rifle's 500 shots (2 × 10 = 20).

Blaster Rifle, Heavy Variable

Rifle

The heavy version of the variable blaster rifle functions almost identically to its smaller counterpart, but is capable of much higher damage and also includes the same technology used in the ascension gun to create syntherope tethers. The clone trooper's favored blaster rifle, the BlasTech DC-15A, is an example of a heavy variable blaster rifle. As a swift action, you can switch the weapon from blaster mode to ascension mode. When fired in ascension mode, the weapon shoots a grappling dart attached to the syntherope, tethering the weapon to the target. If the tether is projected vertically, the ascension gun can pull the wielder upward at a speed of 12 squares per round, with a maximum vertical lift capacity of roughly 720 kg. An ascension gun can also be used to create a zipline to a target surface after the syntherope has been secured to a fixed object at the shooter's location. The zipline allows the wielder to slide along the line at a speed of 12 squares per round if the destination has a lower elevation. In ascension mode, the gun has a maximum range of 30 squares (45 meters).



A Rodian quartermaster

A heavy variable blaster rifle requires a power pack to operate. After 500 shots, the weapon's power pack must be replaced. As a swift action, you can adjust the weapon's power level up or down. You can adjust the weapon's base damage to 3d8, but doing so causes the weapon to consume ten times more shots per attack. Likewise, you can adjust the weapon's base damage to 3d10, but doing so causes the weapon to consume twenty times more shots per attack. For example, attacking with Rapid Shot normally consumes 2 shots from a blaster. On its weakest setting, each Rapid Shot attack with a heavy variable blaster rifle consumes 2 of the rifle's 500 shots; if the rifle is set to 3d8 damage, each attack with Rapid Shot consumes 20 of the rifle's 500 shots (2 × 10 = 20); if the rifle is set to 3d10 damage, each attack with Rapid Shot consumes 40 of the rifle's 500 shots (2 × 20 = 40).

Crossbow, Repeating

Simple Weapon

The repeating crossbow is popular with collectors and historical aficionados as well as with hunters who desire an additional challenge. The Drolan Plasteel Repeating Crossbow is a typical example of this weapon. Made from lightweight plasteel, it has a large under-slung magazine of quarrels. With each shot, the next quarrel is brought up while the string automatically recocks, allowing the crossbow to be fired every round.

The repeating crossbow magazine holds 10 quarrels, costs 30 credits and weighs 1.2 kg. A magazine can be replaced as a move action.

Flame Cannon

Heavy Weapon

The flame cannon is a larger version of the regular flamethrower, with a considerably longer range, hotter temperature, and greater fuel capacity. Examples include the Merr-Sonn Model CR-28 and the Czerka CZ-28 Flamestrike. Mounted on ground vehicles or tripods, the flame cannon is ideal for clearing out bunkers or as a weapon of shock and terror. When mounted on a tripod, the flame cannon is treated as one size smaller for purposes of being wielded, allowing a Medium character to operate it with two hands.

The flame cannon shoots a cone of burning chemicals 12 squares long and 8 squares wide at the terminus. Make a single attack roll and compare the result to the Reflex Defense of every target within this area. A successful attack deals 5d6 points of fire damage to the target. If the attack misses, the target instead takes half damage. A target with the Evasion talent (see page 50 of the Saga Edition core rulebook) takes half damage from a successful attack and no damage if the attack misses. The normal rules for taking fire damage apply (see page 255 of the Saga Edition core rulebook).

Reloading a flame cannon is a full-round action. The weapon can be used 20 times before its chemical supply is depleted. Replacement tanks for the flame cannon cost 600 credits and weigh 20 kg each.

Grenade, Radiation

Simple Weapon

Banned by all but the most depraved or desperate armies, the radiation grenade releases a cloud of radioactive particles that sicken any character unfortunate enough to be exposed to them. A radiation grenade explodes in a burst of light smoke, affecting everything within the 2-square burst radius. The grenade detonates on contact after it is thrown, dealing damage in the same round it is hurled.

When you make an area attack with a radiation grenade, you make a single attack roll and compare the result to the Fortitude Defense of every target in the grenade's burst radius. Creatures you hit take full damage, and creatures you miss take half damage. A target with the Evasion talent (see page 50 of the Saga Edition core rulebook) takes half damage from a successful attack and no damage if the attack misses.

The target also takes the effect of exposure to radiation. The radiation grenade is treated as Moderate radiation for the purposes of damage and Treat Injury checks (see pages 255–256 of the Saga Edition core rulebook).

Grenade, Smoke

Simple Weapon

A smoke grenade produces a cloud of obscuring fog that blocks sight. Smoke grenades come in a variety of colors, making them useful as a signaling method to mark aerial attacks or call for evacuation. Smoke grenades fill a 2-square burst radius with thick smoke that provides concealment and creates a smoke hazard within the area (see page 256 of the Saga Edition core rulebook). This cloud lasts for 10 rounds.

Interchangeable Weapon System

Rifle (Special)

The DC-17m Interchangeable Weapon System (also called the DC-17m ICWS) is a weapon unique to clone commandos. The varying demands of the battlefield and the clone commandos' atypical missions led BlasTech to design this weapon to fill three different roles. The basic configuration is a standard blaster rifle. Additional attachments, however, can be added to transform the weapon into a sniper rifle or an anti-armor grenade launcher. Clone commandos appreciate the versatility of the ICWS, which reduces the weight they carry by reducing the number of their weapons.

The ICWS can be switched among three different modes: standard blaster rifle, sniper rifle, and anti-armor mode. Switching weapon types is a standard action. In blaster-rifle mode, the ICWS functions like a regular blaster rifle.

When the ICWS is changed to sniper-rifle mode, the weapon includes a targeting scope (see page 140 of the Saga Edition core rulebook), so there is no penalty to attacks at short range. However, the wielder takes a –2 penalty against targets at unmodified point blank range.

When the ICWS is in anti-armor mode, the weapon is a single-shot grenade launcher that fires special ammunition (3-square burst radius). In this mode, the ICWS is considered a heavy weapon.

Mortar Launcher

Heavy Weapon

The Merr-Sonn MobileMortar-3 is typical of mortar launchers wielded by soldiers. The mortar launcher is popular with insurgents, partisans, and other underdog armies because of its ease of use, low cost, and ability to drop shells on the enemy from behind cover and at a distance. The mortar launcher consists of a tube, a tripod, and a magazine along with a built-in computer that adjusts for wind and other environmental factors. The magazine holds five shells and allows the mortar to automatically reload after every shot. Alternatively, the wielder can drop a single shell down the open tube, and the powerful electromagnet at the base launches the shell.

A mortar launcher lobs shells in a high arc. Therefore, it cannot be used against targets at point blank range. Additionally, when you launch a mortar at a target, you can treat the weapon's point of origin as being 20 squares in the air for the purposes of determining line of sight and cover. Mortar launchers fire mortar shells, which are statistically identical to grenades.



DC-17M Interchangeable Weapon System

Rotary Blaster Cannon

Heavy Weapon

A rotary blaster cannon is a heavy weapon that fires a massive spray of blaster bolts at a target. Coming to prominence at the dawn of the Clone Wars, Merr-Sonn's Z-6 rotary blaster cannon is similar to a heavy repeating blaster in many ways. It is carried by a single heavy-weapons specialist, but unlike most heavy repeating blasters, the Z-6 rotary blaster cannon does not require a tripod. The weapon is popular among the clone troops of the Galactic Republic because it can be fired from the hip, allowing the wielder to cover a greater fire arc with a single burst. However, the weapon is inaccurate when the wielder does not take time to brace it.

If you brace a rotary blaster cannon before firing it, you can choose to target a 2×4 square area (instead of the normal 2×2 square area) with your autofire attack. However, if you do not brace the rotary blaster cannon, you take a −5 penalty to your attack roll in addition to the normal penalties associated with firing a weapon in autofire mode (see page 156 of the Saga Edition core rulebook).

The rotary blaster cannon requires a power pack to operate. After 20 shots, the power pack must be replaced. This weapon can also be attached to a power generator for longer use.

Scatter Gun

Rifle

Found on primitive planets where slugthrowers are still used, the scatter gun is a large-barreled, low-velocity slugthrower that launches a blast of pellets spreading out over a distance. Scatter guns and their ammunition are cheap to manufacture and are primarily used for hunting. However, mercenaries, marines, and other soldiers sometimes carry a scatter gun as a back-up weapon for facing enemies in close quarters or for clearing rooms in house-to-house fighting.

Scatter guns deal 3d8 damage at point blank range, 2d8 damage at short range, and no damage at medium or long range. They do not need power packs. Instead, they fire individual shells. Scatter guns hold 10 shells that each cost 2 credits and weigh 0.1 kg.

TABLE 2-2: RANGED WEAPONS

HEAVY WEAPONS	COST	DAMAGE	STUN DAMAGE	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Large							
Flame cannon[4]	3,000	5d6 fire	–	S	.5 kg	Fire	Military
Mortar launcher[3, 4]	2,500	4d6	–	S	20 kg	Slashing	Military
Rotary blaster cannon	5,500	3d10	–	A	16 kg	Energy	Military
Tactical tractor beam	8,000	3d6*	–	S	25 kg	Energy	Military
PISTOLS	**COST**	**DAMAGE**	**STUN DAMAGE**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small							
Blaster pistol, sidearm	400	3d6	Yes	S	1 kg	Energy	Military
Medium							
Ascension gun[1]	1,200	3d8	Yes	S	2 kg	Energy	Military
RIFLES	**COST**	**DAMAGE**	**STUN DAMAGE**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
Blaster rifle, variable	1,300	3d4*	Yes	S, A	5 kg	Energy	Military
Scatter gun[1]	275	3d8/2d8	–	S	4 kg	Piercing	Licensed
Interchangeable Weapon System*	4,500	3d8	Yes	S, A	5 kg	Energy	Military
Sniper configuration[2]	–	3d10	–	S	–	Energy	–
Anti-armor configuration	–	Special	–	S	–	Slashing	–
Anti-armor ammunition	400	4d6	–	S	1 kg	Slashing	–
Large							
Blaster rifle, heavy variable[1]	2,250	3d6*	Yes	S	6.5 kg	Energy	Military
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DAMAGE**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
Crossbow, repeating	400	1d8	–	S	1.2 kg	Piercing	–
Tiny							
Grenade, radiation[4]	500	3d8*	–	S	0.5 kg	Energy	Illegal
Grenade, smoke[4]	100	–	–	S	0.5 kg	–	Restricted
Targeting laser	50	Special	–	S	0.1 kg	Energy	Licensed

** See weapon description.*

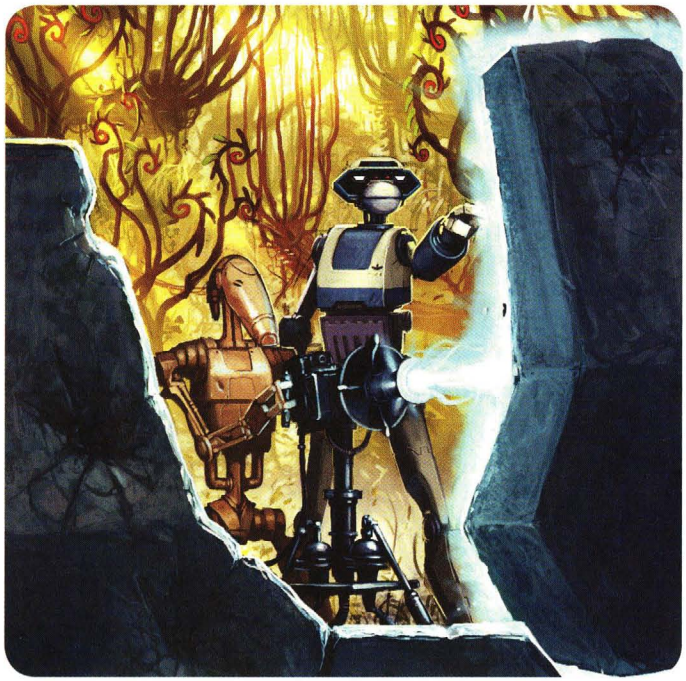
1 Inaccurate Weapon: This weapon cannot fire at targets at medium or long range.
2 Accurate Weapon: This weapon takes no penalty when firing at targets at short range.
3 Arc Weapon: This weapon cannot fire at targets at point blank range.
4 Area attack weapon (see "Area Attacks" on page 155 of the Saga Edition core rulebook).

Tactical Tractor Beam

Heavy Weapon

This rare weapon is found only in the hands of wealthy armies or extremely successful mercenary groups. Utilizing the same technology as starship-sized tractor beams, the tactical tractor beam allows fast construction of defensive positions by lifting and moving artificial and natural barriers. Because of the massive power requirements and temperamental nature of the weapon, a tactical tractor beam should be mounted on a large droid or vehicle in order to wield the beam effectively in combat. A tactical tractor beam can also be fired from a tripod. When mounted on a tripod, it is treated as one size smaller for purposes of being wielded—allowing a Medium character to operate it with two hands. The tactical tractor beam requires a power generator to operate.

The tactical tractor beam functions like a tractor beam on a starship, but it can affect only Huge or smaller targets. If a tactical tractor beam has successfully grabbed an object, it can move the object up to 10 squares in any direction rather than being limited to bringing the object closer. Additionally, a tactical tractor beam operator can hurl a grabbed object at another target within 10 squares, making a ranged attack roll with the weapon against the new target. If the attack roll equals or exceeds the target's Reflex Defense, the target takes damage based on the size of the object hurled (see Table 14-2: Damage from Falling Objects on page 254 of the Saga Edition core rulebook).



A BATTLE DROID OPERATES A TACTICAL TRACTOR BEAM.

Normally, the tactical tractor beam requires a second crewman to regulate the weapon's power generator. The second crewman must spend a standard action while adjacent to the weapon to regulate its power. After you regulate the tactical tractor beam's power, it functions normally until the beginning of your next turn. If the weapon's power is not regulated—that is, if a second crewman has not done so since the same initiative count on the previous round—apply a –2 penalty to all attack rolls made with the weapon.

Targeting Laser

Simple Weapon

This tiny laser is used to paint targets with a beam of light to guide missiles, bombardment attacks, or other incoming fire, but it otherwise deals no damage. The laser is tunable through a broad spectrum, allowing the attacker to home in on a specific targeting laser in the otherwise chaotic jumble of battlefield laser fire. It can be used by hand or mounted on any Medium or larger weapon.

To use a targeting laser, the wielder makes an attack roll, ignoring any armor bonuses to the target's Reflex Defense. As long as the wielder repeats the attack each round, any ally who knows the frequency of the targeting laser gains a +2 bonus to attack rolls when attacking the target with a missile launcher, grenade launcher, or vehicle weapon.

A targeting laser requires an energy cell to operate.

Explosives

In addition to grenades and missiles, soldiers make extensive use of mines and other explosives. The following explosives are a mix of those used to destroy structures and objects and those primarily used against enemy troops and vehicles.

Mines are designed for placement in the ground or to be otherwise hidden from sight. Any character attempting to notice a mine takes a –5 penalty to his or her Perception check. Setting a mine is a full-round action and does not require a Mechanics check. However, attaching a detonator (either timed or manual) requires a Mechanics check and overrides the mine's built-in triggering system (for more on mines, see pages 100–101 of *The Force Unleashed Campaign Guide*).

Antipersonnel Mine

An antipersonnel mine is a shaped explosive that discharges shrapnel in a cone, rather than exploding over an area. Retractable magnetic spikes on the bottom of the mine allow it be securely placed in the ground or attached to a metallic object, such as a vehicle or building. It can be detonated using a timer, a manual trigger (see page 101 of *The Force Unleashed Campaign Guide*), or a tripwire. Setting up a tripwire requires a DC 10 Mechanics check. Any character, creature, droid, or vehicle moving into a wired square detonates the mine. Multiple antipersonnel mines can be linked together with

an additional DC 10 Mechanics check per mine. When one mine is activated, all the linked mines detonate, each dealing separate damage to all targets within the area of effect.

An antipersonnel mine damages everything in a 6-square cone in a direction that is determined when the mine is placed and activated.

Detonite Cord

Detonite cord—a long, thin cable of explosive detonite—is used mainly for mining and commercial demolition. Military sappers also commonly employ it in the field for specialized uses. Like regular detonite, detonite cord is very stable and requires a timer or manual trigger for detonation.

Detonite cord is sold in reels, each with enough explosive to extend 6 squares. Multiple reels of detonite cord can be spliced together for larger explosions. Designed for precise explosions, detonite causes negligible damage beyond its 1-square burst radius. Detonite cord gives a +5 equipment bonus to a Mechanics check to determine if the explosion ignores the DR of an object the detonite is attached to.

Ion Mine

Ion mines can disable droids and vehicles without causing lasting harm, allowing them to be captured or salvaged later on. An ion mine is placed in or on the ground (in any square adjacent to you) and is triggered when any droid or ground vehicle enters the mine's square.

An ion mine deals ion damage to everything in a 2-square burst radius.

Limpet Mine

Designed to take out tanks and other vehicles, limpet mines are flat and about the size of a dinner plate. One side of the mine has a handle for easy gripping, and the other side is covered with microbeads of adhesive that break on hard contact with a flat surface (such as the side of a tank), ensuring solid adhesion. The shaped charge of the limpet mine causes negligible damage beyond its 1-square burst radius and ignores the DR of the object or vehicle it is attached to.

Activating a limpet mine is a standard action. The detonation is delayed for one round, providing opportunity to move away before the limpet mine explodes. Vehicles and droids that are Large or larger offer sufficient surface area for attaching a limpet mine, but the mines cannot be used on characters or smaller droids.

Table 2-3: Explosives

Weapon	Cost	Damage	Damage Type	Weight	Size	Availability
Antipersonnel mine	500	6d6	Piercing	1 kg	Tiny	Military
Detonite cord	1,000	4d6*	Energy	1 kg	Tiny	Restricted
Ion mine	800	8d6 ion	Energy	0.5 kg	Tiny	Military
Limpet mine	300	6d6	Energy	0.5 kg	Tiny	Military

**The explosion damages everything in a 1-square burst radius from each square that the detonite cord occupies.*

Table 2-4: Armor

Armor (Check Penalty)	Cost	Armor Bonus to Ref Defense	Equip Bonus to Fort Defense	Max Dex Bonus	Speed (6 sq.)	Speed (4 sq.)	Weight	Availability
Light Armor (-2)								
Barabel microbe armor	4,000	+2	–	+3	–	–	6 kg	Licensed
Stun cloak	3,500	+1	–	+5	–	–	2 kg	Licensed
Marine armor	5,000	+5	+2	+3	–	–	12 kg	Restricted
Medium Armor (-5)								
Biohazard suit	4,000	–	+3	–	4 sq.	3 sq.	9 kg	Licensed
Camo scout armor	6,000	+6	+2	+3	4 sq.	3 sq.	13 kg	Licensed
Katarn-class commando armor	30,000	+9	+4	+1	4 sq.	3 sq.	20 kg	Military
Stalker armor	7,500	+7	–	+3	4 sq.	3 sq.	10 kg	Licensed

A MEDIC WEARING A BIOHAZARD SUIT



ARMOR

Most soldiers wear armor on the battlefield. The armor described below is worn by soldiers, mercenaries, and bounty hunters alike.

Barabel Microbe Armor

Light Armor

Created by Creshaldyne Industries, this armor is a sleeveless vest of soft material. Pouches within the armor hold a saline solution containing specialized microorganisms, which absorb intense heat or radiation.

Barabel microbe armor provides DR 2 against energy and fire damage. If you are using the Armor Upgrades option from *Scum and Villainy*, Barabel microbe armor has room for two upgrades.

Biohazard Suit

Medium Armor

The biohazard suit is a common piece of equipment that protects the wearer from hazardous biological matter. The standard biohazard suit is bright yellow and features a domed, transparent helmet to allow for normal vision. A biohazard suit provides immunity to all atmospheric or inhaled poison hazards, as well as to any diseases spread by inhalation or contact. A biohazard suit provides 1 hour of breathable atmosphere before the filter and atmosphere canister must be replaced.

Camo Scout Armor

Medium Armor

Creshaldyne Industries camo scout armor is worn by scouts, commandos, and other stealthy troops. It combines sound-dampening technology with the light-bending and light-absorption technology used in the camouflage poncho (see page 46). Camo scout armor provides a +5 equipment bonus on all Stealth checks made by the wearer.

If you are using the Armor Upgrades option from *Scum and Villainy*, camo scout armor has the Shadowskin upgrade and room for one additional upgrade.

Katarn-class Commando Armor

Medium Armor

Issued several months after the Battle of Geonosis, *Katarn*-class commando armor is a superior, specialized armor, designed with input from clone commandos in the field. The armor is unusually thick, with a sealed system allowing the wearer to survive underwater or in vacuum for up to 24 hours. It also features a built-in, retractable, wrist-mounted vibroblade. This highly sought after armor is rarely found in the possession of civilians. Its black-market price can exceed a quarter-million credits. Clone commandos swear by the armor's effectiveness, even though they also grumble beneath their breath about its lack of comfort during long missions.

Katarn-class commando armor grants a wearer with the Armor Proficiency (heavy) feat a +2 bonus on Perception checks, as well as low-light vision. The armor includes an integrated comlink in the helmet, allowing hands-free communication.

As a full-round action, the wearer can use the bacta tanks built into the armor. The bacta and the suit's built-in diagnostic gear grant the wearer an effective Treat Injury +10 skill for self-treatment. The wearer ignores the –5 penalty for self-administration of this skill.

Katarn-class commando armor is highly customizable. If you are using the Armor Upgrades option from *Scum and Villainy*, the *Katarn*-class commando armor has the Vacuum Seal upgrade and room for three additional upgrades.

Marine Armor

Light Armor

This light armor is employed by the Rebel Alliance during the Galactic Civil War. It provides decent protection for front-line troops during ship-boarding actions and house-to-house fighting, and even in zero gee, in vacuum, or underwater. The armor's sealed life-support system allows the wearer to survive for up to 24 hours in the vacuum of space or other hostile environments. The soles of the armor's boots are magnetic, enabling the wearer to walk on metal surfaces, such as a starship hull, without drifting off into space. The magnetic soles reduce the wearer's speed by 2 squares. A small propulsion system on the backpack allows the wearer to reroll any failed Swim checks, keeping the better result, and even when rushed or threatened, the wearer can take 10 on Swim checks and can maneuver without penalty in zero gravity.

If you are using the Armor Upgrades option from *Scum and Villainy*, Marine armor has the Aquatic Adaptation and Vacuum Seal upgrades, plus room for one additional upgrade.

Stalker Armor

Medium Armor

The M1-10 stalker armor is created by the Salus Corporation on Rodia and marketed for the burgeoning bounty hunter market. Multiple designs are created to cater to the specific needs of various humanoid species, but the model for Rodians is easily the best seller. Stalker armor immediately identifies the wearer as a bounty hunter, working to the advantage of the wearer by intimidating targets.

Stalker armor is designed for customization. If you are using the Armor Upgrades option from *Scum and Villainy*, stalker armor has room for three upgrades.

Stun Cloak

Light Armor

This cloak is a weapon as much as it is a form of protection. Lined with microfilaments attached to a power cell, the stun cloak can emit a powerful electric shock to any character who grapples or is grappled by the wearer. Officers and nobles wear stun cloaks to thwart kidnapping attempts, and commandos who expect to engage in close combat also wear them. The interior of the cloak is insulated to prevent accidental shocks to the wearer.

If the wearer successfully makes a grapple attack or is successfully grappled by an enemy, the stun cloak deals 3d8 points of stun damage.

By doubling the price, the stun cloak can be upgraded to include the same capabilities as an all-temperature cloak (see page 138 of the Saga Edition core rulebook) or the camouflage poncho (see page 46). Otherwise, the stun cloak cannot be upgraded with the Armor Upgrades option from *Scum and Villainy*.

Equipment

The following equipment is suitable for use by heroes in any Galaxy at War campaign. Table 2-5: Equipment lists the price and weight of each items. Refer to the descriptions below for other pertinent information.

Table 2-5: Equipment

COMMUNICATION DEVICES	COST	WEIGHT
Com scrambler	6,000	10 kg
Comlink, tightbeam	300	0.5 kg
Targeting beacon	300	0.1 kg
COMPUTERS AND STORAGE DEVICES	**COST**	**WEIGHT**
Triangulation visor	1,400	0.5 kg
DETECTION AND SURVEILLANCE DEVICES	**COST**	**WEIGHT**
Communication scanner	1,000	1 kg
Proximity flare	50	0.5 kg
Radiation detector	20	—
MEDICAL GEAR	**COST**	**WEIGHT**
Anti-rad dose	50	—
Cryogenic pouch	600	1.5 kg
SURVIVAL GEAR	**COST**	**WEIGHT**
Camouflage netting	2,000	5 kg
Camouflage poncho	125	1.5 kg
Field food processor	1,500	4 kg
Personal field shelter	500	1.5 kg
Plasma bridge	12,500	700 kg
Vacuum survival pouch	800	1 kg
TOOLS	**COST**	**WEIGHT**
Droid diagnostic	400	2 kg

Anti-Rad Dose

Exposure to radiation is a fear of ship personnel and soldiers alike. An anti-rad dose comes in a tough hypodermic syringe. The anti-rad dose grants a +10 equipment bonus to the target's Fortitude Defense against radiation and grants a +5 equipment bonus to Treat Injury checks to cure damage caused by radiation.

Camouflage Netting

This advanced netting uses the same technology as the camouflage poncho described below. Incorporating both light-bending technology and metallic jammers, it conceals objects from both visual and electronic scanning.

Camouflage netting comes in a small backpack. Two characters must each spend a full round action to deploy the netting, or a single character can deploy it in 1 minute. Once deployed, the camouflage netting is powered by an internal power cell, which has enough power to last for one month, or the netting can be connected to an external power source. Camouflage netting provides a +5 equipment bonus to Stealth checks, including Stealth checks against sensors, for an object of Huge size or smaller.

Camouflage Poncho

The camouflage poncho is worn over armor to conceal the wearer from being spotted. Special materials track the surrounding area and alter the pattern of the camouflage poncho, smoothing and blending the wearer's silhouette. Typical examples include the Ayelixe/Krongbing Textiles camouflage poncho. A camouflage poncho grants a +5 equipment bonus to Stealth checks.

Com Scrambler

The com scrambler disrupts enemy communication, but it also scrambles friendly communication. Mounted on a backpack frame, a com scrambler can be carried to the front line and even into enemy territory, where it can be connected to a power source and left behind.

A com scrambler covers a 20-kilometer radius, blanketing the area in powerful white noise that disrupts all comlinks, HoloNet signals, and droid remote receivers within the area. Getting a signal into or out of the affected area requires a Use Computer check against the com scrambler's default Use Computer +10. This check must be made every minute as the com scrambler's computer constantly scans and adapts to block any signals it locates.

Comlink, Tightbeam

A tightbeam comlink is a simple add-on for any comlink or transceiver. It is worn on a helmet or headpiece and uses special lasers to send and receive encrypted messages from another individual also equipped with a tightbeam comlink. Soldiers use the tightbeam comlink to ensure that messages are not intercepted on the battlefield. The two characters must be in line of sight with each other, but the tightbeam comlink ignores penalties due to darkness, smoke, or other atmospheric conditions.

Communication scanners (see below) and other passive methods of interception cannot pick up tightbeam comlink messages, unless the interceptor is directly in the path between individuals using these devices.

Communications Scanner

A communications scanner is a datapad-sized device used to intercept, analyze, decode, and record comlink, transceiver, and HoloNet transmissions. Unencrypted broadcasts are automatically picked up. By making a DC 15 Use Computer check, the user can determine the number and types of communication being broadcasted and received within a 50-kilometer radius. A DC 20 Use Computer check reveals the direction and distance of a broadcast. The communication scanner grants a +5 equipment bonus to decipher encrypted messages that it receives. However, it cannot be used to locate the presence of tightbeam comlinks (above) unless the scanner is directly in the path of the comlink.

In addition, the communication scanner functions as a recording unit (see page 136 of the Saga Edition core rulebook) for the transmissions that it intercepts.

Cryogenic Pouch

A cryogenic pouch is a medical device that can stabilize critically wounded soldiers in the field. It comes in a small canister worn on a soldier's belt or stored in a medical kit. Opening the canister releases a pouch large enough to hold a single Medium creature. When the pouch is sealed, it releases a cryogenic compound that causes the creature inside to enter suspended animation, stabilizing his or her condition for transport to a proper medical facility. Bounty hunters sometimes use of cryogenic pouches to move prisoners.

Activating a cryogenic pouch and wrapping it around an unconscious creature requires a full round action. A creature that has been reduced to 0 hit points due to poison, radiation, or damage surpassing its Damage Threshold can be stabilized without dying within 1d3 rounds of being placed inside the cryogenic pouch. The creature remains unconscious and moves −5 steps on the condition track.

A cryogenic pouch has enough power to keep a creature alive for up to 24 hours, although it can be hooked up to another power source with a DC 10 Mechanics check. Designed for rough handling in battlefield conditions, the pouch has DR 5, but a single point of damage is enough to breach the seal. If the cryogenic pouch is breached, the character inside reverts to its previous state after 1 round.

Droid Diagnostic

Mechanics and droid builders throughout the galaxy use the Interstellar Droid Monitoring Inc. Mk-11 Droid Diagnostic. This handheld device—roughly twice the size of a standard datapad—diagnoses and analyzes the functions of any droid connected to it, displaying damage or errors in the droid's systems. The droid diagnostic grants a +2 equipment bonus on Mechanics checks for a droid connected to it.

Field Food Processor

The field food processor is used by soldiers and explorers to provide sustenance from local flora and fauna and is a critical survival tool when other food stores have been exhausted. Up to three pounds of plants, meat, or fungus can be placed inside the field food processor. One minute later, the processor exudes a gray paste that is extremely bland in taste, but is both edible and nutritious—enough to provide a single Medium character with a day's worth of food. The field food processor can be programmed to make appropriate food substances for up to ten different species. In addition, the field food processor gives a +10 equipment bonus to Fortitude checks against any poison, toxin, or radiation that might have been in the initial ingredients.

A field food processor requires an energy cell, which lasts for one year before needing to be replaced.

Personal Field Shelter

The personal field shelter allows soldiers to have protection from the weather without having to carry a huge amount of weight. When activated, this small package expands to create a small, narrow tent large enough to hold a single Medium character. As long as the character remains sealed inside, the portable shelter provides a +10 equipment bonus to the user's Fortitude Defense against extreme heat or cold. For one hour, the personal field shelter can also provide a breathable atmosphere, protecting against inhaled poisons, including poisonous atmospheres. Special filaments on the exterior of the field shelter help it blend with surroundings, granting a +2 equipment bonus to Stealth checks.

Plasma Bridge

A plasma bridge is projected from a single plasma generator, creating a surface 6 squares wide and up to 120 squares long. It can be used to bridge gaps or bypass terrain hazards (such as bodies of water or acid pools). The plasma bridge must be hooked up to a power generator in order to function. If an active plasma bridge is deactivated, or if its power generator is destroyed or disconnected, the plasma bridge generator stores enough energy to power the bridge for 2 rounds. After 2 rounds, if the plasma bridge is not reactivated or reconnected to a power generator, the bridge vanishes, and any character or anything on the bridge falls.

Proximity Flare

Soldiers and explorers use proximity flares as warning devices on the perimeters of encampments. A flare is housed in a small cylinder with a spike on the bottom, allowing it to be securely placed in the ground. Sensors in the cylinder detect nearby shifts in air pressure. When any Small or larger character, creature, droid, or vehicle comes within a 3-square radius of the proximity flare, the flare launches, creating a stark, bright light illuminating a 10-square radius and eliminating concealment penalties due to insufficient lighting. Creatures can avoid tripping a proximity flare by making a DC 25 Stealth check.

A proximity flare can be used as a makeshift weapon when it is aimed horizontally instead of vertically. The proximity flare can shoot only in a straight line, determined when it is placed. The flare makes a +2 attack roll against the first target that it contacts, dealing 3d6 points of fire damage. If used in this way, the proximity flare sputters out after the attack and provides no additional illumination.

Radiation Detector

Worn on the wrist or on the front of armor or uniforms, a radiation detector alerts the user to the presence of radiation within 6 squares. The radiation detector gives a color code indicating the strength of radiation and, additionally, can be set to provide either a vibrating or an audible alarm.

Targeting Beacon

Soldiers use targeting beacons for a variety of purposes, such as for calling in medical ships to evacuate wounded personnel and for establishing hot zones for artillery bombardments. The cylindrical beacon has a magnetic bottom for attachment to a vehicle or building, plus an expanding spike for firm anchoring in the ground. The targeting beacon is topped with a large light, which can emit a pulse of visible, infrared, or ultraviolet light. The light can be tuned to a specific frequency so that allies who know the proper setting can spot it from a distance without alerting the enemy.

Modifying the targeting beacon's frequency requires a DC 10 Mechanics check. In clear weather and with unimpeded line of sight, a targeting beacon's pulse of visible light can be seen up to 2 kilometers away.

Triangulation Visor

The triangulation visor provides a heads-up display to help wielders of heavy weapons to account for wind, gravity, distance, and other effects when targeting shots. The triangulation visor works only with weapons that fire solid rounds, such as slugthrowers, mortar launchers, missile launchers, and grenade launchers. It does not work with blasters, lasers, or other energy weapons. The triangulation visor reduces the range by one range category (for example, from long to medium range). A triangulation visor cannot be worn at the same time as a helmet or any other device worn on the head.

Vacuum Survival Pouch

Carried by spacers of all types, the vacuum survival pouch is a small cylinder typically worn on a character's belt or harness. In the event of a catastrophic loss of pressure, the vacuum survival pouch automatically deploys, enveloping the user in a protective bubble that keeps him or her alive for a few hours. The Meredex Atmospherics EMS-90 bubble cloak, which is worn as an article of clothing, is one of several variations of this item.

The vacuum survival pouch is large enough to hold a single Medium creature. It provides sufficient air, heat, and pressure for the creature to survive in hard vacuum for up to 2 hours, but it does not protect against radiation. The material has 2 hit points.

Advanced Cybernetics

Basic rules for cybernetic replacement parts and their implantation can be found on page 137 of the Saga Edition core rulebook. The following section details several new cybernetics options that can be included in any campaign.

A creature with a cybernetic part is susceptible to ion damage as though it was a droid. Additionally, the creature takes a cumulative –1 penalty to Use the Force checks for each cybernetic replacement part, including the unique cybernetics presented below.

Cybernetic Prostheses

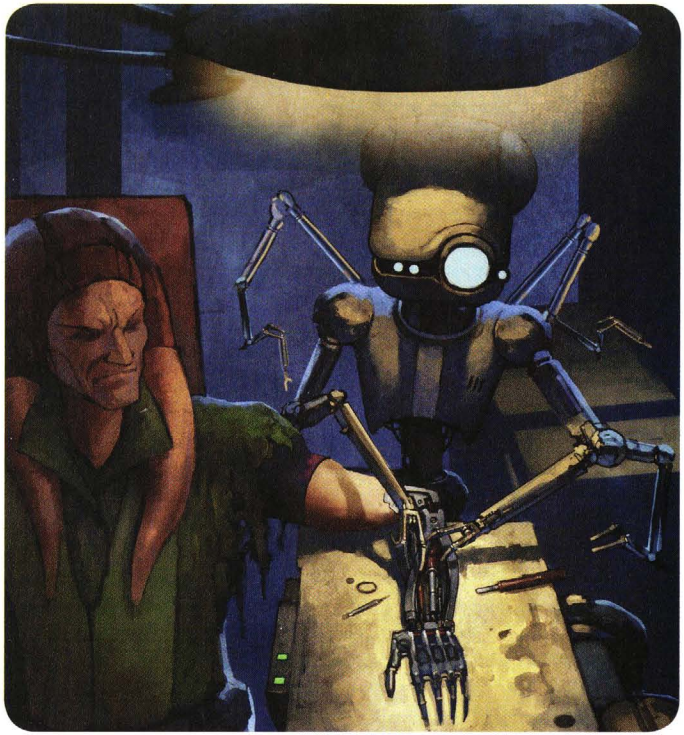
The most common form of cybernetic enhancement is the prosthesis, which is commonly used to replace lost or gravely wounded body parts. Internal organs as well as limbs and external body parts can be replaced by prostheses. A standard cybernetic prosthesis is a replacement for the lost body part, and although it confers no special bonuses or benefits, it is the most stable. Basic cybernetics run no risk of rejection by the host body and can be obtained and implanted in nearly any medical center.

However, cybernetic prostheses have been significantly modified and enhanced by those on the fringes of society. A single cybernetic prosthesis is considered a piece of equipment for the purposes of the equipment modification rules from *Scum and Villainy*. If you are using those rules, a cybernetic prosthesis has 1 free upgrade slot. A cybernetic prosthesis is two size categories smaller than the being in which it is installed. Cybernetic prostheses can also benefit only from the following universal upgrades: cloaked, dual gear, environmental sealing, extra power source, secret compartment, and storage capacity. Additionally, cybernetic prostheses can benefit from the new ion-shielding upgrade described on page 50.

Obvious or Subtle Cybernetics

Some cybernetic replacements and enhancements, such as Luke Skywalker's cybernetic arm, look identical to the original body parts. Other replacements, such as Booster Terrik's and Inquisitor Tremayne's, are immediately recognizable as artificial cybernetics. For the most part, any standard cybernetic prosthesis installed in a legal medical facility looks identical to the original body part. However, cybernetic enhancements that are installed illegally in nonstandard medical facilities can be more visually obvious. This has no mechanical effect, so if you have cybernetic parts feel free to discuss their appearance with your Gamemaster. They can certainly add character to your hero.

An A-Series medical droid installs a cybernetic prosthesis.



Cybernetic Rejection

Unique cybernetic enhancements are any cybernetic enhancements other than standard cybernetic prostheses. The technology for nonstandard cybernetic enhancements is not as advanced as that for baseline prostheses. Therefore, implanting unique cybernetic enhancements comes with a risk that the body might reject the cybernetic parts. Rejection causes a great deal of pain for the subject, and it is the reason that nonstandard cybernetic enhancements are heavily restricted. Most nonstandard cybernetic enhancements are used in the treatment of extreme medical conditions, while others are so experimental that only the military can make good use of them.

When a creature has a unique cybernetic enhancement implanted, the cybernetic part makes an attack roll against the host's Fortitude Defense (1d20 plus the cybernetic component's Rejection attack bonus, listed on Table 2-6). If the attack roll equals or exceeds the host's Fortitude Defense, the host moves –1 persistent step on the condition track and the cybernetic component fails to function. This persistent condition cannot be removed until the unique cybernetic component is removed by successfully performing surgery on the creature and installing a standard cybernetic prosthesis. Additionally, no more attempts can be made to install unique cybernetics for that body part.

TABLE 2-6: ADVANCED CYBERNETICS

CYBERNETIC COMPONENT NAME	REJECTION	COST	SURGERY COST	AVAILABILITY
Borg construct	+14	80,000	70,000	Restricted
Comlink, subcutaneous	+3	4,000	3,000	Restricted
Cybernetic prosthesis	–	1,500	500	–
Eye, infrared sensor	+14	300	2,250	Restricted
Eye, targeting	+16	500	3,750	Military
Eye, telescopic	+9	500	3,750	Restricted
Skeletal reinforcement	+12	10,000	50,000	Restricted
Sensory enhancement	+14	800	3,000	Restricted
Tremor sensor	+7	400	3,750	Restricted

UNIQUE CYBERNETICS

This section describes unique cybernetic parts that replace biological matter with mechanical components. Although most of these cybernetics are installed in patients with severe wounds or rare diseases, some characters might want to have healthy body parts removed and replaced with cybernetic upgrades. Although this not an act directly associated with the dark side, it is prideful and shows disrespect for a character's natural state. Gamemasters should caution heroes who seek to enhance themselves artificially: Too much enhancement can give pride a strong grip on the hero, making him or her more susceptible to the lure of the dark side of the Force.

Unlike cybernetic prostheses, these unique cybernetic systems cannot be altered with the equipment upgrades system. They have no upgrade slots, and cannot have upgrade slots reclaimed from them.

Borg Construct

The BioTech Borg Construct Aj^6 provides a direct cabled or wireless link to computers and networks within a 10-meter range. It allows a cyborg to remotely program and access on-board data through thought alone. The standard model has a built-in cyborg/droid interface and up to four BioTech Knowledge Cartridge or standard datacard ports (at 500 credits per port beyond the first). Knowledge Cartridges use proprietary technology to achieve Intelligence 4 (instead of Intelligence 2 for a standard datacard), cost 100 credits each, and are not widely available. Installation is described at the Cybernetic Surgery feat; the unit cannot be self-installed.

Characters wearing the unit gain a +2 beneficial circumstance bonus to Use Computer, Knowledge, and other skills at the discretion of the Gamemaster. They can also use Issue Routine Commands as a swift action (or as a free action if they have the Gimmick talent). Wearers become more computerlike and less able to relate to people, causing them to take a -5 penalty to all Persuasion checks. They also speak less frequently as they grow accustomed to the speed of communicating through electronic networks.

Comlink, Subcutaneous

A subcutaneous comlink features special sensors and transmitters attached to the vocal and auditory organs of the host. This allows the creature with this implant to hear comlink transmissions and to send his or her own by making only slight vocal sounds. When a being with a subcutaneous comlink wishes, he or she can communicate through this comlink without making a sound loud enough for others to hear.

Eye, Infrared Sensor

This cybernetic replacement eye includes special infrared sensors that allow the host to see not only visible light but also heat signatures. This grants the host darkvision.

Eye, Targeting

This cybernetic replacement eye includes enhanced target-recognition software linked with weapon packages and armor targeting packages. The eye creates HUD overlays, augmenting the host's vision to enhance combat prowess. A host with a targeting eye is considered to have the benefit of a helmet package (see page 140 of the Saga Edition core rulebook).

Eye, Telescopic

A telescopic replacement eye can zoom in on remote objects, granting the bearer a greater range of distant vision. In some cases this is just a result of visual enhancement software and fine-tuned sensors, but in other cases this can mean that the eye literally detaches from the host and hovers on tiny repulsors closer to the target. A telescopic eye replacement allows the host to take range penalties to Perception checks every 20 squares instead of every 10 squares.

Skeletal Reinforcement
This cybernetic enhancement package enhances the host's skeleton with high-impact polymers, increasing bone density and the ability to endure high-impact collisions. A character with skeletal reinforcements gains a +2 equipment bonus to damage threshold.

Sensory Enhancement
The sensory-enhancement package places cybernetic augmentations on nerve endings in various sensory organs, reducing the signal-to-noise ratio and allowing the host to notice what might otherwise have been missed. A character with the sensory-enhancement package reduces by 2 any penalties to Perception checks made to notice a target with concealment or total concealment.

Tremor Sensor
A tremor sensor is installed in the feet of the host. Connected to the nervous system, the tremor sensor detects minute vibrations in the ground, warning the host of approaching enemies. A creature with the tremor-sensor enhancement takes no penalty to Perception checks to notice targets that have concealment or total concealment, provided the target moved on its last turn.

Ion Shielding
Ion shielding is a new cybernetic prosthesis upgrade for the *Scum and Villainy* upgrade system. It can be added only to a cybernetic prosthesis, and it requires 1 upgrade slot. The upgrade has a cost of 1,000 credits, and when installed it protects the host from ion damage. If all of a creature's cybernetic enhancements have the ion shielding upgrade, the host is not treated as being cybernetically enhanced for the purposes of taking ion damage. However, if even one cybernetic enhancement does not have this shielding, the host gains no benefit.

Total Replacement Cyborgs
On rare occasions, a character can be so severely injured that most of his or her body is beyond recovery, yet essential organs—such as the brain, heart, and lungs—still function. In some of these cases, a risky technique known as total cyborg replacement can be used to preserve the wounded character. This replaces nearly all of the character's body with cybernetic replacements, leaving a mechanical shell around a few preserved organs. General Grievous is the most famous example of a total-replacement cyborg, but Darth Vader's injuries were so extensive that he, too, could be considered a total-replacement cyborg.

When you would normally die, you can spend a Destiny Point to preserve enough of yourself for placement in a total-replacement cyborg body. Your allies must transport you somewhere capable of performing the delicate surgery, and a cybernetic surgeon must complete the changeover surgery, which is identical to installing 6 cybernetic prostheses. Once the process begins, all 6 must be installed consecutively without pause. If any of the surgeries fails, you die. If all succeed, you are returned to life exactly as before, but now have 6 cybernetic prostheses and gain the Cyborg Hybrid special quality described below. You should work with your Gamemaster to determine your new appearance, which should be drastically different from your appearance before near-death.

Cyborg Hybrid—As a cyborg hybrid, you can use any type of droid system except a processor. Your cyborg hybrid chassis includes a life support system, making you immune to atmospheric and inhaled poison hazards.

Droids
Although soldiers are loath to admit it, droids can be invaluable assets in battle, whether as support or as front-line combatants. Even in eras when droids are less common or distrusted—such as the Dark Times of *The Force Unleashed* campaign setting—they are still utilized in some fashion.

First-Degree Droids
First-degree droids are medical, analytical, or scientific droids. Specific examples include the A-Series medical droid.

A-Series Medical Droid
The A-Series medical droid has the dubious distinction of being one of the only medical droid models to be outlawed by the Republic Senate. MerenData's A-Series is an extremely efficient model, specializing in cybernetic prosthetics and other biomechanical implants. Originally serving as a surgical aids for cybernetic-implant procedures, the A-Series medical droid proves so good at its task that hospitals upgrade A-Series droids from surgical assistants to chief surgical droids.

However, the A-Series is not programmed for decision making. When thrust into their new roles, the A-Series droids do not object and go about their jobs. As their heuristic processors evaluate their new roles, the A-Series droids come to the same conclusion: Biological parts are inferior to cybernetic implants. Patients across the galaxy wake from surgery with their perfectly healthy appendages replaced with cybernetic prostheses. A-Series droids are quickly identified as the culprits in these unnecessary surgeries. The Republic Senate bans further sale of the droids and orders all existing A-Series to be destroyed. MerenData never issues a formal recall, however, so many A-Series droids continue to serve throughout the galaxy, their owners ignorant of the Senate edict and of the potential danger of giving the droids decision-making responsibility.

General Grievous keeps an A-Series medical droid—A-4D—as his personal physician responsible for maintaining the condition of Grievous' cybernetic components.

A-Series medical droids can be played as droid heroes.

A-Series Medical Droid **CL 1**
Small droid (1st-degree) noble 1
Force 2
Init +5; **Senses** Perception +7
Languages Basic, Binary, 2 unassigned

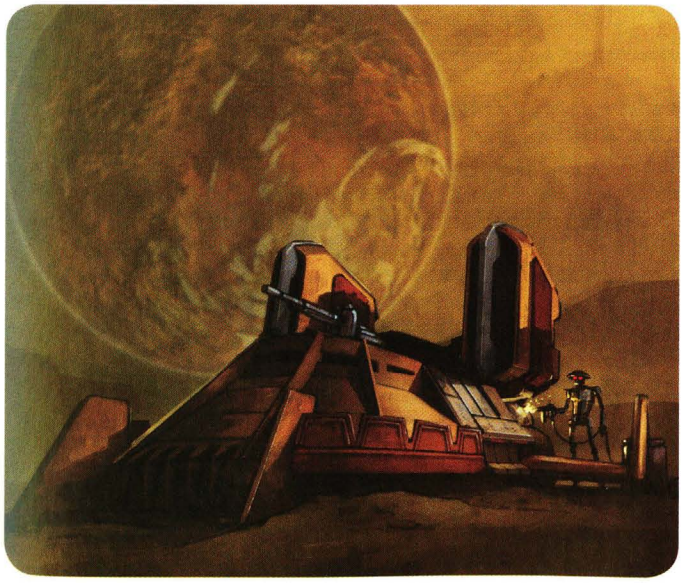
Defenses Ref 13 (flat-footed 13), Fort 10, Will 15
hp 18; **Threshold** 10
Immune droid traits

Speed 4 squares (walking)
Melee unarmed −1 (1d2−1)
Base Atk +0; **Grp** −5

Abilities Str 8, Dex 10, Con −, Int 14, Wis 15, Cha 12
Talents Medical Droid
Feats Cybernetic Surgery*, Skill Focus (Knowledge [life sciences])*, Skill Focus (Treat Injury), Surgical Expertise*
Skills Initiative +5, Knowledge (galactic lore) +7, Knowledge (life sciences) +12, Knowledge (technology) +7, Perception +7, Persuasion +6, Treat Injury +12, Use Computer +7
Systems walking locomotion, heuristic processor, 2 hand appendages, 3 tool appendages, diagnostics package, vocabulator
Possessions medical kit, medpac ×5, surgery kit
Availability Licensed; **Cost** 9,740 credits

Medical Droid—When the A-Series medical droid uses the Treat Injury skill to provide first aid with a medpac, it heals an additional 2 hit points for every point by which it exceeds the skill DC (rather than the normal 1 hit point).

**Reprogrammed from noble starting feats.*



A KDY-4 TECH DROID REPAIRING A PIRATE TANK

Second-Degree Droids

Second-degree droids are typically astromech droids and technical droids. Specific models include the KDY-4 tech droid.

KDY-4 Tech Droid

The KDY-4 tech droid is loved by mechanics, shipbuilders, and grease monkeys of all types. Designed by Kuat Drive Yards, the KDY-4 is commonly called the builder's buddy because of its utilitarian design, efficiency, and easygoing manner. KDY-4s are found at nearly every shipyard, and larger vessels keep some on board to repair heavy damage that exceeds the abilities of astromechs.

The KDY-4 boasts four appendages, two of which can be retracted out of the way of delicate repairs. Its three magnetic legs give it unparalleled stability as it clambers on hulls or makes its way through the twisted metal of damaged interiors. Its servomotors are augmented to give it the equivalent lifting power of a strong humanoid, which is useful for hauling heavy equipment or securing durasteel in place for welding.

The memory banks of these droids contain the blueprints of every starship commonly available in a given era. Owners augment this massive database with more ship designs as they obtained them. This augmentation creates an unintended side effect, however, because most owners are reluctant to perform routine memory wipes on their KDY-4s for fear of corrupting or losing this valuable and expensive data. Thus, KDY-4s develop the personality quirks common among other second-degree droids, such as the R2 Series Astromech droid, but KDY-4s have a propensity for more upbeat, even chirpy mannerisms.

KDY-4 tech droids can be played as droid heroes.

KDY-4 Tech Droid **CL 1**
Medium droid (2nd-degree) nonheroic 2
Init +1; **Senses** Perception +1
Languages Basic, Binary, 2 unassigned

Defenses Ref 10 (flat-footed 10), Fort 13, Will 10
hp 4; **Threshold** 13
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +4 (1d3+3)
Reach 2 squares
Base Atk +1; **Grp** +1

Abilities Str 16, Dex 10, Con —, Int 15, Wis 10, Cha 10
Special Qualities stability
Feats Skill Focus (Knowledge [technology], Mechanics, Use Computer)
Skills Knowledge (technology) +13, Mechanics +13, Perception +1, Use Computer +13
Systems walking locomotion (extra leg), heuristic processor, 2 hand appendages, 2 tool appendages (telescopic), magnetic feet, circular saw, electric arc welder, fire extinguisher, spotlight (treat as a glowrod with 10-square range), compartment space (2 kg)
Availability Licensed; **Cost** 4,400 credits

Stability—A KDY-4 tech droid gains a +5 stability bonus on checks made to resist being knocked prone.

Third-Degree Droids

Third-degree droids are typically protocol droids and replica droids. Specific models include the Chiba DR-10.

Chiba DR-10 Protocol Droid

Produced by the Chiba Corporation, the DR-10 protocol droid, commonly called the Chiba Drio, is utilized by the Empire in great numbers. Originally used as a negotiator and translator for legal matters, the Chiba DR-10 is found in shops, law offices, and customs checkpoints throughout the galaxy. Its memory banks contain a staggering array of law, customs, and trade information, as well as other vital business information. The Chiba DR-10 has an added feature rarely seen in other protocol droids—a built in, pop-out blaster that can be deployed in a moment's notice.

The DR-10 has a notorious programming flaw causing it to grow increasingly impatient, irritated, and aggressive when negotiations do not go its way. Without warning, a DR-10 might draw its blaster and start shooting. Imperial forces take advantage of this quirk by employing Chiba DR-10s as guards, monitors, probes, and security droids, where their small size, hovering locomotion, and propensity to ask questions before shooting proves useful.

Chiba-DR 10 protocol droids can be played as droid heroes.

Chiba-DR10 Protocol Droid **CL 1**
Small droid (3rd-degree) nonheroic 3
Init +4; **Senses** Perception +3
Languages Basic, Binary, 5 unassigned

Defenses Ref 14 (flat-footed 11), Fort 9, Will 12
hp 7; **Threshold** 9
Immune droid traits

Speed 6 squares (hovering)
Melee unarmed +1 (1d3-1)
Ranged blaster pistol +5 (3d6)
Base Atk +2; **Grp** +0

Abilities Str 8, Dex 16, Con —, Int 14, Wis 14, Cha 15
Feats Linguist, Skill Focus (Persuasion), Skill Training (Deception), Weapon Proficiency (pistols)
Skills Deception +7, Knowledge (bureaucracy) +7, Knowledge (galactic lore) +7, Perception +3, Persuasion +12
Systems hovering locomotion, basic processor, translator unit (DC 5), probe appendage, internal comlink, vocabulator
Possessions blaster pistol (concealed)
Availability Restricted; **Cost** 9,500 credits

Fourth-Degree Droids

Fourth-degree droids are the most common type of droid encountered during a Galaxy at War campaign. Fourth-degree droids are combat droids such as guard droids, battle droids, assassin droids, and probe droids. Examples include the air-assault super battle droid, the purge trooper, the AAD-4 assault droid, and the Vigilant 2X-Series picket droid.

B2-AA Air Assault Super Battle Droid

Specializing in boarding and capturing enemy vessels, the B2-AA super battle droid is a companion to the B1-A air battle droid (see pages 189—190 of *The Clone Wars Campaign Guide*). Unlike the B1-A, the air-assault super battle droid boasts an advanced jet pack with a special volatile solid fuel system. Although this enables the B2-AA to fly the greater distances required in space combat, the fuel is extremely explosive. A consequence of the volatile fuel is the B2-AA's tendency to explode when destroyed, effectively giving the droid a self-destruct system.

The Confederacy uses B2-AA air-assault super battle droids to stage raids against Republic starships, launching them in waves to blast through the ships' shields, carve into the vessels, and secure the interiors of the ships. B2-AA super battle droids are also used as advanced attack parties, clearing the way for droid commando raids. B2-AA super battle droid attack forces are often used instead of *Droch*-class boarding ships, particularly when the target has excellent point-defense weapons or a starfighter escort.

B2-AA super battle droids cannot be played as droid heroes.

Air Assault Super Battle Droid CL 4
Medium droid (4th-degree) nonheroic 6/soldier 2
Force 3
Init +6; **Senses** Perception +4
Languages Basic, Binary

Defenses Ref 21 (flat-footed 19), Fort 15, Will 12
hp 26; **Threshold** 15
Immune droid traits

Speed 6 squares (walking), 6 squares (flying, jet pack)
Melee unarmed +7 (1d3+2)
Ranged wrist blasters +8 (3d8+1) or
Ranged wrist blasters +6 (4d8+1) with Rapid Shot
Base Atk +6; **Grp** +8
Atk Options autofire (wrist blasters), Charging Fire, Dual Weapon Mastery II, Penetrating Attack (rifles), Rapid Shot

Abilities Str 13, Dex 15, Con —, Int 10, Wis 10, Cha 7
Talents Penetrating Attack (rifles)
Feats Armor Proficiency (light, medium), Charging Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Rapid Shot, Weapon Proficiency (pistols, rifles)
Skills Perception +4, Pilot +11
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, two hand appendages, integrated comlink, self-destruct system (5d6), durasteel battle armor, vocabulator
Possessions wrist blasters (as blaster rifle) ×2, integrated jet pack
Availability Military; **Cost** 16,225 credits

Integrated Jet Pack—Unlike a normal jet pack, the air assault super battle droid's jet pack is fueled by a volatile solid fuel system. Its jet pack has 100 charges instead of the standard 10 charges for a jet pack.

Eradicator-Series Battle Droid

The Eradicator-Series battle droid is one of the lesser-known droids produced by the insectoid Colicoids. Prior to the Battle of Naboo, the Colicoids design several different types of assault droids, testing them on battlefields throughout the galaxy. Although nowhere near as common as the elegant and frightening Droideka Series, the Eradicator is known for its bulk and for its ability to send a blistering amount of fire downrange. Although not very bright, the Eradicator excels at terrorizing the enemy and supporting other assault droids.

The Eradicator is a heavily armored bipedal droid that appears far more mechanical than the organic curves of other Colicoid droids. It mounts twin light repeating blasters, twin ion rifles, and even a shield generator for deflecting blaster fire and lightsabers to great effect. The Eradicator has a basic processor, making it far more versatile and less prone to catastrophic shutdown if the central operating computer is destroyed or compromised.

Eradicator-Series battle droids cannot be played as droid heroes.

A GUTKURR AND ITS ERADICATOR BATTLE DROID HANDLER



Eradicator-Series Battle Droid CL 2
Large droid (4th-degree) nonheroic 8
Init +6; **Senses** Perception +9
Languages Basic (cannot speak), Binary

Defenses Ref 16 (flat-footed 14), Fort 14, Will 10
hp 29; **SR** 5; **Threshold** 19
Immune droid traits

Speed 8 squares (walking)
Melee unarmed +10 (1d6+4)
Ranged light repeating blaster +9 (3d8) or
Ranged ion rifle +9 (3d8 ion)
Fighting Space 2×2; **Reach** 1 square
Base Atk +6; **Grp** +15
Atk Options Dual Weapon Mastery II

Abilities Str 18, Dex 15, Con —, Int 9, Wis 10, Cha 6
Feats Armor Proficiency (light), Dual Weapon Mastery I, Dual Weapon Mastery II, Weapon Focus (rifles), Weapon Proficiency (rifles)
Skills Perception +9
Systems walking locomotion, basic processor, 2 claw appendages (retractable), internal comlink, shield generator (SR 5), bronzium shell (+5 armor; treat as quadanium plating)
Possessions 2 light repeating blasters, 2 ion rifles
Availability Military; **Cost** 21,500 credits

Purge Trooper

Purge troopers are extremely powerful battle droids used in limited numbers by the Empire to hunt down and kill the last of the Jedi just after the end of the Clone Wars. The purge trooper is originally conceived by a Techno Union engineer trying to construct droids better able to fight Jedi generals in the Clone Wars. The Clone Wars end before the schematics are finalized, and the scientist is killed in a raid on his research facility only weeks before Order 66. Republic clone commandos seize the scientist's records, turning them over to Republic Intelligence.

When the Empire comes to power, Imperial Intelligence uncovers the droid schematics while researching the soon-to-be-hatched Dark Trooper Phase Zero project. The schematics are passed on to Imperial engineers, who take the rough form of the droid and create the purge trooper. Nearly 3 meters tall, with cortosis-fiber-enhanced duranium armor plating, the purge trooper resembles a massive stormtrooper with dark blue armor. The purge trooper is resistant to lightsaber attacks and loaded with the most advanced information on Jedi tactics. Equipped with magnetic grappler boots that protect them from being hurled around by the Jedis' telekinetic powers, purge troopers are programmed to keep Jedi enemies off guard and unable to make full use of their Force powers.

Purge troopers cannot be played as droid heroes.

Purge Trooper **CL 8**
Large droid (4th-degree) nonheroic 6/soldier 6
Force 5
Init +13; **Senses** low-light vision; Perception +9
Languages Basic, Binary

Defenses Ref 20 (flat-footed 18), Fort 26, Will 17
hp 78; **DR** 10*; **Threshold** 31
Immune droid traits, +5 to defenses against effects that force movement

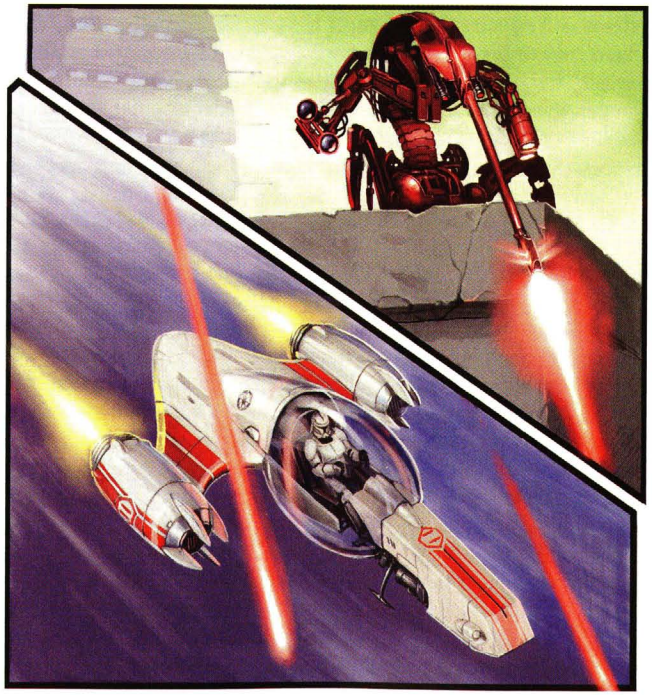
Speed 8 squares (walking)
Melee purge blade +19 (2d10+14/×3) or
Melee purge blade +17 (2d10+14/×3) with Staggering Attack –2 or
Melee purge blade +14 (2d10+14/×3) with Staggering Attack –5
Ranged missile launcher +13 (6d6+3, 2-square splash)
Base Atk +10; **Grp** +28
Atk Options Bantha Rush, Staggering Attack
Special Actions Indomitable

Abilities Str 26, Dex 14, Con —, Int 10, Wis 13, Cha 8
Talents Indomitable, Melee Smash, Weapon Specialization (purge blade)
Feats Armor Proficiency (light, medium), Bantha Rush, Battering Attack, Staggering Attack, Trip, Triple Crit (purge blade), Weapon Focus (advanced melee weapons, heavy weapons), Weapon Proficiency (advanced melee weapons, heavy weapons, simple weapons)
Skills Initiative +13, Perception +9
Systems walking locomotion, basic processor, 2 hand appendages, 2 tool appendages, hardened systems ×3, improved sensor package, magnetic grappler boots, duranium plating with cortosis fiber
Possessions purge blade (as vibro-ax), missile launcher
Availability Military; **Cost** 31,900 credits
* *The purge trooper's duranium plating contains cortosis weave; a lightsaber does not ignore the purge trooper's DR.*

Sniper Droideka

A variant of the droideka commissioned primarily for urban warfare, the sniper droideka forgoes the rapid-fire double blasters of the standard droideka in favor of a single powerful shot. A sniper droideka usually stays a safe distance from its target, preferring to roll to an elevated position so that it can fire sniper shots down at exposed enemies. Sniper droidekas have the latest target-acquisition technology and are extremely accurate. Although they have a slower rate of fire than the standard model, each shot fired by a sniper droideka has excellent penetrating power. Moreover, sniper droidekas can fire into a battlefield from afar, with such precision that they rarely harm their allies.

Sniper droidekas cannot be played as droid heroes.



A sniper droideka fires on a clone trooper mounted on a Freeco Speeder.

Sniper Droideka **CL 7**
Large droid (4th-degree) nonheroic 9/scout 4
Force 5
Init +9; **Senses** low-light vision; Perception +21
Languages Basic, Binary

Defenses Ref 19 (flat-footed 16), Fort 17, Will 17
hp 41; **SR** 20; **Threshold** 22
Immune droid traits

Speed 2 squares (walking), 10 squares (wheeled)
Melee unarmed +11 (1d4+4)
Ranged blaster rifle +12 (3d8+2) or
Ranged blaster rifle +13 (4d8+2) when aiming or
Ranged blaster rifle +10 (4d8+2) with Rapid Shot
Base Atk +9; **Grp** +17
Atk Options Careful Shot, Deadeye, Far Shot, Keen Shot, Point Blank Shot, Precise Shot, Rapid Shot, Sniper

Abilities Str 15, Dex 16, Con —, Int 8, Wis 16, Cha 7
Talents Acute Senses, Keen Shot
Feats Armor Proficiency (light), Careful Shot, Deadeye, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Perception), Skill Training (Stealth), Sniper, Weapon Proficiency (rifles)
Skills Perception +21 (can reroll), Stealth +14
Systems walking locomotion, wheeled locomotion (exclusive), remote receiver, 1 tool appendage, shield generator (SR 20), improved sensor package, integrated comlink, bronzium shell (+5 armor; treat as quadanium plating)
Possessions heavy blaster rifle
Availability Military; **Cost** 30,565 credits

Tactical Droid

Designed for tactical leadership among the droid forces of the Confederacy, T-Series tactical droids from Baktoid Combat Automata are originally deployed alongside OOM-Series battle droids. Tactical droids boast advanced combat-analysis software that helps them determine exactly when and where to attack for the greatest effect. Tactical droids serve as combat consultants subordinate to droid commanders, but all too often, the tactical droid's superior knowledge of combat strategies gives it a heightened sense of self-worth, leading T-Series tactical droids to exert their influence over the command structure. Unfortunately, the tactical droid's commands override those of OOM-Series battle droid commanders, causing droid troops to receive conflicting commands. Consequently, Confederacy leaders learn to avoid posting tactical droids among droid forces with OOM-Series battle droids.

Tactical droids can be played as droid heroes.

Tactical Droid **CL 1**
Medium droid (4th-degree) soldier 1
Force 2
Init +6; **Senses** Perception +7
Languages Basic, Binary, 2 others

Defenses Ref 18 (flat-footed 17), Fort 13, Will 13
hp 30; **Threshold** 13
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +1 (1d3)
Ranged blaster carbine +2 (3d8)
Base Atk +1; **Grp** +2
Atk Options autofire (blaster carbine)
Special Actions Battle Analysis, Vehicular Combat

Abilities Str 10, Dex 12, Con —, Int 14, Wis 14, Cha 12
Talents Battle Analysis
Feats Armor Proficiency (light, medium), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +6, Knowledge (tactics) +7; Perception +7, Pilot +6, Use Computer +7
Systems walking locomotion, heuristic processor, two hand appendages, internal comlink, synchronized fire circuits, durasteel plating, vocabulator
Possessions blaster carbine, electrobinoculars
Availability Military; **Cost** 14,005 credits

Vigilant 2X-Series Picket Droid

Used during the Old Republic era, the Vigilant 2X-Series picket droid was designed by Automata Galactica to defend checkpoints, guard headquarters, or otherwise protect strategic locations. Built on a tough chassis, the Vigilant 2X is essentially a gun platform mounted on a tracked locomotion system. Its sensor package is second to none, letting it constantly sweep an area for intruders. The Vigilant 2X is unnerving in its capacity for remaining perfectly still, waiting for danger to strike. Vigilant 2Xs are programmed to remain at their posts and cannot be drawn away from their areas by feint attacks. Vigilant 2Xs also feature synchronized fire circuits so that they can work together to maximize firepower.

The Vigilant 2X also comes equipped with a vocabulator to warn beings that are about to enter into its killing zone. Those who ignore the warning are targets of the Vigilant 2X's heavy repeating blaster and grenade launcher, which are more than enough to deter intruders. The Vigilant 2X even carries a separate power generator to provide energy for its main gun. Any character hoping for a Vigilant 2X to run out of ammunition is in for a long wait. If the droid is damaged or if an enemy threatens to overwhelm its position, the Vigilant 2X's self-destruct system engages. Vigilant 2Xs are placed on

bridges or near other crucial chokepoints, and they use their self-destruct systems to cut off enemy access to their guarded territory.

Vigilant 2X-Series Picket Droids cannot be played as droid heroes.

Vigilant 2X Picket Droid **CL 3**
Medium droid (4th-degree) nonheroic 9
Init +11; **Senses** darkvision; Perception +19
Languages Basic, Binary

Defenses Ref 20 (flat-footed 18), Fort 11, Will 13
hp 22; **Threshold** 11
Immune droid traits

Speed 6 squares (tracked)
Melee unarmed +7 (1d4+1)
Ranged heavy repeating blaster +8 (3d10) or
Ranged heavy repeating blaster +3 (5d10) with Burst Fire
Ranged grenade launcher +8 (4d6, 2-square burst)
Base Atk +6; **Grp** +8
Atk Options autofire (heavy repeating blaster), Burst Fire, Point Blank Shot

Abilities Str 13, Dex 14, Con —, Int 10, Wis 16, Cha 8
Feats Armor Proficiency (light, medium), Burst Fire, Point Blank Shot, Skill Focus (Perception), Skill Training (Initiative), Weapon Proficiency (heavy weapons)
Skills Initiative +11, Perception +19
Systems tracked locomotion, darkvision, improved sensor package, 1 claw appendage, internal comlink, locked access, self-destruct system (6d6), power generator, vocabulator, duranium plating
Possessions grenade launcher, heavy repeating blaster
Availability Military; **Cost** 32,500 credits

Fifth-Degree Droids

Fifth-degree droids are typically utility droids with low-level functions. Specific models include the CLL-M2 Ordnance Lifter and the MR-200 Minesweeper Droid.

CLL-M2 Ordnance Lifter

The CLL-M2 ordnance lifter is a military version of Cybot Galactica's extremely popular CLL-6 binary load lifter. Built to withstand the rigors of the battlefield, it features extremely thick armor that enables it to survive most attacks and the occasional accidental explosion. The repulsorlift mounted on the back of the CLL-M2 enables it to lift several times its own weight.

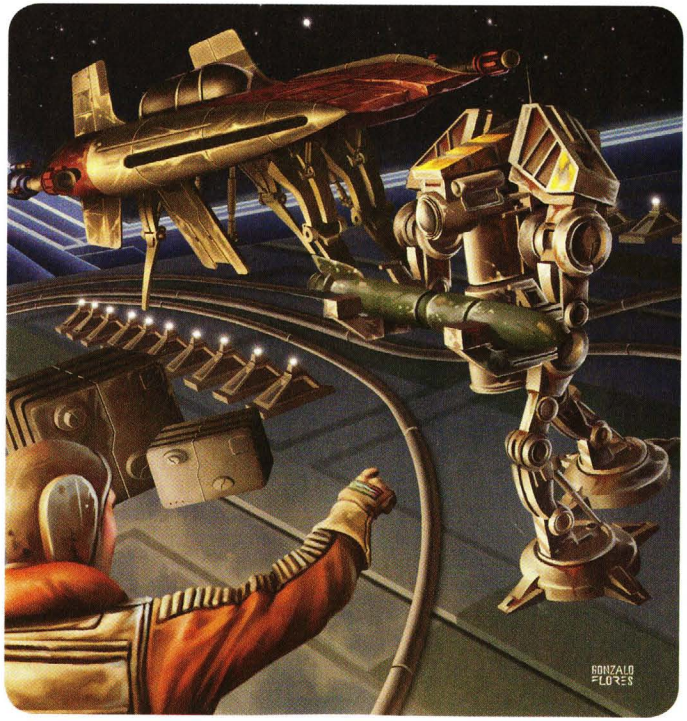
The CLL-M2 ordnance lifter picks up, moves, and loads heavy missiles, mortar rounds, power packs, and other volatile ammunition. It can handle difficult terrain, including moving along the outside of ships or large vehicles. Although not particularly bright, it is programmed with the basic skills to prime and prepare weapons and ammunition and it can even make basic repairs on damaged equipment.

CLL-M2 ordnance lifter droids cannot be played as droid heroes.

CLL-M2 Ordnance Lifter Droid **CL 1**
Large droid (5th-degree) nonheroic 3
Init +1; **Senses** Perception +6
Languages Basic (cannot speak), Binary

Defenses Ref 18 (flat-footed 18), Fort 20, Will 10
hp 17; **Threshold** 25
Immune droid traits

Speed 8 squares (walking)
Melee unarmed +12 (1d4+10)
Fighting Space 2×2; **Reach** 1 square
Base Atk +2; **Grp** +12



A CLL-M2 loads missiles into an A-wing starfighter.

Abilities Str 30, Dex 11, Con —, Int 6, Wis 10, Cha 8
Feats Armor Proficiency (light, medium), Skill Focus (Mechanics), Skill Training (Mechanics)
Skills Climb +16, Mechanics +9, Perception +6
Systems walking locomotion, basic processor, 2 tool appendages, compartment space (5 kg), magnetic feet, secondary battery, durasteel battle armor
Availability Restricted; **Cost** 15,000 credits

MR-200 Series Minesweeper Droid

The Baktoid MR-200-Series minesweeper droid is first deployed early in the Clone Wars by Separatist forces. With both sides engaged in prolonged trench warfare, the battlefields on some planets become static, and minefields are used to dissuade attack or to protect strategic locations. The MR-200 effectively clears the worst of these areas, cutting a path through a heavily mined zone so that battle droids can pass safely. In a pinch, the Minesweeper Droid also makes an excellent shocktrooper droid, flushing out tunnels or trenches that shelter enemy troops. The droid is notoriously single-minded, and when lacking other orders, it rolls back and forth over the same ground, hoping to detonate any mines it might have missed. The MR-200 flags mines that do not detonate or that otherwise survive its brute-force tactics. This information is relayed back to the Central Control Computer, so that allied droids do not mistakenly enter the minefield.

The minesweeper droid is a curiously shaped mix of high and low tech. The main body uses repulsorlift technology to safely float over the ground that it is clearing. However, the front of the droid is composed of a large, metallic drum covered in lengths of durable chain. As the droid floats along, the drum rotates, flailing the chains and beating the ground to detonate any mines it contacts. Although tough, the drum becomes battered and mangled from repeated explosions, so it is designed for easy replacement between missions. The droid's repulsorlift is powerful enough to lift the drum off the ground, so the minesweeper droid is able to ignore difficult terrain.

MR-200 Series minesweeper droids cannot be played as droid heroes.

MR-200 Series Minesweeper Droid **CL 1**
Large droid (5th-degree) nonheroic 3
Init +1; **Senses** low-light vision; Perception +14
Languages Basic (cannot speak), Binary

Defenses Ref 14 (flat-footed 14), Fort 15, Will 12
hp 36; **Threshold** 25
Immune droid traits

Speed 6 squares (hovering)
Melee chain roller +5 (3d6+5)
Fighting Space 2×2; **Reach** 1 square
Base Atk +2; **Grp** +7

Abilities Str 20, Dex 10, Con —, Int 10, Wis 14, Cha 10
Feats Armor Proficiency (light), Skill Focus (Perception), Skill Training (Mechanics)
Skills Mechanics +5, Perception +14 (+19 to locate explosives)
Systems hovering locomotion, demolition sensor, hardened systems (x2), improved sensor package, integrated comlink, locked access, remote receiver, self-destruct system (4d6), 2 tool appendages, quadanium plating
Availability Military; **Cost** 15,000 credits

Beasts of War

Many armies use living creatures as mounts, as beasts of burden, or even as living weapons. In the right circumstances, creatures can be superior to conventional vehicles. Mounts are typically quieter than vehicles and do not show up on sensors that are set to scan for vehicles. Mounts must be fed and watered, but they obviously do not require power cells, so mounted scouts and troopers can range far and remain in the field for weeks without resupply. Of course, most creatures are considerably slower than vehicles and far more vulnerable to attack. Nevertheless, some beings raise and train creatures to serve on the battlefield, either as aggressive predators or as guard beasts.

Communication

Given the prevalence of advanced communication technology, using beasts as a means of communication might seem inefficient. However, during war, military forces use creative means of communicating in order to foil enemy intelligence. In some cases, opposing forces are so focused on the latest, most high-tech methods of disrupting and intercepting communications that they overlook mundane or primitive methods. Below is an example of a creature that can be used for communications during wartime.

Carrier Butterfly

Found on Maridun as well as on many other worlds, the carrier butterfly is a colorful insect roughly the size of a Human hand. These simple creatures have two qualities that make them uncannily good at being communications devices: their strong verbal-association memory, and their ability to replicate long sequences of sounds. As a result, carrier butterflies can be trained to recognize the commands of their masters, fly directly to specified locations or individuals, and replicate lengthy messages. Although they fly slowly, compared to instant communication by comlink, carrier butterflies are so numerous in the wild that finding and intercepting a specific butterfly is nearly impossible. Thus, the carrier butterfly offers a secure, albeit slow, method of sending orders and intelligence across long distances.

Carrier Butterfly **CL 0**
Diminutive beast 1
Init +4; **Senses** low-light vision; Perception +1

Defenses Ref 19 (flat-footed 15), Fort 8, Will 11
hp 2; **Threshold** 8

Speed 8 squares (fly)
Base Atk +0; **Grp** –11

Abilities Str 2, Dex 18, Con 6, Int 2, Wis 13, Cha 16
Special Qualities mimicry
Feats Skill Training (Deception)
Skills Deception +8, Perception +1, Stealth +24

Mimicry—A carrier butterfly can perfectly mimic lengthy sequences of sounds (such as a conversation or a message). A carrier butterfly does not need to roll a Deception check to reproduce a sound, but it can only mimic noises exactly (without alteration).

MOUNTS

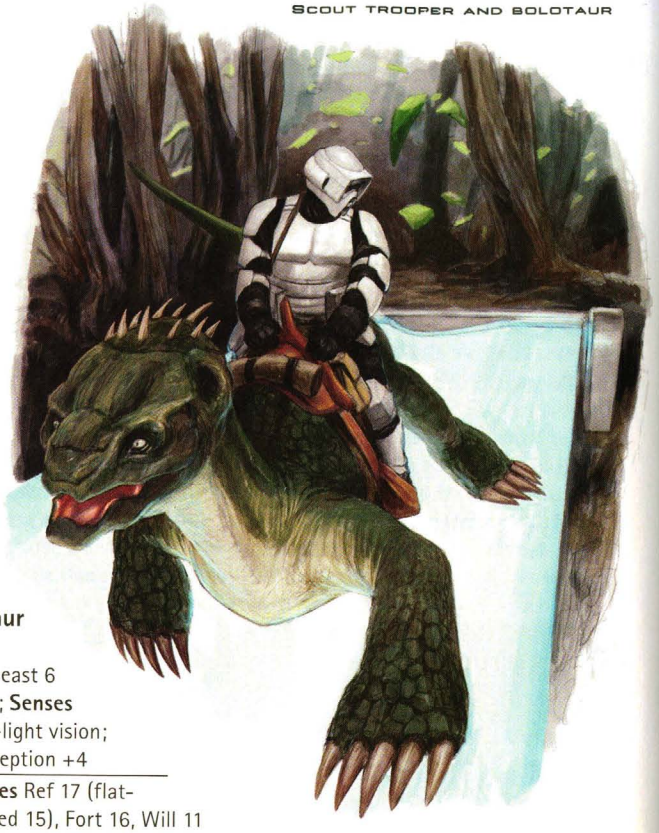
Many military units use creatures as mounts. Although speeders and speeder bikes are faster, such vehicles are prone to mechanical problems in extreme environments. Creatures native to those environments are more reliable. Although urban forces almost never use creatures as mounts, military patrols and scouts in dangerous or hostile environments frequently use mounts, increasing the chances of survival.

Bolotaur

Bolotaurs are large, long, reptilian creatures native to the forest planet of Kashyyyk. A bolotaur has a long neck ending in an iguanalike face. Beneath the bolotaur's short snout dangles a brightly colored wattle, used both to attract mates and to scare off competitors. The tail of a bolotaur is at least as long as the rest of its body, giving it unshakable balance. A bolotaur moves in a quick, waddling gait, and the claws on its stubby legs dig in and grip the tough bark of the massive trees of Kashyyyk, allowing it to climb through the canopies. Bolotaurs range throughout the entire planet, with slight variations in color and in the length of neck and tail.

Bolotaurs are born in clutches of three to five. They have incredibly fast metabolisms, so they must spend most of their day eating. Bolotaurs grow sluggish if they cannot eat every few hours. This fast metabolism greatly reduces their life span, so bolotaurs live for only around twelve years. Although the Wookiees of Kashyyyk occasionally use bolotaurs, their enemies, the Trandoshans, capture bolotaurs by the thousands and employ them as mounts to hunt down the Wookiees.

SCOUT TROOPER AND BOLOTAUR



Bolotaur
CL 5
Large beast 6
Init +5; **Senses** low-light vision; Perception +4

Defenses Ref 17 (flat-footed 15), Fort 16, Will 11
hp 63; **Threshold** 21

Speed 8 squares
Melee 2 claws +10 (1d6+9) and bite +10 (1d8+9)
Fighting Space 2×2; **Reach** 1 square
Base Atk +4; **Grp** +15
Atk Options Bantha Rush

Abilities Str 22, Dex 14, Con 22, Int 2, Wis 12, Cha 10
Special Qualities climbing mount
Feats Bantha Rush, Skill Focus (Climb), Skill Training (Endurance)
Skills Climb +19, Endurance +14, Perception +4

Climbing Mount—When a bolotaur falls, it can make a Climb check to catch itself while falling without any increase to the Climb check DC. (Normally, catching yourself while falling adds +20 to the DC of the surface being climbed.) If the bolotaur is mounted by a rider trained in the Ride skill, the bolotaur always catches the rider if it catches itself while falling.

Gelagrub

Native to Felucia and occasionally transplanted to other jungle worlds, gelagrubs are large, insectlike larvae used as mounts by the clone forces of the Republic and by other militaries. The gelagrub is about the size of a dewback and has evolved in the dangerous climate of Felucia, giving it numerous natural defenses against the planet's hazards. Gelagrubs absorb food throughout their waking hours as they move across Felucia and require no actual feeding or watering while on patrol. Gelagrubs are favored mounts on Felucia and similar worlds because of their ability to protect their riders. Once a rider has sufficiently bonded with a domesticated gelagrub, the gelagrub treats the rider as an extension of its own body, going out of its way to avoid hazards and using its own natural defenses to protect its rider.



A CLONETROOPER RIDING A GELAGRUB

Gelagrub **CL 3**

Large beast 4

Init +1; **Senses** Perception +4

Defenses Ref 13 (flat-footed 13), Fort 18, Will 13
hp 50; **Threshold** 23
Immune +5 to all defenses against natural hazards

Speed 6 squares
Melee slam +9 (1d6+8)
Fighting Space 2×2; **Reach** 1 square
Base Atk +3; **Grp** +14

Abilities Str 22, Dex 8, Con 24, Int 2, Wis 14, Cha 12
Special Qualities hazard resistance
Feats Improved Defenses, Toughness
Skills Endurance +14, Perception +4

Hazard Resistance—The gelagrub gains a +5 bonus to all defenses against natural hazards. When mounted by a rider trained in the Ride skill, the rider also gains this bonus against natural hazards.

WEAPONS

One of the most common uses of beasts in warfare is as weapons. Ever since primitive tribes started warring with one another, beasts have been used as living weapons to be unleashed on the enemy. Beasts are used as hunters and trackers or as engines of destruction. The following examples cover a wide variety of beasts that have been used as weapons of war.

Gutkurr

A vicious beast used by the Separatists in the Clone Wars, the gutkurr is a huge creature with powerful jaws and a thick carapace lined with bony protrusions. Gutkurrs are native to Ryloth, but for centuries they have been exported by crime lords as pets, much like Jabba the Hutt used a captured rancor to torment his enemies. The gutkurr is a surprisingly intelligent creature that, while absolutely vicious, maintains a level of cunning exceeding that of other predators. Although driven by their natural predatory instincts, the gutkurr is intelligent enough to be trained—but only by those brave enough to approach the massive predators. Although the gutkurr's thick shell and internal insulation allow it to survive for short periods on the frigid night side of Ryloth, the gutkurr typically makes its home in the twilight area, preferring to stay out of the intense heat of the day side of the planet. Gutkurrs sometimes travel through the night side of the planet, ambushing unwary travelers.

Gutkurr **CL 8**
Huge beast 9
Init +4; **Senses** darkvision; Perception +17

Defenses Ref 17 (flat-footed 17), Fort 19, Will 13
hp 122; **Threshold** 29

Speed 8 squares
Melee 2 claws +17 (1d8+15) and
bite +17 (2d6+15)
Fighting Space 3×3; **Reach** 1 square
Base Atk +6; **Grp** +27
Atk Options Crush, Pin

Abilities Str 32, Dex 10, Con 28, Int 2, Wis 16, Cha 10
Special Qualities savage maul, uncanny tracker
Feats Crush, Pin, Skill Focus (Perception), Skill Training (Survival)
Skills Perception +17, Survival +12

Savage Maul—Whenever a gutkurr successfully pins an enemy with a grapple attack, it deals its bite damage to the target instead of its claw damage (as normally provided by the Crush feat).
Uncanny Tracker—A gutkurr takes no penalty to Survival checks made to track a target when moving at full speed.

Mastif Phalone

A vicious, predatory creature native to Maridun, the mastif phalone is a flightless avian that is nearly as large as a landspeeder and impossible to domesticate. Mastif phalones are stalkers that hide in the tall grass of the plains of Maridun, sneaking up on their prey before pouncing. The Amanin of Maridun frequently capture mastif phalones and imprison them, starving them and mistreating them while in captivity. Once the mastif phalone is sufficiently crazed, the Amanin release the creature in or near enemy encampments, where it goes berserk, attacking anything it sees. When sufficiently agitated, a mastif phalone can be more dangerous than a rancor and just as hard to bring down.

Mastif Phalone **CL 6**
Large beast 7
Init +5; **Senses** low-light vision; Perception +5

Defenses Ref 18 (flat-footed 16), Fort 15, Will 12
hp 67; **Threshold** 20

Speed 8 squares
Melee 2 claws +10 (1d6+8) and
beak +10 (1d8+8)
Fighting Space 2×2; **Reach** 1 square
Base Atk +5; **Grp** +15
Atk Options Powerful Charge, Trip

Abilities Str 21, Dex 14, Con 20, Int 2, Wis 15, Cha 10
Special Qualities savage frenzy, savannah hunter
Feats Powerful Charge, Skill Focus (Stealth), Trip
Skills Perception +5, Stealth +10

Savage Frenzy—If the mastif phalone has less than half of its hit points, it gains a +2 bonus on all attack rolls and deals +1 die of damage on all attacks.
Savannah Hunter—If the mastif phalone has concealment from a target that is unaware of the mastif phalone, the mastif phalone can take 20 on Stealth checks to remain hidden from that target without increasing the time taken to make the Stealth check.

Nek

Neks are powerfully built predators from the planet Cyborrea. They are short, squat creatures, generally canine in appearance. Each of a nek's four legs ends in three sharp claws, and its mouth is huge, lined with remarkably long, sharp teeth that enable it to take massive bites. Neks typically hunt in packs of three to six, dominated by the largest and most aggressive nek. A pack of neks is powerful enough to take on the largest and most dangerous prey, such as the kudana of Rutan.

Because of their ill temper and aggressiveness, neks are used as living weapons by a variety of species. These neks are raised in special kennels where they are taught to obey the commands of trainers brave or foolish enough to get close to these aggressive beasts. Domesticated neks are fitted with cybernetic implants and armor, making them both easier to control and considerably more difficult to bring down. Most are also equipped with comlinks that enable them to hear the commands of their owners. The nek described below represents a trained and modified specimen.

Nek **CL 5**

Medium beast 6

Init +4; **Senses** low-light vision; Perception +3

Defenses Ref 15 (flat-footed 14), Fort 17, Will 10

hp 69; **Threshold** 17

Speed 8 squares

Melee 2 claws +6* (1d4+10) and
bite +6* (1d6+10) or

Melee 2 claws +8* (2d4+13) and
bite +8* (2d6+13) with Powerful Charge

Base Atk +4; **Grp** +10

Abilities Str 22, Dex 13, Con 24, Int 2, Wis 10, Cha 8

Feats Armor Proficiency (light), Improved Defenses, Power Attack, Powerful Charge

Skills Endurance +15, Perception +3

Possessions cybernetic armor (armor +4), comlink

Conditional Bonus Feat—A nek that receives cybernetic implants and armor automatically gains the Armor Proficiency (light) feat for free.

* *Includes 4 points of Power Attack*

Roggwart

Roggwarts are large, horned creatures native to Vendaxa, where they are natural enemies of the acklay. A roggwart's evolutionary adaptation makes it ideally suited for taking on single foes, since it rarely encounters more than one acklay at a time. A roggwart stands on its hind legs and uses its sharp fangs, wicked claws, and thick tail to subdue its prey. The roggwart is not terribly cunning, but it is difficult to surprise, retaining its predatory instincts even in captivity. General Grievous obtains a roggwart and keeps it in his private sanctum on Vassek.

Roggwart **CL 12**

Huge beast 13

Init +13; **Senses** low-light vision; Perception +9

Defenses Ref 23 (flat-footed 21), Fort 20, Will 14

hp 176; **Threshold** 30

Speed 8 squares

Melee gore +15* (2d6+20) and
bite +15* (2d6+20) and
2 claws +15* (1d8+20) and
tail slam +15* (1d8+20)

Fighting Space 3×3; **Reach** 1 square

Base Atk +9; **Grp** +29

Atk Options Bantha Rush, Battering Attack, Power Attack, Trip

Abilities Str 30, Dex 14, Con 28, Int 1, Wis 16, Cha 10

Special Qualities enemy slinger, pack resistant

Feats Bantha Rush, Battering Attack, Improved Defenses, Power Attack, Trip

Skills Initiative +13, Perception +9

Enemy Slinger—Once per round, when the roggwart successfully hits a target and moves it with the Bantha Rush feat, the roggwart can move the target 3 squares in any direction instead of 1 square.

Pack Resistant—Once per round, as a reaction when the roggwart is hit or missed by an attack, the roggwart can make a tail slam attack against one creature within its reach.

* *Includes 4 points of Power Attack*

Watch-Beast

Watch-beasts originate on the planet Gamorr, but various subspecies are found throughout the galaxy, most notably on the Imperial world of Sirpar. These enormous beasts resemble both bears and pigs, with squat but powerfully built furry bodies and porcine faces and snouts. A watch-beast has two large horns and massive tusks, which are primarily for display but can also be used to gore prey. The watch-beast's meaty legs are covered in dense fur and end in short, dull claws.

As its name implies, a watch-beast excels at guarding an area and alerting its owner to potential threats. It is extremely territorial and considers any creature, or even a moving object such as a speeder, to be a threat. When alerted to the presence of an intruder, a watch-beast releases a croaking bark that can be heard for nearly a kilometer. Gamorreans steal cubs from their mothers and bond them to a single individual, whom the watch-beast obeys utterly. Most owners make a point of training their watch-beasts to ignore allies and friendly vehicles in order to keep the watch-beast from barking—or attacking—every time someone arrives or leaves.

Watch-Beast **CL 9**
Huge beast 10
Init +2; **Senses** low-light vision, scent; Perception +16

Defenses Ref 14 (flat-footed 14), Fort 17, Will 14
hp 15; **Threshold** 27

Speed 8 squares
Melee slam +12* (1d8+15) and
2 claws +12* (1d8+15) or
Melee slam +14* (1d8+20) and
2 claws +14* (1d8+20) with Powerful Charge
Fighting Space 3×3; **Reach** 1 square
Base Atk +7; **Grp** +17
Atk Options Cleave, Power Attack, Powerful Charge

Abilities Str 30, Dex 10, Con 25, Int 2, Wis 18, Cha 6
Special Qualities defensive awareness
Feats Cleave, Power Attack, Powerful Charge, Skill Focus (Perception), Skill Training (Survival)
Skills Perception +16, Survival +11

Defensive Awareness—Watch-beasts are very alert and cannot be flanked.



A WATCH-BEAST MAULS A STORM COMMANDO.

Scent—Watch-beasts ignore concealment and cover when making Perception checks to notice enemies within 10 squares, and they take no penalty due to poor vision when tracking.
** Includes 5 points of Power Attack*

VEHICLES AND STARSHIPS

The following vehicles and starships represent a variety of those used by military and paramilitary units throughout the galaxy. They are typical of the vehicles heroes in a military campaign might encounter, both as allies and as enemies.

GROUND VEHICLES

Although a planet can be pounded into submission by orbital bombardment, infantry and armored ground units must actually take and hold locations. Military vehicles can use tracks, wheels, repulsors, or walker-based locomotion, depending on the mission at hand.

Freeco Speeder

The Bespin Motors CK-6 Freeco speeder bike is a reliable lightweight speeder bike used by the Grand Army of the Republic in cold environments. More durable than open-topped speeder bikes, the Freeco bike provides full protection for the pilot inside while remaining light enough to enable a LAAT dropship to carry several in its cargo bay. Like other speeders, the Freeco bike's repulsor technology must receive regular maintenance, especially where environmental conditions warrant special attention to heavy machinery. Unlike other speeder bikes, the Freeco has a low maximum altitude and does not do well over uneven terrain. However, over smooth terrain such as the icy drifts of Orto Plutonia, the CK-6 speeder is fast, agile, and reliable, and the domed cover of the bike protects the pilot from ranged attacks.

Freeco Speeder **CL 6**
Huge ground vehicle (speeder)
Init +10; **Senses** Perception +6

Defense Ref 17 (flat-footed 11), Fort 21; +3 armor
hp 55; **DR** 5; **Threshold** 31

Speed fly 12 squares (max. velocity 550 km/h)
Ranged dual laser cannons +7 (see below)
Fighting Space 3×3; **Cover** total (crew)
Base Atk +2; **Grp** +23
Atk Options autofire (dual laser cannons)

Abilities Str 33, Dex 22, Con—, Int 16
Skills Initiative +10, Mechanics +6, Perception +6, Pilot +10, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 30 kg; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** 14,700 (7,400 used)

Dual laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 5d10

Medical Airspeeder

A typical transport vessel used by medical teams across the galaxy, the Soro-Suub S-130 "Shelter" speeder is designed to serve as both a mobile medical center and as a protective vehicle in hazardous environments. Equipped standard with cutting-edge medical sensors, capable of detecting and analyzing hazards such as airborne diseases and the presence of radiation, the Shelter speeder is an excellent exploratory vessel for investigating locations where the source of illnesses and death is as yet undiscovered. Characters inside a Shelter medical speeder are considered to be immune to airborne hazards (such as inhaled poisons and diseases) and to radiation from sources outside of the speeder. Furthermore, the vehicle's internal atmosphere regulation system grants characters inside the vehicle a +5 equipment bonus to Fortitude Defense against attack rolls made by airborne diseases and poisons the characters have not yet been affected by.

Shelter Speeder **CL 4**
Huge air vehicle
Init +4; **Senses** Perception +5

Defense Ref 12 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 5; **Threshold** 32

Speed fly 8 squares (max. velocity 280 km/h), fly 2 squares (starship scale)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +22

Abilities Str 34, Dex 12, Con —, Int 14
Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +4

Crew 2 (normal); **Passengers** 4, plus 2 patients
Cargo 10 tons; **Consumables** 1 week; **Carried Craft** 1 speeder bike
Availability Licensed; **Cost** 41,000 credits (26,000 used)

WLO-5 Speeder Tank

The WLO-5 speeder tank from Ubrikkian Ord Pedrova is a dangerous vehicle featuring heavy armor and impressive weaponry that rivals that of the AAT. One unique attribute of the tank is that its main gun is fired by an exposed gunner; a second gunner, using sensors and computer-based targeting software, assists the main gunner from within the tank's interior. The WLO-5 speeder tank is favored by pirates for its ease of modification and repair, a necessity when making repairs requires finding parts on the black market. Any character attempting to repair or modify a WLO-5 speeder tank automatically gains a +5 equipment bonus to Mechanics checks to perform that action. The Weequay pirates under the command of Hondo Ohnaka use WLO-5 speeder tanks, modifying them to include a pair of antipersonnel laser cannons in addition to their normal armament (the statistics below are for a stock speeder tank without this modification).

WLO-5 Speeder Tank **CL 6**
Gargantuan ground vehicle (speeder)
Init +3; **Senses** Perception +6

Defense Ref 15 (flat-footed 13), Fort 28; +8 armor
hp 150; **DR** 15; **Threshold** 48

Speed fly 8 squares (max. velocity 110 km/h), fly 3 squares (starship scale)
Ranged heavy laser cannon +6 (see below)
Fighting Space 4×4; **Cover** total (crew), +5 (gunner)
Base Atk +2; **Grp** +35

Abilities Str 46, Dex 14, Con —, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6

Crew 3 (skilled); **Passengers** 4
Cargo 150 kg; **Consumables** 2 weeks; **Carried Craft** none
Availability Military; **Cost** 115,00 credits (65,000 used)

Heavy laser cannon (2 gunners)
Atk +6, **Dmg** 6d10×2, 2-square splash

Space Transports

Soldiers and mercenaries spend much of their time inside space transports traveling from battlefield to battlefield. For a small strike team of adventuring heroes, a space transport can be an ideal headquarters during missions, enabling the heroes to carry any equipment and vehicles they might need.

Drop Pods

Drop pods are used by military, and occasionally civilian, organizations to quickly deploy vehicles into combat zones. Little more than a protective shell surrounding a ground vehicle, a drop pod launches from an orbiting ship and then flies directly to the designated drop zone. When the drop pod lands, self-destructive bolts blow the pod apart, freeing the vehicle inside. The interior of the drop pod is pressurized and filled with atmosphere but has no extra accommodations for passengers. Instead, any passengers ride in the carried vehicle. The drop pod's descent is controlled by a droid brain.

AN AT-ST EMERGES FROM A DROP POD.



Drop Pod **CL 2**
Gargantuan air vehicle
Init +0; **Senses** Perception +5

Defense Ref 11 (flat-footed 11), Fort 22; +6 armor
hp 60; **DR** 10; **Threshold** 42

Speed fly 12 squares (max. velocity 600 km/h), fly 3 squares (starship scale)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +27

Abilities Str 34, Dex 10, Con—, Int 12
Skills Initiative +0, Mechanics +5, Perception +5, Pilot +0, Use Computer +5

Crew 0 (droid brain); **Passengers** none
Cargo 2 tons; **Consumables** none; **Carried Craft** 1 Gargantuan (or smaller) vehicle
Availability Licensed; **Cost** 17,000 credits

Imperial Landing Craft

A large shuttlecraft designed to ferry an invasion force to a planet from orbit, the IF-120 landing craft from Sienar Fleet Systems is more than just a space transport; it is a mobile base of operations. With a much larger troop capacity than other landing shuttles, the IF-120 is based on the *Lambda*-class and *Sentinel*-class shuttles. The IF-120 is larger and bulkier than either of those craft and forgoes the folding wings, instead relying on repulsors for atmospheric stability.

The most significant difference between the IF-120 landing ship and other shuttlecraft is that, once landed, the IF-120 can become a remote base of operations. The interior of the vessel can be converted from transport mode into a mobile command base. With its excellent communications and sensor arrays, the IF-120 landing craft can act as a fully functional base of operations, at least until the area is secured and heavier and more permanent craft can be brought in.

Imperial Landing Craft **CL 13**
Colossal space transport
Init +0; **Senses** Perception +8

Defense Ref 14 (flat-footed 12), Fort 27; +12 armor
hp 140; **DR** 15; **SR** 40; **Threshold** 77

Speed fly 12 squares (max. velocity 800 km/h), fly 4 squares (starship scale)
Ranged double medium laser cannons +10 (see below) and 4 antipersonnel heavy blaster cannons +8 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +5; **Grp** +42
Atk Options autofire (double medium laser cannons, antipersonnel heavy blaster cannons)

Abilities Str 44, Dex 14, Con—, Int 16
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +8

Crew 8 (expert); **Passengers** 120 troops
Cargo 130 tons; **Consumables** 6 months; **Carried Craft** 12 speeder bikes, 2 LAVr QH-7 Chariot command speeders, 1 PX-4 mobile command base
Hyperdrive ×1, navicomputer
Availability Military; **Cost** 290,000 credits

Double medium laser cannons (pilot)
Atk +10 (+5 autofire), **Dmg** 5d10×2

Antipersonnel heavy blaster cannons (gunner)
Atk +8 (+3 autofire), **Dmg** 5d10×2

Penumbra-class Attack Shuttle

The Haor Chall Engineering *Penumbra*-class attack shuttle was produced in relatively small numbers prior to the Clone Wars. As the Trade Federation and the rest of the Confederacy ramped up for all-out war, second-tier vehicle designs (such as the *Penumbra*-class attack shuttle) saw drastically smaller production runs. Since the *Penumbra*-class attack shuttle was one of the designs deemed inefficient for the Confederacy's needs, the factories dedicated to producing the vessel were temporarily closed and then converted to mass produce the models used more commonly by the Confederacy. Despite Separatist leaders' lack of faith in the vehicle, the *Penumbra*-class attack shuttle is actually quite popular among mercenaries and pirates; though not optimal for use as a droid vehicle, the *Penumbra*-class attack shuttle makes a great first-strike vehicle due to its decent speed, respectable shielding, and excellent maneuverability.

The Weequay pirate gang lead by Hondo Ohnaka makes use of several of these attack shuttles when raiding trade routes on the Outer Rim.

Penumbra-class Attack Shuttle **CL 9**

Colossal space transport
Init +1; **Senses** Perception +6

Defense Ref 17 (flat-footed 12), Fort 25; +12 armor
hp 110; **DR** 15; **SR** 20; **Threshold** 75

Speed fly 16 squares (max. velocity 1,175 km/h), fly 4 squares (starship scale)
Ranged medium laser cannons +6 (see below) and medium concussion missiles +4 (see below)
Fighting Space 12×12 or 1 squares (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +37
Atk Options autofire (medium laser cannons), fire-link (medium laser cannons, medium concussion missiles)

Abilities Str 40, Dex 20, Con —, Int 14
Skills Initiative +1, Mechanics +6, Perception +6, Pilot +1, Use Computer +6

Crew 3; **Passengers** 10
Cargo 20 tons; **Consumables** 1 month; **Carried Craft** none
Payload 12 concussion missiles
Availability Restricted; **Cost** 250,000 (135,000 used)

Medium laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 5d10×2

Medium concussion missiles (copilot)
Atk +4, **Dmg** 10d10×2

Light Freighter

Another popular design from the Corellian Engineering Corporation, the YU-410 light freighter's name is a bit of a misnomer. Considerably larger than typical light freighters, the YU-410 holds an impressive 250 tons of cargo in its spacious twin cargo bays. As a cost-cutting measure, the corporation includes smaller-than-normal engines, giving the YU-410 a low maximum velocity and poor maneuverability. To compensate for the lack of speed, the YU-410 has stronger shields and twin double laser cannons to defend itself against attack—often more than enough to dissuade pirates from assaulting the vessel.

Merchants and mercenaries love the YU-410's cargo capacity and relatively low profile. Most convert some of the cargo space into bigger and better living quarters, turning the YU-410 into a mobile base of operations and relying on more heavily armed escorts for defense. Its ubiquitous design makes repairs simple and parts easy to find at any spaceport, even those in the most far-flung corners of the galaxy. Cavernous cargo bays make the YU-410 light freighter a smuggler's dream, with plenty of nooks and crannies in which to store illicit merchandise. This gives a +5 bonus to Stealth checks for the purposes of concealing items.

YU-410 Light Freighter **CL 7**

Colossal space transport
Init −5; **Senses** Perception +5

Defense Ref 12 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **DR** 20; **Threshold** 76

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Ranged double laser cannons +2 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +36
Atk Options autofire (double laser cannons)

Abilities Str 42, Dex 10, Con—, Int 14
Skills Initiative −2, Mechanics +5, Perception +5, Pilot −5, Use Computer +5

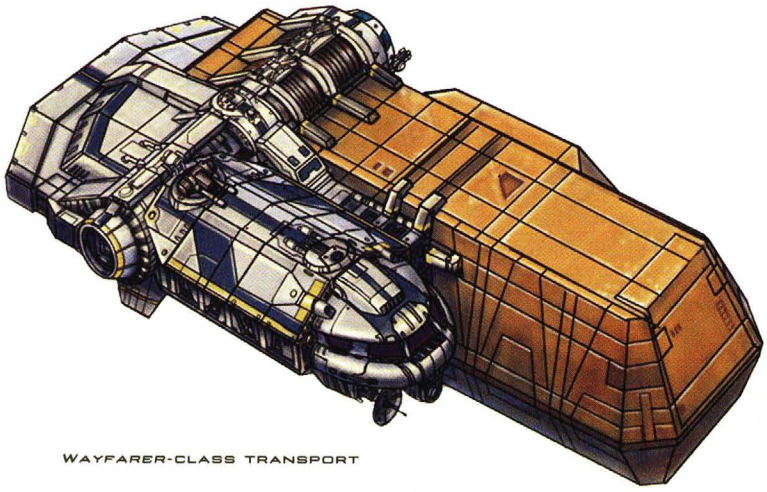
Crew 4 (normal); **Passengers** 12
Cargo 250 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×2 (backup ×12), navicomputer
Availability Licensed; **Cost** 110,000 (30,000 used)

Double laser cannons (gunner)
Atk +2 (-3 autofire), **Dmg** 5d10×2

Wayfarer-class Medium Transport

The unusual design of the *Wayfarer*-class medium transport allows cargo pods to be attached and detached from the port side of the vessel as needed. This modular design enables a Wayfarer to load a passenger section, hangar bay, or cargo module, depending on what is needed at the time. A Wayfarer features powerful engines that can handle the large mass of bulk freight and that give the vessel surprisingly good speed. However, its unusual layout makes the Wayfarer ungainly and difficult to pilot in anything less than ideal conditions.

The 82-meter *Wayfarer*-class medium transport requires a crew of ten for optimal operation, but it can be flown effectively with only a pilot and one other crew member. The remaining crew spend most of their time securing cargo or operating the huge docking clamps, which attach cargo pods to the vessel. Wayfarers are typically found around highly developed planets, such as Coruscant, Corellia, and Metellos. Independent captains of Wayfarers are virtually guaranteed to find steady, if boring, work plying the trade lanes. However, its customizable design and remarkably spacious layout makes the Wayfarer popular with smugglers, criminals, and adventurers, who use the detachable module as a hangar for up to two Gargantuan or smaller starfighters or ground vehicles. In a crisis, smugglers can dump their cargo pods with the push of a button, allowing them to escape the notice of patrols and customs inspectors. Partisan and Rebel forces sometimes use Wayfarers as assault transports, landing on a planet's surface to unload vehicles or troops and then quickly speeding away.



WAYFARER-CLASS TRANSPORT

Wayfarer-class Medium Transport **CL 5**

Colossal space transport
Init −5; **Senses** Perception +5

Defense Ref 12 (flat-footed 12), Fort 27; +12 armor
hp 140; **DR** 15; **SR** 20; **Threshold** 77

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Ranged quad laser cannon +2 (see below) and laser cannon +2 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +37
Atk Options autofire (quad laser cannon)

Abilities Str 44, Dex 10, Con—, Int 14
Skills Initiative −5, Mechanics +5, Perception +5, Pilot −5, Use Computer +5

Crew 10 (normal); **Passengers** 6
Cargo 220 tons; **Consumables** 3 months; **Carried Craft** 2 Gargantuan starfighters
Hyperdrive ×2 (backup ×14); navicomputer
Availability Licensed; **Cost** 140,000 (50,000 used)

Quad laser cannon (gunner)
Atk +2 (-3 autofire), **Dmg** 6d10×2

Laser cannon (gunner)
Atk +2, **Dmg** 4d10×2

Capital Ships

The following capital ship is suitable for campaigns taking place during the Clone Wars or later.

Corona-class Armed Frigate

The Haor Chall Engineering *Corona*-class armed frigate was created with the same design philosophy as the *Penumbra*-class attack shuttle. Like that vessel, the *Corona*-class armed frigate was also deemed inefficient for droid use, and its limited production run was sold off (at extremely good prices) by Haor Chall Engineering to private investors who, more often than not, turned out to be criminals and local warlords. A moderately powerful transport ship, this vessel can serve in multiple roles, and it is just as capable of destroying enemy vessels as rendering them inoperable. Though not the most powerful capital ship on the market, the *Corona*-class armed transport boasts a solid troop capacity as well as a respectable array of defenses, making it a good option for organizations without a lot of specialized vehicles in their navies.

The Weequay pirate Hondo Ohnaka uses at least one *Corona*-class armed transport as a raiding vessel on the Outer Rim.

***Corona*-class Armed Transport** **CL 17**
Colossal (frigate) capital ship
Init +0; **Senses** Perception +6

Defense Ref 15 (flat-footed 11), Fort 35; +11 armor
hp 750; **DR** 15; **SR** 60; **Threshold** 135

Speed fly 3 squares (starship scale)
Ranged 2 medium turbolaser batteries +10* (see below) and
4 heavy ion cannon batteries +10* (see below) and
4 point-defense medium laser cannon batteries +6 (see below) and
tractor beam battery +10* (see below)
Fighting Space 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +47

Abilities Str 60, Dex 18, Con —, Int 14
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0,
Use Computer +6

Crew 64; **Passengers** 200
Cargo 450 tons; **Consumables** 1 year; **Carried Craft** 6 attack shuttles,
12 speeder tanks
Hyperdrive x1, navicomputer
Availability Restricted; **Cost** 3.7 million (2.0 million used)
**Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Medium turbolaser battery (4 gunners)
Atk +10, **Dmg** 5d10x5

Heavy ion cannon battery (4 gunners)
Atk +10, **Dmg** 4d10x5 ion

Point-defense medium laser cannon battery (2 gunners)
Atk +6, **Dmg** 4d10x2

Tractor beam battery (4 gunners)
Atk +10, **Dmg** – (grapple +47)

Vehicle and Starship Weapons

The following new vehicle weapons can be used to create different vehicle combat dynamics. The statistics for these vehicle weapons use the format of starship upgrades from the *Starships of the Galaxy* supplement, but a Gamemaster can add these weapons to the vehicle without using that system.

Table 2-7: Vehicle Weapons

Weapon	Damage	Emplacement Points	Cost
Chaff gun	—	1	2,000
Glowing defoliator launcher	—	2	15,000
Glowing defoliator shell	4d10x2*	—	3,500

**Droids and creatures in sealed environment suits or vehicles are immune to this damage.*

Chaff Gun

The Arakyd Caltrop-5 chaff gun is a typical example of this type of weapon. A chaff gun shoots a canister packed with thousands of durasteel shrapnel pieces. Intermixed in this canister are dozens of tiny scramblers that confuse sensor data, making it difficult to lock onto the vessel firing the chaff gun with missiles, torpedoes, or fire control computers. In a pinch, chaff guns fired in an atmosphere can be used offensively. When fired behind a vessel, the chaff gun creates a cloud of debris that can damage pursuing ships' engines and clog intake valves.

When used at starship scale, a chaff gun creates a cloud of debris in a single square in your vehicle's space. Attempts to hit you with other than area-attack weapons take a —5 penalty to attack rolls while the vehicle remains in the space with the chaff. Any other vehicle entering a square filled with chaff takes a —5 penalty to Pilot checks while in the square. The chaff cloud disperses at the end of your next turn.

Launchers: A standard chaff gun holds six canisters. Additional canisters can be added, increasing the cost by 25% for each additional canister (up to a maximum of twelve canisters).

Glowing Defoliator

A devious weapon crated by the Separatists during the Clone Wars, the glowing defoliator weapon affects living creatures, literally burning them up. When exposed to the weapon, organic matter is converted into energy, causing living creatures within the weapon's area of effect to quickly burn to ash. The Separatists first experiment with this weapon on Maridun. The defoliator is fired into the field of combat, devastating living enemies while leaving the Separatists' droid forces unharmed. Droids take no damage from a glowing defoliator weapon, and only creatures completely sheltered within sealed vehicles, environment suits, or energy shields can avoid the effect of the weapon. When a glowing defoliator shell damages a living creature, the creature takes the same amount of damage at the start of each subsequent turn until dead. If a creature takes damage from a glowing defoliator shell but is not killed, it can stop the recurring damage only by passing through an energy shield that blocks out the weapon's effect (thus cleansing the body of the biological agents causing the damage).

Vehicle Fire Effects

Vehicles can be difficult challenges for heroes. Unless the characters pack serious firepower, most vehicles can easily shrug off the damage caused by hand-held blasters. In addition, vehicle weapons are usually able to mow down an entire adventuring group in short order.

The rules provided here transform vehicles from killing machines into more manageable terrain objects that can augment an encounter rather than derail it. These effects can be offensive or defensive and can be used by the Gamemaster either to help or to hinder the heroes.

Battlefield effects are special auras that can be applied to any nonstarship vehicle that meets the prerequisites. A battlefield effect lasts until the end of the vehicle's next turn. A vehicle can have only one battlefield effect at a time, and the effect is determined prior to an encounter. Giving a battlefield effect to a vehicle requires no modifications to its weapons, armor, or other systems.

To use a battlefield effect, the commander of the vehicle takes a standard action and the vehicle can make no attacks until the start of the commander's next turn. This produces an area of effect as described below. Characters or vehicles must be completely within the area of effect to be affected by the battlefield effect.

Anti-Personnel

Prerequisite: Autofire weapon.

As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. Allied characters and vehicles in this area of effect gain a +2 morale bonus to attack rolls and +1 die of damage against characters.

Defender

Prerequisite: DR 10 or SR 5.

This vehicle absorbs damage to protect troopers from incoming attacks. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. Any attacks targeting allied troops or Gargantuan or smaller vehicles made by attackers within that area are automatically directed at the vehicle with this battlefield effect instead. This is a mind-affecting effect.

Droid Hunter

Prerequisite: Ion weapon.

This vehicle excels at disrupting and destroying droids. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. On a successful attack, enemy droids within the area of battlefield effect take an additional +1 die of ion damage when hit by an attack that deals ion damage.

Ground Churner

Prerequisite: Tracked vehicle.

The tracks of this vehicle can rip up roads, bridges, and terrain, and its weapons are altered to shatter and churn up the ground. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 2-square radius around itself. Terrain in this area of effect is difficult terrain for the purposes of movement.

Heavy Assault

Prerequisite: Colossal ground vehicle.

This vehicle can guide allies' weapons to exploit the enemy's weaknesses. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. All allied characters attacking targets within that area deal +1 die of damage on a successful attack.

Medevac

Prerequisite: Huge or larger vehicle.

This vehicle is well equipped with medical gear and can respond rapidly to treat injured soldiers. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. All allied characters in that radius immediately move +1 step on the condition track.

Minesweeper

Prerequisites: Perception +6, DR 10.

This vehicle excels at locating and neutralizing minefields. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 2-square radius around itself. All allied characters and vehicles within this area gain a +10 equipment bonus to Perception checks when locating mines, and they take half damage from mines that they detonate.

Platoon Leader

Prerequisite: Expert crew.

Advanced comlinks and tactical analyzers allow this vehicle to coordinate friendly troops more effectively. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. All allied characters and vehicles within this radius grant an additional +1 bonus when they use the aid another action.

Rapid Escape

Prerequisite: Speed 12 squares.

As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 2-square radius around itself. Allied characters and vehicles in this area gain +2 to their speed.

Recon

Prerequisite: Speed 6 squares.

This vehicle is equipped with precise sensors and optics, allowing it to locate the enemy quickly and efficiently. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 2-square radius around itself. Allied characters and vehicles in this area of effect receive a +5 equipment bonus on Initiative checks.

Shock and Awe

Prerequisite: Autofire weapon (3d10 minimum damage).

This vehicle coordinates fire to lay down a blistering amount of damage. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. Any enemy in this area of effect automatically moves an additional –1 step on the condition track when targeted by a successful attack that deals damage equal to or exceeding the target's damage threshold.

Shield Breaker

Prerequisite: Ion weapon.

This vehicle can damage enemy shields. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. Enemy characters, droids, or vehicles that are Huge or smaller within this radius have their SR halved while within these squares.

Siege Breaker

Prerequisite: Gargantuan vehicle.

This vehicle excels at punching through heavy emplacements, bunkers, and other defensive points. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. On a successful attack roll, allied characters and vehicles within this radius ignore the DR of objects and buildings.

Smoker

Prerequisite: Huge or larger vehicle.

This vehicle is equipped with smoke and chaff launchers, creating an impenetrable, obscuring cloud. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. Allied characters in this area of effect can make Stealth checks to gain concealment while moving their normal speed.

Sniper Fire

Prerequisite: Gunner, Intelligence 16+.

This vehicle has superior targeting equipment, allowing it to pinpoint the enemy. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. Allied characters and vehicles in this area can aim as a single swift action.

Spotter

Prerequisite: Perception +6.

This vehicle provides valuable observation data and calculations for allies wielding heavy weapons. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. Allied characters and vehicles wielding heavy weapons in this area gain a +2 equipment bonus to attack rolls and have a critical hit range of 18–20.

Squad Leader

Prerequisite: Skilled crew.

This vehicle assists in squad-level tactics, especially in cramped settings. As a standard action, this vehicle can provide a battlefield effect to all squares in a 6-square radius around itself. Allied characters within this area of effect ignore cover but not total cover.

Tank Killer

Prerequisite: Weapon dealing 6 dice or more damage.

This vehicle specializes in eliminating other heavy vehicles. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. All allied characters and vehicles in this area ignore the DR of vehicles on a successful attack roll.

Terrorizer

Prerequisite: Colossal or larger vehicle.

This vehicle is designed to terrify the enemy. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. All enemy characters and vehicles in this area lose any morale or insight bonuses to attack rolls, to defense, or to skill checks.

Troop Carrier

Prerequisite: Passenger capacity of 10 or more.

This vehicle delivers troops safely into and out of battle and provides cover as they load up or deploy. As a standard action, this vehicle can forgo all attacks to provide a battlefield effect to all squares in a 2-square radius around itself. Allied characters in this area are treated as having cover from attackers outside this area.

Gear Requisitioning System

Training, equipping, and arming a soldier in a professional army costs tens of thousands of credits. Soldiers rarely carry their personal gear and weapons into battle and instead rely on their military units to outfit them with the gear necessary for battle. In addition to three square meals a day and a cot, one advantage to serving in a regular army or mercenary unit is access to weapons, equipment, and vehicles that are beyond the reach of civilians. A well-equipped and well-funded army or mercenary outfit is assumed to have gear, vehicles, and droids appropriate to their faction and era. In most cases, the average soldier has access to gear and equipment far beyond what would normally be available to a character by using the wealth system in the Saga Edition core rulebook.

The gear requisitioning system is a set of optional rules that replaces the standard wealth system described in the Saga Edition core rulebook. The gear requisitioning system gives players in a *Galaxy at War* campaign access to bigger and better weapons, armor, vehicles, and even starships that would exceed the limits of their personal wealth. However, the equipment that the heroes requisition does not belong to them and must be returned to the army or mercenary company's quartermaster at the end of the adventure. When the heroes are off duty or not otherwise working on behalf of their unit, they must rely on their own weapons and gear to survive.

Requisitioned gear is distinct from gear assigned for a specific mission. Requisitioned gear can be used in any way that the hero sees fit, just like personal gear. Heroes who requisition gear for a mission might receive additional unique, mission-specific items or vehicles that would otherwise exceed their requisition budget. However, gear assigned for a mission must be used in accordance with the mission's parameters. A soldier is both responsible and accountable for gear assigned as part of a mission, and reckless endangerment or destruction of this equipment could result in harsh discipline. For example, the heroes might be ordered to transport an experimental weapon to the battlefield, but the weapon is not theirs to deploy unless given direct permission. Also, starships and vehicles that ferry the heroes to and from locations and do not otherwise accompany the heroes after drop off are not considered part of a requisition budget.

If you utilize this system in your campaign, then the heroes should receive only one-half the usual rewards in credits that they would otherwise gain (see page 248 of the Saga Edition core rulebook). Heroes in a military-themed campaign are fighting for the prestige and glory, not the credits, and if they choose to leave their military organization, they discover that life as a civilian comes without access to the best gear, weapons, and gadgets that soldiers enjoy.

Determining Requisition Limits

To determine the amount of credits that the heroes have available to spend at the beginning of an adventure, use the following formula:

Requisition Amount: Total number of character levels in the unit × 2,000 credits

For example, the heroes are four 4th level characters— privates or troopers with no bonus to requisitioning (see "Rank and Requisitioning," below). The 16 total character levels multiplied by 2,000 equals a total of 32,000 credits available to spend on weapons, armor, equipment, and vehicles for the duration of the mission.

Heroes can spend up to the allotted amount of credits on any weapons, armor, equipment, or vehicles (but not starships; see "Requisitioning Starships," below) that the Gamemaster allows. Any credits not spent are lost—heroes should maximize their purchases to get as much equipment as possible. Military organizations have enormous budgets, contracting standards, and vehicle pools, so heroes pay the used cost for vehicles when requisitioning. The Republic and the Empire are wealthy and powerful enough to issue every clone trooper and stormtrooper the appropriate armor, so clone trooper or stormtrooper heroes can ignore the cost of armor when using the requisitioning system.

Requisitioning Starships

Instead of requisitioning extensive collections of personal equipment, heroes might prefer to spend their requisition allotment to obtain a starship or two for their mission. However, the prices of most starships, even at the used price, are beyond the reach of all but the highest-level heroes, so players who decide to requisition starships use the following formulae instead of the regular requisition amount:

Requisition Amount for Personal Equipment and Vehicles: Total number of character levels in the group × 500 credits

Requisition Amount for Starships: Total number of character levels in the group × 10,000 credits

For example, four 10th level heroes receive a requisition limit of 20,000 credits for personal equipment and vehicles, and they receive an additional requisition allotment of 400,000 credits for any starships available to their faction and era.

To determine the price of a requisitioned starship, use the starship's used price. Extra credits not spent on starships cannot go toward personal gear and vice versa. Allotted credits not spent toward their requisitioning limit for purchasing starships are lost for that adventure.

A requisitioned starship comes with any crew members required to operate the vessel, unless the heroes decide to fill the positions themselves. The captain of the starship might be of higher rank than the heroes, but he or she receives orders to follow the heroes' instructions.

Gamemasters should remind players that not every mission requires the use of a starship. Heroes in a campaign focusing on gritty house-to-house combat might find a starship to be unnecessary and better small arms, armor, and grenades more appropriate. Heroes are not required to requisition a starship merely for transportation if that starship does not otherwise accompany them on their mission. Heroes who requisition a starship can operate it as they please, as if it were their personal property, but they still must return the starship to the quartermaster at the end of the mission.

Rank and Requisitioning

Heroes gain rank as they advance within a military organization. With this increase in rank comes greater spending limits for requisitioning gear. Table 2-9: Rank and Privilege indicates the bonus that heroes receive when making a requisition request. This bonus is applied only to the highest-ranking hero's character level, essentially treating the hero as that many levels higher when requisitioning gear.

For example, a 6th-level character who has obtained the rank of second lieutenant (+4 requisition bonus) is treated as 10th level when requisitioning gear. The three other characters in this adventuring group are equal in

character level but lower in rank, so they do not receive a bonus. The total character levels of one 10th-level character and three 6th-level characters is 28, which when multiplied by 2,000 gives a total of 56,000 credits available to that group for requisitioning equipment.

Sample Requisitioned Gear Packages

The following are sample requisitioned gear packages that a group of heroes can requisition for a mission. The packages are set for groups of four heroes who are not requisitioning a starship. Gamemasters should create appropriate gear packages for players to choose from prior to an adventure.

CL 1 Requisitioned Gear Package A (8,000 credits)
1 blaster pistol
1 blaster carbine
2 blaster rifles
4 frag grenades
2 ion grenades
4 short-range comlinks
1 pair of electrobinoculars
4 utility belts
2 medpacs

CL 1 Requisitioned Gear Package B (8,000 credits)
1 SoroSuub X-34 landspeeder
2 blaster pistols
1 blaster carbine
1 blaster rifle
2 frag grenades
4 short-range comlinks
4 utility belts
1 medpac

CL 2 Requisitioned Gear Package A (16,000 credits)
2 heavy blaster pistols
1 ion rifle
1 heavy blaster rifle
4 frag grenades
2 ion grenades
4 combat jumpsuits
4 long-range comlinks
1 pair of electrobinoculars
4 utility belts
4 medpacs

CL 2 Requisitioned Gear Package B (16,000 credits)
4 Aratech 74-Z speeder bikes
2 heavy blaster pistols
1 blaster carbine
1 light repeating blaster
4 frag grenades
4 blast helmets and vests
4 long-range comlinks
1 pair of electrobinoculars
4 utility belts
1 medical kit
2 medpacs

CL 4 Requisitioned Gear Package A (32,000 credits)
3 blaster rifles
1 heavy repeating blaster
5 frag grenades
4 ion grenades
4 stun grenades
4 combat jumpsuits
4 long-range encrypted comlinks
1 pair of electrobinoculars
4 field kits
4 utility belts
1 medical kit
4 medpacs

CL 4 Requisitioned Gear Package B (32,000 credits)
4 Aratech 74-Z speeder bikes
4 blaster pistols
2 blaster carbines
1 heavy blaster rifle
1 2-1B Medical Droid
5 frag grenades
4 blast helmets and vests
4 long-range encrypted comlinks
1 pair of electrobinoculars
4 utility belts
1 medical kit
5 medpacs

CL 8 Requisitioned Gear Package A (64,000 credits)
4 heavy blaster pistols
2 blaster rifles
1 light repeating blaster
1 heavy blaster rifle
1 grenade launcher
8 frag grenades
5 ion grenades
2 thermal detonators
4 battle armor
4 long-range encrypted comlinks
1 pair of electrobinoculars
4 field kits
4 utility belts
1 tool kit
1 surgery kit
1 medical kit
6 medpacs
1 personal holoprojector

CL 8 Requisitioned Gear Package B (64,000 credits)
1 TX-130T fighter tank
(see page 202 of *The Force Unleashed Campaign Guide*)
4 heavy blaster pistols
2 blaster carbines
1 light repeating blaster
7 frag grenades
5 ion grenades
4 long-range encrypted comlinks
2 pairs of electrobinoculars
4 field kits
4 utility belts
1 tool kit
1 surgery kit
1 medical kit
5 medpacs
1 personal holoprojector

CL 10 Requisitioned Gear Package A (80,000 credits)
3 heavy blaster pistols
1 ion rifle
2 blaster rifles
1 heavy repeating blaster
2 grenade launchers
1 missile launcher
6 missile launcher magazines
5 thermal detonators
8 frag grenades
8 ion grenades
8 stun grenades
2 explosive charges
2 timers
4 battle armor
4 long-range encrypted comlinks
2 pairs of electrobinoculars
4 field kits
4 utility belts
1 tool kit
2 surgery kits
8 medpacs
2 personal holoprojectors
2 binder cuffs

CL 10 Requisitioned Gear Package B (80,000 credits)
1 TX-130T fighter tank
(see page 202 of *The Force Unleashed Campaign Guide*)
1 blaster pistol
3 heavy blaster pistols
2 blaster rifles
2 heavy blaster rifles
1 grenade launcher
4 frag grenades
4 ion grenades
4 stun grenades
5 thermal detonators
2 explosive charges
2 timers
4 long-range encrypted comlinks
1 pair of electrobinoculars
4 field kits
4 utility belts
1 tool kit
1 medical kit
6 medpacs
2 personal holoprojectors

Rank and Privilege

A hero who serves in an army, a planetary defense organization, or a mercenary group is given a rank—here called a title. With a title comes authority to give orders, access to equipment and personnel, and increased pay. However, the greater a hero's title is, the greater are the accountability, responsibilities, and demands placed on him or her. The *Star Wars Roleplaying Game* is about action, however, not administrative paperwork or Boards of Inquiry, so heroes in the game are allowed more leeway than actual members of the military would ever hope for. A title is usually indicative of character level and experience, but a title can be based on social status and other noncombat-oriented factors. Heroes often receive orders from officers who are superior in rank but considerably lower in level—sometimes having only nonheroic levels.

The Rank and Privilege system provided here gives a character's title and the corresponding additional in-game abilities and bonus for requisitioning equipment (see "Gear Requisitioning System" on page 69). As a player advances in title, he or she also gains access to additional benefits. With title also comes authority. Table 2-9: Rank and Privilege provides a Requisition/Command Bonus score. Heroes add the appropriate Command Bonus score to any Persuasion checks when dealing with members of their military organization.

In addition, as a hero advances in rank (see Table 2-9: Rank and Privilege), he or she can give special orders. Special orders provide a once-per-mission effect, such as calling in an air strike, radioing back to headquarters for technical information, or requesting immediate evacuation from a battlefield. To use a special order, the highest-ranking character in the adventuring group must be able to communicate with his or her superiors, either by comlink or by messenger. A special order can have immediate results, or it might take some time and require additional prerequisites. Also, in some cases, special orders cannot be enacted, especially if the hero is far from other troops or is involved in a clandestine mission without the benefit of additional forces. Special orders are divided into minor orders, major orders, and command-level orders. Several examples of special orders are described below, and Gamemasters are encouraged to create their own or to determine if a special order described by a player might be within the hero's authority.

Combining Rank and Privilege with the Organization System

The Rank and Privilege system is based on and is compatible with the organization system described in *The Force Unleashed Campaign Guide*, and it also stands on its own as an independent optional system. Gamemasters with access to *The Force Unleashed Campaign Guide* should determine the scale, organization type, and positive and negative criteria for specific military organizations in their campaigns.

EXAMPLE MINOR SPECIAL ORDERS

Call in mortar strike (Atk +10, 4d6 damage, 2-square burst radius, every 1d2 rounds).

Request basic intelligence (any Knowledge skill, +5).

Request transport (ground vehicle arrives in 2d10 minutes, CL equal to or lower than commanding hero's).

Request reinforcements (a number of CL 1 troopers equal to one-half the commanding hero's level arrives in 2d10 minutes).

Remote override (Use Computer +10 check, requires datapad or personal computer).

Emergency supply drop (1 medical kit and 4 medpacs, or 1 tool kit and 1 day/character ration packs).

EXAMPLE MAJOR SPECIAL ORDERS

Call in air strike (Atk +15, 10d6×2 damage, 4-square splash every 1d2 rounds for 10 rounds).

Request detailed intelligence (any Knowledge skill, +10).

Request transport (shuttle arrives in 2d10 minutes, CL equal to or lower than commanding hero's)

Request reinforcements (a number of CL 5 troopers equal to the commanding hero's level arrives in 2d10 minutes).

Remote override (Use Computer +15 check, requires datapad or personal computer).

Emergency supply drop (1 surgery kit and 1 medical kit, or 1 tool kit, 8 medpacs, and 10 days/character ration packs).

EXAMPLE COMMAND SPECIAL ORDERS

Call in orbital bombardment (Atk +20, 5d6×5, 4-square splash every 1d2 rounds for 10 rounds).

Request sensitive intelligence (any Knowledge skill, +20).

Request transport (starship arrives in 2d10 minutes, CL equal to or lower than commanding hero's).

Request reinforcements (a number of CL 5 troopers equal to 5 + the commanding hero's level arrives in 2d10 minutes).

Remote override (Use Computer +20 check, requires datapad or personal computer).

Emergency supply drop (1 medical droid, 10 medpacs, 2 tool kits, and 1 month/character ration packs).

Table 2-8: Organization Score Criteria

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Base attack bonus +5 through +9	+1
Base attack bonus +10 through +14	+2
Base attack bonus +15 or higher	+3
Captures or kills a major enemy	+1/4 the enemy's CL
Character level	+1/2 character levels
Has at least one level in the elite trooper prestige class	+1
Has at least one level in the noble class	+1
Has at least one level in the officer prestige class*	+1/2 class levels
Has at least one level in the soldier class	+1
Has at least one talent from Leadership talent tree	+1
Has the Skill Focus (Knowledge [bureaucracy]) feat	+1
Has the Skill Focus (Knowledge [tactics]) feat	+1
Shows extreme valor in wartime	+2 per instance
Specialist (+15 or higher in Intelligence-based skill)	+1
Trained in the Knowledge (tactics) skill	+1
Veteran of a major conflict	+1 per conflict

** See Rank and the Officer Prestige Class sidebar.*

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Captured in battle	–1
Criminal background prior to enlistment	–1
Fails on a mission	–1
Has at least one level in the scoundrel class*	–1
Minor infraction of military code (e.g., insulting an officer)	–1
Untrained in the Knowledge (tactics) skill	–1
Complete loss or destruction of requisitioned gear	–2
Fled from battle	–2
Major infraction of military code (e.g., assaulting an officer)	–5
Actions result in unnecessary loss of comrades	–10
Betrays military secrets	–20
Grievous infraction of military code (e.g., mutiny, war crime)	–20

** Does not apply for mercenary units.*

Organization Score Criteria

To advance in his or her military organization, a soldier must follow orders, show ingenuity and leadership in the field, and successfully complete the missions. Although many factors can boost a hero's title, advancement comes only to those who are willing to take the most challenging missions and survive with their comrades and gear relatively intact. The criteria in Table 2-8 can affect the organization score of a member of an armed service or large mercenary company.

Titles, Benefits, and Duties

Military organizations follow a strict chain of command, with clear regulations on rank, responsibility, and authority of each soldier in its command. Soldiers are expected to follow the orders without question, and officers expect that their orders are carried out quickly and efficiently by those under their command. Depending on the military organization, era, and even duty post, soldiers can advance rapidly through the ranks or can make themselves career foot soldiers or noncommissioned officers.

Table 2-9 provides the most common ranks found in military groups throughout the galaxy. Depending on the branch, some of the titles might be different or might not exist at all. For simplicity's sake, the titles given apply to both ground and naval forces. Gamemasters are free to alter the titles as needed.

Rank and the Officer Prestige Class

When using the Rank and Privilege system, a character can take the officer prestige class without having a sufficient organization score to put him or her in the officer rank category (Rank 3; second lieutenant). Such a character might have the knowledge, experience, and command ability to place him or her in the ranks of officer at a later date. Many noncommissioned officers, such as warrant officers, are capable of commanding more troops than their rank implies, but choose to remain in the field with their soldiers, thriving on the challenges that come with being in close proximity with the troops that they lead or taking on specialized tasks without the burden of command.

Alternatively, heroes who take levels in the officer prestige class can be automatically raised to the rank of second lieutenant and can be assumed to have the required organization points.

Multiple Heroes with Rank

Not all of your heroes have to be members of a military unit to go on missions on behalf of those units. However, if you have multiple heroes who all have ranks in the same military outfit, there may be some question as to who the commander is on a particular mission. There are several ways to determine who acts as the commander on a particular mission; note that only the commander of a mission can issue special orders during that mission. Below are some suggestions for determining the commander when multiple heroes hold rank in the same military unit.

The hero with the highest organization score is the commander. For this method, simply compare the heroes' rank and organization scores in order to determine who has the highest; that person becomes the commander for the mission. In case of a tie, a commander is assigned by the organization's higher authorities based on the mission profile. This method ensures that the hero with the highest rank is always the commander of the mission, and rewards heroes who specifically take levels in certain classes (particularly the officer) and choose to act as the party's leader.

The heroes rotate as commander based on specialty. A somewhat more egalitarian method, in this scenario the mission commander is chosen by the heroes' superiors based on his or her specialty. For example, on a mission to locate Count Dooku's secret lair, the heroes' superiors might put the Jedi character in charge, owing to her familiarity with the Force, the Jedi, and the Sith. If the mission calls for extended travel through the wilds of Daluuj, the scout character could be put in charge thanks to his record of survivability. For missions where combat seems to be most likely, the soldier character might be put in charge. Provided that the missions the heroes undertake have some variety in their goals and methods of execution, each of the heroes should get a chance to take the lead on certain missions. This method works out very well when the heroes are all members of the same military unit and all have some rank.

The heroes choose a commander from among themselves. Under this option, the heroes receive a mission from their superiors and are then required to choose one of themselves to be the commander. This not only allows the heroes to spread around the chance to be a commander from mission to mission, it also allows heroes who don't want a position of leadership to opt-out easily while still participating in the choice of a commander.

Noncommissioned Officers

In real-world military units, there is a difference between officers who go through years of elite officer training and those enlisted men and women who are promoted to leadership roles. Officers who are enlisted are called non-commissioned officers, and they are drawn from the ranks of occupational specialists within the enlisted personnel in a military force. Enlisted personnel sometimes then go on to attend officer candidacy schools (or receive such training during active duty, in the case of militaries that have no formal academies).

In the *Star Wars* setting, there are often few, if any, differences between commissioned and noncommissioned officers. Some organizations, such as the Rebel Alliance, have no choice but to draw upon members of their own organization for officers. As such, almost every officer in the Rebel Alliance is what would normally be considered a noncommissioned officer; typically, these officers begin their careers as specialists within a Rebel cell, and advance based on merit. In the Rebel Alliance (and similar organizations), advancement is so fast that there can be no practical difference between commissioned and noncommissioned officer. Heroes like Han Solo and Lando Calrissian reach the rank of General quickly, out of necessity.

If your heroes are members of a military unit that does have a strong divide between commissioned and noncommissioned officers (such as the Imperial military), there are a few adaptations you can make to the rules to enforce this divide. First, noncommissioned officers have a maximum rank score cap of 11, meaning that no noncommissioned officer can increase his or her rank beyond 11 unless that character then goes on to receive officer candidacy training. To determine if a hero is a noncommissioned or a commissioned officer, look at how that hero came to be involved with the military unit. If the hero was drafted into service, signed on to the unit with a specialty other than leadership, or signed on with no prior training or specialty, that hero is probably a noncommissioned, enlisted soldier. If the hero attended a military academy (such as the one at Carida), received formal military training as a part of his or her upbringing (as is the case for many nobles), or signed on with a unit specifically for a leadership role, chances are that hero is a commissioned officer.

Additionally, for military units where there is a distinction between commissioned and noncommissioned officers, the ranks for those heroes with a rank score of 11 or less should be different for commissioned officers. Though the actual ranks vary from one military outfit to the next, the following basic ranks can be used for commissioned officers progressing through the first few ranks of the command hierarchy: Ensign, Sub-Lieutenant, Second Lieutenant.



Hapan Noncommisioned officer

Table 2-9: Rank and Privilege

Rank	Score	Requisition/ Command Bonus	Special Orders	Title: Benefits and Duties
0	3 or lower	–	–	**Recruit:** None
1	4–5	+0	–	**Private/Trooper:** The lowest ranking member of any military. This honorific provides no mechanical benefit.
	6	+0	–	**Corporal:** Corporals are second in command for squads of up to ten privates or troopers. This honorific provides no mechanical benefit.
	7	+1	1 minor	**Sergeant:** Sergeants are in command of squads. Once per encounter as a swift action, a sergeant can grant an additional move action to all allies within line of sight.
2	8–9	+2	2 minor	**Warrant Officer:** Warrant officers are specialists in a given field. Once per encounter, a warrant officer gains a +5 insight bonus on one INT-based skill check.
	10	+2	2 minor	**Chief Warrant Officer:** The rank of chief warrant officer is an honorific that provides no mechanical benefit.
	11	+3	2 minor	**Master Warrant Officer:** Master warrant officers are the highest noncommissioned officers in a military. Once per encounter, a master warrant officer gains access to an astromech, protocol, or medical droid that has no more than three nonheroic levels.
3	12–15	+4	1 minor, 1 major	**Second Lieutenant:** The lowest officer rank in the military. Second lieutenants typically are in charge of a platoon of 30–50 soldiers. Once per encounter, all allies within line of sight of a second lieutenant grant an additional +5 bonus when they use the aid another action until the start of the second lieutenant's next turn.
	16–18	+5	1 minor, 1 major	**First Lieutenant:** First lieutenants are in charge of two or more platoons. Once per encounter, a first lieutenant can grant a +1 bonus on attack rolls to all allies within line of sight for one round.
	19–20	+6	2 minor, 1 major	**Captain:** A captain can lead a company of 75–200 soldiers, pilot a starfighter, or command a Colossal or larger starship. This honorific provides no mechanical benefit.
4	21–23	+7	2 minor, 1 major, 1 cmd	**Commander:** Commanders lead unique units of specialized troops or ships. Once per encounter, a commander grants a +2 bonus on attack rolls to all allies in line of sight.
	24–25	+8	2 minor, 2 major, 1 cmd	**Major:** A major commands a battalion of 500–1,000 troops or leads a starfighter squadron. The honorific provides no mechanical benefit.
	26–27	+9	3 minor, 2 major, 1 cmd	**Colonel:** A colonel commands a battlegroup, which consists of 4–8 regiments. Once per encounter, a colonel can give one ally within line of sight an extra standard action or move action on his or her next turn, to do with as he or she pleases. The ally does not lose the action if line of sight is broken.
5	28+	+10	3 minor, 2 major, 2 cmd	**General/Marshal**: The rank of general or marshal is the highest rank that a hero can achieve. They command units of troops divided into armies and are responsible for thousands of soldiers. A general or marshal can gain full access to a capital starship for up to 1 week.



Chapter III
Military Campaigns



Military campaigns can portray the heroics of a high-flying starfighter squadron or the trials and tribulations of a special-forces unit wallowing in the mud. The most important difference between a military campaign and a more conventional one is the mood and tone. Military campaigns are structured. Even though the morality of the conflict might be unclear, the objectives are well defined.

Winning a war requires teamwork, planning, and the skills to get the job done. Discipline is also important, because it provides a structure for the military machine. Even the lowliest trooper is expected to follow orders. If the trooper refuses to do so, the ripples of the insubordination can be felt even in the highest echelons.

This chapter explains how to establish the necessary tone and mood of a military campaign and how to convey to the heroes that they are a part of a conflict that is much larger than any individual soldier. In addition, you can learn about military characters and what makes them tick.

You're in the Army Now

A career in the military is just like any other job. The biggest difference is the pay. Soldiers rarely earn more than the bare minimum wage. Soldiers do, however, have most of their material needs met. Clothing, food, housing, and other necessities are all included. Another difference between soldiers and civilians is the risks that they take. Officers and enlisted soldiers alike are expected to put their lives in on the line, often for months or years at a time. They must fight and, if necessary, die to accomplish their missions.

In spite of these stark contrasts, joining the military can be an attractive decision. For some, it is an easy way out of poverty. For others, it is a way to gain respect in a vast, uncaring galaxy. Some join out of duty to their sovereign or because they desire training in a specific field or in a trade skill. Others yearn for the adventure and excitement that can be found on the front lines of any conflict.

MILITARY JARGON

The military finds its own uses for everything—including language. Acronyms—known colloquially as alphabet soup by soldiers—abound within the military. Colorful phrases are passed from veteran to noob in a coming of age ritual that rivals that of any secret society. Below is a sampling of military jargon from the *Star Wars* universe. Some terms are specific to certain eras or branches of service, as noted in their definitions.

10 Percent: (Clone Wars) Awful, terrible. Used by clone troopers and ARC troopers.
100 Percent: (Clone Wars) Perfect. Used by clone troopers and ARC troopers.
AO: Area of operations. A ubiquitous term for the place where a mission occurs.
AWOL: Absent without leave. In some militaries, going AWOL is the same as desertion.
Bad Karma: (Legacy) Imperial trooper slang for a Sith.
Big Boys: Heavy armored transports such as AT-ATs and AT-TEs.
Bird: A spaceship.
Black Operation, Black Ops: Any operation or mission that has secret, sinister, or illegal objectives.
Blaster Fodder: Troops sent on impossible or suicide missions.
Blaster Magnet: (Rebel) An Imperial officer.
Blue Milk Run: An easy or uneventful mission.
Bogey: An enemy target, especially in atmospheric or space flight.
Bone: (Rebel) Y-Wing starfighter.
Boys in White: Stormtroopers.
Bubble: Any form of personal energy shielding.
Bucket: Any type of armor worn on the head, especially stormtrooper or clone trooper helmets.
Bucket Head: (Rebel) An Imperial pilot or stormtrooper.
Bucket of Bolts: Derogatory term for a droid.
Buzzer: (Clone Wars) Clone trooper slang for a Single Trooper Aerial Platform (STAP).
Case Yellow: Light resistance.
Check!: (Clone Wars) Cease fire, check your fire.
Chosen: Refers to any character enrolled in military service by draft or conscription.
Civvies: Derogatory term for civilians.
Clamshell: Any type of form-fitting hard-shell armor.
Clankers: (Clone Wars) Battle droids.
Collateral Damage: Civilian casualties.
Commo: Communications.
Deece: (Clone Wars) A DC-series blaster.
Det, Dets: Detonator or detonators.
Dirt, Dirty: Planetside or groundside.
Dupe: (Rebel) A TIE bomber.
DZ: Drop zone. An area where troops are deployed, especially by air insertion.
Egg Head: (Rebel) A stormtrooper.
Esdee Vic: A *Victory*-class Star Destroyer.
Extract, Extraction: To evacuate or leave a combat zone.
Eyeball: (Rebel) A TIE fighter.
Final Jump: Death.
Frag: To kill, especially with explosives.
Freq: Frequency.
Geos: (Clone Wars) Geonosians.
Geosync: Geosynchronous orbit.
Grease: To kill.
Hardpoint: An enemy emplacement that is heavily fortified or defended.
Haul Jets: To make a hasty retreat.
High Drop: To deploy troops from orbit.
Imp, Imps: (Rebel) Slang for Imperial troops.
Impstar Deuce: (Rebel) An Imperial Star Destroyer Mark II.
Insertion: The delivery of troops into an area of operations.
ISD: Imperial Star Destroyer.
Juggy: Juggernaut.
KIA: Killed in Action.
Klick: A kilometer.
Larty: (Clone Wars) An LAAT/i gunship.
Light Up, Lit Up: To be shot at.
Lookalikes: Common euphemism applied to clones by nonclones. Also, *twins*.
Loot: (Imperial) Lieutenant.
Mandie, Mando: (Old Republic) Mandalorian.
Mandroid: A derogatory term for a soldier who has more than two cybernetic implants.
Meat Can: An armored soldier.
MIA: Missing in action.
MRU: (Clone Wars) Much regret, unable.
Nebbie: (Rebel) A Nebulon-B frigate.
Neutralize: To kill or destroy a target.
Nexu's Den: A heavily defended area.
Noob: Slang for a new soldier, someone who has not experienced combat.
On Permanent R and R: Euphemism for someone, especially an ally or a friend, who has been killed.
Ops: Operations.
Party Favors: Hand-delivered explosives, such as grenades or thermal detonators.
Peewo, PWO: (Clone Wars) Principal weapons officer.
Plan B: A back-up plan.

Military Jargon Continued

Plastic Boy: (Rebel) A stormtrooper or other armored soldier.
Procedure 29 Alpha: (Imperial) Also, *P29A*. Crazy, insane, or the Imperial procedure for discharging a soldier due to psychological illness or impairment.
RC: (Clone Wars) Republic commando.
Recce, Recon: Reconnaissance or scouting operations.
Red Zero: A request for immediate extraction.
Rocketjock: A starfighter pilot.
Roller, Rollies: (Clone Wars) A droideka.
RV: Rendezvous.
SBD: (Clone Wars) Super battle droid.
Scanner: A sensor, or a sensor specialist.
Scuttlebutt: Gossip or rumor.
Sep, Sepper, Seppie: (Clone Wars) A separatist.
Shadowmen: (Rebel) Imperial storm commandos.
Shiny Boy: (Clone Wars) A clone commando.
Sitrep: Situation report, a military status report.
Sitting Mynock: An easy or vulnerable target.
Skip: (New Jedi Order) A coralskipper, or Yuuzhan Vong starfighter.
Slugger: A slugthrower. Alternatively, a person who prefers to use slugthrowers.
Smokers: Smoke grenades.
Snowmen: (Rebel) Stormtroopers.
Snub Fighters: Small starfighters.
Spacebrain: A derogatory term used by army troopers to describe naval troopers.
Squint: (Rebel) A TIE/In interceptor.
SSD: Super Star Destroyer.
Stormies: (Rebel) Stormtroopers.
TD: Thermal detonator.
Tinnies: Droids.
Trandos, Trannies: Trandoshans.
Triage Code X: Badly injured and not expected to survive.
Triple Zero: Coruscant, due to its hyperspace coordinates.
Ugly: A starfighter cobbled together from a variety of parts.
Vape: Vaporize, especially to destroy starfighters.
Vapebait: An unskilled pilot, an easy target.
VSD: *Victory*-class Star Destroyer.
Wet: (Clone Wars) A nondroid enemy.
Wet Droids: (Clone Wars) Insulting term for clone troopers and commandos.
White Hats: (Rebel) Stormtroopers.
White Job: (Clone Wars) Clone troopers.
WIA: Wounded in action.
XO: Executive officer. Typically refers to whoever is in command of an operation.
Zap, Zapped: To kill.

Leadership

The rigid structure of a military campaign can be jarring to those more used to a the independence of a conventional civilian campaign. The heroes can have ranks—either honorary titles or specific grades that they have earned with blood, sweat, and tears. Orders given by superiors are expected to be obeyed without question. Insubordination is dealt with swiftly and harshly. In extreme cases, insubordinate individuals are thrown into the brig or shot outright.

Commissioned Officers

The commissioned officer ranks are at the top of the military food chain. Commissioned officers have administrative and leadership roles and make all of the important decisions, such as ordering planetary invasions or deciding who gets promoted. These line officers come from privileged backgrounds and have higher education. Some are from the middle class, going against the current to earn their commissions. Rarely, a noncommissioned officer can prove his worth in battle, earning a battlefield commission. The most privileged officers come from so-called military families, and are known as Generationals. These soldiers are proud of their lineage and can trace their military ancestry back several decades or even centuries.

The military structure can become rife with political infighting and favoritism. In some instances, officers are appointed for political reasons rather than for their merit or skill. Such political appointees are looked down upon by those officers who have earned their ranks through hard work and risk of life and limb. Generationals are particularly disgusted by such political nepotism, especially since such appointments often turn out to be more of a detriment than a benefit to their military branches. Their well-placed friends make political appointees dangerous enemies if they feel they have been slighted. During the rise of Emperor Palpatine's New Order, the Imperial military is severely corrupted by the commissioning of political appointees.

While a line officer commands forces in the field, a staff officer is awarded a commission based on a specific area of expertise. Staff officers include doctors, scientists, lawyers, military advisors, and other specialists. Although technically officers with all the privileges and authority of their specified grade, they often lack the tactical know-how and leadership skills of line officers.

The officer ranks are further subdivided by their level of authority and the scope of their oversight. In the army, the highest ranking of these are known as general officers, and in the navy, they are fleet officers. These officers are responsible for a specific fleet or for the military presence throughout an entire system or sector of space. Below the general officers are the senior officers, who administer and maintain brigades of personnel and materiel. Below them are the junior officers, who command smaller units and unit sections.



Creating Officer NPCs

Perhaps the most important of the allied NPCs the heroes deal with on a regular basis are their commanding officers. These individuals give them orders, conduct their briefings, and reward or punish them for their successes or failures. Although heroes might aspire to the officer ranks—or even begin the game as junior officers—they rarely, if ever, achieve the highest senior officer ranks, much less those of general officers.

Officers can have vastly different methods of managing troops. When creating a commanding officer for the heroes, consider the background of the individual officer. Is this a proud generational, whose ancestors have served in the military since before the Clone Wars? Or is this a political appointee likely to get soldiers killed or to hide in a bunker when the chips are down?

Beyond the questions of past and personality, you also should determine the specifics of the officer's class and skill set. Most officers begin their careers as nobles, with a privileged upbringing and education. Some officers start as soldiers, instead, making them seem gruff and earthy when compared to their more privileged comrades. Officers might also include a few scoundrels who have conned their way into the upper echelons of the military.

Skills that are central to an officer's role include Initiative, Knowledge (tactics), and Persuasion. An officer in the field must be able to react to situations quickly and have a good grasp of appropriate tactical responses in an ever-changing combat environment. An officer must also be able to command his or her troops, earn their loyalty, and concisely communicate effective orders.

The Commando and Leadership talent trees are an officer's bread and butter. Expertise in at least one of these trees is necessary for the officer to effectively lead on the battlefield. The Leadership talent tree is perhaps the more important of the two, offering talents such as Born Leader, Coordinate, and Rally. The Commando talent tree gives the officer more hands-on ability in combat with Battle Analysis, Draw Fire, and Harm's Way.

As he or she advances in level, an officer can benefit from multiclassing. Soldier is the obvious multiclass choice for an officer who starts out as a noble. Likewise, one or two levels in the noble class can benefit a soldier who plans to advance through the officer ranks. Officers who work closely with forward scouts and small tactical units can benefit from scout levels, and shipboard officers can benefit from the Spacer talent tree by taking one or more levels in the scoundrel class.

In the long term, an officer character should work toward gaining levels in the officer prestige class, which offers a number of advantages, including access to the Military Tactics talent tree. When used in conjunction with the talents gained from the Leadership or Commando talent trees, Military Tactics talents can make the difference between a good officer and an outstanding one.

Enlisted Troops

Below the officers is the largest part of any military—the enlisted ranks. The majority of soldiers at these grades are citizen soldiers who proudly serve their planet, system, or government by contributing to the defense and protection of its citizens. Others are conscripts or draftees brought into service by societal or bureaucratic obligation, regardless of their desire to serve.

Since enlistment in a standing military requires little education or privilege, enlisted troops come from all walks of life. Enlistees receive comprehensive training including not only combat techniques but also one or more technical fields, which can be of useful later in civilian life. Those whose homeworlds offer limited opportunities are attracted by the chance to travel the galaxy and learn valuable skills. Thus, many enlisted troops are drawn from backwater systems.

In a campaign with an organized military setting, players will likely be enlisted troops. They might begin as noncommissioned officers (NCOs) within the senior enlisted ranks if that is appropriate to their backstories and the requirements of your game. NCOs supervise the day-to-day activities of the troops they command. In the field, a NCO assists junior and senior commissioned officers by acting as a liaison between commissioned officers and line troops and by commanding smaller units such as squads.

Senior enlisted troops are sometimes older and more experienced than the junior commissioned officers who command them. In such instances, the NCOs are expected to lend their expertise to their commanders while remaining subservient—a delicate balance that must be maintained. Good officers rely heavily on the opinions and advice of their NCOs, and good NCOs learn when to offer their opinions and when to keep quiet.

Creating Enlisted NPCs

You have a lot of freedom when creating nonplayer characters within the enlisted ranks. Since recruits can come from any world, in any region of the galaxy, nearly any character can enlist. Unless the NPC is particularly important, keep the character as general as possible until you need to flesh the character out more fully. Your best bet is to keep a list of names and a stock soldier template handy.

Is the character from an impoverished backwater world or has this soldier led a privileged life, enlisting to spite family expectations of officer's training? Is this NPC an unwilling conscript or an idealistic volunteer? Is this trooper a hard worker or a slacker who does the minimum amount of work and no more? Is this a fresh recruit right out of boot camp or a veteran who has lost count of the firefights of a long career? Enlisted troops are likely to begin their careers as soldiers and scouts, depending on their specialty. A scoundrel caught in the commission of a crime might be given a choice between prison and military service. Nobles, too, occasionally drift into the enlisted ranks.

Physical skills such as Climb, Endurance, Jump, and Swim are important to soldiers. Quick reactions are also necessary to stay alive, making Initiative a key skill. If the soldier is a specialist, then his or her area of expertise should be represented by training in the Mechanics, Pilot, Treat Injury, or Use Computer skills. Soldiers are also likely to have the Knowledge (tactics) skill, especially if they are in an elite unit. As a soldier advances in level, multiclassing is typically restricted to a level or two of scout to improve Stealth and Survival skills.

A soldier must possess the proper feats to perform effectively. A soldier must be trained in the use of both rifles and light and, preferably, medium armor. Even light armor can mean the difference between life and death on the battlefields of the *Star Wars* galaxy. Any feat that increases a soldier's accuracy is worth having, so Point Blank Shot is a must. Soldiers who expect to enter close combat should consider learning Martial Arts I.

Talents are straightforward for soldiers. The Armor Specialist, Commando, and Weapon Specialist talent trees offer plenty of good choices for aspiring military men and women. The ranges at which wars are waged make the Brawler talent tree somewhat less useful. Soldiers who dabble in the scout class should consider the talents from the Awareness, Camouflage, and Survivor talent trees.

The elite trooper is the most obvious prestige class for soldiers to aspire to. The elite trooper's Weapon Master talent tree makes this soldier even more deadly, while the Delay Damage and Damage Reduction abilities vastly increase his or her life expectancy.

Military Recruitment

Military recruiters rarely mention the downside of military service. If they did, they would never meet their quotas of enlistees. They do make genuine promises to prospective recruits, but they sanitize their accounts of military life. Nevertheless, nearly every enlistee sees military-themed holovids. Depending on the era of play, such vids are either cinematic flights of fantasy in which the hero never gets seriously wounded and blasters never run out of ammo, or they are brutal and grueling depictions of the horrors of war that stun viewers.

Prior to the Clone Wars, the public perception of the military is relatively neutral, perhaps a bit negative. A large standing army or navy is unnecessary, and peace is the rule rather than the exception. When Supreme Chancellor Palpatine forms the Grand Army of the Republic, the military's role and visibility grow. Not only are clones fighting Separatists on distant battlefields, but clones also patrol the streets of Coruscant looking for terrorists. Likewise, civilian vehicles and vessels now share airspace with military transports and warships.

Although the clones created on Kamino are a capable fighting force for the Republic and, eventually, the Empire, the vast scope of the war requires additional manpower from more traditional volunteers. The Republic Navy relies heavily on nonclone recruits to bolster its ranks, because most clones lack the specialized training necessary to maintain complex warships.

The military commanders of the time know that the reserves of ready clones are finite, so they increase recruitment on most core and Mid Rim worlds. Stringent recruitment quotas are established throughout the Republic's loyal systems. Human-dominated worlds are targeted for heavy recruitment, even though many of the Republic's staunchest supporters are not members of the Human species. Worlds and systems that fail to meet recruitment quotas are initially subjected to draft lotteries, but these eventually give way to so-called conscription drives that are essentially mass kidnappings of able-bodied men and women.

Basic Training and Indoctrination

The first stop for any new recruit is basic training. Even officers receive a form of basic training which is, despite rumors to the contrary, just as grueling as the training for enlisted troops. Few recruits know what to expect when they leave their transports and line up on a military tarmac for orientation. Recruits expect training to be a painful experience in which they are constantly belittled and forced to perform endless marches and physical exercise. The truth is not as bad as the holovids have made it out to be, but it is definitely not for the weak-willed or frail.

Medical examinations are performed immediately following enlistment. The doctors who perform these examinations look for obvious defects or health issues. Recruits must also meet strict height and weight requirements. Any sensory deficiencies, such as near- or far-sightedness or deafness, must

be correctable with the proper equipment or procedures. Physicians also administer a wide array of inoculations to recruits to prevent them from contracting any of a hundred exotic diseases during the course of their military service.

Next, recruits are stripped of their identities. Initial orientation can include a military-style haircut, and recruits are issued uniforms. With some military organizations, initial orientation also includes an alphanumeric assignment, such as a stormtrooper's TK designation code. From the beginning of training until graduation, such troopers are expected to answer only to their designation code. When deprived of their individuality, recruits are more easily trained to rely on the group as a whole when accomplishing tasks. They are also prepared for the impersonal nature of military service, which can be one of the most shocking experiences a new recruit faces. They are reduced to being numbers, not names, making them both unique and anonymous.

Once the troops are issued uniforms and other equipment, they begin a training regimen eight to ten weeks long, designed to weed out the weak and to mold the rest into uniform physical fitness. This training makes the recruits physically healthier, and it increases their self-confidence about what they can accomplish physically.



A TRAINING EXERCISE

Along with exercises, soldiers are taught to march and drill, both with and without armor and weapons. Despite its repetitive nature, drill is an important activity for recruits because it ingrains command movements into the soldier's mind, making them reflexive. Soldiers who drill endlessly are easier to control on the battlefield, and they respond instantly when familiar orders are given.

Even before learning to shoot it, a recruit is taught how to care for his or her weapon. The steps to strip a blaster rifle, clean it, and reassemble it are repeated until they are second nature. Speed is also important, and most militaries require that a trainee can break down, clean, and reassemble a weapon within a specific time. Stories of soldiers required to clean weapons while blindfolded or in the dark are not far from the truth.

Conditioning recruits to the rigors of the battlefield is another important part of basic training. The sounds, sights, and smells of combat are omnipresent. Soldiers drill with the sounds of blaster fire and incoming artillery in their ears. This acclimatizes them to such experiences. Many new soldiers freeze the first time they are targeted by incoming fire, and the sooner they become used to the experience of being shot at, the better.

When the time comes, recruits are taught how to fight in both a real and a tactical sense. Combat training teaches recruits to kill their enemies, both with and without weapons. Because a recruit's body reacts differently when in optimal physical condition, trainees are expected to be in top physical form for combat training, so they are rarely taught combat methods straight away. At this point in training, a recruit undergoes several hours of physical exercise, followed by several more hours of combat training, either sparring with comrades or on a firing range.

Weapons training is a comprehensive process. Soldiers are taught that they must shoot to kill, and that a wounded enemy can be just as dangerous as a healthy one. The enemy a soldier kills is an enemy the soldier no longer has to worry about. Although this is all fine in theory, the act of taking a life is something that most civilized militaries leave to the actual battlefield. That said, training is as realistic as possible without being deadly, even to the point of conducting skirmishes with weapons set to stun.

At the culmination of basic training, a recruit should be in peak physical condition and trained to fight and die on the front lines. Graduation ceremonies are traditionally held with much fanfare, and group assignments are handed out. Depending on their affinities, some recruits go on to additional specialized training, such as that required for a technical role such as technician or medic, or for a more defined military role such as a heavy weapons operator or repulsorlift or walker pilot.

Washing Out of Basic

Despite the best efforts to train all recruits equally, some recruits cannot make the cut. These individuals are weeded out in the first few weeks of basic training for one of three reasons: physical, psychological, or disciplinary.

Physical wash-outs include recruits with preexisting medical conditions that make them unfit for duty. Such conditions might escape the rigorous medical examinations conducted prior to basic training. Some enlistees, in their zeal to serve in the military, go to great lengths to hide their physical deficiencies. Such a problem might be knowingly overlooked by the recruit's superiors unless the problem prevents the recruit from completing training. Some recruits are injured during training, sometimes so severely that the recruit is discharged.

Psychological wash-outs can be the most difficult to detect. Basic training presents mental challenges that some recruits cannot cope with. Instructors are taught to watch for signs of mental distress in their recruits. Soldiers sometimes react negatively to stress, but action must be taken when such reactions pose a threat to the recruit or to his or her comrades. Recruits who are suspected of having mental problems are evaluated by a military psychologist, who makes the final determination as to the trainee's suitability.

Disciplinary wash-outs include malcontents, insubordinates, and criminals. Military instructors seek to break negative behaviors from the outset, using brutal punishment and intimidation. However, this does not always work, particularly when the recruit in question is exceptionally strong-willed. Recruits are washed out for disciplinary reasons only when their infractions become a threat to unit cohesion.

Individuals who wash out of basic training are shunted back to their civilian lives with little or no compensation. If they are guilty of serious disciplinary infractions, they might serve time in a military prison or stockade before dismissal.

Tempered by Fire

Soldiers are trained to fight, but until the moment of truth—when they are tested by actual combat—they have yet to prove themselves. That first encounter with the enemy is rarely forgotten, and it can make a lasting impression on even the stoutest troopers. Every encounter is different. Was it an ambush? an assault? a defensive action? Were the objectives met, or was it a tactical disaster? Did the soldier's friends and comrades survive, or was the unit wiped out, leaving the soldier alone to tell the tale? All of these can make for an interesting, character-driven story, and it is up to you to decide what sort of encounter you want your heroes to experience first.

Starting Out Basic

Ambitious Gamemasters might like to start the heroes out as civilians who have joined, or been forced to join, a military force. From this pivotal point, the heroes are sent to basic training. In such a circumstance, the heroes can be first-level characters of any character class. They can even start as first-level nonheroic characters, which can be even more challenging.

Although day-to-day depictions of calisthenics-based skill checks can grow tedious, dramatic opportunities arise throughout the course of basic training. If the characters go on to serve together in combat, their shared experiences during training have a significant effect on how they relate to one another. The basic-training experience also serves to acclimatize players—especially those with no military experience—to the rigors of a military campaign.

At the conclusion of basic training, heroes should be allowed to gain a single level in the soldier class to reflect the gains they have made during their training. If the heroes started as nonheroic characters, they should be able to trade their nonheroic level for a level in the soldier class. Additional training can be applied during down-time following their graduation, or it can be included in the basic-training experience.

The Senses of Combat

If the heroes in your game are greenies just out of boot camp, a key element of combat is the sensory input surrounding the heroes when the blaster bolts begin to fly. Capture your players' imaginations with vivid depictions of the violence around them. Give them a clear vision of what they see, hear, smell, and feel without becoming monotonous or getting bogged down in the details. Even one or two descriptive words can be enough to adequately convey the point as you narrate the events taking place.

First of all, combat is rarely a quiet affair. Weapons discharge constantly, both nearby and in the distance. Explosions—whether from thrown grenades, cannons, or incoming artillery—rock the world and send bodies flying with their shock waves. Orders are shouted, and the wounded scream as their lives slowly bleed out into the dirt beneath them. Repulsorlifts whine as speeders skate across the landscape and as transports and spacecraft fly overhead.

Smell is also a crucial sense that must be conveyed to the first-time combatant. Continuous blaster fire creates an energy-tinged smell of ozone and hot wiring. Smoke from fires is everywhere, and the sources are numerous: burning vehicles, foliage and trees, bodies, propellant, and explosives all produce smoke with slightly different characteristics. The heroes' sweat— pouring from their unwashed bodies—creates a palpable aroma. The landscape provides its own odors, too. A battle in a swampy marsh is punctuated by heavy, organic smells, and a shipboard assault features atmosphere made sterile by countless cycles through an active life-support scrubber.

What the players feel is just as important as what they smell and hear. Is it a hot day, when the heat makes wearing any kind of armor unbearable? Is it bitterly cold, causing the heroes' extremities to become numb and clumsy in the frigid wind? Or is it a temperate day, strangely beautiful despite the carnage being sown all around the heroes? Consider the hammering recoil created by the heroes' weapons as they fire, and the burning impact of an incoming blaster shot as it knocks one to the ground.

The battlefield is filled with rich visual imagery. Fires burn, and smoke and fog inhibit visibility. Enemies emerge from the gloom like shadowy ghosts silhouetted by explosions and weapon discharges. Sudden flashes of light can cause momentary blindness or provide an all-too-brief instant of lucidity. Provide contrasts: Dropships shriek overhead, leaving contrails across a far planet's purple sky, or a fragile red flower grows mere centimeters from the outstretched hand of a fallen enemy.

Lastly, help your players bring out their heroes' emotional responses to battle. Combat, especially a hero's first combat, is a frightening affair. However, emotions are tricky to convey to players in a roleplaying game. You must take care not to force particular responses from players. Instead, ask questions that lead your players to voice their emotions or to express them in the actions of their characters. You can certainly ask your players how their characters are feeling, and then expect them to act appropriately.

Surrounded by Death

The sights of both friendly and enemy dead and wounded should be stressed without turning the game into a verbal depiction of ultraviolence. Blood is rarely seen in the major battles of the *Star Wars* movies. Although you might punctuate your tales with brief representations of gore, these details should be kept to a minimum unless they serve the story. The best practice is to make general statements and allow the players to fill in the blanks with their own imaginations. Commenting that a fallen soldier was the victim of several hits from a high-powered blaster is enough to get the point across without discussing internal organs.

A degree of empathy should be present in your depictions of the dead. Do not expect your heroes to shed a tear for the scores of battledroids they have dispatched, but you should still attempt to show them that their organic enemies are not so different from them. Had circumstances been different, those enemies might have even been friends.

The combats that your heroes are likely to participate in might involve dozens or sometimes hundreds of individuals. Given the power and efficacy of military weapons in *Star Wars*, death can be nearly instantaneous and widespread. An assault's first wave against a heavily fortified emplacement can generate significant casualties.

The battlefield weapons of *Star Wars* are both spectacular and brutally efficient. Consider that the typical nonheroic character has 4 hit points and a Damage Threshold of 10 at first level. Next, take into account that a blaster rifle deals 3d8 damage on a hit, with an average damage of 13 or 14. Obviously, a single hit from such a weapon is enough to kill a lower-level NPC. Heroic characters, even with their higher hit point totals, are not immune to such damage. An average first-level soldier can take only three such hits. Even taking into account the variables granted by catching a second wind or spending a Force Point, that soldier is reduced to a state that makes him or her combat ineffective unless medical attention is received. Combat in *Star Wars* is a deadly business.

Living with War

When developing NPCs for a military campaign, consider the various ways in which soldiers might respond to the experience of combat. Fresh recruits, while frightened by the prospect of their own demise, see death and injury as something that happens only to someone else, so NPCs who don't have much battle experience are likely to be more gung ho about military encounters than those with more time on the front lines. As recruits become seasoned veterans, they begin to understand that a soldier is not invulnerable. With this realization of their own mortality comes a desire to avoid unacceptable risks.

Over time, a soldier's comrades are sent to other units or become casualties of war. Friends are replaced by less-experienced soldiers. A veteran NPC might make a conscious effort to avoid close relationships within his or her unit, and might rebuff friendly overtures made by the heroes. Such tendencies can make veteran NPCs seem cold and dispassionate.

Soldiers must learn to cope with the rigors of combat. Some delve into alcohol, spice, and other substances. Others cling memories of home, writing letters to loved ones on a daily basis. Any distraction, whether harmful or benign, is a welcome change from the constant fear that permeates a soldier's life. Portraying the variety of ways in which the other members of the heroes' unit respond to the stresses of a military campaign can add to the players' sense of the rigors of war.

"YOU ARE NEVER MORE THAN TEN MINUTES FROM A FULLY STAFFED MEDICAL FACILITY."

— Imperial Manual of the Soldier

"When all that's left are your boots and a pile of ash, being ten minutes from the nearest 2-1B isn't much comfort."

– Unnamed Imperial Trooper

After the Fire

After serving his or her stint on the front lines, a soldier might attempt to return to a normal civilian life. Most ex-soldiers who have seen combat find this transition to be a difficult one, because few of their new associates understand what they have gone through. The heroes are likely to encounter ex-military characters at many points in the campaign, as shopkeepers from whom they purchase supplies, as cantina patrons or spectators at Podraces, as friends, as informants, or as mercenaries. After so many years of conflict, former members of the Empire's vast military machine can be found in even the most remote regions of the galaxy.

For example, perhaps the heroes have gone into town to enjoy some R&R between missions. There, they discover that the bartender in a local cantina was a staff sergeant in the Imperial Army for many years, until her near-death in a firefight left her unfit for service. If the heroes press this NPC for details, they might discover some of the ways in which an ex-soldier's experience of wartime events continues to have an impact on his or her day-to-day life. Flashbacks and nightmares about combat, phobias or the avoidance of situations, sights, and sounds that the soldier associates with wartime experiences, and being overly aware of potential dangers are some of the behaviors that a character with traumatic wartime experiences could display. Don't overemphasize this type of extreme reaction to the experience of combat, but feel free to introduce the idea that the war affects every citizen of the Empire, not just those wearing a uniform.

Military Adventures

Vast intergalactic war is one of the elements that makes *Star Wars* compelling. The constant battles being waged throughout the galaxy give the setting one of its most distinctive flavors. When this is combined with the struggle between good and evil, you have an epic adventure.

Although the galaxy is large enough to play host to any number of campaign types, the military campaign is one of the easiest to formulate and run, especially over the long term. The stories can encompass as many disparate elements as you wish. They can involve personal psychological struggles or group struggles as heroes attempt to achieve ultimate victory.

The truism that war brings out both the best and worst in people can be experienced in its fullest in a military-themed campaign. Unlike independent heroes—such as smugglers, fugitive Jedi, displaced nobles, fringe natives, or bounty hunters—active-duty soldiers are part of a well-defined chain of command. They are bound to a specific cause by their terms of service, usually part of a contract or an oath to whatever power they serve. They are paid for the risks they take, but this compensation pales when compared to the riches that independent and freelance heroes crave. The true reward is the job itself and the benefits of ultimate victory, if they manage to claim it.

Many of the most exciting moments in the *Star Wars* movies depict battles for important military objectives: the attack on the Death Star during the Battle of Yavin in *A New Hope*, the Imperial deployment on Hoth in *The Empire Strikes Back*, the battle above Coruscant in *Revenge of the Sith*, and the ground assault on Geonosis in *Attack of the Clones*. Giving your players and their heroes an opportunity to participate in these sorts of actions brings them closer to the sense of conflict inherent in the setting.



Designing Military Adventures

The first thing you need to decide when designing military-themed adventures is the scale. Do you want to involve your players in grand battles, or are you more interested in a game that centers on a small team of military specialists? Is the conflict in which the heroes are embroiled a relatively isolated brushfire war, or is it part of a larger conflict that spans the galaxy?

Although large battles are one of the genre's staples, they are often fought on smaller fronts. Involving the heroes in vast battles is an excellent way to remind them of the conflict's scope, but if every battle is another Geonosis, large-scale battles can become tiresome. Your best bet is to intersperse smaller adventures and skirmishes with the larger ones. The last adventure in the series should be the climactic battle, where everything comes together and the heroes' successes and failures come back to help or haunt them.

Military adventures are rarely quiet. Soldiers are warriors, first and foremost, and their skills are geared toward making war. This is not to say that missions cannot be conducted under a blanket of secrecy. In fact, many missions require that the heroes use good judgment and discretion to accomplish their goals. Despite this, there should be occasions where the heroes are expected to participate in stand-up fights against their enemies, where their ability to stealthily infiltrate has little influence over the final outcome.

You also must determine the composition of the heroes' party. Will it consist entirely of soldiers or multiclass characters with one or more levels of soldier? Or will you allow other character classes to join the group? Although soldiers make up the majority of most military forces, other classes can be a part of the adventure. Nobles can act as officers, scouts can participate as reconnaissance troops or as native guides, and scoundrels can lend their skills at stealth and infiltration to the group as a whole. Even Jedi have a part to play, although their true potential might be hidden from the group, depending upon the era in which you set your game.

First Things First: The Objective

Before you start, you need to determine the overall goal of the military campaign. The objective can be as epic or as incidental as you like, but it should be important in a military sense. Do you want the heroes to assault an entire planet? Or are they to pacify a band of pirates that has made its base in an asteroid field? Whatever the goal, your job is to make it interesting for the heroes and to make the rewards commensurate with the risks that they take.

The Sequence of Events

Choose a series of three to six missions that culminate in the successful completion of the overall military objective. You can determine these missions based on the objective or generate them randomly. The missions need not take place in the same general area or within a short period of time. Some missions might send the heroes to take care of related tasks elsewhere before they can target the final objective.

One or more missions might be time sensitive, lending a sense of urgency to the proceedings and preventing the heroes from taking detours that bog down play. Time-sensitive missions also remind the players that they are part of a larger universe, and that other events are taking place during downtime. Learning that an enemy fortification must be captured within the next two hours is more exciting than having free rein to take as much time as you want to plan and execute an attack.

With each mission assigned, determine the results of both success and failure. Does the final objective hinge on each of these missions in some way? Will it be more difficult to accomplish if the missions leading up to it are not successfully completed? If the heroes fail in a related mission, it should have some noticeable effect.

Cast of Characters

Once you have the general path of the overall adventure plotted out, decide who the heroes should interact with. Who are their enemies? Who are their allies? Will they need additional specialists to perform their missions, or can they rely on their own skills to be successful? Do they have a commanding officer? If so, what is he or she like?

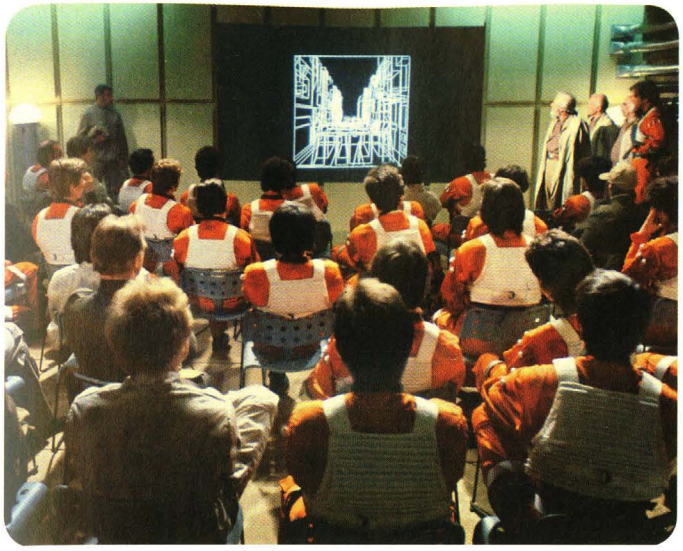
The supporting cast should become familiar over the course of the adventure. Even little touches are appreciated by most players as time goes on. Perhaps they become friendly with the quartermaster who assigns gear before each mission, just as he or she admonishes them for returning the equipment dirty or damaged. Maybe competitors in another unit engage in a bit of friendly inter-unit rivalry between assignments.

Most importantly, do not forget the other members of the heroes' unit. Even if they do not participate in every mission that the heroes are sent on, the other squads in the heroes' unit can become good friends and welcome additions to their group from time to time. If these individuals are lost, either alongside the heroes or while on another mission, the horrors of war and the losses of combat become palpable.

Briefings

Each mission should have an official briefing that is delivered by the commanding officer. The briefing should cover the basics of the mission: the mission's goal; the details of the area in which the mission takes place; how the players are expected to arrive and depart the area; any intelligence that has been gathered; and, if necessary, a timetable that must be followed. Any secondary objectives or goals that are not critical to the overall success of the mission should also be covered in the briefing.

The briefing should give a general outline of what the heroes' commanding officer intends for them to achieve. Better informed individuals than the heroes have concocted these plans to save the heroes the trouble of formulating complicated plans of their own. From Command's point of view,



the heroes are tools to be used in a specific and predefined manner, but the plans are not always nonnegotiable. The heroes should be given leeway to make reasonable alterations, and once the mission starts it need not proceed exactly as planned. Events on the ground might require the heroes to make adjustments on the fly.

Prepare for the briefing by having a map or two available. The heroes might want to know where they are going and what the local terrain is like. If they have multiple options for their insertion or extraction, these should be noted on the map, as should the locations of any secondary objectives. Be ready to answer any questions that the heroes ask, but remember that the commanding officer is not omniscient. Under most circumstances, he or she knows only as much about the mission as the briefing details.

Intelligence provided during the briefing can be as specific or as general as you like. In fact, it need not be completely accurate. Misinformation increases the intensity of the mission when the assumed facts are shown to be incorrect. Such misinformation is not always harmful. If the analysis indicates that a brigade of elite stormtroopers is present, the heroes are unlikely to complain if those forces have been redeployed to another sector. Faulty intelligence should be used sparingly, however, because heroes who have been burned in the past tend to assume that all future intelligence will be wrong, as well.

Intelligence can be as mundane as you like. Enemy unit designations or specifications are perfect: "The area is patrolled by Kraken's Maulers, an elite cadre of SpecOps troops" gives a sense of real military concerns. If the heroes have run into elements of these units in the past, revealing their presence might give the heroes second thoughts about the ease of the mission.

When the briefing is finished, the heroes should be allowed to ask any final questions, make requests for special equipment and personnel, and discuss any potential changes to the mission profile. When these final details are ironed out, the commanding officer dismisses them. This is your chance to delve into their commanding officer's personality. Is this commander cold and calculating, or does he or she take the time to wish each of the heroes luck before they depart? Are words of encouragement brief, or is this commander prone to bombastic speeches that bore as much as they inspire?

Zero Hour

Eventually, plans must be transformed into action. The heroes, as ready as ever, are inserted into their area of operations. From this point on, the game carries on much like any other. Do not be afraid to throw a few surprises at the players. Local wildlife, natives, and the environment can spice up an otherwise mundane or formulaic mission.

Unless the mission takes place in the relative peace leading up to a full-scale invasion, be sure to stress the elements of war raging around the heroes that affect the local population and landscape. Idyllic tracts of farmland might be scarred by bomb craters, burned-out bunkers, and the smoking hulks of destroyed vehicles.

Extraction and Debriefing

Whether or not the heroes succeed in their assignment, they must eventually return to their superiors and take responsibility for their actions. Leaving a combat zone is a tense experience, especially if the heroes are under fire. One lucky shot on the part of the enemy could result in death for the entire unit. This is not to say that every extraction should be performed under fire. Instead, consider the circumstances of the mission and the status of nearby enemies and act accordingly.

When they return to their commanding officer, the heroes must be debriefed. A debriefing is typically attended by an intelligence analyst and by the heroes' CO. The heroes or their designated leader recount the mission, revealing any discoveries they made along the way. If appropriate, congratulations or admonitions are made, depending on the degree of the mission's success. In the case of mercenary heroes (see below), final payment is made or arranged.

Depending on the intensity of the conflict, the heroes might have a period of rest between missions, or they might be expected to perform their next mission straightaway. If the heroes are not given time to heal or recover, they might suffer from fatigue and the effects of wounds. Their effectiveness might be reduced, but such circumstances are not uncommon during a protracted or high-intensity conflict.

Adventure Example: Planetary Assault

The heroes, as part of an assault force, are to land ahead of the main force and neutralize a battery of anti-aircraft guns. The main force of the assault is scheduled to land at a predetermined time, and the heroes' success or failure has important repercussions for the main assault.

With the guns neutralized, the heroes are to wait for the main force to land so that they can regroup with their unit. They will then join an assault on a major starport, securing the ground facilities. The heroes' role in the starport assault is to capture an important fuel depot slated to be destroyed by the defenders.

With the starport safely under control, the heroes then advance into neighboring hamlets in search of enemy tanks that retreated from the starport. The tanks are hidden and dug in, and pose a threat to advancing troops. The players move in under cover of darkness, locate the tanks, and neutralize them.

The following day, the main assault force moves through the hamlet and picks up the heroes. The final objective of the assault is the planetary capital, and the battle involves a large number of ground troops with starfighter cover. Once more, the players are called on to precede the main assault force and knock out several shield generators so that the orbiting naval forces can bombard the capital's military component prior to the assault.

With the shield generators destroyed, the bombardment commences. The heroes again join the primary force as it moves into the city, and they participate in an attack on the planet's government center, attempting to capture the system's president. Success results in total victory for the player's forces, while failure might prolong the planetary fighting for weeks or months.

In essence, this adventure can be reduced to four minor missions—neutralizing the anti-aircraft guns, capturing the fuel depot, destroying the hidden tanks, and blowing up the shield generators—and one major mission—capturing the planetary leader. Together, they form a chain of adventures that culminates in either victory or defeat. Every success or failure should affect the campaign as a whole. This gives the players a sense of the importance of their actions and their contribution to the war.

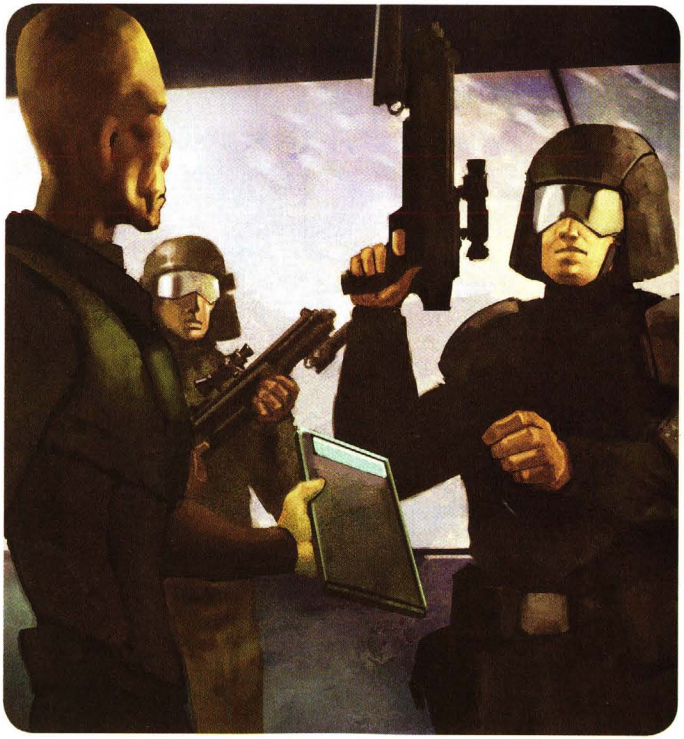
For example, if the anti-aircraft guns are not destroyed, then scores of their fellow soldiers might die en route to the planet's surface. If the fuel depot is not captured, then allied ground vehicles might not have enough fuel, slowing their advance. If the enemy tanks are not located and destroyed, they wreak havoc on advancing allied armor, costing time and lives. And of course, if the shield generators are not blown up, then the orbital bombardment of the planetary capital cannot reduce the effectiveness of the enemy defenders, further hampering the progress of the war.

Mercenary Groups

Rather than portraying members of a military organization such as the Old Republic, the New Republic, the Empire, or the Rebel Alliance, you might consider allowing the heroes to take on the roles of civilian contractors—otherwise known as mercenaries. Mercenaries are freelance guns for hire, soldiers who sell their services to the highest bidder regardless of politics or morality. The use of mercenaries has a checkered reputation, especially among military professionals, but their services can be invaluable.

Not all mercenaries—or mercs—are dishonest or shady. Some of the best-paid mercenaries have successful track records due, in part, to good ethics. Mercenaries can be hired singly, but they are most commonly contracted in small- or medium-sized companies. Depending on how successful or well funded they are, mercenary companies might include infantry units, fast-attack craft, and armored assault vehicles. The best and most effective mercenaries act as independent military units, but without any particular loyalties. The larger the company, however, the more expensive their services are liable to be.

The largest mercenary companies provide services a la carte. They do not require that their entire organization be employed by a single power. Instead, they allow individual components to be contracted out, typically for a specified period of time. This allows them to be more fiscally flexible, depending on the scale of the conflict. In such instances, mercenary companies take pains not to hire their forces out to two or more opposing factions at the same time. After all, the last thing they want to do is pit their troops against each other.



A MERCENARY CAPTAIN RECEIVES ORDERS FROM A SEPARATIST COMMANDER.

Nations, corporations, and other powers hire mercenaries for various reasons. Mercenaries are typically hired to supplement standing military units by providing support or additional security. Occasionally, individuals or organizations with no military hire mercenaries to field an armed force at short notice. Mercenaries are also hired to perform jobs that employers find questionable or distasteful, and they can be hired in secrecy.

Contracting mercenaries can be expensive. One reason why they cost more than line troops is that mercenaries must fully support themselves. If no other stipulations are included in their contract, mercs must provide their own weapons, munitions, fuel, food, and other equipment. Under most circumstances, they must also provide their own medical care. Mercenaries who are wounded or die in the line of duty are owed nothing by the organization who has hired them.

One benefit to running a game in which the heroes portray mercenaries is flexibility. Mercenaries can be hired for single jobs or contracted for long-term assignments. Their members can come from any race. And they can also work for nearly any employer—the Empire, the Rebel Alliance, the Corporate Sector Authority, or any of a number of other interests.

Battles in Adventures

One of the best backdrops for adventures with a military theme is the battle. Battles can serve simply as set dressing for your adventures and encounters, or they can be more integral to the campaign. When heroes participate in adventures that take place against the backdrop of a battle, they may have the chance to influence that battle's outcome. For example, the heroes may have a mission that is relatively small in scale, such as destroying an enemy frigate or rescuing prisoners of war. Set against the backdrop of a battle, the encounters within that adventure have not only the feel of being a part of a larger war, but also, depending on the heroes' actions, may shape the way the battle concludes. Gamemasters who want to have the heroes' actions influence the overall outcome of the battle have several options available to them.

Victory Points

One simple way to have your heroes affect the outcome of a battle during the course of the adventure is with a simple resolution system that uses Victory Points. When designing the adventure, determine which encounters in the adventure have the potential to contribute, either positively or negatively, to the outcome of the battle the adventure is using as a backdrop. Choosing which encounters take advantage of this system should be as simple as asking yourself whether or not the encounter could influence the flow of the battle, and how much significance you want placed on that individual encounter. Similarly, every encounter that is part of a battle should have a mission or goal with a clearly defined division between victory and defeat. For example, suppose that you're designing an adventure set against the backdrop of a massive land battle on Kashyyyk. You determine that you want to have three encounters that can potentially affect the outcome of the battle. Those three encounters might alter the battle in different ways; for example, one of the encounters might require the heroes to free some Wookiee prisoners from an enemy camp and return them to the fight, while another might require the heroes to destroy an anti-aircraft cannon so that reinforcements can land safely.

As mentioned above, each encounter must have a clear goal or mission with an easily determined difference between success and failure. The heroes' goal might be to destroy something (or stop it from being destroyed), to prevent enemies from reaching a certain position, to place explosives in a precise location, and so on. If the heroes succeed in this goal, they earn a Victory Point. If they fail to achieve their goal, they receive a Defeat Point. There is no such thing as a partial success in this system: The heroes either succeed completely or they fail.

Once all of the encounters have concluded, tally up the number of Victory Points and the number of Defeat Points the heroes earned. If the heroes earned more Victory Points, the battle's outcome swings in their favor; if they earned more Defeat Points, the battle's outcome has negative repercussions for the characters. You should decide in advance what these outcomes might be. Failure for the heroes does not necessarily have to mean defeat for their side of the conflict. The victory of one side over the other may be a foregone conclusion, but the heroes' success determines the actual form that the victory takes, how many losses were sustained, or other important aspects of the conflict.

The adventure in Chapter 7 makes use of the Victory Points system in its final section, during a battle to liberate a planet.

The Imperial Campaign

During the Rebellion era, the largest, most powerful, and most cohesive military force is controlled by the Empire. The increased militarization started by Supreme Chancellor Palpatine during the Clone Wars is enhanced by fierce nationalism, xenophobia, and fears of destabilization. Constant warfare keeps the Imperial military in a heightened state of readiness for decades, and insurgent uprisings on a number of worlds sharpen the skills of Imperial officers and the troops that serve beneath them.

Thousands of military vessels crewed by millions of loyal Imperial troops cruise space in defense of the Empire. They possess the best weapons and equipment available, along with the tenacity and training to use them to the best effect. In addition, Emperor Palpatine—a charismatic and seemingly selfless leader—has made it his goal to see that their way of life is not tarnished by corruption, terrorism, or the threat of primitive and debauched non-Human societies.

How can they lose?



The Imperial Viewpoint

Not all Imperial characters are evil, soulless beings in thrall to the Emperor. By the time of the Battle of Yavin, Emperor Palpatine has been in power for nearly three decades. For many of the young men and women serving in the Empire's military forces, Emperor Palpatine's rule is all they have ever known. In their eyes, Imperial rule is the status quo. Their parents might remember the frightening years leading up to the Clone Wars, the campaigns against the Confederacy, and the duplicity of the Jedi.

The past shows that Emperor Palpatine has single-handedly saved billions of loyal citizens from the enemies of his people, bringing the Republic back from the brink of anarchy. At a time when a strong hand is required control the Senate and the corruption that riddles it, the Emperor is unafraid of doing what is necessary. In the following years, he ensures that peace and prosperity become the right and privilege of every loyal Imperial citizen. To deny these truths is to deny reality. A generation of loyal Imperial citizens stand ready to defend their way of life. History is written by the victor, and Emperor Palpatine's victory over the Jedi has been told and retold a thousand times.

The pitiful rebels who dare to oppose Imperial rule are merely remnants of the Separatist movement, displaced senators, Jedi fanatics, and criminal elements who are fueled by the same greed and corruption that pervaded the Old Republic. They are little better than terrorists, and the holofeeds continue to broadcast reports of their futile attempts to overthrow the Emperor's New Order. If not for their cowardly tactics, these rebel insurgents would have been brought to heel decades ago.

The Emperor and his servants ensure that every citizen is informed of the war's progress through detailed, first-hand accounts and moving political holofeeds. Eternal vigilance is the price of freedom, for terrorists lurk just out of sight, waiting for the Empire to drop its guard so that they can strike again. Although some freedoms must be sacrificed, the alternative is unthinkable. Loyal citizens are encouraged to report any suspicious activity immediately.

Beyond the order of the Empire lies the lawlessness of the Outer Rim territories. Other systems are under the sway of rebel propaganda or controlled by criminal elements. The war must be waged within these systems, as well. After all, it would be a crime to deny these countless sentient beings the gifts of Emperor Palpatine's benevolent rule. Within a generation or two, they might also thank the Emperor for his efforts.

As a loyal citizen of the Empire, you know that the war is horrible, true, but it must be prosecuted to maintain your way of life. You know a number of people who have lost loved ones to acts of rebel terrorism or who have family members serving in either the Imperial army or navy. These selfless individuals put the well-being of the New Order before their own, and risk their lives in battle for the greater good. Their sacrifices cannot have been made in vain.

Given that point of view, can you blame the average Imperial citizen for his or her beliefs?

Imperial Characters

Imperial citizens might seem to be deluded, but they do not have the benefit of our extensive knowledge of their universe or of the evil that pervades the highest levels of their government. They take many factors for granted, and they are rewarded with a semblance of normality and order that others might consider repressive. But in the long run, what makes them wrong?

One of the most interesting military-themed games has loyal Imperial subjects as heroes. It can be a great deal of fun to throw convention out the window and participate in the war from the Imperial point of view. Their ideology might be rooted in lies, but the motives of loyal Imperial troop and civilians are much the same as those of more traditional Rebellion era heroes.

Imperial Commissioned Officer Ranks

Listed here are the army and navy ranks used in the Grand Army of the Republic. For the most part, this rank structure persists through Emperor Palpatine's New Order. It is provided as an example of how the militaries of other sectors might organize their commissioned officer ranks.

The ranks of Moff and Grand Moff are added later by Emperor Palpatine and occupy a grade designation somewhere between O-12 and O-13. Moffs are technically outside both the army and naval chains of command, answering only to the Emperor. Despite this, they can take command of either army or naval units at their whim.

Army Junior Officers	Naval Junior Officers	Grade Designation
Junior Warrant Officer	Cadet	None
Senior Warrant Officer	Ensign	O-1
Second Lieutenant	Junior Lieutenant	O-2
Lieutenant	Sub-Lieutenant	O-3
Army Senior Officers	**Naval Senior Officers**	**Grade Designation**
Captain	Lieutenant	O-4
Major	Lieutenant Commander	O-5
Lieutenant Colonel	Commander	O-6
Colonel	Captain	O-7
Army General Officers	**Naval Fleet Officers**	**Grade Designation**
Brigadier General	Commodore	O-8
Major General	Rear Admiral	O-9
Lieutenant General	Vice Admiral	O-10
General	Admiral	O-11
Field Marshall	Fleet Admiral	O-12
High General	High Admiral	O-13
Grand General	Grand Admiral	O-14

Imperial Noncommissioned Officer Ranks

As above, the list below presents the enlisted rank structure used in the Grand Army of the Republic. Like the officer rank structure, this organization persists through Emperor Palapatine's New Order.

Stormtrooper units use the same rank structure as the Imperial Army.

Army Junior Enlisted Ranks	Navy Junior Enlisted Ranks	Grade Designation
Private	Shipman's Apprentice	E-1
Private First Class	Shipman 2nd Class	E-2
Lance Corporal	Shipman 1st Class	E-3
Corporal	Petty Officer 3rd Class	E-4
Sergeant	Petty Officer 2nd Class	E-5
Army Senior Enlisted Ranks	**Navy Senior Enlisted Ranks**	**Grade Designation**
Staff Sergeant	Petty Officer 1st Class	E-6
Master Sergeant	Junior Chief Petty Officer	E-7
First Sergeant	Chief Petty Officer	E-8
Senior Sergeant	Senior Chief Petty Officer	E-9
Sergeant Major	Master Chief Petty Officer	E-10
Command Sergeant Major	Command Master Chief Petty Officer	E-11

Types of Imperial Campaigns

Campaigns for Imperial characters are limited only by your imagination. The obvious choice is for the heroes to fight against rebel insurgents or worlds that are hostile toward Imperial occupation. However, the galaxy offers plenty of opportunities for the Empire to run afoul of potential enemies.

The following sections discuss potential conflicts between the Empire and a number of other factions. Imperial campaigns can focus on one such conflict or mix and match multiple conflicts, as you see fit.

Imperials Against Non-Humans

The Empire is dominated by Human interests. Despite the vast number of non-Human species throughout the galaxy, Imperial doctrine becomes more and more exclusive, favoring the Human species over all others. With few exceptions, the Imperial military is dominated by Human officers and enlisted troops. On occasion, particularly notable non-Humans make an impact on the war machine—Grand Admiral Thrawn, for example—but these are rare.

As new worlds are discovered or as old ones are conquered, the potential for the Imperial military to clash with non-Humans becomes more and more likely. These types of struggles occur on planets such as Mon Calamari and Kashyyyk, where the dominant species of both worlds are relegated to slave labor for their Imperial masters.

The Empire uses its technological superiority to overcome primitive natives. This can lead to one-sided battles where the Empire crushes its non-Human opposition with overwhelming force. However, this does not have to be the case, and many non-Human species have managed to develop their own advanced technology that can, in some cases, meet or surpass the capabilities of the Empire.

Imperials Against Non-Humans Adventure Hooks

Non-Human species in the Outer Rim have formed a coalition to oppose Imperial expansion into their space. The Empire, however, has other plans, and conflict is inevitable. Although hardly able to match the Imperial fleet, non-Humans know that the Empire is spread thinly across the galaxy, and they are hoping to make Imperial control of their space more costly than it is worth.

A strange species from unknown space has invaded an Imperial-held system and conquered it in less than a week. The Empire must organize a retaliatory strike and attempt to retake the system, but the Imperials do not yet know exactly what sort of beings they are dealing with.

An uprising has occurred on a world that has been garrisoned by the Empire for the past several years. The native inhabitants of the world rebel, killing or imprisoning the Imperials on their planet. Using weapons and equipment taken from their would-be conquerors, the inhabitants intend to hold onto their planet at all costs.

Imperials Against Imperials

As the treachery of such Imperial luminaries as Admiral Demetrius Zaarin shows, the Imperial war machine can turn on itself. Military coups happen all the time, and some are more effective than others. Although Emperor Palpatine is never supplanted by a rival during the years of his rule, a number of attempts are made, not all of which have been made public.

Several ambitious officers serve within the Imperial ranks. Dissatisfied with their situations, officers with enough power can go rogue or attempt to defect to the Rebel Alliance along with the troops under their command. The reasons for such treachery are many and varied, but the result is ultimately the same: Troops loyal to the Empire inevitably face their former comrades in combat. An interesting feature of such a campaign is the use of Imperial technology against Imperial technology. TIE fighters square off against other TIE fighters, while Imperial troops face enemies with the same equipment and training.

Imperials Against Imperials Adventure Hook

An ambitious Imperial Moff has declared the systems under his control to have seceded from the Empire. His troops and officers, loyal to the end, apparently stand with him against the New Order. Whatever the reasons for secession, the Emperor cannot allow an upstart Moff to get away with such an audacious act, and a small fleet of Imperial warships is dispatched to take the system back, one planet at a time.

Imperials Against Pirates

Piracy plagues the entire galaxy, and ensuring that the space lanes remain open and free of interstellar predators is the Empire's duty. With the Imperial fleet stretched thin, policing the far-flung reaches of space is difficult, if not impossible. Only when pirates disrupt Imperial logistics do they become a problem worth engaging on a grand scale.

Most pirate bands are small and isolated, but larger pirate fleets can pose a threat to the Empire's space superiority. Using guerilla tactics that have proven successful for the Rebel Alliance, organized pirate bands make hit and fade attacks on Imperial shipping lanes. When these groups become a significant nuisance, the Empire decides to root them out and destroy them, but this is not always as easy as it sounds.

Pirates, especially those in the Outer Rim territories, rely heavily on the local populace for support. Seen as rebels, heroes, and businessmen, these pirates find it easy to garner support from obscure planets, colonies, and shadowports. After all, they are a source of revenue for lawless settlements, and in a sense, joining a pirate band offers their youth the possibility of a profitable, if dangerous, future.

Imperials Against Pirates Adventure Hook

A large pirate armada hailing from an Outer Rim system has raided an Imperial convoy and captured a number of valuable military resources. Top-of-the-line starfighters, including experimental models from Santhe/Sienar, are among the goods stolen by the pirates. And several high-ranking Imperial fleet officers traveling with the convoy are being held for ransom. The Empire must now dispatch a force to the pirate-controlled system, locate the pirates, and recover the materiel and officers.

Imperials Against the Rebel Alliance

Perhaps the single most common theme in an Imperial military campaign is the fight against the Rebel Alliance. Scattered throughout the galaxy in an attempt to avoid Imperial entanglements, Alliance forces do occasionally congregate in large numbers. At these times, they are most vulnerable to an organized Imperial assault.

The Alliance constantly seeks to bring new star systems into the fold in an attempt to strengthen their legitimacy. By sending small SpecForce units to train indigenous populations in the arts of guerilla warfare as well as by providing seditious groups with weapons and equipment, the Alliance hopes to cultivate unrest on worlds that have been, up until now, peacefully under the sway of the Empire. When such planets become battlegrounds, the Imperial military must crush any resistance and restore order with both full-scale invasions and pinpoint strikes.

Imperial probe droids are sent on reconnaissance missions to out-of-the way sectors in an attempt to locate Alliance facilities. They usually recover little data of any usefulness, but they occasionally have strokes of luck. Bands of pirates and smugglers are surprised when their operations are raided by well-armed Imperial force looking for rebels. When a bona fide Rebel base is located, however, ripples of excitement course through the Imperial fleet in anticipation of the coming battle.

Imperials Against the Rebel Alliance Adventure Hook

A large Rebel base is found on a populated moon in the Werta system. The base's condition suggests that it has been established for only a short time. With the proper preparation, including an Interdictor, the entire system can be isolated, and a concerted Imperial assault can be directed at the moon. Taking Rebel prisoners is just as important as neutralizing their defenses, so care must be taken to get the most from this rare and tempting opportunity. However, rumors abound that this stroke of luck might actually be the bait for a cunning Rebel trap.

Types of Imperial Heroes

Once you determine the type of campaign you want to pursue, your next task is to determine the role that your heroes play in the story. The Imperial military is a large organization, offering possibilities for advancement that are limited only by a hero's ambitions—as well as the ambitions of any potential rivals.

Below are some of the types of heroic groups you might consider for your campaign. Some are more applicable to long-term campaigns than others, but they all offer an interesting diversion from the type of *Star Wars* campaign that your players might be used to.

Stormtroopers

By the time of the Battle of Yavin, at least two-thirds of the stormtroopers are of natural-born Human stock. The other third are the products of clone engineering. Only the best candidates from both the Imperial Army and Navy are eligible to join the Stormtrooper Corps, and standard height and weight restrictions reduce this number even more. In addition, ideological compatibility with Imperial doctrine is a necessity, and a great many potential candidates are judged unfit based on their psychological profiles.

As the Empire's shock troops, stormtroopers are used for high-profile missions, especially against the Rebel Alliance and insurgent forces. Judged elite, they are not wasted on mundane missions, and instead support the Empire's doctrine of ruling the galaxy through fear. They are outside the army's and navy's chains of command, but they serve aboard capital ships and alongside their army and navy counterparts.

A unit of stormtroopers heroes makes an excellent basis for a military campaign. The downside to such a campaign is the stormtroopers' fanatical loyalty to the Emperor, which can result in acts that might not seem heroic. On the other hand, by carefully crafting missions for your group of stormtrooper heroes, you can lead the campaign away from brutal violence and cultivate rich roleplaying experiences.

STORMTROOPER ABILITY REQUIREMENTS

To be eligible to join the Stormtrooper Corps, a character must have the following minimum ability scores: Strength 12, Dexterity and Constitution 11, all other abilities 10.

Heroic stormtrooper characters must possess the following feats and Skills: Armor Proficiency (light); Weapon Focus (rifles); Weapon Proficiency (pistols, rifles, simple weapons); trained in Endurance.

Both women and men are permitted to serve in the Stormtrooper Corps, but female stormtroopers are much less common than their male counterparts.



The Imperial Army

Although they are rarely given screen time, the Imperial Army is the true backbone of the Empire's ground-based might. The Stormtrooper Corps is used to secure high-profile and exceptionally difficult planetary objectives, but the army is called upon to do most of the surface fighting. They also garrison conquered worlds and participate in peacekeeping operations all across the galaxy.

A number of different unit types—such as armor, artillery, engineers, ground support, reconnaissance, and special forces units—serve within the Imperial Army. This makes the options for an Imperial Army campaign incredibly varied. A campaign can center on anything: a group of grunt troops trudging the front lines of a planetary assault, or the tribulations of a tank crew navigating a distant battlefield.

The types of characters allowed within an army unit are also more flexible. Unlike stormtroopers, army grunts are not necessarily beholden to strict enforcement of Imperial doctrine. They are soldiers, plain and simple, and although they fight and die for the Empire, they night not necessarily agree with the orders they are given.

IMPERIAL ARMY ABILITY REQUIREMENTS

Soldiers in the Imperial Army must possess a minimum of 10 in both Strength and Constitution. Officers should have above-average Intelligence, Wisdom, and/or Charisma, but no hard and fast rule exists for judging such capabilities.

All Army soldiers and officers must possess the following feats: Armor Proficiency (light); Weapon Proficiency (rifles, simple weapons).

The Imperial Navy

The true strength of the Empire lies with its naval forces. With such vast interstellar distances to be crossed, the Imperial fleet enforces Imperial law in the spacelanes, transports troops and other resources to distant battlefields, and supports nearly every ground-based action that takes place. So the navy's attitude toward the army is somewhat less than charitable.

Other than naval-based troopers, few options are open to soldiers in the navy. One of these options is that of ship-based TIE fighter pilots. The operations possible for a squadron of naval pilots is limited only by your imagination. Ground attacks, fleet defense, attacks on pirate and Rebel Alliance shipping, and escort missions are just some of the options. Survivability can be a problem given the relative fragility of the standard TIE model, but elite pilots can be members of TIE advanced squadrons.

Like the army's troops, naval characters come from many walks of life and possess all manner of political views. Pilots, by necessity, must hold officer ranks, but this does not necessarily mean that they must be of noble birth. A great many Imperial pilots come from humble backgrounds. With such stresses placed on their numbers, the Imperial Academy is less picky about its applicants, especially late in the war.

IMPERIAL NAVY ABILITY REQUIREMENTS

Naval personnel must possess a minimum Intelligence of 10. Naval officers are expected to possess minimum Intelligence and Wisdom scores of 12 and Charisma scores of at least 14, but this not strictly enforced, and exceptions are made for political and staffing purposes.

Starfighter pilots must meet specific height and weight requirements and have minimum Dexterity scores and Intelligence scores of 12 each.

Naval personnel receive rudimentary combat training and must possess the following skills and feats: Weapon Proficiency (pistols, simple weapons); Use Computer. Starfighter pilots must also be trained in the Pilot skill.

Conscripts, Draftees, and other Undesirables

Not all the members of the Imperial military serve by choice. As the war against the Rebellion drags on and the need for troops grows, conscripts and draftees become common within the ranks, especially in the Imperial Army. Conscripts and draftees are fundamentally the same except that draftees originate on worlds that are friendly to the Imperial cause, while conscripts are culled from worlds under Imperial domination. Conscripts also include criminals who have been punished by forced military conscription, so conscripts are somewhat less controllable than their drafted comrades.

Soldiers who are forced into service see less intensive training and indoctrination than their volunteer counterparts—generally half as much, and sometimes even less than that. This causes command to view them as expendable, leading to a high casualty rate among their numbers. Conscripted units are used for suicide missions, frontal assaults, and as the first waves of planetary invasions. Conscripts and draftees are led by Imperial officers who are proven to be ineffective leaders or who are being punished in some way.

To maintain a semblance of Imperial loyalty, every such unit is assigned a political officer to monitor reliability. Acting as a friendly ear, the political officer portrays him- or herself as a guidance counselor rather than a font of Imperial propaganda. Rumors suggest that each company is seeded with one or more undercover operatives who are loyal to the Empire but act as though they are merely conscripts. These individuals report suspicious activities and seditious behavior to the unit's political officer.

CONSCRIPT AND DRAFTEE ABILITY REQUIREMENTS

A number of unique roleplaying opportunities exist for a unit of conscripts or draftees, and the types of characters who can end up in such a unit are limited only by the imaginations of your players. Given the selection process used in their recruitment, conscripts and draftees have no ability requirements. The only requirements for conscripts and draftees are that they must be Human, and they must possess the following feats: Weapon Proficiency (rifles, simple weapons).

The Upper Echelons

One interesting option for an Imperial military campaign would be to allow players to serve as a cadre of nonpilot officers within one of the Imperial branches. Such campaigns can take place in the brutal world of military politics, where the only officers to see promotion are those who are willing to do whatever it takes to get into the highest levels of the military machine. Even the best officers are tried by the effort to succeed while still following a moral compass. The heroes might even be able to change the system from the inside. Obviously, such a campaign would not focus entirely on the front lines of battle, although the game would return to such locations on a regular basis.

The cast of heroes need not consist solely of officers; a single officer hero can be adequate to explore the higher echelons of the Imperial military. The campaign would be more playable if the officer or officers in question begin the game as either high-level junior officers or low-level senior officers—either O-3 or O-4. Nonofficer heroes can take the roles of junior officers, guards, orderlies, drivers/pilots, and other members of the officer's entourage. The most difficult aspect of such a situation is making sure the spotlight shines on all heroes equally and not only the officer hero.

IMPERIAL OFFICER ABILITY REQUIREMENTS

Imperial officers have no specific ability requirements, but they are expected to have good mental ability scores. Charisma is particularly important. Support characters can run the gamut, depending on their branch of service and the roles they are expected to play as part of the officer's staff.

Given the challenges of such a campaign, you might find it reasonable to allow heroes to start at a higher level, such as 3rd, 4th, or 5th.

Battlefield Encounter Tool Kit

The battlefields of the *Star Wars* universe are many and varied, so the tactics of enemies and allies should not be limited to routine assault or defense. Methods of warfare can be codified and civil or brutal and barbaric, but the aim is always the same—victory. When the price of victory becomes secondary to victory itself, all bets are off.

Imperial Designation Codes

The following designation codes are used by Imperial branches of service. Every designation code assigned is unique to an individual, although designations of dead or retired troops are occasionally recycled, typically on a five-year cycle. Recruits and trainees are given one code during training and another when they graduate, depending on their final occupational assignments.

The first two letters of the designation code define the soldier's role or branch of service. The last string of digits—from one to ten figures in length—is the soldier's unique identification number within the specific branch. Transfers between branches can occur, but this requires assignment of new designation codes.

Imperial Branch	Designation Code
Army Trooper	IA
Clone Trooper	TC
Naval Crewman	IC
Naval Gunner	IG
Naval Trooper	IN
Officer	ID
Pilot	TI
Recruit, Army	RA
Recruit, Navy	RN
Recruit, Stormtrooper	RS
Royal Guard	TR
Sandtrooper	TD
Scout Trooper/Biker Scout	TB
Snowtrooper	TS
Stormtrooper	TK
Ground Transport Pilot	TA

This Battlefield Encounter Tool Kit features various rules and options for spicing up the battlefields of your military campaigns. Some of the rules presented here might prove deadly to unprepared heroes. You are advised to use them with care.

Active and Static Defenses

The warriors on the battlefields of the *Star Wars* universe use a variety of different defensive systems to maintain their positions. Active defenses include automated guns and smart mines, while static defenses include obstacles such as razor wire, fragmentation wire, booby traps and standard mines, and repulsorlift inhibitors.

ARC TROOPERS TAKE COVER FROM AN AUTOMATED SENTRY GUN.



Automated Sentry Guns

At its simplest, an automated gun is an automatic blaster controlled by a simple droid brain. The most advanced examples are practically war droids in their own right. They are positioned at strategic points across the battlefield and monitor their field of fire for movement or other stimuli. When enemy units are spotted within range, the guns open fire. Most such guns are equipped with Identify Friend or Foe (IFF) systems that allow allied units to enter the gun's field of fire without being shot.

Fragmentation and Razor Wire

Razor wire—strings of coiled wire festooned with razor-sharp metal—has been a battlefield staple for millennia. Although not impassable to well-equipped troopers, it still slows them down enough to make them vulnerable other defenses, such as repeating blasters.

Squares featuring razor wire are considered difficult terrain. When a target attempts to move through a square that contains razor wire, the wire makes a +10 attack, which is compared to the Reflex Defense of the target. If the attack succeeds, the target takes 2d6 damage and is unable to move. If the attack misses, the target takes half damage and can move as normal. A target with the Evasion talent takes half damage if the attack succeeds or no damage if the attack misses. Each square of razor wire has a DR of 1, 4 hit points, a damage threshold of 20, and a break DC of 30.

Sample Automated Sentry Gun

Automated Sentry Gun **CL 2**
Small droid (4th degree) nonheroic 3/soldier 1
Init +8; **Senses** darkvision; Perception +16
Languages Basic, Binary

Defenses Ref 15 (flat-footed 14), Fort 10, Will 13
hp 13; **Threshold** 10
Immune droid traits

Speed 0 squares
Ranged light repeating blaster +3 (3d8+2) with braced autofire
Fighting Space 1 square; **Reach** 0 squares
Base Atk +3; **Grp** −5
Atk Options Point Blank Shot

Abilities Str 4, Dex 12, Con —, Int 6, Wis 14, Cha 8
Talents Weapon Specialization (rifles)
Feats Armor Proficiency (light), Point Blank Shot, Skill Focus (Perception), Skill Training (Initiative), Weapon Focus (rifles), Weapon Proficiency (rifles)
Skills Initiative +8, Perception +16
Systems basic processor, darkvision, improved sensor package, locked access, plasteel shell, weapon housing (weapon is considered to be braced)
Possessions light repeating blaster, heavy power pack (150 shots)
Availability Military; **Cost** 2,500 credits (1,000 used)

Table 3-1: Active and Static Defenses

Device	Cost	Damage	Stun Damage	Splash	Weight	Type	Perception DC	Availability
Bounding mine	250	6d6	–	3 sq	1 kg	Slashing	25	Military
Fragmentation wire	100/m	2d6	–	1 sq	2 kg/m	Slashing	–	Military
Razor wire	10/m	2d6	–	–	2 kg/m	Slashing	–	Restricted
Smart mine	500	5d6	–	2 sq	1.5 kg	Slashing	20	Military
Static mine	100	4d6	–	2 sq	1 kg	Slashing	25	Military
Vehicular mine	500	4d10×2	–	3 sq	10 kg	Slashing	25	Military

Fragmentation wire is a particularly nasty form of razor wire that explodes when it is tampered with, spraying hundreds of tiny fragments through its area. Fragmentation wire is often interspersed with normal razor wire. The two are similar, but an observer can tell the difference with a successful DC 20 Perception check.

If a character enters a square containing fragmentation wire, the same attack procedure applies as for razor wire, except that a successful hit detonates the fragmentation wire, dealing 2d6 damage in a 1-square splash and destroying the fragmentation wire in that square. Fragmentation wire that has been destroyed cannot immobilize a target. Each square of fragmentation wire has a DR of 1, 4 hit points, a damage threshold of 10, and a break DC of 15. Breaking fragmentation wire results in detonation of the wire.

Mines

Standard mines are laid so that enemies trigger them and become incapacitated or killed in the resulting blast. These types of mines have thousands of variations, but they all fall into one of three general categories: static mines, bounding mines, and vehicular mines.

Static mines are small to medium explosive devices equipped with basic vibration sensors. They are concealed on or below the ground, and they detonate when triggered by nearby activity. Bounding mines are similar, but when activated they jump up to 1.5 meters into the air before exploding and sending out fragments and concussion over a wider area.

Vehicular mines are large, powerful mines that are designed to detonate only when a target of sufficient weight travels over or near them. They are equipped with sensors that detect repulsorfields, making them effective against repulsorlift vehicles.

Mines are difficult to spot when they are well concealed. Visually detecting any type of concealed mine requires a DC 25 Perception check. When detonated, a mine makes a single attack roll, which is compared to the Reflex Defense of every target in the mine's burst radius. Targets hit take full damage, and targets missed take half damage. A target with the Evasion talent takes half damage from a successful attack and no damage if the attack misses.

Repulsorlift Inhibitors

Repulsorlift inhibitors are simple devices that are buried 1 or 2 meters below the ground. They generate energy wells that disable repulsorlift engines within a 2-square radius. When an active repulsorlift vehicle passes over an area affected by a repulsorlift inhibitor, the repulsorlift inhibitor makes a +10 attack, which is compared to the vehicle's Reflex Defense. If the attack succeeds, the target takes 3d10×2 ion damage and its speed is reduced by half. Repulsorlift inhibitors continue to function as long as they have a power source. A typical integrated power source can maintain an inhibitor for up to 2 months.

Smart Mines

Computer controlled explosives, colloquially referred to as smart mines, can be set up in a perimeter and programmed to monitor a specific area. When activated, they explode like any other mine, but the criteria for their activation can be as general or as specific as is required. Smart mines designate targets by using sensors that detect thermal emissions, heat, or ground vibration. They are also equipped with IFF systems, so they do not harm allied units.

When a smart mine is installed, the operator must designate the mine's detonation criteria and succeed on a Use Computer check with a DC of 10. Success indicates that the mine behaves as programmed. Specific criteria include minimum range (typically within the mine's splash radius), target size (such as detonating only when medium or large creatures pass within its blast area), and the minimum number of targets (such as detonating only if two or more creatures are within the blast area).

Smart mines can be hidden beneath dirt, debris, or foliage, but a small sensor cluster still extends from the top of the mine. Spotting a smart mine's sensor cluster requires a DC 20 Perception check, modified for range. Smart mines that detonate make a single attack roll, which is compared the result to the Reflex Defense of every target in the mine's burst radius. Creatures hit take full damage, and creatures missed take half damage. A target with the Evasion talent takes half damage from a successful attack and no damage if the attack misses.

Table 3-2: Indirect Fire Weapon Ranges

Type of Indirect Fire Weapon	Point Blank (No Penalty)	Short −2 Penalty	Medium −5 Penalty	Long −10 Penalty
Cannon, heavy	5–20 km	21–40 km	41–100 km	101–200 km
Cannon, light	2–10 km	11–20 km	21–50 km	51–100 km
Field gun	50–400 squares	401–800 squares	801–2,000 squares	2,001–4,000 squares
Howitzer	1–4 km	5–10 km	11–20 km	21–40 km
Mortar	60–250 squares	251–500 squares	501–1,250 squares	1,250–2,500 squares
Turbolaser, orbital	–	–	–	Orbital turbolasers are always considered to be at long range.

Ground-Based Artillery

Most artillery on *Star Wars* battlefields is direct fire. The physics of blaster, laser, and turbolaser fire makes using them in an indirect-fire role either highly specialized—as with orbital bombardment—or impossible. Despite their effectiveness and vast ranges, the use of direct-fire weapons is hampered by terrain and ground features. So indirect-fire artillery is still in use throughout the galaxy and has remained essentially unchanged for centuries. Advances in ordnance and delivery methods have peaked, and little improvement is made. Large shells packed with high-grade explosives are fired from cannons of varying sizes. The accuracy of these systems depends in large part upon the skills of the operators firing them and the expertise of the forward observers who direct them. One example of such a weapon is the Republic artillery gun used throughout the Clone Wars, specifically in the Battle of Christophsis.

In addition to short-range field guns, medium-range howitzers, and long-range cannons, both guided and unguided missiles are also used in an indirect-fire role. Many ground-based artillery weapons are self-propelled, but some of these weapons must be towed or transported.

Mortars

Mortars are conventional indirect-fire weapons used throughout the *Star Wars* galaxy. A mortar is a tube that can be carried by a Medium character. It has a supporting bipod and a heavy base plate into which fin-stabilized shells are dropped. A firing pin at the bottom of the tube causes the propellant in the shell to ignite, launching the shell. A shell travels in a high ballistic arc, and has a relatively short range when compared to standard artillery cannons and guns.

Despite being a low-tech form of ordnance delivery, mortars continue to be employed throughout the galaxy because they are simple to use, easy to transport, and inexpensive. Mortar shells, however, are more advanced than their launchers. The shells are self-guiding and include targeting sensors and high-yield thermal warheads. Mercenary units, local militias, and some elements of the Rebel Alliance and the Imperial Army regularly use mortars in combat.



AN ARC TROOPER NARROWLY AVOIDS AN ARTILLERY STRIKE.

TABLE 3-3: INDIRECT FIRE WEAPON AMMUNITION DAMAGES

WEAPON	COST	DAMAGE	STUN DMG	SPLASH	DELAY	WEIGHT	TYPE	AVAILABILITY
Cannon, heavy	2,000	10d10×2	–	6 sq.	6	15 kg	Slashing	Military
Cannon, light	1,000	8d10×2	–	4 sq.	4	8 kg	Slashing	Military
Field gun	500	4d10×2	–	2 sq.	2	2 kg	Slashing	Military
Howitzer	750	6d10×2	–	3 sq.	3	4 kg	Slashing	Military
Mortar, frag	300	4d6	–	2 sq.	2	1.8 kg	Slashing	Military
Mortar, ion	450	4d6 ion	–	2 sq.	2	1.8 kg	Energy	Military
Mortar, stun	450	–	4d6	2 sq.	2	1.8 kg	Energy (ion)	Military
Mortar, thermal	3,000	8d6	–	4 sq.	2	1.8 kg	Energy	Military
Turbolaser, orbital	n/a	5d10×5	–	8 sq.	10	n/a	Energy	Military

Orbital Turbolasers

Turbolasers deployed on capital ships can also be directed at planets, providing devastating strikes from orbit. Such barrages are incredibly destructive but inaccurate. Planetary bombardment is typically used when large swathes of ground must be reduced to a cratered, rubble-strewn landscape.

Because of the inherent inaccuracy, a turbolaser fired at a specific grid reference on a planetary surface is always considered to be at long range, therefore taking a –10 penalty to hit.

ARTILLERY STRIKES

Sometimes, the heroes need artillery support, especially in campaigns where battlefield adventures are common. The information presented below and on Tables 3-2 and 3-3 pertains to artillery strikes called in by heroes. All artillery strikes are considered to be area attacks. Artillery strikes, as detailed above, are requisitioned during the initial preparation phase of a mission, just like any other gear. When the mission begins, the heroes can set aside a certain amount of their mission funds for artillery strikes, banking them in case they need the support. In this way, the heroes can set aside funds for support without having to requisition entire gunnery emplacements or starships. All of the costs on Table 3-3 are for a single artillery strike of that type; the one exception, orbital bombardment, cannot be purchased when gearing up, but must instead be called in as a command special order (see page 73).

A hero acting as a forward observer chooses a single square within his or her line of sight as the center of an artillery strike. The hero must possess a comlink or some other way of relaying information to the artillery source, as well as a rangefinding device (such as a pair of electrobinoculars) and a datapad for determining planetary coordinates. The hero makes a Knowledge (tactics) check as a standard action against a DC of 15; if the check is successful, the artillery fires and its attack hits the target square a number of rounds later equal to the weapon's delay value on Table 3-3. If the hero's check fails, the attack is off-target by a number of squares equal to the amount by which the check fails. The Gamemaster determines the direction in which the attack is off.

If, however, the Knowledge (tactics) check was a success, the artillery strike hits the target square and makes an attack at +5 against the Reflex Defense of any creature, object, or vehicle in the target square. The attack roll gains a +1 bonus for every two points by which the Knowledge (tactics) check exceeds a DC of 15. If an attack hits, the target takes full damage from the artillery strike; the target takes half damage on a miss. Likewise, compare the attack roll to the Reflex Defense of all targets within the attack's splash radius; those targets take half damage on a hit and no damage on a miss.

On subsequent rounds, the hero can call in additional artillery strikes on the same location as a standard action. If the hero chooses to target the same square, that hero can use the same Knowledge (tactics) check result as was used on the last round instead of rolling a new skill check to re-aim the device.

Random Mission Generator

You might have a clear idea of the types of missions you want to send the heroes on. However, the random mission generator, below, can help to formulate a basic concept from which you can extrapolate more concrete details for a specific mission. To use the generator, roll a d20 and consult Table 3-4: Missions. Each mission type is briefly described in the next section, along with criteria to determine mission success.

Table 3-4: Missions

D20 Roll	Mission
1	Ambush
2–3	Assault
4	Capture
5	Cover
6–7	Defense
8	Delay/Hold
9	Demolition/Denial
10	Escort
11	Forward Observation
12	Interdiction
13	Pacification/Peacekeeping
14–15	Reconnaissance
16	Reinforcement
17	Rescue
18	Retreat/Withdrawal
19–20	Search and Destroy

Ambush

Ambush missions send the heroes near or into enemy territory to lay in wait and attack passing enemy forces. Missions with this profile do not always end in carnage or bloodshed; sometimes the enemy does not show up at all.

Success: The enemy must be encountered and engaged and must take at least 50% casualties.

Assault

Heroes on an assault mission must attack on one or more enemy positions. The objective of the mission is to kill, drive off, or otherwise incapacitate the enemy defenders, denying them the specified location. The condition of the enemy position after the defenses are neutralized is not important.

Success: The enemy position must be taken or destroyed, and the enemy defenders must be captured, forced to retreat, or destroyed.

Capture

Capture missions require taking an enemy position or resource so that the heroes' allies can put it to use. These missions are like assault missions, but the designated target must survive the encounter.

Success: The enemy position or resource must be captured.

Cover

In a cover operation, the heroes must provide protection for another unit that is performing a separate mission. Examples include covering the retreat of a squad of troops or monitoring the advance of an armored column to prevent it from being attacked.

Success: At least 75% of the covered force must survive.

Defense

The heroes must defend a location from enemy attack. Additionally, they must do their best to prevent damage to the location.

Success: The heroes must successfully prevent their position from being captured or destroyed by the enemy.

Delay/Hold

Delay and hold missions are typically part of a retreat or defense. Specifically, a delaying mission prevents an enemy advance while elements in the rear withdraw or retreat with minimal enemy harassment. Hold missions, on the other hand, require the heroes to hold a location for a brief time, eventually retreating when the location is no longer useful.

Success: The heroes must delay the enemy or hold a location for a specific length of time before withdrawing.

Demolition/Denial

Demolition and denial missions require the heroes to destroy an objective. In a demolition mission, the heroes must infiltrate the enemy's lines and destroy one or more targets, such as a bridge, a fuel dump, or a defensive emplacement. Denial missions, on the other hand, are made during a withdrawal or retreat when a location can no longer be held, to deny the resource to the advancing enemy.

Success: The designated target must be completely destroyed.

Escort

Heroes on an escort mission must protect an asset as it is moved from one location to another. The asset can include one or more vehicles, an individual or a group, or anything else that needs protection as it is relocated from one position to another.

Success: At least 75% of the escorted assets must survive.

Forward Observation

Forward observation requires approaching an enemy position and communicating its coordinates so that artillery or air support can destroy it.

Success: The target's correct coordinates must be communicated to the heroes' allies.

Interdiction

Interdiction missions require the heroes to interrupt, confuse, or otherwise disrupt an enemy operation. Examples include destroying an enemy reconnaissance patrol, preventing supplies from reaching enemy positions, or reducing the effectiveness of an enemy asset.

Success: The enemy operation must be disrupted.

Pacification/Peacekeeping

Pacification and peacekeeping missions are akin to policing duties, requiring the heroes to oversee indigenous civilians or to prevent violence or conflict from occurring in a designated location. This is not necessarily an attack on civilians, but hostile action might be required, depending upon the civilian reaction to the heroes.

Success: The heroes must keep the peace with a minimum of either friendly or civilian casualties.

Reconnaissance

Reconnaissance—also called recon or recce—missions require the heroes to scout an area for signs of enemy movement or other suspicious activity. Such missions are performed by small, mobile units. Stealth, while optional, is preferred for such missions, and combat is often incidental.

Success: The heroes must complete their recon patrol and collect valuable intelligence. Finding nothing of interest is, in and of itself, something to report.

Reinforcement

A reinforcement mission requires the heroes to locate and lend their strength to a friendly unit that is either under attack or has recently been attacked, suffering significant casualties. Reinforcement missions are typically done on a timetable, with the heroes expected to provide aid within a specific period of time.

Success: The friendly unit must survive with at least 50% of its current assets intact.

Rescue

A rescue mission requires the heroes to locate and return to base one or more allies who have fallen victim to trouble. The target of the rescue might be a hostage, a downed pilot, a wounded soldier, or any allies who are in trouble and need to be rescued.

Success: The targets must be located and returned to base with fewer than 25% casualties.

Retreat/Withdrawal

Retreat and withdrawal missions require the heroes to vacate a specific position and travel to a new defensive location. Retreats are done on short notice, often while under fire, but withdrawals are planned and more organized.

Success: The heroes must successfully relocate while taking no more than 25% casualties.

Search and Destroy

When assigned to a search and destroy mission, the heroes must locate an enemy asset and neutralize it. This differs from demolition/denial missions in that the target location is either unknown or approximate—thus, the search aspect of the mission.

Success: The target must be located and completely destroyed.

Chapter IV
Military Units





Many will claim that wars are fought by individual soldiers, and that a single person's contribution can turn the tides of battles and even of entire wars. That may be true, but typically wars are carried out not by individuals, but by factions. Within most conflicts, those factions are broken down into even smaller groups, often known as military units. This chapter details fifteen unique military units drawn from across the breadth of the *Star Wars* saga, from the ancient days of the Great Sith War all the way up through the fight against the Yuuzhan Vong invaders.

Some units are part of a larger military structure, but still retain a great deal of autonomy. Although organizations such as the Katarn Commandos and Wraith Squadron answer to their New Republic and Galactic Alliance superiors, they still choose their own missions, create their own plans, and execute those plans according to their own standards. Other units aren't part of militaries at all; for example, the Mistryl Shadow Guard is an organization unto itself, and though beholden to the Eleven Elders of the People it answers to no higher military authority other than its own leaders.

Heroes can choose to use these organizations as a part of their characters' histories or simply as models for creating their own, similar organizations. Having the heroes all choose a single unit as their organization makes it very easy for both the players and the Gamemaster to justify why heroes of such disparate skills and personalities might be working together. Serving as members of the same military unit is a great way for heroes to find common ground without having to resort to elaborate descriptions of how each hero knows each other hero and why they would all be working together. Moreover, having the heroes all be members of the same military unit makes it much easier to design adventures for those heroes, as they all have common (if not identical) goals and motivations.

By the same token, these military units can be used as allies and antagonists for heroes in any campaign, not just those with a military theme. Each military unit in this chapter contains information on its goals, methods, rank structure, and missions to help give the Gamemaster a solid idea of how the organization functions and what its members could be like. When creating NPC allies and antagonists, using these military units is a great way to give an adventure a warfare-based twist without having to alter the structure of the entire adventure.

Ailon Nova Guard

History

Some societies are founded on commerce, science, or art. The people of Ailon worship fighting, and their military—the Ailon Nova Guard—is one of the finest in the galaxy.

Nearly 13,000 years ago, Ailon became a member of the Republic. Its people quickly realized that the eons of warfare they had endured on their homeworld had forged them into warriors without equal—at least, when compared to the other species that made up the galactic confederation. Initially contemptuous of Humans, Duros, and others, the Ailon soon grew to respect the Republic's superior technology and realized that they could serve the cause of war by fighting the Republic's enemies. The Ailon Nova Guard hired out its services to the Republic's Supreme Chancellor and used the credits it earned sustain its homeworld, allowing more Ailon to move from sustenance farming into the military.

The Nova Guard remained separate from the Republic Army. As a special combat detachment, its members saw service only when the Republic's need was great and when the Republic military had room for them in its annual budget. The Republic did away with its standing military after the Ruusan Reformation in 1000 BBY, and the Nova Guard filled the gap. However, the group could not hide its disgust with a government that had pulled out its own fangs.

The rise of the Empire suited the Nova Guard. Having fought under too-lenient Jedi commanders in Clone Wars debacles such as the Battles of Bassadro and Ord Canfre, the Nova Guard gravitated toward Emperor Palpatine. Under his orders, they slaughtered the Mandalorian Protectors at Norval II, and the Ailon High Marshal welcomed the chance to further serve the galaxy's iron-fisted ruler.

The feeling was not mutual. Emperor Palpatine and his officers sneered at these non-Humans with delusions of superiority, and they refrained from wiping out Ailon only after the act was deemed an inefficient use of the Empire's resources. Instead, the Empire kept the Nova Guard occupied by sending them on suicide missions. The Ailon High Marshal treated these assignments as great honors, believing the daunting odds to be a sign of the Imperial military's deep respect.

The Empire's scheme backfired when the Nova Guard began winning even these impossible battles. To prevent further embarrassments, the Empire dramatically cut back on Nova Guard activities, leaving the people of Ailon with no outlet but to direct their energy into the annual Ailon Military Celebrations. This string of events, encompassing parades, air shows, ceremonial duels, weapons displays, war games, and salutes to the martial traditions of other cultures, drew tourists from across the Inner Rim and allowed the Nova Guard to keep its units in top shape.

With no active combat killing off Nova Guard soldiers, the high reproduction rate of the Ailon soon swelled their military past its capacity. At its height, the Nova Guard numbered close to a billion soldiers. Whole regiments were reassigned solely to the task of training new recruits. After the Empire showed its weakness by losing the Battle of Endor, the Nova Guard volunteered its services to the victorious New Republic.

Setting on its former Imperial allies with ferocity, the Nova Guard helped the New Republic eradicate Imperial forces in the Inner Rim. As their successes mounted, the Nova Guard moved on to target the Empire's fortress worlds in the Mid Rim.

The New Republic kept the Ailon Nova Guard steadily employed, always aware that the mercenaries could turn on them at the first sign of weakness. This prediction proved true during the first year of the Yuuzhan Vong war. Awed by the invaders' military might, the Nova Guard helped the Yuuzhan Vong conquer the Inner Rim. Their actions earned Ailon homeworld crippling economic sanctions in the postwar era.



Ailon Nova Guard soldiers

Methods

Members of the Ailon Nova Guard are drilled from birth in military history and tactics. They prize physical toughness and believe in survival of the fittest. This near-religious devotion to martial traditions ensures that the soldiers of the Nova Guard are professional under every circumstance. Cowards are uncovered (and executed) long before they have a chance to shame their regiments in combat.

The Nova Guard organizes itself into divisions and regiments based on the disciplines of land armies. While the Nova Guard includes sea and air specialties, these mercenaries find no glory in the sterile coldness of space warfare.

The specializations of the Nova Guard cover the gamut of planetary war. Antiaircraft divisions operate missile batteries. Repulsorlift divisions pilot atmospheric gunships and speeder transports. Artillery divisions drive treaded vehicles to fire on enemy fortifications. Armor divisions crew tanks and personnel carriers. Naval divisions deploy aquatic troopers and submersibles. Infantry divisions, known for their full-body armor, are skilled with blasters but take special pride in using the eklot, a short sword treated with a fast-acting neurotoxin.

Each soldier of the Nova Guard is issued a blaster rifle (to which is affixed a vibrobayonet), a blaster sidearm, and a grenade launcher. In battle, Nova Guard divisions work together to systematically outthink, outflank, and overwhelm their enemy; individual soldiers often are shocked by the relative inexperience of their foes.

Missions

As a mercenary force, the Ailon Nova Guard takes nearly every job offered, for fear of falling out of practice. However, the Nova Guard's asking price is high, ensuring that the group receives only offers that are suited to a military force of its remarkable size and experience.

For thousands of years, the Nova Guard aided the Republic in beating back Hutt incursions and in taming savage worlds on the galactic fringe. Often, such missions involved exhausting a planet's military over weeks or months while Republic negotiators gained a foothold in the capital. Other times, it took only days for the Nova Guard to force the enemy's surrender.

During the Empire's reign, Nova Guard soldiers were little more than cannon fodder. Imperial commanders threw them against entrenched hostiles in the hope that their annihilation would provide insight into the enemy's composition and tactics. After millions of honorable deaths, the Nova Guard began adopting scouting and ambush tactics. This development turned what appeared to be certain routs into unlikely victories, including the toppling of King Satyr Azzlectico and the Sundering of Slession.

The Nova Guard's New Republic missions were less suicidal. Nova Guard regiments operated alongside the New Republic military to provide muscle and knowledge of Imperial tactics. The Yuuzhan Vong invasion prompted yet another flip, as the Nova Guard switched sides and led Yuuzhan Vong vanguards against soft spots in the defenses of Cona, Manaan, and Zeltros.

Whatever Ailon's changing alliances with the rest of the galaxy, the Ailon Military Celebrations provide an outlet in which even inactive soldiers can participate in simulated combat. The most prominent war game during the festivities involves three Ailon armies—Ethromite, Oridium, and Feldspar—that seize and hold an island continent until the final minute of the closing ceremonies.

Rank Structure

A minimum five-year tour of duty in the Ailon Nova Guard is mandatory for every able-bodied citizen. So central is combat to Ailon culture that those who are rejected for service—or worse, expelled from the ranks—exile themselves from their homeworld in disgrace.

New inductees into the Nova Guard receive the rank of Guardsman. They are considered active-duty combat personnel even while they undergo training. Promotion within the ranks gives Nova Guard soldiers increasing command responsibilities: Corporals lead sections (40 soldiers), lieutenants lead platoons (six sections), majors lead companies (eight platoons), and lieutenant colonels lead battalions (eight companies).

Among land-based army units, colonels command regiments (made up of two or more battalions). The equivalent rank among air and sea divisions is brigadier, with a similar-sized formation called a brigade. Each Nova Guard division (six regiments) is led by a major general, and corps are commanded by field marshals. All field marshals from across the planet make up the Ailon Marshalate, an elite command force that doubles as a ruling council. The supreme ruler of the Nova Guard—and of the planet itself—is the High Marshal of Ailon.

The Ailon First Honors Platoon is the most celebrated unit of the Nova Guard. During the annual Ailon Military Celebrations, each Guardsman of the First Honors Platoon carries a banner emblazoned with at least 30 battle honors, each of which commemorates a legendary war in the group's 13,000-year history. Currently, the celebrations pay tribute to more than 7,200 battle honors, and the Ailon Nova Guard doesn't intend to stop there.

Churhee's Riflemen

History

More than a mercenary force, Churhee's Riflemen is a tight-knit band of sharpshooters with high standards of membership—and zero tolerance for those who don't appreciate the purity of ranged combat.

Formed in the decade following the end of the Clone Wars, Churhee's Riflemen took advantage of the Empire's stranglehold over military operations at the sector and system level. With many planetary defense forces either disbanded or nationalized, the need for independent contractors was stronger than ever.

Vlaydm Churhee drew upon his heritage as a sharpshooter in the Army of the First Line on Ulda Frav to form a squad of for-hire soldiers. Churhee's Riflemen advertised its talents throughout the Outer Rim's Sarin and Parmel Sectors, first serving as a unit within larger mercenary armies, then accepting solo jobs as its reputation grew. Soon, Churhee's Riflemen was regularly engaged in rear-guard harassment of enemy lines, scouting troop movements, and assassinating opposing commanders from long-range cover.

Churhee's Riflemen accepted any assignment regardless of ideology, sometimes even switching allegiances in the middle of a battle. That changed after a debacle in the Y'Trella System. While on a job for the Empire, the group found itself pinned down by the enemy and abandoned by the Imperial forces that had promised to provide backup. Almost all the Riflemen perished, and their founder, Vlaydm Churhee, was among the dead.

The survivors regrouped on Turcan III under the leadership of Vladym's widow, Maydla Churhee. They agreed to rebuild the unit, but this time as a fiercely anti-Imperial organization. Churhee's Riflemen still accepted jobs from sector crimelords and neutral parties, but it poured the profits into beefing up intel on the Parmel Sector's Moff Tallis. This intel allowed them to solicit specialty work from local cells of the Rebel Alliance.

The Riflemen became such an irritant to the Empire that Moff Tallis eventually flattened Turcan III with a full-scale military assault. More than half the Riflemen died while fighting a rear-guard delaying action, but the remainder escaped offworld thanks to an airlift organized by the Alliance.

The Battle of Turcan III cemented the members of Churhee's Riflemen as heroes of the Rebellion and brought the group galaxywide fame. The Rebel Alliance (and later the New Republic) kept the Riflemen busy with lucrative, exclusive assignments, in part so that they could exploit the propaganda value of having the Riflemen among their ranks.

After the New Republic captured Coruscant, Churhee's Riflemen no longer felt comfortable working for those in the seat of galactic power. The group returned to Turcan III, but this time with the clout and freedom to be picky about the mercenary jobs it selected. Churhee's Riflemen continues to take work from free-market gangsters, but it has a hatred for despots of all stripes.

Methods

The members of Churhee's Riflemen fill a role halfway between scouts and light infantry. Too small in number and too lightly armored for front-line combat, the members of the Riflemen strike the enemy from the rear or from flanking positions, blasting away with quick, damaging fusillades and then retreating.

The Riflemen keeps its gear and weaponry to a minimum for mobility, and its members seldom employ vehicles larger than speeder bikes. The group's signature weapon is the SoroSuub Kylan-15 blaster rifle, customized by Vlaydm Churhee to include a collapsible stock, an advanced sniping scope, and a silencer. Marksmanship is a point of pride in the ranks, and Churhee's Riflemen encourages the rumor that its members can shoot the tongue off of a dripdrinker larva from 1,000 meters.

The Riflemen's members are fond of droids and use ASPs for maintenance, GHT medevac droids to retrieve wounded soldiers, and repulsor-equipped R2 units to map battlefields. The biggest dangers to the Riflemen's fighters are small skirmish units specifically tasked with eliminating threats like theirs.

The ability to hit a target from long range is critical to the success of the Riflemen. Sniping is a core tactic, used from deep cover to take down enemy commanders with head shots or to detonate the lead vehicle in an armored column with a precise hit on its fuel canister. The Riflemen often splits its ranks, with one or two squads sniping from long range and the remainder of the company springing an ambush from near cover. Such attacks are usually over in minutes, ending either when the group withdraws on speeder bikes or the enemy formation has been annihilated.

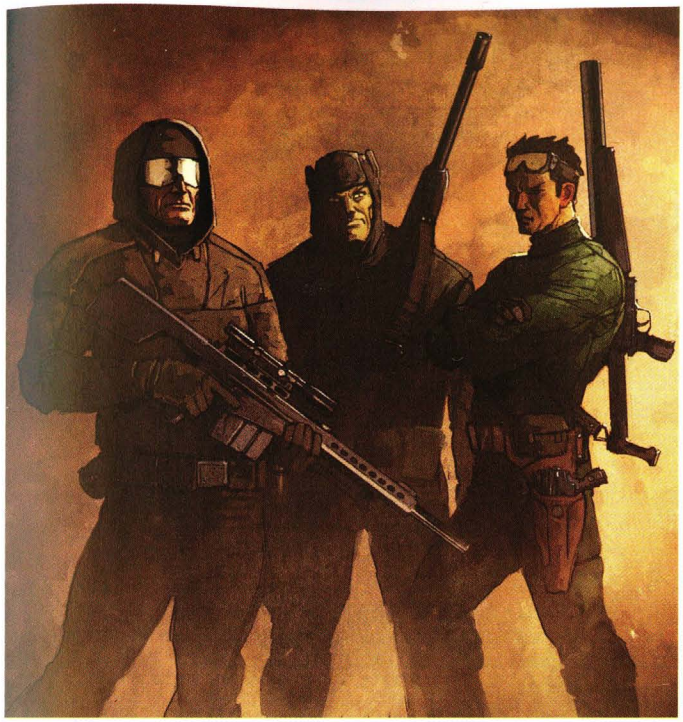
Although it often works alongside other military units, the Riflemen is equipped to operate on its own. Its members are experts at survival and camouflage in forest, mountain, and savanna settings, which correspond to the planets where Churhee's Riflemen primarily operates and trains: Turcan III, Vohai, and Parein II.

Missions

Churhee's Riflemen is a mercenary group, but it accepts only jobs that exploit its expertise in sniping, ambush, and combat scouting. Rarely is the group hired to perform a mission without backup. The members of the Riflemen are not commandos, and the group lacks the diverse range of talents needed to tackle infiltration or demolition. Instead, Churhee's Riflemen is an ideal complement to a planetary defense force or a motley mercenary army.

On scouting missions, the group's members execute quick reconnaissance on speeder bikes and report back concerning the enemy's strength and movements. Because of their skill, Churhee's Riflemen is allowed to engage at will, taking out opposing scout patrols or dealing damage to targets of opportunity.

CHURHEE'S RIFLEMEN



All members of the group are expert snipers. Sniping and ambushing often happen simultaneously, as some shooters fire with surprise from close range while snipers pick off targets from afar. Snipers also provide support for full-scale army engagements, in which they can be found firing from fortifications or hovering gunships.

During its early years, Churhee's Riflemen regularly accepted missions from Imperial forces in the Parmel and Sarin Sectors. It operated in the place of dedicated scout trooper patrols, pathfinding for AT-ATs and heavy armor. Its targets included Sarin smugglers and pirates as well as suspected Rebel cells embedded in the megalopolises of Revkinn V.

The massacre in the Y'Trella System caused the Riflemen to accept anti-Imperial contracts exclusively. Missions during this era relied heavily on the group's inside knowledge of Imperial operations and tactics, although wary Rebels initially didn't put much stock in the Riflemen's sudden change of heart. Churhee's Riflemen aided Rebels and independent interests in rolling back the territorial gains of Moff Tallis planet by planet, sometimes chasing Imperial forces into the heart of a garrison and forcing the surrender of the base commander.

In the post-Endor era, Churhee's Riflemen continued to fight Imperial holdouts, this time backed up by the full might of the New Republic Army. Its most celebrated public exposure came during the Ryoone campaign, when the Riflemen matched wits with the Empire's Lightning Squadron in a month-long string of engagements.

RANK STRUCTURE

Since the unit's inception, Churhee's Riflemen has patterned itself after the makeup of a traditional Imperial scout company. Its roster consists of approximately 240 individuals (plus various support personnel) organized into eight platoons. Vlaydm Churhee (and later Maydla Churhee) serves as the unit's commanding officer.

A platoon is made up of approximately 30 soldiers, organized into lances of five (including a sergeant) or squadrons of 10 (commanded by a lieutenant). Multiple squads often are led by a sergeant major.

New members of Churhee's Riflemen receive the initiate rank of Frontiersman, but only after passing a tracking, stealth, and sharpshooting program. Applicants typically come from other militias or mercenary bands with years of experience under their belts, but the Riflemen's program is so rigorous that only one out of every 20 applicants is accepted. Churhee's Riflemen are very welcoming toward non-Humans, often disproportionately employing members of species such as the Lafrarians and the Ri'Dars that have superior distance vision.

Although their profile was raised to a galactic scale following the Battle of Endor, Churhee's Riflemen is largely a fringe player most comfortable operating in the Outer Rim and the partially explored borders of Wild Space. Its members are well paid, but most have few indulgences beyond caring for their Kylan-15 blaster rifles and enjoying an occasional glass of Forvish ale.

"THE RIFLEMEN ARE WORTH THEIR HIGH FEE, AND THEY SHOULD BE KEPT ON RETAINER FOR FUTURE NEEDS."

–CAPTAIN ZGORTH'STH, NEW REPUBLIC DEPARTMENT OF THREAT ASSESSMENT

Hapan Royal Guard

History

For millennia, the Hapes Consortium—a isolated cluster of stars cut off from the galaxy and rumored to house beautiful women and uncountable riches—fueled the imaginations of envious spacers. Even today, its all-powerful monarchy continues to captivate public interest, and it is the Hapan Royal Guard that prevents the collapse of this charmed society by standing in the way of regicide.

Hapan culture traces its origins to approximately 4050 BBY, when the Jedi Knights annihilated the Lorell Raiders (also known as the Hapan Pirates) who had been harassing Republic shipping from hideouts in the near-impassable Transitory Mists. The pirates' captives—most of them strikingly beautiful women—retreated to the 63 worlds within the Mists and formed a female dominated and, eventually, very wealthy society. With all governmental power vested in the hereditary office of Queen Mother, the Hapans built a powerful navy and eventually sealed the cluster's borders in 3100 BBY.

Although the galaxy couldn't see it, the 63 Hapan worlds entered a golden age. The Queen Mother's power was absolute, but that didn't prevent rivals from trying to maneuver other family members onto the throne. The Hapan Royal Guard, or the Chume'doro, first appeared in about 3000 BBY to protect the Queen Mother.

This bodyguard unit consisted of 100 women selected from the elite members of the Hapan Navy and tasked with accompanying the Queen Mother on trips outside the Fountain Palace, screening visitors to her throne room, and tasting her food. Over time, the Royal Guard's ranks increased as they expanded their protection to include other members of the royal family. When scheming heirs corrupted the Royal Guard's bodyguard details and enlisted their help in coup attempts, the Chume'doro established the Investigative Branch to ferret out plots against the Queen Mother and to perform internal-affairs surveillance against its own members.

In 8 ABY, the Hapes Consortium reopened its borders. The reigning monarch, Ta'a Chume, fell out of power in favor of her daughter-in-law, the outsider Teneniel Djo. The Royal Guard shifted its allegiance to the new ruler, but Ta'a Chume, still under palace protection, played on her personal guards' loyalty to her and used them to help plot Teneniel's death.

A secret war erupted within the ranks of the Chume'doro. Assassinations thinned the group's ranks even as it maintained an unbroken veneer of professionalism. The end of the Yuuzhan Vong war united the Royal Guard once more, with its members protecting Queen Mother Tenel Ka and her daughter Allana from assassination during the Second Galactic Civil War.

Methods

The Hapan Royal Guard is a police force, not a military branch. Its agents are quietly omnipresent. The Queen Mother is never without her bodyguard, and other agents are stationed aboard the Queen Mother's flagship, *Star Home*, aboard any naval vessels that she might visit, and on each of the worlds of the Consortium. Their role in these settings is to investigate possible threats to members of the royal family.

The Chume'doro have unlimited authority to commandeer local security forces, detain and interrogate any citizen, seize property and confiscate items, and tap into private communications. In the name of the Queen Mother, a member of the Royal Guard can overrule the orders of even the highest-ranking fleet admiral. Despite the lack of curbs on the power of the Chume'doro, most Hapans willingly submit to its authority. They believe their Queen Mother to be almost a goddess, and her protectors incorruptible.

If a member of the Royal Guard detects a plot against the Queen Mother, an Investigative agent determines the extent of the threat, and agents arrest the conspirators without violence. If necessary, Royal Guards are also the elite fighters who defend the Queen Mother with their lives. Wars, although rare, occur as a result of organized pirate raids or attempted coups by the planetary forces of one or more of the 63 worlds of the Consortium. During full-scale battles, the Chume'doro commands the Hapes Home Guard and other military elements.

All Royal Guards are experts in unarmed combat and the use of edged weapons, polearms, and blaster pistols. Specialty branches include Fountain Snipers (who protect the palace with long-range rifles), Fountain Gunners (who operate heavy weapons and fixed emplacements), and Royal Fliers (who pilot a variant of the Miy'til starfighter). Royal Guard detachments on the 63 Consortium worlds have combat specialties appropriate to their assigned environments, such as forest, urban, arctic, and aquatic.

Missions

Most of the Royal Guard's work is carried out by the Investigative Branch, including surveillance on other members of the Chume'doro. Missed threats often manifest in combat opportunities that are (hopefully) short and one-sided. These acts of attempted regicide include ambushes in cramped hallways, blocked avenues that trap motorcades, sniper fire during public addresses, and suicide killers who rush the Queen Mother laden with explosives or who pilot aircars into the palace's residential wing. Such assassins can be lone crazies, hired bounty hunters, rogue military personnel, or even traitorous agents of the Royal Guard. During assassination attempts, whichever members of the Royal Guard are assigned to the Queen Mother or her heirs at that moment are expected to kill the attackers and escort the ruling family to safety.

It takes a big threat to mobilize the entire Royal Guard. Sustained raids by pirates (who are sometimes led by Hapan males of noble birth) are the most common menace, although planetary rebellions have occurred throughout the Consortium's history. In these circumstances, Royal Fliers attach themselves to whichever Hapan naval elements they choose, and they are automatically granted rank privileges and priority launch clearance over the regular pilots stationed aboard those *Nova*-class battle cruisers.

If the conflict involves ground combat, the Chume'doro commands battalions of troops or sends individual agents on sabotage, reconnaissance, or rescue missions. Royal Guard agents take command of regular Hapan military forces only when the Queen Mother's rule is threatened or when the Consortium as a whole is in danger (often the same thing). Smaller conflicts against isolated groups of pirates or local smugglers are handled through the traditional military chain of command.

Because Hapes is bathed in starlight, members of the Royal Guard share their people's genetic night blindness. They carry night-vision optics to compensate for this deficiency in low-light conditions.

Rank Structure

The Chume'doro has two branches: Royal and Investigative. The Royal Branch protects the Queen Mother through combat and deterrence; its divisions include Fountain Snipers and Royal Fliers, and the contingents operating on each of the 63 Consortium worlds are considered unique divisions. The Investigative Branch protects the Queen Mother through spying and interrogation, and it has five divisions: Surveillance, Interrogation, Forensics, Purity (internal affairs), and Stealth.

New inductees are known as agents, and the term also is used informally to describe all members of the Royal Guard. In ascending order of rank, agents can be Grade 3, Grade 2, or Grade 1. Agents typically operate in cells of two to four individuals. Those who earn recommendations from their superiors fight in duels with polearms or other melee weapons, with the winner earning a promotion to officer status.

Royal Guard officers start with the rank of captain and command up to 40 cells of agents. The next highest rank is major, which is the highest rank within the Investigative Branch.

The Royal Branch has one elite rank, the Favored, who are considered the spiritual descendants of the original bodyguards assembled to protect the first Queen Mother. Although few in number, the Favored have complete authority over the Royal Guard, Hapan military forces, and civilians. The ranks of the Favored are 100 percent female, whereas the membership of the rest of the Royal Guard is 95 percent female and 5 percent male.



A member of the Hapan Royal Guard

Kaleesh Kolkpravis

History

Kalee is a harsh, dirt-poor world that has been ignored by the rest of the galaxy. The only native that most beings have heard of is General Grievous. Society on Kalee is dominated by thousands of Kaleesh tribes linked by complicated bloodlines and by feuds that have endured for centuries. The formation of the kolkpravis—a united army of tribal warriors from across the eastern hemisphere—became possible only after extraplanetary threats eclipsed old hatreds. The soldiers of Kalee's kolkpravis tested their swords against Thalassian slavers and ore raiders, but the planet remained largely isolated, its enemies never granting it the importance the Kaleesh believed to be their birthright.

During the Kadok Regions' Bitthævrian expansion circa 65 BBY, the Republic failed to topple the Bitthævrian regime on Guiteica with a secret coup. Rather than allow their meddling to come to light, the Republic trained the kolkpravis as an insurgent force. Armed with Czerka Outland rifles and covertly aided by Jedi, including Count Dooku and Qui-Gon Jinn, the kolkpravis pitted themselves against the soldiers of Guiteica's m'Yalfor'ac Order. Within five years, the Bitthævrians withdrew in defeat, and the kolkpravis never learned that they had acted as the Republic's puppets.

Soon, the warriors of the kolkpravis had to defend against a real and imminent threat. The insectoid Yam'rii (which the Kaleesh called the Huk) invaded Kalee while scouring for colony worlds, and the besieged kolkpravis found inspiration under the leadership of Qymaen jai Sheelal and his soulmate, Ronderu lij Kummar.

Sheelal organized the kolkpravis into eight divisions, each answerable to one of the Izvoshra—eight elite soldiers responsible for Sheelal's protection and the execution of his will. After driving the Yam'rii from Kalee, Sheelal and the kolkpravis chased the aggressors back to their homeworld, massacring both soldiers and civilians.

The Yam'rii petitioned the Republic's Senate to save them from extinction, and Jedi intervention brought an abrupt end to the Huk War. Shamed by this conclusion to their crusade, the kolkpravis suffered further as economic sanctions drove Kalee into ruin. Sheelal—now calling himself Grievous as a tribute to his companion Ronderu following her death in combat with the Yam'rii—took jobs with the InterGalactic Banking Clan to alleviate his homeworld's misery. Yet he was a warrior, not a thug, and soon returned to lead the kolkpravis after learning that the Yam'rii had desecrated Kaleesh burial grounds on the colony world of Oben. The IBC sabotaged the ship carrying Grievous and the eight members of the Izvoshra, sending it into the Jenuwaa Sea.

Grievous lived on, reborn as a cyborg to serve Count Dooku in the Clone Wars. Bentilais san Sk'ar, a former revolutionary turned tyrant of the western hemisphere and the only member of the Izvoshra to survive the crash, rallied the kolkpravis. He led the slaughter of the Yam'rii on Oben and moved his people to that resource-rich world.

After Captain Thrawn was forced to raze Oben as part of his pacification of the fringe territories, Sk'ar left Kalee space to serve the Empire. The kolkpravis, led by a female warrior believed to be the second incarnation of Ronderu lij Kummar, continued to guard the remnants of their once-proud civilization.

Methods

The kolkpravis are formed from smaller tribal fighting forces. Each unit follows similar methods—hide, scout, raid, and retreat—refined over centuries of intertribal warfare. A Kaleesh tribal warrior is an expert at desert, mountain, or jungle combat, depending on which part of the planet he or she is from, and boasts an expertise at camouflage. Warriors can spend months in the field, keeping a wary eye on rivals while hunting for mumuu or other animals to bring back to their families. The landscape of Kalee is riddled with rocky caves and other boltholes, undetectable from the surface and known only to tribal leaders and veteran scouts.

The kolkpravis engage in tactics similar to those of their forebears, albeit with a higher degree of organization. Although kolkpravis units are usually made up of members of a single tribe, different units are expected to cooperate when thrown together into a horde, a brigade, or a khanate. Orders are to be obeyed without question under penalty of death.

As a land-based fighting force, the kolkpravis have no skill at space combat.



Warriors of the Kaleesh Kolkpravis

When attacking a planet, large transports race through the battle zone to a controlled crash landing, whereupon the kolkpravis disembark and disappear. Against weak foes, the kolkpravis swarm and kill every combatant; against strong foes, they go to ground to engage in wars of attrition that can last for years.

Kolkpravis warriors carry Czerka Outland projectile rifles, which are equally effective at sniping and at quick bursts of close-range fire. For melee combat, all kolkpravis soldiers carry one-handed Lig swords, and many employ 2-meter-long shoni spears.

Missions

The kolkpravis are relentlessly martial. They have no concept of downtime and never retire from service. If a mission requires it, kolkpravis warriors spend weeks creeping silently through wind-whipped ravines to set up better shots at enemy encampments, even if it means losing digits to frostbite and half their body weight to starvation. Since Kaleesh culture is built around the belief that great warriors can fight their way to divinity, suicide attacks are encouraged as a battlefield tactic.

During the Bitthævrian War and the Huk War, the kolkpravis landed on worlds controlled by the enemy and conquered key territories with hopscotch tactics—half the warriors held the line while the other half pushed into the enemy's formation, then the warriors in front held the line while those behind advanced. If the tide turns against them in battle, the kolkpravis scatter and carry on a guerilla war from deep cover, inflicting demoralizing enemy losses during a long campaign. The kolkpravis brigades that defend Kalee adopt much the same style, using their cave network to strike without warning.

The vast majority of kolkpravis missions involve the speedy and surreptitious elimination of isolated enemy targets. A large fighting force appears only when victory is certain and all warriors want to count themselves among the day's anointed.

The eight Izvoshra are military khans in charge of the eight kolkpravis divisions, and they also served as the personal bodyguards of General Grievous. Their missions involved protecting their leader from challengers and assassins. After Grievous was apparently killed in the crash of his ship, the institution of the Izvoshra lived on. Acceptance into its ranks is considered an important step on the road to godhood.

Rank Structure

The most basic unit of the kolkpravis is the tribal kamen, a small tactical team of 2 to 40 warriors related by family and geography. These groupings were the essence of warfare on Kalee for millennia until the formation of the kolkpravis refocused tribal rivalry on the strange customs and appearances of offworlders. A kamen is led by a blackarm, an informal tribal title bestowed on its strongest member.

Roughly 100 kamen make up a horde, which is led by an officer who carries the title of tarkhan. Brigades are formed from 100 to 200 hordes and are led by officers known as baatars. Their command often is highly decentralized, since kolkpravis tactics are guerilla in nature and a baatar must rely on message carriers and guesswork to keep track of his or her troops.

A khanate is a military division formed from several brigades, answerable to one of the eight khans of the Izvoshra. The Izvoshra leave most battlefield planning to their baatars, instead concentrating on special missions on behalf of their leader. The title of supreme military commander, or khagan, was held by Grievous and has been bestowed on the leaders who succeeded him.

Most members of the kolkpravis are highly concerned with rank advancement, since great military leaders can earn honored positions in the afterlife. Those who don't have the stuff of divinity are likely to go on suicide missions to take out enemy targets, which is considered a shortcut to immortality.

Kolkpravis warriors are rarely found in the greater galaxy, but they occasionally work as mercenaries or fighters. No matter how much contact they have with outsiders, Kaleesh remain austere, taciturn, and humorless.

"General, you are our last hope against the Huk in this war. May the spirits of our ancestors watch over you and your troops."

—Kaleesh holy man, blessing Grievous and the Izvoshra prior to a planned attack on Oben

Katarn Commandos

History

The Katarn Commandos are the most celebrated black ops unit of the New Republic—the ones who get the call when impregnable strongholds need breaching or invincible superweapons need destroying. The Katarn Commandos rarely earn public accolades, but their enemies know them well.

The group was founded as the SpecForce 32nd commando unit during the Galactic Civil War under the command of Bren Derlin. They fought tenaciously during the Battle of Hoth, holding off advancing snowtroopers long enough to enable the evacuation of the Rebellion's command staff. In recognition of the efforts of the 32nd, General Crix Madine recommended that the unit be assigned to protect Alliance High Command, directly answerable to commander-in-chief Mon Mothma. The unit fought as part of General Han Solo's strike team during the Battle of Endor, after which Derlin turned the reins of the unit over to Lieutenant Judder Page.



Katarn Commandos

Page accepted the responsibility but refused to accept a promotion. The rest of the team followed his unorthodox lead. The unit became even more independent and irregular, disappearing into the field for weeks or months at a time without reporting in to New Republic contacts, yet always achieving its objective. As its reputation grew, the 32nd became known as Page's Commandos.

The team often went far beyond its mission objectives. Dispatched by New Republic command to destroy a shield generator during the capture of Basilisk, Page's Commandos went on to destroy the generator powering the garrison cannons, to ground a wing of TIEs with an electrified net over the hangar launch chute, and to force Imperial governor Nistola's surrender after penetrating his heavily armed flying fortress. When General Garret landed with a New Republic invasion force, he took the capital without firing a shot.

Kyle Katarn, one of the New Republic's top operatives, joined Page's Commandos in the New Republic's early years, aiding the team in top-secret missions against Imperial warlords on worlds including Kashyyyk, Boudolayz, and Garos IV. Around this time, the team changed its name to the Katarn Commandos—some say as a tribute to Commander Katarn, although Wookiee member Frorral insisted that the name referred to her homeworld's jungle predator.

Lieutenant Page sometimes worked solo, contributing his expertise to such campaigns as the capture of Coruscant and the war against Grand Admiral Thrawn. Eventually, Page grudgingly accepted a promotion to captain, and the Katarn Commandos continued to fight during the Yuuzhan Vong invasion and the Second Galactic Civil War.

Methods

The Katarn Commandos is a semiautonomous unit allowed a great deal of freedom and creativity in accomplishing its objectives. Although subordinate to the New Republic commander-in-chief and to any ranking officer assigned to its campaign, the Katarn Commandos is entrusted with operating on its own to deliver results that benefit the overall plan. General Rieekan once likened the process to "tossing a nest of fire wasps into a bursa's lair and seeing what happens next."

Once the Katarn Commandos makes planetfall, its members go comm silent until the completion of the mission (unless they require emergency extraction, which is an extremely rare occurrence). The team is not appropriate for space combat missions, but in planetary environments or on space stations, it is capable of causing a great deal of damage.

The members of the team have a wide range of specialties, including urban combat and heavy weapons, with some members devoted to keeping the unit alive during long deployments by locating food, repairing gear, and finding cover. Judder Page, with his bland, unmemorable good looks, is ideal at undercover work, sometimes disguising himself as one non-Human being or another. True non-Human members of the squad can rarely pull off the same trick and prefer to remain hidden until called upon to unleash their talents.

The team members pride themselves on staying out of sight. A perfect mission relies solely on stealth, with enemy forces realizing that the Katarn Commandos has paid a visit only when their ion cannon explodes.

Missions

A typical mission for the Katarn Commandos begins with a drop-ship landing in a planet's wilderness. When such landings are not possible, missions can start with paraglider drops from low orbit designed to slip through enemy sensor nets, or with passage booked aboard public starliners to allow for easy disappearance into crowds during layovers at port.

No matter how they get there, the Katarn Commandos spends roughly the first half of an assignment lying low and gathering intelligence to assess the situation on the ground. Its members might disguise themselves as corporate workers in a bustling city block or buy rounds in the cantina and listen to the local scuttlebutt. If the target is more remote, the team's members might spend days living in the treetops, watching enemy installations through macrobinoculars and taking note of fixed defenses and guard rotations.

The Katarn Commandos team never rushes in with blasters blazing. During extraction missions, the team nabs its target when he or she is lightly guarded, then retreats to a prearranged safe port. During sabotage missions, the team plants explosives (or causes enough damage to trigger the target's own destruction), then uses the blast to cover its escape. In all cases, the team takes every possible step to minimize contact with the enemy.

Rank Structure

The members of the Katarn Commandos have little use for rank. The unit's most famous member, Lieutenant Judder Page, turned down countless promotions. As a result, its operational rank structure is essentially a two-stage hierarchy: the commander and everyone else.

The unit typically numbers 12 individuals. Although all members have well-rounded backgrounds in combat and survival, each possesses a unique skill that benefits the team as a whole. Members defer to the team's appropriate specialist during the relevant portions of each mission, which results in an informal second-tier command structure that changes on the fly.

The members of the team include the following:

- Two urban combat specialists, adept at blending into crowds and fighting on rooftops or in crowded corridors.
- Two techs, responsible for repairing equipment in the field and improvising traps and explosives.
- One wilderness combat specialist, skilled in forest camouflage and in using the enemy's environment against them. This specialist often serves as the de facto expert in mountain, swamp, arctic, and aquatic environments as well.
- One pathfinder, who fills the role of team scout. During the early stages of a mission, the pathfinder is responsible for directing the team and often is the temporary second-in-command.
- One heavy-weapons specialist, comfortable with rocket launchers, thermal detonators, cannons, blasters, and just about everything else that can cause an explosion.
- One infiltrator, who often works alone to gain access to an enemy base and assist the rest of the team from an inside position.
- One scrounger, capable of visiting a junkyard and finding the parts to repair an airspeeder, piece together a functioning droid, or brew up an edible stew.
- One medic. In the history of the Katarn Commandos, no injured member has ever been left behind.
- One pilot/comm specialist. The team pilot can fly almost anything and is a skilled shipjacker. The pilot also sends, monitors, and jams communications signals.
- The commander, a position held by Lieutenant Page but filled by other members when Page was unavailable. Kyle Katarn sometimes led the team, but more often, he served as its heavy-weapons specialist under Page's direction.

Not only does rank mean little to the Katarn Commandos, but most members do not even consider themselves part of the regular military. Their unit emblem is a stylized, leaping katarn set against a background of stars. Members of the Commandos rarely wear uniforms emblazoned with this design—due partly to the nature of their infiltration missions and partly to the fact that they hate wearing "solider suits"—but during raids, they sometimes leave the insignia behind as a calling card to deepen Imperial fears of this supposedly unstoppable Rebel squad.

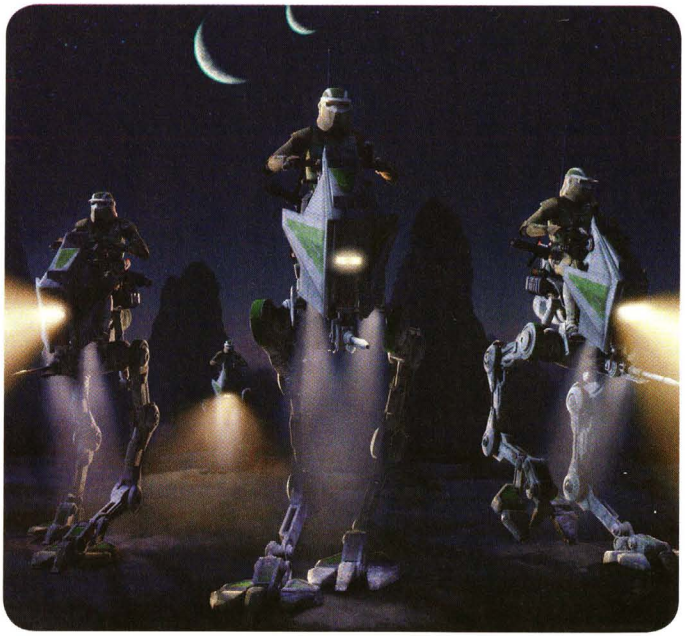
TO: MOFF HEEDRA
FROM: COMMANDER KLAVISOR, ELLIIRAD PLATFORM
SUBJECT: SUMMARY OF LOSSES SUSTAINED IN REBEL ATTACK (ATTRIBUTED TO "KATARN COMMANDOS")
BODY OF MESSAGE: 2,400 METRIC TONS CARGO; 5 EXTERIOR FUEL MODULES (S-TYPE); 1 CLASS-H HYPERMATTER REACTOR CORE; 2 STRIKE-CLASS MEDIUM CRUISERS . . . <MORE>

Lightning Squadron

History

Lightning Squadron, an elite recon unit formed at the start of the Clone Wars, carries out risky and unusual scouting missions during which it provokes hostilities in order to gather intelligence on its opponents.

As part of the 91st Reconnaissance Corps of the Grand Army of the Republic, Lightning Squadron was set up to handle special recon assignments. The group consisted of 10 clones and their All-Terrain Recon Transport mounts, and it could be subdivided into two lances (squads) of five. The squadron's first action came at Herdessa, six days after the Battle of Geonosis. Lightning Squadron located a weak point in the Confederacy's battle line, and its AT-RTs raided the MTT housing the central control computer, temporarily shutting down all battle droids and allowing the Republic's 121st Regiment to roll past the enemy's heavy artillery. At the Battle of Muunilinst, Lightning Squadron led three other AT-RT recon squads into the capital city, harassing IG lancer droids and preventing an organized response while the Republic's main force surrounded the stronghold of the InterGalactic Banking Clan. At the Battle of Daalang, Lightning Squadron penetrated the energy shield protecting the Separatists' antiorbital mass driver cannon, used their AT-RTs to sprint past droid defenses and destroy the shield generator, and escaping before the orbiting Star Destroyer *Eliminator* unleashed its bombardment.



AT-RT pilots of Lightning Squadron

Lightning Squadron sometimes undertakes missions directly for Mace Windu and other Jedi generals. Late in the war, it helps enforce the siege of Saleucami before the squad's transfer to Kashyyyk, where the issuance of Order 66 ushers in a new era for all clone units.

As the Grand Army is segmented into both the Imperial Army and the Stormtrooper Corps, Lightning Squadron remains an army unit attached to the 91st Recon Corps. Lightning Squadron, now in pursuit of the Empire's enemies, gains new fame from its success in uncovering hidden Rebel bases. The squadron probes Rebel defenses in order to provoke a counterattack, thereby gaining intelligence on the Rebels' position and armaments. Once Lightning Squadron has assessed the Rebel base's defenses, the main army moves in and destroys the base.

Methods

Although officially a recon unit, Lightning Squadron sees more action than many dedicated combat divisions. Like all recon squads, its primary task is to gather combat intelligence, including data on enemy composition, capabilities, and movements, as well as any geographic or environmental factors that could come into play during an attack. Lightning Squadron almost always operates ahead of the main army, often well past the point where help could arrive if things turn sour.

The members of Lightning Squadron are expert trackers and survivalists, fully capable of foot recon in situations in which their AT-RTs are impractical. They have extensive training in linguistics and anthropology, allowing them to befriend native guides who can show them shortcuts. The squadron can be deployed alongside other recon units in a patchwork pattern to cover a battlefield zone. Among their most critical scouting duties is to identify all potential routes into friendly territory that could be exploited by an enemy during a sneak attack.

Recon units sometimes are called to serve in an offensive capacity, and no one receives more such orders than Lightning Squadron. The squad is adept at raids on lightly protected targets where surprise is the key element. More typical operations involve skirmish engagements in which the squadron harasses the leading edge of an opposing force, destroys enemy recon units, and prevents incursions.

In a defensive capacity, Lightning Squadron is trained to provide fire support for the main army. Its primary role in these situations is to counteract enemy breakthroughs. Although Lightning Squadron's casualty rate is higher than average for recon squads in the 91st, they consider themselves the equal of any special-missions force. On that count, the squad's success rate rivals that of the best commando units.

New challenges prompt Lightning Squadron to incorporate other vehicles into their lineup—including the armored AT-PT and the Aratech 74-Z speeder bike—but the AT-RT remains the squad's mainstay throughout the Galactic Civil War. AT-RTs can run at speeds of up to 70 kilometers per hour, and squadron members often push the machines to their limits. Armaments on an AT-RT include a repeating blaster cannon and a mortar launcher, making the vehicle an effective anti-infantry platform that also can destroy light armored vehicles. Against opposing soldiers or battle droids, the members of Lightning Squadron use the inertia of their AT-RTs as a weapon in itself, crashing into formations and using chaos, speed, and overlapping fire to compensate for their vehicles' lack of armor.

Missions

Lightning Squadron operates in a gray zone in which the enemy's size, location, and intentions are murky. The squadron works in conjunction with a much larger mainline army, probing the enemy line for intel on the composition of frontline forces or to discover an unguarded path into the heart of a hostile camp. The squadron's tools are speed and stealth, but it also maintains regular communications with a battlefield operations contact attached to the main force.

Lightning Squadron differs from other recon units in its self-sufficient combat capacity. Commanders treat it as a reserve asset to be deployed in situations requiring quick strikes and stealthy tactics. For example, the squadron might first scout an unguarded tunnel that leads to an opposing field headquarters. It might then be ordered to charge in, kill the field commander, and withdraw before the enemy has a chance to respond.

When fighting infantry units, Lightning Squadron functions as mounted cavalry. It uses speed and a higher line of sight to decimate enemy forces, and squad members' full-body armor protects them from glancing shots. An enduring image from Clone Wars holomedia depicts a Lightning Squadron soldier charging into a cluster of droids, blaster pistols in each hand, while the AT-RT's foot-triggered laser cannon spits out darts of fire.

Rank Structure

Lightning Squadron is a reconnaissance unit attached to an army group. As such, its structure changed little in the transition from Republic to Empire, with the exception of its semi-integration into the Stormtrooper Corps during the Galactic Civil War.

During the Clone Wars, new recruits in Lightning Squadron came from the top members of other recon squads, although positions were offered only after the death of an existing member. The 10 soldiers of Lightning Squadron are commanded by a lieutenant, with two sergeants leading each five-person lance. A brevet corporal is second in command of each lance.

Within the army's hierarchy, Lightning Squadron is subordinate to its company's captain, its battalion's lieutenant colonel, its regiment's colonel, its legion's senior commander, and its corps' commanding officer (Marshall Commander Neyo, during the Clone Wars). Still, the unit's fame allows it an unusual degree of autonomy. Although Lightning Squadron members don't receive perks beyond those enjoyed by other service members, they consider the respect of their peers to be compensation enough.

After the founding of the Empire, Lightning Squadron remains attached to the Imperial Army despite the continued presence of clones in the unit's ranks. By the time of the Galactic Civil War, members of the scout trooper division of the Stormtrooper Corps begin to serve with Lightning Squadron, and the unit takes on a floating status in which it is assigned to different branches of command depending on mission goals.

"Lightning Squadron! Reckless, snobbish glory-hounds and special-forces wannabes. Yeah, they rejected my application. But I didn't want to join them, anyway."

—Sergeant Frumm,
Hero of the Battle of Vulcusion

MANDALORIAN PROTECTORS

HISTORY

The history of the Mandalorians encompasses tens of thousands of years, but the Mandalorian Protectors burned brightly for only a few decades. Embodying the highest ideals of their warrior culture, the Protectors were the antidote for a people who had too often slipped into the relative morality of mercenaries.

The roots of the Protectors stretch back to Jaster Mereel's formation of the Mandalorian Supercommandos (*Mando Ori'ramikade*). During the Mandalorian Civil War of 60–34 BBY, the Protectors' ranks were split into two factions: the rebellious Death Watch and the reformist True Mandalorians of Mereel and Jango Fett. The True Mandalorians met their end at the Battle of Galidraan, but their moral teachings, embodied in the Supercommando Codex, inspired many back on Mandalore.

Shortly before the Clone Wars, a rogue ARC trooper escaped Kamino. Addled by the imprinted memories of his genetic "parent" Jango Fett, Alpha-Ø2—better known as Spar—journeyed to Mandalore to rebuild the Supercommandos. Spar found willing recruits for his new Mandalorian Protectors among the ranks of the planetary police force, and his Protectors also attracted former members of the Death Watch. The Protectors believed Spar to be the son of Jango Fett, and as inspiration, Spar took the title Mandalore the Resurrector.

The Mandalorian Protectors, 212 strong, enter the Clone Wars on the side of the Separatists, motivated by a hunger for order and by Spar's hatred of the Jedi who had orchestrated the Galidraan massacre. The Protectors hit the Republic hard at the Battles of New Bornalex, New Holstice, Null, and Zaadja, as well as the Second Battle of Kamino. These armored warriors fight alongside 1,000 BL-Series Battle Legionnaire droids that had been partly designed by Fenn Shysa—a Protector rumored by some to be the true power behind the Protectors, but generally considered to be Mandalore the Resurrector's most loyal follower.



Late in the war, the Mandalorian Protectors walk into an ambush on Norval II while pursuing a commission to capture Senator Amidala. All of them perish but three: Spar, Fenn Shysa, and Tobbi Dala. Spar disappears soon after, leaving Shysa and Dala to rebuild the Protectors. The two begin training elements of Mandalore's elite police force, starting a covert war against the Imperial slaving operation that have coopted the Mandalorian government following the war's conclusion. The slavers, led by a being known as the Suprema, confiscate the armor from Mandalore's citizens. Despite this, Shysa works tirelessly to turn his recruits into worthy successors of the force that died at Norval II.

"THE WAR WAS FINALLY WON, BUT AT A TERRIBLE COST. OF TWO HUNDRED AND TWELVE MANDALORIAN PROTECTORS THAT WENT INTO BATTLE, ONLY THREE SURVIVED."

—FENN SHYSA, RECALLING THE BATTLE OF NORVAL II

Occasionally taking victimless mercenary jobs to fund his efforts, Shysa at leads the rebuilt Protectors to victory just before the Battle of Endor. Tobbi Dala sacrifices himself in order to destroy the City of Bone and to kill the Suprema. Afterward, Shysa focuses all of his energy on restoring the Mandalorian Protectors. With armor, weapons, and hundreds of Mandalorian soldiers newly freed from slavery, Shysa accepts a commission from the Rebellion and assembles a force to aid Princess Leia Organa in the Rebels' post-Endor fight against the Nagai and the Tofs.

Although they are primarily known in the wider galaxy as a mercenary unit, the Mandalorian Protectors function largely as a home guard patrolling the borders of the Mandalorian Sector. After ousting Grand Admiral Takel from Mandalorian space, the Protectors restore their ranks to full strength. In 5 ABY, they aid General Luke Skywalker during the Inner Rim campaign against Lord Shadowspawn.

Many believe that the era of the Mandalorian Protectors ended with Shysa's death on Shogun in 21 ABY. Although Boba Fett succeeds Shysa as Mandalore, he does not continue the Protector tradition and leads the group as a purely mercenary force.

Methods

The Mandalorian Protectors are motivated by their adherence to the high moral standards of the Supercommando Codex. The Codex contains hundreds of commandments, resurrecting and modernizing the forgotten Canons of Honor. The Canons are a text of laws extrapolated from the fundamental Six Actions (*resol'nare*) of Mandalorian culture: Wear armor, speak the Mandalorian language, defend oneself and one's family, raise one's children as Mandalorians, contribute to the welfare of the clan, and respond to any order handed down by the ruling Mandalore.

During the Clone Wars, Spar leads the Mandalorian Protectors into battle as a Separatist shock force. The Confederacy of Independent Systems has relatively weak tactics, relying on sheer battle droid volume to overwhelm Republic forces. In contrast, the Protectors use superior weapons and training to decimate Republic formations. Spar's inside knowledge of clone trooper operations prompts him to deploy the Protectors as a blitzkrieg force. They order their BL droids to chew at the main battle line while the Protectors use jet packs to drop into the heart of an enemy camp and deliver the killing blow.

During the post-Clone Wars era, Shysa's reconstituted Protectors have little to work with—no advanced weapons, no BL droids, and often not even Mandalorian armor. The ragged insurgents use their police training to wage a guerilla war against the Imperial slavers that hold their homeworld in chains. After Endor, a revived force of Mandalorian Protectors returns to the high-risk, high-damage tactics that had earned them fame in the Clone Wars.

Missions

The Mandalorian Protectors were formed in response to the overtly mercenary ways of other Mandalorians and are reluctant to take jobs for pay. During the Clone Wars, the Protectors believe that they are fighting for the good guys, and their actions epitomize history's view that this war has heroes on both sides.

Separatist commanders call in the Protectors when they need to eliminate stubborn enemies. If a Republic stronghold holds out for months despite wave after wave of battle droids assailing its walls, for example, commanders requisition the Mandalorian Protectors. With only 212 members, the Protectors are in high demand; when they show up, they often eliminate the problem in less than a day.

Fenn Shysa's postwar Protectors are an insurgent force that focuses on rescuing Mandalorian slaves, harassing Imperial slaving operations, and assassinating the Suprema. These hit-and-run missions rely on the Protectors' familiarity with Mandalore's jungles, which enables the Protectors to vanish when the Imperials mount a counterattack.

After the Battle of Endor, the Protectors seem to take their name literally. They lock down the Mandalore Sector with a cloud of MandalMotors *Pursuer*-class enforcement ships and a revived legion of Supercommandos. If hostile capital ships enters their space, the Protectors board the vessel, capture its bridge, and return it to Mandalore's starport.

The Protectors in the post-Endor era sometimes take for-hire assignments from outside parties. These jobs are accepted only with Mandalore Fenn Shysa's blessing, and only when the assignments do not involve harm to innocents.

Rank Structure

Rank is important among the Mandalorian Protectors, reflecting as it does the traditions of their disciplined warrior culture and the values of respect and obedience.

The lowest rank among the Mandalorian Protectors is private (*verd'ika*), a role that often centers around infantry duty. The next highest rank is corporal (*alor'uus*), followed by sergeant (*ruus'alor*).

The Mandalorian Protector's officer corps ranks begins with lieutenant (*ver'alor*), followed by captain (*alor'ad*) and commander (*al'verde*). All officers are known as *alor* in the Mandalorian language.

The Protectors are not necessarily natives of Mandalore. Membership requires only that an individual follow the Six Actions and the teachings of the Supercommando Codex. All Mandalorians belong to a clan, but such clans do not specifically influence rank or deployment.

All Mandalorian Protectors take their orders from commander-in-chief Mandalore (Spar during the Clone Wars, Fenn Shysa until 21 ABY). The government of Mandalore is a potent entity in its own right. Its ambitious members are capable of consolidating power over matters at home while the Protectors are off fighting battles.

Mistryl Shadow Guard

History

The Mistryl Shadow Guard, the favored daughters of Emberlene, are one of the galaxy's most lethal (but least encountered) special-missions forces.

The Mistryl has existed on Emberlene for centuries, although not always under that name. Their planet's matriarchal culture encouraged secret societies and guilds, with spies and assassins evening out the balance of power between factions. The rulers of Emberlene, known as the Eleven Elders of the People, gave their blessings to seven such squads, with top members of each unit appointed to the elite Silent Hand. The Elders' Silent Hand unit evolved into the Mistryl Shadow Guard.

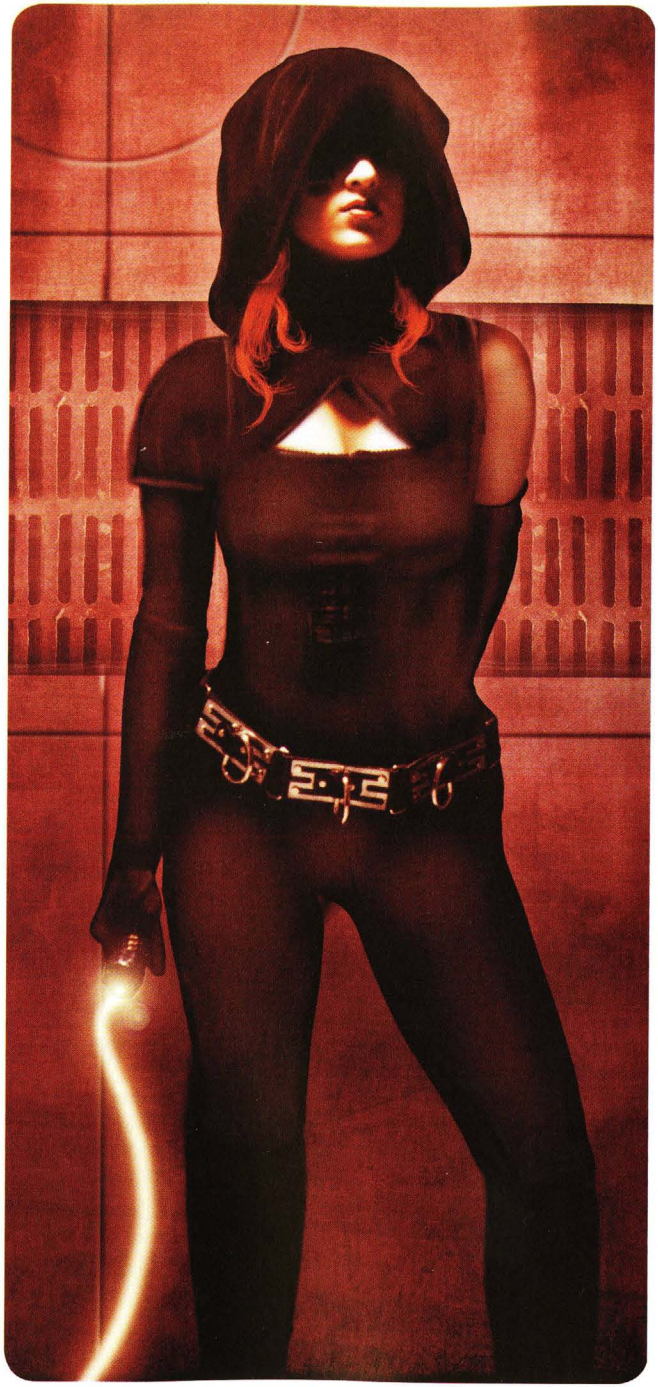
With the outbreak of the Clone Wars, the Eleven Elders see an opportunity to expand Emberlene's fortune at the expense of its neighbors. Emberlene signs as a member of the Confederacy of Independent Systems, using that pretense to invade peaceful Republic worlds throughout the sector. For three years, Emberlene ravages local space, first sending in its Shadow Guard to kill a planet's politicians and generals, then following up with a military wave that flattens the disoriented defenders. News of this aggression does not spread to the greater galaxy, and the Republic—preoccupied with its own survival—cannot spare any Jedi to aid the victims.

Faced with surrender or annihilation, the sector's planets pool their resources and hire a mercenary army led by rogue factions of the Sun Guards of Thyrsus. The counterattack pushes Emberlene's forces back to their homeworld, where withering orbital shelling ignites firestorms that leave the planet an ash-blackened shell.

Their great campaign has failed, but the Eleven Elders cling to power by rewriting history. They claimed that the newly crowned Emperor Palpatine has ordered the devastation of Emberlene to punish the world for its glorious successes, and they use the surviving members of the Shadow Guard to eliminate dissidents. By the time of the Battle of Yavin, not even the Mistryl knows the true story behind Emberlene's devastation.

To sustain the impoverished planet and its people, the Eleven Elders hire out the Mistryl as mercenaries, where its skills earn high commissions. The Eleven maintain their public façade by loudly refusing to do business with the Empire, but quietly accept Imperial jobs on the side. The Shadow Guard are instrumental in both protecting a piece of the second Death Star's superlaser during Operation Hammertong and in assassinating countless Imperial governors and moffs.

A few members of the Mistryl Shadow Guard who learn the truth of Emberlene's aggression break from the order. The most prominent of these, Loruna Scathe, founds the Azure Cabal and competes for Mistryl's mercenary jobs. The Eleven Elders maintain control of the Shadow Guard throughout the rule of the New Republic, allowing their agents maximum freedom to chasing the highest-paying contracts.



Variise, a Mistryl Shadow Guard

Methods

The Mistryl is utterly loyal to the Eleven Elders but has little contact with them. To bring a flow of credits back to Emberlene's people, the Mistryl operates almost permanently in the field. Although it do not advertise its skills, without lucrative jobs the Shadow Guard would serve no purpose. Its members have quietly built up a reputation among the elite players of the fringe as the galaxy's best assassins, thieves, and bodyguards. However, the Mistryl remains elusive and difficult to contact, a practical necessity to avoid detection by Imperial agents and embittered enemies of Emberlene.

This stealthy approach doesn't mean that the Mistryl's members stay out of sight—only that they go unnoticed. Any female smuggler, freighter pilot, bounty hunter, bodyguard, or vagabond could be a Mistryl Shadow Guard. Most spacers never know the difference.

At close range, the Mistryl's agents are deadly, preferring to snap necks quietly instead of blasting away like overexcited Mandalorians. Members of the Shadow Guard are trained in the use of vibroblades and holdout blasters, as well as exotic weapons including shock whips, hand claws, and zenji needles (balanced throwing spikes often disguised as hair decorations).

Among the field assets available to the Mistryl is a camouflage prematch database that contains millions of profiles of prominent galactic citizens. Shadow Guard agents use these profiles to impersonate others when they need to pull off undercover missions or to disappear in a hurry.

The Mistryl's ranks are few in number. Agents typically work solo or in very small groups, making them less likely to be detected by enemies and allowing them to cover a broader footprint when canvassing for contracts.

Missions

As mercenaries, the Mistryl Shadow Guard works for its clients but is ultimately answerable to the Eleven Elders of the People. It is given an unprecedented level of freedom in how to fulfill that dual role. A member of the Shadow Guard might work for a year or more with no input from the rulers of Emberlene. She can accept mercenary jobs at her discretion, as long as she funnels the credits back to Emberlene.

If a job is sufficiently lucrative, a member of the Mistryl might enter into an open-ended contract with a single employer. These jobs vary on a case-by-case basis, but most people who willing to hire the Mistryl long-term do so to ensure their own safety. Bodyguard assignments are common, although the agents' skill at stealth also makes them excellent choices for espionage, assassination, extraction, or theft.

When the Eleven Elders call, the Mistryl comes running. Naturally, the Elders pull in the Shadow Guard to deal with threats to Emberlene, but such calls are rare. More often, the Elders dispense high-level assignments received from private clients, for whom the Elders act as brokers. Because the Elders are driven by greed and power, they do business with the galaxy's worst scum. In such cases, they are careful to hide the identity of the client from the Mistryl agents assigned to the task.

If a Mistryl Shadow Guard outlives her usefulness or shows sufficient disloyalty to Emberlene—particularly if she learns the extent of the Eleven Elders' manipulations—she is branded by the Elders as a liability. Such agents can be freely hunted by the Mistryl, and the targets usually are hounded until pardoned or dead. Loruna Scathe is one such woman who has thrived since breaking ties with the Mistryl. Her Azure Cabal is intended to stand as a pure alternative to the Shadow Guard, which she feels has been tainted with the blood of innocents. The two factions have occasionally engaged in life-for-life grudge matches.

Rank Structure

The Eleven Elders of the People are the commanders-in-chief of the Mistryl Shadow Guard, but in the field, the Mistryl is left to its own devices. When necessary, the Mistryl organizes into small strike units, each led by a Shadow Guard who carries the temporary designation Team Prime. Potential Team Prime candidates are drawn from a list, kept by the Eleven Elders, of agents who have extensive field experience and a history of successful missions. Many units can be called together for large jobs, commanded by the most senior Team Prime or (in extreme cases) by the Elders themselves.

Only females can join the Mistryl. The vast majority are Emberlene natives by birth or are the daughters of former Shadow Guard members. Although privileged outsiders have been known to join its ranks, such cases are vanishingly rare.

A new Mistryl recruit is likely to be sent on small-scale assignments for the Eleven Elders in Emberlene's local sector before receiving permission to work in the mercenary field. At that point, she often pairs up with a more experienced agent in an apprenticeship that resembles a Master–Padawan relationship.

Life in the Mistryl is difficult. Mercenary work at that elite level carries a high risk of death or dismemberment, and nearly every credit of the agents' fees is sent back home. The Shadow Guard is driven by ideology and loyalty, which makes the risk to the Eleven Elders even greater should the Mistral ever discover the extent of the Elders' corruption.

"YOU CAN PUT THE WEAPON AWAY, MAJOR. THE MISTRYL SHADOW GUARD DOES NOT KILL CASUALLY OR WITHOUT CAUSE."

—THE IMPERIAL REMNANT'S GRAND ADMIRAL THRAWN STAND-IN

Nimbus Commandos

History

Extremely specialized and deadly dangerous, the Nimbus Commandos is the most lethal fighting force on the rain-soaked planet of Jabiim. Although the group was founded in the years just prior to the Clone Wars, its roots go back 3,000 years to Jabiim's colonization.

The Jabiimi settlers form a ground army and a small stellar navy in response to incursions by Trandoshan raiders attempting to steal Jabiimi ore stockpiles. Elite divisions within the Jabiimi Army are created to handle the most difficult tasks, and these special forces—consisting of units such as the Black Gauntlets, the D.E.E.P., and the Stone Torrent—eventually become a third military branch. Jabiimi special forces prove instrumental in driving off the Lythian pirates and other threats.

Alto Stratus, a commander within the Bronze Nimbus, become disillusioned with the cowardice of the Jabiim Army's generals and the lack of assistance from the Republic or its Jedi. Stratus ties the Bronze Nimbus more closely to his personal command, drawing elements of the Jabiim Army into his cult of personality. When war breaks out between the Republic and Count Dooku's Separatists, Stratus seizes the opportunity to stage a coup. His Nimbus Commandos assassinate key members of the ruling Jabiim Council. Stratus then uses his influence to ally Jabiim with the Separatists. He consolidates the regular military, renamed the Nationalist Army, in order to maintain public order.

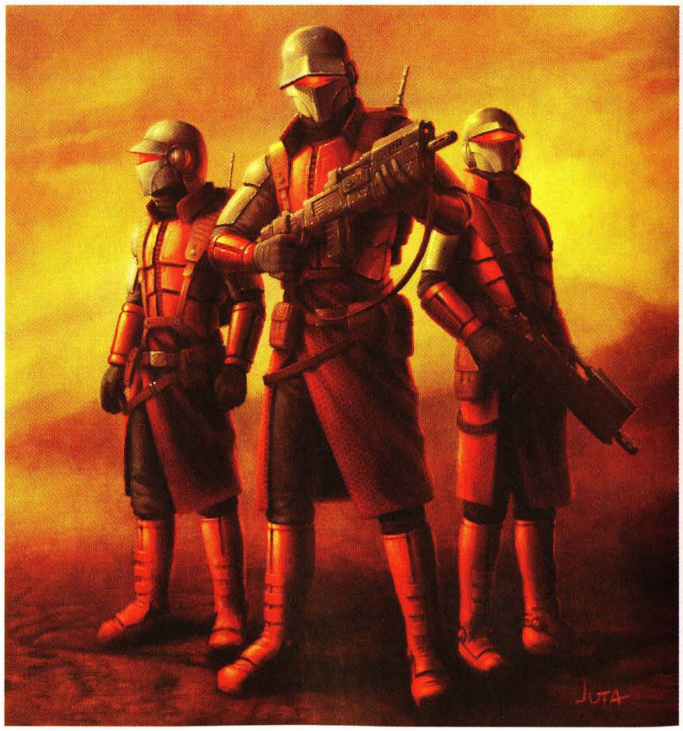
The Republic now view Jabiim as an enemy and move to secure Jabiim's ore deposits for itself. The Republic lands a ground force and joins the anti-Stratus faction of the former Jabiim Army, now called the Jabiim Loyalists. In the exhausting slog and battles that follow, the Republic's Jedi and clone troopers are outmatched by the opposing Jabiimi, who have spent their lives training and fighting in the planet's rainy muck. The Nimbus Commandos prove especially lethal, destroying AT-ATs with minefields and limpet charges, and slaughtering Jedi forces in an ambush at the Republic's Shelter Base. Stratus loses his life in the final push against Cobalt Station, but his war has been won—a shamed Republic withdraws from Jabiim in defeat.

The ranking member of the surviving Nimbus Commandos, Colonel Mazzi, rallies the Nationalist Army to maintain military control of Jabiim. After the Clone Wars, the Nimbus Commandos works with the Empire to put down uprisings by Jabiimi Loyalist holdouts. Stormtroopers prove ineffective in Jabiim's specialized terrain, and the Nimbus Commandos are given free rein in suppressing dissent.

Methods

Members of the Nimbus Commandos are the ultimate swamp fighters. Jabiim is a mud ball soaked by constant drizzle and its atmosphere is an ionized crackle of electricity, making high-altitude repulsorlift vehicles impossible to operate. The Nimbus's fighters are the best soldiers of a fighting force that has been perfecting high-precipitation ground combat for three thousand years.

Nimbus Commandos soldiers are inexperienced pilots, and they fare poorly in urban and zero-gravity combat environments. But in their native habitat, they are unstoppable. The Nimbus Commandos is called upon for missions including retrieval, sabotage, assassination, and destruction of reinforced targets. Its signature piece of gear, the repulsorlift skate, allows its members to skim 3 meters above land or water at speeds of up to 95 kilometers per hour. Using skates, commandos in squads of three can penetrate enemy lines and reach heavy equipment, which they destroy with timed charges or grenades. The Nimbus Commandos often employs minefields, since the skates' repulsor field allows a wearer to glide over a live mine without triggering it.



Nimbus Commandos

A Nimbus Commandos unit carries a great deal of equipment into the field crammed into belts and backpacks. This gear includes explosive charges, ammunition, nonperishable rations, waterproofing spray, thermal warming units, and low-altitude communications boosters. The commandos are expert survivalists and are skilled with edged weapons including swords, daggers, and machetes.

During the Clone Wars, the Nimbus Commandos adopt the Separatist commando blaster rifle, a weapon capable of both long-range sniping and semiautomatic rapid fire as well as of launching concussive sonic blasts. Another Clone Wars introduction, the A-Series assassin droid, works alongside members of the Nimbus Commandos and uses blasters, flechette launchers, and cutting blades to damage organics. Many A-Series units continued to serve the Nimbus Commandos throughout the New Republic era and beyond.

Missions

Prior to the Battle of Jabiim, the Nimbus Commandos is an outgunned insurgent force zealously devoted to its leader, Alto Stratus. A dozen handpicked members serve as personal bodyguards for Stratus, with the remainder split into troops with specializations including infiltration, breaching, sniping, explosives disposal, high-speed reconnaissance, and assassination.

As Stratus begins his civil war against the Jabiimi government, the Nimbus Commandos kills members of the Jabiim Council and carries out shadow missions, including kidnapping and data theft, to give Stratus the leverage he needs to blackmail the other councilors into following his orders. The Nimbus Commandos destroy armories and soften up the Jabiimi Loyalists so that the Nationalist Army can engage the Loyalists in battle on an equal footing. When Stratus decides to ally with the Confederacy of Independent Systems, the Nimbus Commandos gains access to offworld equipment such as the A-Series assassin droid, which increases the range and complexity of the missions the Commandos can execute.

Stratus perishes in battle with Republic troops, but the Nimbus Commandos lives on. Its position of power during the Imperial years requires it to expand its traditional tactics. In response to the guerilla tactics of the Jabiimi Loyalists, the Nimbus Commandos devotes more resources to intelligence and counterterrorism.

The Nimbus Commandos is rarely encountered off Jabiim, but its members sometime work as mercenaries on swampy battlefields. One such planet is Nal Hutta, where the Hutt clan Gejalli is rumored to keep more than a dozen members of the Nimbus Commandos on retainer.

Rank Structure

Alto Stratus is the commander-in-chief of both the Nationalist Army and the Nimbus Commandos through the Battle of Jabiim. Following the battle, Colonel Mazzi assumes command and transforms the Nimbus Commandos into an elite decision-making group that holds sway over the soldiers of the Nationalist Army. The rank structure of the Nimbus Commandos remains the same under both leaders.

Only enlisted soldiers in the Jabiim armed forces can apply for the Nimbus program, although highly skilled Loyalist defectors sometimes are accepted into its ranks. The indoctrination is grueling, but successful initiates are welcomed as senior enlisted and receive the rank of Nimbus Trooper. They are then assigned to one of the two troops that makes up a Nimbus team, which consists of 100 or more members. Each troop is divided into two platoons (each led by a Nimbus Lieutenant), four squads (each led by a Master Trooper), or 12 four-person fire teams (each led by a Task Unit Commander).

Advancement through the ranks can be rapid and chaotic; the battles on Jabiim often see scores of members of the Nimbus Commandos die in a single engagement. Officers at the Task Unit Commander level or above are issued better battlefield equipment that is less prone to water damage than that of regular troops, and they command Jabiim's limited supply of A-Series assassin droids.

Jabiim is a hard world, but members of the Nimbus speak of it with patriotic fervor. Going offworld to seek an easier life is considered by many to be a waste of their skills and a betrayal of their beliefs. The few members of the Nimbus Commandos who left Jabiim during the New Republic era to seek their fortunes found work only on similar planets where their environmental skills proved exceptional, and many of them eventually returned to their muddy homeworld.

"ONE OF OUR PATROLS HAS SPOTTED A REPUBLIC CONVOY MOVING TOWARD COBALT STATION. WE HAVE THEM TRAPPED. THEY'RE HEADING RIGHT INTO A MINEFIELD."

—NIMBUS COLONEL MAZZI, REPORTING TO ALTO STRATUS AT THE BATTLE OF JABIIM

Onderon Beast Riders

History

The Beast Riders of Onderon is a curious military force of criminals who banded together into a guerilla army before eventually morphing into an elite royal strike unit.

Onderon is a kill-or-be-killed jungle planet that became even more lethal with the arrival of drexls—winged monsters, tainted by the dark side, that spawned on the Dxun moon. The planet's colonists built the great walled city of Iziz to keep the beasts at bay, and the titanic fortress (the planet's only major settlement) housed millions. Iziz's monarchy exiled criminals and dissidents into the savagery outside the city walls, but instead of becoming prey for the drexls, the outcasts learned to tame them.



The Beast Riders of Onderon

The new clans of Beast Riders established a hierarchy based on the idea that might makes right. The head warlord carries the title of Beast Lord and possesses a long list of victories and the most fearsome drexl. Dozens of clans sprang up in the Onderon wilderness, with each clan warlord paying fealty to the Beast Lord. The outcasts also tamed nonflying boma beasts for ground raids and to guard their structures. However, the dragonlike skreev remain untrainable, as do Onderon's zakkegs, cannoks, and other predators in the planet's unforgiving ecosystem.

When the Beast Rider society grew sufficiently large, it fixed its sights on Iziz. Beast Lord Kinch Sunka launches the first attack on the walled city, triggering a war that lasts for centuries. Iziz's defenders fight back with pulse-wave cannons and antiaircraft gunnery emplacements. The outnumbered clans of the Beast Riders view the war as a crusade. They realize that they cannot hope to seize and control all of Iziz; their goal is to breach the palace's defenses and kill the royals responsible for banishing their ancestors.

Circa 4000 BBY, Beast Lord Oron Kira begins a secret romance with Galia, the princess of the Iziz ruling family. Helped by the Jedi Knights, the Beast Riders overthrows the Sith-influenced monarchs King Ommin and Queen Amanoa, and Oron Kira becomes the official consort of the new queen.

The newfound legitimacy of the Beast Riders elevate it to the status of a special aerial unit attached to Onderon's planetary defense force. During the Great Sith War, the Beast Riders chases the invading Mandalorians to the Dxun moon, but payback came during the Mandalorian Wars when the Mandalorians overwhelmed Iziz's defenses and conquered Onderon.

Many members of the Beast Riders perish in the campaign to unseat the Mandalorians. Its ranks were later divided during the Onderon Civil War of 3951 BBY. After Onderonian General Vaklu fails in his bid to overthrow Queen Talia, the Beast Riders—except for mercenary holdouts such as the Skelda clan—is united and reorganized under the banner of the Republic.

Methods

The members of the Onderonian Beast Riders are distinguished by their relationships with their flying mounts. Every aspect of their training is focused on forming bonds with their drexls, and members of the Beast Riders consequently receive little formal training in tracking, stealth, sabotage, or hand-to-hand combat. In the air, however, they are unmatched.

Drexls (also known as warbeasts) are gigantic creatures with blaster-resistant hides, ferrocrete-shredding claws, and teeth that can bite the head off a rancor. The riders control their mounts through subtle shifts in body position. Drexls possess enough intelligence to identify threats and execute the corresponding aerial maneuvers drilled into them during training.

Beast Riders combatants typically attack in squadrons of 10 to 24, with multiple squadrons uniting to form wings in the event of an all-out assault. Riders use cannons (pulse-wave or blaster, depending on the era) mounted on their drexls' backs, and they carry handheld energy or projectile weapons. Drexls use claws and teeth to shred enemies, and the beasts employ their

tremendous bulk to batter down obstacles. As blaster technology became more advanced over the millennia, Onderon's Beast Riders begins armoring its mounts with lightweight durasteel plates.

When entering a structure built for Humans, riders often have to leave their mounts behind. For this reason, the Beast Lord founded a class of close-combat warriors known as the Carvers. These commandos are carried into battle on the rear of drexls and are skilled in personal combat and in the use of bladed weapons.

MISSIONS

Early in its history, the Beast Riders had a single goal: the annihilation of Iziz's hated monarchy. During these decades, the ruling Beast Lord executes tactical strikes against weak points in Iziz's defenses, hoping to penetrate as far as the palace so that his Carvers can corner and slaughter the ruling family. On several occasions, the Beast Riders succeeds in killing royals, but it never causes sufficient chaos to destroy the monarchy.

Helped by spies inside the city walls, the Beast Lord sometimes organizes raids on lightly defended vacation spots frequented by wealthy nobles, or shoots down ambassadorial starships on landing approach in order to kidnap the passengers for ransom. Raids on Iziz's food and weapons stores occur several times each month.

With Great Sith War, the Beast Riders becomes the elite advance force of Onderon's royal defenders. This development puts it in a position to wage war against the Mandalorians, who ride techno-organic Basilisk war beasts in much the same fashion as the Beast Riders. The careening, vertiginous battles against the Mandalorians give the Beast Riders an opportunity to polish its dogfighting skills. After the Onderon Civil War, the Beast Riders defend the planet against pirates and slavers, and it remains active through the Galactic Civil War and beyond.

RANK STRUCTURE

The members of the Beast Riders represent the most proficient of Onderon's warriors. Originally, these wild outlaws swore allegiance to the Beast Lord in order to survive, but even after the organization's acceptance into the Iziz power structure, its rank system remained largely in place.

Recruits into the Beast Riders' ranks are drawn from support staff, including boma wranglers, tribal guards, Carvers, and workers who clean the drexl stables. If a candidate survives a ride on a maddened drexl's back without falling to the treetops below, he or she is accepted as a novice initiate. In time, initiates become Warriors, the lowest rank in the Beast Riders' hierarchy. Commanding the Warriors are Berserkers. These three classes—initiates, Warriors, and Berserkers—make up what is called the warrior caste.

The command caste consists of Conquerors and Warlords (with subrankings that are distinguishable by the totem worn around neck or arm) and is responsible for all battlefield decisions. A Conqueror can lead up to 50 Warriors and Berserkers, or two squadrons. Warlords command three to five Conquerors and their subordinates. Typically, there is one Warlord for every Beast Rider settlement (or, during later years, one for every district in the city of Iziz). Any member of the command caste who wishes to advance in rank must engage in sky combat with a superior officer. Winning elevates the challenger to the rank of the one challenged, and the loser is docked one rank—if he or she survives the duel.

The Beast Lord rules all but can retain the title only by fending off challengers. As a result, the Beast Lord's drexl is battle hardened and deadly. During the period following the Great Sith War, the Beast Lord is technically subordinate to the ruler of Iziz in the defense of Onderon, but often the planet's monarch and the reigning Beast Lord are one and the same.

"WHAT FOLLOWED NOW SEEMS ALMOST INEVITABLE—THE ONDERONIAN OUTCASTS LEARNED TO SURVIVE IN THE WILDS, AND EVEN TO SUBDUE THE BEASTS AND CONQUER THEM. ONDERON BECAME A DIVIDED WORLD, ONE THAT RAPIDLY DEGENERATED TO A STATE OF PERMANENT WAR."

—JEDI MASTER ARCA JETH

Republic Rocket-Jumpers

History

The Republic rocket-jumpers, officially known as the Rocket-Jumper Elite Advance Unit, are the most celebrated unit of the Republic Army. Using jet packs, the rocket-jumpers penetrate enemy territory and establish airheads—temporary advance staging areas used to shuttle in troops and heavy equipment. Such missions sometimes verge on suicide, and rocket-jumpers have earned a reputation as hardnosed miracle workers.

The rocket-jumper corps came into existence circa 11,000 BBY, when newly reliable jet pack technology allowed for the reinvention of the unit formerly charged with powered paraglider landings. Rocket-jumpers became legendary in such conflicts as the Second Herglic Feud (9757 BBY), the Waymancy Storm (7811 BBY), the Gank Massacres (4800 to 4775 BBY), and the Quesaya Border Conflict (4007 BBY).

Rocket-jumpers use jet-equipped droids—most notably the R-EAU Linemaster series—for resupply and rearmament; droids that survive difficult campaigns are often adopted as platoon mascots. The R-EAU inspired the development of the Juggernaut, a class of war droid that go rogue on Coruscant during the Great Droid Revolution in 4015 BBY. The Juggernauts' defeat of the rocket-jumpers in the sky above Monument Plaza is one of the war's most heartbreaking moments. Despite public sentiment and new Republic laws, the rocket-jumpers refuse to dismantle their R-EAUs after the uprising and eventually receive a special exemption for them.

As their reputation grows, the rocket-jumpers are assigned to special forces missions such as VIP extraction, reconnaissance of sensor-shielded encampments, and destruction of enemy emplacements. Rocket-jumpers are among the most highly decorated soldiers in the Republic Army, and several of them go on to hold public office (including Republic Minister of Defense Netus and Supreme Chancellor Vocatara).

The rocket-jumpers also become notorious for their off-hours antics, which tilt heavily toward drinking, fighting, and outrageous stunts or pranks. Casual patrons avoid rocket-jumper gathering places at all costs, and these properties are among the most difficult to insure in all of Galactic City.

In 1000 BBY, the Republic abolishes its standing military under the Ruusan Reformation, leaving security in the hands of sector and planetary defense forces. The rocket-jumpers vanish with the rest of the Republic Army, but their technology and tactics live on. The Mandalorians become known for their jet-jumping surprise attacks, and both the Republic clone army and the Imperial Stormtrooper Corps develop rocket-jumper equivalents in their jet trooper and air trooper divisions.

Methods

The rocket-jumper corps is an advance force, used to breach enemy-held terrain and assist the rest of the army in moving forward to a new position. Although armed troop carriers sometimes perform similar roles, rocket-jumpers are first-strike commandos, expected to clear a landing site where none exists. Rocket-jumpers are deployed in squads of 20 or in fire teams of two. They generally stick to low-altitude hops to minimize exposure to enemy fire.

Rocket-jumpers maintain tight formations and are drilled on the importance of keeping the other members of their squad in sight at all times—particularly when touching down into a hot zone where a jet-jump miscalculation could put a solider far beyond the reach of his or her comrades. Rocket-jumpers are experts at urban and wilderness survival, and they can keep themselves alive for weeks behind enemy lines while carefully making their way back to the Republic front. It is said that no rocket-jumper captured as a prisoner of war ever broke under enemy interrogation.

The most iconic piece of rocket-jumper equipment is the modified Zim Systems jet pack, which features four outriggers for controlling midair pitch and roll. Rocket-jumpers carry pulse-wave (or blaster) carbines, sidearms,



A ROCKET-JUMPER

grenades, vibroknives, survival multitools, medkits, and other items that vary with the mission profile. Each rocket-jumper carries 40 to 60 kilograms of gear, plus armor. Droids are used for resupply and other battlefield support roles, and some are equipped with integrated rockets. The most notable droid model is the R-EAU Linemaster.

Zero-gravity combat training is part of the rocket-jumper regimen. Space missions are uncommon, but the Zim jet pack's solid fuel propulsion system works well in vacuum.

Missions

"Impossible" is the best word to describe a typical rocket-jumper assignment. The members of the corps thrive on achieving tasks that their commanders dare not assign to any other unit. Their standard mission profile involves jetting over forward-facing cannons and gun emplacements and attacking those units from the rear, or taking out droid coordinators and reinforced headquarters to disrupt communications and leave the enemy vulnerable to a direct assault.

Less typical assignments include aerial combat (as in the disastrous fight to take down the renegade Juggernauts) and aerial rescues. In the latter mission type, rocket-jumpers intercept a craft in flight, board it, deal with armed resistance, and escape with their objective intact.

A similar template is used for zero-gravity space rescues. During naval battles, rocket-jumpers board space stations and enemy capital ships by blowing holes in their hulls. They can then destroy their targets if they have access to the reactor core and a sufficient supply of detonators.

Jet packs are not typically used for sustained flight. Rocket-jumpers are more likely to use them to bypass troop formations, to reach inaccessible mountain fortresses, or to make similar tactical hops. Since the Zim ROCKET runs on solid fuel slugs, a pinpoint hit by an enemy's blaster can trigger an explosion that will almost certainly kill the wearer.

For surprise insertions, rocket-jumpers are dropped at high altitude from troop carriers. To minimize possible detection by enemy spotters, they freefall until they are less than 100 meters from the ground, then use their packs to rapidly slow their descent just in time for a gentle touchdown. This maneuver takes precision handling and is one reason why rocket-jumper training is among the most unforgiving in the Republic Army.

The primary training facility for the rocket-jumper corps is on Coruscant. The unit itself has seen action "from the sands of Socorro to the seas of Seffi," according to the corps' motto.

Rank Structure

Getting into the rocket-jumper corps is a feat unto itself. Less than 8 percent of all applicants withstand the grueling initiation. Once accepted, a rocket-jumper, like all soldiers of the Republic Army, receives top-down orders from the commander-in-chief (the Republic Supreme Chancellor) and the Minister of Defense. Within the structure of the army itself, the rocket-jumpers are organized at the corps level and commanded by a general. Various rocket-jumper brigades are stationed across the galaxy at sector military bases, with each brigade commanded by a brigadier general who is responsible for deploying his or her soldiers in the service of Republic Army operations throughout that sector. Individual battalions (four to six per brigade) consist of up to 800 rocket-jumpers each, under the command of a lieutenant colonel.

Most galactic conflicts, if they involve rocket-jumpers at all, are fought with small groups of them. Due to the expertise and rarity of these soldiers, it is uncommon for more than one platoon to be deployed in most battles. A platoon totals 30 to 60 soldiers and their R-EAU droids and support staff, all under the command of a lieutenant. Platoons deploy their rocket-jumpers in jumpsquads (8 to 12 members) or jumpteams (4 members)—small tactical units composed of privates and corporals that are typically led by sergeant-level Master Jumpers.

A career as a rocket-jumper is not lucrative, and a rocket-jumper's life expectancy is brief. But rocket-jumpers have a fierce pride in their role and in the history of their corps. Their reputation precedes them—thugs give them a wide berth, barkeeps give them free drinks, and they are never without romantic attention. The life of a Republic Army soldier is not glamorous, but the rocket-jumpers know that they're as close as it gets.

"AT 0300 WE ESTABLISHED AN AIRHEAD. AT 0308 WE ENCOUNTERED ARMED RESISTANCE. BY THE TIME THE REST OF THE ARMY ARRIVED AT 0400, THERE WASN'T ANY CHARACTER LEFT FOR THEM TO FIGHT."

—FROM THE JOURNAL OF MASTER JUMPER BARKIN, 4789 BBY

Senate Guard/ Senate Commandos

History

The Senate Guard has existed as long as the Galactic Senate itself. Artwork from the Republic's early centuries shows mute, motionless Guardsmen at the signing of every treaty, their weapons a testament that the Republic was prepared to use force if diplomacy failed. The uniforms and gear of the Guard changes from century to century, but two elements keep recurring: the color blue (the same hue as the robes worn by the first Supreme Chancellor) and a helmet design reminiscent of the Notron Centurions.

The Senate Guard began as a bodyguard detail but grew into a capital police force. As it did so, it began to attract the best law-enforcement officers away from Coruscant police forces and training academies, leading to open hostility between the Senate Guard and the Galactic City Police. The situation worsened when the Senate Guard put the entire Legislative District under its jurisdiction. The move, however, is necessary. To protect the thousands of Senators who live and work in the district (not to mention the Supreme Chancellor), the Senate Guard needs to cover an area much broader than the Grand Convocation Chamber.

Colloquially called the Blue Guard (and, less frequently, the Republican Guard), the Senate Guard is inevitably influenced by the politicians it protects. Like the Senate itself, the Guard increasingly becomes a legacy system, with sons and daughters of current officers afforded privileged positions in the Guards' Academy on Coruscant. Corruption begins to infect the ranks, with affluent Senators quietly paying their Guards to look the other way while they conduct under-the-table business. At the same time, loyal members of the Guard work to root out their crooked comrades with a robust internal affairs department. The Guard also distinguishes itself with some of the best investigative and forensics work in the capital.

The Senate Commandos are the elite members of an already elite force. Drawn from the Senate Guard's ranks, these top-scoring combat experts make up a special-missions force assigned to high-security details and other risky assignments. Wearing customized field armor, the Senate Commandos face down some of the galaxy's deadliest hired killers and bounty hunters.

The Senate Commandos become Senator Palpatine's personal bodyguards following his election in 32 BBY. After the outbreak of the Clone Wars, Palpatine hand-selects the most loyal members of the Senate Commando force to create a new bodyguard detail known as the Red Guard. The Senate Guard continues in a somewhat diminished role, undergoing a change in uniform that exchanges helmet crests for face-masking visors.

Once the Empire takes root, security in the capital falls under two divisions: the Imperial Royal Guard, dedicated to protecting the Emperor, and the Coruscant Guard, charged with investigative work and military-policing. Former members of the Senate Guard are employed within both divisions.

The Emperor also creates a secret security legion known as the Imperial Senate Guard, although it has no connection to its obsolete namesake. This division (and its subgroup, the Imperial Senate Sentinels) carried lightsaber pikes and were widely believed to be cyborgs.

Methods

The Senate Guard and Senate Commandos exist only to protect the galactic legislature. In its most public form, this requires countless hours of standing at attention inside a Senate platform or in the corridors of a diplomatic starship. But Guard responsibilities extend far beyond bodyguard detail. Guards are required to protect their charges from all possible dangers, which requires relentless investigative work to root out threats before they become malignant. Senate Guards spend a great deal of time patrolling the Legislative District, questioning citizens and following up on leads. Advanced intelligence-gathering missions sometimes require them to go undercover.

When in public, Senate Guards wear their distinctive blue uniforms. They keep an eye on demonstrations, usher their senatorial charges to safe havens, and occasionally pose for holoimages for tourists. Their blaster rifles, although considered largely ceremonial, are surprisingly accurate from long range and feature a stun setting and a barrel that can double as a stun prod. All Guard members are drilled in the Hijkata martial arts discipline, and they often carry force pikes.

Senate Commandos dispense with the symbolic robes and helmets. They wear flexible blue armor that is blaster resistant and resembles that worn by the Republic's clone troopers. Senate Commandos do not typically operate in the Grand Convocation Chamber or the Legislative District. They are much more likely to be found offworld, accompanying Senators to space station transfer hubs or hostile planets in need of diplomatic attention. They remain alert for any attempts on their charges' lives, relying on sophisticated sensors built into their helmets to analyze crowds and on their DC-15 blaster rifles and tactical thermal detonators to end trouble in a hurry.

Missions

A Senate Guard mission is often reactionary. It's a split-second response to immediate danger, followed by a lengthy and meticulous investigation to bring all plotters to justice. Because countless powers would love to influence galactic legislation, assassination attempts are common, and most take place in the narrow streets between the Grand Convocation Chamber and the senatorial residences. Even more frequent are attempts to win Senators over through bribery. Senate Guards are expected to report all suspicious dealings to their superior officers, even when it puts their own lives at risk.



A Senate Guard (left) and a Senate Commando (right)

By contrast, a Senate Commando mission is combustible, aggressive, and unpredictable. Senate Commandos protect their charges during visits to worlds where battles are raging or where native lifeforms can present a danger. Commandos also repel boarders should an ambassadorial starship be breached by raiders. On the rare occasions that Coruscant is invaded by hostile armies, Senate Commandos are the last line of defense protecting the Supreme Chancellor.

When the Senate isn't in session, most Senate Guards and Commandos occupy themselves with police work. In this capacity, they often work alongside the Jedi; the two groups are technically part of the Republic Judicial Department. Daily duties include crowd control, crime scene investigation, street patrols, and putting down uprisings from the Undercity.

The most famous duty of the Senate Guard is to provide security inside the legislature's Grand Convocation Chamber. This tradition is considered deathly dull by most members of the Guard, since the chamber's defenses are some of the tightest in the galaxy and no threat is likely to manifest within its walls. Senate Guards, however, remain vigilant.

Rank Structure

New recruits to the Senate Guard come from the graduating class of the Guards' Academy on Coruscant. The candidates are dominated by members with family connections, although acceptance is extended to distinguished members of recognized planetary law-enforcement divisions. These more experienced enrollees undergo a shortened academy program.

The Senate Guard follows a military ranking system, and fresh academy graduates receive the rank of private. Their duties take place in the vicinity of Senate Guard Headquarters, where they oversee the processing of prisoners and suspect profiling. Corporals do more street-level work and are assigned to a task force that protects a prominent Senator, a small group of less-notable Senators, or a special government VIP. Sergeants oversee the security of the Grand Convocation Chamber and make assignments to bodyguard details. Lieutenants lead squads of two to four Guard members, and commanders lead task forces made up of six to 10 Guard members. The person who oversees all Senate Guard personnel assigned to the Grand Convocation Chamber is known as the Sergeant at Arms; he or she is seated next to the Supreme Chancellor.

The highest ranking member of the Senate Guard is the Captain of the Guard. He or she answers to a special Senate committee charged with supervising Guard affairs, as well as to all cabinet-level officials in the Republic Judicial Department. The leader of the Senate Commandos is a captain. All Senate Commandos are volunteers from the Senate Guard who pass a brutal four weeks of additional combat training. They are usually deployed in squads, taking orders from their commander but always deferring to the person they are protecting (except in matters concerning their charge's safety). All members of the Guards and the Commandos, of course, ultimately serve at the pleasure of the Supreme Chancellor.

Sun Guards of Thyrsus

History

The Sun Guards of Thyrsus is one of the most feared military units in history, said to be the only group of warriors who could go toe to toe with the Mandalorians and win.

The Sun Guards originates with the Echani Command, a confederation of six worlds dominated by a near-Human offshoot species. The Echani have silvery hair, chalk-pale skin, and a remarkable sameness in body type and facial features, all believed to be the result of Arkanian experimentation with the Human genome.

On the worlds known as the Six Sisters, the Echani develop a kinetic communication style and can instantly identify an individual through subtle shifts in body language. This sensitivity translates well to physical combat. During the Bengali Uprising, the Echani on the sun-baked world of Thyrsus rebelled against the female council that ruled the Six Sisters, breaking their planet off from the others. Their military units bore the emblem of the red suns of Thyrsus, and their elite special-missions division evolved into the Sun Guard.

The Thyrsians are a diametrical contrast to the rest of the Echani: male dominated instead of female dominated, heavily armored instead of lightly armored, drawing spiritual lore from the sun rather than the moon, and emphasizing bladed weapons over unarmed combat, dark of hair and skin. In at least one way, though the Thyrsians retained a traditional element of Echani arts: the uncanny ability to read the body language of others and to predict their next move.

At first, the Sun Guards led armies against the Echani. The group later turned its attention to the Mandalorians, alarmed by their expansionist tactics. Clashes between the Sun Guards and the Mandalorians usually took the form of duels to the death between small groups of combatants rather than full military mobilizations.

More than a century before the rise of the Empire, Thyrsian culture became fixated on Force lore, particularly the prophecy that the galaxy's savior would be known as "the son of suns." The Sith Order, still in hiding after the Battle of Ruusan, play on the Thyrsian belief that the Sith are the subjects of this prophecy and encourage the Sun Guards to follow Sith interpretations of Jedi orthodoxy. The Sun Guards emerge as a Sith cult, and Darth Sidious brings members of the Guards into his employ as mercenaries and assassins.

Near the end of the Clone Wars, Sidious tasks Asajj Ventress with eliminating the order. Of the members of the Sun Guards she spares, some join Emperor Palpatine's Royal Guard. Force-sensitive Sun Guards become candidates for the Imperial Shadow Guard. Others, such as Kenix Jir, are used as cloning templates (in fact, a Sun Guard had been considered as a possible prime clone for the Republic's clone army).



A Sun Guard of Thyrsus

Armor and weaponry from dead Sun Guards have fallen into the hands of bounty hunters such as Moxin Tark, who exploit the fearsome reputation of the Sun Guards.

Methods

Members of the Thyrsus Sun Guards are known for their black armor. Instantly identifiable and terrifying to enemies, the heavy armor conceals a number of tools and weapons that influence the Sun Guards' capture-and-kill techniques. The visual system built into the helmet's visor is capable of thermal imaging and of recording both infrared and ultraviolet wavelengths. A macrobinocular scope is used for surveillance and sniping. Most members of the Sun Guards have extendible vibroblades in their gauntlets and spikes concealed in both their boots and in their knee guards. The exterior of their forearm gauntlets and their fist plates can be heated to flesh-burning temperatures in seconds.

The armor itself is highly resistant to damage but does not significantly reduce movement. Many members of the Sun Guards accessorize their kit with dart shooters lining the underside of each arm and miniature flamethrowers. With their deadly outlay of personal gear, it's not surprising that the warriors of the Sun Guards prefer to face their targets up close.

Members hold the pike as a near-sacred weapon. Many variants of the pike exist, but all are approximately 1 meter long and are wielded with two hands, providing the means to block incoming strikes and to lash out with the blades at either end. Most sport double-edged vibroblades and are reinforced with cortosis ore so that they can stand up to lightsaber blades. The ritual form, inherited from the Echani, has red-hot tips activated through grip controls. The force pike incorporates stun modules into each end to deliver debilitating shocks.

The Sun Guard considers jet packs a dangerous and foolish extravagance and is contemptuous of Mandalorians' reliance on them. Over the years, the Sun Guard has developed a sort of melee version of antiair combat, employing pikes in precision strikes to disable or overload Mandalorian jet packs.

Early in its history, religion was a primary motivator for the Thyrsus Sun Guard, although it eventually became a group of mercenaries. Religion regained an influence on the group when it fell under Sith sway, but one truth remained—the Sun Guards still insists on getting paid. It is known for delivering its targets alive but maimed.

Missions

The Sun Guards fought its Echani cousins in a string of crusades millennia ago, and it learned that war leads to poverty. The Sun Guards realized that its combat skills were virtually unmatched in the greater galaxy, and it became an elite unit of high-priced mercenaries.

The Sun Guards' missions include rescue, abduction, sabotage, wholesale slaughter, and more. The only factor the jobs have in common is that other parties have already tried them and failed. Members of the Sun Guards often work in teams of four to penetrate unassailable keeps and destroy ultimate weapons. They are adept at urban combat, including building sweeps and the block-by-block elimination of enemies. They can take on any foe in personal combat and have been known to earn extra credits in the gladiatorial pits.

The only opponent able to stand against a Sun Guard fighter is a Mandalorian, and the two factions hate each other with professional jealousy that burns brighter than the Oolex Pulsar. Over the centuries, the Mandalorians and Sun Guards have fought endlessly (most notably when both groups hired out to opposing sides in the Battle of Sintheti), with neither side winning any advantage except bragging rights.

During the years leading up to the Clone Wars, Darth Sidious used his Sith status to order the Sun Guards into missions of his choosing. These assignments included the assassinations of troublesome Senators and recalcitrant business barons. Sidious also used members of the Sun Guards to protect his hidden Coruscant lair, where they summarily executed any underdweller who got too close. The Sith Lord's apprentice, Darth Maul, regularly engaged members of the Sun Guards in impromptu practice duels.

Rank Structure

The Sun Guards began as a special-missions force in the hierarchy of the regular Thyrsian military. As the centuries pass and the Sun Guards largely abandoned Thyrsus, it became a group of seminomadic mercenaries similar in organization to the Mandalorians.

Initiates into the Sun Guard receive the rank of Stellar Legionnaire and are allowed entry for a provisional term of up to one year. Any violation of Sun Guard etiquette, such as cowardice under fire or undisciplined drunkenness, is grounds for immediate expulsion. Those who pass the initiation period are promoted to Stellar Tribune, a position that gives them control of a Sun Guard legion numbering between 20 and 40 soldiers.

It is rare to encounter a member of the Sun Guard officer corps, which begins at Twisuns Legate, a role that allows command over two to four legions. The remaining ranks in the Sun Guard hierarchy, in ascending order, are Twisuns Praetor, Thychani Commander, Thychani Dictator, and Supreme Sun Guardian—a position comparable to that of general in most standard militaries.

Advancement through the ranks is the result of heroism in combat. On the flip side, cowards—even elite Sun Guardians—can be expelled from the ranks at any time. When Darth Sidious set his plans in motion to create a clone army, the Kaminoans considered candidates from the Thychani Commander rank and above as templates for their clone soldiers.

Trianii Rangers

History

The Trianii often are mistaken for similar felinoid species such as the Togorians and the Tinnell; those who make this error underestimate the incredible speed and agility of the Trianii. By the time an enemy realizes that he is facing an angry Trianii, it's a good bet that he's already suffered a mortal injury. This physical prowess, a matter of pride among the Trianii, is prized nowhere more than in the ranks of the elite Trianii Rangers.

The Trianii Ranger tradition dates back thousands of years, tracing its roots to a primitive frontier corps that protected landowners as they tamed the serpent-infested forests of Trian. By the time Trian had established a planetwide government, the Rangers were an above-the-law police force with the authority to execute suspected criminals on sight.

The age of space travel prevented the Rangers from becoming a tyrannical junta; the need to protect Trian from outside invaders took precedence over everything else. As the Trianii established colonies on the nearby planets of Brochiib, Ekibo, Fibuli, Pypin, Monic, and Perin, the Trianii Rangers grew in size in order to patrol the hyperspace lanes between the colonies and the homeworld. Piloting RX4 patrol ships and Kiree starfighters, members of the Rangers beat back incursions by the Kwapi pirates, the maggot-cyborgs of Hydra, and the Ugors, a meddlesome species that simply wanted to collect scrap metal. With a noble cause and the blessings of Trian's many gods, the Rangers became a legendary force within the tiny Trianii Empire.

Its dominance ended when the Corporate Sector Authority—a rapacious commercial entity established by the Empire—extended its influence into their region of the Tingel Arm. The proud Trianii Rangers could not let this outrage stand, but neither could it drive out all the CSA landing craft. The CSA annexed Fibuli and reinforced it with Espo troops, and the Rangers mobilized into tooth-and-nail conflict. Amused executives at the CSA suddenly took the matter more seriously when the Trianii Rangers sent back the severed hands of Espo officers.

The war between the CSA and the outnumbered Trianii dragged on for years, kept alive by the Rangers' hit-and-fade tactics. Many captured Rangers were held in suspended-animation at Stars' End prison on Mytus VII. A jailbreak from Stars' End, followed by the Empire's collapse in 4 ABY, brought an end to hostilities with the CSA. The Trianii Rangers subsequently oversaw the colonization of 19 new worlds.

Methods

The Trianii Rangers is an independent space force answerable to no one but voluntarily subordinate to the ruling yu'nar tribunals on its homeworld. Similar in some respects to Republic Sector Rangers, the Trianii Rangers is essentially a guerilla space force that is adept at hit-and-fade strikes launched from the cover of asteroid belts and planetary rings. Rangers units habitually execute risky, pinpoint hyperspace jumps right into the center of enemy convoys. Ion cannons are often used on a first pass, allowing the Rangers attackers to disable an enemy craft and puncture its hull with lasers on a second pass, venting the targeted ship's atmosphere to space. If outgunned, Rangers flee—the better to fight another day.

The Ranger navy lacks capital ships and fighter carriers, relying instead on one-person starfighters and small-crewed patrol boats. Members of the Rangers live aboard such vessels, enduring long deployments between resupplies at the secret Ranger network of asteroid and moon bases. Most Trianii Rangers assigned to the same patrol unit are family.

After CSA warships start capturing Ranger vessels and locking their pilots in the Stars' End prison, the Ranger ships are equipped with "hyperspace ripcords" to trigger an emergency blind jump. Pilots who use this escape sometimes die in collisions with mass shadows, but many are recovered by their comrades after a few days adrift.

The CSA's annexation of Fibuli force the formerly free-roaming Rangers to commit to a sustained campaign to unseat its enemy. It harries the CSA's blockade from outposts in the system's comet cloud and lands insurgent teams to harass CSA Espo troops on the ground.

Ranger planetary commandos prefer close combat because their agility makes them natural martial artists. The ranged weapons in their possession are frequently crude and unreliable, having been purchased secondhand on the smugglers' market. Ranger commandos have an affinity for grenades and are experts at camouflage, particularly in the wooded environments found on Trian, Fibuli, and other Trianii colonies. All Trianii have needle-sharp claws and prehensile tails, and members of the Rangers often fasten blades to their tail tips. Ranger commandos are among the few Trianii who wear light armor; most members of the species don't wear any clothing at all.



A Trianii Ranger

Trianii culture is highly spiritual, expressed through the sacred arts of dance, athletics, and song, but members of the Rangers are less sentimental and share a hard-bitten awareness of the grim reality of battle. Most members of the Rangers ascribe to the gloomy philosophies of Kunik, the goddess of bitter retribution and swift death.

Generally, Rangers commandos encountered in the greater galaxy are outcasts. These individuals value adventure and personal glory more than the security of family and homeworld, and they might be bounty hunters, trackers, or pilots for hire.

Missions

The Trianii Rangers is not a group of mercenaries. Despite its autonomy from its world's central government, it remains fiercely devoted to the protection of Trianii space. Prior to the rise of the Empire, the Trianii Rangers commandos were the scourge of Tingel Arm star pirates and the Hiitite Ravagers (the raiding force of an aggressive local species). Combat was based exclusively in space, rarely spilling outside the borders of Trianii territory. The Rangers cared only about chasing off intruders, and did the jobs so well that outsiders never gained a foothold on Trianii worlds.

The coming of the Corporate Sector Authority, however, forced the Rangers to split its ranks between ground commandos, dedicated to sabotage and assassination, and an outgunned space force that executed lightning raids and disappeared into secret bolt-holes. After the Battle of Endor, the Trianii Rangers became even more paranoid as its people expanded into new systems.

"Shoot first, ask questions later" is the Trianii attitude toward newcomers when they think they hold the advantage. In the case of a large enemy force, the Rangers' command assembles task groups or battle fleets by pulling naval units from the surrounding trisector.

The Trianii suspicion of outsiders has effectively eliminated Trian's galactic trade. Because its armaments and equipment are often out of date, the Rangers constantly hones its combat skills to remain competitive against more sophisticated foes.

Rank Structure

The organization of the Trianii Rangers mirrors the ruling yu'nar triumvirates on the Trian homeworld. Three punctinos head the Rangers, their role roughly equivalent to that of naval admirals. Each punctino commands Ranger forces within a third of Trianii space, an area known as a trisector. Each trisector has an identical command setup. All of the ships within the trisector make up a single battle fleet. Groupings of 50 to 70 vessels are known as task groups and are headed by a commodore-level officer called a pyorn. Flotillas are smaller groupings of vessels headed by a captain or sinth.

The ships of the Ranger fleet are unusual in that none of them is capital-class. RX4 patrol boats have crews of four and can double as troop carriers for 12 to 20 tightly packed warriors. The Kiree is a single-person starfighter deployed in pairs. The Trianii also operate a number of captured freighters, including common Corellian designs such as the YT series and the Action transport.

A new Ranger recruit is likely assigned a gunner position aboard a patrol boat. A promotion can lead to a pilot's role on a similar class of vessel. A pilot who proves unusually skilled wins the right to pilot a Kiree starfighter. During the Fibuli war with the CSA, new recruits often became ground soldiers, serving in groups of three to 10 under the leadership of a veteran forest-warfare commando.

Because the Trianii Rangers is the self-run military force of an impoverished culture, its members enjoy few perks. Homebrew intoxicants and musical instruments are the most popular distractions at base, enjoyed by rookies and punctinos alike.

"Her claws kill our foes and end our own lives in turn. Blessings to Kunik, who settles all scores."

—Daily prayer of the Trianii Rangers

Wraith Squadron

History

Wraith Squadron is a patently bizarre starfighter unit. Although ostensibly created by New Republic Starfighter Command in 7 ABY, the squadron actually came to life as the result of a wager between Commander Wedge Antilles and Admiral Ackbar. Antilles, a starfighter ace who saw a military niche halfway between pilot and commando that he could fill, bet Ackbar that he could whip 10 washout flyers into fighting shape and build a hybrid unit. The members of Wraith Squadron, equally skilled in starfighter piloting and special-forces disciplines, applied their oddball personalities to espionage, sabotage, and infiltration missions that ultimately redefined New Republic Intelligence.

Antilles appointed his friend and former wingman Wes Janson as the squadron's second in command. The first class of Wraiths included former child holodrama actor Garik "Face" Loran, moody sniper Myn Donos, genetically altered Gamorrean fighter Voort "Piggy" saBinring, Admiral Ackbar's niece Jesmin Ackbar, Bothan slicer Eurrsk "Grinder" Thri'ag, multiple-personality Thakwaash pilot Hohass "Runt" Ekwesh, and Kell Tainer, the son of a man that Wes Janson had been forced to kill during his time with the Tierfon Yellow Aces. The squadron trained at the moon base of Folor and drew the scorn of purist pilots.

The Wraiths joined in the New Republic's campaign to defeat Warlord Zsinj, one of many Imperials trying to carve out his own piece of the splintering Empire. Admiral Trigit, commander of the Star Destroyer *Implacable* in Zsinj's fleet, became the squadron's first target. After the members of Wraith Squadron captured the enemy corvette *Night Caller* and posed as the vessel's crew, they wormed their way into Zsinj's operation and set a trap for Admiral Trigit at Ession. Their efforts culminated in the destruction of the *Implacable*.

With their impersonation and infiltration tactics a proven success, the member of the Wraiths next posed as the Hawk-bats, an ersatz pirate band. After Zsinj recruited them, they gained valuable intelligence on the warlord's strike at the Kuat shipyards. Zsinj stole the Super Star Destroyer *Razor's Kiss*, and Wraith Squadron's effort to undo his triumph ended in the Battle of Selaggis. A massive New Republic naval taskforce seemingly ended Zsinj's threat forever.

Wraith Squadron no longer fit the strict definition of a starfighter squadron. Its members underwent a reassignment from Starfighter Command to New Republic Intelligence, where they enjoyed far more autonomy. Under commander Garik Loran, Wraith Squadron aided in the fight against Admiral Daala, in the Black Fleet Crisis, and in the hunt for the Caamas Document.

During the Yuuzhan Vong invasion, Wraith Squadron helped the Jedi kill yammosk war coordinators. Their diverse specialties allowed squadron members to fool the Yuuzhan Vong into thinking that Jaina Solo was the incarnation of the trickster goddess Yun-Harla and to create undercover disguises for accompanying Luke Skywalker on a mission to enemy-held Coruscant. After the war's end, Wraith Squadron continued to serve as Galactic Alliance Intelligence's preeminent field unit.

Methods

Although the members of Wraith Squadron have become polished after years of working together, the team began as a mixed bag of misfits. Many observers thought that they would kill each other before their first mission, yet those colliding personalities frequently sparked brilliance.

Unconventional solutions are a Wraith Squadron trademark. The team improvises with any tools at hand to pull off schemes that most would deem suicidal. During the campaign against Zsinj, the team captured the *Night Caller* by bolting maneuvering jets and an X-wing laser cannon onto an airtight smuggling compartment, creating a makeshift boarding craft dubbed the *Lunatic*.

The Wraith Squadron has been compared to the Katarn Commandos, since both groups are 12-member field units made up of eccentrics and expected to accomplish tough missions on their own. But the Katarn Commandos is a superior straight commando unit, whereas Wraith Squadron views its members' specialties as their "second jobs." All team members are pilots first and foremost, and most of the squadron's assignments involve space or atmospheric combat. Although Wraith Squadron is an X-wing squadron, its undercover roles require familiarity with a wide variety of fighters.

When it takes to the ground, Wraith Squadron deploys in small teams with members chosen based on mission objectives. These are typically specialists in demolitions, computer slicing, and many other fields, and each team is often split into multiple air–surface units to provide air cover for infiltration and sabotage teams.

The dozen members of Wraith Squadron have become respected veterans in New Republic Intelligence with a cloud of support staff at their disposal. It is not unusual for a members of Wraith Squadron to act as the commanding officer for a small team of NRI agents.

Missions

Wedge Antilles founded Wraith Squadron when he saw an opportunity to fill a gap in the New Republic armed forces. Because pilots had no commando expertise and commandos had no piloting expertise, neither group could tackle a space/ground mission on its own. As a pilot, Antilles naturally drew his candidates from the New Republic's X-wing ranks. For many of these candidates, marred by black marks for desertion, mental imbalance, or other flaws, Wraith Squadron represented their last chance.

Early missions were frequently planned on the fly, after unexpected events and sudden reversals. Wraith Squadron still specializes in radical deviations from mission plans. For this reason, New Republic Intelligence generally gives the squadron an objective but doesn't sweat the details of how that objective will be achieved. Wraith Squadron is never subject to micromanaging from upper levels of the command chain.

As a starfighter squadron, Wraith Squadron almost always spends some of every mission inside cockpits. The squadron's tasks can include clearing out a starfighter screen above a target facility, providing strafing coverage for a ground team in trouble, or taking out an orbiting capital ship before it trains its turbolasers on the planet below.

Ground missions are where the members of Wraith Squadron separate themselves from other famous pilots such as the flyers of Rogue Squadron. Although the Wraith team can blow things up with the best of them, its members have a particular expertise at adopting false identities to work their way into position for a stab at the enemy's heart. Master actor Garik Loran inspired such schemes as the impersonation of the *Night Caller*'s crew, the creation of the phony Hawk-bat pirates, and the use of fake vonduun crab armor to make the Wraiths resemble Yuuzhan Vong warriors.

Rank Structure

Despite their official status with New Republic Intelligence, the members of the Wraiths have Starfighter Command military ranks. A new member is likely to carry the rank of flight officer, and a veteran might have the rank of lieutenant. During Garik Loran's first tenure as head of the Wraiths, he carried the rank of brevet captain; Wedge Antilles was a commander while doing the same.

During the squadron's formation, its members rarely had the respect of their peers, regardless of rank. Later, after the squadron's reformation within NRI, the situation was reversed. Even a lowly flight officer with the Wraiths could hold a room of aces spellbound with tales of the squadron's exploits.

Vacancies in the squadron are filled according to role. Wraith Squadron maintains a diverse roster of specialists at all times. Although the roster itself is flexible, positions that Wraith Squadron regularly needs include the following:

- A demolitions expert who knows how to take out cannons and other large targets.
- A computer slicer who can crack into protected data cores faster than any droid.
- An expert at mimicry who can take on the mannerisms of others for undercover ops.
- A sniper for long-range backup and target elimination.
- An atmospheric and ground vehicle specialist, capable of hotwiring and operating anything.
- A comm specialist, able to boost the team's signals, jam the enemy's signals, and encrypt sensitive messages.
- A medic for when field missions don't go as planned.
- An intelligence and analysis expert, particularly useful during the planning stages of an operation.
- A stealth expert, who (unlike the mimic) can gain access to enemy installations through quiet subterfuge.
- A brawler and melee combatant able to handle any non-Human—the bigger and uglier, the better.



WRAITH SQUADRON

Chapter V
Bases and Battlestations





No military campaign is complete without missions to infiltrate, sabotage, or destroy the opposing force's base of operations. Whether this means breaking into an Imperial prison colony to rescue a Rebel agent or piloting a starfighter into the heart of the Death Star, military campaigns are full of adventures that involve heavily defended locales. This chapter covers everything the Gamemaster needs to create exciting adventuring sites—hereafter referred to generically as "battlestations"—from basic concepts all the way through encounter design.

A battlestation is more than just a Death Star or some other massive superweapon. In this chapter, the term "battlestation" means a fortified and actively defended location where adventures will take place. A battlestation can come in many forms, whether it is a space station, a ground installation, or a capital ship.

Of course, before the villains can wreak havoc with a battlestation or the heroes can commandeer it for their own noble purposes, the place has to be built. This chapter not only covers the basic rules for assigning statistical values to the various aspects of a battlestation but also introduces factors that affect a station in the game. Moreover, it includes specific environment rules for creating encounters on battlestations.

The Battlestation Tool Kit

This chapter is more than just a collection of rules and advice on designing bases and locations; it also serves as a guide to creating a wide variety of adventuring settings. Although much of this chapter discusses rooms and locales inside battlestations, this information can also be applied to a wide variety of adventuring locations. The rules described in this chapter work just as well for creating an adventure where the heroes have to stage a raid on a high-rise industrial skyscraper as they do for an adventure where the heroes need to take out a shield generator on a remote moon.

When picking up material from this chapter for your own campaign, simply be mindful of the basic principles behind things like battlestation CL and expected attack bonuses, skill DCs, and damage rolls. Those concepts can apply to many places, not just bases and battlestations, and can be useful in a wide range of situations.

Introduction to Battlestation Design

Before delving too far into assigning statistics and preparing deck plans and layouts, it is important to set down some basic ideologies and philosophies for battlestation design. A hastily constructed battlestation might be just another superweapon or an unremarkable base, but a well-planned station can be a great addition to any campaign. By putting some effort into the station's construction, you can ensure that your locale will be both exciting and memorable.

Why Use Battlestations?

When you think of *Star Wars*, not many battlestations come to mind immediately. In fact, there are only a few such sites in the films. The two Death Stars are prominent examples in the *Star Wars* saga, although the chance to adventure on either is somewhat limited by the timeframe of their existence and the actions of the Rebels. Beyond the Death Stars, however, the films feature many different locations and environments that could be described as battlestations.

Remember, a battlestation can be a basic fortified lair, but it also can be a space platform to a massive starship or a ground-based security complex. Almost any artificial structure constructed with defense in mind can be built using the guidelines in this chapter, so that you can take advantage of locations that already exist in the movies and other media. Chances are that many of the places your party has explored, from a Super Star Destroyer to a smuggling den hidden in an asteroid field, are battlestations in their own right. Other good examples of battlestations in the *Star Wars* films include the Theed Palace reactor chambers in *The Phantom Menace*, the Geonosian droid factory in *Attack of the Clones*, and the Endor bunker in *Return of the Jedi*.

Battlestations make excellent adventuring locales. They provide a sense of mystery and suspense, always keeping the heroes wondering what's down the next hallway or behind the next door. Stations present numerous opportunities for dangerous exploration, since they frequently contain automated defense systems and booby traps that can cause a lot of trouble for an adventuring party. Similarly, living and droid security units react forcefully to intruders, and with a creatively designed interior, such combat encounters can be cinematic and unique. Battlestations often present challenges to a party that can be solved only with quick thinking and resourceful problem solving. After all, it is far easier to lay down fire in a cantina than it is to do so in a magnetically sealed room.

Likewise, battlestations offer heroic opportunities to characters of all types. Certainly the more dangerous stations crawling with stormtroopers and battle droids give soldiers and Jedi plenty of enemies to shoot and slice their way through. No two battlestations are the same, but the adaptability of scouts and scoundrels means that even situations for which a party was not prepared can be overcome with a little improvisation. Nobles, whose interpersonal skills are unrivaled, can use their talents for acting and smooth talking to convince security that everything is under control. Almost every character type has something to do on a battlestation.

Adventures on battlestations bring an epic feel to campaigns, but more than that, they add variety and diversity to an already vast galaxy. With proper planning, these stations not only stand out in the minds of the players but also keep the whole party involved and in highest form. The heroes can't slide through with only minimal or halfhearted effort, which means that battlestations make excellent additions to any campaign where the GM wants to turn up the intensity.

Determining Purpose

The first step to planning and building a battlestation is determining its purpose. The purpose defines how much time and effort the GM will expend on creating the station and should play a major role in shaping all aspects of its design. When determining a battlestation's purpose, consider the amount of time that the station will appear in the game, its significance to the overall campaign, and its impact on the adventure.

Single-Adventure Location

A battlestation designed as a location for a single adventure should cater to the needs of the story. If the station is intended simply to be the backdrop for the scenario, you have a little more leeway in choosing the details of its design. For example, if the point of the adventure is to rescue a wealthy noble from a prison colony, your battlestation should include cells and security guards, but you have more flexibility in other aspects of the design. On the other hand, if the station is the focal point of the adventure, you should spend more time making sure that everything lines up logically. That is, if the heroes must destroy the prison colony rather than save a captive noble, encounters should revolve around reaching the station's weak points or setting the self-destruct mechanism.

A single-adventure location is a one-shot, disposable battlestation. The site will have minimal or no impact on later adventures, so the station can serve its purpose and be left alone for the remainder of the campaign. You can prepare to let the heroes destroy or disable the station and move on to a whole new set of challenges and adventure opportunities.

Multiple-Adventure Location

You must take more care when designing a battlestation that is intended for use in multiple adventures. First of all, if the station will appear in later scenarios, it should be strong enough to withstand almost anything the party can throw at it. Prevent tampering by covering vent shafts and sealing off reactor cores with blast doors. A multiple-adventure location also should be designed to remain fresh through several gaming sessions; the heroes should not see the same scenery and explore the same areas during each adventure. Moreover, the objectives for each adventure should be affected by the events of previous adventures, offering a degree of continuity that

makes the battlestation dynamic and gives the party the sense that they are having an impact. For example, if the heroes blast through a wall to reach their goal, it is reasonable to assume that by the time they return in a later adventure, a temporary structure will have been erected to replace the one damaged by the party.

Eventually, even a multiple-adventure location will reach the end of its useful life and can be the center of an exciting climax to a portion of the campaign. Over the course of several adventures, the party can slowly gain access to restricted areas and build up to destroying or disabling the station.

Background Location

A background battlestation is one that does not feature prominently in the main storyline of an adventure but could come into play at a later time. Unlike single- and multiple-adventure locations, a background location serves more as a set piece or as flavor material than as a dangerous environment. As such, many background locations are lighter on internal security, more accessible from the outside, and less difficult to navigate. Such battlestations have more descriptive information and fewer game mechanics, and they rarely involve a large number of hazards or high-security zones.

Common examples of background locations include massive floating casinos orbiting planets, space stations that have been converted into bazaars, and the home bases of certain organizations. Sometimes, these locations are merely mentioned or involve characters other than the heroes. For example, an orbital cloning facility might provide the party with the clone troopers it needs in order to raid a Confederacy stronghold, but the heroes might not visit the complex themselves. On the other hand, they might decide to travel to the facility to request aid in person rather than through bureaucratic channels, in which case you should be prepared to use the site as part of the adventure. Background locations are among the most dynamic in your game, because when you are preparing for the session, you don't know whether such stations will come into play.

Campaign Objective

The campaign objective is a battlestation that represents the culmination of an entire campaign's worth of adventures. The station itself is the focus of the campaign and plays an integral role in its development. Adventures revolve around traveling to and having encounters within the station, but the heroes can also procure plans, analyze weaknesses, sabotage critical parts, and carry out other actions that lead up to a climactic confrontation on or around the battlestation. Thus, you must be extremely attentive when designing this type of location. Since so much of the campaign will revolve around the station, you should plan out adventures so as not to bypass important plot points or challenges. To build suspense and excitement leading up to the final encounters, each adventure should bring the heroes one step closer to their goal, until they reach the campaign climax that involves the battlestation itself.

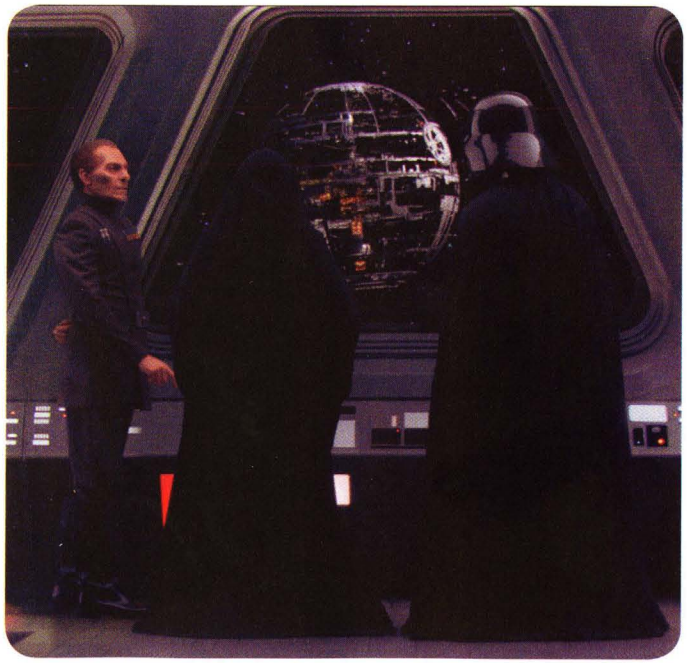
For an example of how a battlestation can be used as a campaign objective, consider the first Death Star. In a campaign, the heroes start by stealing the station plans and funneling them through Toprawa. Then, the party must rescue Princess Leia aboard the station. Finally, in the campaign's climax, a dramatic battle results in the Death Star's destruction. The battlestation is the focal point of the campaign, and the adventures involve the station in different ways until they culminate in the final battle.

Example

Imagine that you are designing a battlestation to serve as the backdrop of a campaign set during the Clone Wars. However, since the campaign could last a while and you don't want to discard the station right away, a multiple-adventure battlestation might be the best choice. Thus, when designing the site, keep in mind that it needs to survive the initial adventure so that it can be used later.

Determining Function

Once you have determined a metagame purpose for the battlestation, the next step is to determine the function it serves in the *Star Wars* galaxy. The function of most battlestations can be broken down into four broad categories: the combat mechanism, the haven, the superweapon, and the utility.



Combat Mechanism

A facility designed to serve as a combat mechanism truly lives up to the battlestation classification. A combat mechanism is meant for defense (such as the Golan platforms that orbit many worlds) or attack (such as the space stations that orbit quarantined worlds to prevent starships from escaping). When designing a battlestation with this function, you should consider whether its primary focus is offensive power or defensive capabilities. If the former, the station should boast a heavy complement of weaponry, attack starfighters and bombers, and antiship defenses. Defensively minded stations should bulk up on shields, defensive starfighters (such as those used for planetary defense), advanced sensor systems, and transport ships for evacuations. These combat stations often keep a larger-than-average troop complement on board and frequently are utilitarian in design and decoration.

A combat mechanism is one of the more common types of battlestations encountered by an adventuring party. The heavy defenses, extensive security measures, and militaristic function make these stations prime targets for infiltration and destruction. Of course, they also are the most deadly type of battlestation, and they make up for any vulnerability with sheer firepower. Although potentially fatal to heroes who try to assault or penetrate them, combat mechanisms typically safeguard something important and thus make excellent challenges for a party during the climax of an adventure.

Haven

A haven is a place where a certain group, species, government, or other organization meets and has its headquarters. More than anything else, this type of battlestation serves as a staging point for antagonists or allies. A haven can be a single-adventure or a multiple-adventure location, but it is not always the focal point of the action. Rather, the heroes' activities determine to what degree the site is brought into play. This type of battlestation does not necessarily need to be integrated as tightly with the plot as other stations usually are, but feel free to do so if that works with the ongoing storyline.

In an adventure, it's common for the party to encounter a hostile haven belonging to the enemy—after all, pirates and mercenaries have homes, too. But not all havens are populated exclusively by adversaries. Some battlestations of this type are as much for friends as for foes, and these battlestations can come into play as safe ports of call or as places to rest and recuperate.

Superweapon

A superweapon is a battlestation with only one purpose: destruction. Although similar in many respects to combat mechanisms, superweapons do not necessarily have any overt military function other than the use of their main weapon. Centerpoint Station is one of the most obvious examples of such a superweapon: Capable of devastating entire star systems with its powerful interstellar blast, the station itself has no major weapon systems or defense mechanisms. However, that type of superweapon is the exception rather than the rule. The most famous superweapon of all, the Death Star, is a combination of combat mechanism and superweapon. Superweapons make great campaign objectives as well, and they often can lend the sense of urgency needed to keep a campaign moving quickly.

When designing a superweapon, be careful that the battlestation does not become a cliché or a contrived plot device. To make the station unique, you should consider how it works and what purpose it serves in the campaign.

Utility

Some battlestations are built to serve a specific purpose. They produce something, provide a service, or perform a job that is highly specialized and often technical. These battlestations are called utilities because, rather than offering a place to stay or a bristling cache of weapons, they fulfill a particular function. Utilities frequently focus their resources on this function and thus are slightly more vulnerable to attack. However, if the service provided or the product manufactured is highly valuable or rare, the owners will beef up security to ensure that the station can defend itself.

For example, a mining outpost that brings in valuable ores can be constructed with defense in mind, giving it the feel of a battlestation. Orbital medical facilities housing cloning laboratories and food processing space stations integral to the chain of galactic food shipments are further examples of utility battlestations. Regardless of its specific function, a utility station should be constructed so as to allow the station to fulfill its purpose while giving heroes something to do on board. Usually, characters must deal with a challenging array of hazards related to the battlestation's purpose.

Example

Suppose an adventure involves a specific search-and-destroy mission given to the heroes by the Grand Army of the Republic. Since superweapons have already been used in the campaign (or perhaps you're planning on using one later), you could decide that a utility battlestation will provide a good backdrop for new story elements. The station will be a manufacturing plant that churns out battle droids by the thousands, and the heroes must shut it down before the Confederacy gains a new droid army to launch against the Republic's forces.

Determining Form

Now that you have determined the battlestation's function and its relevance to the campaign, you can start designing the station's physical aspects. The first step in this process is choosing the outer form, which gives the heroes a better idea of what to expect inside the station.

Mobile Space Stations

A mobile space station is one of the most common and flexible forms that a battlestation can take. Space stations are designed specifically to recreate terrestrial environments in space, and as a result, they have many of the familiar trappings of a ground-based environment. Turbolifts, offices,

hallways, and other basic components provide the illusion that the station is just another facility for everyday use—one that happens to be in space. Mobile space stations also have a unique advantage in that they can travel from planet to planet, essentially appearing wherever you want them to be. This mobility makes such stations easy to use and allows them to threaten a number of targets in the galaxy rather than just a few.

Immobile Space Stations

Less flexible than mobile space stations but no less functional, the immobile space stations found throughout the galaxy are solid defenders and reliable sentinels. Like mobile stations, these battlestations resemble terrestrial facilities in design, possibly to a greater degree because they often are tethered (either literally or figuratively) to a planetary mass. As a result, fixed stations are more easily stocked and can afford the luxury of depending on external resources, unlike battlestations that drift through space for extended periods of time. Immobile space stations are used most commonly as defense platforms and skyhooks, as orbital bases of operation in circumstances that require secrecy, and as extensions of the buildings on the planet below. Additionally, some immobile battlestations serve as outposts in deep space, as stopover points for travelers, and as observation posts for scientists and scouts.

Starships

The only starships that make good battlestations are those of capital scale. Massive Imperial ships such as Super Star Destroyers and the Eclipse bring new levels of firepower and fear to the galaxy, and are certainly battlestations in their own right. Often larger and more thoroughly armed than space platforms and other fixed stations, some immense capital ships contain all the elements of a battlestation and function almost identically. No clear line exists to separate a capital ship from a battlestation, so feel free to turn such a ship into a station whenever internal adventuring is key. In space combat, the battlestation should be treated as a starship, but adventures that take place within the vessel can use battlestation rules.

Terrestrial Battlestations

Found almost anywhere in the galaxy, terrestrial battlestations are built on the ground or on other natural surfaces, such as asteroids. A terrestrial station is any facility, such as a smugglers' den or a pirate alcove, that is defended, has security measures, and presents challenges for heroes trying to move through the complex. Most terrestrial battlestations include facilities that are similar to those of their spacefaring counterparts, but with some modifications. For example, ground-based stations, with no ability to move through space, often require a less volatile reactor core than is needed by larger space stations.



Example

Knowing that the party has had a number of ground-based adventures lately, you may decide to use a space vessel for your battlestation. Since the heroes' mission requires them to be inserted onto a Confederacy-controlled world, a stationary space station in orbit would be a good choice.

Considering Adventures

The final aspect to take into consideration before designing the specifics of a battlestation is the nature of the adventures that will involve the station. Think about the types of adventures and their level of difficulty. Planning for these elements in advance will help you prepare for the game more effectively.

Adventure Types

When you create a battlestation, the type of adventure that it will be used for should play an integral role in its design. For example, you must decide whether the heroes will assault the station from the outside or from within. If the adventure calls for an internal assault, you should spend more time mapping specific locations, determining Difficulty Classes for skill checks, planning patrol routes, and coming up with anything else that will be needed to keep the heroes moving through the station. Conversely, for an external attack, you should pay more attention to station defenses, vulnerabilities, specific systems that can be targeted from the outside, and possible starfighter response to the assault; the interior of the battlestation is unlikely to come into play. Many adventures will require a mixture of interior and exterior assaults, and you should plan accordingly.

Adventure Difficulty

Another aspect of battlestation design is the difficulty of the adventures. The next section of this chapter explains how to simplify this decision by using Challenge Levels, but when creating the station, it's worth your time to consider the adventure and avoid elements that could prove too difficult or too easy for the characters in the party.

For example, the Death Star is probably one of the most challenging battlestations in the entire *Star Wars* saga. As a whole, it is incredibly well defended, massively complex, and carefully guarded, and it contains areas that are impenetrable to assault. But the heroes manage to make their way through it and come out alive because they are involved with only a small portion of the station. Even with a huge, heavily protected site, you can limit the adventure to a smaller, contained region of the station. This process means that you have to design fewer areas in advance, and it allows lower-level heroes to begin adventuring in less dangerous sections of the battlestation, gradually gaining access to more difficult areas as they increase in level.

Battlestation Challenge Level

The battlestations that are designed using the system in this chapter are based around the station's Challenge Level (CL). A battlestation's CL is a number between 1 and 20 that helps you to gauge how difficult adventures in the station should be and allows for quick construction without requiring too much worry about whether the encounters are too hard or too easy. It is important to select the CL early so that you can develop your battlestation as you go along rather than having to make decisions on the fly. A battlestation's CL is very similar to the CL used for individual opponents such as stormtroopers and TIE fighters. However, unlike the CL of individual opponents, the CL of a station is merely an overarching guideline for determining attacks, defenses, and the Difficulty Class of skill checks.

When designing a battlestation as part of an adventure, the best approach is to build the station around the party rather than choosing a fixed CL and trying to construct a station to match. In other words, determine the station's CL by looking at the party's level. For a group of five characters, the battlestation's CL should roughly equal the characters' average level, although it can be higher for tougher adventures or lower for easier ones.

Adapting Existing Environments

One of the most common ways to construct a defensible terrestrial battlestation is to build it out of an existing structure. Although a station that is based on an abandoned building works fine, you can add extra flavor by choosing a more unusual or dangerous location. The following are a few examples of how you can adapt existing environments to fit the needs of a battlestation; by no means do they represent the full range of possible settings.

Asteroid Base

An asteroid base is a familiar choice for many pirate bands and smuggling groups. These battlestations can act as both terrestrial and space-faring facilities. An asteroid belt provides a natural defense against snooping starships and ensures that only those who know the base's coordinates and the safe path through the chunks of deadly rock can reach the base. Most asteroid bases camouflage their presence by blending in with the surrounding terrain and masking the site from sensors.

Crashed Spacecraft

A crashed starship offers a unique alternative to artificial constructs. Since many spacecraft already contain necessary systems such as power, life support, and gravity, it is not uncommon for the remains of a capital ship to be cannibalized to function as a battlestation. In these cases, the starship's own weaponry is used for defense (usually augmented with a colorful selection of extra equipment). If the systems were not too damaged in the crash, the ship's shield generators can repel even capital bombardment.

Volcano Base

Hazardous and volatile natural formations, volcanoes can be harnessed by the daring and transformed into battlestations that are unrivaled in the danger they present for both builders and intruders. Some bold designers use the natural gas vents and magma flows of a volcano to provide thermal power for the station. Designers also might use cutting-edge terraforming technology to reroute lava flows in order to surround the station with deadly moats, and take advantage of toxic fumes from the volcano's emissions to repel unprepared invaders. Although building a station around such a treacherous land mass would be considered suicide by many, it offers a number of advantages for those willing to take the risk.

TABLE 5-1: DIFFICULTY CLASSES FOR BATTLESTATIONS BY CL

ADVENTURE CL	EASY DC	MEDIUM DC	MODERATE DC	HARD DC	HEROIC DC
1	13	18	23	26	31
2–3	14	19	24	27	32
4–5	16	21	26	29	34
6–7	17	22	27	30	35
8–9	18	23	28	32	37
10–11	19	24	29	33	38
12–13	21	26	31	35	40
14	22	27	32	36	41
15	22	27	32	37	42
16–17	23	28	33	38	43
18–19	24	29	34	39	44
20	26	31	36	41	46

USING THE CL

Throughout this chapter, you will find references to a battlestation's CL as a way of assigning a Difficulty Class to a skill check or of crafting encounters that involve station personnel or hazards. Always remember that the battlestation's CL is the key to accurately gauging the toughness of a particular obstacle.

For the most part, descriptions of individual locations, hazards, encounters, and so on will explain how to use the battlestation's CL when determining the challenge posed to the heroes. However, Gamemasters certainly will come up with ideas for obstacles that are not covered in this book. In such cases, the following guidelines might help you use the station's CL to design appropriate challenges.

Skill Difficulties

To determine the Difficulty Class of a skill check, find the battlestation's CL in the far left column of Table 5–1: Difficulty Classes for Battlestations by CL. On each row of the table, the DCs are broken into five broad categories to describe the difficulty of the skill check: easy, medium, moderate, hard, and heroic. Some skill checks have static DCs that are unrelated to the station's CL; for example, making a skill check to climb a ladder has roughly the same DC no matter where the ladder is located. However, many skill check DCs vary based on the particular battlestation. For example, the DC for opening a locked door with a Use Computer check might be much higher on a battlestation that has a higher CL, owing to the fact that the station has significantly better security protocols and is likely to keep its defense systems up-to-date.

This chapter frequently uses these five DC categories when referring to skill checks—for example, the text might say that an action requires a moderate Mechanics check or a hard Use Computer check. Simply consult Table 5–1, find the row for your station's CL, and find the column for that category. The resulting number is the DC for that skill check.

Battlestation Encounters

When designing a combat encounter for a battlestation, the rules are similar to those used for standard encounters. Since your station's CL should be close to the average party level, multiply the CL by 3, then choose enemies and hazards whose total combined CL is close to the tripled number. If you intentionally set the CL of the station higher than the average party level, you will create tougher encounters. So when using this system, keep in mind how closely the station's CL matches the average level of the heroes.

Battlestation Hazards

Other hazards that make attacks should use the battlestation's CL to determine how much damage those attacks should deal. A hazard, on average, should deal damage that is equal to 10 + one-half the battlestation's CL. For example, each hazard on a CL 8 battlestation should deal an average of 14 points of damage. (Refer to Table 5-2 for the average damage roll associated with each game die. Choose a die multiple that comes to within 2 points of your target damage.) To make a roll with an average of 14 points of damage, use 3d8.

Hazards that make attack rolls should include a bonus to the roll that is equal to 2 + the battlestation's CL. For example, each hazard on a CL 8 battlestation should make attack rolls with a bonus of +10. When designing

hazards for a battlestation, consider the defense bonuses of the party. In general, a hazard should hit its target on a roll of 10 or higher on a d20 (which represents a 55 percent chance). The hazards on a CL 8 battlestation, including the +10 bonus to hazard attack rolls, would hit a character with a Reflex Defense of 20. Feel free to adjust these numbers when you design a battlestation in order to make it fit your heroes' defenses.

Table 5-2: Average Damage per Die

Die	Average Damage
d4	2.5
d6	3.5
d8	4.5
d10	5.5
d12	6.5

Scaling the Rating

Sometimes a battlestation's CL is too high or too low for a party, especially if the station was designed without those specific characters in mind (such as the stations in published adventures). You can still use these stations as adventuring locales by making a few adjustments to accommodate your group of heroes. For battlestations that are too easy, increase the station's CL, which has the effect of increasing the skill check DCs, the bonus to hazard attack rolls, and the damage dealt by hazards. You can justify the increased difficulty as security system upgrades, new ownership and management, or simply the advancement of technology.

For battlestations that are too difficult for the heroes, reduce the station's CL (and, again, the skill check DCs, hazard attack rolls, and hazard damage). By keeping certain sections of the station off-limits to the party, you can plausibly explain why some areas are more difficult to access than others. In the same manner that Luke, Leia, Han, and Chewbacca ventured only through certain sections of the Death Star, you can reduce a larger and more dangerous station to a simpler path that still provides a challenge as well as an epic backdrop. This method works well with battlestations intended for use over multiple adventures. When the heroes first encounter the station, they can explore an area that has a relatively low CL. When they return several adventures later, they can tackle new sections that have higher CLs and more appropriate challenges.

Example

Suppose your game's party consists of five 7th-level characters. At this point in the campaign, they should encounter a battlestation with a CL of 7. This number will be used throughout the rest of the design process in this chapter.

Battlestation Interior Locations

Once you have determined the battlestation's Challenge Level, you can start building the interior and preparing it for the arrival of the heroes. This section describes a number of common rooms that you can use in the construction of a battlestation. Simply choose the types of locations that you need for your adventure, or create your own using one or more of the examples as a starting point. Knowing your heroes' goals (why they're going into the station) should help you select appropriate rooms, but consider becoming familiar with all the locations in advance. By doing so, you will be better prepared to improvise if the players deviate from the planned adventure by taking actions that you did not anticipate.

The interior locations described below are basic representations that do not necessarily reflect what each location might be like in a fully developed battlestation. Later in the chapter, other aspects such as computer systems, security systems, and station hazards will be added to make each location unique and challenging.

Airlock

An airlock is a room used to link a battlestation to spacefaring craft such as starships, escape pods, satellites, and other battlestations. An airlock creates an airtight seal between the two vessels that prevents the air from either one from escaping into the vacuum. The airlock is pressurized by internal air vents and serves as a corridor between the station and the other vessel. Typically, an airlock consists of a 2-square-by-4-square room with a few simple benches and two to six storage lockers bolted to the walls. Pulling a bench off a wall requires a DC 30 Strength check; each bench (10 hit points; DR 5) provides low cover when tipped on its side. Inside each storage locker is a standard zero-gravity-capable space suit, two lengths of liquid cable, a grappling spike launcher, a medpac, and two glowrods. A 2-meter-tall door seals the hatch to the access tunnel, which can be opened only when the airlock's sensors detect a sealed, pressurized connection on the other end. The airlock is connected to the rest of the battlestation by a standard blast door (750 hit points; DR 10; damage threshold 40; Strength DC 70/Break DC 45). Someone inside the station can force entrance into the airlock by overriding the command code to open the door, which requires either a medium Mechanics check (if the door connecting the airlock to the outside is closed) or a hard Mechanics check (if the door connecting the airlock to the outside is open). The difference in the checks is caused by the airlock's fail-safe controls, which can be overridden only with great difficulty, ensuring that a breach into the vacuum remains sealed off—and that raiders using the airlock as a point of entry have more trouble breaking in. Forcing open the airlock door that leads outside the station (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35) requires a heroic Mechanics check due to the battlestation's hard-coded fail-safe mechanisms. However, since the airlock door leads to a vacuum, even the slightest breach can rip the door

Surface Cities

Exceptionally large battlestations sometimes have entire cities built onto their surfaces that resemble large metropolitan areas of planets. The best example of this concept is the first Death Star; with its surface littered with city sprawls, the station truly was like a small moon. These surface cities can be found on battlestations of various designs, and in many cases they mimic actual cities down to the smallest detail. Surface cities have restaurants, shops, and occasionally apartments and other forms of housing for visiting diplomats and permanent crew members. Some high-ranking officers aboard battlestations live in lavish mansions and stylish homes.

The biggest difference between battlestation surface cities and those found on planets is that most station cities are enclosed. Some buildings might jut up to impressive heights, but walkways and speeder paths remain at ground level, sealed off from the vacuum of space. Most battlestation surface cities are so small that anything other than surface-level travel is impractical, although a few cities are large enough to warrant their own hangar bays (in which case shuttle taxis are used to traverse long distances). Some surface cities have installed mass transit systems that are totally enclosed and use repulsorcraft that keep the traffic moving at a decent pace.

If you want to include a surface city in your battlestation, treat it like any planetary city, with the exceptions noted above. Additionally, if the station belongs to a particular faction, the policies and personnel of the city should reflect that relationship. For example, the surface city of an Imperial battlestation is likely to have very strict laws and constant stormtrooper patrols. Black markets and criminal underworlds might exist on such a station, but for the most part, adventuring in the surface city would be like adventuring on Imperial Center.

from its hinges. If the door takes more than 40 points of damage, it is torn away, exposing the airlock to the cold reaches of space.

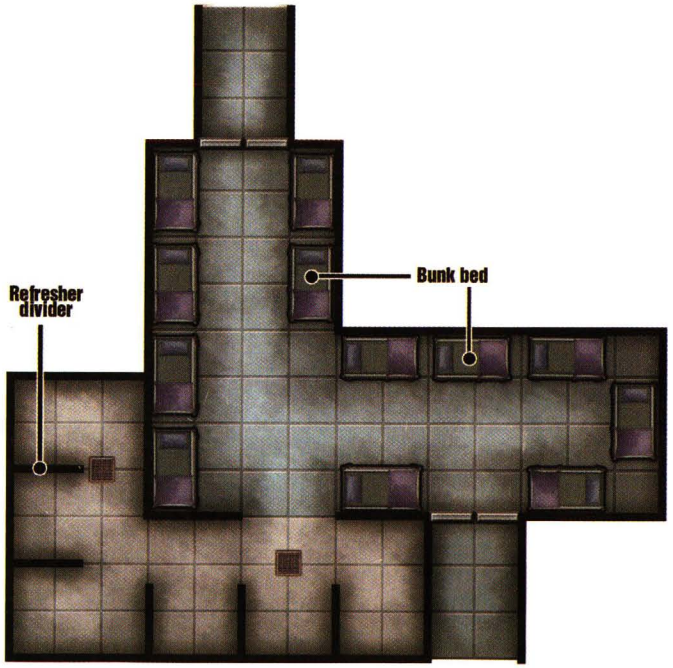
If the airlock door is breached or opened to space, characters in the airlock can try to grab handles mounted on the walls to avoid being sucked out into space (a DC 20 Climb check). The room is completely emptied and becomes a total vacuum in 1 round, and if the door to the interior of the battlestation is also open, atmosphere continues to blast out of the airlock with great force. Any round the interior door remains open, a character holding on to the handles inside the airlock can make a DC 20 Climb check to reach the emergency magnetic containment (magcon) activator, which causes a magnetic field to appear where the airlock door used to be. Once the field blocks the exit to space, the airlock refills with air and resumes normal pressure in 2 rounds. In the event of such a breach, alarms sound in the airlock's control room, on the main bridge, and on the entire deck where the airlock is located.

If a character is exposed to vacuum or sucked into space, he or she might begin to suffocate. For more details on vacuum exposure, see page 253 of the Saga Edition core rulebook.

Barracks

Most battlestations carrying some sort of troop complement have built-in barracks that serve as living quarters for soldiers and other security personnel. A barracks is typically utilitarian and sparsely furnished, as fits the style of most military and paramilitary groups. Although most barracks are square or rectangular for easy movement and organization, they vary in size depending on the number of troops housed within. From one wall to the other, bunks can be stacked two, three, and four beds high to accommodate larger numbers of soldiers. Aisles run between the bunks, which provide cover. A character can topple a stacked bunk by making a DC 15 Strength check. Any characters in the path of the falling bunk are subject to an attack from a Large falling object (see page 254 of the Saga Edition core rulebook).

Storage lockers sit along the walls between the gaps in the bunks. The average locker contains two standard uniforms, a comlink, one blaster pistol or blaster rifle, a datapad, and personal items such as holos of family members or pieces of memorabilia. When closed, a locker can be opened by entering the soldier's personal access code. A character can force the lock open by making a medium Mechanics check. If the character has access to



Typical military barracks

a portable computer or datapad, he or she can crack the locker's code by making a moderate Use Computer check.

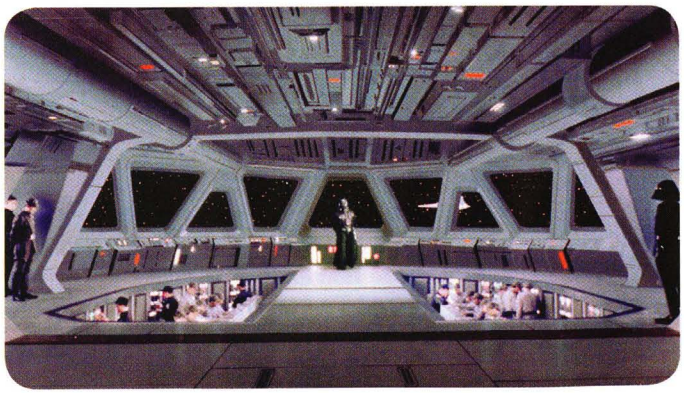
The barracks are joined to the corridors of the battlestation by a standard sliding metal door (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35). Because most troops work in shifts, roughly a third of the barracks' residents are present in the room at any given time.

The use of energy weapons in the barracks triggers alarms in that room, on the deck where the barracks are located, and in the closest backup bridge (or the primary command bridge, if it is closer).

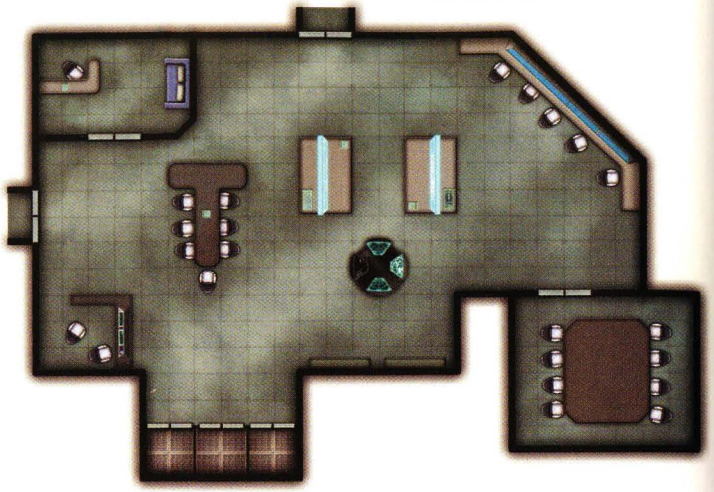
Command Bridge

The primary command bridge is the central brain of the battlestation. It serves as the main location from which the battlestation's personnel coordinate the station's various control rooms, backup bridges, and other systems. The primary bridge contains a number of terminals where personnel monitor and control individual systems; see Computer Systems on page 159 for details. Each terminal has an emergency button that shuts it down and diverts control to the backup command bridge, in case of invasion. Pressing a shutdown button requires a swift action and sounds alarms in all control rooms and backup bridges, calling a security patrol to the primary command bridge. The room also contains a plethora of readouts and displays. These displays (5 hit points each) explode when destroyed, dealing 1d6 points of energy damage to any character standing in an adjacent square.

The primary bridge is a key target for invaders trying to seize control of a battlestation. However, when the station is on alert, gaining access to the room is no simple task. The door is made of reinforced metal (60 hit points; DR 20; damage threshold 30; Strength DC 50/Break DC 35) and seals shut in the case of an emergency. Some command bridges also have direct turbolift access from another area of the station, but typically such lifts are well guarded to prevent unauthorized access. When the battlestation is not on alert, gaining access to the primary command bridge is as easy as opening the door, although two guards are stationed outside each point of entry.



TYPICAL COMMAND BRIDGE



The primary bridge usually is staffed by one technician or pilot at each terminal, one to three station officers and commanders, and four to six security personnel. When the battlestation is on alert, the number of security personnel increases to a dozen or so.

Computer terminals and chairs provide cover and have 5 hit points each; freestanding consoles also count as low objects. Emergency storage compartments built into the floor hold equipment such as breath masks, glowrods, fire extinguishers, and comlinks. Locating a storage compartment requires an easy Perception check if the character performing the search does not know its exact location (or even whether it exists). In addition, most primary bridges are attached to two to four escape pods for use in case of emergency.

Backup Bridges

In addition to the primary command bridge, larger battlestations typically have one or more backup bridges. In an emergency, a backup bridge can take over all station functions and issue commands in exactly the same fashion as the primary bridge. A backup bridge operates with half the normal number of crew that staffs a primary bridge, which is the bare minimum needed to do the job. If the backup bridge has fewer crew members than required, its personnel take a –2 penalty to skill checks to control the battlestation's systems.

Backup bridges are located in highly secure areas of the station so that control can be maintained during a crisis. Forcing the door to a backup bridge (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35) requires a moderate Mechanics check to override the manual locks.



Control Rooms

Control rooms are smaller locations that serve a single purpose. Whereas the primary and backup bridges can control almost any battlestation function, each control room allows the crew within to direct one specific system. Large stations have many control rooms dispersed throughout the facility; smaller stations have fewer such rooms.



A SMALL CONTROL ROOM

Control rooms fall into one of five categories: engine/hyperdrive control, hangar control, security control, shields control, and weapons control. Each room runs only the system that falls under its jurisdiction.

Engine/hyperdrive control rooms are used by station personnel to direct the subspace movement of the battlestation, perform astrogation calculations, and make the jump to lightspeed.

Hangar control rooms are used by station personnel to oversee all traffic entering and exiting the station's hangar bays, check IFF (Identify Friend or Foe) transponders for false or forged identification codes, maintain magnetic field integrity, and operate tractor beams.

Security control rooms are used by station personnel to monitor sensors and cameras, limit access to sensitive areas, and direct security personnel to possible problems (for more details, see Security Systems on page 153). Some battlestations assign multiple security control rooms to each section in order to limit the capabilities of any single control room in case of unauthorized access.

Shields control rooms are used by station personnel to maintain the station's shield generators.

Weapons control rooms are used by station personnel to direct the station's complement of external defense systems. Frequently, these systems are broken down into smaller groups of weapons that are managed by separate control rooms.

In a typical control room, computer terminals line the walls, with chairs at each console. A standard room has two to four technicians working at several terminals, monitoring information and making sure that everything is functioning at peak capacity. A standard metal door (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35) separates the control room from the rest of the station. Many control rooms have a secondary storage area that holds spare parts and repair droids until needed.

Corridor

A corridor is a hallway, usually 2 to 4 meters wide, that connects locations in the battlestation. Usually, corridors are open and free of obstructions to allow for easy passage of large numbers of crew. Most corridors are supported by heavy metal bulkheads, although sparsely furnished sections have grated or textured floor plates. The bulkheads protrude enough to be used as cover during a firefight. However, any character using a bulkhead as cover or concealment takes 1d4 points of energy damage whenever an energy weapon strikes the bulkhead. Gamemasters can rule that an energy attack hits a bulkhead when the cover bonus provided by the bulkhead is the difference between whether an attack hits or misses, or simply determine randomly on all missed attacks.

Corridors are lit by luma panels that fill the area with enough light to see clearly and without difficulty. If the luma panels in a given corridor are knocked out, emergency lighting is activated that bathes the corridor in dim red light. Treat the entire corridor as being in shadowy illumination, and all characters without low-light vision or darkvision take the normal penalties.

At regular intervals along most corridors, storage lockers on the walls provide easy access to emergency equipment. These lockers contain fire extinguishers, hydrospanners, and tool kits capable of sealing off dangerous leaks or putting out fires.

Corridors lead from one part of the battlestation to another and connect different levels with turbolifts. Additionally, corridors have access hatches that lead to vent shafts, garbage chutes, and service tunnels. These hatches are sealed with either simple mechanical locks, which can be bypassed with easy Mechanics checks, or electronic locks, which can be bypassed with medium Use Computer checks. However, certain maintenance access panels that lead to vital systems are wired into the battlestation security system and trigger alarms in the nearest security control room. Fires and hull breaches in a corridor can trigger a warning alarm in the nearest control room as well. Corridors that potentially could be vulnerable to a hull breach can be sealed off by blast doors, which can be shut by pressing the emergency seal button on the bulkhead next to each door.

Gunnery Tower

Considered by many to be the heart of any battlestation's defenses, the gunnery tower is an elevated structure that houses manned weapons systems and their power sources. The weapons, such as turbolaser batteries and ion cannons, protrude from the tower. Inside, gunners have access to targeting computers, enemy schematics, and tactical readouts. The interior of the tower is quite small and cannot accommodate more than the crew required to operate the weapons. Gunnery towers are accessible through special turbolifts that move between the corridor below and the firing room; only gunners or technicians with the appropriate access code can operate the lifts. If a weapon is fired by a gunner who does not enter the appropriate firing code into the controls, alarms ring in the nearest weapons control room and a security patrol is called to investigate. Falsifying the access or firing codes is a difficult process and requires a hard Use Computer check.

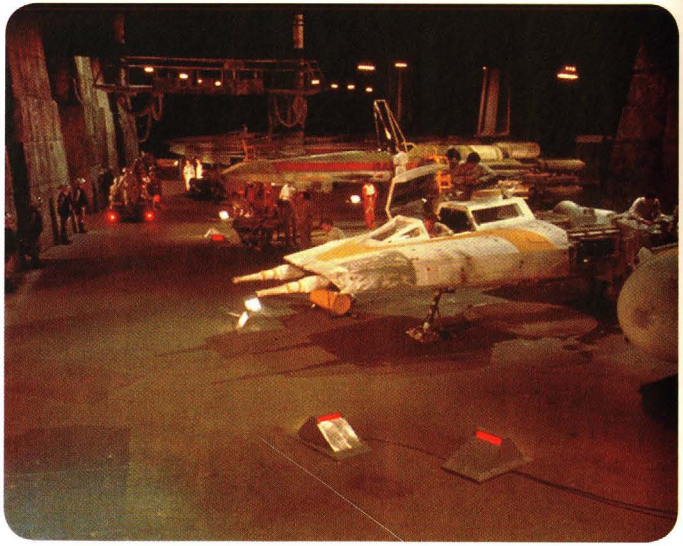
Most battlestation weapons have one, two, or three gunners and occasionally a single technician. The weapons can be manually disabled by making a medium Mechanics check from within the gunnery tower or by deactivating the power source that supplies the tower with energy (for details, see Reactor Core on page 151). Dealing damage to a weapon might destroy it, but the weapon's power core or ammunition supply might detonate as well, destroying the tower and any character inside.

Hangar Bay

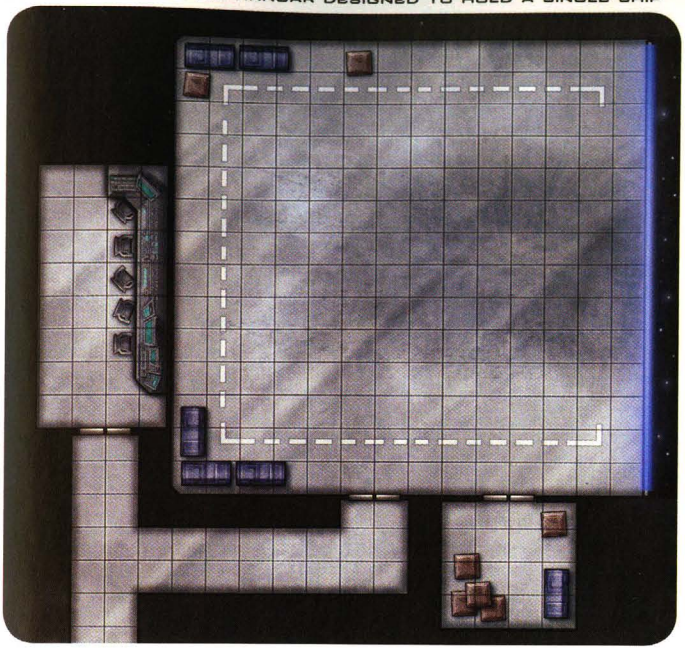
The primary means of entrance to a battlestation, hangar bays are good locations for tense encounters and dangerous combat. With massive starships coming in and out, starfighters scrambling for defense, and captured freighters being investigated by station personnel, hangar bays can very quickly become very hectic. Most hangars are wide, open areas protected from the vacuum of space by a magnetic containment field (or magcon), which allows matter to pass through but keeps in atmosphere and pressure so that crew members and pilots can walk about the hangar. Deactivating the magcon depressurizes the hangar and sucks anything not bolted down into space. This can be accomplished in two ways. First, someone in the hangar control room can shut down the magcon; for details, see Computer Systems on page 159. Second, someone can disable the magcon's power source by shutting down the coupling stations attached to the magnetic field, by destroying the thick power conduits (20 hit points; DR 5; damage threshold 20; Strength DC 20/Break DC 20) that lead to the field generators, or by destroying the generators (30 hit points; DR 10; damage threshold 30; Strength DC 20/Break DC 20).

A hangar bay usually is filled with a variety of objects and characters. Cargo crates can be found throughout; a single crate provides cover, and a stack of crates provides improved cover. If a crate is destroyed, it might release dangerous or explosive materials, so combatants in a firefight should take care when using crates for cover. Furthermore, few hangars have spotless floors, and most are littered with pools of cleaning fluids, mechanical lubricants, and leaked coolant. A DC 15 Acrobatics check allows a character to move normally through a square that contains a puddle; a failed check means that he or she slips and falls prone. Additionally, certain puddles of chemicals are highly flammable. If a character makes a successful attack roll on such a puddle (Reflex Defense 10), the chemicals ignite and deal 1d6 points of damage to any character in that square. A liquid spill of appropriate size (as determined by the GM) spreads 1 square in all directions each round, dealing the same fire damage to characters in affected squares.

A number of systems allow for the maintenance, storage, and upkeep of starships in every hangar. First, refueling stations along the walls service the ships; each station is attached to a massive fuel storage tank (50 hit



A PERSONAL SHUTTLE HANGAR DESIGNED TO HOLD A SINGLE SHIP



points; DR 10). Reducing the storage tank's hit points to 0 causes the tank to explode, dealing 10d10×2 damage to anything within a 4-square burst radius. Second, massive cranes lift heavy equipment and stored cargo into transport ships. The cranes are controlled from a computer terminal inside the hangar area; seizing control of a crane requires a medium Use Computer check at the terminal. Additionally, most battlestation hangar bays have tractor beams to guide ships into the narrow openings or draw in captured starships. Most stations also have specialized racks to accommodate starfighters, allowing the vessels to be stacked and placed in rows to minimize the storage space required and to speed up launch. These racks grant pilots access to their starfighters by catwalks and extension bridges and allow technicians to repair and refuel the ships with greater speed.

A starship explosion in a hangar can be devastating. An exploding ship deals damage equal to its collision damage (see page 173 of the Saga Edition core rulebook) to any character inside the ship and to characters or objects within 4 squares of the ship. This damage might cause objects such as fuel tanks, volatile cargo, and torpedo and missile racks to explode as well. Standard starship missile weapons have 20 hit points and DR 10 each; when a missile is reduced to 0 hit points, its munitions explode and deal normal damage to any objects or characters within a 4-square blast radius. Any explosions, fires, or unscheduled weapons activity in a hangar bay automatically trigger alarms in the nearest hangar control room, although due to the constant activity in the hangar, any unusual occurrence is likely to be observed.

What Ships Are in the Hangar?

Although different hangars carry different ships, Gamemasters can assume that stations belonging to certain factions likely have certain ships in their hangars at any given time. Below are starfighters, transports, and capital ships that probably are in the hangars of stations run by the named factions. Of course, this list of ships is by no means comprehensive, but it serves as a quick guideline when a hangar needs to be populated on short notice.

Table 5-3: Common Ships in Hangars

FACTION	STARFIGHTERS	TRANSPORTS	CAPITAL SHIPS
Black Sun	StarViper	Luxury transport	Bulk hauler
Civilian	Z-95 Headhunter	Gallofree medium transport	Bulk hauler
Confederacy	Droid starfighter	C-9979 landing craft	Commerce guild transport
Corporate Sector	Authority IRD, TIS Zeta 19	Etti light transport	*Marauder*-class corvette
Empire	TIE fighter/bomber/ interceptor	*Lambda*-class/*Sentinel*-class shuttle	*Strike*-class cruiser, *Lancer*-class frigate
Hapes Cluster	My'til fighter/assault bomber	Luxury transport	Hapes *Nova*-class cruiser
Jedi	Jedi starfighter	Republic diplomatic cruiser	—
New Republic	A/E/K/XJ X-wing	Action VI bulk transport	*Corona*-class frigate, *Majestic*-class cruiser
Planetary Defense	CloakShape, pinnace, Z-95	Assault shuttle	Sector patrol craft
Rebel Alliance	A/B/X/Y-wing	Tramp freighter	Corellian corvette
Yuuzhan Vong	Coralskipper	Yorik-trema transport	I'Friil Ma-Nat corvette

Laboratory

Many battlestations that function as research and development facilities contain locations designated as laboratories. These laboratories can encompass weapons labs, robotics and cybernetics labs, cloning chambers, or labs specializing in any number of other scientific fields. Laboratories frequently are sealed off from general access and guarded according to their importance and level of secrecy. For example, a lab processing a new type of fuel that makes starships 10 percent more efficient probably has a pair of guards at the door and one to three guards inside, whereas the top-secret cloning laboratories of Emperor Palpatine are guarded by dozens of soldiers, towering Sovereign Protectors, and any manner of other nasty (and powerful) troops. A typical laboratory is protected by a standard metal door (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35) but also has a secondary blast door (750 hit points; DR 10; damage threshold 40; Strength DC 70/Break DC 45) that can seal off the lab in case of emergency.

Inside each laboratory, in addition to whatever materials and technologies are being researched, safety lockers are placed at regular intervals. Each locker contains a chemical/radiation suit, a fire extinguisher, and two emergency medpacs. Lab stations, each of which typically is composed of a single heavy-duty table (10 hit points; DR 10) and the necessary research tools, can be used to grant cover.

Chemicals and liquids follow the same spill and flammability rules given in the Hangar Bay section above. Any fires or radiation leak in a laboratory immediately causes metal blast shields (50 hit points; DR 20; damage threshold 50; Strength DC 50/Break DC 35) to seal the room and triggers alarms in the nearest control room and on the entire deck where the laboratory is located.

Mundane Locations

This chapter describes many interior battlestation locations, but Gamemasters can add mundane locations as filler. The most common mundane location is a storage room, piled high with crates and boxes, deactivated droids, and other items not currently in use. You can consider these rooms as equipment lockers or armories for the purposes of determining what is inside. Similarly, many battlestations have mess halls, recreation rooms, observation decks, banquet halls, and other similarly ordinary locations. Feel free to use and modify such rooms to suit the station's aesthetic design and the needs of the adventure. Additionally, mundane locations add flavor to battlestations, breaking up the utilitarian feel and making the site seem more diverse.

In game mechanics terms, you can create these rooms by taking bits and pieces from the chapter's descriptions of other interior locations. For example, several entries provide cover bonuses from chairs and tables, perfect for filling out a banquet hall. Others have computer terminals that can translate into entertainment devices for playing games or watching holovids, a must in recreation rooms. Furthermore, mundane locations are unlikely to be guarded and can be prime locations for heroes to rest and regroup before continuing through the station. In fact, you can use mundane locations as a way to break up the action of a battlestation adventure and to add story elements that keep the plot moving forward. Since these rooms have few game mechanics, they provide opportunities for character interaction and roleplaying.

Medical Bay

On a battlestation, medical bays are crucial to the continued health of the crew. Most medical bays are utilitarian in design in order to accommodate the maximum number of patients at a time, and they are equipped to act more as emergency response units than as long-term care centers. Patients in need of extensive recovery time are transported off the station to a planetary medical facility. Medical droids can handle most duties in a station's medical bay; any character else who makes a Treat Injury check in the bay gains a +2 equipment bonus to the check due to the sensors and patient monitors constantly at work. Additionally, most medical bays include one or more bacta tanks capable of accelerating a patient's rate of healing.

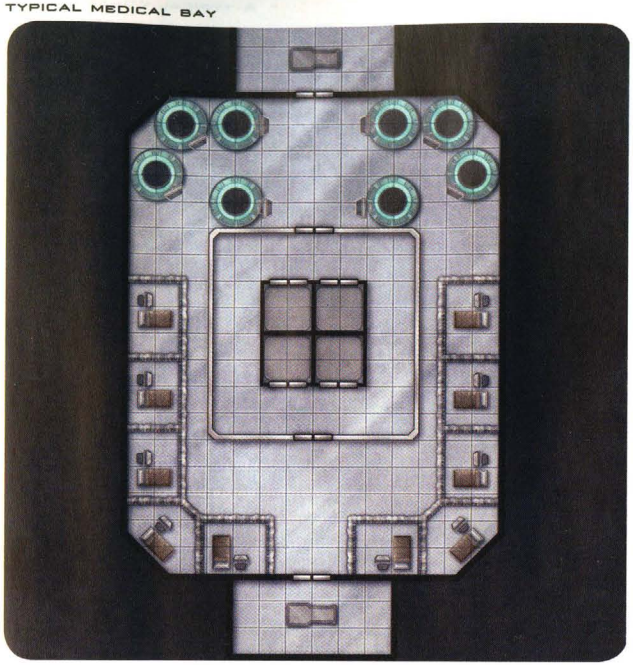
Any weapons fire in a medical bay triggers alarms in the nearest control room and summons a security detail to investigate. Destroying a patient monitor or other piece of computer equipment (5 hit points) causes a shower of sparks that deals 1d4 points of damage to any characters in adjacent squares. Destroying a chemical tank (5 hit points; DR 5) in a medical bay causes a small explosion that deals normal hazard damage to all characters in adjacent squares. Additionally, breaking the transparisteel of a bacta tank (5 hit points) causes the bacta inside to spill onto the floor, forcing characters to make a DC 15 Acrobatics check to move without slipping and falling prone. When a tank spills its contents, any character in an adjacent square must succeed on this Acrobatics check immediately to avoid being knocked prone by the flow of bacta. Any character inside the tank at the time is dumped onto the floor of the medical bay.

Most medical bays contain a wide variety of medical equipment and an almost unlimited number of medpacs and other one-use items. Additionally, the bays usually remain unguarded. Battlestations typically place guards in a medical bay only when a potentially dangerous prisoner is being treated.

Office

Among the more routine locations on a battlestation, offices are where management personnel such as military officers and station commanders work on a daily basis. Each office is typically occupied by a single member of the staff, who has a desk (which can provide cover) and a built-in computer terminal for accessing the station's network. Most crew members also have a few personal effects in their offices, and paranoid officers might hide a hold-out blaster pistol in a secret compartment (which can be found with a hard Perception check).

A TYPICAL MEDICAL BAY



Generally, office doors (25 hit points; DR 5; damage threshold 10; Strength DC 15/Break DC 10) are programmed with the access code of the person who works in the room, and doors are monitored by the nearest security control room. If the security control room detects a problem, a patrol is dispatched to the office to investigate. Additionally, most offices have panic buttons that, when pressed, set off alarms in the nearest security control room and automatically summon a security detail.

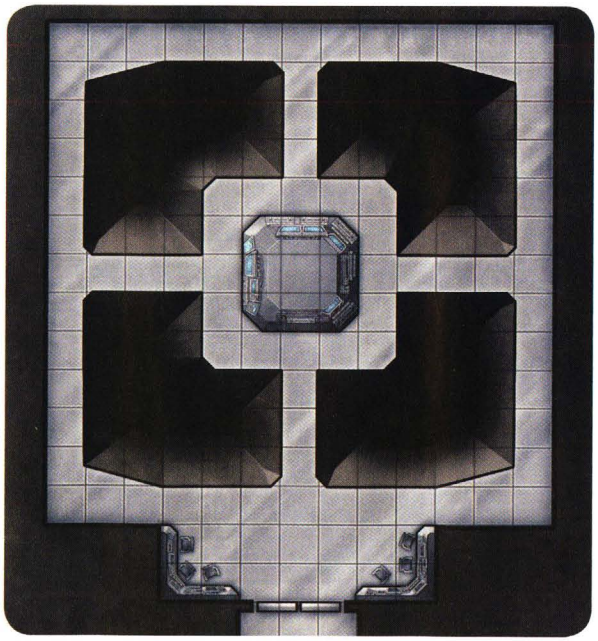
Reactor Core

A reactor core (also known as a main reactor) distributes power throughout a battlestation. The reactor core uses complex and highly dangerous machinery to generate the massive amount of energy needed to run all the station's systems. Reactor cores are categorized as either stable or volatile. Stable cores use common methods of power generation and are not prone to exploding when damaged or destroyed; instead, the core simply shuts down and ceases to provide power, causing the emergency backup batteries to kick in until the core can be repaired. Volatile reactor cores use less stable means of power generation and, if severely damaged, can explode with enough force to destroy the station. Volatile reactor cores allowed the Rebel Alliance to destroy both Death Stars with small amounts of munitions. Given the risks involved in using volatile reactor cores, in the time following the destruction of the Death Stars these reactors become the power source of last resort for those lacking the means to secure stable reactor cores.

Reactor cores are very dangerous and give off deadly radiation. Most cores are shielded by massively thick metal walls (1,500 hit points; DR 10; damage threshold 100; Strength DC 70/Break DC 45), making it extremely difficult to break through to the reactor core chamber. The only access to the core chamber is through a special conduit used by maintenance personnel. The conduit is sealed by a blast door (750 hit points; DR 10; damage threshold 40; Strength DC 70/Break DC 45) that can be opened only from the nearest security control room, and only when the reactor is powered down. If the blast door is opened or breached while the core is active, the entire deck suffers the effects of radiation based on the battlestation's CL (as in Table 5-4). For more details on radiation, see page 255 of the Saga Edition core rulebook.

Table 5-4: Radiation Severity by Battlestation CL

BATTLESTATION CL	RADIATION SEVERITY
1–5	Mild
6–10	Moderate
11–15	Severe
16–20	Extreme



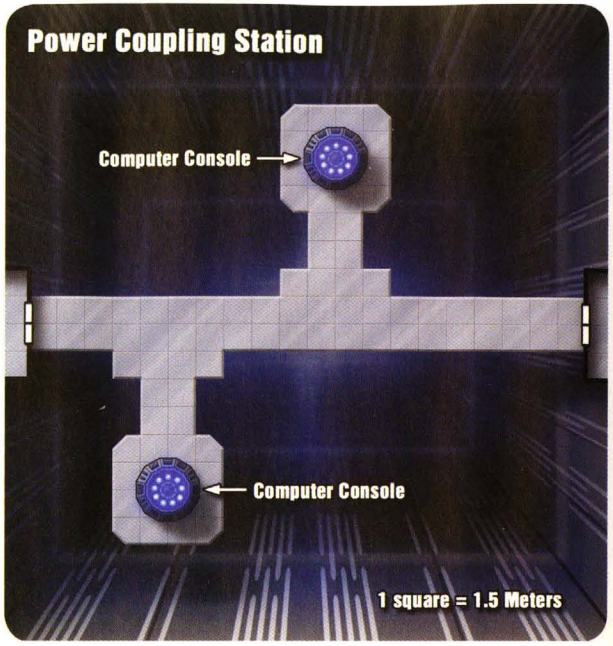
A TYPICAL REACTOR CORE

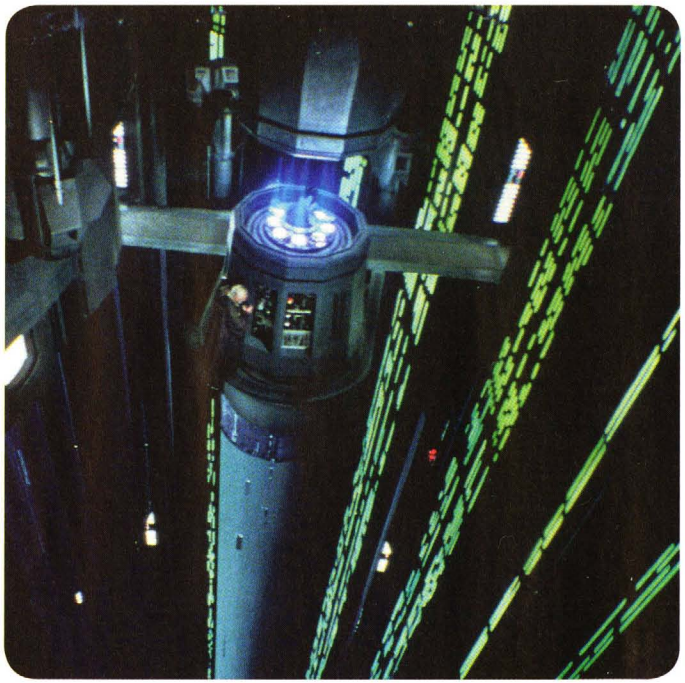
Coupling Stations

Several coupling stations connect the reactor core to systems and weapons throughout a battlestation and serve as buffers and routers for the core's massive power flow. Saboteurs can use these coupling stations to tamper with the power flow to almost any section of the station. For example, Obi-Wan Kenobi deactivated the Death Star's tractor beam by tampering with a coupling station linked to the weapon. Gamemasters can determine which systems are linked to coupling stations individually (such as the aforementioned tractor beam) and which systems are linked as groups (such as a battery of turbolasers).

A character must make a medium Use Computer check to use a coupling station to cut power to a particular system, shutting it down. In addition, coupling systems can be used for other kinds of sabotage. A character can make a moderate Use Computer check to reroute power to a deactivated system, bringing that system back online. By making a hard Use Computer check, a character can cause a power surge in the attached system, shutting it down and dealing energy damage to the system's internal parts (bypassing any DR the system might have) equal to a station hazard's expected damage.

A TYPICAL POWER COUPLING





TACTICAL COMMAND CENTER

The tactical command center, also called the war room, is the focal point of all combat planning on a battlestation. The war room is a place for naval commanders and generals to meet and plan their forces' strategy during large-scale engagements. Most tactical command centers are equipped with sophisticated, three-dimensional holographic displays capable of relaying sensor data and showing real-time updates of the progress of a battle. These graphical representations give a broader view of the combat arena and provide a +2 equipment bonus to any Knowledge (tactics) checks made by personnel in the war room. In addition to the holographic displays, computer terminals in the center of the room provide more detailed information, including sensor readings, communications transcripts, and individual ship status reports.

Typically, a war room is not heavily guarded while in use. Only four to six guards are stationed inside, although most officers present are capable of defending themselves. The holographic displays and computer terminals can be used for cover during combat. A standard metal door (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35) limits access to the room, and standard security measures are monitored from the nearest security control room. Most tactical command centers are empty of clutter and miscellaneous equipment, to give personnel the freedom to move around at will.

Internal Defenses

Managing an adventure aboard a battlestation can be tricky. Due to the complexity of the interior, only made worse as the station increases in size, a substantial number of options are available both to heroes and to station personnel. Gamemasters can make their jobs more manageable by assuming that most stations have some of the common internal defenses described below.

Security Systems

Battlestations are not the kinds of locations where adventurers have free rein to do whatever they please. Most stations have complex security systems in place to ensure that only authorized personnel can move between certain sections and perform certain activities. A standard security system is monitored from specialized control rooms and is concerned primarily with detecting security violations and preventing unauthorized access to systems.

Security Control Rooms

Security control rooms are the primary means of monitoring the data provided by a security system. Most control rooms are responsible for one to five decks aboard a battlestation, depending on the station's size and the complexity of the security system. These control rooms are almost completely autonomous and help decentralize the management of security. Thus, a battlestation can function even if one security control room is breached, and trespassers who seize a control room still find it just as dangerous to move through the station's security zones. Usually, the primary command bridge can override the security control rooms, but if the bridge falls into enemy hands, station personnel can disable that override power, allowing the control rooms to maintain their authority.

In a typical security control room, monitors constantly cycle among the visual feeds from security cameras and provide statistics on sensor readings throughout the control room's domain. Moreover, the room receives almost all alarm signals from the area it monitors, alerting the personnel at the computer terminals to hull breaches, unauthorized weapons fire, and more. Security control rooms dispatch troops to investigate disturbances and to capture intruders. Unless otherwise altered by the Gamemaster, security control rooms are similar in design and layout to other standard control rooms.

Security Cameras

Security cameras are one of the primary means of monitoring activity aboard a battlestation, especially in larger stations that contain many remote areas. A standard security camera (3 hit points) can be mounted on any wall or ceiling and provides the security control room with a view of the area within a 6-square cone originating from the camera. If a character enters a square that is adjacent to the visual cone of a stationary camera, he or she can make a moderate Acrobatics check to avoid being spotted by the camera. A character can avoid being spotted by a mobile camera, which pans back and forth across an area to increase visual range, by making a hard Acrobatics check while moving through squares that are temporarily out of the camera's view. Additionally, many cameras remain dormant and activate only when the sensors inside a room indicate a presence that is worthy of attention; in these cases, disabling the sensors also effectively disables the camera.

Sensors

The sensors aboard a battlestation can vary widely in capabilities, ranging from extremely precise to relatively vague. For the most part, sensors simply detect the presence of life or radiation, or provide general information about the condition of a given area. In rare cases, sensor suites are so advanced that they can detect the precise number of beings in an area, the species of those beings, and the weapons carried. The precision of the sensors depends on the battlestation's CL; see Table 5–5. Each level of precision is cumulative with all lesser levels; for example, sensors with medium precision can also detect everything that sensors with low and moderate precision can detect.

Sensors are controlled, activated, and deactivated from the security control room. In most cases, the actual sensors are incredibly hard to find, since they are little more than computerized receptors built into the walls and other structures of the battlestation. Finding the sensor nodes in a particular room requires a heroic Perception check, and tampering with a node almost always triggers a sensor alarm. Disconnecting the power to a node requires a hard Mechanics check; a successful check immediately shuts down that sensor.

Table 5-5: Sensor Precision

Battlestation CL	Sensor Precision
1–4	Low; detects power failures, basic system malfunctions, and local alarms
5–8	Moderate; detects presence of life, relative environmental conditions within the area
9–12	Medium; detects number of lifeforms, weapons fire, presence of droids
13–16	Heavy; determined species of lifeforms, models of droids
17–20	Exact; determines health of lifeforms, weapons and equipment carried

Droid Detectors

Since droids differ so greatly from living creatures, specialized droid detectors were created to distinguish them. Normally, sensors that detect organic beings ignore droids, reading them as pieces of machinery much like computer terminals and sliding doors. Droid detectors, on the other hand, recognize the traits that make droids more than standard machinery, such as their special information processors and power units.

On battlestations, droid detectors are panels roughly 1 meter square that are placed in door frames or narrow passageways so that any being entering the room must pass between them. The detectors produce a sensor field that constantly monitors for the presence of droids. When a droid passes through the field, the detector reacts based on its current settings; some detectors emit an alarm and have light panels that flash, and others quietly transmit an alarm to the nearest security control room. Disconnecting one panel of a droid detector (which requires a moderate Mechanics check) shuts down the field and renders the detector inoperable.

Droid detectors can be customized to allow droids carrying a certain transponder within their chassis to pass through the field without triggering an alarm, which is useful on battlestations where droids are common laborers and messengers. Additionally, some droids can be modified in such a way that they are masked from detectors; in fact, some of the Human replica droids in the galaxy come with such a device installed by default.

Heat Sensors

Originally designed as a means to ensure that rooms near reactor cores remained at reasonable temperatures, heat sensors installed in battlestations and other facilities came to be used for other purposes. The sensors are not so precise as to be able to detect the increase in room temperature generated by a single living being, but as the number of creatures in a room grows, so does the temperature. Heat sensors are relatively ineffective in rooms larger than 10 squares in any dimension, since at that point, the movement of air currents interferes with accurate readings.

Most heat sensors cannot detect the presence of five or fewer living beings in a given room. For each being that enters the room after the fifth, there is a cumulative 10% chance that the sensors will register the increase in temperature and alert the nearest security control room (roll a d10; if the result is equal to or lower than the number of beings in the room minus 5, the sensors are triggered). Droids do not count toward increasing the temperature in a given room, but fire from energy weapons or explosives automatically triggers the heat sensor.

Motion Detectors

Motion detectors are among the most widely used sensors in the galaxy. Not every battlestation employs them, but they are often tied to security cameras so that the cameras can conserve energy and remain dormant when not in use. Unlike normal sensors, motion detectors are simple devices that have two modes: active and inactive. They do not register the number of beings or objects moving through an area, only that something is moving. A motion detector is triggered if any creature moves 1 square or more within the detector's area. When triggered, the detector immediately performs a simple, predetermined action, such as activating a security camera, powering the lights, signaling the nearest security control room, opening a door, and so on.

Due to the simplicity of motion detectors, they are almost impossible to avoid. The best approach is to deactivate them in a nearby security control room. Trespassers can also shut down a motion detector by making a moderate Perception check to locate the correct conduit and an easy Mechanics check to cut the power. Usually, a detector's conduit is found in a service and maintenance access tunnel.

Sonic Sensors

Less common than other types of sensors, sonic sensors can sound alarms and perform actions based on the sounds emitted within their range. Most sonic sensors are used only in areas of low or highly restricted activity, since any location that constantly generates noise will make a sonic sensor useless. Like motion detectors, sonic sensors are all-or-nothing devices. Any noise within a sensor's range and sensitivity will activate the sensor and trigger the command it has been programmed to perform. Avoiding a sonic sensor requires a moderate Stealth check; failure automatically triggers the sensor. Sonic sensors can be disabled in the same way as motion detectors.

Tripwire Lasers

A favorite detection method of battlestations unafraid to set nasty traps for invaders, tripwire lasers can trigger explosives or other hazards. A tripwire laser is a small device (3 hit points) that emits a tiny, visible beam in a direct path to a receiver on a facing wall. Breaking the beam triggers whatever is connected to the device, causing automated weapons to fire, munitions to explode, trap doors to open, incinerators to activate, airlocks to open into space, and so on.

Tripwire lasers are visible to the naked eye but easy to miss. If a character is actively looking for the beam, a medium Perception check will reveal its presence; otherwise, a heroic Perception check is needed to spot the beam. Most tripwire lasers are placed at ankle or knee height across a doorway or between two walls, requiring an easy Acrobatics check to avoid. Each additional laser placed parallel to the first adds 5 to the DC of the Acrobatics check, up to a maximum of +15.

Automated Defense Systems

A common presence in most battlestations, automated defense systems are a deadly part of security. They frequently use autoblaster laser cannons, although nonlethal systems might use stun varieties of the weapon. Most automated systems are controlled from the security control room and are activated only on command—a safeguard to prevent authorized personnel from being attacked due to malfunction or mechanical failure. An autoblaster (5 hit points; DR 5) makes one attack per round at an attack bonus equal to a station hazard's expected attack roll, and it has an initiative equal to 5 + the battlestation's CL. For example, on a CL 6 station, autoblasters attack on an initiative count of 11 with an attack bonus of +8. Autoblasters are usually clumped in groups of two or three and can effectively hold off intruders until security forces arrive.

Alarms and Responses

Most security systems that monitor sensitive areas of a battlestation trigger alarms that warn the station's controllers about tampering or trouble. When an alarm sounds, sirens blare in the room where the alarm originates as well as in the surrounding area. (Silent alarms typically are used only when setting a trap for intruders.) The system also alerts the nearest security control room and other designated control rooms, which then issue the appropriate response.

Several degrees of alarms can be triggered; each results in a specific response and might raise the battlestation alert level. Table 5–6 shows the response time for different alarms based on the station's CL.

Level 1 Alarms: Level 1 alarms are reserved for technical problems, minor malfunctions, sensor anomalies, and other noncritical system failures. When a computer system goes offline or cameras break down, level 1 alarms notify the nearest security control room and summon technicians or engineers to handle the problem. The typical response team to a level 1 alarm consists of technicians and engineers with one or two security guards and, if needed, labor or repair droids. When a section of the battlestation is on alert or high alert status, level 1 alarms are automatically upgraded to level 2 alarms.

Level 2 Alarms: Level 2 alarms indicate possible security breaches and potentially harmful or fatal problems. Unauthorized weapons fire, minor reactor leaks, security systems alerts, and the possible presence of intruders are cause for a level 2 alarm. Most level 2 alarms receive a response consisting of a security detail and one or two technicians in case of mechanical problems, and the control room chief usually places the section in which the alarm sounded on alert status. If a section of the battlestation is already on alert or high alert status, level 2 alarms that sound in that section are automatically upgraded to level 3 alarms.

Level 3 Alarms: Level 3 alarms signify major problems and threats to the station. The confirmed presence of intruders, major reactor malfunctions, internal explosions, escaping prisoners, and hull breaches trigger a level 3 alarm. These alarms almost always summon one or two security details as well as station officers and, occasionally, security droids. Additionally, the section in which a level 3 alarm sounded is automatically placed on high alert status, and surrounding sections are automatically placed on alert status.

Alert Status: Placing a section on alert status means upgrading the awareness of personnel so that they are prepared for possible trouble. When a section is on alert, alarms that sound in the section are treated more seriously. Crew members in the section are more suspicious of anomalies and glitches in station systems and are less likely to overlook problems or dismiss unfamiliar faces. A section on alert prepares for possible combat and is less likely to be surprised. For the purposes of determining skill check DCs and running combat encounters, treat a section on alert as having a CL that is 3 higher than the battlestation's CL.

High Alert Status: Areas of a battlestation are placed on high alert status when there is a clear and present danger to the station and its personnel. The status represents the greatest possible level of preparation. Troops carry their weapons with the safeties off, security guards constantly scan for people or items that are out of place, and computer systems are locked down and monitored closely for tampering. All guard positions have twice as many guards on duty, and section personnel are ready for battle and almost never surprised. For the purposes of determining skill check DCs and running combat encounters, treat a section on high alert as having a CL that is 5 higher than the battlestation's CL.

Table 5-6: Alarm Response Time

Station CL	Level 1 Alarms	Level 2 Alarms	Level 3 Alarms
1–4	1d10 minutes	1d6 minutes	1d12 rounds
5–8	2d4 minutes	1d4 minutes	1d10 rounds
9–12	1d8 minutes	4d10 rounds	1d8 rounds
13–16	1d6 minutes	2d10 rounds	1d6 rounds
17–20	1d4 minutes	1d10 rounds	1d4 rounds

Restricted Access

In a battlestation, one of the biggest obstacles faced by adventurers is the difficulty of moving from place to place. Stations restrict access to certain areas to reduce the potential for security breaches and to limit the damage that can be caused by individuals. This section of the chapter describes common methods for restricting access. Gamemasters can decide whether heroes are able to bypass each restriction.

Standard Doors

Aboard a battlestation, a standard door (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35) is composed of solid metal with only a few working parts. Each door is opened by a simple mechanism that slides the door horizontally or vertically, retracting it into an alcove that holds the door in place until it closes again. Due to the force and speed with which doors close, any being in the path of a closing door is targeted by a hazard attack; if the being is hit, he or she is caught and crushed by the door, taking normal hazard damage. Additionally, the being is pinned to the ground or wall and cannot move until the door opens again. Opening a door by force requires a DC 35 Strength check to overcome the door's mechanical systems; if the door is unpowered, these systems become dormant, reducing the Strength check to DC 20. A standard door can be opened, closed, jammed, and locked from control panels built into nearby walls or the door frame.

Doors and the Condition Track

When a door moves a negative number of steps on the condition track, its damage threshold is reduced as normal, and the door also becomes easier to open. Apply condition track penalties to a door's DR, Strength, and Break DC as well. A door that is pushed to the bottom of the condition track is disabled—in other words, opened.

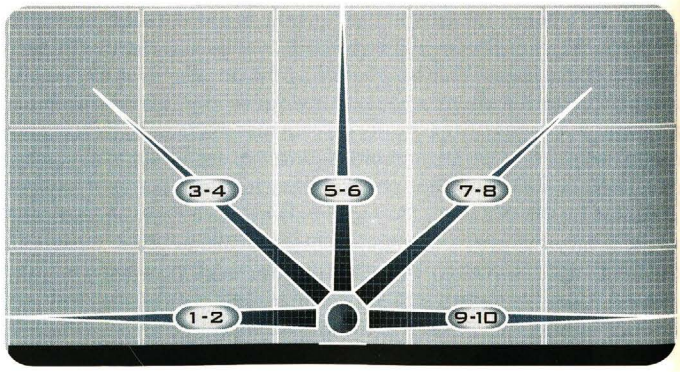
Blast Doors

Blast doors are made of incredibly dense metals that diffuse energy that might penetrate a normal door. Blast doors protect command bridges and other sensitive areas that might be exposed to powerful bursts of energy. For instance, blast doors sometimes seal corridors leading to hangar bays to prevent weapons fire from ships in the hangar from damaging sections deeper in the station. Most blast doors consist of two or more sections that converge toward the center of the frame and connect to form a solid shield. Thinner, single-paned blast doors (350 hit points; DR 10; damage threshold 35; Strength DC 70/Break DC 45) close relatively quickly, in the span of only 1 round. Thicker, double-paned blast doors (750 hit points; DR 10; damage threshold 40; Strength DC 70/Break DC 45), which usually consist of several converging parts, close in 2 rounds. Opening a blast door by force requires a DC 45 Strength check, reduced to DC 25 if the door is not powered. Like standard doors, a blast door can be opened, closed, jammed, and locked from control panels built into nearby walls or the door frame.

Magnetically Sealed Doors and Rooms

Some doors and rooms are magnetically sealed to prevent the escape of energy. The process of magnetically sealing a surface is complicated and expensive, so it is reserved for areas in sensitive locations that are exposed to energy weapons. The sealing process causes the bolts from blasters and similar energy weapons to reflect off the surface in a random direction without dealing damage to the surface. Each time an energy bolt bounces off a magnetically sealed surface, a small amount of the energy is diffused, and, eventually, the energy is completely dispersed.

In game terms, when a blaster shot or other energy projectile hits a magnetically sealed surface, subtract one damage die from the bolt's current damage amount, and roll on the magnetic seal deviation chart to determine the bolt's new reflected direction. For example, if a bolt fired at a magnetically sealed door normally deals 3d8 points of damage, the bolt travels off the door in a random direction and deals 2d8 points of damage to the target it hits. If the bolt strikes another magnetically sealed surface, it again bounces off in a random direction, this time dealing 1d8 points of damage to the target it hits. When a reflected bolt passes through a square occupied by a character participating in combat, use the bolt's original attack roll to determine whether it strikes that character. If the bolt misses a target, it continues along the same trajectory.



Blast Deviation Chart

Cutting Through Doors

Trying to blast through a sealed door often requires a barrage of blaster fire or an explosive charge, but specialized cutting lasers make it much easier to slice one's way through. Using a plasma portal cutter, invading forces can penetrate a sealed door in a matter of seconds as opposed to the several minutes it would take to blast through with conventional weapons. The invaders simply place the plasma cutter on the door, activate the device, and stand clear as it burns through the door in a few rounds. When the integrity of the door has been compromised (meaning that the door has been reduced to 0 hit points or moved to the bottom of the condition track), the section sliced out by the plasma cutter explodes inward, dealing 2d6 points of energy and piercing damage to any character standing adjacent to the other side of the door. In *A New Hope*, Lord Vader and his stormtroopers used a plasma cutter to break through the door when they invaded the *Tantive IV*.

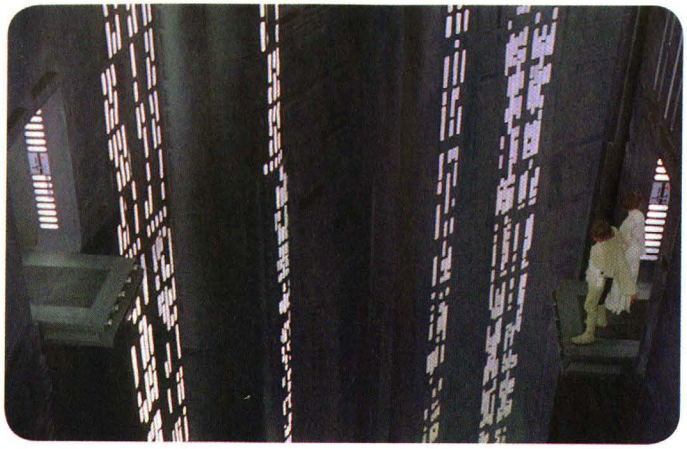
Shooting Control Panels

A reckless but effective way of sealing a door, shooting the door control panel immobilizes the door in its current position. Additionally, the damage to the control panel short circuits other control panels linked to the same door. Any character stuck on the other side of a sealed door must repair the control panel on that side before the door can be opened. For example, when Luke Skywalker and Princess Leia fled a squad of stormtroopers aboard the Death Star, Luke shut the door using a control panel and then shot the panel, sealing the door closed. The downside of this tactic, illustrated so well in the same scene, is that the control panel—which potentially can operate other doors and bridges—will not function until replaced or repaired.

Shooting a door control panel with an ion weapon is a more effective way of neutralizing the panel without destroying it. A successful attack against a control panel with a weapon that deals ion damage automatically deactivates the panel and resets all its systems to their default positions. (The panel is automatically moved to the bottom of the condition track.) Doors open and extendable bridges retract, and they remain in those positions until the panel is repaired.

Plasma Cutters and Battering Rams

A standard plasma portal cutter is used as described in Cutting Through Doors. A cutter is Large, costs 10,000 credits, and weighs 110 kilograms. A DC 15 Mechanics check is required to attach a plasma portal cutter to a door. Once activated, the cutter deals 30 points of damage to the door each round. The Squib battering ram, featured on page 52 of *Scum and Villainy*, is another common device used to breach doors in battlestations.



Extendable Bridges

Many battlestations have cavernous vent shafts to release the heat generated by their massive reactor cores. Crossing through a shaft can be tricky, since most have a diameter of hundreds of feet, and any permanent obstruction could increase the amount of heat trapped near the reactor core. Stations often install extendable bridges to allow personnel to pass through cooling shafts without impeding their function. Because the bridges work well, stations sometimes install them in other locations to avoid space limitations and cut down on construction costs.

An extendable bridge is activated from a side wall panel, which frequently is integrated into the same control pad used for the door of the corridor that leads to the bridge. Once activated, a bridge extends at a rate of 12 squares per round until it reaches the far side of the gap it is crossing. Most extendable bridges have no handrails or other safety mechanisms, so any character who takes damage that equals of exceeds his or her damage threshold while standing on a bridge must make a DC 15 Acrobatics check to keep from falling off the side. A character who fails the check must make a DC 20 Climb check to grab the ledge, then take a move action to pull himself or herself back up onto the bridge. Failing the Climb check causes the character to fall.



Force Fields

Force fields cannot be damaged and prevent all matter and energy from passing through; most conventional and energy weapons, including lightsabers and ion guns, are useless against them. Although force fields are more effective and reliable than standard doors and walls, they require greater power and more regular maintenance. As a result, battlestations use force fields only in special situations. In some stations, personnel in security control rooms can activate emergency force fields as needed to block off certain areas or trap invaders.

It is possible to overcome a force field, although the process is difficult and requires unconventional means. One method is to overload the field's energy buffers and place a great burden on the generators. After 5 rounds of applying constant energy to the force field generator, such as by connecting the field's generator to another power generator, the field deactivates, and the power source applied to the force field is destroyed.

Turbolifts

The standard means of moving between decks on a battlestation, turbolifts are rapidly moving cars inside narrow shafts. A standard turbolift can accommodate four Medium beings and their carried gear, and a freight turbolift can hold 10 to 12 Medium beings or large items and cargo. On each deck of the station, a control panel outside a turbolift shaft is used to call the car. Inside each car, a control panel grants access to certain decks depending on the authorization of the passengers. Each car can move two floors in 1 round and has built-in inertial compensators to prevent the passengers from feeling the effects of rapid acceleration or deceleration.

Turbolift doors can be forced open with a DC 20 Strength check; opening the doors this way is a full-round action. In addition, each turbolift car has a maintenance access hatch in the floor and another in the ceiling, used in the rare case of mechanical failure. A passenger can find either hatch by making a DC 10 Perception check. If either hatch is opened, a signal is sent to the nearest security control room indicating that the turbolift car is undergoing some kind of malfunction.

Traveling Through Turbolift Shafts

Turbolift shafts are a favorite means of movement for those who are aboard a battlestation without proper authorization. By stopping a turbolift car and exiting through the ceiling or floor hatch, infiltrators can enter the shaft itself. A ladder along the wall of the shaft allows technicians to reach malfunctioning cars. Moving up and down the ladder without falling requires a DC 10 Climb check. However, unauthorized climbers should take care—if the turbolift car starts moving again, the character could be injured or killed.

If the character is below a car that starts moving downward, he or she can make a DC 25 Jump check to leap back into the car through the open floor hatch. A failed check means that the character is knocked off the ladder and falls to the bottom of the turbolift shaft, taking falling damage as normal (the distance between decks is roughly 3 squares). Furthermore, if the car descends to the bottom of the shaft, the character will be crushed, taking normal hazard damage each round that he or she remains crushed.

If the character is caught above a turbolift car that starts moving upward, the character can simply drop onto the car as it approaches and climb in the open ceiling hatch. If the character cannot enter the car, he or she will be crushed against the top of the shaft if the car goes to the top deck, taking normal hazard damage each round that he or she remains crushed.

Secret Rooms and Corridors

Many battlestations have hidden rooms and access tunnels whose doors and hatches are designed to blend in with regular walls, floors, and ceilings. These concealed areas can be used to house top-secret research, store clandestine equipment, or provide solitude for station commanders wishing to vanish for a short time. Secret rooms and corridors function exactly like standard battlestation locales except for their means of access. Finding the entrance to a secret area requires a hard Perception check.

Authorization for Panels

Several descriptions in this section refer to control panels built into walls or doors that can be used for various functions. Gamemasters should plan out these panels carefully because they are the key to granting or denying access to the heroes. Each panel should have an access level to indicate who can use the associated door, hatch, or bridge. To allow any character to use a panel, assign it the lowest access level. To restrict the use of a panel, give it a higher access level that requires an authorization code or a rank cylinder. GMs should consider the limitations they wish to place on the party's access to the station and assign levels of security clearance accordingly.

The heroes can manipulate control panels by making Mechanics and Use Computer checks. They also can use the computers in security control rooms to try to override normal access restrictions.

Secondary Conduits

Whereas ordinary corridors provide access to most sections of a battlestation, engineers and technicians use secondary conduits and access tunnels to reach parts of the station that the majority of its personnel never see. Additionally, air vents and waste ducts travel throughout all parts of the station, creating a network of passages that remain hidden from the general crew. Grates and doors seal off these conduits from the rest of the station and are normal barriers to entrance. A favorite tactic of infiltrators is to use these conduits to move about, thereby avoiding most usual security measures.

Where do the secondary conduits go? Air ducts primarily travel along corridors and into rooms, helping to circulate the atmosphere to prevent the air in the station from becoming stale. In addition, these ducts frequently lead to the station's environmental and life support systems, and they can connect to wind tunnels that force air the long distances traveled by the ducts. Waste conduits typically follow less conventional routes, leading from various locales to centralized disposal centers and garbage compactors. Maintenance tunnels, on the other hand, lead directly from corridors to internal systems, with no routes to other locations. Technicians rarely need to go anywhere but straight to the systems they are working on, although some emergency maintenance conduits might allow them to bypass difficult security measures and travel directly to the heart of a problem.

Computer Systems

Computers are the means of controlling every aspect of a battlestation. As such, they are incredibly powerful and heavily guarded; station personnel make every attempt to prevent tampering. Almost every room has one or more computer terminals, and although they all serve different functions, they are linked to a main computer system that runs through the entire station. The Use Computer skill is required to access station terminals, and most skill check DC values are a function of the battlestation's CL.

Main Computers

Every battlestation has what is called a "main computer." This term is a misnomer, since it actually refers to the network of systems that make up a central computer. The main computer is the hub around which all other computer systems operate, ensuring that every system on the station blends seamlessly with the entire network. It is the primary location that stores technical readouts, system logs, and all other data about the battlestation. The main computer also is a security device because it keeps the computer systems in the station's control rooms separate, preventing intruders from taking over the whole station from a single control room. The highest-ranking officers who can access the main computer directly can do so only from the primary and backup command bridges.

Damaging or destroying the main computer can devastate (but not necessarily cripple) the efficiency of the battlestation. Coordination between different sections becomes almost impossible, since the main computer controls all internal communications (such as comlink relays, station intercoms, and so on). Slicing into the main computer without authorization is incredibly difficult and time consuming; all main computers have a base attitude of hostile, although if a character has an appropriate rank cylinder, the computer might start with a better attitude (ranging from indifferent to friendly). A battlestation's main computer has a Will Defense equal to the station's medium skill DC.

Single Checks or Gaining Access

In this chapter, many descriptions refer to accomplishing some task by making a single Use Computer check. Such checks are meant to represent minor actions that do not require an advanced level of computer savvy. They are, in effect, 1-round distractions that can be performed as a standard action, giving slicers and other tech-minded heroes something to do other than fire a blaster in combat. However, when the heroes interact with the station's main computer system or try to pull off an advanced computer task, single checks might not be sufficient. In those cases, Gamemasters should follow the guidelines given in the Use Computer skill description in the Saga Edition core rulebook, which presents more detailed methods for gaining access and issuing commands. You should also feel free to use the more detailed methods instead of the single-check method when dramatically appropriate.

Control Room Computers

Each control room uses a sophisticated computer system that is accessed through terminals. The different types of control rooms have access to different systems, and all are open only to authorized users. Gaining legitimate access requires an authorization code (known only to the technicians who operate the security systems) or a rank cylinder (distributed only to station officers). A control room computer has a starting attitude of unfriendly and a Will Defense equal to the station's medium skill DC. An unauthorized user must attempt to shift the computer's attitude to friendly or helpful, at which point the computer can issue commands to the systems controlled from that room. This Use Computer check to shift the computer's attitude cannot be retried, and failure locks down the system and issues an alarm to the nearest security control rooms. Once inside the system, the user can make other skill checks to attempt certain functions, which can be retried unless a check's description specifically says otherwise.

Access Control

The computers in security control rooms are somewhat different from those in other control rooms, because they specifically manage one's ability to move through the battlestation. These computers can grant access to portions of the station that normally would be off-limits to unauthorized personnel. Access control systems determine the levels of authorization needed to enter certain areas, and they react to emergency signals that call for blast doors to close and bridges to retract. Most access control computers in security control rooms have a starting attitude of unfriendly and a Will Defense equal to the station's moderate skill DC. Using a security computer for access control allows a character to open sealed doors fully or partially, extend or retract bridges, activate and deactivate force fields and turbolifts, and seal off rooms entirely. In short, access control computers can open or block passages throughout the station. Once a character has the ability to manipulate access control systems, standard Use Computer checks allow him or her to issue commands to perform each function in a matter of seconds.

Alarm System Controls

During the course of a battlestation adventure, it is almost inevitable that alarms will sound to warn the rest of the station that something is wrong. Alarm control systems activate and deactivate alarms, upgrade and downgrade their severity, and spread alarms to other parts of the station.

If an alarm control room computer has an attitude of friendly or better, a user can issue a command that will sound an alarm in a particular section of the station. Deactivating an alarm is slightly more difficult, requiring a computer attitude of helpful.

Placing an area of the station on alert requires issuing a routine command. If the computer has an attitude of friendly, the user can place a section on alert status; if the computer has an attitude of helpful, the user can place a section on high alert status. Similarly, downgrading a high alert status to alert status requires a computer with an attitude of helpful, and downgrading an alert status to normal status requires a computer with an attitude of friendly.

When an alarm sounds in a particular section of the station, personnel in other areas might not be aware of it. If the computer has an attitude of helpful, the user can spread the alarm to other sections by issuing a routine command for each new section.

Communications Controls

Communications systems allow security details to report to dispatch stations and barracks, give commanders a means of directing technicians to malfunctions, and deliver orders to other sections. Sending a message to a single location is a simple process, and messages can be sent to multiple locations simultaneously; all that is required is an attitude of friendly or better on the part of the computer being used. Tampering with communications, on the other hand, varies by the battlestation's communications security level (which is tied to the station's CL).

Jamming all communications to and from a section of the station requires a moderate Use Computer check on a control room computer that has an attitude of friendly or better.

Making a simple alteration of communications, which could entail changing the text of a message or masking the voice of an audio communication, requires a medium Use Computer check. More complex alterations, such as changing the words in an audio message or making a holographic message appear to come from someone else, require a moderate (or possibly harder) Use Computer check. Moreover, if a message is altered so that it contains false information, the Gamemaster might have the sending hero make a Deception check as well.

If the station has an authorized HoloNet transceiver, sending a message over the HoloNet requires a computer with an attitude of helpful. Sending a pirate signal over the HoloNet does not require any particular attitude on the part of the computer, but it does call for a hard Use Computer check because it bypasses the computer's normal protocols.

Directing Personnel and Troop Movements

Troops and security teams constantly move through a battlestation, as do engineers, technicians, gunners, pilots, and droids. The personnel control room often sends specific personnel to certain locations, such as directing a squad of techs to lock down a faulty power coupling. Intruders who gain access to this system can reroute personnel away from their location and clear a path to their target—not to mention create an accessible escape route.

To dispatch a group of noncombat personnel such as technicians, engineers, or members of the medical staff, the user must issue a routine command from a personnel control center computer that has an attitude of friendly or better.

Combat personnel, such as security guards and stormtroopers, are usually dispatched only when a situation arises that requires their skills, an event that generally is accompanied by alarms. To fake a drill or come up with another excuse to move troops around the station, the user must issue a routine command on a security control computer that has an attitude of helpful. Canceling troop deployment is similarly difficult—belaying an order from another security station could raise suspicions—and also requires a computer with an attitude of helpful.

Information Systems

One of the most useful functions of a battlestation's computer network is the ability to provide vast amounts of knowledge on almost any aspect of the station. Battlestation information systems contain schematics for the station and its subsystems, crew and personnel listings, prisoner records, and the current status of the station's individual systems. Almost anything a character might need to know about the station can be found somewhere on the computer network. A character attempting to use a station's computers to find information first makes a check to try to gain access to the databases (as with the normal rules for accessing information, this attempt requires a computer with an attitude of indifferent or better).

When the character uses a terminal in an area linked to the information being sought, digging out most data is a simple matter, requiring only a Use Computer check. If the computer is located in an area tied to the information sought, the Gamemaster can reduce the required access time by one step; thus, secret information requires 1 hour to find, private information requires 10 minutes, specific information requires 10 rounds, and general information requires 1 round. For example, the computers in hangar control rooms provide fast access to starship logs, repair and work orders, and scheduled starfighter testing, whereas computers in reactor control rooms have easy access to efficiency ratings, power anomalies, and radiation levels.

It is more difficult and time-consuming to find information about systems that are not directly connected to the control room where the computer is being used. For a character to send a query through the main computer to the relevant systems, the computer in use must have an attitude of friendly or better. Furthermore, filling the request takes the normal amount of time. For example, in *A New Hope*, R2-D2 used a computer in the hangar control room to search for information about the Death Star's tractor beam. The droid found what it needed within a few moments because the tractor beam was part of the hangar bay. On the other hand, finding Princess Leia's termination orders took a bit longer because the detention block computers were not directly connected to the hangar control room.

Life Support Controls

Life support is a simple system that keeps battlestation personnel comfortable and healthy, but it can be manipulated in ways that prove annoying or fatal to the crew. The system is so integral to the station that it almost always is tied directly to the main computer, making it difficult to access from individual control room computers. However, a character can attempt to change the life support in various ways. For example, mildly increasing or decreasing the temperature in a given section of the station (up to 10 degrees) requires a computer with an attitude of friendly or better; making more significant changes requires a computer with an attitude of helpful. Deactivating the artificial gravity in a given location requires a moderate Use Computer check and a computer with an attitude of helpful, because artificial gravity is critical for normal station operation. Cutting off the air circulation to a room is even more challenging, requiring a hard Use Computer check and a computer with an attitude of helpful; if the user succeeds, any character in the area where air flow has stopped begins to feel the effects of suffocation within minutes.

Sensor Controls

Since a battlestation's crew relies on sensors to know what is happening throughout the station, they guard sensor controls heavily to prevent tampering. Characters who gain control over sensor systems can wreak havoc in various ways. On a computer with an attitude of friendly or better, they can mask sensor readings, pass off alerts as simple sensor anomalies, and trigger false sensor readings in a given area. On a computer that has sensor control and an attitude of friendly or better, a character can completely shut down the sensors in a certain area by making a moderate Use Computer check. Doing so allows freedom of movement through the affected area—at least until a member of the crew notices that the sensors are offline.

Weapons Controls

Computer systems in charge of the battlestation's weapons often are located in gunnery towers and in weapon control rooms. Such control rooms are located near the center of several weapons emplacements so that each room can control multiple weapons, reducing the number of personnel required to direct the station's complement. A character who gains access to a system capable of controlling weapons can deactivate a single weapon by making a medium Use Computer check on a terminal that has an attitude of friendly or better; he or she can deactivate a cluster of weapons with a moderate check.

In addition, weapons control systems transmit data gathered from the station's external sensors to their associated weapons. As a result, by making a moderate Use Computer check, a character can halt the flow of sensor data, causing the associated weapons to lose any Intelligence bonuses to their attacks. Creating false sensor data is far more difficult; the character must make a hard Use Computer check on a weapons control computer that has an attitude of helpful. If the character succeeds, the weapons lose their fire control bonuses to attack rolls, but their operators do not realize that someone has tampered with the systems.

Station Hazards

Security and computer systems can make adventuring aboard a battlestation difficult, but the most unique and memorable challenges come in the form of station hazards. In essence, station hazards are the *Star Wars* equivalent of traps in fantasy roleplaying games. This section describes some common hazards that can be used in any battlestation. Once the Gamemaster has laid out the station locales, adding a hazard to a particular section modifies that area without changing its basic functionality. Although some hazards might not seem to fit with all locations—for example, the primary command bridge probably would not have a carbonite freezing chamber—most hazards can be adjusted with a little creativity to work in almost any area.

Carbonite Freezing Chambers

Primarily used for the storage and transport of gases and other volatile materials, the carbon freezing process requires specialized equipment that can be found aboard many battlestations. Most freezing mechanisms consist of a 3-meter-deep chamber, in which materials to be encased in carbonite are placed and flash-frozen in a matter of moments. The freezing process can be fatal to organic beings. If a living creature is placed in the chamber, the chamber makes a normal hazard attack against the subject's Fortitude Defense. If the attack succeeds, the creature takes normal hazard damage from the shock to its system; if the attack fails, the creature takes no damage. Regardless of whether the character takes damage or not, he or she is then considered to be frozen in carbonite. A character frozen in carbonite can take no actions and is considered unconscious while so frozen. A character emerging from carbon freeze has a persistent condition and immediately moves –4 steps down the condition track; the persistent condition can only be removed after 8 hours of rest.

If a character standing adjacent to a carbonite freezing chamber takes damage from a melee attack, he or she must make a DC 15 Acrobatics check to avoid falling into the chamber. A control panel to one side of the chamber activates the freezing process, which takes 1 round to complete. A character frozen in carbonite cannot move or act until unfrozen. The carbonite slab (70 hit points; DR 10) in which the character is encased can be transported through harsh conditions, even a vacuum, without harming the victim inside.

Chasms and Pits

In the *Star Wars* galaxy, many battlestations contain large chasms and pits that lead into the bowels of the site. Most vary in depth from openings that descend only a few meters to holes that seem bottomless. To provide an appropriate challenge for the level of the heroes, Gamemasters can design chasms and pits in accordance with the station's rating, giving them a depth in squares equal to twice the station's CL. Thus, in a CL 12 battlestation, most chasms would be roughly 24 squares deep. Any chasm deep enough to deal fatal damage to a character who falls in can be described as bottomless. On the other hand, if the character survives, the Gamemaster can rule that he or she landed on a ledge or outcropping that prevented a lethal fall.

Conveyor Belts

For the most part, battlestations rely on repulsorlifts, but in cramped sections or in stations that are more industrialized, conveyor belts see a good deal of use. Conveyor belts alter the normal movement speed of characters who ride on them. A creature moving on a conveyor belt in the same direction that it is traveling moves at twice the normal movement rate, whereas a creature moving against the direction of the conveyor moves at half normal speed. Additionally, any creature that steps onto or starts his or her turn on a conveyor belt must make a DC 20 Acrobatics check as a free action or be flat-footed until the start of his or her next turn.

Crushing Damage

Creatures can take damage when held between opposing forces or pinned beneath a heavy object that continues to press downward. Crushing damage, similar to damage from falling objects, occurs when an object forces a creature against a solid surface. Crushing damage is equal to the station's standard hazard damage, and the creature being crushed takes damage each round until he or she makes a hard Strength check to pry free. Typically, a hazard that completely encompasses a target does not need to make an attack roll to deal crushing damage (for example, when being crushed between two walls that are closing in); other crushing hazards make normal hazard attack rolls against the target's Reflex Defense. Some crushing hazards, such as the trash compactor from the first Death Star, might not allow creatures to make Strength checks.



Electrified Floors

Frequently used in battlestations where the crew wants to guard against intruders on foot, electrified floors are a nasty surprise. Crossing even the most normal-looking corridor becomes a painful process. Electrified floors can be left active to deter any character from traveling down a certain path, or they can be activated when intruders are detected in a particular area. Any creature standing on an active electrified floor immediately takes energy damage (in an amount determined by the station's normal hazard damage). Additionally, if a creature starts his or her turn on an electrified floor, the floor makes a hazard attack against the creature's Fortitude Defense; a successful attack knocks the target prone.

Gas

Battlestations have mundane uses for various gases that can be poisonous or toxic, but some stations also employ these gases to capture or kill intruders. In addition, gases flow through conduits and pipes built into station walls and can be released by stray blaster bolts or careless tampering. Gases fill a room quickly, taking approximately 3 rounds to fill a room that is 20 meters on each side.

Different gases have different effects. Dioxis and trauger are poisonous gases used specifically for killing, although korfaise gas, used in hyperdrives, is no less deadly. Obah is a powerful neurotoxin that can permanently damage any creature smaller than a Wookiee, and null gas eliminates all oxygen in a room.

Table 5–7 lists common gases aboard a battlestation that can injure creatures exposed to them. Each gas has its effect when inhaled, and each one makes an attack roll against a creature's Fortitude Defense when that creature enters or starts its turn in the gas. Each gas deals damage, has a secondary effect, and has a miss effect. Gamemasters can use the gases listed in the table as defaults or can create new ones using the expected hazard attack numbers and damage numbers derived from the battlestation's CL.

Gravity Traps

Using artificial gravity generators, the crew can alter the gravity in a section of the battlestation, trapping intruders by turning the most basic of natural laws against them. A gravity trap can increase the gravity in an area, slowing movement and increasing falling damage, or it can reverse the gravity in a given section, causing creatures to fall toward the ceiling and take damage based on the distance traveled (equal to the height of the room). A trap can even eliminate gravity completely in a section of the battlestation. For details on low-gravity, high-gravity, and zero-gravity environments, see page 256 of the Saga Edition core rulebook.

Gravity traps can be disabled by gaining control of the artificial gravity generators, which are considered part of the life support systems on most battlestations. A gravity trap affects all creatures in the specified area and does not discriminate between intruders and station personnel.

Table 5-7: Poisonous Gases

GAS	ATTACK BONUS	DAMAGE	SECONDARY EFFECT	MISS EFFECT
Dioxis (CL 8)	+10	4d6	–1 step on the condition track	Half damage
Korfaise (CL 2)	+4	2d10	Speed reduced by 1 square until target spends 1 round outside of gas	Half damage
Null gas (CL 12)	+14	3d10	Special*	Special*
Obah (CL 6)	+8	2d12	–1 step on the condition track	Half damage
Trauger (CL 14)	+16	5d6	–1 step on the condition track	Half damage and –1 step on the condition track

** Null gas is a unique type of gas that neutralizes oxygen in the air. After 1 minute of exposure to null gas, a creature is affected as if in a vacuum and must deal with the effects of suffocation. For details on surviving in a vacuum, see page 253 of the Saga Edition core rulebook.*

Incinerators

Originally designed as a means of disposing waste products and other junk, incinerators can pose a major hazard to characters aboard a battlestation. An incinerator is usually the size of a small room and is accessed through a 1-meter-tall door that the crew keeps open while feeding material inside. Incinerators maintain a standard temperature hot enough to destroy most of the waste; a creature entering an incinerator takes 1d8 points of damage per round from heat and fire. Every 5 rounds, however, an incinerator flares up to burn those waste products that can withstand the standard temperature. These bursts deal 3d6 points of damage to any character caught inside at the time.

Liquid Cable Traps

A liquid cable trap is an unusual method of capturing intruders that uses conventional equipment available throughout the galaxy. Commonly installed in door frames and narrow passageways, these traps are triggered by tripwire lasers, motion detectors, or other sensors. Once triggered, a trap activates immediately and makes a hazard attack against any creatures caught by the trap (the trap covers a 2×2 square area, with one of the lines bisecting the square as the source of the liquid cable). On a successful attack, high-pressure dispensers entangle the creatures in liquid cable, which solidifies and wraps the target. Each creature caught by the trap becomes flat-footed and immobilized. The following round, each trapped creature can attempt a DC 20 Strength check to break free; allies outside the trap can also attempt this check on a creature's behalf.

Power Diffusion Tunnels

Station personnel sometimes bleed off the excess energy from power generators and reactor cores to prevent energy build-up and overload. The surplus energy is vented into power diffusion tunnels, which are essentially corridors of energy buffers. Walkways are built into these diffusion tunnels for maintenance purposes, but the tunnels can be hazardous to any character who attempts to travel through them. Every 3 rounds, a burst of energy passes from one end of a power diffusion tunnel to the other. Any character caught in the tunnel at the time takes electrical damage equal to 1d4 × the station's CL.

Firing a weapon at one of the buffers (10 hit points) in a diffusion tunnel can have dangerous consequences. Any creature within 6 squares of the damaged buffer takes normal hazard damage as the energy in the buffer is diffused. Furthermore, the next time an energy burst travels the length of that tunnel, any creature within 6 squares of the damaged buffer takes twice the normal hazard damage. In addition, because a malfunctioning power diffusion tunnel can have dire consequences for the station's reactor core, damaging a tunnel immediately sets off an alarm and summons a crew of technicians to investigate the problem.

Shock Locks

Intended to prevent tampering with sealed doors and access tunnels, a shock lock sends a small electric burst into any character attempting to manipulate the lock. A shock lock can be placed on anything with a door, including entrances to station locales, equipment closets, and lockers. Any character who tries to make a Mechanics check on a door that has a shock lock takes 1d6 points of electrical damage. If a character notices the shock lock (moderate Perception check), he or she can try to disconnect the device (moderate Mechanics check).

Occasionally, shock locks are installed in control panels and can be deactivated only by someone who first enters an authorization code. A shock lock installed for this purpose is usually built directly into the panel, making it undetectable. Moreover, some shock locks are designed not only to deliver a shock to the person attempting to use the control panel but also to short circuit and disable the panel.

Trap Doors

One of the oldest tricks in the history of station design, a trap door is used to drop unsuspecting trespassers (and unruly crew members) into another location. Most of the time, a trap door leads to a holding cell or a secure location, but particularly cruel station designers install trap doors that lead to incinerators, garbage smashers, or airlocks. A creature can detect a trap door by making a medium Perception check. A creature moving onto an active trap door must make a moderate Climb check to catch him- or herself or fall through to another location (as determined by the Gamemaster). Climbing back up to the hatch requires a moderate Climb check to scale the smooth inner walls of the chute.

Most trap doors activate automatically, although some are triggered by commands issued at computer terminals in security control rooms.

Wind Tunnels and Exhaust Vents

Most battlestations have wind tunnels and exhaust vents that carry air throughout the station. These large tunnels become difficult to navigate if the fans at the ends are activated. When the fans blow, all creatures in the tunnel must make a medium Acrobatics check or be knocked to the ground by the force of the air. Additionally, creatures moving against the wind do so at only half the normal movement rate. The fans deal normal hazard damage to any creature that comes into contact with them.

Prisons and Cell Blocks

Battlestations require secure locations for holding intruders, unruly crewmembers, and other threats to the smooth operation of the station. Prison cells and detention blocks are common in most battlestations, offering an organized method of detaining captives that requires the least amount of space and only a light security crew.

Standard Cells

The standard prison cell for a single detainee is roughly 2×2 squares. It is sparsely furnished, with a single bunk and a simple refresher unit built into the wall, neither of which can be removed or used for cover. Each cell includes a security camera and basic sensors, allowing the detention block crew to monitor each prisoner at all times.

A cell door is a standard metal door (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35) with a sliding viewport at eye level and another sliding panel at the base for the delivery of rations. Some short-term holding cells use force fields instead of metal doors, allowing the crew to interrogate a prisoner without having to open the cell.

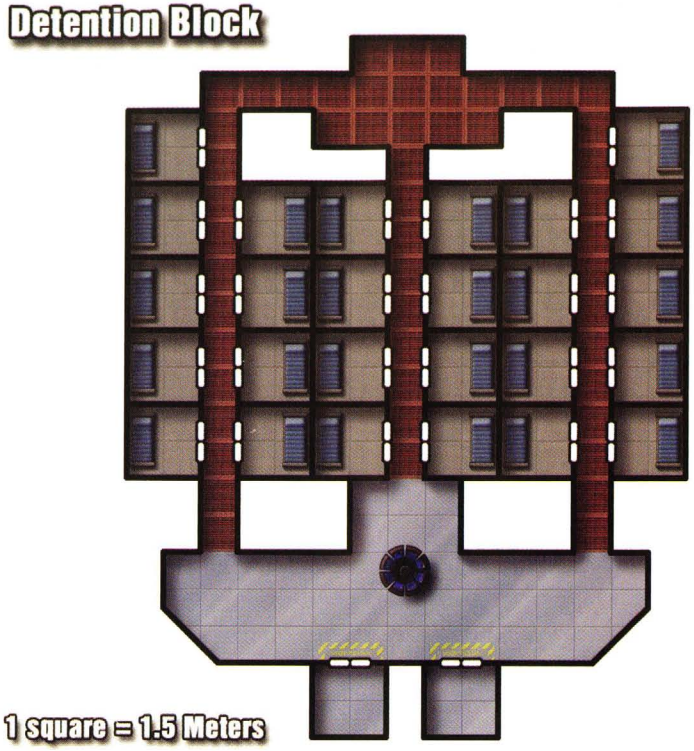
Detention Blocks

A detention block is composed of a group of prison cells arranged to allow station personnel to supervise them all at once. In a typical configuration, several corridors fan out from a control center, each lined with cells on both sides. The center has a bank of computer terminals, which control door locks on each cell and display data from cameras and sensors. The control center is monitored constantly by the nearest security control room; cameras line the walls of the center, as do sophisticated sensors capable of detecting problems immediately.

A detention block is usually crewed by two technicians, a commander, and four to six security guards. Additionally, some blocks keep extra guards on patrol in the corridors, moving up and down each hallway and checking on prisoners.



A typical detention block



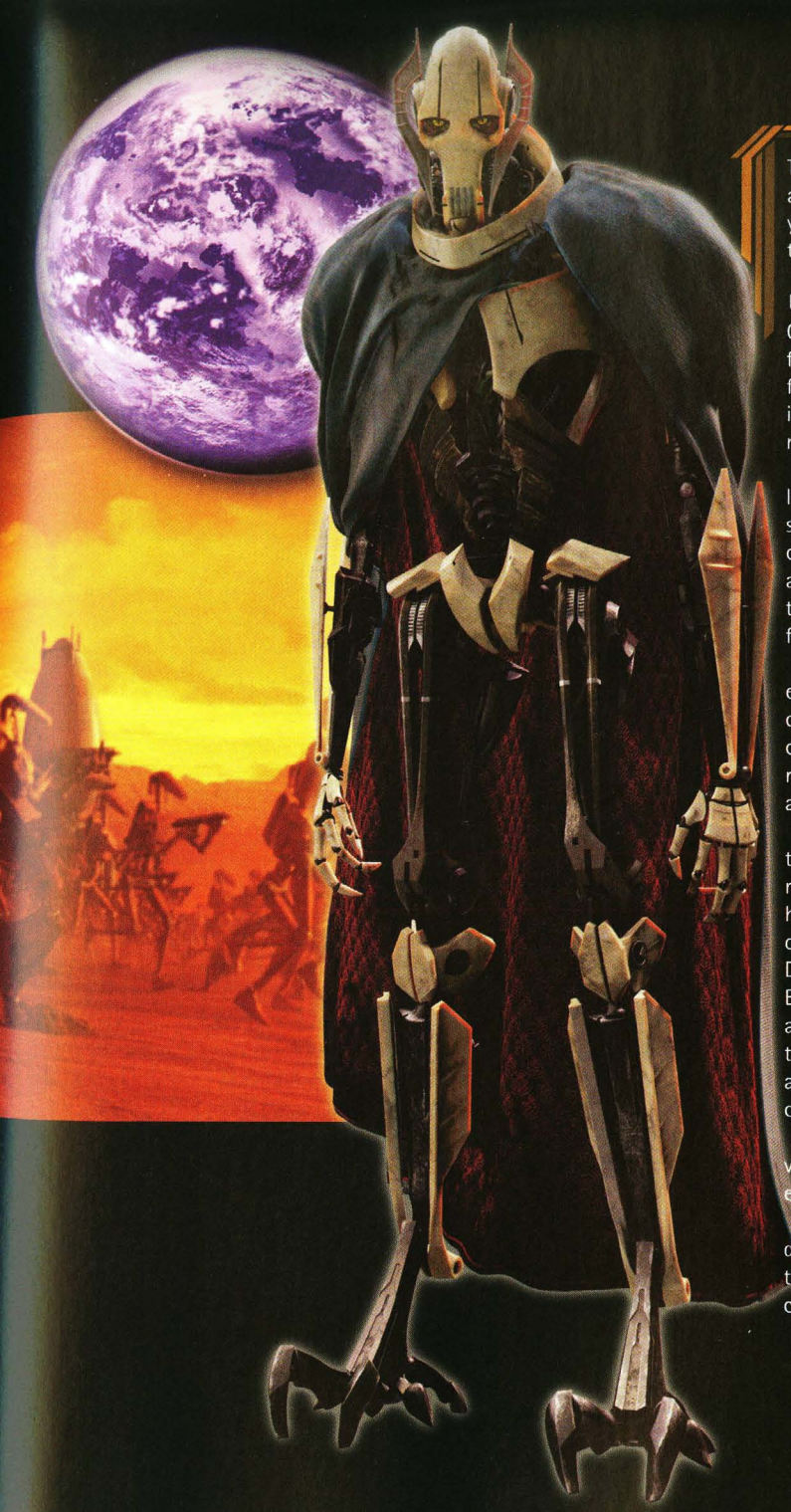
Detention block computers contain information on each prisoner, including name, status, and any notes by the commander. Someone who gains access to these computers can view prisoner records by making a medium Use Computer check, although for quick reference, the crew usually posts a list for all to see naming everyone currently imprisoned in the block.

Jedi Imprisonment Devices

Holding captured Jedi is one of the most difficult tasks facing the crew of a battlestation detention block. Fortunately for them, special imprisonment devices have been invented that make it possible to confine a Jedi in a bare cell without fear of escape. One of these devices keeps a prisoner hovering a meter above the floor while binding the Jedi's arms and legs with ribbons of blue energy; such a device imposes a –10 penalty to Use the Force checks by the captive.

Chapter VI
Military Encounters





This chapter is intended for Gamemasters and contains several mini-adventures ideally suited for military-style encounters. If you're a player, you probably should skip over this chapter and wait for your GM to spring these adventures on you and the other players in your group.

Using Mini-Adventures

Occasionally, heroes take a tangent that their Gamemaster had not planned for, or the GM needs to fill a few hours' play with an entertaining diversion from the main plot. The GM can improvise something, but, when he or she is at a loss for a scenario (or is just pressed for time), a mini-adventure might fit the bill.

The mini-adventures presented here cover a range of themes and challenge levels. They include blowing up a strategic bridge, defending a key spaceport against overwhelming odds, and retaking a ship that has been captured by pirates. Each mini-adventure includes an outline of the events and challenges presented by the scenario, which the Gamemaster can use to construct a few "off-the-cuff" situations—or use as a jumping-off point for future encounters.

In addition, each mini-adventure also features a fully developed tactical encounter designed to serve as the climax of the scenario. The Gamemaster can use these as written, alter the details to play to the heroes' strengths, or completely redesign them to fit the needs of the campaign. The GM can also reference these encounters when designing his or her own mini-adventures and scenarios.

These mini-adventures are designed to cater to different heroes' abilities, as well as the players' interests, with warfare and military action in mind. Some scenarios, such as "Bridge 242" and "Choke Point," require the heroes to sneak into enemy territory and engage in missions of demolition or assault. Other mini-adventures, such as "No Man Left Behind," "Piracy in Deep Space," and "A Little R&R," are rescue operations involving Imperials, Black Sun pirates, or terrorists. And some, such as "Remember the Akkalo," ask the heroes to defend a location from advancing forces for as long as they can. Each mini-adventure in this chapter gives heroes of all classes a chance to shine, even if the scenario is not aimed specifically at their competencies.

Each mini-adventure open with a section that outlines the plot and the various encounters. This is followed by another section detailing the climactic encounter of the mini-adventure.

Although these mini-adventures are designed to be completely independent of one another, common threads run through all of them, allowing them to be strung together and run as a sort of "sub-campaign" within the main campaign. How they are used is purely up to the Gamemaster's discretion.

MINI-ADVENTURE #1: BRIDGE 242

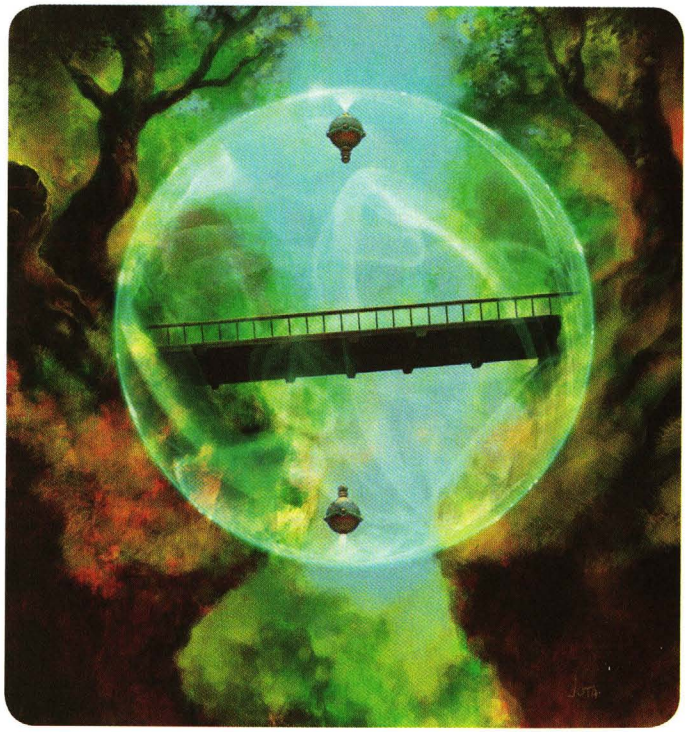
"Bridge 242" is a mini-adventure designed for 2nd-level heroes. As members of a Republic strike force, the characters must sneak into Separatist territory, overcome droids, and disable a shield generator that protects a strategic bridge, allowing the Republic to capture it. With luck, the heroes might even get out in one piece.

ADVENTURE BACKGROUND

The Nosaurians, natives of New Plympto, have allied with the Separatists, who unfortunately brought war to their world. The heroes are members of the Republic army—perhaps clone troopers or specialized forces—and are part of the main force on New Plympto. After a surprisingly effective counterattack by the Separatists that destroyed an entire brigade of clone troopers, the Republic is trying to cut off the Separatists' supply lines in hopes of preventing the droid army's spare parts, energy cells, and other vital gear from reaching the front line.

One such supply route includes a slender bridge that spans a gaping chasm in Separatist-controlled territory. Designated "Bridge 242" by the Republic, the bridge is a major highway that allows droids, tanks, and other ground forces to move unimpeded.

The Republic would prefer to capture Bridge 242 and use it for their own troop movements. However, if capture is not possible, the Republic plans to call in an orbital bombardment, reducing the entire area to a crater. Although the strike would cut an important Separatist supply line, it also would guarantee that the conflict on New Plympto drags out for many more months.



BRIDGE 242

ADVENTURE OUTLINE

The Republic has attempted to capture the bridge with starfighters and artillery, but so far, a shield generator has repelled all attacks. As plans move forward, Republic command has decided that Bridge 242 must be captured within the next 6 hours or be eliminated, which would throw future battle plans into disarray. The heroes are the only unit within striking distance, and they receive orders to assault the bridge and blow up the shield generator.

Bridge 242 is the main conduit into a small Nosaurian settlement called Rhigar. Once the war and the bombings began, the civilian populace fled, and the buildings now are little more than piles of rubble and chunks of foundation. To allow the heroes to complete their mission, the Republic forces have stopped bombing the area. The Separatists quickly took advantage of this pause to move units across the bridge and set up depots. Droid checkpoints are located at each end of the bridge.

DROP POINT

Republic command orders an LAAT/i to drop the heroes within 2 kilometers of the south side of the bridge, along the edge of Rhigar. The gunship cannot aid in the assault because the antiaircraft batteries protecting the bridge prevent the LAAT/i from getting close enough (the batteries are too large and slow to be used against the heroes). The assault takes place at night to help provide the heroes with better concealment.

During the flight to the drop point, a clone trooper gives the heroes four explosive charges and timers, which should be more than enough to take out the shield generator. The trooper also provides a map and points out two key locations. First, the heroes' most direct route to the bridge is a roadway that has been cleared by the Separatists but that is always guarded. Second, a medical facility adjacent to the southern checkpoint has been spared the most egregious bombing and is probably the best spot from which the heroes can launch their assault. The facility is close to a guard station that might be where the shield generator is hidden.

The clone trooper also explains that two other attempts have been made to take the bridge, and in each case, the medical facility was the troopers' last reported position. It's possible (but doubtful) that some of these troopers might still be alive in the facility.

The gunship drops the heroes off and will return to pick them up once they give the all-clear signal. With that, the heroes must carefully make their way to Bridge 242's southern checkpoint. The first kilometer of travel passes without incident, although the rubble and twisted plasteel of the war-torn settlement are disquieting. As the heroes move toward the checkpoint, they hear the occasional sound of blaster fire and explosions in the distance, but nothing in their immediate vicinity.

Droid Patrol and Minefield (CL 2)

Eventually, the heroes come to the main thoroughfare that the Separatists use to move vehicles and droids through the city. After each bombardment, droids sweep aside the rubble and debris to keep the path clear. This particular portion of the roadway, however, is a trap to ambush any Republic tanks that manage to make their way into Rhigar. Mounds of debris block each side of the path so that the heroes must navigate this particular stretch of road if they wish to reach the bridge's southern checkpoint in time.

From the safety of cover, the heroes spy a lone battle droid walking a patrol up and down the roadway. A DC 15 Perception check indicates that the droid's path is erratic—it frequently stops and changes direction even when nothing seems to be in its way. A DC 15 Knowledge (tactics) check reveals that the battle droid is probably avoiding mines that have been placed in the roadway.

Indeed, the Separatists have seeded ion mines and antipersonnel mines in this area (for more details on mines, see page 42). If the heroes fail to take out the battle droid in 2 rounds, it has time to call its comrades at the southern checkpoint, giving the droids there a +5 bonus to Perception checks when they attempt to spot the approaching heroes (see "The Big Boom" on the next page).

The Medical Facility (CL 2)

As the heroes near Bridge 242's southern checkpoint, they spot a mostly intact building. A battered sign indicates that it used to be Rhigar's medical facility—the structure noted during their briefing. According to the heroes' map, the bridge begins on the opposite side of the medical facility. The building looks sufficiently intact to provide cover, and going around it would require traveling through side streets with little protection from droid snipers and patrols.

At first, the facility seems deserted. Signs of violence are everywhere, with numerous destroyed battle droids and a demolished droideka littering the hallways, but the heroes find no clone troopers, alive or dead. Eventually, they make their way to the north end of the medical facility, which, as promised, provides a commanding view of Bridge 242's southern checkpoint.

Just as the heroes catch sight of their objective, they hear a rustling noise in another room of the facility, along with a mechanical voice that says "Don't move, you" to someone or something inside. If the heroes investigate the dim room, a DC 15 Perception check reveals two battle droids holding their weapons on an IM-6 medical droid (see page 67 of *The Clone Wars Campaign Guide*) hovering over the prone body of a clone trooper. Upon seeing the heroes, the IM-6 says, "Are you in need of medical assistance? I am here to help," which causes the battle droids to turn and attack the heroes.

If the heroes destroy the battle droids, they discover that the clone trooper is dead, having perished nearly a day earlier from wounds that proved too extensive for the IM-6's skills. By interrogating the medical droid, the heroes can learn that it was part of the medical facility's droid team and has been providing aid to whatever living beings it encounters. The droid says that since the bombing stopped two days ago, Separatist forces have been bringing more and more vehicles and droids across the bridge, although it has no details on the movements. If asked, the IM-6 reveals that it tried to help two other clone troopers and a clone trooper commander who were killed within the facility, and it takes the heroes to the bodies. If the heroes search the clone troopers, they can take any gear that still remains, although the weapons' power packs have been depleted.

The IM-6 tends to any wounds that the heroes might have. If ordered to do so, the droid also accompanies the heroes on the rest of the mission, continuing to treat them as needed

Encounter: The Big Boom

Challenge Level 3

SETUP: This encounter serves as the climax of "Bridge 242," the mini-adventure introduced on the previous two pages.

The bridge is protected by a powerful shield, the energy for which is provided by a generator in the basement of the guard station at the southern end of the bridge. The shield also covers the station and cannot be destroyed by any weapons currently carried by the heroes. A shield softener portal is located in front of the bridge, allowing individuals and vehicles to pass through the shield while it is active.

Three battle droids and two B2 super battle droids protect Bridge 242's southern checkpoint. The B2 droids guard the entrance to the portal, standing just within the shield's protective shell. One battle droid stands on the roof of the guard station, looking for enemies. Two more remain inside the station, monitoring the comlink and the shield generator controls.

Read-Aloud Text

When the heroes can view Bridge 242's southern checkpoint to assess the best way to reach and disable the shield generator, read the following text aloud:

You can clearly see the bridge's southern guard post. A battle droid stands on the building's crenellated roof, scanning the area with a pair of electrobinoculars, while two B2 super battle droids stand on the bridge, near the southern end, slowly swiveling back and forth as they look for intruders. Faint light spills from the windows of the guard station, and at least one other figure can be seen moving around inside. As dust and debris from the devastated settlement slowly rain down, they spark and sputter in the sky, indicating that the shield protecting the bridge is active. A mechanical archway, tall and wide enough for a tank to drive through, stands in front of the bridge. This portal shimmers with dim light.

A DC 10 Knowledge (technology) check reveals that the mechanical archway is a shield softener, which reduces the intensity of the shield within the boundaries of the portal. Vehicles and personnel can move through the archway at half speed without requiring that the shield be shut off. (See the Features of the Area sidebar.)

The heroes can try to sneak in close, but the B2 droids on the bridge and the battle droid on the roof have a clear field of view. These droids gain a +2 bonus to Perception checks, or a +5 bonus if the droid from the minefield managed to radio the checkpoint and warn of intruders. If the B2 droids spot the heroes, they step through the shield softener to use their blasters on the characters.

The heroes must defeat the droids before they can place their explosive charges on the shield generator in the basement of the guard station. The battle droid on the roof remains there as long as it can see the heroes; if they enter the station, it climbs down a ladder to pursue them. The two battle droids that began the encounter inside the station remain inside and protect the turbolift that leads to the shield generator.

Conclusion

Depending on how the heroes set the timers on the charges, they might still be fighting droids when the charges explode. Unless the heroes failed their Mechanics checks when setting the detonators, the charges deal enough damage to destroy the shield generator, causing the shield to shut down completely. The explosion rips through the guard station and deals 10d6 points of damage to everything within 4 squares of the building.

The heroes can radio back to headquarters and give the all-clear signal for the LAAT/i gunship to pick them up. Within several hours, the Republic sends a major convoy of troops and armored tanks to take the strategic location. Vehicles and personnel stream across the bridge, bringing vital supplies and firepower to the newly shifted front line.

If the heroes fail to destroy the shield generator, the Republic resorts to orbital bombardment. The heroes must be at least 1 kilometer away from the bridge before the bombardment begins, turning the bridge and the surrounding landscape into dust.

The heroes should be awarded experience for a CL 3 challenge for successfully completing this encounter.

Features of the Area

The bridge checkpoint area has the following features.

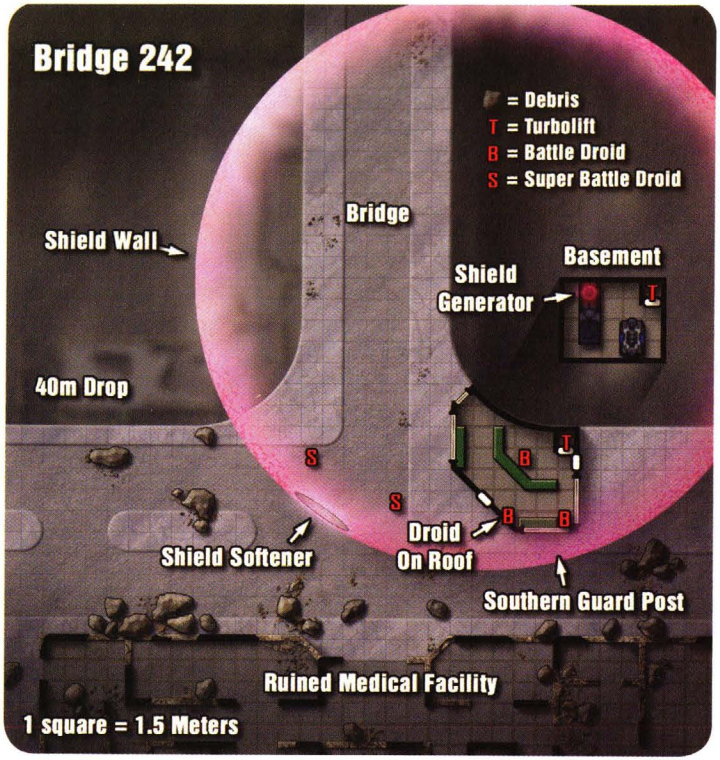
Illumination: The interior of the guard station is well lit and provides normal illumination. Outside, the Separatists keep the area dark so that it won't stand out to Republic bombers passing overhead. However, some light spills out through the station windows, casting shadowy illumination in the surrounding area.

Shield Softener: The shield softener is a freestanding archway set up at the outer edge of the shield. While the shield is active, vehicles and individuals can pass through the archway at a speed of 2 squares. The portal has SR 50, preventing most small arms fire from passing through.

Upper Level: A battle droid patrols the roof of the guard station, using electrobinoculars to scan the surrounding rubble. A ladder on the side of the building allows access to the roof. Inside the station, a metal door opens to a turbolift that leads to the basement. The door is locked, but it can be bypassed with a DC 20 Use Computer check, pried open with a DC 30 Strength check, or destroyed (50 hit points; DR 10; damage threshold 30; Strength DC 50/Break DC 35), granting access to the shaft that drops 50 feet to the basement below.

Main Guard Room: Two battle droids wait inside the main guard room. It contains communications equipment used to contact CIS forces and controls for monitoring the output of the shield generator in the basement. The windows (25 hit points; DR 2) are made of thick plasteel.

Generator Room: The turbolift in the main guard room leads to the basement, which contains the shield generator (100 hit points; DR 5). The heroes can blow up the generator by planting the explosive charges provided during their mission briefing.



Mini-Adventure #2: Fields of Fire

"Fields of Fire" is a mini-adventure designed for 4th-level heroes. The clock is ticking as the heroes escort an arrogant doctor safely through a ravaged landscape seeded with mines in time to save the lives of critically wounded officers at a military camp.

Adventure Background

The heroes, either as mercenaries or as troops attached to an official military unit, are involved in surface fighting on the temperate world of Pleida in the Tovosh System. The planet is broken up into a number of different ecologies, although the primary terrain consists of sparse lowland vegetation with an abundance of rocky shale that makes footing treacherous, especially on inclines.

The heroes' side of the conflict is winning; the enemy forces have abandoned their front-line fortifications and pulled back deeper into their own territory. However, during the rapid retreat, the enemy left booby traps, mines, and other defenses at many strategic choke points.

As written, "Fields of Fire" requires the heroes to escort an important doctor through this hazardous region and deliver her safely to her destination. Alternatively, the Gamemaster can tweak the scenario to give the heroes a different reason for advancing into the dangerous area. Perhaps they are members of a reconnaissance unit sent to probe the enemy's defenses, or couriers who must deliver a message to allies deep in hostile territory.

Adventure Outline

During a mission briefing, the heroes learn that at Camp Kavel, a base established farther into the recently evacuated zone, a number of officers are critically wounded and must receive medical care as soon as possible. The heroes are ordered to escort Lieutenant Pleth Juun, a surgeon, through the hazardous region and get her to the camp quickly—and in one piece. Unfortunately, her difficult personality and her lack of battlefield experience make the four-day trek even more challenging. In the mini-adventure's climactic encounter, the group must navigate a bombed-out wasteland protected by mines and automated sentry guns. The heroes must find a way to ensure Juun's safety while crossing the demilitarized zone as quickly as possible.

Read-Aloud Text

The heroes' commander, Captain Roff Volane, is a veteran officer who has seen more than his share of death and destruction, making him curt, cynical, and humorless. Despite his cold demeanor, Volane is a highly respected officer with a lifetime's worth of combat experience. The mini-adventure begins when Captain Volane calls the heroes into a briefing.

"Over the past few weeks, the enemy has pulled back deeper into their own territory, following our assault of their fortified positions. We've sent a number of aerial units ahead to establish forward positions beyond the previous demilitarized zone, but they require resupply and reinforcements. Unfortunately, the enemy's surface-to-air defenses mean that we are unable to maintain air superiority in the region. Until we can bring in fighter support, we're restricted to advancing the old-fashioned way.

"Lieutenant Pleth Juun, a surgeon attached to our battalion, is being loaned to Camp Kavel, one of our forward bases. Lieutenant Juun is the only available doctor skilled enough to treat the command officers who were wounded, some critically, during the advance. Given the danger of an aerial insertion, we've decided to sneak her to the camp on foot. You will escort her.

"I can't stress enough that the lieutenant's safety is paramount. Some of our best men are on death's doorstep, and without a good surgeon, they won't live long enough to be evacuated. Once Lieutenant Juun is safely at Camp Kavel, you are to lend your expertise to the camp's defense until such time as we establish air superiority."

In addition to safely escorting the surgeon, Captain Volane asks the heroes to transport a small amount of medical supplies, as well as some critical correspondence intended for Camp Kavel's command staff. On foot, the journey should require a minimum of four days.

If the heroes are attached to a military unit, their reward will be a salute for a job well done and possibly a medal or citation, depending on how well they do. If the heroes belong to a mercenary detachment, each will receive 3,000 credits for the job, payable on success. If Pleth Juun does not survive the journey, the heroes will receive only 1,000 credits each, and then only if they deliver the medical supplies and correspondence. Given the importance of the surgeon, these payment terms aren't negotiable.

Pleth Juun

Following the briefing, the heroes must make a brief trip to the local field hospital to pick up Lieutenant Pleth Juun. They find her in the middle of a messy surgery and not available. Heroes who insist on her immediate departure will be ignored. Once Juun finishes the operation, she washes up, gathers her equipment, and joins the heroes.

By virtue of her profession, Juun is technically a junior officer. Although she has little combat training, she embraces the privileges of her honorary rank wholeheartedly. Juun comes from a wealthy Human family on Coruscant and is used to getting her way. She isn't openly confrontational, but she never forgets a slight and does her best to make miserable any character who fails to show her sufficient respect.

Lieutenant Juun wears an immaculate set of combat utilities, with her rank and medical insignia proudly displayed. Heroes who succeed on a DC 15 Knowledge (tactics) check realize that the symbols will make her a tempting target to any snipers who spot the group as they travel to Camp Kavel. To convince the surgeon to remove these trappings without angering her, a hero must make a Persuasion check with a DC equal to Juun's Will Defense of 19.

Hitting the Trail

Despite the risks involved, the four-day hike to Camp Kavel is largely uneventful. The Gamemaster is free to introduce enemy snipers, scouts, and sympathizers at any point along the way to spice things up. For the most part, however, the heroes should not face major threats before the climactic encounter.

A Difficult Passage (CL 4)

After two days of travel, the terrain changes to a mixture of burned-out flora and scorched ground marred with bomb craters and strings of rusting razor wire. The heroes have reached the former demilitarized zone, which once separated enemy territory from the regions occupied by the heroes and their allies. Nothing seems to live in the wasteland, and the remains of the dead that are scattered about attest to the brutality of the conflict.

The route followed by the heroes leads them to a path that rises up into the enemy highlands. The area is bordered by impassable cliffs to the left and a sheer drop into a gully lined with jagged stones to the right. Regardless of the heroes' preference or better judgment, they must take the direct route, especially given the uncertain health of the wounded officers in Camp Kavel. Any delay now could cost those officers their lives.

The GM should run "Watch Your Step," the climactic encounter.

Camp Kavel

If the heroes manage to survive the booby-trapped passage that leads into the highlands of the enemy's territory, they eventually reach Camp Kavel. Their success is judged by whether Juun survives the journey and by how quickly they arrive at the camp. For each day that the heroes are delayed, one wounded officer dies from injuries that the surgeon might have been able to treat.

If Juun dies or suffers grievous bodily injury en route to Camp Kavel, the heroes are welcomed with dismissive glances. The officer in charge, a young captain with more bravado than experience, dresses them down before assigning them to perimeter guard duty and one or two dangerous patrols. Within two days, the heroes' side of the conflict regains air superiority, and the characters are allowed to take a transport back to their headquarters.



Escaping to Camp Kavel

Encounter: Watch Your Step

Challenge Level 4

SETUP: This encounter serves as the climax of "Fields of Fire," the mini-adventure introduced on the previous two pages.

This encounter takes place on a treacherous incline that is rife with bomb craters, jagged pieces of stone, and bits of shattered metal. The western portion of the location is bordered by a sheer cliff, and the eastern border is marked by a steep slope that leads into a gully filled with large, serrated boulders.

The heroes begin at the southern end of map and must make their way to the northern edge. The retreating enemy forces have riddled the path with mines and other explosive devices. Given enough time, the heroes could carefully pick their way through and avoid most of the traps. However, they must hurry; whenever they seem to slow down too much, Lieutenant Juun berates them for endangering the lives of the wounded officers at Camp Kavel.

In addition to the mines, the enemy forces installed two automated sentry guns with interlocking fields of fire at the top of the slope, as detailed on the map. These weapon emplacements have been furnished with rudimentary camouflage and cover (DC 15 Perception check to notice the guns once they are in view). The guns are basically computer-controlled repeating blasters that lack the capacity for movement. The guns open fire when the heroes advance up the final slope.

Pleth Juun

Pleth Juun is an attractive Human female in her mid twenties with cropped, dark blond hair and piercing gray eyes. Her haughty demeanor has been reinforced by a privileged upbringing and years of study at Coruscant's most prestigious medical schools. Military duty is something of a tradition in her family, and she isn't one to shirk her responsibilities. Despite her arrogance, vindictive nature and battlefield naïveté, she is a gifted surgeon and a loyal soldier.

Lieutenant Juun expects to be obeyed, and if her orders are disregarded or outright refused, she remembers the perceived insult—and the person responsible for it. Still, she is sworn to save lives and would never refuse treatment to someone who insulted her. Besides, how could an offender pay for his transgressions if he were killed by enemy fire?

Pleth Juun **CL 4**
Medium Human noble 4
Force 7; **Dark Side** 1
Init +8; **Senses** Perception +9
Languages Basic, Bocce, Cerean, Durese, High Galactic, Huttese, Kel Dor, Ryl

Defenses Ref 17 (flat-footed 16), Fort 15, Will 19
hp 28; **Threshold** 15

Speed 6 squares
Melee by weapon +2
Ranged blaster pistol +4 (3d6+2)
Base Atk +3; **Grp** +4
Special Actions Weaken Resolve

Abilities Str 8, Dex 12, Con 10, Int 16, Wis 14, Cha 14
Talents Presence, Weaken Resolve
Feats Cybernetic Surgery, Improved Defenses, Linguist, Skill Focus (Treat Injury), Surgical Expertise, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +9, Initiative +8, Knowledge (bureaucracy) +10, Knowledge (life sciences) +10, Knowledge (social sciences) +10, Perception +9, Persuasion +9, Pilot +8, Treat Injury +14, Use Computer +10
Possessions blaster pistol, officer's uniform, medical kit, surgical kit, 2 medpacs

Read-Aloud Text

As the heroes venture deeper into the demilitarized zone, read the following text:

The terrain rises to meet the planetary highlands, leaving a single, obvious route up the near-insurmountable cliff face. Although hardly a proper path, the incline is less steep than the alternative, and it winds back and forth as it rises to the highest point of the cliff that towers above you. The wind picks up suddenly, whistling through the shattered stone and debris that blocks your path.

Mines and Booby Traps

The area leading up the slope has been liberally sprinkled with several types of mines and other explosive traps, as marked on the map. Most of them were designed to incapacitate, not kill. The more dangerous mines are located farther up the slope, closer to the automated sentry guns that monitor the final stretch of the incline.

Each mined space contains a hidden device placed by retreating enemies. If the heroes spot a mine by making a successful Perception check (DC 10 to DC 20, depending on the mine), they can avoid it. If an oblivious character enters a mined square, the mine explodes. (See the Features of the Area sidebar.)

Sentry Guns (2)

These automated sentry guns are manufactured locally. Each consists of a rudimentary droid brain attached to a servo-controlled light repeating blaster fitted with a sighting device. Although these guns are not incredibly accurate, they make up for their simplicity by laying down an impressive barrage of blaster fire. The weapons rely on optical targeting systems to spot enemies within specific fields of fire, but they cannot distinguish friend from foe.

The guns have been set up behind banks of rock and shale that provide them with a +5 cover bonus to Reflex Defense.

When the heroes first enter one of the guns' fields of fire, read the following:

At first glance, this appears to be an automated weapon turret mounted on an improvised frame, painted to match the surrounding shale and festooned with camouflage netting to reduce its silhouette. The weapon swivels ever so slightly before letting loose with a long, deafening burst of blaster fire.

Automated Sentry Gun **CL 2**

Small droid (4th-degree) nonheroic 3/soldier 1
Init +8; **Senses** darkvision; Perception +16
Languages Binary

Defenses Ref 20 (flat-footed 19), Fort 10, Will 13
hp 13; **Threshold** 10
Immune droid traits

Speed 0 squares
Ranged light repeating blaster +3 (3d8+2) with braced autofire
Fighting Space 1 square; **Reach** 0 squares
Base Atk +3; **Grp** –1
Atk Options Point Blank Shot

Abilities Str 4, Dex 12, Con —, Int 6, Wis 14, Cha 8
Talents Weapon Specialization (rifles)
Feats Armor Proficiency (light), Point Blank Shot, Skill Focus (Perception), Skill Training (Initiative), Weapon Focus (rifles), Weapon Proficiency (rifles)
Skills Initiative +8, Perception +16
Systems basic processor, darkvision, improved sensor package, locked access, plasteel shell, weapon housing (weapon is considered to be braced)
Possessions light repeating blaster, heavy power pack (150 shots)
Availability Military; **Cost** 2,500 credits (1,000 used)

Conclusion

Because this encounter involves no living enemies, the heroes succeed or fail based on the number and severity of any casualties they suffer. The priority is to keep Lieutenant Juun in good health and get her to Camp Kavel in time to save the wounded officers' lives.

Features of the Area

The area has the following features.

Terrain: The incline's terrain is universally rough in nature. Footing is treacherous—pieces of loose shale in a variety of sizes cover the slope and can slide out from underfoot without warning. The slope is considered to be difficult terrain.

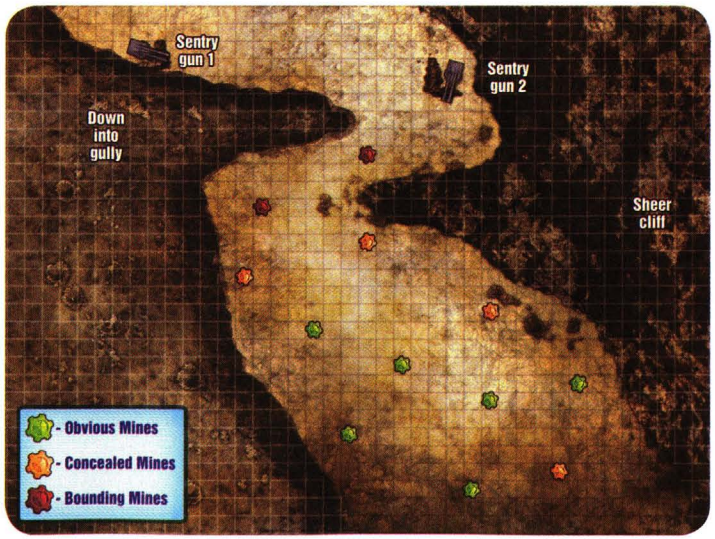
Mines: The ground is seeded with three types of mines, as marked on the map.

The first type of mine is obvious to any character within 3 squares of the mine who makes a DC 10 Perception check. If a creature moves into a square containing one of these mines, the device explodes, dealing 2d6 points of damage to all creatures in a radius of 1 square. The retreating enemy deliberately placed these mines in the open to create a false sense of security in heroes who notice them.

The second type of mine is hidden more effectively and can be detected by a DC 20 Perception check. To be eligible to attempt this check, a character must be within 1 square of the mine. If a creature moves into a square containing one of these mines, the device explodes, dealing 4d6 points of damage to all creatures in a radius of 2 squares.

The third type of mine is a bounding mine. Due to their design, these mines are placed out in the open but are camouflaged and difficult to see. To notice a bounding mine, a character must be within 2 squares of the mine and must make a DC 25 Perception check. Any creature moving within 1 square of a bounding mine causes the mine to activate. When this occurs, the mine jumps 1 meter off the ground and explodes, scattering fragments that deal 6d6 points of damage to all creatures in a burst radius of 3 squares.

Any mine that is detected can be disarmed with a DC 15 Mechanics check.



Mini-Adventure #3: Remember the Akkalo

"Remember the Akkalo" is a mini-adventure designed for 6th-level heroes. With limited resources, the Rebel characters defend a vital strategic location from an assault by a larger Imperial force and must hold out until a shuttle arrives to carry them to safety.

Adventure Background

Although the destruction of the second Death Star around the Forest Moon of Endor served as the death knell of the Empire, the Empire does not simply disappear overnight. In some cases, Imperial forces continue to wage their war, not realizing or not believing that the Empire has been defeated.

For Imperial troops on Sulon, a habitable moon of the planet Sullust, news of the Empire's supposed demise only spurs them on to fight harder. They launch a ferocious counterassault in hopes of ridding the moon of Rebels and using it as a base of operations for a prolonged strike against Sullust. Rebel cells and brigades are rooted out and massacred in the chaos. As their situation grows worse, the Rebels order an all-out retreat. Those who have access to starships flee immediately, but scores of Rebels are forced to travel across the moon's surface to attempt to capture Akkalo Station, one of the few remaining starports, where they have a chance to hold out until they can be picked up by a Rebel shuttle.

Adventure Outline

Having received the order to retreat, the heroes make their way to the starport. Much to their surprise, they discover that Akkalo Station has only a skeleton crew of Imperials. Allies and comlink chatter report that another Imperial force is on its way to bolster the station's defenses. Apparently, the Imperials need the station as much as the Rebels do and prefer not to destroy it by orbital bombardment.

The heroes must eliminate the Imperial troops inside the starport and quickly prepare for the arrival of the larger force. Rebellion command has promised that a shuttle will rendezvous at Akkalo Station, pick up any troops left on the moon, and take them to the last starship in orbit. The heroes must hold off the Imperials for as long as possible, buying time until the shuttle arrives. To make matters worse, ammunition is low, meaning that the heroes must be creative with the equipment, vehicles, and junk lying about the starport if they want to survive.

Into the Fray

The adventure begins when the Rebellion's planetary command issues the order to evacuate the moon. The heroes are to make their way to Akkalo Station, a small starport near their current location and the last place on Sulon where they stand a chance to fight off the Imperials until help can arrive.

Rebel command informs the heroes that a Rebel cell has stolen a *Lambda*-class shuttle and will rendezvous at Akkalo Station to pick up survivors before leaving the moon. This shuttle is due to arrive at the station in two hours. Unfortunately, the shuttle was damaged during the cell's escape and must replenish its coolant at the starport before it will be able to take off again. Therefore, the heroes must seize the station and hold it until the shuttle arrives. Before command terminates the transmission, they provide the heroes with a stolen Imperial code that might help them gain access to the station or its computers. Rebel command can't vouch for the code's validity, but it is all they have.

If the heroes do not have their own transportation, allow them to commandeer a SoroSuub X-34 landspeeder to travel the 20 kilometers to the starport. A single, lonely roadway leads to the station, which sits in rugged badlands and is surrounded by a rocky outcropping. The speeder's sensors indicate when the heroes are within half a kilometer of the station, allowing them to view it safely from a distance before deciding what to do next.

Read-Aloud Text

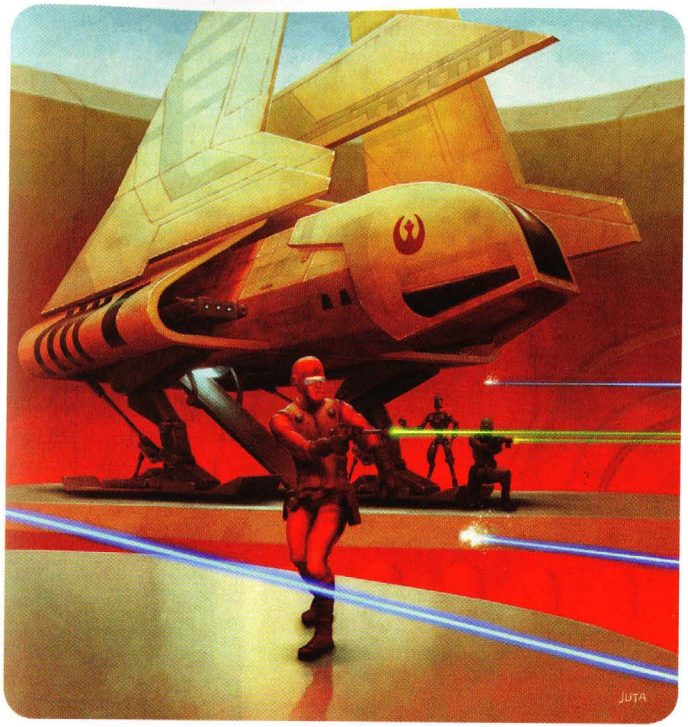
When the heroes can see Akkalo Station, read the following:

Akkalo Station is a tiny starport, hardly worthy of the title. Nestled against a sharp rise of rocks to its rear, the station seems to be little more than a walled-off compound. Two watchtowers in the corners protect the central gate. Although the lights are on, indicating power, you see no movement within. You wonder if the station is deserted until, a moment later, more lights come on, and the front gate opens part way. Two stormtroopers step through the gate, which shuts behind them, and stand guard on either side.

The heroes must determine a way to enter the compound. Akkalo Station wasn't very important before the conflict, and most of its personnel were rotated out for other duties, leaving behind a skeleton crew of eight stormtroopers, two heavy stormtroopers, two Imperial officers, and a technician. They have been informed of Rebel activity nearby but are not yet aware of the heroes' presence.

Two of the stormtroopers stand guard outside the gate. One heavy stormtrooper is positioned in each watchtower, and the remaining stormtroopers accompany the two Imperial officers, who are in the main command tower. Varan Cormin, the technician, is inside the hangar bay.

THE REBEL SHUTTLE ON THE LANDING PAD



Getting Inside

The heroes can get inside the compound's gates in three ways.

Blast 'em! (CL 2): The heroes can go the direct route, sneaking up on and attacking the stormtroopers outside the gate. They must also deal with the heavy stormtroopers in the watchtowers (which provide cover), who have electrobinoculars and constantly scan the roadway and rocks where the heroes are hiding. If the heroes defeat the guards, a DC 10 Perception check reveals a remote that opens the station's main gate. The sound of gunfire warns the Imperials inside of trouble.

Sneaking Inside (CL 2): The heroes can make Stealth checks to approach a wall that is not being watched by the stormtroopers. Because the compound walls are battered and have protrusions, the heroes can scale them by making DC 20 Climb checks. While climbing, they must make Stealth checks to avoid making enough noise to alert the stormtroopers. (If the heroes scale the north or east walls, they gain a +5 bonus to their Stealth checks.)

Using the Code (CL 2): The heroes can approach the gates boldly and try to bluff their way in. The guards demand the heroes' names and their reason for entering the starport. If the heroes use the stolen Imperial code, they can convince the stormtroopers to open the gate by making a DC 20 Persuasion check. If the heroes fail the check or do not have the code, the guards order them to leave immediately and begin blasting on the following round if the heroes are still present. Either way, the other Imperials in the station are notified of the intruders.

Dealing With the Holdouts (CL 3)

If the heroes make it inside Akkalo Station, they must deal with the troops in the command center: two Imperial officers, six stormtroopers, and two heavy stormtroopers. Regardless of whether they are alerted to the presence of the heroes, the Imperials remain in the command tower and fight to the death. The technician, Varan Cormin, hides in the hangar, trying not to get shot.

If the heroes fight their way inside the command tower, an Imperial officer sends a distress call that summons additional troops and an AT-ST, all of which will arrive in 1 hour. The heroes can learn of these reinforcements by overhearing Imperial command explaining over the station comlink that the new troops are on the way. Even if the officers are killed before either can send the distress call, the reinforcements are dispatched when the officers fail to make their usual hourly report.

Read-Aloud Text

After the battle dies down, Varan Cormin gingerly steps out of the hangar bay with his hands raised and approaches the heroes. Read the following text:

A grubby looking Human male steps out from the hangar bay. His hands are held up in surrender. "Don't shoot!" he pleads. "I'm just the technician here—name's Varan Cormin. You must be the Rebels they were talking about. Don't worry; I hate their guts as much as you do. Got assigned to work in this pile of Bantha fodder while they kept my wife in a work camp. Anything you need, just let me know, because those Imperials are going to come back, and I don't want to go down without a fight."

Everything that Cormin says is technically correct, although he's a coward who will eventually betray the heroes when the reinforcements arrive. At any point, he does whatever seems necessary to keep his skin. Cormin has intimate knowledge of Akkalo Station's supplies and gear, which the heroes can use to prepare for the coming attack.

Encounter: The Last Stand

Challenge Level 6

SETUP: This encounter serves as the climax of "Remember the Akkalo," the mini-adventure introduced on the previous two pages.

Once the heroes have managed to secure the starport, the hardest fight is yet to come. The Imperial officers called for reinforcements (or their failure to report prompted an investigation), meaning that a small contingent of Imperial troops is on its way to retake Akkalo Station. The heroes have 1 hour in which to fortify their position, gather equipment, and lay traps before the Rebel shuttle arrives and before the Imperial reinforcements arrive to lay siege to the station.

Once the reinforcements approach within 2 kilometers, the heroes can monitor them by using the station's sensors. A DC 15 Use Computer check reveals the presence of a Huge vehicle (an AT-ST) and an indeterminate number of foot troops.

Preparing for the Worst

The heroes should take stock of available materials and weapons. If they killed or captured the stormtroopers, heavy stormtroopers, and officers, they have access to the Imperials' weapons, armor, and equipment (such as the heavy stormtroopers' explosive charges). Unless you tracked the number of shots fired by Imperials during the battle, assume that all power packs are at half charge—a grim reminder of the ammunition problem.

If the heroes look around the starport, they find:

- Three barrels of fuel (10 hit points; DR 2). If an energy weapon deals enough damage to penetrate a barrel, it explodes, dealing 4d6 points of fire damage to all creatures in a 2-square burst.
- 10 meters of chain (10 hit points; DR 5).
- Two tool kits, two security kits, four fire extinguishers, two power generators, and two medpacs.
- One T8 loading vehicle (see below).

Be prepared for the heroes to get creative with their plans. For example, they might barricade the front gate, set explosive charges outside the compound walls as land mines, or place fuel barrels where their explosions will cause maximum damage.

After 1 hour, the stolen shuttle arrives and lands on the spot designated on the map. The shuttle is severely damaged, and its weapons have been knocked offline; the vessel needs to replenish its coolant before it can take off again. Varan Cormin immediately starts loading the coolant but otherwise stays out of the engagement. The shuttle's pilot is also busy with the repairs and remains onboard.

Here Comes the Cavalry (CL 6)

As repairs begin on the shuttle, the Imperial forces arrive outside the station. An AT-ST waits just outside of blaster range, watching as foot troops advance. Ten stormtroopers provide covering fire while four heavy stormtroopers try to open the gate with explosive charges. The heroes can fire from the protection of the compound walls, which provide cover. If the Imperials breach the gate, they stream inside the starport and attack any character they see.

The Traitor (CL 8)

If the heroes repel the attack with the gate intact, Varan Cormin grows more anxious, believing that it's just a matter of time before the Imperials bombard Akkalo Station, killing him in the process. He activates a remote, opening the gate, then smashes the remote so it can't be used again. Seeing the opportunity, the AT-ST enters the compound 3 rounds later and begins blasting the heroes.

Whether Cormin opens the gate or the Imperials breach the gate on their own, by the time they gain entry to the station, the shuttle is nearly repaired. The heroes must hold off the Imperial forces for 6 more rounds while the remaining coolant is loaded. When this process is complete, the pilot contacts the heroes over a comlink and orders them to board the shuttle.

Technician Varan Cormin

A talented mechanic, Varan Cormin was conscripted by the Empire to provide service at Akkalo Station. Although he dislikes the Imperials, he's a coward at heart, more concerned with his own well-being than with supporting the Rebellion.

Varan Cormin (V) **CL 1**
Medium Human nonheroic 4
Dark Side 2
Init +2; **Senses** Perception +3
Languages Basic, Durese, Sullustese

Defenses Ref 12 (flat-footed 12), Fort 11, Will 11
hp 18; **Threshold** 11

Speed 6 squares
Melee welding torch +2 (1d6–1)

Ranged hold-out blaster +3 (3d4)
Base Atk +3; **Grp** +3
Special Actions Point Blank Shot

Abilities Str 8, Dex 10, Con 12, Int 15, Wis 13, Cha 14
Feats Armor Proficiency (light), Point Blank Shot, Skill Focus (Deception, Mechanics), Weapon Proficiency (pistols, simple weapons)
Skills Deception +14, Mechanics +14, Perception +3, Use Computer +9
Possessions hold-out blaster, welding torch (treat as stun baton), haz-chem coveralls (treat as blast helmet and vest, +2 armor)

Technician Varan Cormin Tactics

When the heroes arrive, Cormin does what he can to assist them—until the Imperial forces arrive with greater numbers and firepower, at which point he sees the writing on the wall. After the Imperials enter the station, Cormin tries to stay out of harm's way, hoping that the reinforcements will retake the starport. He does not participate in combat against the heroes unless given a clear opportunity to do so at no risk to himself.

T8 Loading Vehicle

The T8 loading vehicle is a typical example of the millions of such vehicles found in starports around the galaxy. Cheap and easy to use and repair, the T8 has an open cab and front-loading forks for moving cargo onto and off of starships. Although the loading vehicle has no weapons, the heroes can use it as a makeshift battering ram, to block the main gate, or as mobile cover.

T8 Loading Vehicle — CL 1

Large ground vehicle (wheeled)
Init +4; **Senses** Perception +5

Defense Ref 10 (flat-footed 10), Fort 18; +1 armor
hp 60; **DR** 5; **Threshold** 23

Speed 6 squares (max. velocity 90 km/h)
Fighting Space 2×2; **Cover** +5
Base Atk +0; **Grp** +13

Abilities Str 26, Dex 10, Con —, Int 10
Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 50 kg; **Consumables** none; **Carried Craft** none
Availability Licensed; **Cost** 5,000 (1,000 used)

Conclusion

If the heroes manage to board the shuttle and escape the starport, regardless of whether they destroyed the AT-ST, award them experience equivalent to defeating a CL 8 encounter.



Features of the Area

This area has the following features.

Illumination: The battle takes place during the day, with no penalties for low light.

Cover: The landing pad is full of places that provide cover. In some cases (such as a character sitting inside the loading vehicle), the Gamemaster can rule that the target has improved cover.

Hangar Bay: The hangar bay contains most of the gear and equipment that the heroes can use to defend the starport. Varan Cormin hides here.

Walls: The outer walls of the starport are 8 meters tall and made from ferrocrete (200 hit points; DR 10). They can be scaled with a DC 20 Climb check.

Watchtowers: The ferrocrete watchtowers (100 hit points; DR 10) offer an excellent view, allowing a character to see up to 2 kilometers away. Characters inside a watchtower gain cover.

Gate: The main gate of the compound is made of thick durasteel (90 hit points; DR 10). It can be opened as a swift action from a control panel adjacent to the gate (see map), from the command center, or by any character with a gate remote.

Mini-Adventure #4: That Which Does Not Kill Me . . .

"That Which Does Not Kill Me . . ." is a mini-adventure designed for 6th-level heroes. While scouting the woods for information on enemy positions, the heroes are ambushed by Human troops. Even if they survive the ambush, victory is in doubt when the enemy sends in a war droid to finish them off.

Adventure Background

A number of patrols in the region have been lost in recent weeks, and command is concerned that a pattern might be developing. The rank and file are beginning to talk, and their uneasiness is causing friction among the troops. Without patrols reporting back with information on enemy movements, the officers who plan the day-to-day operations of the forward military post are virtually blind. Word from the top is that it's time to send in an elite group to find out what, exactly, is responsible for the disappearances.

Adventure Outline

First, the heroes must spy on the woodlands village of Liethae to gain information on possible enemy activity in the area, although they are not to engage in combat unless attacked first. After scouting the village, they must check out a nearby clearing to look for proof that smugglers are delivering supplies to the enemy. However, the heroes are not alone in the dense woods. They are ambushed by trained soldiers and must confront an Arakyd AZ-Series battle droid with orders to eliminate all intruders. If the heroes survive, they return to their base and report on what they have learned.

Mission Briefing

The heroes are contacted by their commanding officer and assigned to scout behind enemy lines. According to the officer, there have been reports of enemy movement between the village of Liethae and a clearing in the woodlands nearly 10 kilometers to the east. The officer provides the following briefing, which should be read aloud:

"Your assignment is to pass to the northwest and scout the perimeter of Liethae, a village with enemy sympathies. You are not to engage the inhabitants of Liethae unless you are attacked. However, we don't expect that the villagers will attack you, even if they manage to spot you. We'd prefer that you refrain from being seen, so keep your heads down. All we want you to do is observe the village and note anything unusual.

"After you investigate Liethae, proceed 10 klicks to the east to a clearing that looks to have been manufactured within the past month or two. We suspect it's being used by smugglers who are bringing supplies and weapons to the enemy, but we have no proof. If you find patterns that are consistent with freighters landing in the clearing, high-tail it back here with all speed and let us know. Better yet, if you can catch a freighter unloading materiel, try to discover what they're transporting.

"I'm sure you've also heard the rumors that have been going around. They're true—we've lost contact with a number of patrols recently. There's not much we can say about it, except that you're the best we've got. Good luck."

With no time to waste, the heroes should arrange to set out immediately. Ideally, they will move during the evening, since the lack of light will help them maintain some semblance of stealth. The Gamemaster can keep the heroes on their toes by throwing in a few brief encounters with wildlife, but don't get bogged down with those types of fights, since they are not the primary focus of this mini-adventure.

The Village

The heroes should have little trouble scouting the village of Liethae. If they perform a quick sweep of the perimeter and investigate, they find that one structure is being used as a barracks for a small group of enemy troops. The heroes must make basic Stealth checks to remain out of sight; foolhardy characters who insist on getting closer than necessary have to make more difficult checks.

The heroes were ordered not to initiate hostilities. But if they are attacked first, or if they defy their orders and try to catch the enemy troops unawares, use the statistics for the Rebel Trooper on page 280 of the Saga Edition core rulebook. Sixteen enemy combatants are in and around the barracks building, with another four patrolling the village in two pairs.

The Ambush (CL 6)

Somewhere between the village and the clearing, the heroes trigger the Unexpected Company encounter (see page 182). This encounter is the focus of the mini-adventure, but it won't be the end of the scenario—unless the heroes meet their own end in the process.

The Clearing

After scouting the village, noting the presence of enemy troops, and defeating or avoiding the ambushers, the heroes should continue to the clearing. As their commander officer said, it is about 10 kilometers east of Liethae. The clearing shows obvious clues that a starship has landed recently: The ground-level flora has been crushed by landing struts, and signs of passage, including tracks from booted feet, are scattered all about. A DC 10 Perception check allows heroes to find garbage that indicates recent activity: empty food and drink packaging, a cold campfire, and a Dilnlexan cigar butt or two.

In addition, any hero who makes a DC 15 Survival check notices that some of the tracks in the area appear to have been made not by Human feet but by a droid or small walker. The tracks lead off into the woods, heading north.

These tracks were made by an Arakyd AZ-Series battle droid, a nasty antipersonnel droid that was left behind to keep its optical scanners on the clearing. This particular droid, as well as a number of others, have been hunting down patrols over the last month or two. If destroyed, the droid's memory banks can be extracted (requiring a DC 20 Mechanics check) and analyzed to confirm this activity.

Arakyd AZ-Series Battle Droid

If the heroes follow the unusual tracks or enter the northern woods area on their own, the droid (hidden to the north, out of sight) begins to formulate its advance and method of attack. Its orders are to wipe out any intruders, and the heroes qualify as targets.

The AZ is an older battle droid. Over time, AZs have been known to develop a penchant for cat-and-mouse tactics, which is often interpreted by organics as a sadistic streak. This tendency leads to a theoretical lapse in tactical sense, especially when the droid is presented with only one or two targets. For this reason, AZs are typically memory-wiped every two or three months.

A large, four-legged droid emerges from the trees in eerie silence. Its legs are mounted on a cylindrical base that is topped by a single sensor hub. A wicked-looking claw extends from the left side of the hub, and a large blaster cannon is mounted to another appendage that protrudes from the right. The hub rotates from left to right, taking in the scene, before the droid advances with cold precision toward its chosen target.

Arakyd AZ-Series Battle Droid **CL 6**

Large droid (4th-degree) soldier 6
Init +10; **Senses** darkvision, low light vision; Perception +12
Languages Basic (understand only), Binary

Defenses Ref 21 (flat-footed 19), Fort 23, Will 18
hp 77; **Threshold** 33
Immune droid traits

Speed 8 squares (walking)
Melee claw +11 (1d6+8)
Ranged blaster cannon +9 (3d12+5) or
Ranged blaster cannon +9/+9 (3d12+5/3d12+5) with Double Attack
Fighting Space 2×2; **Reach** 1 square
Base Atk +6; **Grp** +16
Atk Options Charging Fire, Double Attack (heavy weapons), Running Attack

Abilities Str 20, Dex 14, Con —, Int 12, Wis 14, Cha 6
Talents Armored Defense, Improved Armored Defense, Weapon Specialization (blaster cannon)
Feats Armor Proficiency (light, medium), Charging Fire, Double Attack (heavy weapons), Running Attack, Weapon Focus (blaster cannon), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +10, Jump +13, Knowledge (tactics) +9, Perception +12
Systems heuristic processor, durasteel plating, claw appendage, tool appendage, walking locomotion with 2 extra legs, darkvision, hardened system ×2, improved sensor package, internal comlink, locked access, secondary battery
Possessions blaster cannon
Availability Military; **Cost** 15,630 credits (5,210 used)

Arakyd AZ-Series Battle Droid Tactics

If the droid is outnumbered by more than four to one, it takes advantage of concealment as much as possible and begin to snipe at visible heroes with its blaster cannon. If it can whittle the party down to one or two characters, the droid retreats slightly and attempts to attack from a different angle.

Return to Base

After their encounter with the AZ-Series battle droid, surviving heroes should return to their base with the information they've gathered on the village, the enemy troops, and the clearing. If they went above and beyond the call of duty to complete their mission, they receive the appropriate recognition. However, if the heroes engaged in unnecessary combat at the village, they are chastised (although not actively punished) by their superior officers.

Encounter: Unexpected Company

Challenge Level 6

SETUP: This encounter serves as the main challenge of "That Which Does Not Kill Me . . .," the mini-adventure introduced on the previous two pages.

This encounter takes place in a heavily wooded area. The ambushers are positioned on the map as indicated, but they should not be revealed until the heroes notice them. The heroes start the encounter on the left edge of the map, moving toward the right edge. When a hero moves into a location that has line of sight to an ambusher, allow that hero to make a DC 26 Perception check to notice the enemy lying in wait. (The DC already takes into account the fact that the ambushers benefit from concealment.) The ambushers automatically see the heroes unless the party takes pains to move surreptitiously.

If at least two heroes move within visual range of the ambushers, the ambushers open fire during the surprise round (if there is one). Ambushers who do not have line of sight when the ambush is sprung hold their fire until they have a target.

Areas marked with heavy foliage are considered to be difficult terrain.

Read-Aloud Text

If the heroes fail to notice the enemy prior to the ambush, read the following text aloud:

As you move through the undergrowth, the sounds of nature are suddenly replaced by the cacophony of blaster fire from the trees up ahead. It's an ambush!

On the other hand, if the heroes notice one or more ambushers first, read the following text aloud:

The noises of the forest suddenly recede, replaced by an eerie, unnatural silence. The hair at the back of your neck stands on end, and the only sound you hear is that of your own heartbeat. As you focus your eyes on the dark trees and bushes ahead, you suddenly notice the partially concealed form of a humanoid figure, rifle raised and ready to fire.

Ambusher (6)

The ambushers are trained veterans who have been sent out to perform a job—kill the enemy—and they do their best to complete the mission. However, they are not supersoldiers or heartless fanatics. Read the following description aloud:

This Human soldier is dressed in well-worn combat armor, covered with a camouflage poncho. His face is painted to complement his uniform, and he wields his blaster rifle like a trained professional. He seems at most 20 years old, but his eyes show that he's seen more than his share of death and destruction.

Ambusher **CL 2**
Medium Human nonheroic 6
Init +4; **Senses** Perception +8
Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 11, Will 10
hp 21; **Threshold** 11

Speed 6 squares
Melee unarmed +4 (1d4)
Ranged blaster rifle +5 (3d8) or
Ranged frag grenade +5 (4d6, 2-square burst)
Base Atk +4; **Grp** +4
Atk Options autofire (blaster rifle), Point Blank Shot, Precise Shot

Abilities Str 10, Dex 13, Con 12, Int 10, Wis 11, Cha 8
Feats Armor Proficiency (light), Point Blank Shot, Precise Shot, Skill Training (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Perception +8, Stealth +14, Survival +8
Possessions blast helmet and vest (+2 armor) with integrated comlink, camouflage poncho, blaster pistol, blaster rifle, frag grenade, utility belt with medpac

Ambusher Tactics

The ambushers attempt to kill the heroes in the most efficient manner possible. If their line is encountered at either end, the opposite flank swings around to catch the heroes in a crossfire. If the ambushers push the heroes back, they pursue the characters for a short distance before regrouping and returning to their base. On the other hand, if more than half the ambushers are killed, or if their officer is killed, the remaining members retreat into the surrounding woods.

Ambusher Officer

Like his troops, the ambusher officer is a trained soldier who has survived many engagements. He is older than the other ambushers and carries an air of command. Read the following description aloud:

Judging by his insignia, this Human is in a position of authority over the other soldiers. His demeanor is one of control and confidence, and he carries his carbine with practiced ease.

Ambusher Officer CL 5
Medium Human nonheroic 4/noble 3/officer 1
Force 2
Init +8; **Senses** Perception +10
Languages Basic, Bocce

Defenses Ref 16 (flat-footed 16), Fort 15, Will 20
hp 33; **Threshold** 14

Speed 6 squares
Melee unarmed +6 (1d4+2)
Ranged blaster carbine +5 (3d8+2)
Base Atk +6; **Grp** +6
Atk Options autofire, Point Blank Shot
Special Actions Born Leader, Coordinate, Trust

Abilities Str 10, Dex 8, Con 10, Int 13, Wis 12, Cha 14
Talents Born Leader, Coordinate, Trust
Feats Improved Damage Threshold, Point Blank Shot, Precise Shot, Skill Focus (Persuasion), Skill Training (Perception), Skill Training (Stealth), Toughness, Weapon Proficiency (rifles, simple weapons)
Skills Initiative +8, Knowledge (tactics) +10, Perception +10, Persuasion +16, Stealth +13
Possessions comlink (encrypted), blaster carbine, camouflage poncho, uniform, datapad with geographic data

Ambusher Officer Tactics

The ambusher officer uses his Born Leader, Coordinate, and Trust talents to get the most out of his troops. If his troops gain the advantage or pin down the heroes, the officer uses his comlink to call in an artillery strike on their location (see page 101 for rules on artillery strikes).

Conclusion

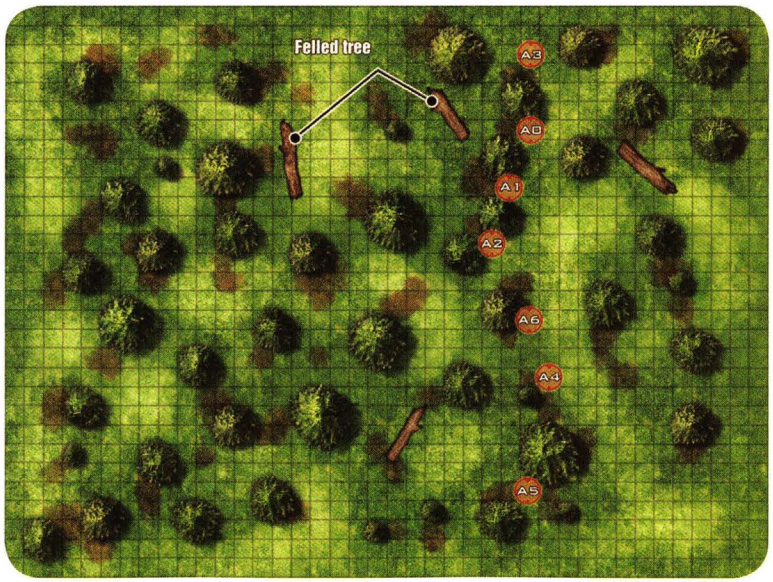
If the heroes neutralize the ambushers, they can advance and search the area. Other than the officer's datapad, the heroes find little useful equipment. The datapad contains encrypted information and can be accessed with a passcode or hacked as normal. Of interest is a map of the area that shows the current locations of several enemy units, including the mortar team that might have been used to bombard the heroes' position. The datapad is not a breathtaking prize for the heroes, but it is worth bringing back to their base.

Ambushers who are captured remain silent, but only within reason. They are experienced troops, but they are not elite soldiers trained to withstand extreme interrogation.

If the heroes are captured, they are stripped of weapons and equipment and taken farther behind enemy lines for questioning.

Features of the Area

The area is composed of dense foliage and undergrowth. Any area not clearly designated on the map as a path is considered to be difficult terrain. In addition, trees, whether standing or felled, provide readily available cover, and the undergrowth can conceal both attackers and defenders.



Mini-Adventure #5: No Man Left Behind

"No Man Left Behind" is a mini-adventure designed for 8th-level heroes. In this scenario, the characters must make their way to a Rebel base thought destroyed by Imperial forces to find an intelligence officer who survived the bombardment. An Imperial unit is also approaching the site, and heroes must race to find the survivor first.

Adventure Background

During the Galactic Civil War, Darth Vader ordered a massive hunt to locate Moff Kalast, an Imperial traitor who supplied the Rebellion with vital codes that showed the design of the original Death Star. Eventually, intelligence revealed that Kalast might be in hiding on Jabiim, a muddy, rain-soaked planet in the Outer Rim where the Rebellion had established bases.

The Empire sent a considerable force to Jabiim, but the troops were met by a formidable Rebellion fleet and army on the ground. A protracted battle took place, resulting in the destruction of many homesteads and settlements of the native Jabiimites. The Rebels fought fiercely to protect their bases, but Imperial forces overran most of them.

Adventure Outline

The heroes are part of the Rebellion army on the planet Jabiim. With the destruction of several bases and encampments, Rebel command has ordered the withdrawal of forces to consolidate in a newly formed headquarters. Imperial bombardment and the crush of ground troops completely overran many Rebel bases, and all personnel stationed at such sites were thought lost. However, an intelligence officer has sent an encrypted transmission reporting that he managed to survive and is holed up inside one of the former bases. He is wounded and unable to escape, especially now that Imperial troops have begun to sweep the area for survivors.

Rebel command will make every effort to prevent the capture or death of the stranded officer. The heroes, being close to the area, are ordered to make their way to the base, find the intelligence officer, and meet up with Rebel sympathizers who will take him to a safe location. Rebel command warns the heroes that a large contingent of Imperial troops is making its way into the area. If the characters move quickly, they can probably get into the base without any major conflicts, but getting out could be difficult.

Rain falls constantly on Jabiim. The atmosphere makes electronic communication spotty and prevents repulsorlift technology from functioning without extensive alteration. Although starfighters and the like can fly in the atmosphere using their ion engines, speeders and similar vehicles do not work without significant alteration. Thus, both the Empire and the Rebellion rely on walkers and wheeled vehicles for ground transportation.

Reaching the Base (CL 6)

The heroes are only a few kilometers away from the abandoned Rebel base and can make it there on foot with relative ease. Command's intelligence was correct: The area is mostly devoid of an Imperial presence—for the moment, at least. But a few scattered patrols have begun to approach the base.

Have the heroes make three separate DC 20 Stealth checks as they travel to the Rebel base. If all three checks succeed, the characters elude Imperial patrols and reach the base without incident. However, if they fail at least one Stealth check, they are spotted by a patrol of four stormtroopers and two heavy stormtroopers, who attack immediately. This encounter takes place on a map of the Gamemaster's devising but should include one area of cover; the rest has been blasted away during previous air strikes or is simply the muddy terrain of the planet.

Because Jabiim's atmosphere is particularly full of electromagnetic interference, the Imperial patrols (if encountered) cannot report the presence of the characters to their commanders.

Read-Aloud Text

Eventually, the heroes spot their objective—a ferrocrete bunker atop a low, muddy hill. The intelligence officer is inside, almost unconscious from pain and the meds that he used to treat his wounds. Read aloud the following text:

At last, you come upon the Rebel base. The building, crafted from ferrocrete that shows the ravages of recent bombardments, sits atop a low, muddy hill. Switchbacks carved into the side of the hill lead to the bunker. This cramped, trenchlike path is carved partly into the side of the hill; it provides cover but is difficult terrain. A low pall of smoke rises from the bunker, and on the roof of the structure is some sort of antiaircraft emplacement, its barrels pointing toward the sky.

Up the Hill (CL 3)

The heroes must make their way up the side of the hill to get to the bunker. Unknown to the characters, when the Rebels abandoned the base, they left three Vigilant 2X-Series Picket Droids (see page 55) at key points in the trenches. The retreating Rebels gave the droids one final order: Blast any anything that tries to ascend the hill. The droids expended their grenade launcher ammunition long ago and attack the heroes using only their heavy repeating blasters. Players might realize that simply avoiding the droids can work to their advantage, since the droids will still be in position when the Imperials approach.

The Intelligence Officer

If the heroes defeat or avoid the droids on the hill and reach the bunker, they find the blast door shut and locked. However, the door has been damaged by repeated attacks, making it easier to open. The heroes can bypass the door's lock with a DC 20 Use Computer check or blow the lock open (30 hit points; DR 10).

Once inside, they discover that the base is in utter disarray. The repeated bombings knocked everything over, and the Rebels seem to have taken or destroyed all vital equipment and documents when they left. However, the bunker appears to have power, including a working sensor array. Allow the heroes to make a DC 10 Perception check. If they succeed, they notice a ladder on one side of the room that leads up to the roof and the antiaircraft gun.

If the heroes search the bunker, a DC 15 Perception check reveals a light repeating blaster with a full charge, three frag grenades, and two medpacs in the debris.

The intelligence officer lies beside the communication terminal. He's been seriously wounded and is barely conscious. Upon seeing the heroes, he smiles, groans, and says, "It's about time. Get me out of this place. We don't have long," before slipping into unconsciousness.

The heroes should administer aid to the officer if they wish to get him out of the bunker alive. If the characters manage to revive him, he'll fight alongside them to the best of his abilities.

Firing on the Strafing TIE Fighter



Encounter: The Extraction

Challenge Level 7

SETUP: This encounter serves as the climax of "No Man Left Behind," the mini-adventure introduced on the previous two pages.

Now that the heroes have discovered the intelligence officer and treated to his wounds, they must get him out of the bunker, down the switchbacks, and across a turgid river to the north so they can meet with their sympathizer contacts. By this time, however, an Imperial patrol has arrived to check the base for survivors, along with a TIE fighter that sweeps the area on a reconnaissance mission. If the heroes expect to leave the bunker alive, they must first destroy the fighter.

Read-Aloud Text

Just as the heroes are getting ready to exit, the bunker's sensors detect the arrival of the TIE fighter and the ground troops. Read aloud the following text:

As you prepare to leave, one of the sensor panels bleeps in warning of an approaching enemy. Even through the thick walls of the bunker, you hear the low, haunting scream of an ion engine as it makes a low pass over the hill. The sensor panel suddenly springs to life, giving data that indicates the presence of a TIE fighter making loops around your location. "Enemy detected," says the computer's impassive voice. "Charging antiaircraft emplacement. Personnel required on roof to operate."

Immediately after, the sensors ping once more, showing the presence of several ground troops at the base of the hill. The Imperials have arrived in full force.

If any heroes go to the roof, have them make Stealth checks to avoid being spotted by the TIE fighter. Once inside the gun emplacement, the heroes can attack the fighter while the Imperial ground forces make their way up the hill's switchbacks toward the base. The ground forces consist of seven stormtroopers and four heavy stormtroopers.

Imperial Tactics

The Imperial troops run into the same problems that the heroes faced when they climbed the switchbacks. The terrain is difficult, muddy, and hampered by limited visibility. The heavy stormtroopers take the lead, laying down suppressing fire and throwing grenades around corners to clear the way. The heroes, farther up the hill, have the advantage of height and cover from their angle (although if they leave the base to attack the approaching troops, they might be targeted by the TIE fighter).

Once a hero starts shooting with the antiaircraft gun, the TIE fighter focuses its attentions on the weapon. If the antiaircraft emplacement is destroyed or abandoned, the fighter begins strafing any heroes out in the open.

If the heroes left any of the Vigilant 2X Picket Droids intact, the droids rain fire down on the Imperials trying to climb the hill.

Conclusion

If the heroes eliminate or avoid all Imperial troops, they can make their way to the river on the north edge of the map. They must make Swim checks to get across the water. Once the heroes are on the far bank, the Jabiimite sympathizers reveal themselves from the cover of the scrubby bushes and trees and ask, "Who goes there?" After the heroes prove that they are Rebels, the Jabiimites remove a camouflage tarp from a ground vehicle and drive everyone to a nearby village. There, the sympathizers tend to the group's injuries while a shuttle is en route to pick them up.

If the heroes fail to keep the intelligence officer alive but still make it to the rendezvous, the nervous Jabiimites suspect a ruse. A DC 20 Persuasion check convinces the wavering sympathizers to take the heroes back to the village. If the check fails, the Jabiimites abandon the vehicle, inform the heroes that they are on their own, and melt back into the landscape.

The heroes should be awarded experience for a CL 8 challenge for successfully completing this encounter.

Features of the Area

The Rebel bunker and switchbacks have the following features.

Illumination: The constant rain and smoke limits visibility. Beyond 6 squares, all characters and vehicles have concealment (for details, see page 156 of the Saga Edition core rulebook).

Mud Patches: Some areas of the map are filled with thick mud that sucks at boots and slows movement. These areas are considered difficult terrain.

Impassible Terrain: The sides of the hill are so steep, slick, and covered with razor wire and debris that they are effectively impassible to ground troops or vehicles. The switchbacks are the only way up the hill.

Cover: The original purpose of the switchbacks was to provide cover for troops defending the bunker. Characters in a particular section of the switchback have cover against targets not in that section.

Command Bunker: The bunker (500 hit points; DR 10) is built from thick ferrocrete. The sensor system inside is still operational and can pinpoint the location of any target within 2 kilometers with a DC 15 Use Computer check.

River: Located on the north side of the map, the river is 5 feet deep at the edges and 10 feet deep in the middle. Treat the river as calm water for the purposes of Swim checks.

Antiaircraft Emplacement: On the roof of the base is a quad-laser antiaircraft emplacement. It is covered in thick armor, giving the gunner inside an effective Reflex Defense 22 and DR 10. The targeting computer remains operational, giving the gunner a +2 bonus to attack rolls against flying targets. The gun cannot tilt low enough to shoot targets on the hill or on the ground.

Electromagnetic Interference: The atmosphere of the planet interferes with electronic devices. To use a comlink, a hero must make a DC 20 Use Computer check. Repulsorlift vehicles and droids that have not been adapted to the environment cannot move.



Mini-Adventure #6: Choke Point

"Choke Point" is a mini-adventure designed for 8th-level heroes. The characters are ordered to invade and secure a heavily defended bunker complex and take any military and medical supplies that can be put to use.

Adventure Outline

This mini-adventure is fairly self-contained and requires little exposition. Enemy forces have dug in along an established line, and the heroes' advance has begun. Scouts have reported the positions of several enemy choke points, the weakest of which is a bunker complex with two blaster emplacements. The entrance(s) to the bunkers have yet to be found, but the guns have been far from silent. The heroes must proceed to the forward scouts' position, gain access to the bunker complex, and clear it out.

Mission Briefing

The commanding officer in charge of the heroes calls them in for a quick mission overview. Read the following briefing aloud:

"The offensive is commencing as planned. A number of choke points along our path of advance have been discovered by forward scouts. One of these is a small complex of bunkers, located here. While I'd just as soon sow the area with artillery, Command would like us to search the complex for valuable supplies and intelligence. This means I need to send a team in to mop the place up. That team is you.

"Proceed to grid coordinate 2 G Delta and meet up with recon team 05. They've been on the scene for a number of hours now, and I'm sure they're tired of waiting. They'll tell you what you need to know. Now get moving."

The heroes should waste no time in arriving at their destination by whatever means are available.

Recon Team 05

The recon team consists of a Human sniper, Lev Palik, and his spotter, Wren Cristol; for both, use the Elite Rebel Trooper statistics on page 281 of the Saga Edition core rulebook. Their orders are to hold their position and observe, and that's precisely what they intend to continue doing. If the heroes ask for support, the scouts offer to snipe available targets from a distance, but not much else.

Lev and Wren can tell the heroes about the location of a possible entrance to the bunker complex. A patch of underbrush cleverly conceals a narrow opening, which they presume gives access to the bunkers. Unfortunately, approaching the entrance will expose the heroes to the light repeating blaster fire coming from the bunkers' weapon emplacements.

Down and In (CL 8)

With little else to do but go forward, the heroes must access the bunker and clear it of all hostiles. Run the encounter "On Hands and Knees" (page 189).

Conclusion

If the characters clear out the bunker complex and capture supplies or prisoners, their commander officer lauds them as true heroes. Returning to base, especially with one or more prisoners in tow, might be an adventure in itself.



RAIDING THE BUNKER

Encounter: On Hands and Knees

Challenge Level 8

SETUP: This encounter serves as the climax of "Choke Point," the mini-adventure introduced on the previous two pages.

The map includes two main locations: the exterior area of the bunker, which includes the emplacements and the two concealed entrances, and the interior tunnels, including any portion of the bunker complex that is below ground.

Enemy soldiers occupy positions as detailed on the map, but keep this information secret until the heroes encounter them. The enemy field medic is in the bunker complex's infirmary, along with five wounded soldiers who are unconscious and either seriously or critically hurt, presenting little, if any, risk to the heroes.

The bunker emplacements are constructed to appear as natural deviations in a hilly rise and are concealed with local vegetation. A DC 20 Perception check is required to notice the emplacements, although they become obvious immediately if the emplacement gunners open fire. The bunker entrances are concealed even more thoroughly; locating an entrance requires a DC 25 Perception check.

Read-Aloud Text

If a hero manages to notice an emplacement before the gunner within notices him or her, read the following text aloud:

As you advance through the underbrush, you suddenly notice a line of darkness in the hillside ahead. Halting, you examine the uncanny gloom further. You can just make out the barrel of a blaster protruding from the shadows, panning back and forth in search of targets.

When the heroes enter the area that is defined on the map as the armory, read the following text aloud:

The room is stacked with boxes and crates, each bearing military markings that identify the contents as ordnance. These supplies include a crate of grenades, a half-dozen carefully stacked blaster rifles, various other types of blasters, and worn blast helmets and vests hanging from the walls. This looks to be an armory or storage area.

When the heroes enter the area that is defined on the map as the barracks, read the following text aloud:

This large, dismal room contains orderly rows of cots and accompanying footlockers. Two fusion lanterns dangle from the ceiling, dimly illuminating the area. The smell of close-quarters living is strong.

When the heroes enter the area that is defined on the map as the living area, read the following text aloud:

This medium-sized room contains three ramshackle tables. A deck of cards has been spread across one of the tables. The other two show signs of recent activity—alloy plates laden with partially eaten rations and cups filled with steaming liquid sit unfinished where their owners left them.

When the heroes enter the area that is defined on the map as the infirmary, read the following text aloud:

Six cots line the northern wall of this room, five of them occupied by unconscious humanoid figures who take ragged, pained breaths. At the southern end of the room is a bloodstained table surrounded by medical equipment, over which a fusion lantern provides the only illumination. A deactivated 2-1B medical droid stands near the table.

Standing over one of the unconscious figures is a stooped Human soldier with bloodstains on his uniform and medical insignia on his epaulets. Although he is a healer, he stands ready to defend the wounded patients in his care.

Army Soldiers (8)

The army soldiers in the bunker complex are tasked with maintaining its security and repelling troops that attempt to advance through the area. The well-trained, well-equipped soldiers are willing to sacrifice themselves to fulfill their objectives. They have been stationed in the complex for some time without relief, and the lack of support has started to wear on them. Read the following description aloud:

The soldier is dressed in a dirty uniform and wields a well-maintained blaster carbine. Although he appears exhausted, he seems ready to fight and kill to defend himself and his fellows.

Army Soldier **CL 3**
Medium Human nonheroic 3/soldier 2
Init +8; **Senses** Perception +8
Languages Basic

Defenses Ref 14 (flat-footed 13), Fort 16, Will 13
hp 28; **Threshold** 16

Speed 6 squares
Melee gun club +6 (1d6+3) or
Melee knife +6 (1d4+3)
Ranged blaster pistol +6 (3d6+1) or
Ranged blaster carbine +5 (3d8+1) or
Ranged light repeating blaster +3 (3d8+1) or
Ranged frag grenade +5 (4d6+1, 2-square burst)
Base Atk +4; **Grp** +6
Atk Options autofire (blaster carbine or light repeating blaster), Gun Club, Point Blank Shot, Rapid Shot (pistols)

Abilities Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 8
Talents Gun Club
Feats Armor Proficiency (light), Point Blank Shot, Rapid Shot (pistol), Skill Training (Initiative), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +8, Perception +8, Survival +8
Possessions knife, blaster pistol, blaster carbine, light repeating blaster, frag grenade

Army Soldier Tactics
The army soldiers defending the bunker complex use their knowledge of its layout to their advantage. If such an action seems prudent, they will try to collapse the bunker's ceiling to impede or injure trespassers. They will not destroy access to their exits unless extremely hard pressed.

Because of the restricted environment, the soldiers use blaster pistols, pistol butts, and knives while navigating the tunnels. In the larger rooms, they gladly use their carbines or light repeating blasters against invaders.

Field Medic
The field medic assigned to the bunker complex is less skilled in combat than the soldiers, but he is dedicated to maintaining the safety of the wounded in his care. The medic has seen the number of soldiers in his unit dwindle slowly over the past several months, which has soured his attitude toward his superior officers. He has not become disloyal, but he is less likely to put his life on the line if the wounded soldiers in the infirmary are not directly threatened.

Field Medic **CL 2**
Medium Human nonheroic 6
Init +4; **Senses** Perception +5
Languages Basic, Bocce, Huttese

Defenses Ref 11 (flat-footed 10), Fort 10, Will 12
hp 15; **Threshold** 10

Speed 6 squares
Melee laser scalpel +5 (1d3–1)
Ranged blaster pistol +5 (3d6)
Base Atk +4; **Grp** +5
Atk Options Point Blank Shot, Weapon Finesse

Abilities Str 8, Dex 12, Con 10, Int 14, Wis 15, Cha 13
Feats Point Blank Shot, Skill Focus (Knowledge [life sciences], Treat Injury), Surgical Expertise, Weapon Finesse, Weapon Proficiency (pistols, simple weapons)
Skills Endurance +8, Knowledge (life sciences) +15, Perception +5, Treat Injury +15, Use Computer +10
Possessions laser scalpel, blaster pistol, datapad, fusion lantern, medical kit, 4 medpacs, surgery kit

Field Medic Tactics
The field medic is trained to fight but does so only if the lives of his patients are threatened. If that occurs, he uses his blaster pistol to shoot enemies as the opportunity presents itself.

Conclusion
The bunker complex contains a number of weapons and medical supplies (see the Features of the Area sidebar), but unless the heroes interrogate surviving enemies, they gain little intelligence about the complex. If the heroes neutralize the blasters or power generators of the weapon emplacements, their forces will be able to move through the area safely.

Features of the Area

The bunker complex has the following features.

Illumination: The interior of the bunker complex is not illuminated unless otherwise noted. Heroes without darkvision must supply some form of light to see.

Emplacements: Aside from the tunnels in the bunker complex, the only ingress to the armored emplacements are the firing apertures, which are 1 meter wide by 20 centimeters high. Gunners manning these weapon emplacements are considered to have improved cover and receive a +10 bonus to their Reflex Defense. The outward-facing walls of the emplacements have 50 hit points and DR 10.

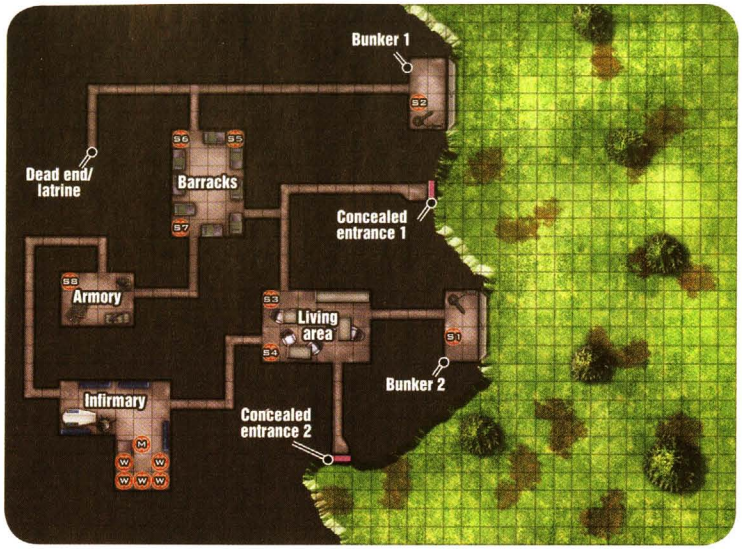
Tunnels: The tunnels that link the rooms in the complex are 1 meter wide and just over 1 meter in height. Medium creatures entering these cramped conditions must crouch and can move at only half speed. Large creatures probably cannot enter the tunnels (at the Gamemaster's discretion). A creature in a tunnel cannot move through a square occupied by another creature unless both take move actions to facilitate a switch.

Rooms: The interior rooms of the bunker complex, including the interiors of the bunker emplacements, are just over 2 meters in height, roomy enough for most creatures to navigate in a standing position.

Walls and Ceilings: Although sturdy, the walls of the bunker complex will not stand up to continuous blaster hits or explosive bursts. Dealing a combined total of 25 points of damage to a ceiling section causes it to collapse, along with the ceiling sections in adjacent squares. Creatures caught under a collapsing ceiling take 2d6 points of damage from the falling debris and eventually suffocate unless they can free themselves or are freed by their allies. To free himself or herself, a character must make a DC 20 Strength check; success allows the character to move 1 square in any direction (but not into a wall or other solid obstruction). If this movement takes the character out of the debris, he or she is freed.

Explosives: If an explosive detonates in a tunnel or a room of the complex, its effects (including damage and burst radius) are increased 1.5 times. The ceiling sections within the burst radius of an explosion collapse, as do those in adjacent squares.

Floors: The floors are made of packed dirt and, in the larger rooms, warped wooden planks and scraps of alloy siding.



Equipment and Supplies

The following areas of the complex contain the equipment and supplies noted.

Armory: The armory contains a number of weapons and other military supplies, including 6 blaster rifles, 3 blaster carbines, 4 blaster pistols, 29 power packs, 12 fragmentation grenades, 1 light repeating blaster, and 4 blast helmets with vests.

Barracks: The barracks have enough cots and footlockers to house 12 soldiers, but only eight are currently assigned to the complex. The footlockers contain the soldiers' family photos, personal datapads, and other sundries.

Emplacements: Each of the two weapon emplacements is equipped with a light repeating blaster and a power generator.

Infirmary: Although the infirmary is not the equivalent of a professional clinic or a medical bay, it is stocked with medical supplies, including 13 medpacs, 2 medical kits, 1 surgery kit, and a 2-1B medical droid.

Living Area: The living area is probably the least militarized section of the complex. Three tables are crammed within its tight confines. The northern wall features a small cooking area that includes ration canisters and a hot plate.

Mini-Adventure #7: Piracy in Deep Space

"Piracy in Deep Space" is a mini-adventure designed for 10th-level heroes. In this scenario, the characters must assault and recapture an Action VI transport that has been commandeered by pirates of the Black Sun criminal syndicate. The ship contains vital medical supplies that must be delivered to a planet in need.

Adventure Background

During the years of the Old Republic, soldiers spent a tremendous amount of time fighting pirate armies and criminal organizations whose size rivaled that of many legitimate governments. In the Outer Rim, where the Republic had less influence, pirates proved a constant threat, hijacking starships and stealing vital supplies bound for planets in need. Although the Republic did its best to prevent such attacks, their limited resources meant that as many as one in twenty ships fell victim to pirates.

In one such case, the *Azure Queen*, an aging Action VI transport loaded with bacta and medical supplies worth at least 500,000 credits, was bound for the planet Rutan. After receiving a deceptive distress call from what it thought was a Republic ambassador, the ship diverted from its course and succumbed to attacks by Black Sun pirates on the edge of an asteroid field. The captain of the *Azure Queen* managed to send out a call for help before the pirates jammed the ship's hyperwave transmitter. During the attack, the pirates' freighter landed a critical hit that took the *Azure Queen*'s hyperdrive offline, leaving the ship stranded dangerously close to the asteroid field. The pirates sent a boarding party to seize the transport and repair the hyperdrive.

Adventure Outline

The heroes are the only Republic troops within range of the *Azure Queen*. They are currently in command of a Koensayr ILH-KK *Citadel*-class cruiser, which has superior firepower to the pirates' YU-410 light freighter, the *Cutting Strike* (see page 65). Upon arriving at the coordinates of the distress call, the heroes must fight off the pirates' ship, then dock with the drifting *Azure Queen*. After capturing the ship's docking bay, the heroes must make their way to the bridge to take out the pirates before they complete their repairs of the hyperdrive and escape to Black Sun territory (with the heroes still on board).

The *Citadel*-class cruiser that the heroes are piloting has the capacity to carry two starfighters, but the docking bays are currently empty because the ships were called away for other duty.

Koensayr ILH-KK *Citadel*-class Cruiser* **CL 7**
Colossal space transport
Init −4; **Senses** Perception +5

Defense Ref 15 (flat-footed 14), Fort 26; +14 armor
hp 120; **DR** 15; **SR** 30; **Threshold** 76

Speed fly 12 squares (max. velocity 830 km/h), fly 3 squares (starship scale)
Ranged laser cannons +1 (see below) and 2 ion cannons +1 (see below) and medium concussion missiles +3 (see below) or
Ranged laser cannons +1 (see below) and 2 ion cannons +1 (see below) and tractor beam +3 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +36
Atk Options autofire (laser cannons)

Abilities Str 42, Dex 12, Con —, Int 12
Skills Initiative −4, Mechanics +5, Perception +5, Pilot −4, Use Computer +5

Crew 3 (normal); **Passengers** 14
Cargo 50 tons; **Consumables** 6 months; **Carried Craft** 2 starfighters (currently none)
Payload 12 medium concussion missiles
Hyperdrive ×2, navicomputer
Availability Licensed; **Cost** 205,000 (120,000 used)

Laser cannons (gunner)
Atk +1 (−4 autofire), **Dmg** 5d10×2

Ion cannons (gunner)
Atk +1, **Dmg** 5d10×2 ion

Medium concussion missiles (pilot)
Atk +3, **Dmg** 8d10×2, 4-square splash

Tractor beam (pilot)
Atk +1 (grapple +36)

* *These statistics represent a baseline Citadel-class cruiser with a normal crew from Starships of the Galaxy. Adjust statistics according to the heroes' abilities.*

Locating the Azure Queen

The last transmission that the *Azure Queen* sent out gave its coordinates. However, pinpointing its exact position is difficult because of damage to the ship and interference from the *Cutting Strike* and from the unusually high metal ore content of the nearby asteroid field. Once the heroes arrive at the given coordinates, they must make a DC 20 Use Computer check to detect the stranded transport's signature among the asteroids. Once they do, they can speed toward the ship, but as they do so, they are intercepted by the pirates.

Ambush (CL 9)

When the heroes come out of hyperspace, they find themselves dangerously close to a dense asteroid field, making the journey to the *Azure Queen* all the more hazardous. For 3 rounds, the heroes must steer through sparse asteroid field debris while they try to lock onto the *Azure Queen*'s signal. Each round, they must make a DC 15 Pilot check to steer safely; failure means that their ship takes 4d6 + 20 points of damage. Eventually, they get a visual on the *Azure Queen*, which seems to be tumbling in space, venting gases and leaving a trail of metallic wreckage in its wake.

Divide the battle map into three equal zones. The first zone is clear space, the second zone contains sparse debris from the asteroid field, and the third zone contains heavy debris. The stranded transport floats in the sparse debris at the edge of the second zone. The *Cutting Strike* floats alongside it, hidden among the heavy debris of the third zone. If the heroes make a DC 25 Use Computer check, they detect the presence of the freighter. If the check fails, the pirates surprise the heroes.

The battle takes place in the third zone of the asteroid field. Each round, each side (the heroes and the pirates) must make a DC 25 Pilot check or its ship takes 6d6 + 30 points of damage. If the heroes can lure the *Cutting Strike* into the second zone (or use the cruiser's tractor beams to pull the freighter into the second zone), the ships can fight in sparse debris, which requires DC 15 Pilot checks instead of the DC 25 checks required in the third zone.

The pirates know that they must destroy the heroes' ship to buy enough time for the crew aboard the *Azure Queen* to finish repairs and jump into hyperspace. The pirate captain is on board the stranded transport; the second-in-command aboard the *Cutting Strike* will not risk his own life or his ship to retrieve the pirates on the *Azure Queen*. If the *Cutting Strike* is reduced to 20 hit points or fewer, it jumps into hyperspace, leaving the other pirates to their fate.

Boarding the Azure Queen (CL 6)

After the *Cutting Strike* is destroyed, disabled, or jumps into hyperspace, the heroes can attempt to board the *Azure Queen*. However, as they approach the transport, the pirate captain opens a channel to discuss terms. Read the following text aloud:

As the Azure Queen *grows larger in the viewport, your comlink crackles to life. The face of a scarred Rodian fills the screen. "Attention, Republic vessel," he says. "I am Malva Greeku, commander of the privateer Cutting Strike. You are outside your area of jurisdiction. However, it seems that you've bested my ship, and I commend your abilities. Their failure will not go unpunished. But I warn you that we have a large boarding party, and the crew of this vessel is in our control. Leave us alone, and we will release the crew unharmed on a civilized planet. If you insist on making things difficult, we will begin executing the crew." The transmission cuts off.*

Allow the heroes to make a DC 15 Use Computer check; with a success, they determine that the transport's hyperdrive is offline. A subsequent DC 25 Mechanics check reveals that, based on the visible damage, it will probably take the pirates 1 hour to complete repairs.

If the heroes do nothing, after about an hour, the *Azure Queen* jumps into hyperspace and is gone. If the characters decide to take the ship, they find boarding a dicey proposition. The transport is spinning laterally and spewing dangerous chemicals and other debris. Lining up the ships at the proper angle requires a DC 25 Pilot check, in addition to the Pilot check needed to avoid the asteroids (which could be sparse or heavy, depending on where the ships link up). If the heroes successfully grab the *Azure Queen* with their tractor beam, they can stabilize the transport enough to gain a +5 bonus to Pilot checks for the purposes of docking.

If the heroes line up the ships and get within range, they manage to dock with the *Azure Queen*, connecting at one of the transport's cargo bays. Upon boarding the vessel, they find the cargo bay illuminated with eerie red emergency lighting and full of crates and gear—but devoid of pirates.

Run "Retaking the *Azure Queen*," the climactic encounter on the next page.

Encounter: Retaking the Azure Queen

Challenge Level 11

SETUP: This encounter serves as the climax of "Piracy in Deep Space," the mini-adventure introduced on the previous two pages.

When the pirates boarded the *Azure Queen*, they expected little resistance and brought only a handful of personnel with them. Now that the heroes have boarded, the pirates fear that they will be outnumbered or outgunned, so they gather the hostages and make a stand in the bridge. They have cut the power in most of the ship and locked doors in hopes of slowing down the heroes long enough for their KDY-4 tech droid to finish repairing the hyperdrive, allowing them to take the transport to safe territory.

Black Sun Pirate (3)

The three Black Sun pirates are extremely loyal to Captain Greeku. They know that since their own vessel either was destroyed or left them behind, they have no choice but to fight to the death or face life in a penal colony.

Black Sun Pirate (P) **CL 6**
Medium Human nonheroic 6/scout 2/scoundrel 2
Force 2
Init +5; **Senses** Perception +5
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 16, Will 14; Dodge
hp 42; **Threshold** 16

Speed 6 squares
Melee vibro-ax +8 (2d10+3)
Ranged heavy blaster pistol +7 (3d8+2) or
Ranged stun grenade +7 (4d6 stun)
Base Atk +6; **Grp** +7
Atk Options Point Blank Shot, Sneak Attack +1d6
Special Actions Jury-Rigger, Shake It Off

Abilities Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 8
Talents Jury-Rigger, Sneak Attack +1d6
Feats Armor Proficiency (light), Dodge, Point Blank Shot, Shake It Off, Skill Training (Endurance, Pilot), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Deception +9, Endurance +11, Mechanics +5 (can reroll when jury-rigging, must take the result of the reroll), Perception +5, Pilot +11
Possessions vibro-ax, heavy blaster pistol, 2 stun grenades, utility belt, comlink

Captain Malva Greeku

Captain Malva Greeku is an operative in the ranks of the Black Sun who was given his own ship to conduct raids and piracy on behalf of the organization. Choosing his turf near the Hydian Way, he has earned quite a reputation as a capable captain, a deadly shot with a pistol, and a slippery combatant. Having received information from an inside source, Greeku spent weeks planning the hijacking of the *Azure Queen* in hopes that its bounty would propel him to the rank of enforcer, giving him even more clout and wealth. He's gambling with his future, and the fact that the Republic has stumbled upon his plan makes him even more dangerous and willing to take risks.

Malva Greeku (G) **CL 10**
Medium Rodian scoundrel 6/noble 3/gunslinger 1
Force 6; **Dark Side** 9
Init +18; **Senses** low-light vision; Perception +10
Languages Basic, Huttese, Rodese

Defenses Ref 28 (flat-footed 25), Fort 20, Will 22
hp 56; **Threshold** 20

Speed 6 squares
Melee stun baton +7 (1d6+5)
Ranged heavy blaster pistol +11 (3d8+5) or
Ranged heavy blaster pistol +6/+6 (3d8+5) with Double Attack or
Ranged stun grenade +10 (4d6+5 stun)
Base Atk +7; **Grp** +10
Atk Options Acrobatic Strike, Dastardly Strike, Deceptive Shot, Double Attack (pistols), Lucky Shot, Point Blank Shot, Precise Shot
Special Actions Born Leader, Rally

Abilities Str 10, Dex 16, Con 10, Int 13, Wis 11, Cha 15
Talents Born Leader, Dastardly Strike, Deceptive Shot, Disruptive, Lucky Shot, Rally
Feats Acrobatic Strike, Armor Proficiency (light), Double Attack (pistols), Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Acrobatics, Deception, Initiative), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Acrobatics +18, Deception +17, Initiative +18, Perception +10 (can reroll), Pilot +13
Possessions stun baton, heavy blaster pistol, 2 stun grenades, stun cloak, YU-410 light freighter (the *Cutting Strike*), utility belt, comlink

Greeku's Tactics

Fully aware that the heroes have docked with the *Azure Queen*, Greeku cuts the power to many portions of the ship, hoping that the poor lighting conditions will slow them down. He moves the transport's captured crew into the captain's quarters, which are adjacent to the bridge, and orders one of his pirates to stand guard over them. Greeku and the rest of the pirates remain on the bridge and prepare to hold off the heroes.

The pirates have locked all doors in the areas indicated on the map, leaving only one way into or out of the bridge—the turbolift. When the heroes breach the bridge doors, the pirates throw stun grenades and then use their heavy blaster pistols. They do not hesitate to get within close range and attack with their vibro-axes.

During the battle, if Greeku is reduced to 10 hit points or fewer, he uses his comlink to order the guard to start executing hostages, leaving the *Azure Queen*'s captain for last.

Features of the Area

The bridge of the *Azure Queen* has the following features.

Illumination: With the vessel operating at minimal power, the bridge is lit with red emergency lighting, which provides shadowy illumination.

Turbolift: The turbolift leads from the bridge to the bay where the heroes left their ship. It contains a camera.

Cameras: A network of cameras mounted in most corridors and turbolifts of the ship can be monitored from the bridge or the captain's quarters. The heroes can destroy these cameras (5 hit points; DR 1) to deny the pirates knowledge of their activities.

Doors: All doors (80 hit points; DR 15) in the bridge and adjacent areas are locked; each can be bypassed with a DC 20 Use Computer check.

Hyperdrive Station: The pirates have brought along a KDY-4 tech droid (see page 51) to repair the transport's hyperdrive. The droid is positioned at the hyperdrive station, coordinating repairs down below. If the pirates can hold off the heroes and protect the droid from harm for 10 rounds, it completes the repairs.

Captain's Quarters: The pirates have already killed three members of the *Azure Queen*'s crew. The five remaining members, including the captain, are bound and being held in the captain's quarters. These captured crew members do not participate in the fight in any way. The captain's quarters also contains a medpac.

Crew Quarters: Each crew quarters contains bunks and one medpac.

Lounge: The ship's lounge holds nothing of interest. A camera monitors this room.

Storage: The storage room contains a tool kit, a medpac, and four power packs.

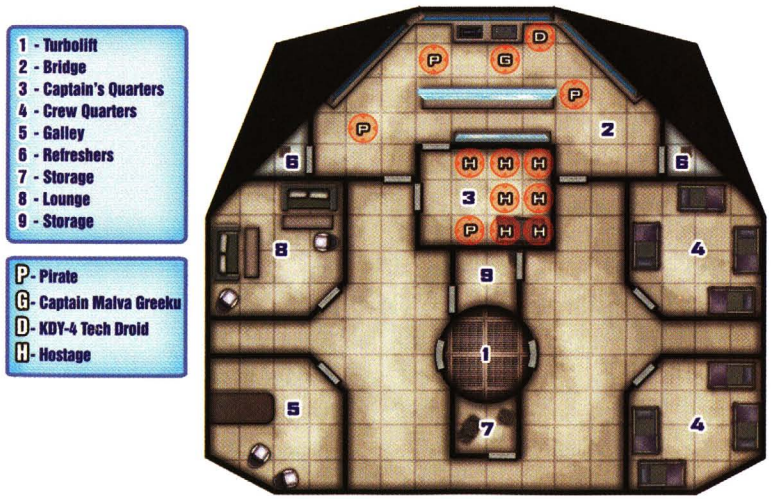
Galley: The galley contains a medpac and 50 kilograms of adequate food.

Refresher: Each refresher contains a medpac.

Conclusion

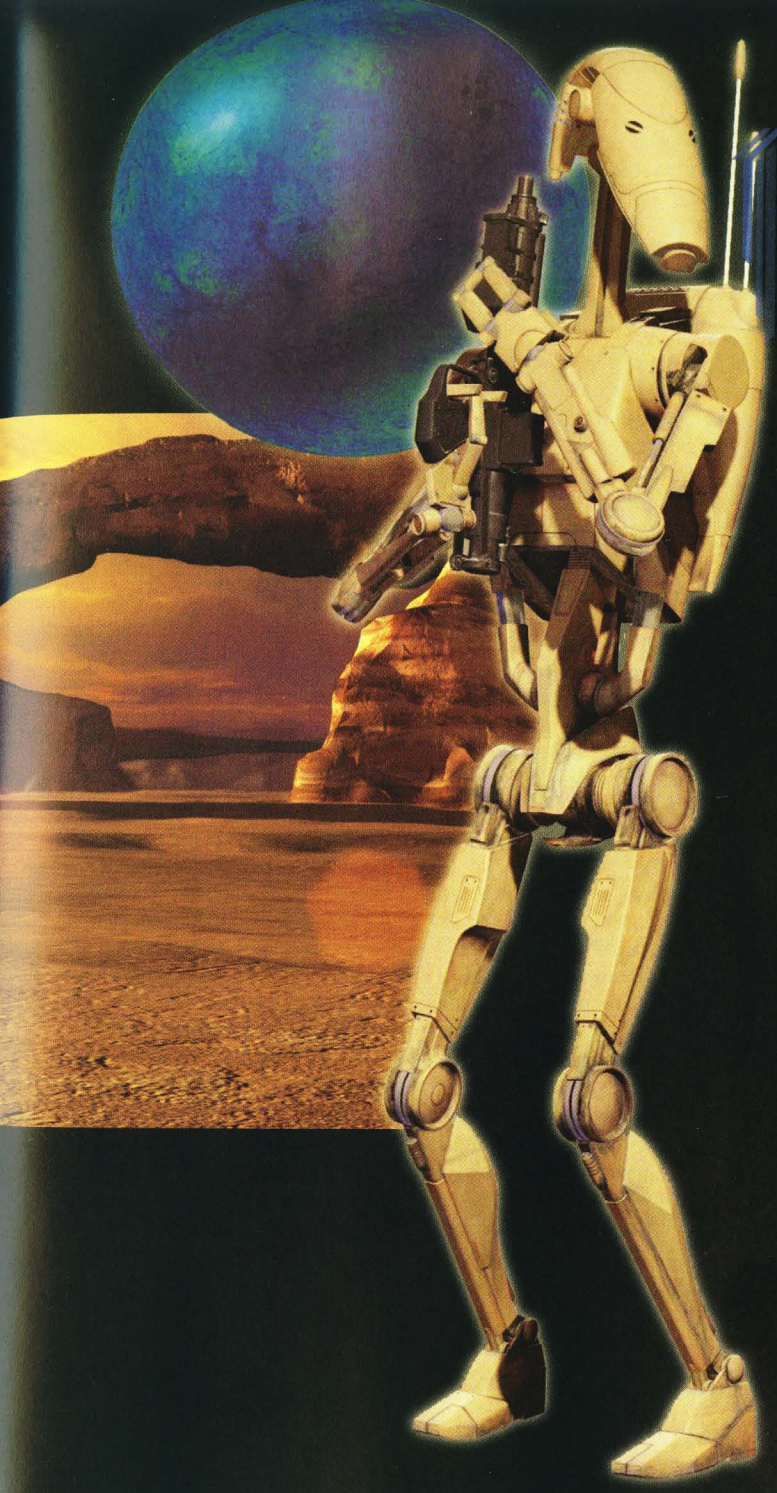
If the heroes fail to secure the bridge or destroy the KDY-4 tech droid within 10 rounds, the droid completes repairs, and the *Azure Queen* jumps into hyperspace, bringing the heroes and their ship along for the ride. The jump takes them into orbit around Nar Shaddaa, where three stolen Corellian Corvettes await the arrival of the captured transport. If the heroes manage to return to their ship and leave the *Azure Queen*, they can try to fight the Corvettes, but they are clearly outmatched.

If the heroes defeat the pirates before the transport jumps into hyperspace, they receive experience for a CL 10 challenge. If the captain of the *Azure Queen* survives the encounter, he rewards the heroes by paying them 1,000 credits for each crew member (if any) who survived the hijacking.



Chapter VII
Operation: First Breach





"Operation: First Breach" is a complete adventure that can be used as a part of a campaign featuring warfare. This adventure is set during the Clone Wars, but with some slight adaptation it can be altered to fit in almost any era that features two powerful military forces at war with one another. In this adventure, the heroes take on the role of a strike force sent to soften the defenses of a world controlled by their enemies, a theme that fits in with almost any era.

This adventure is designed for five 3rd-level characters. Although some of the challenges in this adventure may be a bit tougher than 3rd-level heroes normally have to face, resourceful characters should be able to handle themselves. Additionally, this adventure makes use of many of the concepts presented elsewhere in this book, tying them together into an adventure that highlights the themes found in the military side of the *Star Wars* galaxy. Because this adventure is set during the Clone Wars, it makes use of some of the statistics and information found in *The Clone Wars Campaign Guide*. Although the necessary statistics are presented here, you may want to read through that book to get a better idea of what the individual items are and how they interact with the time period surrounding the Clone Wars.

If you are a player, you should stop reading now so that you do not spoil any surprises for yourself. If you are the Gamemaster, be sure to read through this adventure thoroughly before running it. Additionally, you may want to familiarize yourself with the Vehicle Fire Effects rules from page 67 for one of the later encounters.

Opening Crawl

For Gamemasters who wish to have an opening crawl before their adventure, consider using the read-aloud text below:

Star Wars

Operation: First Breach

It is a time of desperation for the Galactic Republic. Separatist forces have captured the planet Tirahnn, shutting down a major source of much-needed resources along the Perlemian Trade Route.

Sensing the urgency of the situation, the Republic has prepared an invasion force to liberate the planet. The Separatist forces present a daunting front, and more than brute force is necessary for victory.

In order to ensure victory, the Republic has prepared a plan to soften the planet's defenses ahead of the invasion. This strike team will be the first to breach the Separatists' defenses, and will make way for the liberation of the world...

Part 1: Insertion

The adventure opens with the heroes being summoned to the tactical operations center aboard the *Solidarity*, a *Venator*-class vessel that serves as the flagship for Jedi Master Ezar Elasra's small but successful Mid Rim battle group. This adventure presumes that the Republic has some reason to trust the heroes, either because they have worked with the Republic before, or because they come recommended by a trusted ally. The heroes receive not only a summons, but directions that a *Theta*-class shuttle will pick them up and transport them to the *Solidarity*. Be sure to give the heroes time to set their affairs in order, do any shopping they need to, or perform any downtime activities they wish before the shuttle arrives. Although there should be a sense of urgency about the communiqué, this will be the last chance the heroes will have to do these things until the end of the adventure.

The shuttle arrives at the appointed time and location—somewhere near the heroes' location when they are ready to go—and within hours they are dropping out of hyperspace at a rendezvous point. The *Solidarity* appears to be much the same as all of the other *Venator*-class Star Destroyers, although it has clearly seen its share of battle. Repair crews work all over the outside of the ship, patching holes that were punched in the hull by turbolaser fire. As the shuttle docks with the *Solidarity*, describe the battle damage to the cruiser, the spacesuit-wearing repair crews, and the gaping holes that reveal deep gouges into the interior of the ship.

The Briefing

The heroes are escorted by a pair of clonetroopers to Master Elasra's private briefing room. Ezar Elasra is a tall, powerfully-built Barabel with crimson scales covering most of his body. He has donned a functional set of black Jedi robes, and paces before a hologram of a yellow planet hovering above a tactical display. Attending Master Elasra is the captain of the *Solidarity*, a meticulous looking Human from Corulag who introduces himself as Captain Ralen. Also in the room, peering closely at the tactical display, is a clone commando with his helmet removed. Captain Ralen introduces the commando as Commander Husk, and then dismisses the clones that escorted the heroes to the briefing room. Once introductions have been made, Master Elasra begins the briefing. Read the following aloud:

"The planet you see before you is Tirahnn, a world on the Perlemian Trade Route. Some months ago, the planet fell into Separatist hands, and we could not spare the resources to oppose them. Since that time, the Separatists have used their control of the world to disrupt trade and supply lines, and the Jedi Council has tasked us with dislodging the Separatists and reopening the trade route.

"This display shows the Separatist defense fleet around Tirahnn. As you can see, the planet is extremely well defended, and a direct attack against such a fleet would be costly.

"Tirahnn's capital city possesses a planetary ion cannon that was used unsuccessfully in its defense when the Confederacy took control of the planet. We believe that a small strike force can slip past the blockade, seize control of the planetary ion cannon, and use the cannon to launch a surprise attack against the fleet in orbit. With a large amount of the defense fleet disabled by the ion cannon, our fleet will jump into the system, engage the remaining defenders, and launch a full-scale ground assault to liberate the planet."

At this point, it should be clear to the heroes that they are to be the strike force. Captain Ralen then continues the briefing to explain that the heroes will be transported by an LAAT/s stealth dropship used by the Republic Commandos for covert insertion into enemy territory. The heroes will also be accompanied by a squad of four clone commandos and a contingent of six clonetroopers. While the heroes perform their assigned mission, the clonetroopers will remain at the landing site to guard the LAAT/s from snooping droids. The clone commandos have their own mission: Infiltrate and sabotage the primary Separatist military base on Tirahnn. The Republic needs the heroes because they can pass as citizens of Tirahnn, while the clones would be recognizable even without their armor.

This is a good chance for the heroes to ask questions about the mission. Below are some answers to common questions the heroes may have:

- **How do they find the ion cannon?** Republic Intelligence has pinpointed the ion cannon's location. The data will be transferred to the heroes' datapads.
- **How are they supposed to capture the ion cannon?** That is a decision largely up to them. The heroes are expected to make an on-site assessment of how to capture the ion cannon. Republic Intelligence has identified a Zygerrian Separatist, identified as Commander Zolghast, as the man in charge of the ion cannon's security. Should the heroes encounter Zolghast, their orders are to capture him alive and hold him for interrogation.
- **What does the Republic know about Zolghast?** He is a paranoid man who has tried to remain hidden even during the occupation. He issues commands from a remote location, but little else is known. It is believed that he is the only one with the firing codes necessary to operate the ion cannon.
- **What kinds of opposition are they likely to face?** The Separatists have a wide array of droids and vehicles occupying the planet, but for the most part the heroes should only have to deal with battle droids in capturing the ion cannon.

Smooth Landings

Once the heroes have prepared for the mission, they are loaded onto the LAAT/s and the mission begins. The dropship disembarks from the *Solidarity* and then jumps to lightspeed, leaving the fleet behind. Within a matter of hours, the ship emerges from hyperspace well away from the planet of Tirahnn. From there, the pilot powers down most nonessential systems and the ship begins the long, nearly silent trip from the edges of the system toward Tirahnn itself.

After several hours, the planet Tirahnn fills the forward viewport of the ship. The clone pilot calls back to everyone that they are going to full silent mode and orders that all electronics be shut down (including droids). Read the following description:

The transport glides silently through space, appearing as a black speck to anyone that happens to be observing from one of the Separatist ships. There are long, tense moments that pass as the dropship passes through the Confederacy blockade, but no turbolaser fire flashes after you. The ship begins to rattle as it plunges into the atmosphere, seeming to be nothing more than a meteorite burning up on entry.

Once clear of the blockade, the clone pilot begins firing up the dropship's systems to bring it in for a covert landing on the night side of the planet. However, before the pilot has a chance to set a suitable approach vector, the entire ship bucks as it is tossed around by errant wind currents. There is the sound of tearing metal, and alarm klaxons begin to sound throughout the interior of the ship.

"Strap in!" calls the pilot. "This is going to hurt."

Due to unforeseen weather patterns, the ship's angle of descent is much more severe than the pilot had planned for. Moreover, multiple maneuvering repulsors were damaged during the initial stages of reentry, sending the ship careening toward the ground. There is little the pilot can do to control the descent. At this point, the heroes have the chance to make a big difference in how severe the crash is. Allow each hero to take a single action to aid in the landing of the careening ship. Below are a few examples of the kinds of things the heroes can do to help with the landing, but they are by no means every possible measure that can be taken; if your heroes come up with creative solutions, don't be afraid to improvise.

- A hero trained in the Mechanics skill can attempt to repair some of the maneuvering repulsors that burned out during atmospheric entry. A DC 19 Mechanics check restores some maneuverability that had been lost.
- A hero trained in the Pilot skill can attempt to take the copilot seat, assisting the clone pilot in the descent. A DC 14 Pilot check helps level the angle of descent, reducing the chances of a fatal crash.
- A hero trained in the Use Computer skill can operate the ship's sensors, calculating a better approach vector given the new circumstances. A successful DC 19 Use Computer check not only calculates a new approach, it also grants any hero acting as copilot a +2 circumstance bonus on a Pilot check.
- A hero trained in the Treat Injury skill can prepare the ship's passengers for a hard landing. A DC 24 Treat Injury check allows the hero to administer sedatives and prepare protective gear, helping reduce the chance of injury on impact.
- A hero trained in Use the Force can use his or her skill in manipulating objects telekinetically to hold the ship together and prevent further damage. A successful DC 24 Use the Force check allows the hero to keep any other external pieces from being torn off during the landing.

If the heroes are successful in at least three of these skill checks, read the following aloud:

The ship plunges toward the ground at a steep angle, and the pilot yells a battle cry as he pulls back on the yoke. The ship lurches upon impact with the ground, and threatens to rattle itself apart as it digs a deep furrow in the ground. After what seems like hours but is really less than a minute, the dropship comes to a halt.

Long moments of silence follow, until Commander Husk calls out to the cabin, "Everyone 100 percent?" Within moments, the remaining clonetroopers and clone commandos all signal that they are fine, and bright moonlight streams into the ship's passenger hold as one of the side doors is forced open.

If the heroes do not succeed in at least three skill checks to reduce the severity of the crash, read the following text instead:

The ship plunges toward the ground at a steep angle, and the pilot yells a battle cry as he pulls back on the yoke. The ship lurches upon impact with the ground, and threatens to rattle itself apart as it digs a deep furrow in the ground. After what seems like hours but is really less than a minute, the dropship comes to a halt.

Long moments of silence follow, until Commander Husk calls out to the cabin, "Everyone 100 percent?" A few voices answer in the affirmative, but there is silence from others. One of the clone commandos looks up from where he is hunched over another clone. "Looks like some of our boys are on permanent R&R." Once the side door of the ship opens, letting the bright moonlight in, you see that only two of the six clone troopers survived the crash, and that the pilot was killed as well.

Welcoming Committee

Unfortunately for the heroes, a downed dropship is not the end of their tribulations. A roggwart from Vendaxa was accidentally released from captivity during the Separatist invasion, and it has sought refuge in the wilds nearby. Unfortunately, the sound of a crash and of small and delicious humanoids exiting the crashed ship have attracted its attention. As the heroes and clones are removing their supplies from the LAAT/s, the roggwart roars to announce its presence.

Tactical Encounter: The roggwart has been living off of small animals in the wilds of Tirahnn for weeks, and it is hungry for something larger than the local wildlife. Refer to the "Drop Zone" tactical encounter on page 206 for details on how to run this encounter.

Development: With the roggwart slain or otherwise subdued, the mission can begin. The twinkling lights of the capital city glimmer in the night, only klicks away according to Commander Husk, and the clone commandos have their own mission to perform. As they unload BARC speeder bikes from the hold of the dropship and begin assembling them, Commander Husk hands the heroes a holoprojector with a three-dimensional topographical map of the surrounding area, pulled from the sensor banks of the LAAT/s. He informs the heroes that if they set out now, they should reach the city before dawn, making it easier to avoid notice by Separatist sentries.

If the clone troopers survived, they load up as much as they can carry and set off to make a base camp in the nearby foliage. Since they would be recognized inside the city, they prepare to hunker down and wait for the invasion to begin. The clone commando demolitions officer rigs the LAAT/s with explosives, and once everyone is safely clear he blasts the dropship into so much scrap metal, preventing the sensitive information it might be carrying from falling into Separatist hands.

With that, Commander Husk dons his stealth armor helmet and turns to the heroes. "Good luck," he calls, "And watch out for the clankers."



The weakened roggwart attacks near the LAAT/s

Tirahnn, Capital City

The capital city of Tirahnn, also called Tirahnn, is a place full of towering skyscrapers and wide, broad bazaars throughout the city. The Separatist invasion has done little to stop the bazaars from operating, although the populace does seem a bit subdued. The signs of the Confederacy presence can be felt everywhere. Droid squads march down the streets, the glinting diode eyes of droidekas watch for signs of dissent from rooftops, and droid starfighters zoom overhead with the whine of repulsors. At first glance, it seems as though the city is heavily occupied, if not repressed.

Most of the inhabitants of Tirahnn seem to be going about their business as usual, though there are occasionally signs of trouble. Battle droids cluster around a stall in a bazaar, rifling through the owner's possessions looking for smuggled weapons. Hailfire tank droids roll down the street, turning their armament of missiles toward any gatherings of people until they disperse. Separatist leaders ride in armored vehicles, flanked by dozens of super battle droids that indiscriminately shove people out of the way. These minor background elements can help reinforce the presence of the occupying force, and should motivate your heroes to help liberate the planet.

Tirahnn

Region: Mid Rim
Climate: Warm
Gravity: Standard
Moons: 9
Length of Day: 28 standard hours
Length of Year: 272 local days
Sapient Species: Humans (60%), various other species (40%)
Government: Mercantile oligarchy
Capital: Tirahnn
Major Exports: Luxury items, agricultural goods
Major Imports: Technology

Knowledge (Galactic Lore)

DC	RESULT
10	Tirahnn is a planet that thrives on commerce. It is a major hub on the Perlemian Trade Route and is at the center of the Zeemacht Cluster.
15	The various towns and cities on Tirahnn are famous for their large bazaars, where nearly any item imaginable can be bought—for the right price.
20	Tirahnn's wealthy live in towering skyscrapers, rarely descending to areas that they see as "below their station," and many claim to have not set foot on the ground in decades.

Finding Commander Zolghast

Once the heroes have made their way into the capital city, their first task is to find Commander Zolghast. Based on what they were told during their briefing, Zolghast is a paranoid man, but he is also the only person on the planet with access to the firing codes for the planetary ion cannon. Zolghast has commandeered a small building that was once an police outpost in Tirahnn's main financial district. The building has been converted into a defensible bunker by the paranoid commander, and now it is defended by battle droids and the commander's two Geonosian bodyguards. From the bunker, Zolghast issues commands remotely, only occasionally venturing out to make sure that everything is running smoothly at the planetary ion cannon.

The heroes need to find Zolghast, and they have several avenues available to them to accomplish this. The following are some explanations of the most common methods the heroes might use to find out where Zolghast is hiding.

Any heroes can use the Gather Information skill to find Commander Zolghast. Their inquiries lead them to a Draethos woman named Shara-Or who was once a police officer who lost her job when Zolghast ousted her from command of the building that would become his bunker. Shara-Or has been working as a private security officer in one of the skyscrapers owned by TaggeCo. A successful Gather Information check points the heroes in her direction; alternately, they might use other skills, pay out bribes, or find other means of locating Shara-Or. She's none too pleased with being displaced by the Separatist leader, and willingly tells the heroes the general location and information about Zolghast's bunker. She's bitter, and she wants to see Tirahnn liberated by the Republic, so the heroes should have no fear of revealing their identities or their mission to her.

Alternately, the heroes might decide to ambush a Separatist patrol and get the information out of them. Most droids on the planet are controlled by one of the droid control ships orbiting the planet, and most cannot willingly reveal the location of Zolghast's bunker. However, ambushing a battle droid patrol does open up the option of tapping into their internal computer systems to try and retrieve data. Most battle droid patrols on Tirahnn consist of eight B1-Series battle droids, two B2-Series super battle droids, and either a tactical droid or an OOM-Series officer droid. The memory banks of tactical droids and OOM-Series droids contain basic information that can be used to triangulate Zolghast's bunker; retrieving that data requires a DC 19 Use Computer check.

If your heroes choose neither of these two methods, here are some of the most pertinent facts about Zolghast's hiding place that can help you figure out how to adjudicate their efforts.

- Commander Zolghast spends the majority of his time in the bunker. His food and supplies are brought to him, and he sleeps on a bed that slides out from the wall.
- Zolghast tells no one the location of his bunker, except for those who already know: the police that once occupied the bunker, his superiors in the fleet above, his personal servant droid that brings him supplies, and a small number of Confederacy officers on the ground.
- The bunker is connected to the ion cannon control center directly by underground tunnel. Zolghast never exits the front door of his bunker; if he must leave, he travels to the planetary ion cannon, exiting its structure to hide the presence of his bunker.
- The battle droids that occupy the bunker, and the droid control ship that commands them, are the only droids and computers that know Zolghast's true location at any time.
- Zolghast occasionally issues orders directly to patrols in the city via computer in order to protect the bunker from imagined threats.

Tactical Encounter: With knowledge of Zolghast's bunker in hand, the heroes can attempt to capture the commander and his firing codes. The commander rarely leaves the facility, bringing several days' worth of rations with him at a time to minimize the amount of time he must spend unprotected. When the heroes arrive, they find the bunker sealed up tightly. Though they may be able to talk their way inside, given Zolghast's paranoia there is a good chance he will command his battle droids to simply open fire. Refer to the "Zolghast's Bunker" tactical encounter on page 208 for details on how to run this encounter.

Development: With Zolghast subdued and the firing codes for the planetary ion cannon in hand, the heroes also make another discovery: an underground tunnel leading from the bunker to a secret entrance of the ion cannon facility. Although Zolghast denies knowledge of it, the passageway twists and turns under the streets of Tirahnn until it reaches a secret basement in the ion cannon's control facility. The heroes can use this to gain access to the ion cannon, without having to go through the front doors. However, this secret entrance is guarded (as they may later discover), whereas going through the front doors, while more difficult, allows them to bypass this encounter. See below for more information on the secret entrance into the cannon's control building.

Part 2: The Ion Cannon

Armed with the firing codes to the planetary ion cannon and having access to a secret entrance into the cannon's structure, the heroes must seize control of the ion cannon and fire it at the fleet waiting in orbit. From this point, the heroes have three major options. Their first option, and perhaps the most obvious, is to infiltrate the ion cannon by accessing the secret entrance beneath the structure. However, there are two other options they might consider. First, the heroes might try and breach the planetary ion cannon through the blast doors leading out onto the street. Alternately, the heroes might choose to infiltrate the ion cannon through the roof access. Either of these two options circumvent the secret entrance encounter, though this may not necessarily be a good thing. The following sections describe the various parts of the planetary ion cannon and how the encounters within that structure fit together.

Breaching the Secret Entrance

If the heroes follow the long tunnel leading from Zolghast's bunker to the planetary ion cannon, they emerge from the tunnel in a small security room meant to guard the secret entrance from intruders. The secret entrance functions as a security control room (see page 147) for the purposes of its responsibilities and actions. This control room's computer has an Intelligence modifier of +6 and a Will Defense of 21 and is unfriendly to users other than the designated OOM-Series battle droid.

Tactical Encounter: When the heroes approach, they have the opportunity to do so with caution. The tunnel turns at an angle shortly before it intersects with this security checkpoint, meaning that the droids in the checkpoint may not be immediately aware of the heroes' approach. The heroes can make Stealth checks to hide, gaining the element of surprise when the security control room is breached. The droids in this area are not exceptionally alert, as this supposedly secret passageway is known only to Zolghast and the few droids that guard it. Refer to the "Back Door" tactical encounter on page 210 for details on how to run this encounter.

Development: If the heroes managed to take out the defenders in this area without an alarm being raised, they should have the element of surprise when they enter the main floor of the ion cannon's structure. Should the heroes achieve an attitude of friendly or helpful on the security control room's computer, they can see live video feeds of the main control center above. This should give them ample opportunity to plan their attack, or come up with a different strategy. The droids elsewhere in the facility are controlled by a Droid Control Ship above, meaning that the heroes have no opportunity to shut them down from within the ion cannon facility.

Ion Cannon as Battlestation

The planetary ion cannon of Tirahnn is intended to use the basic concepts of battlestation construction and use, as presented in Chapter 5. However, as a small structure, it doesn't have many of the same locales that larger battlestations will have. The planetary ion cannon has the following basic statistics, which should help the Gamemaster improvise any unexpected situations that might come up.

CL 4
Hazard Attacks: +6
Hazard Damage: 10 (3d6, 2d8+1, 2d10)
Main Computer Intelligence modifier/Will Defense: +6/21

The Ion Cannon Control Center

Eventually, the heroes will need to seize control of the main control center of the planetary ion cannon. The ion cannon can only be fired from the computers in the main control center, and the cannon requires that Zolghast's command codes be provided before the firing sequence can begin. The control center functions as a command bridge (see page 146) for the purposes of its responsibilities and actions. This room has three access points: a pair of turbolifts leading down to the secret entrance several stories below, a short stairwell leading onto the roof, and a pair of blast doors (DR 10, 750 hit points, damage threshold 70, Strength DC 40/Break DC 45) leading out to the street. The blast door can be opened from the outside using a control panel embedded in the wall; by default, this control panel requires a code cylinder (possessed only by high-ranking Separatist officers) to open, and is connected to the security control computer (unfriendly attitude, Intelligence modifier +6/Will Defense 21). Additionally, security cameras look out over the entrance, alerting the security post in the secret entrance if anyone is trying to get inside. The rooftop entrance is a normal metal door (DR 10, 50 hit points, damage threshold 30, Strength DC 50/Break DC 35), and it is likewise locked by the security control computer.

Attacking the control center sets off a Level 3 alarm throughout the control center, alerting the security control room in the secret entrance below. If the heroes did not have the encounter in the secret entrance, reinforcements take the turbolifts up to the ion cannon control center floor, arriving in 1d12 rounds.

Tactical Encounter: The droids on the inside of the control center have orders to attack and kill any unauthorized intruders, so the moment the heroes show themselves they will almost certainly have a fight on their hands. If the heroes did not trigger an alarm (either by trying to break into the control center or when dealing with the droids in the secret entrance), they may have the opportunity to surprise the droids inside, which would not

e suspecting an attack. Refer to the "Ion Cannon Control Center" tactical ncounter on page 212 for details on how to run this encounter.

Development: Once the heroes have gained control of the command enter, they will have fulfilled the first (and arguably most important) part of heir mission. As long as they obtained the firing codes from Zolghast earlier n the adventure, they can access the main firing computer and prepare the on cannon to fire (no skill check required). If, for some reason, the heroes ailed to get the firing codes from the commander earlier in the adventure, nings become much more difficult. A hero with good slicing skills can make se Computer checks to attempt to gain access to the main computer; if ne hero manages to shift the control center's main computer to a friendly ttitude, the planetary ion cannon can be fired even without the firing codes nowever, given that the main computer's attitude to anyone without the ring codes is hostile, this is a significant challenge). Additionally, failure o improve the computer's attitude triggers alarms elsewhere in the city nd onboard the Separatist command vessel orbiting Tirahnn. Should this appen, the Separatists send reinforcements to reclaim the ion cannon; if nat fails, they prepare to fire on the cannon from orbit.

Assuming the heroes use Zolghast's firing codes, slice into the main omputer, or otherwise use their wits and resources to obtain control of ne planetary ion cannon, a firing sequence can be programmed and then ctivated. If any heroes have any way to obtain updated sensor data about ne ships in orbit (for example, by calling in favors or using any benefits of ne Rank and Privilege system to obtain up-to-the-minute intelligence), so uch the better; this allows the character activating the ion cannon to aim ne weapon more precisely and efficiently, knocking out a larger percent- ge of Confederacy ships. If this happens, the heroes automatically receive ne Victory Point for the battle that takes place in Part 3: The Invasion of rahnn.

When the order is given and the command entered, the planetary ion nnon fires. Within the cannon's control center, the sound is thunderous, and the firing sequence progresses the control room computers show more and ore ships in orbit being disabled by the cannon. As long as the heroes did ot alert the fleet above to their presence, the ships are caught completely naware, and they never have a chance at retaliation. Additionally, as soon the ion cannon starts taking out targets, the Republic fleet under Master asra exits hyperspace close to Tirahnn and begins its attack.

Unexpected Visitors

s the cannon continues to fire and the Battle of Tirahnn begins, the heroes e warned by the control center's security system that something is trying interfere with the flow of power to the ion cannon. Further inspection veals that several droids are on the roof, trying to set explosive charges to stroy the ion cannon. These droids were sent by the Separatists to stop the n cannon before it could do any more damage to the Confederacy fleet in bit, and the explosion would not only rob the Republic of a valuable weapon the ongoing battle but would also devastate several city blocks.

Defending the ion cannon from droid commandos



Tactical Encounter: The heroes will need to engage the droids on the roof and stop them from setting their explosives. Of course, the heroes may choose to abandon the cannon and flee, but doing so would leave thousands of citizens to die in the explosion or, should the droids discover that the control center had been abandoned, lead to the ion cannon being turned against the Republic fleet. Refer to the "Rooftop Saboteurs" tactical encounter on page 214 for details on how to run this encounter.

Development: With the planetary ion cannon secured and the battle in space going in favor of the Republic, the ground assault begins. Although the Republic has broken through the Separatist battle lines, Separatist ground forces are firmly entrenched. Part 3: The Invasion of Tirahnn, covers the battle for the planet and the heroes' role in it.

Part 3: The Invasion of Tirahnn

Less than 30 minutes after the Republic's attack begins, the heroes' comlinks crackle to life with a secure communication from the *Solidarity*. The communiqué orders the heroes to connect the control center's main computer to the *Solidarity*, allowing Captain Ralen's ship to control the firing of the ion cannon. Once the heroes have successfully placed the control center under the control of the Republic vessel, the tactical holographic display flickers to life with a full-size image of Master Elasra. Read the following aloud:

"I congratulate you on your success. Our forces have broken through the Confederacy blockade and established a defensive position. As we speak, our ground forces have begun moving into Tirahnn's outskirts.

"I have received word from Commander Husk that their mission has been largely successful. Our invasion force has encountered light resistance thanks to sabotage at the Separatist vehicle depot. However, a small force of tanks has begun moving through the city toward some of our troops, and it looks like they will reach our forces before we can drop in artillery of our own.

"Husk's commandos are too far out to stop them, but you might be able to. Unfortunately, the tanks are too small for us to target them easily from orbit, at least without civilian casualties and significant damage to the surrounding infrastructure. If you can plant a signal beacon on each of the tanks, we can pinpoint their positions from space and target them with more precise laser fire. I'm transmitting data on their route, including a narrow street that Intelligence has identified as a prime spot for an ambush."

Before breaking communications, Master Elasra asks to know the location of Commander Zolghast; he then dispatches a squad of clone troopers to retrieve Zolghast and bring him up to the *Solidarity*.

With their new mission in hand, the heroes can prepare to join in the fighting of the Battle of Tirahnn. The Battle of Tirahnn uses the Victory Points system (described in Chapter 3 on page 91) to determine whether or not the heroes' actions contribute positively or negatively to the outcome of the battle. The three major events that the heroes will participate in include the attack on the GAT convoy, the collapse of the access bridge, and preventing Commander Zolghast from escaping the planet.

Tanks in the Streets

The first mission set before the heroes is to ambush a convoy of Separatist tanks, planting signal beacons on them so that ships in orbit can target them without the fear of collateral damage. The heroes receive specific instructions on where to ambush the tanks, as well as instructions on how to convert a comlink into a signal beacon that the *Solidarity*'s computers will recognize. There are plenty of spare comlinks in the ion cannon control center's equipment stores for the heroes to bring four with them.

Tactical Encounter: The heroes should have no trouble reaching the ambush point without running into Confederacy interference, as most of the Separatist force is busy fighting off the Republic elsewhere. Refer to the "GAT Ambush" tactical encounter on page 216 for details on how to run this encounter.

Development: If the heroes manage to plant the signal beacons on the four GATs, their mission is a success. The *Solidarity* fires a precision strike down at the four tanks, obliterating each of them in a single shot. The heroes earn a Victory Point for success. If they fail to tag all four GATs with signal beacons, the untagged tanks continue forward to reinforce the Separatist lines. This earns the heroes a Defeat Point.

The following two encounters can happen in any order, as determined by the Gamemaster. If you choose, you can set it up so that the heroes receive both of the communications that kick off the following two encounters at or around the same time, giving them a choice of which to tackle first.

Calling in Reinforcements

If the heroes managed to prevent the clonetroopers from being killed in the crash of the LAAT/s earlier in the adventure, their efforts are rewarded in this section. Shortly before the invasion of Tirahnn begins, the heroes receive a distorted message via comlink from the clonetrooper squad. The squad has been assigned to support the heroes in their efforts, since they are already in close proximity to the city. The heroes can call upon the six clonetroopers and the clone pilot to assist them in any one of the following three major encounters. Tell your players that they can call on the clone troopers for reinforcements, but warn them that they will likely be able to do so for only a short period of time. After the clones assist the heroes, they receive new orders from Ops to regroup and join the main force invading the city.

A Turn of Good Luck

With the Battle of Tirahnn turning more and more in favor of the Republic, the heroes begin to catch fleeting glimpses of the Separatists falling back after repeated defeats in ongoing skirmishes. The heroes' comlinks crackle to life with a message from Commander Husk. It seems that the clone commandos have managed to completely cut off one of the Separatists' main lines of retreat, and the heroes are close to the secondary path the Confederacy is using. This path crosses an overpass above a road in the lower levels of the city. If the heroes can reach this bridge and collapse it in time, they can stop the Confederacy from retreating further, allowing the forces of the Republic to crush the resistance.

Tactical Encounter: Commander Husk relays the location of the overpass to the heroes, giving them simple directions to reach it from their current position. Refer to "The Overpass" on page 218 for details on how to run this encounter.

Development: If the heroes manage to destroy the bridge before the retreating Separatists reach it, their mission is a success. The heroes earn a Victory Point, and the battle nears its conclusion. If most of the retreating force reaches the overpass before it is destroyed, however, the heroes earn a Defeat Point.

Jedi Lies

At some point in the conflict, the heroes receive a message on a secure channel from a clonetrooper squad leader elsewhere in the city. According to the clone, he and his men were dispatched to retrieve Commander Zolghast and bring him back to the *Solidarity*. When they arrived at his location, they discovered he was gone. After a brief investigation, the clones discovered that

Master Elasra had been seen escorting Zolghast at the point of a lightsaber out of the location where the heroes had left him. This particular clone commander was present at the Battle of Brentaal IV where another Jedi Master, Quinlan Vos, betrayed the Republic to the Separatists. The clone suspects that Master Elasra may have betrayed the Republic, and is trying to keep Zolghast out of the heroes' hands.

The truth of the matter is that the communication between the heroes in the ion cannon control center and the *Solidarity* was intercepted by Confederacy spies. They dispatched one of their agents, a Clawdite transporter named Braxus Lyn, to rescue Zolghast and bring him out of the war zone. Lyn disguised herself as the Barabel Jedi Master (using a lightsaber she had taken from a dead Padawan during another battle) and retrieved Zolghast before the Republic could get there. Unfortunately, this coincided with Master Elasra's departure from the *Solidarity* in his *Aethersprite* interceptor to lead a squadron of V-19 Torrent starfighters in the space battle above Tirahnn. The clones have been unable to raise Master Elasra on the comlink, heightening their suspicion.

The clone commander requests that the heroes intercept "Master Elasra," who was last seen with Zolghast headed for a landing pad near the heroes' current location. The clone doesn't usually question the motives of the Jedi, but he has been suspicious ever since Brentaal IV, and Commander Husk has vouched for the heroes' reliability.

Tactical Encounter: When the heroes follow the clone's directions to the landing pad, they arrive to see a *Sheathipede*-class shuttle warming up on the landing pad, and several figures making their way toward its boarding ramp. Refer to the "No Escape" tactical encounter on page 220 for details on how to run this encounter.



DROIDS ATTACK DURING THE INVASION OF TIRAHNN.

Development: If the heroes manage to stop Zolghast from escaping on the shuttle, they can once again capture him and turn him over to Republic Intelligence. This earns them a Victory Point. If Zolghast manages to escape on the shuttle, however, the Republic loses a valuable source of intelligence, and the heroes earn a Defeat Point.

WHAT IF ZOLGHAST IS DEAD?

If, for some reason, the heroes killed Zolghast earlier in the mission, or if they chose to keep Zolghast with them the entire time, you may need to modify the final encounter in Part 3 to fit these developments. In the case of either of these scenarios, Braxus Lyn is a Separatist agent that has retrieved a number of datapads containing sensitive Separatist documents that would be of great value to the Republic. The clone commander that contacts the heroes instead requests that they intercept Lyn and retrieve the datapads, changing the objective of the "No Escape" encounter to stopping Braxus Lyn from escaping. Zolghast, of course, does not appear in the encounter in this situation.

EPILOGUE

Thanks to the efforts of the heroes, the Republic is able to liberate Tirahnn from the Confederacy and to restore order. Although the Republic suffered some losses, the battle went overwhelmingly in its favor. The real Jedi Master Elasra commends the heroes for their efforts, and assures them that they will receive honors for their assistance.

If the heroes earned more Victory Points than Defeat Points, the battle is even more of an overwhelming success for the Republic. It not only liberates Tirahnn, but also destroys or captures most of the Separatist fleet defending the city. Among the spoils is the personal starfighter belonging to Commander Zolghast, a P-38 starfighter (*Starships of the Galaxy*, page 121), which Master Elasra presents to the heroes as a token of gratitude. Moreover, thanks to the heroes' efforts, most of the fighting was localized in areas away from large civilian populations. Each of the heroes receives a commendation from the government of Tirahnn, and the party is rewarded with a gift of a top-floor suite of apartments in one of Tirahnn's most elegant skyscrapers and access to a private landing pad that leads directly to the suite. These accommodations are available for the heroes' use whenever they are on Tirahnn (and can serve as their base of operations for future adventures).

If the heroes earned more Defeat Points than Victory Points, the battle is still won but casualties—both Republic and civilian—are high. The heroes receive the same offer of thanks from Master Elasra, but neither of the boons granted by victory.

If the heroes have the same number of Victory Points as Defeat Points (possible only if they achieve excellent results in Part 2), the heroes receive either Zolghast's starfighter or the commendation from Tirahnn's government (Gamemaster's choice).

Encounter: Drop Zone

Challenge Level 6

SETUP: The heroes have crash-landed on Tirahnn in their LAAT/s, and have just finished shaking off the effects of the crash when a hungry roggwart, abandoned in the wilds as a result of the Separatist invasion of the planet, comes seeking food. The area of the crash is a rocky section of flat land, but the crash of the LAAT/s has not only dug a furrow in the ground behind the ship but also flung up large chunks of earth that have been scattered around like boulders.

The heroes and the clones who survived the crash have hauled themselves outside the downed ship; allow the heroes to place themselves around the LAAT/s as they see fit, based on what their characters would be doing after the crash. The surviving clonetroopers and clone commandos are busy unloading the ship, and should be positioned near the rear cargo hold. The roggwart enters from the northwest edge of the map, from behind some of the larger boulders.

Read-Aloud Text

The roggwart is hungry, and it is making no real attempt at stealth as it approaches. However, it is night, the heroes might be disoriented, and the boulders are large enough to obscure direct line of sight to the roggwart as it enters. Allow the heroes to make a Perception check to notice its approach; those who succeed on a Perception check (DC 14) notice the roggwart's approach and are not surprised. Those who fail the check are surprised, and a surprise round occurs at the beginning of combat. When combat begins, read the following text aloud to the players:

With a thunderous roar and rumbling footsteps, a massive, horned creature emerges from behind the boulders tossed from the ground by your crash. The creature is nearly three times the size of a Human, and has massive claws and a long, powerful tail. The creature walks with a loping gait and seems to be hunting for something small to eat—it looks like it thinks you will do!

Roggwart

Roggwarts are large, horned creatures native to Vendaxa, where they are natural enemies of the acklay. A roggwart's evolutionary adaptation makes it ideally suited to take on single foes, since it rarely encounters more than one acklay at a time. A roggwart stands on its hind legs and uses its sharp fangs, wicked claws, and thick tail to subdue its prey. The roggwart is not particularly cunning, but it is difficult to surprise, retaining its predatory instincts even in captivity. This particular roggwart recently escaped from captivity during the Separatist invasion of Tirahnn, but it has had to subsist on far less food than it normally would on Vendaxa. As such, it has become weakened, and although it still fights fiercely to protect itself, it is noticeably less of a threat to the heroes than it would be in its prime condition. Read the following description aloud:

Standing nearly 5 meters tall and weighing as much as a rancor, this lumbering beast looks to be a predator that is used to getting what it wants. However, this particular creature looks somewhat malnourished, and there is a sluggishness in its movement that suggests weakness.

Roggwart Tactics

The roggwart is hungry, and it plans to eat. The roggwart doesn't mind moving up into a position where it is surrounded, as it can knock opponents away easily with its enemy slinger ability. The roggwart wants to be as close to as many enemies as possible, allowing it to split its many attacks among those who threaten it.

Conclusion

When the roggwart is defeated, the heroes (and the clone commandos of Aurek Squad) can go about their assignments on the planet. The clonetroopers haul away the roggwart's body, and then set about disguising not only the area of the battle but also the trail left by the LAAT/s when it crashed. If any of the clones were killed in the fight, they are placed inside the LAAT/s before Commander Husk orders the explosives placed on the ship, ensuring that their bodies are cremated along with the LAAT.

Weakened Roggwart CL 6

Huge beast 13

Init +13; **Senses** low-light vision; Perception +9

Defenses Ref 23 (flat-footed 21), Fort 20, Will 14

hp 176; **Threshold** 30

Speed 8 squares

Melee gore +9* (2d6+10) and
bite +9* (2d6+10) and
2 claws +9* (1d8+10) and
tail slam +9* (1d8+10)

Fighting Space 3×3; **Reach** 1 square

Base Atk +9; **Grp** +29

Atk Options Bantha Rush, Battering Attack, Power Attack, Trip

Abilities Str 30, Dex 14, Con 28, Int 1, Wis 16, Cha 10

Special Qualities enemy slinger, pack resistant

Feats Bantha Rush, Battering Attack, Improved Defenses, Power Attack, Trip

Skills Initiative +13, Perception +9

Enemy Slinger—Once per round, when the roggwart successfully hits a target and moves it with the Bantha Rush feat, the roggwart can move the target 3 squares in any direction instead of 1 square.

Pack Resistant—Once per round, as a reaction when the roggwart is hit or missed by an attack, the roggwart can make a tail slam attack against one creature within its reach.

Weakened—This roggwart has been weakened by its extended time in the wilderness. Although many of its statistics remain unchanged, its attack bonuses and damage rolls have been modified to reflect its weakened state.

* *Includes 4 points of Power Attack*

Features of the Area

Although the clone pilot of the LAAT/s managed to bring the dropship down in an area that is relatively open, the crash itself has marred the terrain around it. All of the squares within or crossed by the furrow of earth leading out from behind the crashed ship count as difficult terrain. The large boulders on the map vary in size from 1.5 to 3 meters tall; all of them can be used to provide total cover for a Medium-size character standing adjacent to one of the boulders. However, the boulders are not big enough to completely hide the roggwart, and while it may be able to take advantage of cover, the boulders are not large enough to provide it with total cover. The wrecked LAAT/s is large enough that the roggwart could use it for total cover. Heroes can enter the wrecked ship's cargo hold and passenger bay as a move action; exiting the ship onto the ground costs one additional square of movement.



Zolghast's Bunker

Challenge Level 5

SETUP: Having located Commander Zolghast's secret bunker, the heroes have the chance to apprehend the Zygerrian Separatist and obtain the firing codes for the planetary ion cannon. The bunker is situated on open ground near several larger buildings.

When the encounter begins, Zolghast is inside the bunker, looking over the tactical display in the northeast corner of the bunker. His two Geonosian bodyguards stand flanking the barriers in the entranceway. One B1-Series battle droid mans the antipersonnel turret on the eastern side of the building, while the remaining three droids are standing at various computer stations throughout the bunker.

Read-Aloud Text

If the heroes make no attempts at stealth in their approach, they are easily spotted by the battle droid in the turret tower. Given Zolghast's paranoia, the droid has been ordered to open fire on anyone who has not been pre-authorized to approach. However, the turret has a limited line of fire, so it's possible the heroes can approach without alerting the droid. When the heroes approach, read the following text aloud:

The bunker—clearly a former police structure—sits in the middle of an open expanse that would have once held a variety of police and civilian vehicles. Atop one side of the building sits a small tower, possibly once attached to a landing pad, that has been converted into a gun turret. The front of the building boasts large blast doors, which are the only visible entrance.

Commander Zolghast

Commander Zolghast is a Zygerrian, a native of the Outer Rim whose species is known for its violence and combat prowess. Zolghast's paranoia leaves him holed up in this bunker for long periods of time. Since Zolghast is the only one with access to the firing codes, the heroes will need to subdue him and take the codes from him. If the heroes speak to Zolghast, he adopts the sneering tone of a man who thinks that his enemies are beneath his notice. He will not give the codes up willingly, and if he sees a chance to escape out the front of the bunker he does so.

Read the following description aloud:

This Zygerrian officer stands about as tall as a human, with dark red hair that almost seems crimson. Bony protrusions jut from the skin of his face, and his features seem angular. Though he appears to be in good shape, his cheeks are somewhat hollow, suggestion that he does not keep himself in excellent health.

Commander Zolghast CL 5
Male Zygerrian nonheroic 6/noble 1/officer 2
Force 3; **Dark Side** 6
Init +6 ; **Senses** Perception +5
Languages Basic, Bocce

Defenses Ref 19 (flat-footed 16), Fort 15, Will 23
hp 46; **Threshold** 20
Immune +5 to Fortitude/Will Defense against Use the Force checks

Speed 6 squares
Melee unarmed +6 (1d6+1)
Ranged heavy blaster pistol +8 (3d8+1)
Base Atk +6; **Grp** +8
Special Actions Anticipate Movement, Deployment Tactics

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 16
Talents Anticipate Movement, Deployment Tactics
Feats Improved Damage Threshold, Improved Defenses, Martial Arts I, Skill Focus (Persuasion), Skill Training (Deception), Toughness, Unstoppable Force*, Weapon Proficiency (pistols, simple weapons)
Skills Deception +12, Knowledge (Tactics) +10, Persuasion +17
Possessions heavy blaster pistol, code cylinder, comlink
* *Clone Wars Campaign Guide, page 31*

Commander Zolghast Tactics

Commander Zolghast's paranoia has prepared him well for the day he always suspected would eventually come when the Republic would send its assassins, which is what he assumes the heroes to be. He uses Anticipate Movement to maneuver his allies into position whenever the heroes try to approach him, trying to use the battle droids and his bodyguards to keep them far enough away that it is difficult for them to stun him. Likewise, he uses Deployment Tactics to make sure that his Geonosian bodyguards have a better chance to hit the heroes with their electro-staffs.

Geonosian Bodyguards (2)

Recognizing that Commander Zolghast's paranoia can make him unstable at times, his Confederacy superiors assigned a pair of Geonosian bodyguards to protect him from harm—and to keep an eye on him, should he finally crack under the pressure of his own suspicion. Former picadors in the Geonosian arena, both of the bodyguards are skilled warriors and masters of the electro-staff.

These squat, insectoid aliens have wrinkled brown skin and elongated faces that give them a morose expression. Each carries a long, thin pole, around the end of which crackles electrical energy, and each carries a sonic blaster pistol at its hip.

Geonosian Bodyguard **CL 3**
Medium Geonosian nonheroic 3/soldier 2
Init +7; **Senses** low-light vision; Perception +2
Languages Basic, Geonosian
Defenses Ref 15 (flat-footed 15), Fort 15 (20 against radiation), Will 12; +4 armor
hp 26; **Threshold** 15

Speed 6 squares, fly 6 squares, climb 3 squares
Melee electro-staff +6 (2d6+5, devastating 5)
Ranged sonic blaster pistol +4 (2d6+1 sonic1)
Base Atk +4; **Grp** +6
Atk Options Devastating Attack (advanced melee weapons)

Abilities Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 8
Special Qualities radiation resistance
Talents Devastating Attack (advanced melee weapons)
Feats Armor Proficiency (light), Skill Training (Stealth), Toughness, Weapon Proficiency (advanced melee weapons, heavy weapons, rifles, simple weapons)
Skills Initiative +7, Perception +2, Stealth +7
Possessions 2 electro-staffs or 1 sonic blaster pistol, warrior tunic (+4 armor; as combat jumpsuit)
1 *Sonic damage cannot be deflected by lightsabers and is considered energy damage.*
2 *The Geonosian version of the electro-staff is not a double weapon.*

Geonosian Bodyguard's Tactics
When it becomes clear that Zolghast is in danger, the Geonosian bodyguards spring into action. They try to use the movement that Zolghast grants them to get into flanking positions, ensuring that they hit their enemies with their electro-staffs (hoping to move enemies down the condition track). When faced with Jedi, they will use their sonic pistols to prevent their attacks from being deflected.

Conclusion
When the enemies are defeated, the heroes have the opportunity to take the code cylinder from Zolghast. This code cylinder contains all of the firing codes necessary to operate the planetary ion cannon. Furthermore, the heroes gain access to the turbolift in this building, which leads to a secret tunnel; that tunnel, in turn, leads to the secret entrance into the planetary ion cannon. The heroes can travel to the ion cannon this way, if they choose.

If the heroes manage to subdue Zolghast (either by stunning him or simply reducing him to 0 hit points), they must decide what to do with him until he can be extracted by the Republic for questioning. The heroes can choose to leave him here or to take him to another location for safekeeping. If the heroes decide to take Zolghast with them, he may wake up and try to sound an alarm; simply carrying around his unconscious body could be a great inconvenience. That said, if the heroes take this course of action, feel free to let them; dealing with moving a prisoner around while also trying to raid the planetary ion cannon should prove challenging and entertaining.

Features of the Area
The bunker has the following features.

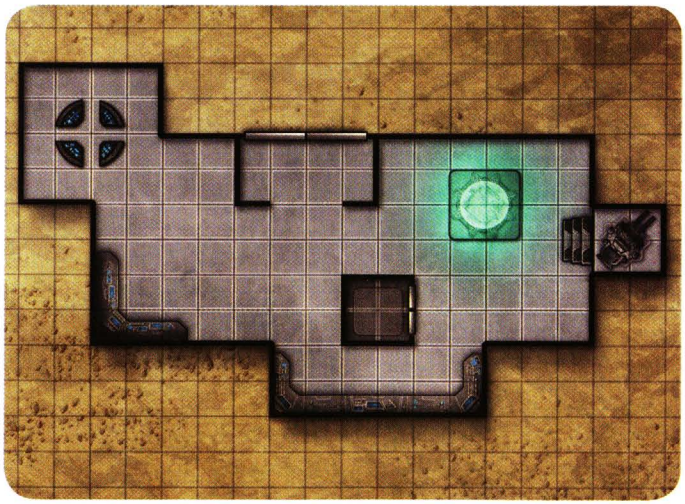
Blast Doors: The front doors to the bunker are standard blast doors. The blast doors have DR 10, 750 hit points, damage threshold 40, a Strength DC of 70, and a Break DC of 45. However, Zolghast hastily had a supposedly "upgraded" locking mechanism put on the doors, which was poorly installed by battle droids. A DC 19 Use Computer or Mechanics check causes the blast doors to open.

Tactical Display: The command bunker has a holographic tactical display that shows various locations on Tirahnn and tracking Separatist patrols throughout the city.

Gun Turret: This external gun turret was mounted at Zolghast's request. It provides a +2 Intelligence bonus to attack rolls and deals 6d10 damage. The turret also has autofire capability.

Computer Terminals: The computer terminals in this room are used to monitor communications of the various Separatist forces on Tirahnn. These computers have a starting attitude of indifferent and a Will Defense of 19.

Turbolift: This turbolift leads down to a series of tunnels that travel several miles across the city to the planetary ion cannon's secret entrance.



Back Door

Challenge Level 3

SETUP: When the heroes travel through the secret tunnels beneath Tirahnn to the planetary ion cannon, they must first get past a security checkpoint that Zolghast has positioned at the base of the structure. This secret entrance is guarded by battle droids as a safeguard against the commander's bunker being compromised.

This room functions as a security control room for the planetary ion cannon. The entire structure (detailed in the next three encounters) uses the battlestation rules from Chapter 5; Gamemasters should familiarize themselves with the rules in that chapter, as they may come into play during these encounters.

Read-Aloud Text

The droids go about their business in silence, so the heroes may not immediately know that they are about to walk into a security checkpoint. While the heroes are approaching the final bend in the tunnel, which will lead them into this encounter, allow them to make Perception checks; if any of the heroes gets a result of 14 or higher, they hear the droids moving around in time to stop before entering the security checkpoint. When the heroes engage the droids inside, read the following text aloud:

This small room is lit from above by luminescent glow panels, casting the entire permacrete room in a sterile light. Two sets of stairs lead up from the floor to a raised section, at the rear of which are two turbolifts. A single computer terminal is located between the turbolifts, its screen lit up with images of another location. A battle droid sits at this computer terminal, manipulating what are obviously security systems and alarms.

B1-Series Battle Droid (2)

B1-Series Battle Droid **CL 1**
Medium droid (4th-degree) nonheroic 3
Init +0; **Senses** Perception +6
Languages Basic, Binary

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

Speed 6 squares (walking)
Melee unarmed +3 (1d3+1)
Ranged blaster carbine +1 (3d8)
Base Atk +2; **Grp** +3

Abilities Str 13, Dex 9, Con —, Int 9, Wis 10, Cha 10
Feats Toughness, Weapon Proficiency (pistols, rifles, heavy weapons, simple weapons)
Skills Perception +6
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions blaster carbine
Availability Military; **Cost** 1,800 credits

B1-Series Battle Droid Tactics

The two B1-Series droids are the primary operators of the security systems in this control room. One of the droids is always sitting at the security control computer, watching the screens for signs of security alerts from above. The other, when not performing this duty, stands aside and idles. If combat breaks out, the battle droid sitting at the computer console uses its first standard action to activate a Level 3 alarm, which sounds throughout the complex, then engages the heroes in battle.

B2-Series Super Battle Droids (2)

B2-Series Super Battle Droid **CL 2**
Medium droid (4th-degree) nonheroic 6
Init +3; **Senses** Perception +8
Languages Basic, Binary

Defenses Ref 12 (flat-footed 12), Fort 12, Will 10
hp 21; **Threshold** 12
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +6 (1d3+1)
Ranged wrist blasters +4 (3d8) or
Ranged wrist blasters +2 (4d8) with Rapid Fire
Base Atk +4; **Grp** +6
Atk Options autofire (wrist blasters), Charging Fire, Rapid Fire, aid another (+5)

Abilities Str 14, Dex 11, Con —, Int 10, Wis 11, Cha 7
Feats Armor Proficiency (light), Charging Fire, Rapid Shot, Toughness, Weapon Proficiency (heavy weapons, rifles, simple)
Skills Perception +8
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, integrated comlink, vocabulator, plasteel shell (+2 armor)
Possessions wrist blasters (as blaster rifle)
Availability Military; **Cost** 3,300 credits

Droideka

Droideka Series Destroyer Droid CL 4
Large droid (4th-degree) nonheroic 12
Init +8; **Senses** Perception +13
Languages Basic, Binary

Defenses Ref 16 (flat-footed 14), Fort 13, Will 12
hp 40; **SR** 20; **Threshold** 18
Immune droid traits

Speed 2 squares (walking), 10 squares (wheeled)
Melee unarmed +7 (1d4+3)
Ranged laser cannon +12 (3d8) or
Ranged laser cannon +10 (4d8) with Rapid Shot or
Ranged laser cannon +7 (5d8) with Burst Fire or
Ranged laser cannon +10 (3d8) and
laser cannon +10 (3d8) or
Ranged laser cannon +8 (4d8) and
laser cannon +8 (3d8) with Rapid Shot or
Ranged laser cannon +5 (5d8) and
laser cannon +5 (3d8) with Burst Fire
Fighting Space 2×2; **Reach** 1 square
Base Atk +9; **Grp** +17
Atk Options autofire (laser cannons), Burst Fire, Rapid Shot

Abilities Str 16, Dex 15, Con —, Int 8, Wis 14, Cha 7
Feats Armor Proficiency (light), Burst Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Rapid Shot, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles)
Skills Perception +13, Stealth +3
Systems walking locomotion, wheeled locomotion (exclusive), remote receiver, 2 tool appendages, shield generator (SR 20), integrated comlink, bronzium shell (+5 armor; treat as quadanium plating)
Possessions 2 laser cannons (treat as blaster rifles)
Availability Military; **Cost** 21,000 credits

Conclusion

If the heroes manage to take out the two B1 battle droids before the droids can raise an alarm on the computer console, they can deal with the other droids without fear of alerting the rest of the facility. If an alarm is raised, however, the main control center for the planetary ion cannon is placed on alert, and the heroes have no chance to surprise the droids guarding the ion cannon's control center. Additionally, in this situation, the droids guarding the control center will ready actions to fire on any intruders that exit the turbolifts, altering the set-up of the next encounter.

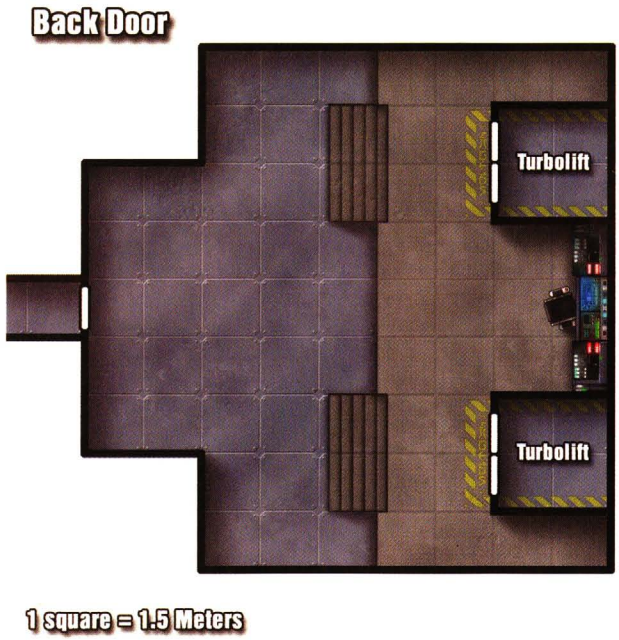
Features of the Area

The security control room at the secret entrance has the following features.

Control Center Computer: This standard computer has a Will Defense of 21 and an Intelligence modifier of +6. It has a base attitude of unfriendly, although if one of the battle droids triggered the alarm the base attitude changes to hostile.

Door: This door leads to the narrow passageway heading back to Commander Zolghast's bunker. The door is a standard metal door, with DR 10, 50 hit points, damage threshold 30, a Strength DC of 50, and a Break DC of 35.

Turbolifts: The two turbolifts lead up to the ion cannon control center, several stories above at ground level. Each turbolift is currently on this floor; access to the turbolifts is locked by the control computer in this room.



Encounter: Ion Cannon Control Center

Challenge Level 6

SETUP: The ion cannon control center is the site of the heroes' main objective for the first part of their mission. In order to seize control of the center, they must deal with a small army of battle droids, positioned to defend the control center against an assault. This encounter is several levels higher than the heroes' level, although most of the enemies are low CL.

If the droids at the security checkpoint have not raised an alarm, the control center features a variety of B1-Series battle droids at control stations throughout the room. A tactical droid coordinates their efforts, and four super battle droids stand watch.

Read-Aloud Text

When the heroes enter the control center, read the following text aloud:

This large chamber features the main firing controls for the planetary ion cannon. Three tactical displays stand on the western sides of the room, near the main blast doors that lead into the building. A pair of turbolifts adorn the southern edge of the room, while stairs lead up to a catwalk that follows the eastern and northern walls. The catwalk circles a massive power column, around which several computer consoles are connected to the column. A conference table, and a small number of chairs, sit unused below one section of the catwalk.

B1-Series Battle Droid (9)

B1-Series Battle Droid **CL 1**
Medium droid (4th-degree) nonheroic 3
Init +0; **Senses** Perception +6
Languages Basic, Binary

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

Speed 6 squares (walking)
Melee unarmed +3 (1d3+1)
Ranged blaster carbine +1 (3d8)
Base Atk +2; **Grp** +3

Abilities Str 13, Dex 9, Con —, Int 9, Wis 10, Cha 10
Feats Toughness, Weapon Proficiency (pistols, rifles, heavy weapons, simple weapons)
Skills Perception +6
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions blaster carbine
Availability Military; **Cost** 1,800 credits

B1-Series Battle Droid Tactics

The battle droids in the room begin the encounter operating the control computers of the planetary ion cannon. When combat begins, the droids open fire on the heroes; if they have difficulty hitting the heroes, they split into groups of three, with two droids using the aid another action to assist the third droid's attacks.

B2-Series Super Battle Droids (4)

B2-Series Super Battle Droid **CL 2**
Medium droid (4th-degree) nonheroic 6
Init +3; **Senses** Perception +8
Languages Basic, Binary

Defenses Ref 12 (flat-footed 12), Fort 12, Will 10
hp 21; **Threshold** 12
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +6 (1d3+1)
Ranged wrist blasters +4 (3d8) or
Ranged wrist blasters +2 (4d8) with Rapid Fire
Base Atk +4; **Grp** +6
Atk Options autofire (wrist blasters), Charging Fire, Rapid Fire, aid another (+5)

Abilities Str 14, Dex 11, Con —, Int 10, Wis 11, Cha 7
Feats Armor Proficiency (light), Charging Fire, Rapid Shot, Toughness, Weapon Proficiency (heavy weapons, rifles, simple)
Skills Perception +8
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, integrated comlink, vocabulator, plasteel shell (+2 armor)
Possessions wrist blasters (as blaster rifle)
Availability Military; **Cost** 3,300 credits

Super Battle Droid Tactics

The super battle droids are not distracted by the control room's computers, so they open fire on the heroes as soon as it becomes apparent that the heroes are there. If the super battle droids have difficulty hitting the heroes, they split into groups of two, with one super battle droid using the aid another action to provide a +5 bonus (thanks to their synchronized fire circuits) to the attacks of the other droid.

Tactical Droid

Tactical Droid CL 1
Medium droid (4th-degree) soldier 1
Force 2
Init +6; **Senses** Perception +7
Languages Basic, Binary, 2 others

Defenses Ref 18 (flat-footed 17), Fort 13, Will 13
hp 30; **Threshold** 13
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +1 (1d3)
Ranged blaster carbine +2 (3d8)
Base Atk +1; **Grp** +2
Atk Options autofire (blaster carbine)
Special Actions Battle Analysis, Vehicular Combat

Abilities Str 10, Dex 12, Con —, Int 14, Wis 14, Cha 12
Talents Battle Analysis
Feats Armor Proficiency (light, medium), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +6, Knowledge (tactics) +7, Perception +7, Pilot +6, Use Computer +7
Systems walking locomotion, heuristic processor, two hand appendages, internal comlink, synchronized fire circuits, durasteel plating, vocabulator
Possessions blaster carbine, electrobinoculars

Conclusion

When the heroes have subdued or destroyed all of the droids in the room, they will have successfully taken control of the ion cannon facility. The heroes now have the chance to open fire with the planetary ion cannon, completing their mission. If the heroes did not come through the secret entrance below the facility, it is at this point that the heroes may be ambushed by the droid reinforcements rising up through the turbolifts from below; these reinforcements shouldn't arrive until the fight is over (or nearly so) to keep from overwhelming the heroes.

Features of the Area

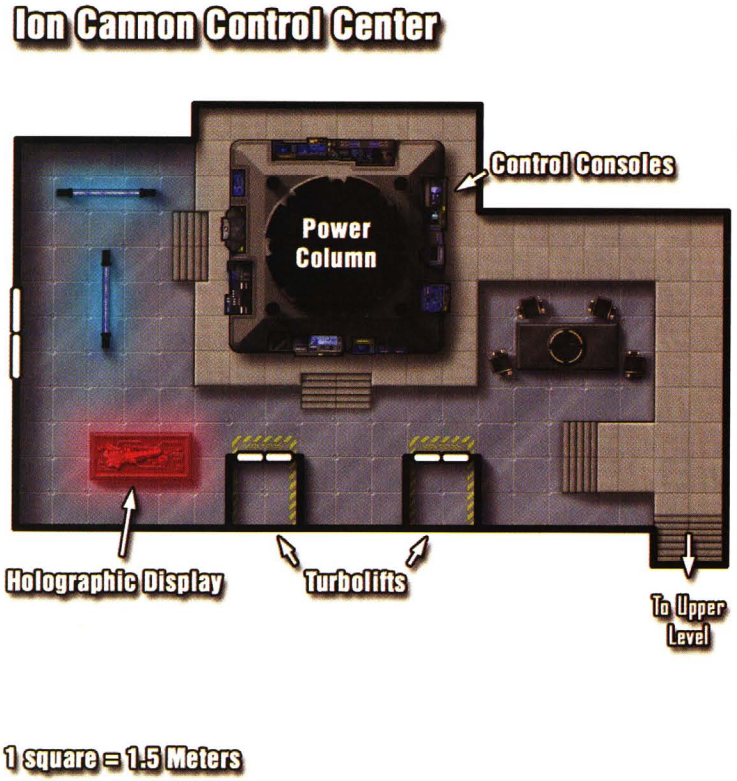
The features of the area are as follows.

Blast Doors: The front doors to the ion cannon control center are standard blast doors. The blast doors have DR 10, 750 hit points, damage threshold 40, a Strength DC of 70, and a Break DC of 45.

Catwalk: The catwalk leading around the ion cannon's power conduit is roughly 2 squares (3 meters) off of the ground, and it is made of solid metal.

Tactical Displays: The ion cannon control center has a holographic tactical display that shows the state of the Separatist fleet in orbit above the planet, and it is constantly updated with sensor readings fed down to the planet by those ships. The control center likewise has two vertical tactical displays that can be used as cover.

Turbolift: Two turbolifts in this room lead down to the secret entrance below.



Encounter: Rooftop Saboteurs

Challenge Level 7

SETUP: After the heroes have seized control of the ion cannon control center, they have little time to enjoy their victory. When heroes initiate the ion cannon's firing sequence, the Separatists immediately realize that the station has fallen into enemy hands. Confederacy Command on Tirahnn dispatches a squad of droid commandos, with an OOM-Series battle droid acting as a spotter, to destroy the ion cannon before the heroes can do any more damage.

Read-Aloud Text

The heroes are alerted by the computer systems inside the control center when the droid commandos arrive. The commandos begin setting explosives and disrupting the flow of power to the ion cannon, which triggers alarms in the control center. When this happens, read the following aloud:

Alarm klaxons sound in the ion cannon control center, and the screens of computer banks light up with intruder alerts. When examined, the displays show that several droids have begun disrupting the flow of power to the ion cannon and placing explosives on the roof. One of the droids notices the security cameras and orders the others to fire. The displays in the command center go blank, but alarms continue to sound.

Droid Commando (4)

Although Separatist droid armies rely heavily on their numbers to overwhelm enemy forces, the Confederacy does have need for elite droid units that can accomplish objectives that cannot be achieved through overwhelming force alone. As a response to the desire to have droid units capable of performing more subtle or delicate missions, the droid engineers at Baktoid Combat Automata produced the BX-Series droid commandos. With heuristic processors and memory banks loaded with complex military tactics and strategic information, droid commandos act as special forces capable of performing missions involving infiltration, stealth, and subterfuge.

This spindly droid is reminiscent of the standard battle droid, but sleeker and made of darker metal. The droid's diode eyes seem to reflect a degree of intelligence and competence not shared by its droid brethren.

Droid Commando **CL 6**
Medium droid (4th-degree) nonheroic 6/soldier 4
Force 3
Init +13; **Senses** low-light vision; Perception +13
Languages Basic, Binary

Defenses Ref 19 (flat-footed 16), Fort 17, Will 18
hp 37; **Threshold** 17
Immune droid traits

Speed 6 squares
Melee unarmed +8 (1d3+2)
Ranged blaster rifle +12 (3d8+2)
Base Atk +8; **Grp** +11
Atk Options autofire (blaster rifle), Coordinated Attack, Cover Fire, Point Blank Shot, Precise Shot, Sniper
Special Actions Battle Analysis

Abilities Str 10, Dex 16, Con —, Int 14, Wis 16, Cha 8
Talents Battle Analysis, Cover Fire
Feats Coordinated Attack, Improved Defenses, Point Blank Shot, Precise Shot, Skill Training (knowledge [tactics]), Sniper, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +13, Knowledge (tactics) +12, Perception +13, Stealth +13
Systems walking locomotion, 2 hand appendages, heuristic processor, internal comlink, vocabulator
Possessions blaster rifle, electrobinoculars
Availability Military; **Cost** 17,900

Droid Commando Tactics

The droid commandos are setting explosive charges around the ion cannon when the heroes arrive. This takes each droid a full-round action, and each one makes an untrained Mechanics check at +7 (needing to hit a DC of 10) to set the explosive. The droid commandos must set one explosive at each corner of the ion cannon's space to trigger the chain reaction that will completely destroy the planetary ion cannon facility. If the heroes arrive and begin shooting, the droid commandos stop setting explosives and start attacking the heroes, using the Cover Fire talent to help protect one ally within 6 squares while it continues to set explosives.

OOM-Series Battle Droid

OOM-Series droids are originally designed by the Neimoidians to serve as crew aboard Trade Federation vessels. Yellow-striped OOM commanders oversee operations, blue-striped OOM pilots fly the ships, and red-striped OOM security forces protect vital areas. While not as effective as living crews, they require almost no day-to-day maintenance and consume little energy, and defective droids can be deactivated and replaced within minutes—all very important considerations to the cost-conscious Trade Federation.

This droid appears to be a standard battle droid, with yellow markings indicating officer status.

OOM-Series Battle Droid **CL 2**
Medium droid (4th-degree) nonheroic 6
Init +3; **Senses** Perception +7
Languages Basic, Binary

Defenses Ref 10 (flat-footed 10), Fort 11, Will 10
hp 21; **Threshold** 11
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +5 (1d3+1)
Ranged blaster carbine +4 (3d8)
Base Atk +4; **Grp** +5

Abilities Str 12, Dex 11, Con —, Int 11, Wis 9, Cha 9
Feats Coordinated Attack, Toughness, Weapon Proficiency (pistols, rifles, heavy weapons, simple weapons)
Skills Perception +7
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions blaster carbine
Availability Military; **Cost** 900 credits

OOM-Series Battle Droid Tactics

The OOM-Series battle droid is present simply to act as a spotter and coordinator for the droid commandos, although they are competent enough not to need it. The OOM-Series droid keeps watch until combat begins, at which point it either attacks the heroes directly or uses Coordinated Attack to guarantee that it can aid its allies on attack rolls.

Conclusion

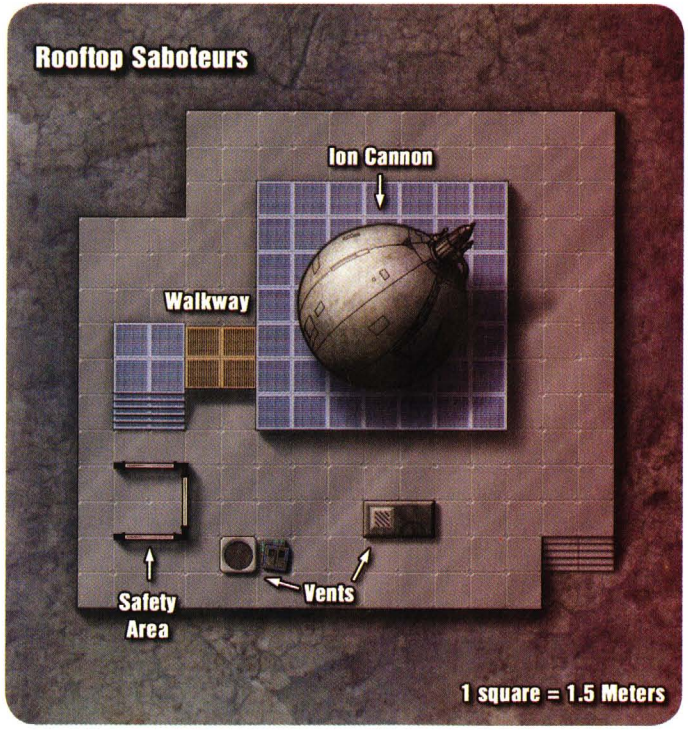
If the droids manage to defeat the heroes or run them off, then they do not detonate the explosives and instead reclaim the ion cannon for the Confederacy. If the droids manage to set all four of their explosives, they blow up the ion cannon. The heroes have a chance to escape—the explosions take several rounds to travel down the power column to the power core—but several blocks of the city are destroyed in the explosion.

If the heroes manage to defeat all of the battle droids before all four explosives are placed, the heroes retain control of the planetary ion cannon and Republic reinforcements can be sent to hold the control center while the heroes perform other tasks.

Features of the Area

The roof of the planetary ion cannon facility features the ion cannon itself, as well as several other objects of importance. The stairwell from the control center reaches the roof at the southeast corner of the rooftop. The ion cannon itself is atop a large platform in the center of the roof; a set of stairs leads up to a walkway that then connects to this platform. Characters can move freely under the walkway, but the stairs are solid.

A small safety area sits on the southwest corner of the roof. This is a three-walled transparisteel booth, where observers can stand to watch the cannon fire without suffering the negative effects of being close to the weapon when it discharges. The transparisteel walls of this booth have DR 5, 30 hit points, damage threshold 35, a Strength DC of 40, and a Break DC of 30. Otherwise, several vents and crates provide small amounts of cover on the roof.



Encounter: GAT Ambush

Challenge Level 4

SETUP: Having received orders from the Republic to ambush a convoy of GATs, the heroes finally reach the ambush point to see the vehicles rolling along before them. The four GATs are placed in a roughly square formation in the middle of the road. The four battle droid squads are placed around the GATs: one squad in the front, two squads between the GATs, and one squad to the rear.

The ambush point that the Republic has chosen prevents the GATs from lining up effective shots on the heroes, so the GATs only use their vehicle fire effects option (see the GAT Tactics section below). Moreover, the heroes have a particular objective in this encounter: placing the signal beacons on the GATs. Planting a signal beacon on a GAT is not a simple process; each beacon must be attached to a vehicle, which requires a character to be adjacent to the GAT and to spend a standard action to attach the beacon. The beacon cannot be attached from range (such as with the Use the Force skill), because the beacon must be attached to the hull of the GAT in such a way that it can use the metal of the hull to boost the signal that the Republic will use to target it.

Read-Aloud Text

When the heroes reach the ambush point, read the following text aloud:

Moving down the street slowly with a deep mechanical hum are four Separatist tanks. Marching alongside the tanks are four squads of battle droids, watching for attackers. The tanks seem to be having trouble maneuvering, and it's clear that their firing capability is quite limited.

GAT (4)

Baktoid Armor Workshop's answer to the Grand Army's TX-130 *Saber*-class fighter tank, the Ground Armored Tank (or GAT) is a lightly armed, lightly armored fast-attack vehicle built for recon and light infantry support. Often escorted by a squad of B1-Series battle droids on STAPs, the GAT is fast and agile, making it ideal for hit-and-run tactics. The GAT is controlled by an integrated droid brain.

Despite the fact that these vehicles are CL 10, they do not count toward the difficulty of the encounter and are worth no XP on their own, since they do not use normal combat tactics. See the Conclusion section for information on the XP award for destroying the tanks.

Ground Armored Tank **CL 10**
Huge ground vehicle (speeder)
Init +6; **Senses** Perception +5

Defenses Ref 17 (flat-footed 14), Fort 23; +6 armor, Vehicular Combat
hp 175; **DR** 10; **Threshold** 33

Speed 8 squares (max. velocity 130 km/h)
Ranged medium laser cannons +6 (see below) or
Ranged missile launchers +6 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +25

Abilities Str 36, Dex 17, Con —, Int 14
Skills Initiative +6, Perception +5, Pilot +6

Crew droid brain (expert); **Passengers** none
Cargo none; **Consumables** none; **Carried Craft** none
Payload 24 missiles
Availability Military; **Cost** 17,500 (11,000 used)

Shock and Awe (Fire Effect)—As a standard action, the GAT can forgo all attacks to provide a battlefield effect to all squares in a 6-square radius around itself. Any enemy in this area of effect automatically moves an additional –1 step on the condition track when damaged by a successful attack that deals damage equal to or exceeding the target's damage threshold.

Medium Laser Cannons (pilot)
Atk +6, **Dmg** 4d10×2

Missile Launchers (pilot)
Atk +6, **Dmg** 8d6, 4-square splash

GAT Tactics

Due to the nature of the area of the ambush, the heroes can prevent the GATs from turning their weapons on the heroes directly. Each of the four GATs uses its Shock and Awe option each round, effectively blanketing the area of the combat encounter in their fire effect. During the fight, the GATs slow to a crawl, not wanting to be separated from their escorts; however, if all of the battle droid squads are defeated, the GATs begin moving again, using their entire round for all-out movement. If the heroes do not plant all of the signal beacons within 3 rounds after all of the battle droid squads are defeated, the GATs exit the narrow streets and gain the ability to turn their weapons on the heroes once more.

Battle Droid Squad (4)

Each battle droid squad consists of three B1-Series battle droids. These squads use the optional squad rules found in *The Clone Wars Campaign Guide*, summarized below. Each squad has orders to protect the GATs; when combat begins, they quickly move to attack the heroes. These squads function as cohesive units and act in concert with one another.

B1-Series Battle Droid Squad **CL 3**
Large droid (4th-degree) squad nonheroic 3
Init +0; **Senses** Perception +6
Languages Basic, Binary

Defenses Ref 8 (flat-footed 8), Fort 11, Will 10
hp 20; **Threshold** 21
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +7 (1d3+1)
Ranged blaster carbine +5 (3d8, 1-square splash)
Base Atk +2; **Grp** +8

Abilities Str 13, Dex 9, Con —, Int 9, Wis 10, Cha 10
Special Qualities droid traits, squad traits
Feats Toughness, Weapon Proficiency (pistols, rifles, heavy weapons, simple weapons)
Skills Perception +6
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions blaster carbine
Availability Military; **Cost** 5,400 credits

Squad Traits—The melee attack of a squad is an area attack that affects all squares within its 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, and its opportunity attacks are not considered to be area attacks.

Battle Droid Squad Tactics

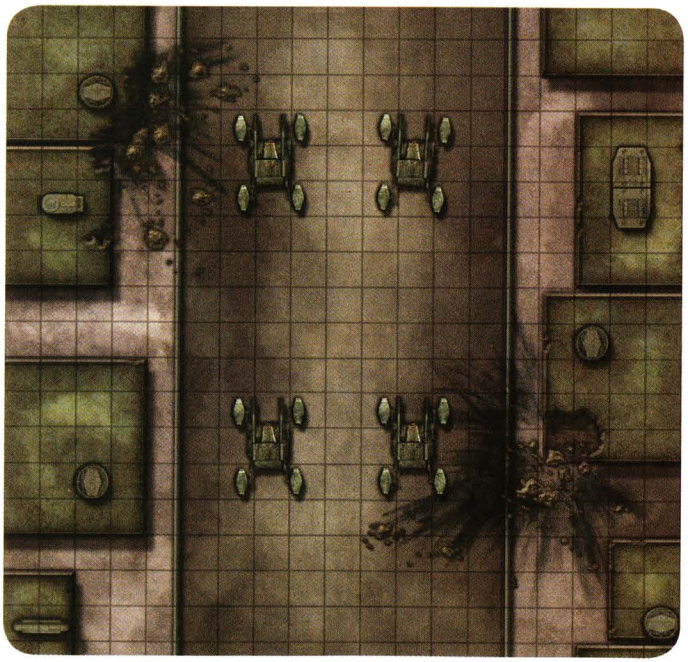
Each battle droid squad tries to take full advantage of the fact that the droids' ranged attacks have a splash radius, particularly targeting heroes standing adjacent to one another. As the heroes attempt to move through the tanks planting the beacons, the battle droid squads start creating lines of fire to prevent the heroes from moving quickly from one tank to the next.

Conclusion

If any of the heroes manages to destroy one or more of the GATs, this counts as if the heroes had planted a signal beacon on that tank. If the heroes manage to tag all four tanks with signal beacons, they need only get clear of the area before the Republic opens fire. All four tanks are destroyed by precision laser fire from the *Solidarity*, and the heroes are successful in their mission. If for some reason any of the tanks manage to escape, the heroes fail in their mission.

Features of the Area

The narrow streets in which this encounter take place have seen some combat earlier in the invasion, but most buildings remain standing and intact. Any of the squares filled with debris counts as difficult terrain; most of the debris is large enough that it can be used as cover. The buildings along this narrow street are small shops and storage facilities, each belonging to one of Tirahnn's merchant. Most are locked and have standard metal doors (DR 10, 50 hit points, damage threshold 30, Strength DC 50, Break DC 35), and inside the heroes find a variety of mundane items and trade goods. Each building is roughly two stories tall, with about 4 squares (6 meters) separating the roof from the street below.



ENCOUNTER: THE OVERPASS

Challenge Level 6

SETUP: If the heroes decide to intercept the Separatist retreat, they have the opportunity to collapse a bridge on their escape route, effectively pinning the Separatist troops and heavy vehicles between the bridge and the oncoming Republic forces. The heroes have several options for collapsing the bridge; four well-placed explosive charges will do the trick, but the heroes may have other ideas. A sufficient amount of damage along the cracks in the bridge (visible on the map, and discussed in the Features of the Area sidebar on the next page) can collapse it, but feel free to allow the heroes to explore other options.

The Separatists are on their way, and an advance scout force arrives at about the same time as the heroes. The heroes have 10 rounds from the time combat starts before the main Separatist force arrives; if the bridge has not been collapsed by then, they fail to achieve their mission.

READ-ALOUD TEXT

When the heroes arrive at the overpass, read the following text aloud:

This section of street features an overpass with a ramp leading down to the street below. The bridge has seen better days, and has clearly sustained some damage in the fighting. As you approach the area, a small scout force of Confederacy droids enters the area near the bridge. It's clear they mean to stop any opposition, as they have weapons at the ready.

DROIDEKA (2)

Droideka Series Destroyer Droid CL 4
Large droid (4th-degree) nonheroic 12
Init +8; **Senses** Perception +13
Languages Basic, Binary

Defenses Ref 16 (flat-footed 14), Fort 13, Will 12
hp 40; **SR** 20; **Threshold** 18
Immune droid traits

Speed 2 squares (walking), 10 squares (wheeled)
Melee unarmed +7 (1d4+3)
Ranged laser cannon +12 (3d8) or
Ranged laser cannon +10 (4d8) with Rapid Shot or
Ranged laser cannon +7 (5d8) with Burst Fire or
Ranged laser cannon +10 (3d8) and
laser cannon +10 (3d8) or
Ranged laser cannon +8 (4d8) and
laser cannon +8 (3d8) with Rapid Shot or
Ranged laser cannon +5 (5d8) and
laser cannon +5 (3d8) with Burst Fire
Fighting Space 2×2; **Reach** 1 square
Base Atk +9; **Grp** +17
Atk Options autofire (laser cannons), Burst Fire, Rapid Shot

Abilities Str 16, Dex 15, Con —, Int 8, Wis 14, Cha 7
Feats Armor Proficiency (light), Burst Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Rapid Shot, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles)
Skills Perception +13, Stealth +3
Systems walking locomotion, wheeled locomotion (exclusive), remote receiver, 2 tool appendages, shield generator (SR 20), integrated comlink, bronzium shell (+5 armor; treat as quadanium plating)
Possessions 2 laser cannons (treat as blaster rifles)
Availability Military; **Cost** 21,000 credits

BATTLE DROID ASSASSIN

Battle Droid Assassin CL 4
Medium droid (4th-degree) nonheroic 3/soldier 3
Init +4; **Senses** low-light vision; Perception +10
Languages Basic, Binary

Defenses Ref 15 (flat-footed 14), Fort 16, Will 13
hp 24; **Threshold** 16

Immune droid traits
Speed 6 squares (walking)
Melee unarmed +6 (1d3+2) or
Ranged heavy blaster rifle +6 (3d10+1, devastating 5) or
Ranged heavy blaster rifle +6 (4d10+1, devastating 5) with deadeye or
Ranged hold-out blaster pistol +6 (3d4+1) or
Ranged thermal detonator +6 (8d6+1, 4-square burst)
Base Atk +5; **Grp** +6
Atk Options Devastating Attack (rifles), Far Shot, Precise Shot, Point Blank Shot
Special Actions aid another (+4), Battle Analysis

Abilities Str 13, Dex 13, Con —, Int 10, Wis 10, Cha 9
Talents Battle Analysis, Devastating Attack (rifles)
Feats Armor Proficiency (light), Deadeye, Far Shot, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Perception +10
Systems walking locomotion, remote receiver, synchronized fire circuits, 2 hand appendages, improved sensor package, internal comlink, vocabulator
Possessions heavy blaster rifle with standard targeting scope, hold-out blaster pistol, 2 frag grenades
Availability Military; **Cost** 6,460 credits

Battle Droid Assassin Tactics

The battle droid assassin begins the encounter hidden on one of the nearby buildings. This droid was left behind after an earlier skirmish, and it has been holding position to help defend the retreating Separatist force. The droid has made a Stealth check before the heroes arrive (at +4), so the heroes might spot the droid in advance. The battle droid assassin tries to aim before every shot, negating the heroes' cover and dealing more damage with its blaster rifle.

LR-57 Combat Droid (2)

A massive combat droid used by the Retail Caucus at the Battle of Christophsis, the LR-57 specializes in launching surprise attacks. The LR-57 typically operates in a passive standby mode, consuming only enough power to keep its sensors active in order to search for threats. When the combat droid detects a threat, it activates and goes into attack mode, sending a signal back to its remote processor and awaiting instructions.

LR-57 Combat Droid **CL 3**
Large droid (4th-degree) nonheroic 9
Init +5; **Senses** low-light vision; Perception +18
Languages Binary

Defenses Ref 16 (flat-footed 15), Fort 17, Will 12; +6 armor
hp 33; **Threshold** 22
Immune droid traits

Speed 8 squares
Ranged double heavy blaster rifle +7 (4d10) or
Ranged double heavy blaster rifle +2 (6d10) with Burst Fire
Fighting Space 2×2; **Reach** 1 square
Base Atk +6; **Grp** +18
Atk Options autofire (double heavy blaster rifle), Burst Fire

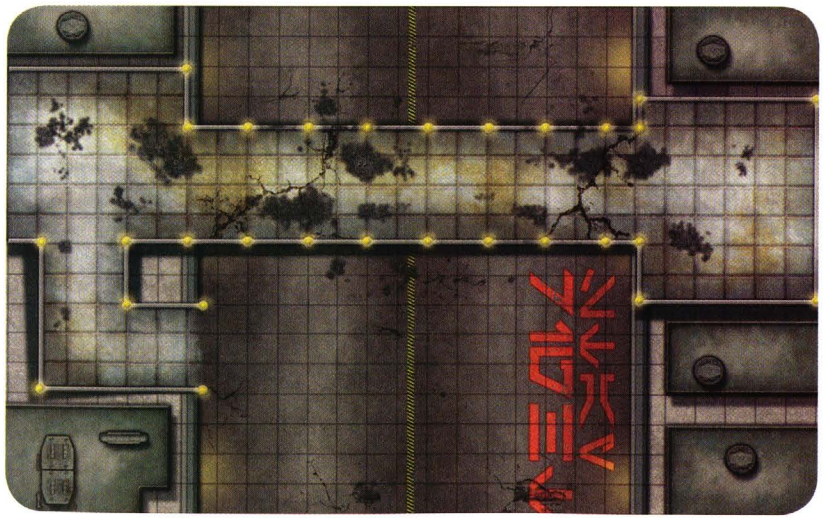
Abilities Str 24, Dex 12, Con —, Int 10, Wis 15, Cha 8
Feats Armor Proficiency (light), Burst Fire, Skill Focus (Perception), Skill Focus (Stealth), Skill Training (Stealth), Weapon Proficiency (heavy weapons, rifles)
Skills Perception +18, Stealth +10
Systems walking locomotion, basic processor, remote receiver, 2 tool mounts, improved sensor package, internal comlink, locked access, vocabulator
Possessions double heavy blaster rifle, durasteel plating (+6 armor)
Availability Military; **Cost** 16,000 credits

Conclusion

If the heroes manage to collapse the bridge in fewer than 10 rounds, the Separatist retreat has nowhere to go, and the mission is a success. If the heroes take 10 rounds or more, the Separatists arrive, and it becomes too late to stop the retreat. The heroes may stay to collapse the bridge anyway, but some of the faster elements of the Separatist forces (such as rolling droidekas and Hailfire tank droids) make it past the overpass.

Features of the Area

Most of this area is taken up by the main street and a single, damaged bridge that crosses over it, perpendicular to the street. The bridge is made of thick permacrete, but the damage is has sustained since the invasion has weakened key parts of the structure. The bridge is 3 squares (roughly 4.5 meters) above the road, and a gently sloping ramp connects the two. A small barrier at the edge of the bridge provides cover from attackers below, and lights on that barrier provide illumination around the bridge at all hours. Four standard explosive charges, placed on opposite sides of the bridge at both ends, would be enough to collapse the bridge. Barring that, if any of the squares through which the large cracks run should take more than 80 points of damage (the bridge has DR 10), the bridge would collapse entirely.



Encounter: No Escape

Challenge Level 5

SETUP: After many skirmishes, the liberty of Tirahnn is assured, but the heroes have yet more work to do. When the heroes respond to the tip that a being that appears to be Master Elasra has retrieved Commander Zolghast, they make their way toward a landing platform on which sits a Confederacy shuttle. When the heroes arrive, Commander Zolghast and Braxus Lyn, the Clawdite impersonating Master Elasra, are just heading toward the shuttlecraft. The shuttle sits on the landing pad, warming up, and two squads of battle droids lurk around the edges of the landing pad.

In order to achieve victory in this encounter, the heroes need to stop Commander Zolghast from boarding the shuttle and ensure that he can be taken back to the *Solidarity* for questioning.

Read-Aloud Text

When the heroes arrive, read the following section aloud:

A single Separatist shuttle rests on the landing pad, lights flashing and steam billowing out of vents on its underbelly. Crossing the distance between you and the shuttle are two figures. The first is instantly recognizable as Commander Zolghast. Surprisingly, the second appears to be the Barabel Jedi Master, Ezar Elasra. He holds the commander at the point of his lightsaber, as though marching a prisoner along.

Commander Zolghast

Commander Zolghast **CL 5**
Male Zygerrian nonheroic 6/noble 1/officer 2
Force 3; **Dark Side** 6
Init +6; **Senses** Perception +5
Languages Basic, Bocce

Defenses Ref 19 (flat-footed 16), Fort 15, Will 23
hp 46; **Threshold** 20
Immune +5 to Fortitude/Will Defense against Use the Force checks

Speed 6 squares
Melee unarmed +6 (1d6+1)
Ranged heavy blaster pistol +8 (3d8+1)
Base Atk +6; **Grp** +8
Special Actions Anticipate Movement, Deployment Tactics

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 16
Talents Anticipate Movement, Deployment Tactics
Feats Improved Damage Threshold, Improved Defenses, Martial Arts I, Skill Focus (Persuasion), Skill Training (Deception), Toughness, Unstoppable Force*, Weapon Proficiency (pistols, simple weapons)
Skills Deception +12, Knowledge (Tactics) +10, Perception +5, Persuasion +17
Possessions heavy blaster pistol, code cylinder, comlink
* *See The Clone Wars Campaign Guide, page 31*

Braxus Lyn

Braxus Lyn is a Clawdite mercenary and general con artist for hire. Although she has seen her share of action during the Clone Wars, she is not technically a member of the Separatists' forces, preferring to remain a freelancer. Lyn specializes in fixing problems, particularly problems that involve intrigue and espionage. She was hired by the Separatists to help keep the wealthy elite of Tirahnn under control, and she was tapped to rescue Zolghast when news of his capture reached the Separatists. Realizing that the Republic would have both troops and probe droids throughout the city, she disguised herself as Master Elasra so that any Republic forces they encountered would be less likely to suspect deception. Gifted with basic Force sensitivity and a few tricks she has picked up in her travels, she has managed to maintain the deception thus far.

Braxus Lyn **CL 4**
Medium Clawdite nonheroic 3/scoundrel 3
Force 2; **Dark Side** 3
Init +10 ; **Senses** Perception +4
Languages Basic, Clawdite, Huttese

Defenses Ref 17 (flat-footed 15), Fort 13, Will 15
hp 20; **Threshold** 13

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged heavy blaster pistol +6 (3d8+1) or
Ranged hold-out blaster pistol +6(3d4+1)
Base Atk +4; **Grp** +6
Atk Options Bantha Herder, Pistoleer
Special Actions Startle
Force Powers Known (Use the Force +17): *Force Thrust, Rebuke*

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 18
Special Qualities Shapeshift, Startle
Talents Disruptive, Knack
Feats Bantha Herder, Force Sensitivity, Force Training, Pistoleer, Skill Focus (Deception), Skill Focus (Use the Force), Skill Training (Use the Force), Weapon Proficiency (simple weapons)

Skills Deception +17 (+27 to disguise, can disguise as a full-round action at no penalty), Initiative +10 , Perception +4, Use the Force +17
Possessions heavy blaster pistol, hold-out blaster pistol, comlink, datapad, stolen Jedi robes and lightsaber, street clothes

Startle—Once per encounter, as a reaction to being attacked, Braxus Lyn can make a Deception check against her attacker's Will Defense. If successful, the attacker takes a –5 penalty on the attack roll.

Braxus Lyn Tactics

Since Lyn's mission is to get Zolghast on the ship and to keep him alive, her first instinct when the heroes arrive is to maintain the bluff. She uses her Deception skill to disguise herself as Master Elasra. Should the heroes see through the deception, she leaps into action, hurling enemies away with the Force (she will spend Force Points to regain the use of *Force Thrust* when necessary) and generally moving enemies into a position where the battle droid squads have optimal shots.

Battle Droid Squad (2)

B1-Series Battle Droid Squad **CL 3**
Large droid (4th-degree) squad nonheroic 3
Init +0; **Senses** Perception +6
Languages Basic, Binary

Defenses Ref 8 (flat-footed 8), Fort 11, Will 10
hp 20; **Threshold** 21
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +7 (1d3+1)
Ranged blaster carbine +5 (3d8, 1-square splash)
Base Atk +2; **Grp** +8

Abilities Str 13, Dex 9, Con —, Int 9, Wis 10, Cha 10
Special Qualities droid traits, squad traits
Feats Toughness, Weapon Proficiency (pistols, rifles, heavy weapons, simple weapons)
Skills Perception +6
Systems walking locomotion, remote receiver, 2 hand appendages, internal comlink, vocabulator
Possessions blaster carbine
Availability Military; **Cost** 5,400 credits

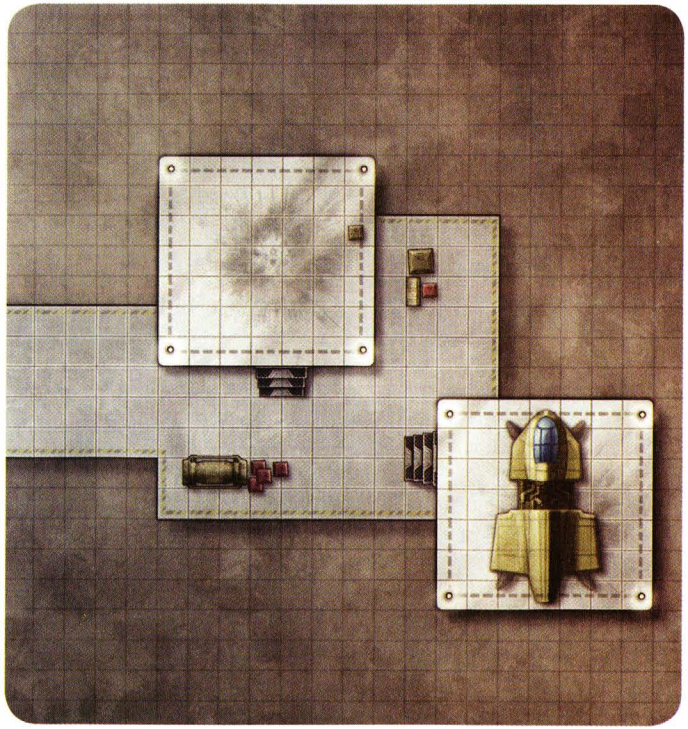
Squad Traits—The melee attack of a squad is an area attack that affects all squares within its reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled, and its opportunity attacks are not considered to be area attacks.

Battle Droid Squad Tactics

The battle droid squads have been ordered to guard the landing platform from inconspicuous positions, but once the shooting starts they emerge from hiding to fire upon the heroes. They take advantage of Zolghast's movement, granting abilities and try to focus their fire on any heroes that cluster together.

Conclusion

If the heroes fail to prevent Zolghast from boarding the shuttle, it blasts off for space and the heroes fail this aspect of their mission. If they manage to subdue Zolghast, they succeed and the Republic takes possession of him. Similarly, if the heroes manage to subdue Braxus Lyn, the Republic is doubly grateful to the heroes for having removed a Separatist pawn from play on Tirahnn. See the Epilogue (page 205) for more information on wrapping things up.



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ISBN: 978-0-7869-5221-2
9 780786 952212 53995 EAN
Sug. Retail: US $39.95 CAN $49.00
Printed in the U.S.A. 241817200