STAR WARS™

COLLAPSE OF THE REPUBLIC

An Era Sourcebook

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COLLAPSE OF THE REPUBLIC

The Clone Wars rage on. Both the GALACTIC REPUBLIC and the SEPARATIST ALLIANCE have had great gains and losses in territorial battles and planetary allegiances. Years of conflict have exposed doubts in the JEDI ORDER, as veteran clone troopers question their own role.

Other organizations take advantage of the chaos of war to pursue their own agendas. Bounty hunters and criminals ply their trades. The NIGHTSISTERS of Dathomir conduct esoteric rituals to further their plots while the DEATH WATCH of Mandalore escalate their terrorist activities in the name of tradition. The Force brings these agents together in the most unexpected ways....

CREDITS

EXPANSION DESIGN AND DEVELOPMENT
Tim Cox with John Dunn, Lisa Farrell, Sterling Hershey, Keith Kappel, Monte Lin, and Jason Marker

EDITING
Megyn Johanson

PROOFREADING
Christine Crabb and Carol Darnell

RPG MANAGER
Sam Gregor-Stewart

EXPANSION GRAPHIC DESIGN
Scott Nicely

GRAPHIC DESIGN COORDINATOR
Joseph D. Olson

GRAPHIC DESIGN MANAGER
Christopher Hosch

COVER ART
Cristi Balanescu and Darren Tan

INTERIOR ART
Jacob Atienza, Cristi Balanescu, Tiziano Baracchi, Alberto Bontempi, Matt Bradbury, Joshua Cairós, JB Casacop, Leanna Crossan, Dave Dorman, Guillaume Ducos, Alexandrr Elichev, Jens Fiedler, Tony Foti, Mariusz Gandzel, Michele Giorgi, Sergey Glushakov, Nasrul Hakim, Audrey Hotte, Lukasz Jaskolski, Kate Laird, Adam Lane, Mark Molnar, Ameen Naksewee, Paolo Puggioni, Vlad Ricean, Adam Schumpert, Stephen Somers, Darren Tan, Le Vuong, Ben Zweifel

ART DIRECTION
Crystal Chang and Preston Stone

MANAGING ART DIRECTOR
Tony Bradt

QUALITY ASSURANCE COORDINATION
Andrew Janeba and Zach Tewalthomas

LICENSING COORDINATORS
Sherry Anisi and Long Moua

LICENSING MANAGER
Simone Elliott

PRODUCTION MANAGEMENT
Jason Glawe and Dylan Tierney

VISUAL CREATIVE DIRECTOR
Brian Schomburg

SENIOR PROJECT MANAGER
John Franz-Wichlacz

SENIOR MANAGER OF PRODUCT DEVELOPMENT
Chris Gerber

EXECUTIVE GAME DESIGNER
Corey Konieczka

HEAD OF STUDIO
Andrew Navaro

PLAYTESTERS
Michael Armetta, Lachlan Conley, Kaitlin Davies, Martin Flanagan, Dustin Gordon, Phoenix Gruber, Ian Houlihan, Michael Hurrell, Sean Kennedy, Chase LeMaster, Todd Monte, Luke Olson, John Pope, Kevin Van Sloun, Michael Sanfilippo, Andrew Scott, Nathan Sullivan

LUCASFILM

CREATIVE DIRECTOR
Michael Siglain

SENIOR EDITOR
Robert Simpson

LUCASFILM STORY GROUP
Leland Chee, Pablo Hidalgo, and Matt Martin

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FOREWORD

"You fought in the Clone Wars?"

"Yes. I was once a Jedi Knight, the same as your father."

I can almost see myself sitting on a brown shaggy carpet in my parent's basement, illuminated by the warm flicker of a late-70s television cabinet. My eyes widened along with wide-eyed Luke as the venerable Ben Kenobi hinted and teased at a more civilized age of nobility and magic. But Guinness's tone shifted… "The Dark Times. The Empire. The Jedi are all but extinct."

That was the key! These Clone Wars, my young mind reasoned, must have had something to do with the end of peace and justice in the galaxy. I had to know: What were the Clone Wars?!

Jump ahead to when I'm 11—the year is 1988. The last, and by any reasonable expectation, final *Star Wars* film had come out five years before. *Star Wars* had since receded from pop culture. Yet my friends and I (a small band of Rebels) kept stoking the embers, as we still had inside us many burning questions that required, no, *demanded* answers!

One night in my desperation, I pedaled my bike into the twilight with great vigor and determination in search of an oracle—In 80s terms, that meant I asked a cool 16-year-old working behind some random counter what *he* thought. Would there be new movies? What's a prequel? *What were the Clone Wars?*

Like many wise oracles, his answers sparked new questions.

"I dunno, man. But do you like *Dungeons & Dragons*? Did you know they came out with a game like that for *Star Wars*? There's stuff in there that's not in the movies."

Wait. WHAT?! I was an avid player of roleplaying games, but the thought of being able to explore the *Star Wars* universe beyond the confines of the wood frame of my television set thrilled me.

Okay, hit fast-forward on the ol' VHS. I am now 13 years old and my tenacious little band has been playing *Star Wars: The Roleplaying Game* religiously for two years. Oh, the things we learned! The Emperor, previously a *senator*, was named *Palpatine*! Those hammerhead guys? *Ithorians*!

Star Wars was alive again in our imaginations, and we were fast becoming experts. However, what I didn't appreciate at the time was that I was also taking my first steps into a larger world of storytelling. As gamemaster, I had to learn how to make my players, in a sense *my audience*, react to unreal situations with real emotion. All shame was cast aside as I would shout, bark, growl, and hiss across the gaming table in strange voices from a galaxy far, far away.

Star Wars burned strongly with us. Discoveries were made. Questions were answered. Adventure and excitement was had. All was right in the world.

One question remained.

What were the Clone Wars? The very question that got me into this mess, that launched me head first into the RPG, that, in turn, created in me a fan so rabid that I had little choice other than to train in myself some fashion of an apprentice actor. Yet, the answer to that foundational question remained elusive.

Well, decades later, and things have changed quite a bit, haven't they?

Ahsoka and Anakin. Obi-Wan and Satine. Death Watch. Captain Rex and the clones of the 501st. Dooku and Asajj Ventress. General Grievous. Mother Talzin and the Nightsisters of Dathomir. The Attack on Mon Cala. Pong Krell on Umbara. Darth Sidious. Mortis. Savage Opress and his brother, Maul.

With COLLAPSE OF THE REPUBLIC, the answers now belong to all of us and in greater detail than ever before. My inner 11-year-old is quite envious of all that we now have. I wish it were possible to bring this book back with me to the 1980s to reassure my small band of Rebels that George Lucas's vision would live on for generations to come.

I suppose I'll have to settle for incorporating COLLAPSE OF THE REPUBLIC into our currently running game. Yes, we've never stopped playing.
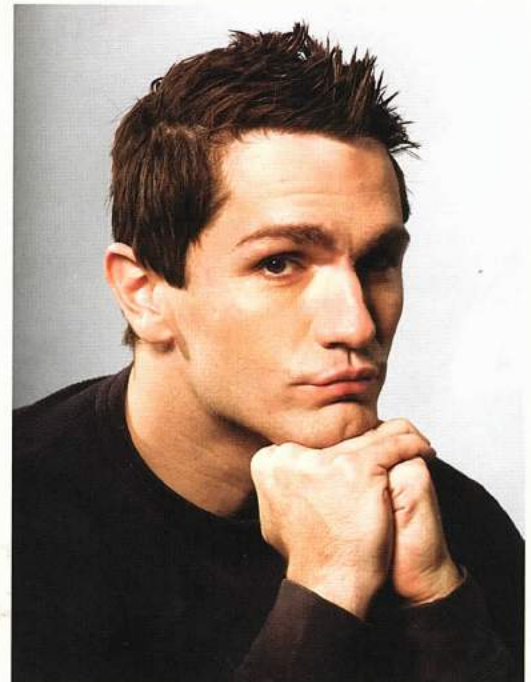
As much as things have changed, yet more things stay the same.

I say this as I prepare to shout, growl, and hiss for my brilliant friend Dave Filoni as we work to produce Season 7 of a Lucas-produced television show called, appropriately, *The Clone Wars*.

It would seem the circle is now complete.

Sam "Maul" Witwer

THE CLONE WARS RAGE ON

A cross the galaxy, the war between the Galactic Republic and the Confederacy of Independent Systems continues. Each time one side gains the upper hand—militarily, economically, or politically—the other soon overcomes that advantage. For most, it seems there is no end in sight, as the Separatist Alliance escalates the conflict with countless battle droids pouring off assembly lines, and the Galactic Republic does whatever is necessary to finance more clones from Kamino. What none can foresee is the dramatic and sudden end awaiting the war, and the unexpected fate of the Republic in its hour of victory....

COLLAPSE OF THE REPUBLIC provides all the tools players and Game Masters need to set their campaign during the height of the Clone Wars and the final days of the Galactic Republic. Players might take on the roles of heroic clones and Jedi striving to preserve the Republic, cruel or idealistic Separatists, or heroic or villainous individuals standing outside the conflict.

WHAT'S IN THIS BOOK?

COLLAPSE OF THE REPUBLIC is a sourcebook for *Star Wars* Roleplaying covering the period of the latter Clone Wars and the rise of the Galactic Empire. This book includes content to assist GMs and players in running a campaign set during this time, with new options for Player Characters who are uniquely suited to the Clone Wars.

COLLAPSE OF THE REPUBLIC is not a complete game, and players need one of the three *Star Wars* Roleplaying core rulebooks: EDGE OF THE EMPIRE, AGE OF REBELLION, or FORCE AND DESTINY.

This book can be used with any of the *Star Wars* Roleplaying game lines, and as such, it contains some existing rules and other information not present in all three games for the sake of completeness. This allows players with access to any one of the three core rulebooks to make full use of the content in COLLAPSE OF THE REPUBLIC. This book is also fully compatible with all material in RISE OF THE SEPARATISTS, the sourcebook for the early Clone Wars. Using content from both books, players and GMs can expand their game to encompass the full breadth of the Clone Wars.

This content is divided into four chapters, each providing different but important content for a full-fledged Clone Wars campaign.

USING ICONIC NPCS

This book contains information on many iconic *Star Wars* characters, from Anakin Skywalker to Cad Bane. Their profiles offer representations of some, but not all, of the important roles and abilities they have during this era. GMs are encouraged to modify profiles as needed for specific time frames and character situations, and for the needs of ongoing campaigns.

CHAPTER I: SOLDIERS AND POLITICIANS

The first chapter introduces new character creation and advancement options for PCs. The species options of clone, Dathomirian, Harch, and Karkarodon represent some of the most iconic heroes and villains of the era. Players can create characters using the new careers of Jedi or Clone Soldier, or tailor characters created with any *Star Wars* Roleplaying core rulebook to the Clone Wars with one of four universal specializations: Death Watch Warrior, Nightsister, Senator, and Separatist Commander. In addition to full descriptions of the new skills and talents used by these careers and specializations, unique signature abilities for the Clone Soldier and Jedi careers can take PCs to new heights of expertise.

CHAPTER II: TOOLS OF DESTRUCTION

The second chapter introduces a variety of new weapons, armor, and gear suitable for the fighters of the Republic and Separatist Alliance, as well as for the notorious Death Watch of Mandalore and the mysterious Nightsisters of Dathomir. New vehicles of the Grand Army of the Republic and the CIS provide plenty of variety for battles on both planetary surfaces and in space.

CHAPTER III: THE GALAXY AT WAR

In this chapter, GMs and players receive an overview of the state of the galaxy during the late Clone Wars, as well as details on some of the most influential organizations, worlds, and individuals during this time. Both the Republic and the Separatist Alliance are described, with a focus on developments and objectives during the waning years of the war.

Additionally, this chapter looks at criminals, bounty hunters, mercenaries, and the disciples of the dark side of the Force, such as the Nightsisters of Dathomir and Maul and his Shadow Collective. Adversary profiles allow GMs to include major heroes and villains such as Ahsoka Tano, Anakin Skywalker, Admiral Trench, and Savage Opress in their games.

CHAPTER IV: BATTLES ACROSS THE STARS

The last chapter of COLLAPSE OF THE REPUBLIC presents guidance and rules for GMs running games set during this climactic time. An exploration of the themes and iconic conflicts of the era helps GMs craft authentic-feeling adventures. This chapter also presents advice for properly challenging high-experience characters and handling the prospect of PC deaths—both

important topics for long-running campaigns set during this dangerous time—and for continuing the campaign after the end of the war and into the era of the Galactic Empire. Rules for mass combat provide the tools to resolve the epic battles of the Clone Wars at the game table. Finally, a selection of adversary profiles from the Republic, the Separatist Alliance, and outside the war presents plenty of options for allies and foes no matter who the PCs align with.

HOW TO USE THIS BOOK

COLLAPSE OF THE REPUBLIC is a supplement for all three *Star Wars* Roleplaying games. That means a group can use the core rulebook for EDGE OF THE EMPIRE, AGE OF REBELLION, or FORCE AND DESTINY, or any combination of core rulebooks, as the basis for a campaign set during the latter part of the Clone Wars. This book provides the content needed to set any *Star Wars* Roleplaying game during the tragic final days of the Galactic Republic, the period depicted in *Revenge of the Sith* and the animated series the *Clone Wars*.

All three *Star Wars* Roleplaying games use the same core mechanics and are completely compatible, which allows this book to work equally well with any of them. The choice of core rulebook affects the character options available for players and the focus of the game. FORCE AND DESTINY is ideal for a campaign about Jedi struggling to retain their virtues in the face of the war, while AGE OF REBELLION has all the right tools for a campaign focused on clones undertaking high-risk missions against the Separatist forces. EDGE OF THE EMPIRE lends itself to a game about bounty hunters and smugglers taking jobs from both sides, or about colonists stranded by the war.

All careers and specializations from the three *Star Wars* Roleplaying game lines are just as valid in a campaign set during the Clone Wars. At most, certain narrative facets may need some adjustment. Likewise, the two new careers in COLLAPSE OF THE

THERE IS ANOTHER...

The careers of Clone Soldier and Jedi also appear in RISE OF THE SEPARATISTS, the sourcebook for the early days of the Clone Wars, with a different selection of specializations. Combined, the two sourcebooks allot a full selection of six specializations for the Clone Soldier career and four specializations for the distinctly focused Jedi career. With four additional universal specializations and other content, RISE OF THE SEPARATISTS complements COLLAPSE OF THE REPUBLIC for any campaign that spans the length and breadth of the Clone Wars.

REPUBLIC—Clone Soldier and Jedi—can be used with any of the three core rulebooks to create a character uniquely suited for this era. Players who select a career from EDGE OF THE EMPIRE, AGE OF REBELLION, or FORCE AND DESTINY can also use the new universal specializations and gear in this book to firmly plant their character in the events of the Clone Wars.

COLLAPSE OF THE REPUBLIC includes plentiful tools with which GMs can craft exciting Clone Wars–era adventures, from the setting information and modular encounters throughout **Chapter III** to the guidance and new rules in **Chapter IV**. Players can make use of the new species, career, and specialization options in **Chapter I** and the new weapons, armor, and gear in **Chapter II** to create characters ready to take on anything the GM comes up with.

HEROIC-LEVEL PLAY

The characters seen in *Star Wars*: Episode III *Revenge of the Sith* and in the *Clone Wars* film and series are highly skilled and capable of amazing feats. Many of these characters have years or decades of experience under their belts. Regardless of rank or age, however, these central characters demonstrate remarkable expertise in a broad array of fields.

While beginning characters created using any *Star Wars* Roleplaying core rulebook are capable, they are not likely to measure up to the heroes of the Clone Wars seen on-screen. Players and GMs who are interested in capturing the capability and power of these characters should consider creating characters with additional XP and resources.

Heroic-level play is intended to depict PCs with capabilities closer to those of the heroes of the *Star Wars* films and series. To reflect this, PCs gain an extra 150 XP. These experience points cannot be spent on characteristics, as they are intended to reflect the character's training and experiences rather than inherent abilities. Players also may not purchase any skills above rank 3 while building their Heroic-level PC.

Further, characters constructed for this gameplay approach gain access to 9,000 credits' worth of starting gear (this can include a vehicle). Of course, characters in the Grand Army of the Republic or CIS may receive additional equipment, vehicles, and resources (see page 50).

SOLDIERS AND POLITICIANS

*"Deceive you, eyes can.
In the Force, very different each one of you are..."*

–Yoda

Chapter I: Soldiers and Politicians presents a variety of new Player Character options for *Star Wars* Roleplaying. Each of these options is particularly appropriate to the era of the Clone Wars, but can find a place in any campaign.

The four species in this chapter represent some of the most important or iconic of the Clone Wars, whether because they fight in the countless thousands, or for the famous heroes or villains who hail from their worlds. These species are the clones of the Grand Army of the Republic; the Harches and Karkarodons, both known for their allegiance to the Separatist Alliance; and the Dathomirians—who remain unaffiliated with the war but play an important part nonetheless.

Two new careers allow players to take on the roles of the greatest heroes of the Galactic Republic: the Clone Soldier and the Jedi. Each career includes new specializations representing the paths such heroes might take.

This chapter also includes four new universal specializations available to characters of any career from any *Star Wars* Roleplaying core rulebook. These new universal specializations include the fanatical Death Watch Warrior, the mysterious Nightsister, the cunning and charismatic Senator, and the ruthless Separatist Commander. Each reflects the unique struggles of the Clone Wars, whether a character is fighting for the Republic, the Separatists, or their own ideals.

Two skills—Knowledge (Warfare) and Lightsaber—are essential for the Clone Soldier and Jedi, and are described in this chapter. In addition, a variety of talents available to the new specializations receive full descriptions.

Finally, Chapter I includes signature abilities for the new careers included—unique and potent abilities available only to experienced characters of the Clone Soldier and Jedi careers.

NEW SPECIES

If war changes a person, galactic war changes societies. In the beginning of the Clone Wars, the wealthier citizens of the Core Worlds expected nothing more than quick, total victory. The Outer Rim worlds expected the Republic to cave to the Separatists' demands. Now, as more worlds join the Separatists and more clones march from Kamino and onto the battlefield, ever more planetary systems feel the pressure on their identities and ways of life. Those farther from the Core have both more to lose and more to gain from change when war threatens to come to their systems.

For many of these worlds, the Confederacy of Independent Systems offers an alternative to a stagnant, distant Republic. For too long, their voices in the Senate have gone unheard while corporate interests and political blocs push their agendas at the expense of smaller, politically isolated worlds. Their resentment toward the Republic remained simmering until Count Dooku expressed the sentiment publicly. As a former Jedi, a past defender of the Republic's peace and hegemony, his words carried weight, and his leadership gave these systems an opportunity to turn words into action.

The species profiled in this chapter represent societies in transition. Whether affected by the Clone Wars, local politics, or internal pressures, each faces a future dramatically different from its past.

The clone soldiers of the Republic fight for an impersonal future. They have been grown and designed specifically for war. Confident in their ability and the Republic's victory, few of them have given any thought to their role in the galaxy once peace has been achieved. Scandals and political stagnation in the Republic government, however, continue to grate against the soldiers' indoctrinated belief in the purity and goodness of the Galactic Republic.

The isolationist and misanthropic Dathomirians want nothing more than to be left alone, but the machinations of the Sith and the suspicions of the Jedi keep pushing Dathomir into the spotlight. Unwilling to choose a side other than their own, the Dathomirians must decide either to allow the galaxy to control their destinies or to push back and take a piece of the galaxy for their own.

The Harches had been beating the drums of war for two decades, so when the Separatists offered them a place in their government and a reason to join the fight, they leapt in without looking back. Unbeknownst to the Harch public, the ruling nests have been pushing their civilization toward war for centuries. As their people scattered into the galaxy, loyalties divided by corporations instead of nationalism, the ruling nests decided upon colonialist aggression and flag waving to unite their subjects once more.

Like the Harches, historically, Karkarodon each pursued their own interests with little concern about their homeworld or their cultural identity. The Separatists

Clone   Dathomirian   Karkarodon   Harch

changed all that with the promise of a Karkarodon empire under the CIS banner. Yet, the majority of Karkarodons resent the sudden loss of sovereignty. They watch a small group of Karkarodons reap the benefits of allying with the Separatists while the homeworld becomes an aquatic factory of war.

With systems spanning the galaxy caught up in war, the problems of a single homeworld might mean little to others. Yet, for the individuals who come from these planets, the politics of war are personal. This not only provides an opportunity for story, drama, and adventures on these homeworlds, but can inform how characters from those worlds react to familiar scenes of violence and oppression elsewhere in the galaxy. The Clone Wars can threaten an individual's values and make them succumb to fear or provide a chance to fight for freedom and rise up as a hero.

CLONE

As the Clone Wars drag on, the stress of combat and the high casualties cause cracks and strains in the ranks of the clone soldiers. Personality quirks, once considered harmless or even essential to the mental development of these soldiers, now express themselves in extreme and polarizing ways.

Naive new clones, fresh from the clone tanks, find themselves fighting alongside veterans who have experienced years of combat, the deaths of comrades, objectives gained or failed, and the often-ineffectual civilian Republic leadership. Some veterans have developed a skepticism of Republic bureaucracy that shocks even the most cynical of rookie clones.

ACCELERATED TRAINING PROGRAM

The clones suffer a decade's worth of painful accelerated growth before they reach maturity. Meanwhile, they endure nonstop training, simulations, and testing. Though encouraged to identify with their cohort, they receive no time to form friendships beyond a soldier's bond. Throughout their growth and training, the clones receive letter and number designations to eliminate any sense of individuality. The cloners and trainers on Kamino treat them as pieces of a machine, not people.

The endless mental and physical drills bleed into their "recreation," where they participate in sports and games that resemble battle simulations. The inevitable bouts of anger and rebellion get treated over time in retraining pods, essentially isolation tanks. Throughout clones' time on Kamino, their engineers mutter veiled threats of disposal if the clones fail their testing. The Jedi have clamped down on the more egregious attitudes, but the engineers of Kamino still treat the clones as a product.

Though the vast majority of clones remain loyal to the Republic, a small number have begun to question their strict obedience. Unlike most "natural" species, in which the youth question their elders, it is the older clones of the Grand Army of the Republic who find themselves questioning their values and traditions. These clones still find meaning in service and comfort in the company of their brothers, but life no longer seems as cut and dry as it did at the start of the war.

Physiology: Clones are physically identical, based on the genetic template of the bounty hunter Jango Fett. They share his black hair, dark-brown eye color, and light-brown skin tone. Insufficient or rushed field care has left most veterans with deep physical scars. These soldiers wear their scars with pride, and some even refuse rehabilitative treatment to remove them, even when the Republic can spare the resources for such cosmetic issues.

Society: The soldiers of the Grand Army consider their brothers-in-arms to be their family, bonding most closely with their immediate squad mates. They fight for their brothers, die for their brothers, and support their brothers. While admirable, this quality also can keep them from seeing the bigger picture and can make them willfully ignorant of the Republic's politics.

After the intense conflict of the war so far, the clones' minor personality quirks have been amplified by constant battle and sustained stress. Each unit has its own rituals, small ways to identify squad mates, those from the same company. Veterans of specific campaigns often do likewise. A soldier who talks about "cracking that crystal" identifies himself as a veteran of Christophsis and the assault on Crystal City, while an officer calling targets "bugs" reveals he fought in the hives on Geonosis. Clones respect a fellow soldier with a different background, but may feel separated by time, space, and the unique aspects of his struggle.

On their off hours, the clones continue their training, but for their mental health, command has given them permission to pursue hobbies, within limited parameters. This has improved morale and recovery, but has also given them insight into how the "other side," the civilian side, lives. These differences continue to highlight the clones' place in the universe. Non-clones can go home to their families. Jedi can return to the temple for thoughtful contemplation. When the war ends, the Republic intends to retire them, but neither the government nor the clones know what that means.

Homeworld: Clones consider Kamino their homeworld, just as official records do. They spend the first decade of their life on the ocean world. They train and study under the soft white lights of the clone facilities, feeling the hum of the never-ending storms that batter the towers. Most never see the rain, ocean, clouds, or sky until they leave for combat.

Still, from the moment of their birth, clones receive encouragement from their trainers and genetic engineers to leave Kamino, to be soldiers among the stars. Kamino represents where clones came from, but not where they belong.

Language: Clones speak Basic, the language of the Galactic Republic. Those who spend a lot of time stationed on a specific planet may adopt a patois of the local language. Clones tend to litter their speech with military jargon or slang—such as "clankers" for droids—incomprehensible to a civilian or a Jedi unfamiliar with military culture.

The Uncertain Future: Clones talk about retirement as a reward for their service in the war, but few know what that entails. When a soldier brings the subject up, their commander quickly puts an end to the idle chatter to focus on immediate mission objectives. A few commanders and forward-looking clones have contemplated work in corporate security or consultation with local militaries. However, their loyalty to the Republic remains strong, which may conflict with any work outside of a galactic military.

Some hints may reveal the clones' futures. A minute few have deserted, seeking lives away from war and combat. Politicians have vetted certain officers about staying in a formalized and permanent Republic military to maintain the peace, and a few exceptional clones have been approached with the idea of their own run for office. They have proven their loyalty to the Republic, and the civilian populace loves military heroes. If only the clones didn't have such disdain for politicking, they could be ideal candidates.

SPECIES ABILITIES

2	**2**	**2**	**2**	**2**	**2**
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Clones start the game with one rank in Knowledge (Warfare) and one rank in Resilience. They still may not train these skills above rank 2 during character creation.
- **Kamino Training:** Clones start with one rank in the Physical Training talent.

DATHOMIRIAN

Although humans and Zabrak have been born, lived, and died on Dathomir, the truly unique Dathomirians are near-humans who practice a strange blend of magicks and alchemy—those who make up the clans known as the Nightsisters. Generations of genetic drift and exposure to the planet's power from the dark side of the Force have created a distinct people and culture focused on self-determination, strength, and discipline. Other species consider the Dathomirians selfish, dangerous, and cruel. If the Dathomirians cared about the opinions of others, they would agree.

Physiology: Perhaps due to a genetic quirk or some subtle influence of the Force, the near-human Dathomirians are all women with pale white, blue, or gray skin with darker markings that the Nightsisters accentuate with tattooed patterns. They have piercing eyes that range in color from white to blue to amber, and their hair can be any shade: dark black or stark white, or any of the rainbow of colors in between.

Every creature and being on Dathomir must have strength and stamina in order to survive the planet, and Dathomirians are no exception. A weak Dathomirian is a dead Dathomirian. The Nightsisters further train for speed and mental fortitude, pushing an already-strong people toward developing a warrior's endurance.

Society: Dathomir housed human exiles, criminals, and disenfranchised beings for generations, yet the Dathomirians have multiple stories about their origins—all contradictory. One commonly told story claims the Jedi Council exiled a woman named Allya, who trained the women on Dathomir in the ways of the Force. The Council has no such record. At least one band of exiles survived on the vibrant yet violent planet. These proto-Dathomirians continued to explore the Force, applying their discoveries toward practical uses, creating the alchemy, magicks, and weapons they now employ.

Over the generations since, these people—who began calling themselves Nightsisters—bonded with the human and Zabrak criminal exiles, absorbing their bitterness, harshness, and ire against the Republic. These misanthropic attitudes pushed the Nightsisters toward self-reliance and isolationism. They remain a matrilineal and female-only society; the male humans and Zabrak are never invited to join their clans.

A few Dathomirians may have rejected the Nightsisters' society and magicks, but they are few and far between and essentially live as hermits. A Dathomirian wishing to return to the Nightsisters need only prove her lineage through a genetic test, via a magickal ritual, or by revealing secret Nightsister knowledge. Once a Nightsister, always a Nightsister.

Historically, the Dathomirians divided themselves by clans, each led by a Mother, who passed on her specific knowledge and wisdom orally or in written form. Dathomirian society contains quite a number of texts by these Mothers, sometimes based on a specific theme of wisdom, using shadows, light, law, or other metaphor to teach their lessons. The tomes blend history, spirituality, local knowledge, folklore, and insight.

Homeworld: Dathomir, a temperate and largely unexplored world in the Outer Rim's Quelii sector, has a rich biomass and abundant natural resources. Due to its isolation from major hyperspace lanes, however, it remains largely uncharted. Lurking predators, strange flora and fauna, and rumors of baleful and supernatural activity are enough that many traders refuse to land on the planet, further increasing its isolation. While Dathomir has all the necessities to support intelligent life, it might seem as if the very environment harbors an ill will toward life and light.

Throughout most of the galaxy's history, people treated Dathomir as an exile's planet. Supposedly, the Republic used the planet as an unofficial penal colony. It dropped prisoners onto Dathomir with no real support, a bare minimum of supplies, and the directive to turn the planet into a true colony. The records of these "colonists" conveniently do not exist in Republic databases, and history has largely forgotten the planet.

Those with a sensitivity to the Force claim Dathomir to be a planet shrouded in deep shadow. The Nightsisters, if asked, merely claim Dathomir a locus of spiritual power. The few Jedi historians who know of the Nightsisters believe they have conjured the shroud themselves, not only as a shield from prying eyes, but also as a defiant warning to the Jedi Order, which allegedly exiled their founder.

Some of the Nightsisters' wisdom has come from their exploration of the many ancient ruins scattered across the planet. Most Nightsisters believe Dathomir hosted at least one empire in the ancient past, though this is unverified. Because of their practical nature, Dathomirians and Zabrak have repurposed some of these ancient ruins to their own use, turning them into temples with stone facades depicting revered Nightsisters and Zabrak.

Language: Dathomirians speak a dialect of Basic generally understandable to a Republic citizen but littered with ancient loanwords and criminals' slang from all over the galaxy. Nightsisters also claim to speak a language called Paecian, extracted from Dathomir's ruins, and mix what they say are Paecian words with their Basic.

The Uncertain Future: Dathomirians in general want to be left alone, but the Clone Wars, the meddling of the Sith, and the prying of Jedi all threaten to expose their planet and society. The Nightsisters, particularly spiritual leader Mother Talzin, have sent away members to collect intelligence, hone their skills against the vast diversity of the galaxy, and even earn a few credits.

THE NIGHTBROTHERS

The Nightsisters definitively dominate society and politics on Dathomir. Their magicks give them undeniable power. In general, the generations of Republic exiles and Zabrak refugees avoid the Nightsisters as much as possible. Some Zabraks, in order to gain some control over their lives, have established a vassal-like relationship with the Nightsisters. Both groups share a similar philosophy. Life on Dathomir tends to give people the same practical, cold, and sometimes cruel outlook.

The Nightsisters require the Nightbrothers to undergo brutal ritual trials. Nightbrothers who pass the trials are selected to serve the Nightsisters as muscle or by performing dangerous tasks. Any attempt to usurp the Nightsisters' power results in swift and merciless retribution, so the Nightbrothers grudgingly give up a member of their own once in a while in exchange for protection from the other monsters of Dathomir.

Dathomirians who journey out into the galaxy find that their philosophy of struggle and determination fits well in the Outer Rim. A life of isolation and hardship on Dathomir may be the perfect arena to test their strength, but the wider galaxy provides much more violence and many more enemies, allies, and opportunities.

As the Nightsisters continue to grow in power and influence, they threaten to forgo their neutrality in matters regarding Sith and Jedi. Mother Talzin's manipulations may bring Dathomir too far into the galactic limelight. Some Nightsisters chafe at the growing attention paid to their planet, their sanctuary. Others trust the leadership of Mother Talzin, pushing all Nightsisters to band under her. Some Nightsisters even talk about building their own Sith-like empire in order to control their destiny.

SPECIES ABILITIES

2	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Dathomirians begin the game with one rank in Coercion and one rank in Survival. They still may not train these skills above rank 2 during character creation.
- **Harsh Upbringing:** Dathomirians begin the game with one rank of the Outdoorsman talent.

HARCH

Traditionally individualistic, exacting, and aggressive, Harches have changed their societal attitudes rapidly in the past two decades. The Harch have been expanding out into the galaxy, their belligerence and avarice syncing well with the Spiverelda, the totalitarian government of the Lambda sector. Their individualism meant they resisted developing a monolithic Harch identity until the Republic sided against them in favor of the Andoan Free Colonies. The Harches believe that ever since, the Republic has denied them profit and the spoils of war. With the Separatists, the Harches see an opportunity for justice.

Physiology: Harch physiology, which derives from their arachnid ancestors, features six fully functional arms and two legs. Harches have two large primary eyes and four smaller ones above, less capable of seeing colors and details, but excellent at sensing movement and changes in light. The hair that covers their bodies ranges from brown to pale gray, and they sport two large, protruding jaws, or chelicerae. Though shorter and stockier than humans, Harches weigh about the same due to their tough exoskeleton.

As a result of their genetic diversity, some Harches inherit their ancestors' spinnerets or venom. Harches prefer a liquefied protein diet, but they can and do eat solid meat and vegetation. They are genetic cousins to the Aqualish. According to rumor, Harches are long-lived, with lifespans that stretch centuries.

Society: Traditional Harch society didn't have war in the traditional sense of the word. Though Harches are as capable of violence as any other species, their individualism tended to obstruct organization into large armies. They could band together in smaller groups and skirmish with enemies, but they never had a planetwide standing army until recently.

In earlier times, individual Harches might wander the galaxy to make their fortunes, and though they sometimes returned to the homeworld, most had no more allegiance or loyalty to other Harches more than to non-Harch friends and peers. Harch cultural groups and subspecies, of which there were a vast number, had widely different cultural norms. Communities of Harches on other words often incorporated the local culture into their own.

This changed during the Andoan Wars more than twenty years ago, when the ruling nests decided to back the Spiverelda government of the Aqualish in suppressing the Andoan Free Colonies. The Harch homeworld turned their industry toward warfare, but its militarization likely would have subsided if the Republic hadn't stepped in to spare the Andoan Free Colonies, dashing the dreams of a "Great Harch Prosperity." Still smarting from that insult, instead of returning their economy to peacetime production, Harches continued building weapons of war, selling them to corporate interests and ignoring Republic restrictions. Eventually, they joined the Separatists.

RULING NESTS

While the ruling nests can trace their lineage back for generations, they are not technically aristocracy. The families of the ruling nests have cultivated training and interest in the social arts, diplomacy, negotiation, and leadership. As the prime motivators of the new militant Harch expansion, the nests not only brought Harches together toward a common goal, they negotiated the conditions upon joining the Separatists.

This did not happen by accident. The ruling nests have always pushed Harch society toward a militant patriotism. Over the decades, they have backed the Spiverelda in exchange for additional wealth and information while manipulating their society toward war. Their end goal is a Harch empire, with them as true aristocratic dynasties.

Many of the solitary and individualistic Harches still remain scattered across the galaxy. Those who have stayed on their homeworld, who are more predisposed to cooperation and social hierarchies, have formed a powerful information network to serve the ruling nests. Since the Andoan Wars, the more solitary and the more social Harches have been working well together. Offworld Harches sell information and contacts to the ruling nests, which in turn use the information to improve the homeworld or support other offworld Harches.

While Harches away from the homeworld have a more galaxy-spanning view of politics, they have also been infected with a pro-homeworld, antigalaxy sentiment. Even their membership in the CIS hasn't altered their newly formed distrust of other species. Most believe their alliance with the Separatists should be one of equal partnership that supports the new Harch ascendency. If the Separatist government ever acts in a way that appears to disadvantage them, the ruling nests fully intend to act aggressively against their former allies. After all, it is their right.

Homeworld: Secundus Ando, located in the Mid Rim, is a temperate, cavern-riddled planet with a wide variety of ecosystems. It sports massive, craggy trees rooted in loamy earth in ecologically protected parks. Within these massive trees, the wealthy Harch ruling nests sit in the center of a network of information as intricate as the webs their ancestors once made. These green and flourishing paradises, of course, cost such a vast amount of credits that the average Harch citizen could never afford the real estate in their lifetime.

The majority of the population lives in the megacities. These industrial areas look like mechanical mockeries of Secundus Ando's preserved, arboreal areas. Giant spires and cloudcutters funnel waste gases into the upper atmosphere from the war factories on the ground levels. The Harch people's craving for

war has expanded industry into their oceans—since the ruling nests control significant protected territory—through the development of artificial islands. The water serves both as cooling source and waste-disposal system.

Language: Harches speak Harchic, Aqualish, and Basic, though they speak the latter two with an "accent" in the form of rapid clicks. For centuries, Aqualish was their primary language due to the influence of the nearby Aqualish species, with Basic a close second. This is still the case for the older generations, but in the past twenty years, Harchic has become the primary and official language of Secundus Ando, pushing the Republic's Galactic Basic down to a distant third place. Younger generations of Harches have made Harchic their only language, which has been somewhat inconvenient for Harch homeworlders interested in exploiting their new alliance with the Separatists.

The Uncertain Future: Joining the Separatists provided a means for Harches to express their wounded pride from the Andoan Wars, and on a societal level, Harches have thrived with the Separatists. Supporting the war effort against the Republic with a near-fanatical fervor, Harches have begun to elevate their heroes and military leaders, such as Admiral Trench, to near-deific levels.

Strangely, the majority of Harches don't actually want an empire. Caught up in their jingoistic fervor, most haven't given any thought to maintaining an empire—though the ruling nests intend to capitalize on that ignorance. The Harches originally wanted the spoils of war, although those spoils required the razing of the Free Colonies. Most do want the prestige and profit of being recognized by the ruling government, whether the Republic or the Separatists, and to become a major player in galactic politics.

SPECIES ABILITIES

2	2	2	3	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 75 XP
- **Special Abilities:** Harches begin the game with one rank in Perception. They still may not train this skill above rank 2 during character creation.
- **Additional Limbs:** Harches have multiple sets of arms. As a result, they gain an additional free maneuver per turn, though still may not perform more than two maneuvers per turn.
- **Venomous Fangs:** When a Harch makes a Brawl check to deal damage to an opponent, the attack gains the Stun 3 item quality.

KARKARODON

Karkarodons, a divided people once unconcerned about galactic affairs, now find themselves conflicted about their place in the war. Though their homeworld has remained officially neutral in the Clone Wars, their new war industry has definitively allied with the Separatists, so they find themselves participants in a war they never asked for. Some have been enticed by the prospect of forming a strong Karkarodon identity and the promise of a fledgling empire with colonies. Others want to retreat back into their solitary tradition. Still others want the people of Karkaris to unite under no banner but their own.

Physiology: Tall and lanky, with webbed feet and hands, Karkarodons have a short, flattened face but a large, powerful jaw. They have gills but can breathe air. Their skin tones range from gray and brown to blue and white. They sometimes have dark-and-light patterns, spots, or stripes on their skin.

Other than their partial bone skeleton and a flexible cartilage frame, Karkarodons' bodies consist of almost solid muscle. As their hearts are undersized compared to those of other species, Karkarodons use constant motion to boost their blood circulation through muscular action. Their physiology makes them powerful swimmers, but on land, they become sluggish if prevented from constant movement; still, they always remain strong.

Society: The Karkarodon political landscape is both exceedingly simple and maddeningly complex. Karkaris has a weak global government, and the Karkarodons prefer it that way. They have a representative in the Galactic Senate, but all politicos know the open secret that the representative has no real authority. Karkarodons simply did not care about having an official voice in the Senate.

Officially, Karkaris is neutral in the Clone Wars, but the Republic sees full well that it has unofficially backed the Confederacy of Independent Systems. In the Separatist Parliament, Karkaris has strong, almost aggressive representation, and the other senators find the enthusiasm infectious, unaware that those Karkarodons actually represent a minority group.

Karkarodon society traditionally focuses on smaller social groups rather than adhering to a broader

Karkarodon identity. Their complex, contradictory, and fluid societal norms confound offworld anthropologists. Most Karkarodons have no interest in galactic politics, focusing on their individual success, security, and wealth. Perhaps not surprisingly, offworld Karkarodons have no problem associating with other species, viewing them on an individual level, through personal relationships. Among themselves, Karkarodons tend to engage in aggressive competition.

A minority of Karkarodons have engaged with the galaxy on a higher political level, proclaiming themselves representatives of their homeworld. Count Dooku and the Separatists have enticed members of this group primarily with promises of riches and empire, to make the galaxy their ocean. While a declaration of allegiance to the CIS seems inevitable, other Karkarodons are beginning to see the host of problems this would bring.

Homeworld: Karkaris, an ocean planet, lies in the Outer Rim. It belongs to the Nilgaard sector, an area of space strongly allied with the Separatists at the far end of the Perlemian Trade Route. The temperate planet does have small, scattered landmasses, but its biodiversity primarily lies in the oceans. Life is abundant throughout the seas, from the warm equatorial currents to the thick waters under the polar ice caps. For most Karkarodons, this pelagic paradise provides everything they need.

Like most temperate ocean planets, Karkaris has massive storms, so Karkarodons live deep in the undercurrents. Due to heavy volcanism, their cities rest in the middle of the tectonic plates, though compared to their land-based equivalents, Karkarodon cities are fairly decentralized and spread out over longer distances. Due to the Karkarodons' industrial ramp-up, they have built geothermal plants over vents. The new military factories sit nearby, shoving out weapons and cybernetic war beasts at a rapid rate.

Karkaris used to have only a few small, unofficial starports on those scattered landmasses, but now towering structures reach up out of the water. Dozens of freighters, all from the Confederacy of Independent Systems, carry weapons out and bring supplies and specialists in. The rapid pace of industry means that these areas suffer from thick industrial sludge, a result of waste product and cooling water drainage. The reef die-off in these areas concerns many Karkarodons, not due to environmental concerns, but due to potential poisoning. In keeping with true Karkarodon nature, most have simply left those areas or obtained work in the factories. Still, a growing number worry Karkaris could become blighted and uninhabitable.

Language: Multiple mutually unintelligible Karkarodon languages have forced Karkaris to accept Basic as their common language, and even then, plenty of Karkarodons have not bothered to learn it. This has made it easier for Karkarodons who have allied with the Separatists to control the political conversation; those who don't understand Basic tend not to be overly concerned with galactic politics.

The Uncertain Future: The minority group of Karkarodons who allied with the Separatists saw a chance to establish colonies and claim territory, propping themselves up as sovereigns of other ocean worlds, like Mon Cala. The CIS has promised them those worlds, but many of these Karkarodons desire more. Other Karkarodons struggle with this alliance, however, often arguing among themselves over even the subject of unity.

Apathetic Karkarodons only care about the material benefits of the alliance. The money from the Separatists has brought prosperity, but it has lulled its people into a false sense of security. A few Karkarodons see the danger in allying with the Separatists and giving up control over their own planet. Unfortunately, their peers can only see as far as their own prosperity, not caring that their homeworld could get swallowed up like a single drop in the ocean of the galaxy.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2

- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Karkarodons begin the game with one rank in Athletics. They still may not train this skill above rank 2 during character creation.
- **Amphibious:** Karkarodons may breathe underwater without penalty and never suffer movement penalties for traveling through water.
- **Jaws:** When a Karkarodon make a Brawl check to deal damage to an opponent, they deal + 1 damage and the attack has a critical rating of 3.

BIOCYBERNETIC WARFARE

The Karkarodon war machine makes extensive use of the natural resources of Karkaris's oceans—their wildlife—and melds them with cybernetic implants. The Hydroid Medusas, giant jellyfish outfitted with cybernetics capable of enhancing and harnessing their electric fields, can withstand blaster fire. Karkarodons have outfitted other creatures with similar cybernetics to enhance and control their natural abilities. Many creatures have died to fuel these experiments.

Karkarodons also use these technologies to modify themselves. A secondary artificial heart or gill implants can hyperoxygenate blood and enhance performance on land. Criminals and soldiers alike want powerful cybernetic jaws for cosmetic reasons. Cybernetic technologies offer Karkarodons the chance to become stronger, faster, and richer.

NEW CAREERS AND SPECIALIZATIONS

The following pages present both new careers and new universal specializations. These follow the same rules for careers and specializations described in the *Star Wars* Roleplaying core rulebooks.

Players in a campaign set during the Clone Wars should have access to these new options, as well as the options in the core rulebooks and supplements used in the campaign. At the GM's discretion, some options from those game lines may be unavailable during their Clone Wars campaign.

NEW CAREERS

COLLAPSE OF THE REPUBLIC presents two new careers uniquely suited to campaigns set during the Clone Wars: the Clone Soldier and the Jedi. Each of these careers includes new specializations representing narrow roles, many of which directly equate to in-game titles and positions. The Clone Soldier and Jedi careers described below are complete careers that, together with the gear in **Chapter II: Tools of Destruction**, include everything a player needs to create one of these characters so iconic to the Clone Wars.

If the GM has selected a single *Star Wars* Roleplaying core rulebook as the basis for their campaign, Clone Soldier and Jedi characters should generally use the same game-specific mechanic as the rest of the group, such as Obligation for a campaign using EDGE OF THE EMPIRE. If the campaign makes use of multiple core rulebooks or the player and GM agree to do so, the Duty mechanic from AGE OF REBELLION is particularly appropriate for Clone Soldier characters, while the Morality rules from FORCE AND DESTINY are ideal for Jedi characters.

THE SHORT PATH TO POWER

The General and Master specializations continue the Jedi career path that begins with the Padawan and Knight specializations included in RISE OF THE SEPARATISTS, the *Star Wars* Roleplaying sourcebook that covers the early days of the Clone Wars. Because of the Force rating prerequisite for these specializations, it is not normally possible to create a Jedi career character with a starting specialization other than Padawan.

To create a Jedi character using COLLAPSE OF THE REPUBLIC, a player may, with the GM's permission, spend 30 XP of their starting XP to purchase a rank of the Force Rating talent (bringing their Force rating to 2). Using this option, the player can create a Jedi character with the General specialization. This might represent a novice Jedi thrust into the role of general thanks to the desperate state of the war, or even a Padawan acting as a commander of clone troopers. The GM can also make this option available to a player who wishes to select Knight as their character's starting specialization, which likewise could represent a Jedi whose training was cut short due to the needs of the war effort.

NEW UNIVERSAL SPECIALIZATIONS

This section also presents four new universal specializations: Death Watch Warrior, Nightsister, Senator, and Separatist Commander. These universal specializations are designed to be used with the careers presented in the *Star Wars* Roleplaying core rulebooks. The careers in these books present a broad range of character types, practically all of which are just as relevant in a Clone Wars campaign. The universal specializations in COLLAPSE OF THE REPUBLIC have a narrower focus for representing certain character archetypes unique to the era of the Clone Wars.

The experience cost to take a universal specialization is 10 XP times the total number of specializations that the character would have after adding the new specialization. While this means that a universal specialization costs the same as a career specialization, note that universal specializations are not career specializations.

THE CLONE SOLDIER

The Clone Soldier's eight career skills are **Athletics**, **Brawl**, **Cool**, **Discipline**, **Medicine**, **Ranged (Heavy)**, **Ranged (Light)**, and **Vigilance**. Characters with this career automatically gain a rank in four of these skills without spending experience and gain a discount when increasing them with experience points.

THE GREATEST SACRIFICE

In the beginning of the Clone Wars, the Grand Army of the Republic consisted of identical soldiers with training along specific parameters: ground combat, air combat, and officer and leadership training. Now, different factors have created slight but profound variations.

At the same time, the Kaminoan engineers have experimented with deviations in both the genetic template and the training. Every product can be improved, and the Clone Wars serve as a live lab experiment. Each successful batch represents a potential new template. Each failure leads the Kaminoans away from the involved variations.

Despite these changes, the clones remain dedicated to the cause: the winning of the war, the preservation of the Republic, and the defense of their brothers on the field. As the war grinds on, however, each clone assigns a different priority on each of these ideals.

CLONE SOLDIER STORIES

As the clones of the GAR continue the war they were created for, the variety of their experiences leads to ever more diversity of thought and action. The following are just a few possible starting places for a character's story.

- **Superiority:** Programmed with a sense of pride, all clones strive to be their best, but some try to take it further: to be the first to the objective, destroy the most droids in a skirmish, or always be the one to rescue a fellow soldier from the field. Sometimes reckless, always dangerous, these actions may reveal a soldier's pride in their work or a darker egoism.

- **Martyrdom:** Clone Soldiers are ready to die for the Republic, but after several sorties, a few might begin to think their death is the reason for their existence. These soldiers volunteer for even the most dangerous missions, the ones offering no

hope of survival. These soldiers believe their death must be meaningful, so they seek the assignments that allow them to go out in a blaze of glory.

- **Purity:** The Republic has enemies everywhere, including within. Traitors and spies threaten it, but sometimes the Republic threatens itself. The Clone Wars may push certain soldiers toward an unbending sense of purity, making them self-appointed arbiters of right and wrong. These soldiers would never question the orders of a superior, but might also feel their peers never push themselves to go that extra kilometer. Perhaps they don't love the Republic enough.

ARC TROOPER

While the bulk of the Grand Army of the Republic consists of the standard clone troopers, military leadership and the engineers of Kamino recognized the need for specialized soldiers. Squads of Advanced Recon Commando troopers fulfill the need for small and flexible tactical squads to take on unconventional objectives despite ever-changing and unknown situations and lack of access to command leadership. These elite soldiers act independently and creatively, showcasing the clones' potential in a way that can only be called human.

Focused on tactics for quick strikes, careful infiltration, or overwhelming force, ARC Troopers gain the additional career skills **Coordination**, **Mechanics**, **Piloting (Planetary)**, and **Stealth**. If this is a character's starting specialization, they choose two of these skills and gain a rank in each. ARC Troopers have to be in peak physical condition to survive the many different climates and planets of the galaxy. They are often selected for daring aerial insertions and other missions requiring jetpacks. The abilities not only to operate jetpacks and other specialized gear but also to keep them in working order on the field can be crucial. Often, ARC Troopers must get behind enemy lines and back out again without being detected.

Both command and the clones consider ARC Troopers to be the best of the best, and clones with ambition aim to get promoted into the program. They receive additional training, including a direct contradiction to their original directive: they are required to think creatively and independently. Unsurprisingly, many clones fail this training, but it is a badge of honor to be selected in the first place. While these troopers receive additional benefits such as increased rations, better equipment, and—supposedly—more recreation time, they generally only live for the admiration and praise of their peers and the satisfaction of a job well done.

ARC Troopers push themselves above and beyond, sacrificing their safety and lives to ensure successful missions. They tend to have less downtime, despite the promise of more recreation periods. The ever-changing nature of the Clone Wars means constant reassignment.

This results in a heavy demand for more ARC Troopers, so both command and the engineers on Kamino seek to identify soldiers with potential.

Though ARC Troopers often hold higher ranks—all the way up to commander—they do not always command the rank and file troops. ARC Troopers are as likely to perform duties independently of the main contingent of soldiers, and an ARC Trooper's position in the command structure may change based on the mission at hand. The rank and file don't always interpret an ARC Trooper's unconventional orders well, and ARC Troopers tend to chafe against making safe but conservative tactical decisions.

ARC Troopers receive a lot of leeway while on special assignment. Often operating independently and without direct oversight, they make decisions balancing the successful completion of their mission, the survival of their brothers, and the defense of innocent civilians. As a result, GAR leadership, and sometimes Kamino engineers, hold intense debriefing sessions in order to ascertain whether this independence poses a threat to the Republic. In each instance, the ARC Troopers prove to be loyal, self-sacrificing, and of the highest moral character.

CLONE COMMANDER

The biogeneticists on Kamino understand that a clone army needs specialized commanders. While non-clone commanders could serve the function, the Kaminoans wished to sell a fully staffed military as a whole package and took on the challenge of providing an independent thinker with unwavering loyalty to their buyer. A Clone Commander can come from the soldier's ranks, having shown a natural ability to command, or can be engineered on Kamino through specialty training. The Jedi lean on these commanders to advise them, enforce discipline, and execute the Jedi's orders.

A Clone Commander leads a regiment of four battalions of four companies each, taking orders directly from the Jedi on the field. They must think large scale, advising the Jedi on tactical and strategic matters, questioning when appropriate, but following orders when commanded. They must also interpret those orders, making sure they can accomplish the Jedi's goals while keeping casualties low. Lastly, they must pay attention to logistics and supply lines, ensuring that their regiments can hold the territory they take or have the ability to wage an offensive. This training provides Clone Commanders with the career skills **Knowledge (Core Worlds)**, **Knowledge (Warfare)**, **Leadership**, and **Perception**. If this is the PC's first specialization, the PC gains one rank in each of two of these skills.

Recreation time provides little relaxation for a commander, and "free time" is often given over to administrative work. "If the droids don't get me, the paperwork will" is a common refrain among command staff.

On the other hand, this reinforces accountability. A regular record keeps a commander informed of his resources. Debriefings and planning sessions provide an opportunity to reflect and learn from past decisions. A commander is always prepared to explain to his superiors why he used an asset or chose a certain tactic.

In addition, a good commander must defend his troopers from administrative flak from above. Blame rolls downhill, and a commander who cannot shield his soldiers from blame engenders little loyalty from his subordinates and threatens to undermine his own authority. This also works the other way; information flows upward, from troopers to commanders to generals. A commander acts as a filter, making sure grousing and complaints don't spread among the troops, but delivering important information about troop status, enemy locations and potential dangers to the mission to get analyzed and processed.

These responsibilities illustrate the power commanders do and do not have. They have a responsibility to the lives of each individual soldier in their regiment. At the same time, the success or failure of a campaign rests on their shoulders. They must weigh the possibility of a high casualty and fatality list against the benefits of a victory. Though they know that all clones are ready to sacrifice their lives for the greater cause, commanders cannot depend on that spirit alone. With planning, preparation, and a little luck, they can bring their brothers home in one piece.

CLONE VETERAN

Cloning, training, mental implants, and programming pale in comparison to field experience. Even the engineers on Kamino and the skeptics in the Republic government can't deny the skill and talent of a veteran soldier. A training program can't take into account all the variables of combat, so veterans rely on firsthand knowledge of battle, tactics, and even psychology. Engagement with the enemy means learning about the enemy, and a clone commander or Jedi is wise to ask the counsel of a veteran on any tactical matter.

Thanks to their accelerated training program and genetic design. clones have an amazing flexibility to learn on the field. Clone Veterans have learned the lessons of their battles and gain the following career skills: **Melee**, **Resilience**, **Skulduggery**, and **Survival**. If this is the PC's first specialization, the PC gains one rank in each of two of these skills. Veterans have fought in enough urban environments and infiltrated enough bases to know the ins and outs of security systems. Further, they have been thrown into so many different environments that they have prepared some basic survival tactics for all biomes.

Veterans aren't necessarily officers. The upper echelons of the military quickly realized field experience among the basic troopers aided in survivability, morale, and further training, so the bureaucracy does its best to seed veterans among green squads. For a civilian, this decision seems unfair; some of the most experienced and decorated veterans hold a low rank compared to their commanders in order to avoid breaking the chain of command. Most veterans hold no grudge or resentment, since some don't have the aptitude or attitude for leadership. They would rather utilize their skills and knowledge directly on the field alongside their brothers. Veterans have many ways to serve the Grand Army and the Republic.

Because of their experience, veterans display a wide range of individualistic behaviors. For example, on one end of the spectrum, some become hardened, by-the-code career soldiers. Gruff and cynical yet dedicated, these veterans see new, fresh troopers as temporary annoyances. They perform their duty to keep them in line and to teach them how to survive. Veterans won't give the shinies they instruct any respect, though—they must earn it like any trooper. On the other end of the spectrum, some veterans end up with odd quirks and affectations above and beyond the usual clone trooper habits. They adopt a local herb for their medpac, wear a feather from a local bird for each kill, adopt the practices of a local warrior culture, and so on. Veterans know they are different than the other troopers and express this self-awareness in different ways.

Command simply shrugs its shoulders when witnessing these idiosyncrasies. Veterans remain dedicated to the Republic and their brothers, and the military needs their experience and skill. In many ways, veterans have more reason than others to be loyal to the Grand Army. They have lived long enough as a soldier and have no reason to turn back now. Some Senators have spoken on the subject of reinstating some historical medals and rewards to recognize the bravery of these veterans. In an ironic turn, plenty of veterans see this as a meaningless gesture, an award more for a Senator's public relations opportunity than as an acknowledgement of the sacrifices made for the good of the Republic.

"SHINIES"

The Kaminoans have accelerated the cloning program to make up for fatalities and the expansion of the military, but setbacks plague the program, such as the death of Jango Fett, their original cloning template. The cloning engineers have made no efforts to mask their disdain for the supposed inferiority of the latest clones. This prejudice has trickled down to those with field experience. Discipline and brotherhood tamps down the resentment and insinuations that these shinies "just don't know," but new clones can definitely sense a barrier.

Despite such perceptions, these soldiers perform just as well as their older brothers. In truth, many of the new clones work harder to prove themselves against ever-rising expectations now that the Clone Wars have escalated.

Clone Soldier: ARC Trooper Talent Tree

Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance
ARC Trooper Bonus Career Skills: Coordination, Mechanics, Piloting (Planetary), Stealth

TOUGHENED
Gain + 2 wound threshold.
COST 5

GRIT
Gain + 1 strain threshold.
COST 5

PHYSICAL TRAINING
Add ☐ per rank of Physical Training to Athletics and Resilience checks.
COST 5

CONDITIONED
Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.
COST 5

CLANKER KILLER
Before rolling a combat check that targets a droid, remove ☐ up to the character's ranks in Clanker Killer from the pool, and add an equal number of ✵ or ✪ to the results.
COST 10

QUICK STRIKE
Add ☐ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
COST 10

KNOCKDOWN
After hitting with a melee attack, may spend ✪ to knock the target prone.
COST 10

POINT BLANK
Add 1 damage per rank of Point Blank to damage of one hit of successful attack using Ranged (Heavy) or Ranged (Light) skills at short range or engaged.
COST 10

TOUGHENED
Gain + 2 wound threshold.
COST 15

SWIFT
Do not suffer usual penalties for moving through difficult terrain.
COST 15

POINT BLANK
Add 1 damage per rank of Point Blank to damage of one hit of successful attack using Ranged (Heavy) or Ranged (Light) skills at short range or engaged.
COST 15

GUNS BLAZING
As an incidental, suffer 2 strain to avoid increasing the difficulty of a Ranged (Light) check to attack with two weapons.
COST 15

QUICK STRIKE
Add ☐ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
COST 20

GRIT
Gain + 1 strain threshold.
COST 20

CLANKER KILLER
Before rolling a combat check that targets a droid, remove ☐ up to the character's ranks in Clanker Killer from the pool, and add an equal number of ✵ or ✪ to the results.
COST 20

NATURAL COMMANDO
Once per session, the character may reroll one Ranged (Light) or Stealth check.
COST 20

GET THE DROP
Once per session, the character and any number of allies in the encounter may add ✵ equal to the character's ranks in Stealth to their checks to determine Initiative order.
COST 25

TACTICAL EVASION
Upgrade the difficulty of ranged combat checks targeting the character a number of times equal to the number of maneuvers they performed to move during this round.
COST 25

DEDICATION
Gain + 1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

RAPID FIRE
May perform add the Autofire item quality to a Ranged (Light) combat check. After resolving the attack, the weapon runs out of ammo.
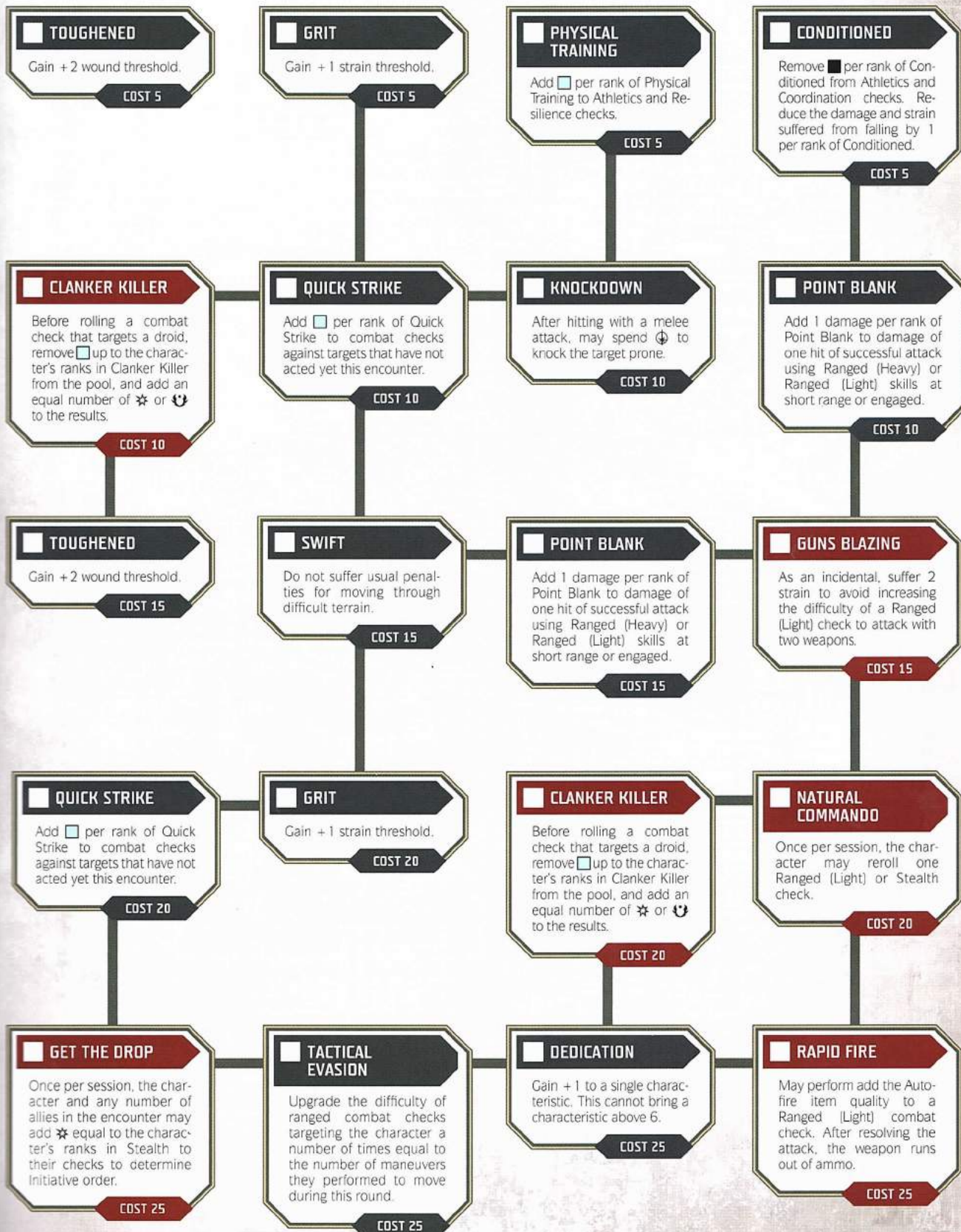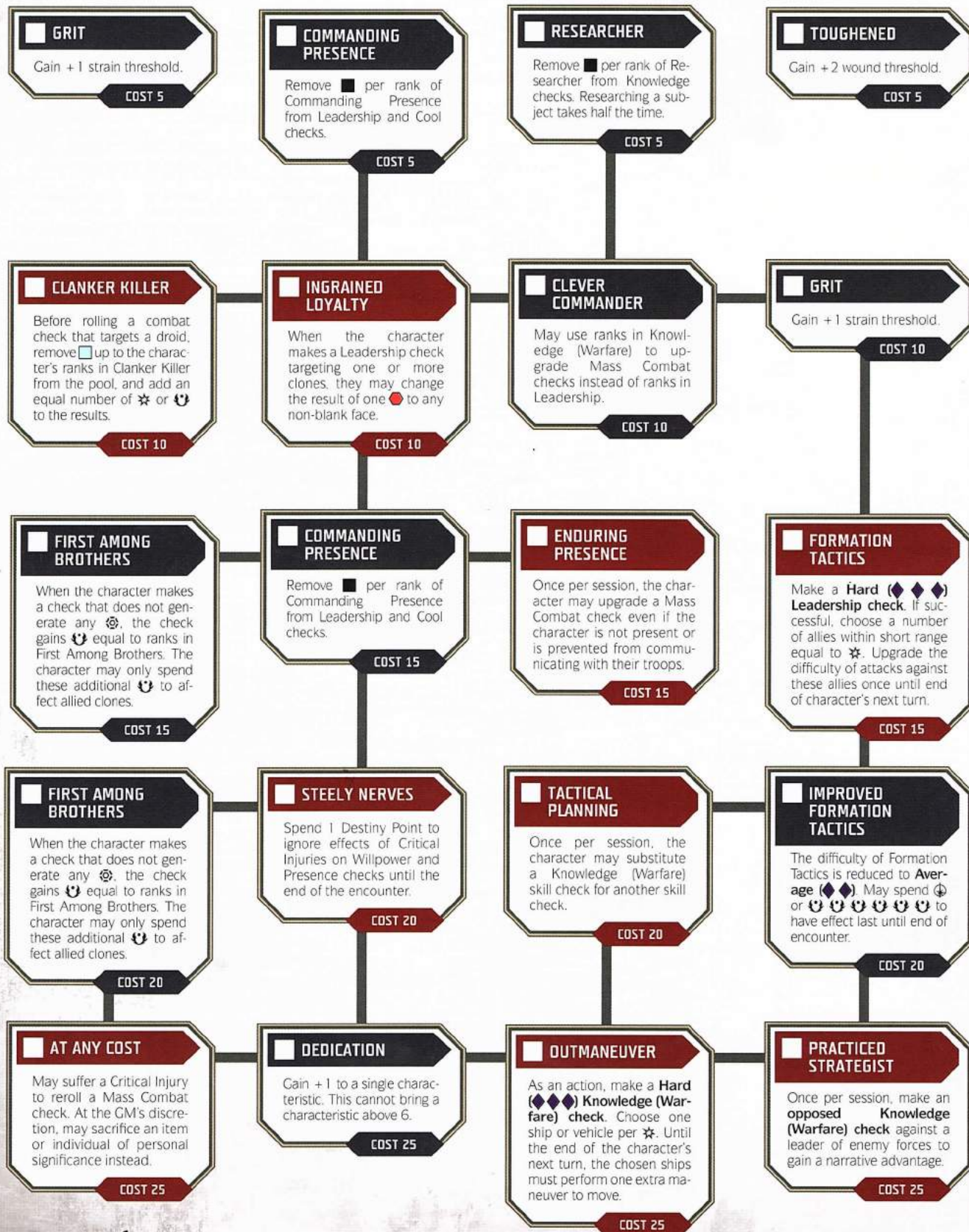**COST 25**

Clone Soldier: Clone Commander Talent Tree

Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance
Clone Commander Bonus Career Skills: Knowledge (Core Worlds), Knowledge (Warfare), Leadership, Perception

ACTIVE

PASSIVE

GRIT
Gain +1 strain threshold.
COST 5

COMMANDING PRESENCE
Remove ■ per rank of Commanding Presence from Leadership and Cool checks.
COST 5

RESEARCHER
Remove ■ per rank of Researcher from Knowledge checks. Researching a subject takes half the time.
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 5

CLANKER KILLER
Before rolling a combat check that targets a droid, remove ☐ up to the character's ranks in Clanker Killer from the pool, and add an equal number of ✸ or ۞ to the results.
COST 10

INGRAINED LOYALTY
When the character makes a Leadership check targeting one or more clones, they may change the result of one ● to any non-blank face.
COST 10

CLEVER COMMANDER
May use ranks in Knowledge (Warfare) to upgrade Mass Combat checks instead of ranks in Leadership.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

FIRST AMONG BROTHERS
When the character makes a check that does not generate any ۞, the check gains ۞ equal to ranks in First Among Brothers. The character may only spend these additional ۞ to affect allied clones.
COST 15

COMMANDING PRESENCE
Remove ■ per rank of Commanding Presence from Leadership and Cool checks.
COST 15

ENDURING PRESENCE
Once per session, the character may upgrade a Mass Combat check even if the character is not present or is prevented from communicating with their troops.
COST 15

FORMATION TACTICS
Make a **Hard (◆ ◆ ◆) Leadership check**. If successful, choose a number of allies within short range equal to ✸. Upgrade the difficulty of attacks against these allies once until end of character's next turn.
COST 15

FIRST AMONG BROTHERS
When the character makes a check that does not generate any ۞, the check gains ۞ equal to ranks in First Among Brothers. The character may only spend these additional ۞ to affect allied clones.
COST 20

STEELY NERVES
Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower and Presence checks until the end of the encounter.
COST 20

TACTICAL PLANNING
Once per session, the character may substitute a Knowledge (Warfare) skill check for another skill check.
COST 20

IMPROVED FORMATION TACTICS
The difficulty of Formation Tactics is reduced to **Average (◆ ◆)**. May spend ⊕ or ۞۞۞۞۞۞ to have effect last until end of encounter.
COST 20

AT ANY COST
May suffer a Critical Injury to reroll a Mass Combat check. At the GM's discretion, may sacrifice an item or individual of personal significance instead.
COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

OUTMANEUVER
As an action, make a **Hard (◆ ◆ ◆) Knowledge (Warfare) check**. Choose one ship or vehicle per ✸. Until the end of the character's next turn, the chosen ships must perform one extra maneuver to move.
COST 25

PRACTICED STRATEGIST
Once per session, make an **opposed Knowledge (Warfare) check** against a leader of enemy forces to gain a narrative advantage.
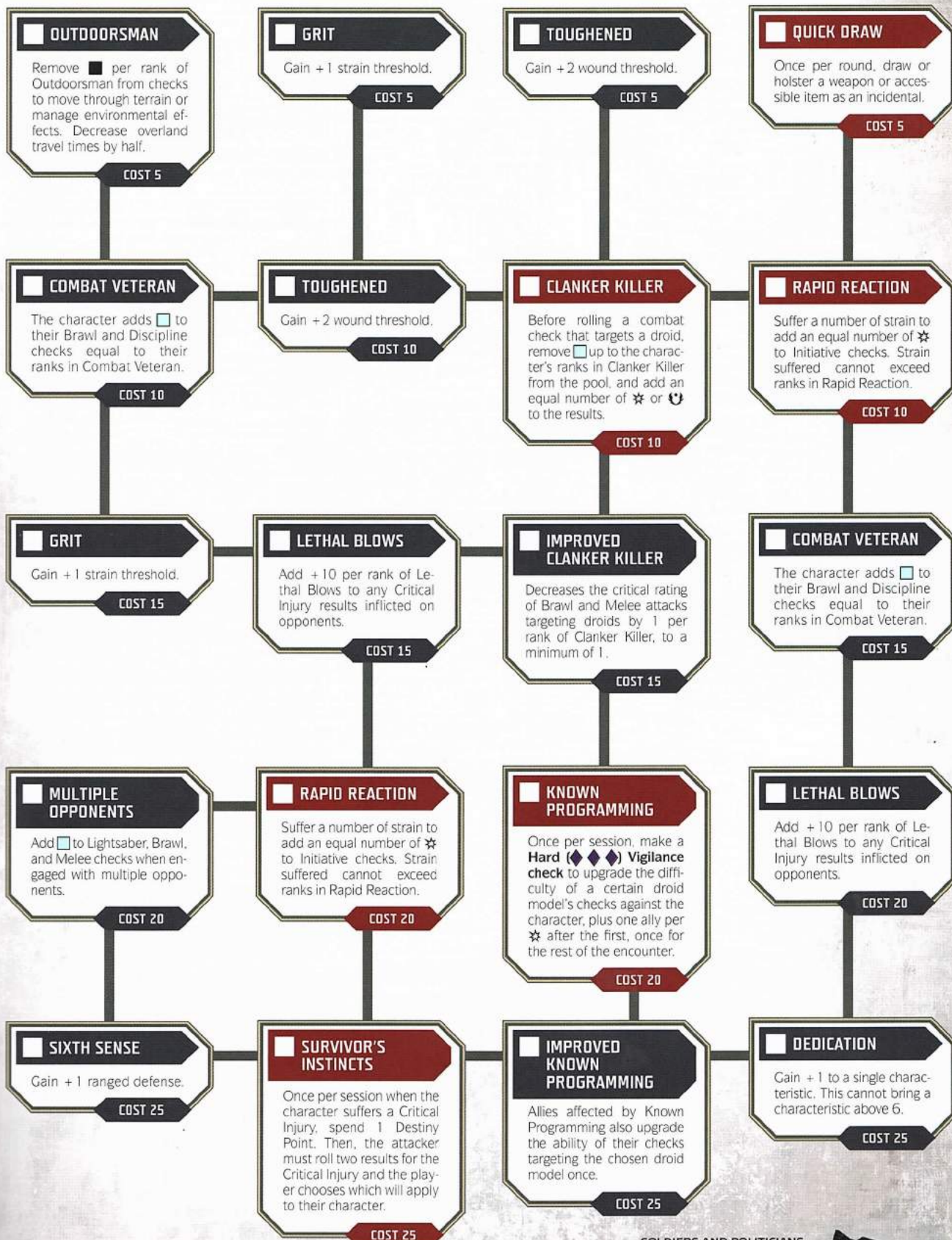**COST 25**

Clone Soldier: Clone Veteran Talent Tree

Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance
Clone Veteran Bonus Career Skills: Melee, Resilience, Skulduggery, Survival

OUTDOORSMAN

Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

QUICK DRAW

Once per round, draw or holster a weapon or accessible item as an incidental.

COST 5

COMBAT VETERAN

The character adds □ to their Brawl and Discipline checks equal to their ranks in Combat Veteran.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 10

CLANKER KILLER

Before rolling a combat check that targets a droid, remove □ up to the character's ranks in Clanker Killer from the pool, and add an equal number of ☼ or ⚉ to the results.

COST 10

RAPID REACTION

Suffer a number of strain to add an equal number of ☼ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 10

GRIT

Gain +1 strain threshold.

COST 15

LETHAL BLOWS

Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.

COST 15

IMPROVED CLANKER KILLER

Decreases the critical rating of Brawl and Melee attacks targeting droids by 1 per rank of Clanker Killer, to a minimum of 1.

COST 15

COMBAT VETERAN

The character adds □ to their Brawl and Discipline checks equal to their ranks in Combat Veteran.

COST 15

MULTIPLE OPPONENTS

Add □ to Lightsaber, Brawl, and Melee checks when engaged with multiple opponents.

COST 20

RAPID REACTION

Suffer a number of strain to add an equal number of ☼ to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 20

KNOWN PROGRAMMING

Once per session, make a **Hard (◆ ◆ ◆) Vigilance check** to upgrade the difficulty of a certain droid model's checks against the character, plus one ally per ☼ after the first, once for the rest of the encounter.

COST 20

LETHAL BLOWS

Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.

COST 20

SIXTH SENSE

Gain +1 ranged defense.

COST 25

SURVIVOR'S INSTINCTS

Once per session when the character suffers a Critical Injury, spend 1 Destiny Point. Then, the attacker must roll two results for the Critical Injury and the player chooses which will apply to their character.

COST 25

IMPROVED KNOWN PROGRAMMING

Allies affected by Known Programming also upgrade the ability of their checks targeting the chosen droid model once.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

The Jedi's six career skills are **Athletics**, **Cool**, **Discipline**, **Knowledge (Lore)**, **Lightsaber**, and **Piloting (Space)**. Characters with this career automatically gain a rank in three of these skills without spending experience and gain a discount when increasing them with experience points. **Jedi begin the game with a Force rating of 1.**

SAVIORS OF A DIVIDED GALAXY

The Clone Wars have revealed an ideological tension among the Jedi. Before the Clone Wars, the Jedi acted as an independent troubleshooting body and also as a monastic order meditating on the nature of the Force and philosophizing on members' role in the galaxy. Now, they serve as generals and commanders constantly involved in war.

Some Jedi feel they have lost something by becoming the Republic's warriors, especially as the Republic still suffers from corruption, pointless politicking, and legislative sluggishness. On the other hand, returning to monasticism and contemplation would mean ignoring the suffering going on in the galaxy.

The struggle most Jedi endure pulls them back and forth between these two paths. If the Force can be utilized for the greater good, then studying it could be the best way to save the galaxy from destruction. And yet, engaging in direct action can also save lives. If a Jedi can destroy a Separatist tank division attacking a village, few can claim that allowing the Separatists to raze that village would have served a greater good. The following two specializations represent this ideological division in the Jedi Order.

GENERAL

A Jedi's connection to the Force helps them see the bigger picture and understand the larger objectives in war. Their practice controlling their fear and anger provides a powerful benefit on the battlefield. While the Jedi Council debates the Jedi's role in the war, certain Jedi step up to take on leadership positions that the Grand Army of the Republic sorely needs.

The histories of the Jedi Order and Galactic Republic are inseparable. The Jedi have always been on the forefront of conflicts and wars, though not leading armies. The Clone Wars have changed this relationship, but a relative few Jedi truly embody the role of General. Generals gain the additional career skills **Knowledge (Warfare)**, **Leadership**, **Piloting (Planetary)**, and **Vigilance**. If this is the PC's first specialization, the PC gains one rank in each of two of these skills.

Jedi Generals deal with mundane administrative decisions regarding staffing, equipment and resupply, promotions and training, and even budget requests. They also differ from many strategic officers by taking to the field of battle alongside their troops. These Jedi find their senses more acute on the field than when watching troop movements on a holoprojector. They understand the cost of war: the destruction, the death, and the fear that the troops must endure.

The war puts the Jedi in a unique position. As an independent body that serves the Republic, the Jedi can make decisions for the good of the Republic while sometimes acting against the decisions of the government, even those of the Supreme Chancellor himself. The Jedi's true purpose in commanding the clone army is not just to defend the Republic, but also to maintain the ethical standard it represents.

Jedi Generals must protect the lives of civilians first, the welfare of the Republic second, and the lives of their fellow soldiers last. They sometimes take on important missions themselves rather than saddling others with particularly weighty responsibilities. When a situation requires a calculated sacrifice of soldiers' safety, it is doubly important that Jedi fight on the field. The Jedi cannot risk the lives of others while protecting their own.

The danger of this path lies in the possibility that Jedi Generals will forget their ultimate goal: peace. Jedi Generals must remember that they serve not only the Republic, but their Jedi Code and the galaxy as a whole. They have a responsibility to protect planets and their peoples even as they lead armies to occupy them. The thrill of victory and the rush of adrenaline can cloud the mind of even the most dedicated of Jedi. Victory cannot be the only goal.

MASTER

A Jedi cannot ignore the binding principle that connects the galaxy, especially at a time of war. While a civilian may not see any utility in silent contemplation of the Force, a Master understands that wisdom can come from anywhere and everywhere. Although the title of "Master" requires the approval of the Jedi Council, this specialization covers overall wisdom, self-reflection, and mastery of the Force. A true Jedi Master requires no formal title. The Force recognizes their ability.

Masters gain the career skills **Charm**, **Knowledge (Core Worlds)**, **Knowledge (Education)**, and **Perception**. These skills reflect a Master's inner control and search for knowledge and self-understanding. They also represent a Master's responsibility to teach both Jedi and non-Jedi how to understand themselves and act

in accordance with that knowledge. Masters meditate, instruct formally in classrooms or informally in conversation, and seek out ancient texts.

In times of war, Jedi Masters serve an even greater purpose in bringing inner peace and hope to others. Jedi who have seen the horrors of war, who doubt their purpose and themselves, can go to a Master for guidance, to re-center themselves and regain perspective.

By sensing disturbances in the Force, Masters can locate areas of conflict and anguish and advise Jedi on the field of an otherwise unknown trouble. They can also sense agents of the dark side of the Force and seek them out, countering their effects on the galaxy. They continue to seek out lost knowledge, not only of the Jedi's history but of the galaxy's. One can never discount how an obscure item of knowledge can provide a greater wisdom, as all things are connected by the Force.

Lest other Jedi fall into the trap of treating the Force as a tool—or worse, a weapon of war—Masters must remind them of the central promise of the Force: its ability to connect and understand all life. The pursuit of this understanding, the peaceful exploration of the galaxy, and the steady journey toward self-realization are central to the Jedi Order's core principles. Masters remind the warriors in the Jedi ranks that they fight in spite of their quest for peace, not because of it.

Masters guide other Jedi, especially if they suffer from anger or self-doubt. Masters have wisdom that lets them see the bigger picture, one greater than the Clone Wars or the Republic. Danger lies in forgetting about the smaller picture. The galaxy is made up of individuals, single points of light in the darkness, and to assume one individual is unimportant to the whole of the galaxy is the greatest hubris.

JEDI TRAINING

Like the careers in FORCE AND DESTINY, the Jedi career has only six career skills and begins with a free rank in three of these. Although the rules for character creation in EDGE OF THE EMPIRE and AGE OF REBELLION state that a career includes eight career skills and that character gains ranks in four of these at character creation, players can create a Jedi character using only this book and the EDGE OF THE EMPIRE or AGE OF REBELLION Core Rulebook. Simply follow the more specific instructions for gaining career skills and choosing starting ranks in the Jedi career description, which supersede the guidance in the core rulebook.

Jedi: General Talent Tree

Career Skills: Athletics, Cool, Discipline, Knowledge (Lore), Lightsaber, Piloting (Space)
General Bonus Career Skills: Knowledge (Warfare), Leadership, Piloting (Planetary), Vigilance
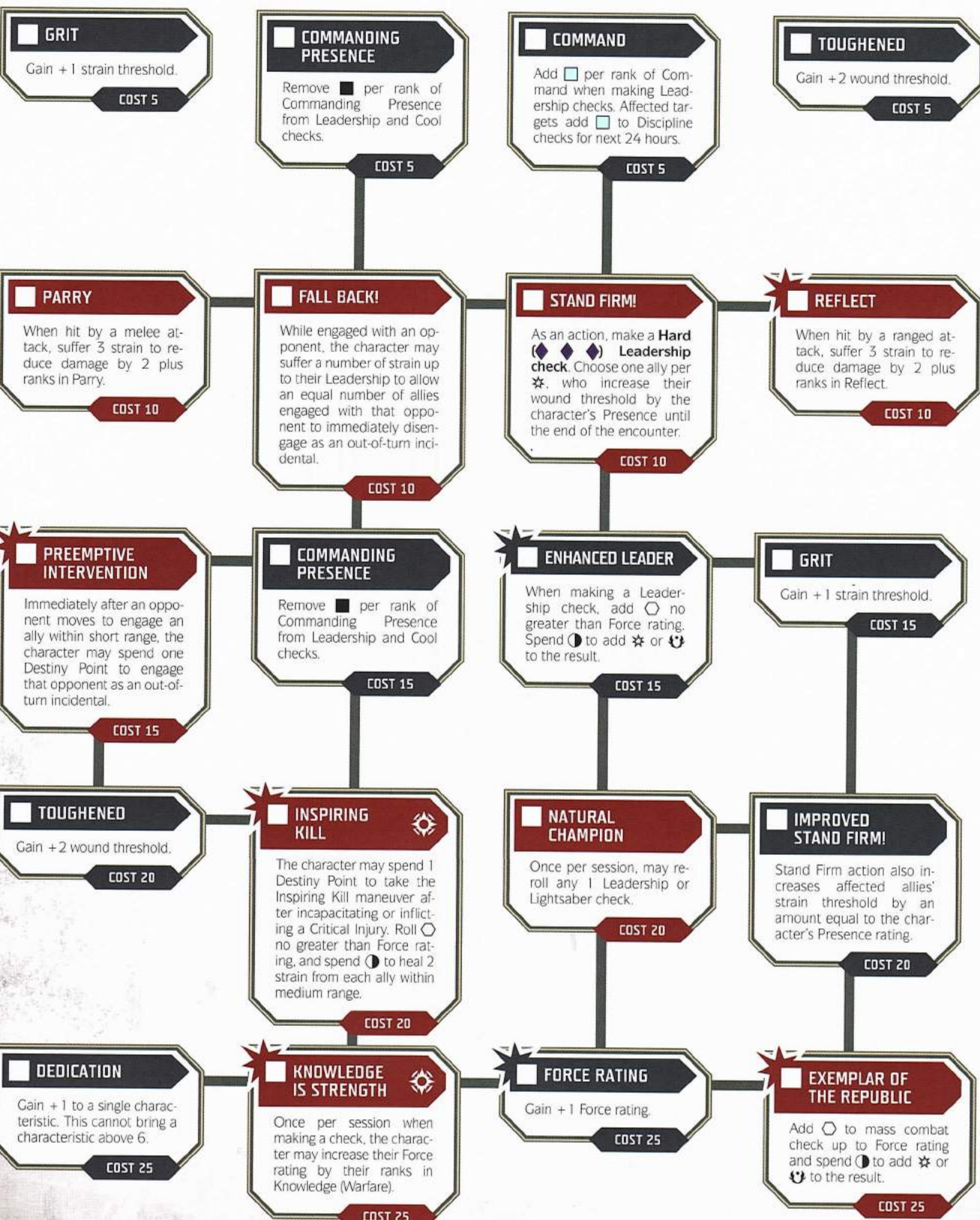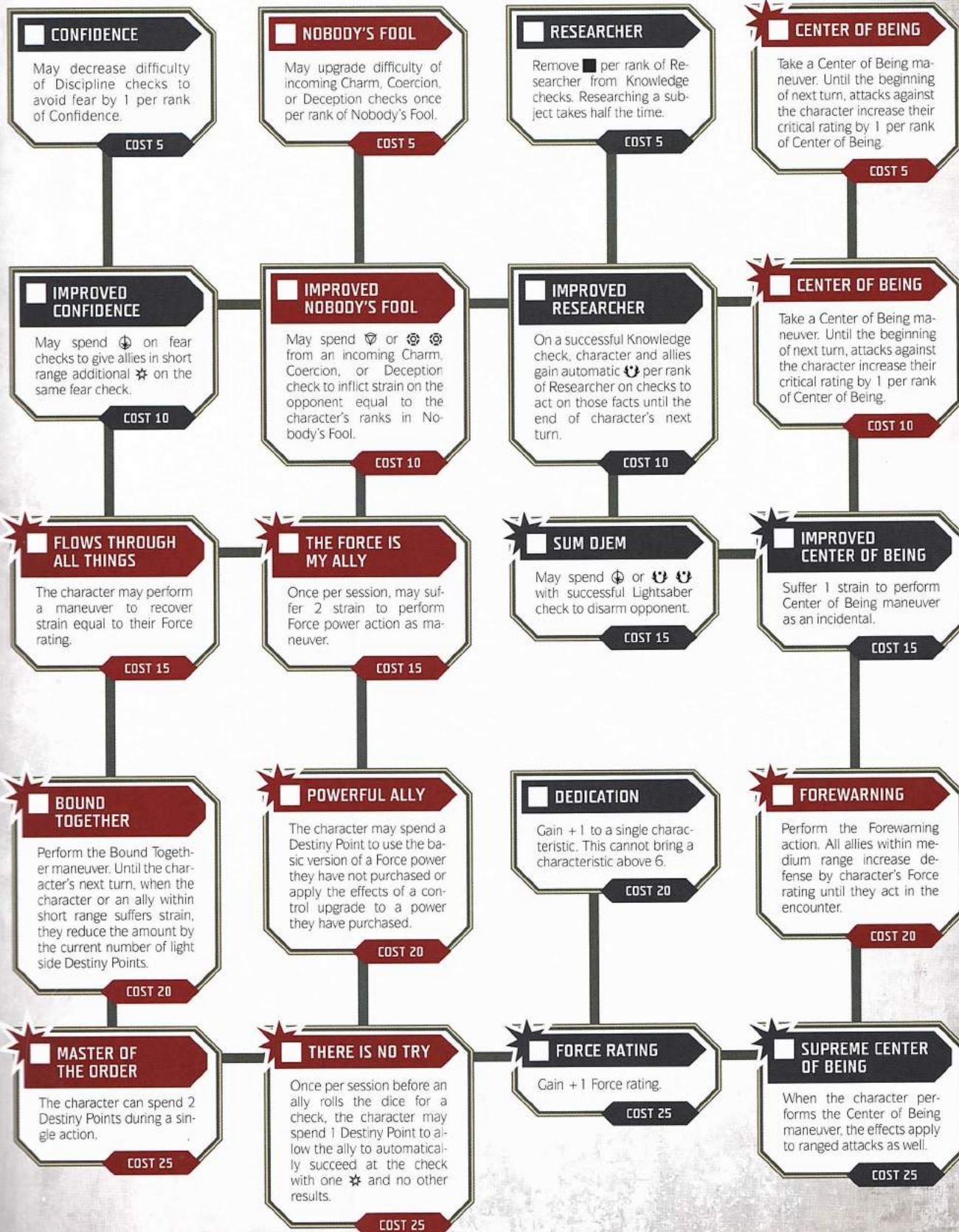Prerequisite: Force rating 2

GRIT

Gain +1 strain threshold.

COST 5

COMMANDING PRESENCE

Remove ■ per rank of Commanding Presence from Leadership and Cool checks.

COST 5

COMMAND

Add ☐ per rank of Command when making Leadership checks. Affected targets add ☐ to Discipline checks for next 24 hours.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 10

FALL BACK!

While engaged with an opponent, the character may suffer a number of strain up to their Leadership to allow an equal number of allies engaged with that opponent to immediately disengage as an out-of-turn incidental.

COST 10

STAND FIRM!

As an action, make a **Hard (♦ ♦ ♦) Leadership check**. Choose one ally per ✻, who increase their wound threshold by the character's Presence until the end of the encounter.

COST 10

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 10

PREEMPTIVE INTERVENTION

Immediately after an opponent moves to engage an ally within short range, the character may spend one Destiny Point to engage that opponent as an out-of-turn incidental.

COST 15

COMMANDING PRESENCE

Remove ■ per rank of Commanding Presence from Leadership and Cool checks.

COST 15

ENHANCED LEADER

When making a Leadership check, add ◯ no greater than Force rating. Spend ◖ to add ✻ or ✪ to the result.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 20

INSPIRING KILL ✦

The character may spend 1 Destiny Point to take the Inspiring Kill maneuver after incapacitating or inflicting a Critical Injury. Roll ◯ no greater than Force rating, and spend ◖ to heal 2 strain from each ally within medium range.

COST 20

NATURAL CHAMPION

Once per session, may reroll any 1 Leadership or Lightsaber check.

COST 20

IMPROVED STAND FIRM!

Stand Firm action also increases affected allies' strain threshold by an amount equal to the character's Presence rating.

COST 20

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

KNOWLEDGE IS STRENGTH ✦

Once per session when making a check, the character may increase their Force rating by their ranks in Knowledge (Warfare).

COST 25

FORCE RATING

Gain +1 Force rating.

COST 25

EXEMPLAR OF THE REPUBLIC

Add ◯ to mass combat check up to Force rating and spend ◖ to add ✻ or ✪ to the result.

COST 25

Jedi: Master Talent Tree

Career Skills: Athletics, Cool, Discipline, Knowledge (Lore), Lightsaber, Piloting (Space)
Master Bonus Career Skills: Charm, Knowledge (Core Worlds), Knowledge (Education), Perception
Prerequisite: Force rating 3

ACTIVE

PASSIVE

FORCE TALENT

CONFIDENCE
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 5

NOBODY'S FOOL
May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

COST 5

RESEARCHER
Remove ■ per rank of Researcher from Knowledge checks. Researching a subject takes half the time.

COST 5

CENTER OF BEING
Take a Center of Being maneuver. Until the beginning of next turn, attacks against the character increase their critical rating by 1 per rank of Center of Being.

COST 5

IMPROVED CONFIDENCE
May spend ⬡ on fear checks to give allies in short range additional ✶ on the same fear check.

COST 10

IMPROVED NOBODY'S FOOL
May spend ▽ or ⚙ ⚙ from an incoming Charm, Coercion, or Deception check to inflict strain on the opponent equal to the character's ranks in Nobody's Fool.

COST 10

IMPROVED RESEARCHER
On a successful Knowledge check, character and allies gain automatic ⟳ per rank of Researcher on checks to act on those facts until the end of character's next turn.

COST 10

CENTER OF BEING
Take a Center of Being maneuver. Until the beginning of next turn, attacks against the character increase their critical rating by 1 per rank of Center of Being.

COST 10

FLOWS THROUGH ALL THINGS
The character may perform a maneuver to recover strain equal to their Force rating.

COST 15

THE FORCE IS MY ALLY
Once per session, may suffer 2 strain to perform Force power action as maneuver.

COST 15

SUM DJEM
May spend ⬡ or ⟳ ⟳ with successful Lightsaber check to disarm opponent.

COST 15

IMPROVED CENTER OF BEING
Suffer 1 strain to perform Center of Being maneuver as an incidental.

COST 15

BOUND TOGETHER
Perform the Bound Together maneuver. Until the character's next turn, when the character or an ally within short range suffers strain, they reduce the amount by the current number of light side Destiny Points.

COST 20

POWERFUL ALLY
The character may spend a Destiny Point to use the basic version of a Force power they have not purchased or apply the effects of a control upgrade to a power they have purchased.

COST 20

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 20

FOREWARNING
Perform the Forewarning action. All allies within medium range increase defense by character's Force rating until they act in the encounter.

COST 20

MASTER OF THE ORDER
The character can spend 2 Destiny Points during a single action.

COST 25

THERE IS NO TRY
Once per session before an ally rolls the dice for a check, the character may spend 1 Destiny Point to allow the ally to automatically succeed at the check with one ✶ and no other results.

COST 25

FORCE RATING
Gain +1 Force rating.

COST 25

SUPREME CENTER OF BEING
When the character performs the Center of Being maneuver, the effects apply to ranged attacks as well.

COST 25

DEATH WATCH WARRIOR

The Death Watch are either fanatics or patriots, depending on which side of their blasters one faces. Historical revisionists and a terrorist group to the Republic, the Death Watch believes that the Mandalorians should return to their warrior roots. In order to reclaim their so-called heritage, they allied with the Separatists, performing commando raids and sabotage against the Republic in exchange for political support against the recognized Mandalorian government.

keeps them tied to galactic politics and whose pacifism is an affront to Death Watch militarism. The Death Watch intends to transform Mandalore into a militant culture once more and reclaim its lost territory.

A Death Watch Warrior utilizes hit-and-run tactics and rapid, surgical strikes. Without a true army, the Death Watch cannot hold territory, but it can disrupt, destroy, and raze strategic locations such as communication outposts, power plants, and defense systems. To assist in their lightning attacks, each warrior trains in the use of a jetpack. This helps them to gain higher ground, find cover, and access targets. With time and planning,

WARRIORS FOR A LOST PAST

Mandalore's location at the border of the Outer Rim and the inner rims of the galaxy makes Mandalorian Space highly coveted and contested. Historians have debated whether this constant invasion into the Mandalorians' space led to their ancient warrior culture, or if their prime location led them toward dreams of conquest. Regardless, Mandalore has chosen a peaceful path. The Death Watch, however, sees this as a betrayal of both their past and their future.

The Mandalorian Civil War saw the progenitors of the Death Watch exiled to the moon Concordia. The survivors re-formed as the Death Watch, which wants a strong and independent Mandalore ruled by warriors, free from the machinations of the Galactic Republic but also unshackled from the Separatists' idealistic rebellion. First, they must overthrow the current Mandalorian government, whose Republic membership

a warrior can engage in acts of sabotage. To achieve these goals, a Death Watch Warrior needs receives the following additional career skills: **Coercion**, **Mechanics**, **Piloting (Planetary)**, and **Ranged (Light)**.

A Death Watch Warrior also needs to express their aggression at the negotiation table. Compromise breeds weakness. Extortion, strong-arming, even a little blackmail showcases power and command. The Death Watch doesn't need compromise; it needs victories.

The Death Watch has no disdain for the Mandalorian people, just for their misguided belief in peace. It merely needs to show them the glory of battle and the rewards of taking their birthright. To cleanse the peaceful rot in their society, Death Watch aims to eliminate leaders who cannot change and the Republic that backs them. If the Separatists refuse to give aid—or worse, dictate Mandalore's destiny—then the Death Watch intends to fight the whole galaxy to the end.

Universal: Death Watch Warrior Talent Tree
Death Watch Warrior Bonus Career Skills: Coercion, Mechanics, Piloting (Planetary), Ranged (Light)

ACTIVE

PASSIVE

TOUGHENED
Gain +2 wound threshold.

COST 5

INTIMIDATING
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

COST 5

CONDITIONED
Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 5

GRIT
Gain +1 strain threshold.

COST 5

ARMOR MASTER
When wearing armor, increase total soak value by 1.

COST 10

SIDE STEP
Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.

COST 10

JUMP UP
Once per round, may stand from seated or prone as an incidental.

COST 10

JETPACK EXPERTISE
The character may spend ⟳ from their checks to remove 1 system strain from their jetpack. (They may choose this effect multiple times when spending ⟳.)

COST 10

INTIMIDATING
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

COST 15

POINT BLANK
Add 1 damage per rank of Point Blank to damage of one hit of successful attack using Ranged (Heavy) or Ranged (Light) skills at short range or engaged. ·

COST 15

SIDE STEP
Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Side Step.

COST 15

POINT BLANK
Add 1 damage per rank of Point Blank to damage of one hit of successful attack using Ranged (Heavy) or Ranged (Light) skills at short range or engaged.

COST 15

IMPROVED ARMOR MASTER
When wearing armor with a soak value of 2 or higher, increase defense by 1.

COST 20

CONDITIONED
Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 20

HIT AND RUN
After the character completes an attack targeting an opponent they are engaged with, they may immediately move to short range using a jetpack.

COST 20

DEATH FROM ABOVE
Once per encounter, inflict 1 system strain on jetpack and make a **Hard (◆◆◆) Piloting** check. For each ☼, one adversary in short range is knocked prone. May spend ⊕ to stagger one affected target.

COST 20

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6. ·

COST 25

TO THE DEATH
Once per session, suffer strain up to Willpower and add +10 per strain suffered to critical rolls the character inflicts or suffers until the end of the encounter.

COST 25

IMPROVED SIDE STEP
When the character performs a Side Step maneuver, until the start of their next turn they may spend ❁ ❁ ❁ or ▽ from an attacker's check to inflict one hit with a ranged weapon they are wielding.

COST 25

MOMENTUM
The character deals additional damage with their first hit equal to the number of range bands they moved during the current round.

COST 25

NIGHTSISTER
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NEITHER FULLY DARK NOR LIGHT

The sect known as the Nightsisters studies the Force in a much different way than the Jedi or even the Sith. The unique magickal ichor on Dathomir grants power and wisdom to those strong—or cruel—enough to wield it. In general, the Nightsisters consolidate and collect power, both through alchemy and magicks and through self-reliance and personal strength.

The Nightsisters also differ from the Jedi through their use of alchemy, the concentration of the Force into a physical form. They study the effects of the Force on the strange creatures on Dathomir, extracting utility from how these creatures express the Force. For example, an ancient creature called the Sleeper has properties the Nightsisters use to create their Water of Life, a form of healing alchemy.

This study differs from the Jedi's aspiration for knowledge and the Sith's hunger for power. Nightsisters use anything and everything on Dathomir to assist in their survival. They view the animals, the trees, the waters, their energy bows, and even the Nightbrothers as tools that help their clans endure.

They bend or break those tools when they need to without remorse, pity, or regret. In many ways, by relying on such tools, the Nightsisters avoid falling into the passions and rages that plague the Sith, while wielding the dark side of the Force that the Jedi fear to tap.

Individualism manifests in many different beliefs among the Nightsisters. Some Nightsisters believe in a Winged Goddess, a deity of life, divination, and fertility. Others believe in a Fanged God, deity of death and the hunt. To the Nightsisters, life consists of a series of challenges and moments of suffering, tempering and strengthening their bodies and souls. Death, though not celebrated, is not feared, being merely a natural part of existence. Still, to the Nightsisters, the boundary between the living and the dead is merely a veil, not a wall.

Mother Talzin's clan has a variation on hanging coffins. The dead are sealed and stitched into large leather pods dangling from trees, signifying rebirth, the continual presence of death, and integration into the ecosystem. With practice, a Nightsister can commune with the dead and gain wisdom and even summon them to the material world. In this and in all things, the Nightsisters integrate their magicks into their cultural practices and utilize those practices to ensure their survival.

Reflecting their individualism and acceptance of struggle as a necessary part of life and death, Nightsisters gain the career skills **Discipline**, **Knowledge (Lore)**, **Stealth**, and **Survival**.

While the Jedi and Sith might view the Nightsisters as agents of the dark side, the Nightsisters care little about the war between the two groups. The Nightsisters know no serenity or peace like the Jedi, yet they do not give in to rage or overt passion like the Sith. Instead, they freely cross the line between light and dark, embroiled in and thriving in conflict.

Universal: Nightsister Talent Tree

Nightsister Bonus Career Skills: Discipline, Knowledge (Lore), Stealth, Survival

■ ACTIVE

■ PASSIVE

■ FORCE TALENT

WITCHCRAFT
The character gains Force rating 1.

COST 5

SUMMON ITEM
As a maneuver, the character can summon or dismiss a ritually prepared item.

COST 5

GRIT
Gain +1 strain threshold.

COST 5

EXPERT TRACKER
Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

COST 5

SENSE ADVANTAGE
Once per session, may add ■■ to 1 NPC's skill check.

COST 10

ICHOR BLADE
The character chooses one Melee or Brawl weapon they possess, which gains the Cortosis and Pierce 2 qualities and reduces its critical rating by 1 to a minimum of 1. If the weapon is ever lost or destroyed, the character can apply Ichor Blade to a new weapon.

COST 10

INTIMIDATING
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

COST 10

TOUGHENED
Gain +2 wound threshold.

COST 10

BALANCE
When the character recovers strain at the end of the encounter, they may add ◯ per Force rating. They recover additional strain equal to ◖ generated.

COST 15

IMPROVED ICHOR BLADE
The chosen weapon also gains the Sunder quality and Defensive 1 quality, and increases its damage by 2.

COST 15

GRIT
Gain +1 strain threshold.

COST 15

SIXTH SENSE
Gain +1 ranged defense.

COST 15

COVEN
May take the Coven maneuver. On the character's next Force power check, they may reroll one ◯ for each ally with Coven within short range.

COST 20

ICHOR TRANSFUSION
Once per encounter, the character may perform the Ichor Transfusion maneuver to heal any number of strain by suffering that number of wounds +1. The character may instead heal any number of wounds by suffering that number of strain +1.

COST 20

SURVIVOR'S INSTINCTS
Once per session when the character suffers a Critical Injury, spend 1 Destiny Point. Then, the attacker must roll two results for the Critical Injury and the player chooses which will apply to their character.

COST 20

INTIMIDATING
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

COST 20

FORCE RATING
Gain +1 Force rating.

COST 25

ICHOR RESERVE
Once per session as a maneuver, the character may suffer 2 strain to increase Force rating by 1 until the end of the encounter.

COST 25

FORCE OF WILL
Once per session, make one skill check using Willpower rather than the characteristic linked to that skill.

COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

SENATOR

Despite their differing allegiances, Senators for the Republic and Separatist Alliance fulfill similar duties. The Separatist Parliament even mimics the structure of the Galactic Senate, where most members previously served. Senators on both sides have responsibility on their shoulders representing not only their homeworlds, but *also their constituents and their respective governments as a whole*. These responsibilities often conflict and contradict, even as these politicians face the danger of a fractured government and a relentless enemy.

The Republic Senate has tens of thousands of members representing homeworlds, guilds, federations, and corporate interests. This tends to drown out single voices, so Senators form coalitions and special interest groups to wield collective power. These Senates-in-miniature aim for specific goals, forming and disbanding as needed. For an average citizen, however, these political bodies often appear to do nothing more than selfish politicking.

The Separatist Parliament numbers in the thousands, but its smaller size gives the illusion of direct democracy. Many Senators merely follow their charismatic leader, Count Dooku. Others, alarmed at Republic aggression, follow in step. A few Senators see this as a troubling trend, risking the same sort of corruption they saw in the Galactic Senate.

WORDS AS WEAPONS AND SHIELDS

A good Senator keeps in touch with their constituents—or at least gives this appearance of doing so. They rely on their representatives to inform them of polls, changes in attitude, and potential problems. In many ways, a Senator acts as commander of a squad of diplomats and support staff on a mission to advance their homeworld or corporate entity politically, economically, or militarily.
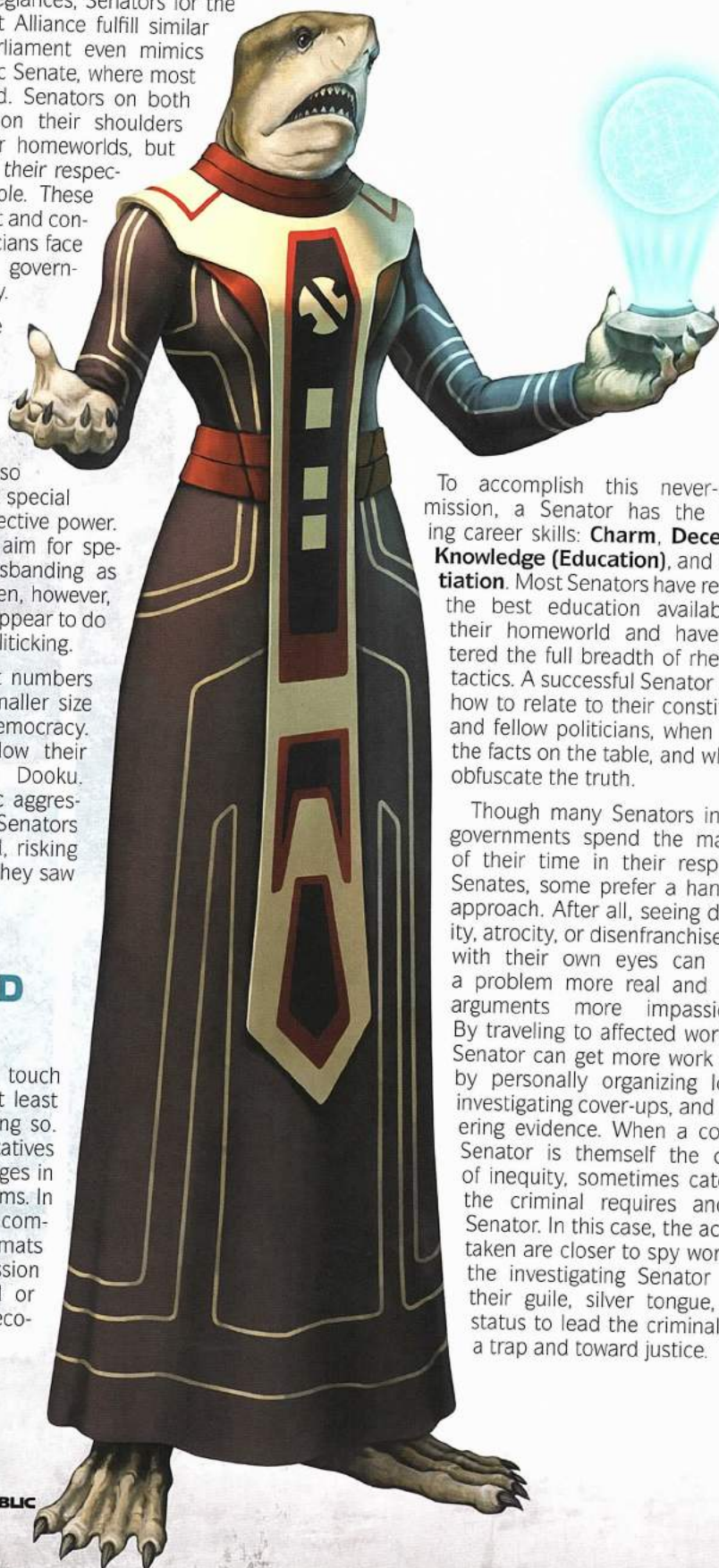
To accomplish this never-ending mission, a Senator has the following career skills: **Charm**, **Deception**, **Knowledge (Education)**, and **Negotiation**. Most Senators have received the best education available on their homeworld and have mastered the full breadth of rhetorical tactics. A successful Senator knows how to relate to their constituents and fellow politicians, when to lay the facts on the table, and when to obfuscate the truth.

Though many Senators in both governments spend the majority of their time in their respective Senates, some prefer a hands-on approach. After all, seeing disparity, atrocity, or disenfranchisement with their own eyes can make a problem more real and make arguments more impassioned. By traveling to affected worlds, a Senator can get more work done by personally organizing locals, investigating cover-ups, and gathering evidence. When a corrupt Senator is themself the cause of inequity, sometimes catching the criminal requires another Senator. In this case, the actions taken are closer to spy work, as the investigating Senator uses their guile, silver tongue, and status to lead the criminal into a trap and toward justice.

Universal: Senator Talent Tree

Senator Bonus Skills: Charm, Deception, Knowledge (Education), Negotiation

RESOLVE
When involuntarily suffering strain, suffer 1 less strain per rank of Resolve, to a minimum of 1.

COST 5

RESPECTED DELEGATE
Downgrade the difficulty of social skill checks made to interact with government institutions outside of homeworld a number of times equal to ranks in Respected Delegate.

COST 5

PLAUSIBLE DENIABILITY
Remove ■ per rank of Plausible Deniability from Coercion and Deception checks.

COST 5

GRIT
Gain + 1 strain threshold.

COST 5

RESOLVE
When involuntarily suffering strain, suffer 1 less strain per rank of Resolve, to a minimum of 1.

COST 10

SAVVY
The character adds ☐ to Charm and Negotiation checks per rank of Savvy.

COST 10

CONGENIAL
May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial.

COST 10

NOBODY'S FOOL
Upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.

COST 10

GRIT
Gain + 1 strain threshold.

COST 15

INSPIRING RHETORIC
Take the Inspiring Rhetoric action; make an **Average (♦ ♦) Leadership check**. Each ✧ causes 1 ally in close range to recover 1 strain. Spend ۞ to cause 1 affected ally to recover 1 additional strain.

COST 15

PLAUSIBLE DENIABILITY
Remove ■ per rank of Plausible Deniability from Coercion and Deception checks.

COST 15

SAVVY
The character adds ☐ to Charm and Negotiation checks per rank of Savvy.

COST 15

RESIST QUESTIONING
When targeted by an opposed social skill check, the character may suffer 2 strain to add ■ to the check. If the check fails, the character may spend ▽ to indicate they have provided false information.

COST 20

IMPROVED INSPIRING RHETORIC
Each ally affected by Inspiring Rhetoric gains ☐ on all skill checks for a number of rounds equal to ranks in Leadership.

COST 20

CONGENIAL
May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial.

COST 20

IMPROVED NOBODY'S FOOL
The character may spend ▽ or ۞ ۞ from an incoming Charm, Coercion, or Deception check to inflict strain on the opponent equal to the character's ranks in Nobody's Fool.

COST 20

DEDICATION
Gain + 1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

BLATHER
Take the Blather action, making a **Hard (♦ ♦ ♦) Charm or Deception check**. If successful, one adversary per ✧ is Disoriented for rounds equal to the character's Presence. The character may spend ۞ from the check to Stagger one affected target.

COST 25

DIPLOMATIC IMMUNITY
As an out-of-turn incidental, the character spends one Destiny Point and adversaries cannot choose them as the target of a combat check until the end of their next turn.

COST 25

RESOURCE ALLOCATION
At the beginning of a Mass Combat, make a **Hard (♦ ♦ ♦) Charm or Negotiation check** to increase their force's strength by one step for the duration of the encounter. May spend ۞ from the check to upgrade the ability of their force's first Mass Combat check.

COST 25

Due to the Separatists' hodgepodge nature, their commanders come from all walks of life. Rebels or patriots, fueled more by passion or ambition than experience, can rise in the ranks through undisciplined but daring tactical decisions. Corporate soldiers, having led squads against pirates, have the discipline, but credits might motivate them more than loyalty. Military commanders from a planetary militia or even ranking members of a civilian police force could find a position in the Separatist army, yet they have not seen battle on this scale before.

These shortcomings do plague the CIS, but unique backgrounds can be an advantage against the slow, traditionalist Republic. The Galactic Senate still has varying levels of dedication to the war, whereas the CIS military has the full backing of the Separatist government. Enthusiasm and support goes a long way toward giving its soldiers the strength to go on. The Clone Wars offer plenty of opportunities to gain experience, provided they survive the first few sorties.

The Separatist Commander specialization includes not only organic species but also droids given command responsibilities. In addition to Baktoid Combat Automata's standardized T-series tactical droids and more advanced super tactical droids, the CIS uses whatever and whoever they can. A droid with a penchant for command and a steady success rate may engender more trust than an untested organic. In some cases, the Separatists have no choice. Given the holes in the command structure, an independent droid can mean the difference between victory and defeat, or between a high casualty rate and minimal losses.

IMPROMPTU CUNNING

As a result of its lack of high-level military experience, the Confederacy of Independent Systems relies heavily on command battle droids and tactical droids to fill in their command ranks. Meanwhile, the Separatists utilize training systems from corporate military programs, small-scale urban riot police procedures, and squad-level professional bounty hunter drills to prepare organic commanders for their new responsibilities in the field.

A Separatist commander must serve multiple roles, commanding fleets, troops, and tactical squads and coordinating surgical strikes while dealing with logistics and Separatist politics. The CIS still doesn't approach the Republic's level of organization. A Separatist Commander receives the following as additional career skills to help them fit any role or situation: **Coercion**, **Knowledge (Warfare)**, **Leadership**, and **Vigilance**.

At the beginning of the conflict, sectors pulled troops from local armies, amateur militias, and even mercenary groups; not only did these officers make do with patchwork training, but they also had to contend with patchwork armies. This forced Separatist Commanders to be innovative in their strategies and tactics, using their non-standard militaries to outwit the stolid methods of the Republic forces. With the Techno Union's and Trade Federation's industries running at full speed, the core Separatist military has been augmented with innovative weapons such as the *Hyena*-class droid bomber and the Baktoid Armor Workshop super tank, and contracted designs such as the *Droch*-class boarding ship. Technology alone cannot win the day, but a technological surprise, when utilized effectively, can turn the tide toward victory. As such, Separatist Commanders must be able to adapt not only to their enemies, but also to their own armies.

Universal: Separatist Commander Talent Tree

Separatist Commander Bonus Career Skills: Coercion, Knowledge (Warfare), Leadership, Vigilance

■ ACTIVE

■ PASSIVE

GRIT

Gain +1 strain threshold.

COST 5

WELL TRAVELED

Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills.

COST 5

COMMAND

Add ■ per rank of Command when making Leadership checks. Affected targets add ■ to Discipline checks for next 24 hours.

COST 5

INTIMIDATING

May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 10

SPEAKS BINARY

When directing NPC droids, may grant them ■ per rank of Speaks Binary on checks.

COST 10

CRUEL COMMANDER

May use ranks in Coercion to upgrade Mass Combat checks instead of ranks in Leadership.

COST 10

SCATHING TIRADE

Take a Scathing Tirade action; make an Average (◆◆) Coercion check. Each ☼ causes one enemy in short range to suffer 1 strain. Spend ۝ to cause 1 affected enemy to suffer 1 additional strain.

COST 10

IMPROVED FIELD COMMANDER

Field Commander action affects allies equal to double Presence, and may spend ⊕ to allow one ally to suffer 1 strain and perform 1 free action instead.

COST 15

FIELD COMMANDER

Take the Field Commander action; make an Average (◆◆) Leadership check. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.

COST 15

SPEAKS BINARY

When directing NPC droids, may grant them ■ per rank of Speaks Binary on checks.

COST 15

IMPROVED SCATHING TIRADE

Each enemy affected by Scathing Tirade suffers ■ on all skill checks for a number of rounds equal to ranks in Coercion.

COST 15

DROID COMMANDER

Once per encounter, may perform Field Commander as a maneuver instead of an action. All affected allies must be droids.

COST 20

SUPREME SPEAKS BINARY

Once per encounter, may perform the Speaks Binary maneuver. A number of NPC droids up to ranks in Speaks Binary may use the character's ranks for 1 skill of character's choice.

COST 20

IMPROVED SPEAKS BINARY

When directing NPC droids, those droids grant additional ■ in addition to other benefits.

COST 20

SUPREME SCATHING TIRADE

Suffer 1 strain to perform Scathing Tirade as a maneuver, instead of an action.

COST 20

LEAD FROM THE FRONT

After succeeding on a Leadership check or other check to inspire, lead, or rally an audience, the character may spend 1 Destiny Point to upgrade the ability of the next combat check made by all allies within short range.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

INTIMIDATING

May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

COST 25

LEAD FROM THE BACK

Once per round, may spend 1 Destiny Point to redirect a successful attack against the character to an allied NPC.

COST 25

NEW SKILLS

This section contains two skills not found in all three *Star Wars* Roleplaying core rulebooks: Knowledge (Warfare) and Lightsaber. Using them, characters can learn from past battles to better prepare themselves for the struggles of the Clone Wars, or they can take up the ancient weapon of the Jedi in defense of the Republic—or their own goals.

KNOWLEDGE (WARFARE) (INTELLECT)

The annals of the Jedi Order and the Republic are filled with tales of battles and wars, of heroism and tragedy. The Separatist Crisis having erupted into all-out war, the galaxy once again roils in conflict. Individuals with knowledge of previous wars can apply the lessons of warriors past.

As the name suggests, Knowledge (Warfare) is a Knowledge skill. It covers a character's knowledge of organized conflict, both on the ground and in space. Many things factor into this, from training and insight on the strategies and tactics of modern warfare, to an appreciation of the personnel and technology of the factions involved in the current conflict, to knowledge gained from studying the other great wars throughout galactic history.

- A character's knowledge of the strategies and tactics of warfare both on the ground and in space is represented by the Warfare skill.
- Any time a character wants to remember details about a significant event, organization, or individual who played a role in a galactic struggle, the character should make a Warfare check.

The difficulty of the Warfare check is based upon how hard it would be to acquire the information the character wishes to know. Classified, highly localized, or ancient information is obviously more obscure. Standardized structures and patterns that the character has encountered before, such as during earlier missions, are much easier to remember.

LIGHTSABER (BRAWN)

Lightsabers are the ancient and elegant weapons of the Jedi Order, but also of their eternal enemies, the Sith. When inactive, lightsabers appear to be little more than a simple hilt lacking any sort of cutting or impact implement. Once ignited, though, a shining blade of powerful energy springs from the hilt, capable of cutting through almost any material. Lightsabers' unusual weight distributions and the nature of their blades means that even individuals highly proficient with normal swords have difficulty wielding them properly. It is said that only those in tune with the Force can master the lightsaber, allowing that all-encompassing energy field to guide their blade where they will it.

Although the Lightsaber skill is linked to the Brawn characteristic, often characters may have access to talents that link the skill to a different characteristic instead, representing unique forms and fighting styles developed over the centuries. The Lightsaber skill governs melee attacks made with lightsabers as well as with derivative weapons such as lightwhips, guard shotos, and training sabers.

The Lightsaber skill is most often used to make combat checks while using these weapons, though at the GM's discretion there can be other times this skill can come into play. Like other melee attacks, the difficulty of Lightsaber combat checks is **Average** (◆ ◆). The check might be easier if the opponent is incapable of resisting or at other times per the GM's discretion. Maneuvers the character makes and specific combat situational modifiers can also modify the check's difficulty, as described in **Chapter VI: Conflict and Combat** in each core rulebook.

NEW TALENTS

The following pages describe the talents used in COLLAPSE OF THE REPUBLIC that do not appear in all *Star Wars* Roleplaying core rulebooks, including those that are new to this book. Every entry includes the information required for gameplay. See **Chapter IV: Talents** in any core rulebook for more information on talents.

ARMOR MASTER
Activation: Passive
Ranked: No
Trees: Death Watch Warrior
When wearing armor, the character increases their total soak value by one.

ARMOR MASTER (IMPROVED)
Activation: Passive
Ranked: No
Trees: Death Watch Warrior
When wearing armor with a soak value of 2 or higher, the character increases their defense by one.

AT ANY COST
Activation: Active (Incidental)
Ranked: No
Trees: Clone Commander
The character may suffer a Critical Injury to force a Mass Combat check to be rerolled. At the GM's discretion, the character may be required to sacrifice an item, vehicle, or individual of personal significance instead.

BALANCE
Activation: Active (Maneuver)
Ranked: No
Trees: Nightsister
Force talent. When the character recovers from strain at the end of each encounter, they may roll ⬡ no greater than their Force rating. They recover additional strain equal to the ◐ generated.

BLATHER
Activation: Active (Action)
Ranked: No
Trees: Senator
The character may take the Blather action, making a **Hard (♦ ♦ ♦) Charm** or **Deception check**. If the check is successful, one adversary per ✲ within medium range is disoriented for a number of rounds equal to the character's Presence rating. The character may spend ⊕ from the check to stagger one affected target for one round.

BOUND TOGETHER
Activation: Active (Maneuver)
Ranked: No
Trees: Master
Force talent. The character may perform the Bound Together maneuver. Until the start of the character's next turn, when the character or an ally within short range suffers strain involuntarily, they reduce the amount suffered by the current number of light side Destiny Points in the destiny pool.

CENTER OF BEING
Activation: Active (Maneuver)
Ranked: Yes
Trees: Master
Force talent. Once per round, when wielding a lightsaber, the character may perform a Center of Being maneuver. Until the beginning of the character's next turn, whenever an enemy makes a melee attack targeting the character, the critical rating of the enemy's weapon counts as 1 higher per rank of Center of Being.

CENTER OF BEING (IMPROVED)
Activation: Passive
Ranked: No
Trees: Master
Force talent. The character may voluntarily suffer 1 strain to perform Center of Being as an incidental instead of a maneuver.

CENTER OF BEING (SUPREME)
Activation: Passive
Ranked: No
Trees: Master
Force talent. When the character performs the Center of Being maneuver, until the beginning of their next turn, ranged weapons also treat their critical rating as one higher per rank of Center of Being when attacking the character.

CLANKER KILLER
Activation: Active (Incidental)
Ranked: Yes
Trees: ARC Trooper, Clone Commander, Clone Veteran
Before rolling a combat check that targets a droid (including a droid vehicle or a vehicle piloted by a droid), the character may remove ☐ up to their ranks in Clanker Killer from the pool, and add an equal number of ✲ or ⦿ (in any combination) to the results.

CLANKER KILLER (IMPROVED)
Activation: Passive
Ranked: No
Trees: Clone Veteran
When making a Brawl or Melee combat check targeting a droid, the character treats their attack's critical rating as being 1 lower per rank of Clanker Killer (to a minimum of 1).

As in FORCE AND DESTINY, this book uses the ◐ symbol for Force points instead of ● or ○. This allows Force users to draw on either side of the Force, possibly gaining strain in the process, and serves to clarify the difference between the symbols on the Force die ● and the Force points those symbols generate.

CLEVER COMMANDER
Activation: Passive
Ranked: No
Trees: Clone Commander
When upgrading the ability of a Mass Combat check in a mass combat in which the character is the commander of the acting force (or when upgrading the difficulty, if the character is the commander of the enemy force), the character may use ranks of Knowledge (Warfare) instead of ranks in Leadership.

COMBAT VETERAN
Activation: Passive
Ranked: Yes
Trees: Clone Veteran
The character adds □ to their Brawl and Discipline checks equal to their ranks in Combat Veteran

CONDITIONED
Activation: Passive
Ranked: Yes
Trees: ARC Trooper, Death Watch Warrior
The character removes ■ per rank of Conditioned from their Athletics and Coordination checks. They reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

CONFIDENCE (IMPROVED)
Activation: Passive
Ranked: No
Trees: Master
May spend ⊕ on a fear check to steady the nerves of other allies making the same fear check. If the character does so, each ally within short range who makes the fear check adds automatic ✷ equal to the character's ranks in Confidence to the results of the check.

CONGENIAL
Activation: Active (Incidental, Out of Turn)
Ranked: Yes
Trees: Senator
When attempting a Charm or Negotiation check, the character may suffer a number of strain to downgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed their ranks in Congenial. When the character is the target of a Charm or Negotiation check, they may suffer a number of strain to upgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed their ranks in Congenial.

COMMANDING PRESENCE
Activation: Passive
Ranked: Yes
Trees: Clone Commander, General
The character removes ■ per rank of Commanding Presence from their Leadership and Cool checks.

COVEN
Activation: Active (Maneuver)
Ranked: No
Trees: Nightsister
Force talent. The character may perform the Coven maneuver. On their next Force power check, they may reroll one ○ for each ally within short range who also possesses the Coven talent.

CRUEL COMMANDER
Activation: Passive
Ranked: No
Trees: Separatist Commander
When upgrading the ability of a Mass Combat check in a mass combat in which the character is the commander of the acting force (or when upgrading the difficulty, if the character is the commander of the enemy force), the character may use ranks in Coercion instead of ranks in Leadership.

DEATH FROM ABOVE
Activation: Active (Action)
Ranked: Yes
Trees: Death Watch Warrior
Once per encounter while using a jetpack, the character may take the Death from Above action, inflicting 1 system strain on their jetpack and making a **Hard (◆◆◆) Piloting (Planetary) check**. If the check is successful, for each ✷, one adversary of silhouette 0 or 1 within short range is knocked prone. The character may spend ⊕ from the check to stagger one affected adversary until the end of that adversary's next turn.

DIPLOMATIC IMMUNITY
Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Senator
Once per encounter, the character may perform the Diplomatic Immunity incidental. The character spends one Destiny Point, and adversaries cannot choose the character as the target of a combat check until after the end of the character's next turn. This effect ends if the character makes a combat check.

DROID COMMANDER
Activation: Active (Incidental)
Ranked: No
Trees: Separatist Commander
Once per encounter, the character may perform Field Commander as a maneuver instead of an action. All affected allies must be droids.

ENDURING PRESENCE
Activation: Passive
Ranked: No
Trees: Clone Commander
Once per session, the character may upgrade the ability of a Mass Combat check (if they are the commander of the acting force) or the difficulty of a Mass Combat check (if they are commander of the enemy force) even if the character is not present or is prevented from communicating with their troops.

ENHANCED LEADER
Activation: Passive
Ranked: No
Trees: General
Force talent. When making a Leadership check, the character may add ⬡ no greater than Force rating to the check. The character may spend ◖ to add ☼ or ۞ (character's choice) to the result.

EXEMPLAR OF THE REPUBLIC
Activation: Active (Incidental)
Ranked: No
Trees: General
Force talent. When making a Mass Combat check for which the character is the acting commander or takes a prominent role on the battlefield, the character may add ⬡ no greater than their Force rating to the check. The character may spend ◖ to add ☼ or ۞ (character's choice) to the result.

FALL BACK!
Activation: Active (Incidental)
Ranked: No
Trees: General
While engaged with an opponent, the character may suffer a number of strain up to their ranks in Leadership to allow an equal number of allies to immediately disengage from that opponent as an out-of-turn incidental.

FIRST AMONG BROTHERS
Activation: Passive
Ranked: Yes
Trees: Clone Commander
When the character makes a check that does not result in any uncanceled ۞, add ۞ equal to the character's ranks in First Among Brothers to the check results. The character may only spend these additional ۞ to affect allied clones.

FLOWS THROUGH ALL THINGS
Activation: Active (Maneuver)
Ranked: No
Trees: Master
Force talent. Once per round, the character may perform the Flows through all Things maneuver to recover strain equal to their Force rating.

FORCE OF WILL
Activation: Active (Incidental)
Ranked: No
Trees: Nightsister
Once per game session, the character may choose to make one skill check using Willpower rather than the characteristic linked to that skill. When they do this, they must explain how, in this particular instance, their willpower is helping them overcome this challenge.

FOREWARNING
Activation: Active (Action)
Ranked: No
Trees: Master
Force talent. The character may take the Forewarning action. All allies within medium range increase their melee and ranged defense by a number equal to the character's Force rating until they take their first turn during an encounter. If they have already taken their first turn, Forewarning has no effect.

FORMATION TACTICS
Activation: Active (Action)
Ranked: No
Trees: Clone Commander
The character may take the Formation Tactics action by making a **Hard (◆ ◆ ◆) Leadership check**. If successful, they may choose a number of allies within short range equal to ☼ generated. The difficulty of attacks against these allies is upgraded once until the end of the character's next turn. The effects of this action do not stack.

FORMATION TACTICS (IMPROVED)
Activation: Passive
Ranked: No
Trees: Clone Commander
The difficulty of taking the Formation Tactics action is reduced to **Average (◆ ◆)** instead of **Hard (◆ ◆ ◆)**. The character may spend ⊕ or ۵۵۵۵۵۵ to have the effect last until end of encounter.

GET THE DROP
Activation: Active (Incidental)
Ranked: No
Trees: ARC Trooper
Once per session, the character and any number of allies in the current encounter may add ☼ equal to the character's ranks in Stealth to a check to determine Initiative order. The player must explain how their character's stealthy approach helps the PCs to get the drop on their opponents.

GUNS BLAZING
Activation: Active (Incidental)
Ranked: No
Trees: ARC Trooper
When making a combined combat check with two Ranged (Light) weapons, the character may suffer 2 strain in order to refrain from increasing the difficulty of the check for attacking with two weapons.

HIT AND RUN
Activation: Active (Incidental)
Ranked: No
Trees: Death Watch Warrior
While the character is using a jetpack, after they complete an attack targeting an opponent they are engaged with, the character may immediately disengage as an incidental.

ICHOR BLADE
Activation: Passive
Ranked: No
Trees: Nightsister
When the character purchases this talent, choose one Melee or Brawl weapon they possess that does not feature electronic or other high-tech parts. (For example, they could choose a sword or staff, but not a vibroknife or electrostaff.) The weapon gains the Cortosis and Pierce 2 item qualities and reduces its critical rating by one to a minimum of 1. In addition, any other character adds ■ to checks they make to use this weapon. If the weapon is ever lost or destroyed, the character can apply Ichor Blade to a new weapon. If the weapon leaves the character's possession for longer than a single scene or encounter, it loses all effects of this talent until the character reacquires it.

ICHOR BLADE (IMPROVED)
Activation: Passive
Ranked: No
Trees: Nightsister
The weapon affected by the character's Ichor Blade talent also gains the Sunder and Defensive 1 item qualities, and increases its damage by 2.

ICHOR RESERVE
Activation: Active (Maneuver)
Ranked: No
Trees: Nightsister
Force talent. Once per session, the character may suffer 2 strain to perform the Ichor Reserve maneuver. Their Force rating increases by 1 until the end of the scene or encounter. At the GM's discretion, the character may need to occasionally return to Dathomir to replenish their supply of magickal ichor.

ICHOR TRANSFUSION
Activation: Active (Maneuver)
Ranked: No
Trees: Nightsister
Once per encounter, the character may perform the Ichor Transfusion maneuver. The character may heal any number of their current wounds by suffering that number of strain + 1. The character may instead heal any number of their current strain by suffering that number of wounds + 1.

INGRAINED LOYALTY
Activation: Active (Incidental)
Ranked: No
Trees: Clone Commander
When the character makes a Leadership check targeting one or more clones and no other characters, they may change the result of one ⬡ to any nonblank face.

INSPIRING KILL
Activation: Active (Maneuver)
Ranked: No
Trees: General
Force talent. The character may spend one Destiny point to perform an Inspiring Kill maneuver immediately after conducting a successful attack in which the target is incapacitated or suffers a Critical Injury. The character rolls ◯ no greater than their Force rating, and may spend ◑ to heal 2 strain from allies within medium range (and may do so multiple times). If the rules for Morality in **FORCE AND DESTINY** are in use, a character who has purchased this talent gains 1 Conflict at the beginning of each game session.

INSPIRING RHETORIC
Activation: Active (Action)
Ranked: No
Trees: Senator
The character may take the Inspiring Rhetoric action, making an **Average (◆ ◆) Leadership check**. For each ☼, one ally within short range recovers 1 strain. For each ۵, one ally benefiting from Inspiring Rhetoric recovers 1 additional strain.

INSPIRING RHETORIC (IMPROVED)
Activation: Passive
Ranked: No
Trees: Senator
Each ally affected by Inspiring Rhetoric gains ☐ on all skill checks for a number of rounds equal to the character's ranks in Leadership; this does not stack with itself.

in Knowledge (Warfare) for the duration of the check. If the rules for Morality in **FORCE AND DESTINY** are in use, a character who has purchased this talent gains 1 Conflict at the beginning of each game session.

LEAD FROM THE BACK
Activation: Active (Incidental, Out of Turn
Ranked: Yes
Trees: Separatist Commander
Once per round when an enemy makes a successful combat check targeting the character, the character may spend 1 Destiny Point to perform the Lead from the Back incidental. The character chooses one allied NPC subordinate within short range, who becomes the target of the attack instead. At the GM's discretion, the character may select an allied NPC at a greater distance if they are between the character and the attacker.

LEAD FROM THE FRONT
Activation: Active (Incidental)
Ranked: Yes
Trees: Separatist Commander
After succeeding on a Leadership check or other check to inspire, lead, or rally an audience, the character may spend 1 Destiny Point to upgrade the ability of the next combat check made by each ally within short range once.

LETHAL BLOWS
Activation: Passive
Ranked: Yes
Trees: Clone Veteran
The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.

MASTER OF THE ORDER
Activation: Active (Incidental)
Ranked: No
Trees: Master
Force talent. The character may spend two Destiny Points during a single action.

MOMENTUM
Activation: Passive
Ranked: Yes
Trees: Death Watch Warrior
When making a melee attack, the character deals additional damage equal to the number of range bands they moved during the current round.

MULTIPLE OPPONENTS
Activation: Passive
Ranked: No
Trees: Clone Veteran
The character adds □ to their Brawl, Melee, and Lightsaber combat checks when engaged with multiple opponents. This includes single groups of multiple minions.

NATURAL CHAMPION
Activation: Active (Incidental)
Ranked: No
Trees: General
Once per game session, the character may reroll any one Leadership or Lightsaber check.

JETPACK EXPERTISE
Activation: Active (Incidental)
Ranked: No
Trees: Death Watch Warrior
The character may spend ✪ from checks they make to remove 1 system strain from a jetpack they are equipped with. (They may choose this effect multiple times when spending ✪.)

KNOCKDOWN
Activation: Passive
Ranked: No
Trees: ARC Trooper
After hitting with a melee attack, the character may knock the target prone by spending a ⊕. If the target is larger than the acting character, it requires one additional ⊕ for each silhouette larger.

KNOWN PROGRAMMING
Activation: Active (Action)
Ranked: No
Trees: Clone Veteran
Once per session, the character may choose a single model of droid that they have encountered before and make a **Hard (◆ ◆ ◆) Vigilance check.** If the check is successful, minion and rival droids of that type upgrade the difficulty of their checks targeting the character, plus one ally per ✷ after the first, once for the rest of the encounter.

KNOWN PROGRAMMING (IMPROVED)
Activation: Passive
Ranked: No
Trees: Clone Veteran
Allies affected by Known Programming also upgrade the ability of their checks targeting the chosen droid model once.

KNOWLEDGE IS STRENGTH
Activation: Active (Incidental)
Ranked: No
Trees: General
Force talent. Once per session, when making a check, the character may increase their Force rating by their ranks

NATURAL COMMANDO
Activation: Active (Incidental)
Ranked: No
Trees: ARC Trooper
Once per session, the character may reroll one Ranged (Light) or Stealth check.

NOBODY'S FOOL (IMPROVED)
Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Master, Senator
When targeted by a Charm, Coercion, or Deception check, the character may spend ♥ or ⚙ ⚙ ⚙ from the check to inflict strain on the opponent equal to the character's ranks in Nobody's Fool.

OUTMANEUVER
Activation: Active (Action)
Ranked: No
Trees: Clone Commander
The character may take the Outmaneuver action, making a **Hard (◆ ◆ ◆) Knowledge (Warfare) check**. If the check succeeds, the character chooses one enemy ship or vehicle in the current encounter for each ☼. Until the end of the character's next turn, the chosen ships must perform one extra maneuver in order to move or change range bands relative to the character's ship or allies.

PARRY
Activation: Active (Incidental, Out of Turn)
Ranked: Yes
Trees: General
When the character suffers a hit from a Brawl, Melee, or Lightsaber combat check, after damage is calculated (but before soak is applied, so immediately after step 3 of Perform a Combat Check in **Chapter VI: Conflict and Combat** of any core rulebook) the character may take a Parry incidental. The character suffers 3 strain and reduces the damage dealt by that hit by a number equal to 2 plus their ranks in Parry. This talent may only be used once per hit and when the character is wielding a Lightsaber or Melee weapon.

PHYSICAL TRAINING
Activation: Passive
Ranked: Yes
Trees: ARC Trooper
The character adds ☐ per rank of Physical Training to their Athletics and Resilience checks.

POINT BLANK
Activation: Passive
Ranked: Yes
Trees: ARC Trooper, Death Watch Warrior
The character adds 1 damage per rank of Point Blank to one hit of their successful Ranged (Heavy) or Ranged (Light) attacks made while at short range or engaged.

POWERFUL ALLY
Activation: Active (Incidental)
Ranked: No
Trees: Master
Force talent. The character may spend a Destiny Point to use the basic version of a Force power they have not purchased or to apply the effects of a single unpurchased control upgrade to a power they have purchased.

PRACTICED STRATEGIST
Activation: Active (Action)
Ranked: No
Trees: Clone Commander
Once per session during a mass combat or combat encounter, the character may take the Practiced Strategist action, making an **opposed Knowledge (Warfare) versus Knowledge (Warfare) check** targeting the leader of the enemy forces. If the check succeeds, the character (or player) reveals a narrative advantage provided by their strategic planning, such as the timely arrival of reinforcements, sabotage of the enemy's equipment, or a spy planted within the enemy ranks. The exact nature of the revelation is ultimately at the GM's discretion, but it should provide the character and their allies with a significant advantage in the encounter or session.

PREEMPTIVE INTERVENTION
Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: General
Force talent. Immediately after an opponent moves to engage an ally within short range of the character, the character may spend one Destiny Point to engage that opponent as an out-of-turn incidental.

RAPID FIRE
Activation: Active (Incidental)
Ranked: No
Trees: ARC Trooper
Before making a Ranged (Light) combat check using a weapon that does not have the Limited Ammo item quality, the character may perform the Rapid Fire incidental to add the Auto-fire item quality to the attack. After resolving the attack, the weapon runs out of ammo.

REFLECT
Activation: Active (Incidental, Out of Turn)
Ranked: Yes
Trees: General
Force talent. When the character suffers a hit from a Ranged (Light), Ranged (Heavy), or Gunnery combat check, after damage is calculated (but before soak is applied, so immediately after step 3 of Perform a Combat Check; see **Chapter VI: Conflict and Combat** in any

core rulebook), they may take the Reflect incidental. They suffer 3 strain and reduce the damage dealt by that hit by a number equal to 2 plus their ranks in Reflect. This talent may only be used once per hit and when the character is wielding a Lightsaber weapon.

RESEARCHER (IMPROVED)
Activation: Passive
Ranked: No
Trees: Master
When the character makes a successful Knowledge check to gain information, they and their allies gain automatic 💫 per rank of Researcher to checks they make to act on that knowledge until the end of their next turn.

RESIST QUESTIONING
Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Senator
When targeted by an opposed social skill check, the character may suffer 2 strain to perform the Resist Questioning out-of-turn incidental, adding ■ to the check. If the check fails, they may spend ▽ to indicate they have provided false or misleading information that the target believes to be truthful.

RESOLVE
Activation: Passive
Ranked: Yes
Trees: Senator
When the character suffers strain, they suffer 1 less strain per rank of Resolve, to a minimum of one. This does not apply to voluntary strain loss.

RESOURCE ALLOCATION
Activation: Active (Action)
Ranked: No
Trees: Senator
At the beginning of a mass combat, the character may make a **Hard (♦♦♦) Charm** or **Negotiation check** to increase their force's strength by one step for the duration of the encounter. The character may spend ⬦ from the check to upgrade the ability of their force's first Mass Combat check once.

RESPECTED DELEGATE
Activation: Passive
Ranked: Yes
Trees: Senator
The character downgrades the difficulty of social skill checks made to interact with government institutions outside of their homeworld a number of times equal to their ranks in Respected Delegate.

SAVVY
Activation: Passive
Ranked: Yes
Trees: Senator
The character adds □ to Charm and Negotiation checks they make per rank of Savvy.

SCATHING TIRADE
Activation: Active (Action)
Ranked: No
Trees: Separatist Commander
The character may take the Scathing Tirade action by making an **Average (♦♦) Coercion check**. For each ☆, one enemy within short range suffers 1 strain. The character can also spend 💫; for every 💫 spent, one target already affected suffers 1 additional strain.

SCATHING TIRADE (IMPROVED)
Activation: Passive
Ranked: No
Trees: Separatist Commander
Each enemy affected by Scathing Tirade suffers ■ on all skill checks for a number of rounds equal to the character's ranks in Coercion; this does not stack with itself.

SCATHING TIRADE (SUPREME)
Activation: Active (Incidental)
Ranked: No
Trees: Separatist Commander
The character may voluntarily suffer 1 strain to perform Scathing Tirade as a maneuver instead of an action.

SENSE ADVANTAGE
Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Nightsister
Force talent. Once per game session, the character may add ■ ■ to the skill check of one NPC within extreme range.

SIDE STEP (IMPROVED)
Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Death Watch Warrior
When the character performs a Side Step maneuver, until the start of their next turn, they may spend 🔅 🔅 🔅 or ▽ from a combat check targeting them to inflict one hit on that attacker from a Ranged (Heavy) or Ranged (Light) weapon the character is currently wielding. The hit deals its base damage plus any damage from applicable talents or abilities. This talent may not be used if the original attack incapacitates the character.

SPEAKS BINARY
Activation: Passive
Ranked: Yes
Trees: Separatist Commander
The character grants □ per rank of Speaks Binary to any tasks they direct Non-Player Character droids to perform.

SPEAKS BINARY (IMPROVED)
Activation: Passive
Ranked: No
Trees: Separatist Commander
When the character directs a Non-Player Character droid to assist any character with a check, that droid provides an additional □ to the check with which it is assisting (beyond the usual benefits of assistance).

SPEAKS BINARY (SUPREME)
Activation: Active (Maneuver)
Ranked: No
Trees: Separatist Commander

Once per encounter, the character may perform the Speaks Binary maneuver, choosing one skill. Until the beginning of their next turn, a number of Non-Player Character, non-minion droids up to their ranks in Speaks Binary may use the character's ranks in the chosen skill (rather than their own ranks in that skill).

STAND FIRM!
Activation: Active (Action)
Ranked: No
Trees: General

Once per encounter, the character may take the Stand Firm! action, making a **Hard (◆ ◆ ◆) Leadership check**. If the check is successful, the character chooses one ally within medium range for each ✹ on the check. Until the end of the encounter, chosen allies increase their wound threshold by an amount equal to the character's Presence rating. (Multiple uses of this talent are not cumulative.)

STAND FIRM! (IMPROVED)
Activation: Active (Action)
Ranked: No
Trees: General

Allies affected by Stand Firm! also increase their strain threshold by an amount equal to the character's Presence rating. (Multiple uses of this talent are not cumulative.)

SUM DJEM
Activation: Passive
Ranked: No
Trees: Master

Force talent. When the character makes a successful Lightsaber combat check, they may spend ⬤ or ⟳ ⟳ to disarm their opponent (with GM's approval). The disarmed weapon lands anywhere within short range of the engagement (character's choice).

SURVIVOR'S INSTINCTS
Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Clone Veteran, Nightsister

Once per session after the character suffers a Critical Injury but before the result is rolled, they may spend 1 Destiny Point. Then, the attacker must roll two results for the Critical Injury and the player chooses which will apply to their character.

SUMMON ITEM
Activation: Active (Maneuver)
Ranked: No
Trees: Nightsister

When the character purchases this talent, choose one item they own of encumbrance 4 or less. As a maneuver, the character can summon this item to their hand or dismiss it from their hand back to the depths of Dathomir, regardless of the character's location. Once per session, the character can spend one hour to ceremonially prepare a different item to be summoned. The character can have only one item prepared in this way at a time.

TACTICAL EVASION
Activation: Passive
Ranked: No
Trees: ARC Trooper

Upgrade the difficulty of ranged combat checks targeting the character a number of times equal to the number of maneuvers the character has performed to move during the current round.

TACTICAL PLANNING
Activation: Active (Incidental)
Ranked: No
Trees: Clone Commander

Once per game session when performing an activity that requires a skill check, the character may choose to substitute a Knowledge (Warfare) check for the skill check that would normally apply. When they do this, they must explain how their tactical foresight is helping them overcome the challenge.

THE FORCE IS MY ALLY
Activation: Active (Incidental)
Ranked: No
Trees: Master

Force talent. Once per session, the character may suffer 2 strain to perform a Force power action as a maneuver

THERE IS NO TRY
Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Master

Force talent. Once per session before an ally rolls the dice for a check, the character may spend a Destiny Point to allow the ally to automatically succeed at the check with one ✹ and no other results.

TO THE DEATH!
Activation: Active (Maneuver)
Ranked: No
Trees: Death Watch Warrior

Once per session, the character may take the To the Death! maneuver, suffering strain no greater than their Willpower rating. For each strain suffered this way, add +10 to Critical Injury rolls the character inflicts and suffers until the end of the encounter.

WELL TRAVELED
Activation: Passive
Ranked: No
Trees: Separatist Commander

Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills.

WITCHCRAFT
Activation: Passive
Ranked: No
Trees: Nightsister

The character gains a Force rating of 1. If the character already has a Force rating of 1 or higher, there is no effect.

SIGNATURE ABILITIES

In addition to the specializations available within a given career, a character also has access to that career's signature abilities. These abilities are special, elite abilities only for experienced characters of the specified career. They are feats only possible through skill and ability gained over a long and successful career.

SIGNATURE ABILITY BREAKDOWN

A signature ability is composed of three elements: the nodes linking it to a talent tree, the ability's basic form, and a series of upgrades that augment the ability.

NODES

Each signature ability has four nodes lined up across its top. These four nodes match up with the four talents on the bottom row of a talent tree. Each node can either be active, showing a bracket facing upward, or inactive, remaining blank. To be able to attach a signature ability to a tree, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability.

ABILITY BASIC FORM

To acquire a signature ability, a character must first purchase the basic form of the ability. This takes up the entire first row of the signature ability tree and is purchased with experience points. The experience cost of each upgrade is listed in its box.

UPGRADES

After purchasing the basic form of a signature ability, a character can further customize the ability by purchasing upgrades. Upgrades, much like talents, are purchased with experience points, and each upgrade may only be purchased if it connects to the basic form of the ability or a previously purchased upgrade. The experience cost of each upgrade is listed in its box.

ACQUIRING SIGNATURE ABILITIES

Before purchasing a signature ability or any of its upgrades, a character must "attach" that ability to the bottom of one of their current in-career talent trees. Once a signature ability has been attached to a tree, no other signature abilities may be attached to that tree, and the attached ability cannot be removed or switched to a different tree. A character can only acquire a signature ability from their career and can only attach that ability to in-career talent trees.

To attach a signature ability to a talent tree, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability. Then, once a signature ability has been attached to a talent tree, the character may purchase the ability's basic form and its upgrades using experience, just as if they were talents.

The Clone Soldier and Jedi careers each have access to one signature ability: Unmatched Teamwork for the Clone Soldier and Peerless Interception for the Jedi.

CLONE SOLDIER SIGNATURE ABILITY: UNMATCHED TEAMWORK

From the day of their decanting, Clone Soldiers learns to fight as a team with their brothers. This is reinforced through education and endless hours of exercises and training. Clones continue to hone those skills and bonds of brotherhood as they proceed from the training simulations of Kamino to the real battlefields they encounter across the galaxy. Working together is second nature for clones, and experienced Clone Soldiers demonstrate an uncanny ability to act in sync with their brothers.

Clone Soldier Signature Ability Tree: Unmatched Teamwork

UNMATCHED TEAMWORK BASE ABILITY

Once per session as an incidental, the character may spend 2 Destiny Points to activate Unmatched Teamwork. Until the end of the encounter, the character may assist another character as an incidental (instead of a maneuver) once per round.

COST 30

INCREASE EFFECT
The character's assistance instead adds ☼ ⟲.

COST 10

INCREASE EFFECT
The character's assistance instead adds ☼.

COST 10

REMOVE SETBACK
The character's assistance also removes ■.

COST 10

INCREASE RANGE
Increase the range at which the character can provide assistance by one range band.

COST 10

INCREASE EFFECT
The character's assistance instead adds ⊕.

COST 15

DESTINY
Unmatched Teamwork costs 1 fewer Destiny Point to activate.

COST 15

INCREASE RANGE
Increase the range at which the character can provide assistance by one range band.

COST 15

CAMARADERIE
When the character provides assistance, they heal 2 strain from themself.

COST 15

BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points to activate Unmatched Teamwork. Until the end of the encounter, the character may assist another character as an incidental (instead of a maneuver) once per round.

UPGRADES

Camaraderie Upgrade: When the character provides assistance while Unmatched Teamwork is active, they heal 2 strain from themself.

Destiny Upgrade: Unmatched Teamwork costs 1 fewer Destiny Point to activate.

Increase Effect Upgrade: When the character assists an ally while Unmatched Teamwork is active, they may choose to add automatic ☼ to that ally's next check instead of □.

Increase Effect Upgrade: When the character assists an ally while Unmatched Teamwork is active, they may choose to add automatic ☼ ⟲ to that ally's next check instead of □.

Increase Effect Upgrade: When the character assists an ally while Unmatched Teamwork is active, they may choose to add automatic ⊕ to that ally's next check instead of □.

Increase Range Upgrade: While Unmatched Teamwork is active, increase the range at which the character can provide assistance by one range band per Increase Range upgrade.

Remove Setback Upgrade: When the character assists an ally while Unmatched Teamwork is active, the assisted character removes ■ from their next check, in addition to all other benefits of assistance.

JEDI SIGNATURE ABILITY: PEERLESS INTERCEPTION

Jedi are famed across the galaxy for their preternatural feats of martial prowess. For individuals who witness a Jedi in battle, or even face one, the Jedi's lightsaber might seem like an impenetrable defense as it moves with impossible speed to intercept blaster bolts and enemy blades alike. For many Jedi, the pinnacle of martial ability is this capacity to defend themselves and their allies from nearly any assault. For others, such an impenetrable defense is only the prelude to a devastating counterattack.

Jedi Signature Ability Tree: Peerless Interception

PEERLESS INTERCEPTION BASE ABILITY

Once per session as an out-of-turn incidental, the character may spend 2 Destiny Points to activate Peerless Interception. For the next two rounds, when the character uses Parry or Reflect to reduce the damage of a hit, they reduce the damage by an additional amount equal to their Force rating.

COST 30

DESTINY
Peerless Interception costs 1 fewer Destiny Point to activate.

COST 10

INCREASE DURATION
Peerless Interception lasts for one additional round.

COST 10

INCREASE DURATION
Peerless Interception lasts for one additional round.

COST 10

CRITICAL COUNTER
When the character spends ▽ to inflict a hit on their attacker using Improved Parry or Improved Reflect, they also inflict a Critical Injury.

COST 10

REDUCE STRAIN
The character only suffers strain the first time they use Parry or Reflect each round.

COST 15

ACTIVATE QUALITY
When the character uses Improved Parry or Improved Reflect to inflict a hit on an attacker, they may activate one item quality.

COST 15

EFFORTLESS COUNTER
Once per round, character may use Improved Parry or Improved Reflect to inflict a hit on their attacker without spending ✹ or ▽.

COST 15

INCREASE FREQUENCY
The character may activate Peerless Interception one additional time per session.

COST 15

BASE ABILITY

Once per session as an out-of-turn incidental, the character may spend 2 Destiny Points to activate Peerless Interception. Until the end of the character's second turn after activating Peerless Interception, when they use Parry or Reflect to reduce the damage of a hit, they reduce the damage by an additional amount equal to their current Force rating.

UPGRADES

Activate Quality Upgrade: When the character uses Improved Parry or Improved Reflect to inflict a hit on an attacker while Peerless Interception is active, they may choose to activate one item quality of the attacker's weapon (if using Reflect) or their own melee weapon (if using Parry). Apply the effects of the item quality as if the character had spent the minimum necessary ✪ to activate it as part of a combat check.

Critical Counter Upgrade: While Peerless Interception is active, when the character spends ▽ to inflict a hit on their attacker using Improved Parry or Improved Reflect, they may choose to also inflict a Critical Injury.

Destiny Upgrade: Peerless Interception costs 1 fewer Destiny Point to activate.

Effortless Counter Upgrade: Once per round when the character uses Parry or Reflect while Peerless Interception is active, they may use Improved Parry or Improved Reflect to inflict a hit on their attacker without spending ✹ or ▽.

Increase Duration Upgrade: Peerless Interception lasts for one additional round.

Increase Frequency Upgrade: The character may activate Peerless Interception one additional time per game session.

Reduce Strain Upgrade: While Peerless Interception is active, the character only suffers strain to use Parry or Reflect the first time they use each talent during a round. Subsequent uses of Parry or Reflect during the same round do not require the character to suffer additional strain.

TOOLS OF DESTRUCTION

"You ever use one of these before?"

"No, but in this case I'm a fast learner."

—Bo-Katan Kryze
and Obi-Wan Kenobi

The galaxy is a dangerous place. Whether due to crime, hostile creatures, or the ongoing war between the Galactic Republic and the Separatists, many galactic citizens carry at least a small blaster pistol for personal protection. The variety and number of weapons in the galaxy is truly mind-boggling; there is something out there for nearly every taste, use, or tactical situation.

Chapter II presents an assortment of new weapons, armor, attachments, and gear. Many of these items are used by the clones of the Grand Army of the Republic, the Jedi, or Senators and other agents of the Republic. A number of items are strongly associated with the unique warrior traditions of Mandalore, or with the esoteric practices of the Nightsisters of Dathomir.

This chapter also features an assortment of new vehicles and starships, primarily those employed by the Grand Army of the Republic and the Separatist Alliance. These include heavily armed speeders, swift walkers, and lumbering battle tanks. A number of vehicles and starships employed by the CIS are droid vehicles, which combine a dangerous adversary and vehicle in one package. A massive vehicle or ship like the Juggernaut heavy armored fighting vehicle or the *Subjugator*-class heavy cruiser can easily serve as a mobile base of operations, a location in itself, or another central feature of a campaign.

REQUISITIONS AND REWARDS

In EDGE OF THE EMPIRE, AGE OF REBELLION, and FORCE AND DESTINY campaigns set during the reign of the Empire, the Player Characters must contend with limited resources and a necessity for discretion. Mercenaries and criminals live from one payout to the next, the soldiers of the Rebel Alliance must make all their limited resources count, and Force users must avoid attracting the attention of the Empire.

For Clone Wars campaigns in which the PCs serve the Republic or the Confederacy of Independent Systems, this is not the case. Whether a PC commands Separatist forces, serves in the GAR, or sits on the Senate, both the Republic and the CIS have substantial resources and typically provide their agents with the tools they need to do their jobs. Soldiers on both sides can access high-grade military equipment that would be illegal—not to mention prohibitively expensive—to common citizens. Most Senators are wealthy in their own right, and have access to the resources of their government, as well. And while Jedi are above attachment to material goods, the order provides them with all necessities, as well as any starships and specialized equipment needed for Jedi business.

This is all to say that PCs working directly for the Republic or Separatist Alliance do not need to concern themselves with the cost of maintaining a starship or with saving their credits to afford a better blaster. That doesn't mean these characters don't ever deal with credits—clone troopers in the Grand Army of the Republic receive regular pay, and Jedi often use discretionary credits to purchase information or goods in pursuit of a mission. However, these characters should not need to worry about making money in the same way as scavengers, outlaws, and other fringers.

Generally, when Player Character Clone Soldiers or Jedi conduct a mission officially sanctioned by the GAR or Jedi Order, their organizations should provide any equipment or vehicles necessary for the mission. For examples of typical equipment issued for different types of missions, see **Table 2–1: Special-Issue Equipment**. Additionally, if a mission takes a unit into

a hostile environment, its members should receive the use of appropriate armor or protective gear, such as reconnaissance armor. If any PCs request additional equipment that might reasonably be assigned for the mission, they should make a **Negotiation** or **Knowledge (Warfare) check**, with a difficulty based on the rarity of the requested item, just as when locating gear for purchase as described in **Chapter V: Gear and Equipment** of any *Star Wars* Roleplaying core rulebook. If the check is successful, the organization provides the requested item for use during the mission, at no cost to the PC.

Equipment assigned for military use is, of course, the property of the Republic and not of the individual PC. Depending on the nature of the item and the PC's normal duties, such gear may become a standard part of their equipment from that point on, or they may be expected to return the item once the mission is complete. Characters who are careless with their assigned gear or use it for personal or unauthorized purposes (including attempting to sell it) may face disciplinary action if discovered.

TABLE 2–1: SPECIAL-ISSUE EQUIPMENT

Mission Type	Example Issued Equipment
Aerial Assault	JT-12C jetpack (per trooper), whipcord thrower attachment (per trooper)
Aquatic Assault	Clone dive armor (per trooper), DC-12U beam rifle (per trooper)
Reconnaissance	Clone recon armor (per trooper), clone polarized electrobinoculars (per trooper), BARC speeder with sidecar (per two troopers)
Security Detail	Stun cuffs (per trooper), five proximity detonators (per squad)

NEW WEAPONS

The following is a selection of weapons typically found in the galaxy during the waning days of the Clone Wars. Some models are restricted to military use, while others are rare and expensive Mandalorian arms, but all offer unique advantages to a prospective user.

RANGED WEAPONS

Thanks to the Clone Wars and the constant output of the galaxy's weapons producers, the market is flooded with every imaginable kind of ranged weapon. From precise blaster rifles to powerful pistols to crude but effective slugthrowers, killing at long range has never been easier.

DC-12U BEAM RIFLE

BlasTech's DC-12U is an uncommon weapon designed for underwater operations. Built for the GAR's clone dive troopers, the DC-12U was developed from the C290, an older BlasTech blaster rifle built for use in wet, humid, or swampy environments. It's a heavy, two-barreled weapon equipped with a collapsing stock and an integrated under-barrel mount. It fires two low-output blaster bolts with one pull of the trigger and is devastating in the right hands. Thanks to its particular mix of blaster gases and the special focusing elements used to optimize underwater performance, the DC-12U fires blue bolts instead of the typical red bolts fired by most weapons.

The under-barrel mount typically mounts a high-powered flashlight that removes ■ due to darkness from any combat checks made with the weapon. When outside of an aquatic environment, the DC-12U has the Inaccurate 2 item quality.

DC-15A BLASTER CARBINE

BlasTech's DC-15A is the GAR's standard-issue longarm. Every clone, from the greenest shiny to the most seasoned special operator, can use the DC-15A from the moment they are decanted. A lighter, shorter-ranged cousin of the heavy and cantankerous DC-15, the DC-15A is accurate, easy to handle, and as reliable as a chrono.
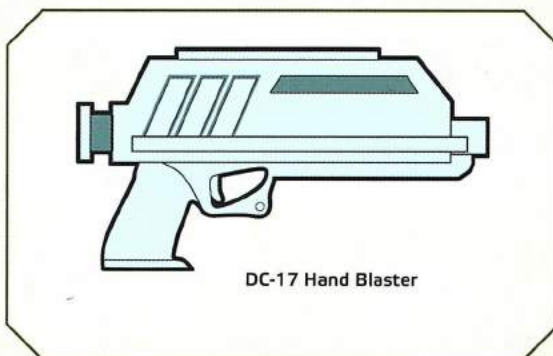
DC-17 Hand Blaster

DC-17 HAND BLASTER

The DC-17 is the standard-issue sidearm of the GAR's special forces units. Sturdy and well built, the DC-17 was built to Grand Army of the Republic specifications by BlasTech. While it is most commonly used by ARC troopers, clone commanders, and jet troopers, the DC-17 is a common sight among clone pilots and support staff as well. Most LAAT and armor pilots carry them, and they're often packed into survival kits used aboard ARC-170 starfighters.

DE-10 BLASTER PISTOL

The DE-10 is a stylish and reliable heavy blaster produced by BlasTech subsidiary Antrech Arms, specialists in boutique and niche products. Vaunted for its reliability and ease of maintenance, this fine blaster pistol resembles nothing so much as a slugthrower revolver. It is constructed of high-quality materials and can stand up to immense punishment in the field. Unlike most blaster weapons, the DE-10 fires a distinctive bright-blue bolt, a feature designed simply to set it apart from its competition. All DE-10 pistols come standard with a telescopic optical sight.

The DE-10's telescopic optical site reduces the difficulty of combat checks made at long and extreme range by one. A DE-10 in need of minor repairs does not add ■ to checks. Add ☐ to checks made to repair a damaged DE-10.
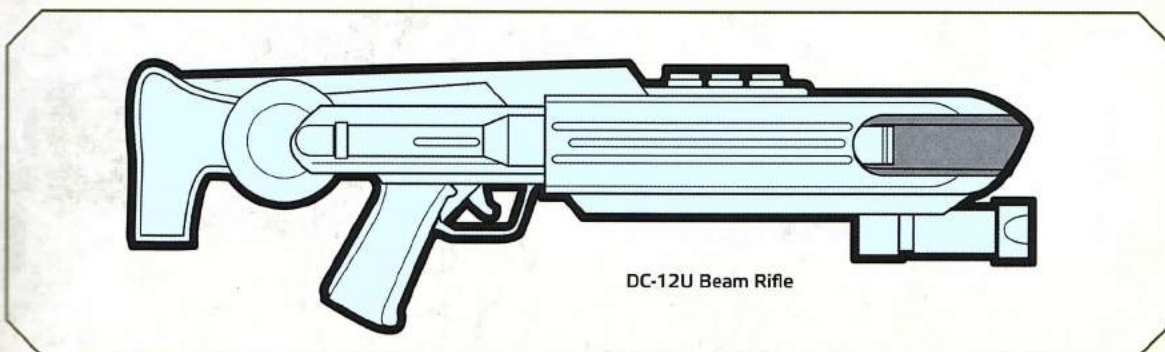
DC-12U Beam Rifle

TABLE 2-2: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
DC-12u	Ranged (Heavy)	7	3	Medium	3	3	(R) 1,600	7	Linked 1
DC-15A	Ranged (Heavy)	9	3	Medium	3	4	(R) 1,400	5	Auto-fire, Pierce 1, Stun setting
DC-17 Hand Blaster	Ranged (Light)	7	3	Medium	2	3	(R) 1,000	6	Accurate 1, Stun setting
DE-10	Ranged (Light)	6	2	Long	1	2	1,400	8	Accurate 1, Stun setting
E-5	Ranged (Heavy)	9	3	Long	2	2	600	4	Stun setting
EE-3	Ranged (Heavy)	8	3	Medium	3	3	1,500	6	Auto-fire, Stun setting
GALAAR-15	Ranged (Heavy)	9	2	Long	4	4	1,100	7	Accurate 1, Stun setting
Nightsister Energy Bow	Ranged (Heavy)	8	2	Medium	4	2	(R) 2,800	8	Pierce 4, Unwieldy 3, Vicious 2
WESTAR-35	Ranged (Light)	6	2	Medium	1	3	1,200	8	Accurate 1, Stun setting

E-5 BLASTER RIFLE

The E-5 blaster rifle is a copy of a BlasTech design produced by Baktoid Armor Workshop for the Separatist armed forces. The standard-issue longarm of B1 battle droids, the E-5 is a squat, heavy, short-barreled weapon more like a carbine than a full-sized rifle. Despite its size, this weapon packs an incredible punch due to an oversized gas chamber and optimized galven pattern. Since the E-5 was built for use by droids, the safety features found on most blaster weapons were deleted from its design. Due to this, the E-5 is fragile and runs extremely hot. It is also relatively inaccurate due to substandard materials used in its construction. None of these issues are of particular worry to the CIS's battle droids, but they make the weapon unattractive to organic customers.

If an E-5 suffers damage, it suffers one additional step of damage (see **Table 5–4: Repairing Gear in Chapter V: Gear and Equipment** in any of the core rulebooks). Game Masters may spend ▽ or ⚙ ⚙ ⚙ generated on a combat check with an E-5 to cause the weapon to overheat. This damages the weapon and deals 2 wounds to the wielder if they are organic.

EE-3 BLASTER CARBINE

The rugged and reliable EE-3 blaster carbine is one of BlasTech's most popular nonmilitary weapons. Designed primarily for law enforcement and private security forces, the EE-3 is a short, lightweight carbine based on an older full-sized BlasTech rifle. It has a short, heavily shrouded barrel and comes equipped with a pistol grip, a solid stock, and an optical sight. The EE-3 is also a select-fire weapon and can fire single shots or automatic bursts, an oddity for this class of weapon. Due to its standard features, low price, and solid BlasTech construction, the EE-3 is extremely popular with bounty hunters and paramilitary groups.
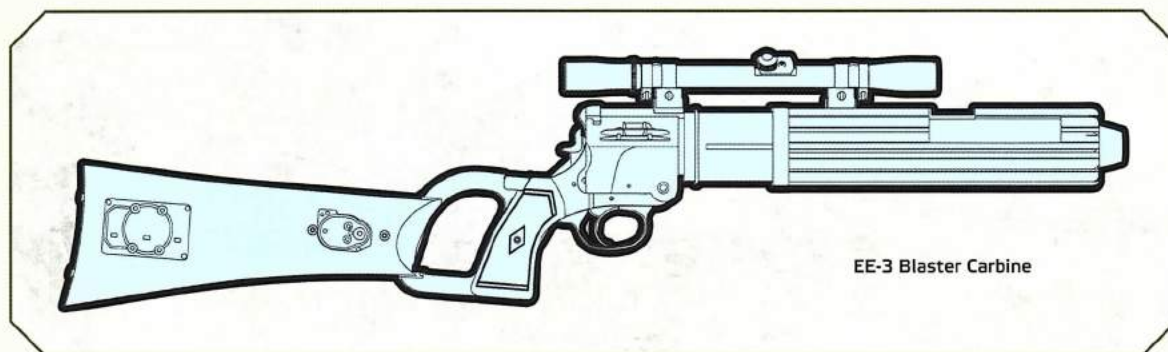
EE-3 Blaster Carbine

STANDARD LOAD-OUT

The clones of the Grand Army of the Republic live for their duty, and the Republic provides them with not only all the basic necessities, but also the equipment they need to pursue that duty. Clone Soldiers generally have no need to worry about credits or the cost of weapons and ammunition.

Before beginning play, a starting Clone Soldier character may spend 1,000 credits of their starting funds to obtain Phase II clone trooper armor, a DC-15A blaster carbine or pair of DC-17 hand blasters, a combat knife, and three frag grenades (see **Chapter V** of any core rulebook). This does not mean the character actually exchanged credits for the equipment, but rather represents the time and energy the character put into their training and familiarization with the gear in place of other pursuits, which might have earned them credits or experience points.

GALAAR-15 BLASTER CARBINE

The GALAAR-15 is a popular blaster carbine built by Mandalorian arms giant Concordian Crescent Technologies. Designed initially for Mandalorian police and military forces, the weapon is named for the galaar, a common bird of prey native to Mandalore. It is a sleek, short-barreled rifle built from the finest materials and covered in shock-resistant polycarbonate. While relatively rare—the GALAAR-15 was never meant for export—examples pop up on the galactic black market with surprising frequency. Due to its high-quality fit, finish, and construction, the GALAAR-15 is extremely popular among bounty hunters and other professional killers. This popularity allows arms dealers to charge a premium for the GALAAR-15, with even used weapons going for three or four times their factory standard price.

WESTAR-35 BLASTER PISTOL

The latest in the long-running WESTAR line, the WESTAR-35 is the standard-issue sidearm of Mandalorian law enforcement and military officers. It is a sleek, medium-frame blaster pistol encased in a sealed, low-maintenance polycarbonate shell. It fires either blue or yellow blaster bolts (depending on the blaster gas source) is proof against water and hostile environments, and has the fit and finish expected from Mandalorian weapons. Like the GALAAR-15, the WESTAR-35—in fact, all weapons from the GALAAR, WESTAR, and SHUKUR lines—was never intended for export. That said, many have found their way off Mandalore and into the hands of black marketeers. Thanks to its high-quality construction and Mandalorian cachet, this pistol demands a premium wherever it is sold.

NIGHTSISTER ENERGY BOW

Developed by and for the mysterious Nightsisters of Dathomir, the energy bow seems strangely out of place in this era of blaster rifles and repeaters. As exotic and deadly as its wielders, this weapon uses a small plasma generator connected to a lightweight alloy bow to produce a dangerous energy bowstring. When drawn by its energy-proof grip, the bow generates a powerful solid plasma bolt that is then fired like an arrow from a traditional bow. The energy bow is silent, lethal, and able to pierce even the strongest armor. It can be folded and hidden away for easy concealment.

MELEE AND BRAWL WEAPONS

Sometimes an individual has neither the time nor room to draw a firearm during a fight. This is where fists, blades, blunt weapons, and anything else a fighter can get their hands on comes into play. Close-quarter weapons are still popular with countless sentients throughout the galaxy, and they are surprisingly effective in the modern era.

BESKAD

Beskads are traditional Mandalorian sabers forged from beskar, or Mandalorian iron. Based on an ancient Taung design, these heavy, single-handed short swords are often unfavorably compared to the common machete. They have a broad, single-edged blade about the length of a grown human's arm mounted to a simple hilt with a rectangular crossguard. The blade's cutting edge curves sharply to a point, and its

TABLE 2–3: MELEE AND BRAWL WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Beskad	Melee	+3	2	Engaged	4	2	(R) 6,500	8	Cortosis, Cumbersome 3, Sunder, Vicious 3
Crushgaunts	Brawl	+4	2	Engaged	1	0	(R) 5,000	8	Cortosis, Sunder, Vicious 2
Duskblade	Melee	+3	3	Engaged	2	1	1,800	8	Pierce 2, Superior
Kal Dagger	Melee	+2	2	Engaged	1	1	(R) 4,000	8	Cortosis, Sunder, Vicious 2

Duskblade
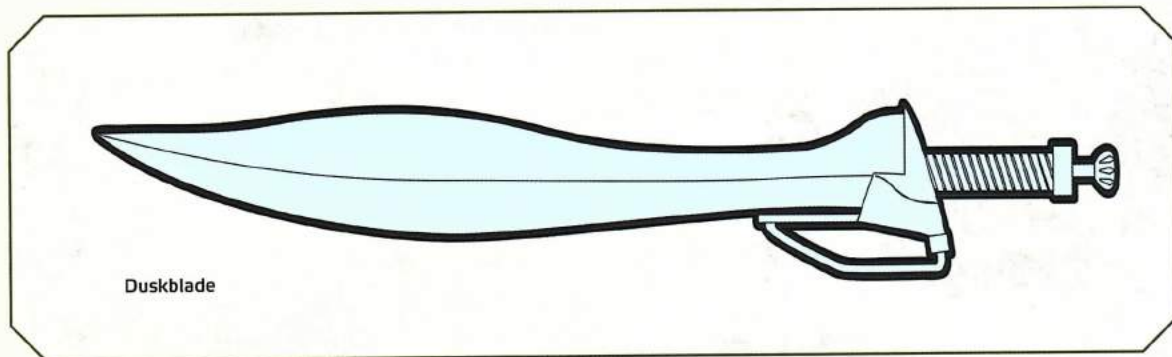
opposite side runs straight from hilt to tip. Designed to crack armor, these powerful blades are used like the humble machetes to which they are compared—to deliver short, powerful slashes.

CRUSHGAUNTS

Crushgaunts, also called shuk'orok in Mando'a, are strength-enhancing gloves designed centuries ago by the Mandalorians. They are constructed from a reactive, polymer-enhanced material reinforced by beskar plates. When worn, crushgaunts increase a wearer's grip strength to the point that they can shatter bone, crush durasteel, deflect weapons, and perform other deadly feats of strength. Thanks to their peculiar construction and beskar reinforcement, crushgaunts can even turn a lightsaber blade.

A character wearing crushgaunts upgrades the ability of Brawn checks they make to grip, crush, or hold on to items one time. A Game Master may spend ▽ or ✪ ✪ ✪ generated on any checks made to crush or destroy something with crushgaunts to deal 2 wounds to the wearer.

KAL

The traditional accompaniment to the beskad, the kal is a short, deadly dagger typically wielded in a user's off hand. Forged entirely from beskar, the weapon consists of an elongated hexagonal blade with a rectangular cutout running along its center. The hilt is bare metal and has no crossguard, although the notch where the blade meets the hilt does provide some protection for the user's hand. While not as deadly as the beskad, the kal is still a formidable weapon in the hands of a skilled user.

DUSKBLADE

The mysterious Nightsisters use a number of bladed weapons, the most common of which is a deadly short sword. Carried both in battle and for ceremonial purposes, this weapon has a curved, single-edged blade similar to that of a scimitar or cutlass. The blade is broad at the tip and tapers toward the hilt, then flares out again where it meets the minimal handguard. It has a short, one-handed hilt and a guard on the outer edge below the cutting edge. Lightweight, flexible,

and easy to handle, these swords are lethal in the hands of a trained user.

LIGHTSABERS

The most recognizable symbol of the Jedi Order, lightsabers have existed in one form or another for millennia. Elegant and deadly, they are among the most powerful personal weapons in the galaxy. While lightsabers are largely a symbol of hope and the Jedi Order's power, they can also be a tool of evil and oppression in the hands of the Sith.

BASIC LIGHTSABER

Basic lightsabers, if such things can be said to exist, are the standard to which all other lightsabers are compared. Typically built by apprentices once they have mastered the training lightsaber, basic lightsabers consist of a basic hilt made of alloys, composites, natural materials like exotic hardwoods, or any combination thereof. They are equipped with a simple kyber crystal—usually the crystal the apprentice harvested on Ilum as part of their training—and possess no exotic or advanced features. Once constructed, these weapons typically do not stay basic

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WEAPONS OF TRADITION

Lightsabers are symbolic of the Jedi Order because all Jedi wield one from the time of their promotion to Padawan learner. Jedi do not purchase their lightsabers; as younglings, they construct a lightsaber personally, using a kyber crystal acquired (usually from Ilum) as part of a personal trial and with parts supplied by the order.

Before beginning play, a starting Jedi character may purchase a lightsaber of any type for 2,500 credits of their starting funds instead of its normal price. This does not mean the character actually exchanged credits for the lightsaber, but represents the time and energy they put into the construction of their lightsaber in place of other pursuits, which might have earned them credits or experience points.

LIGHTSABER HILTS

The soul of each lightsaber is its crystal. The hilt of the lightsaber, on the other hand, is a primarily mechanical system. Each lightsaber hilt requires a crystal (otherwise it deals no damage, has no critical rating, and lacks many of its standard item qualities). However, a PC wanting to construct their own lightsaber should start with a hilt. The GM can have them make a check to find the hilt, with a difficulty based on its rarity, and pay its price. This represents the PC finding and paying for the raw materials. Then it is simply a matter of spending a few hours putting the materials together to build the hilt—no checks are necessary.

for very long. Many Jedi tinker with their lightsabers constantly, experimenting with different crystals and modifying the hilt for various uses.

This lightsaber is a basic lightsaber hilt containing an unmodded Ilum crystal. This crystal occupies two of the weapon's hard points.

DOUBLE-BLADED LIGHTSABER

Double-bladed lightsabers have an extremely checkered history and, according to one legend, were first constructed ages ago for the Dark Lords of the Sith Empire. They appear at a glance to be simple, if perhaps overlong, basic lightsabers. They have upgraded internal systems that allow them to produce two blades at once: one from each end of the hilt. Nearly as tall as a full-grown human and extremely deadly, the weapon's twin blades allow a user to attack more quickly, defend more effectively, and even tangle with more than one foe at a time.

The downside to all this power is that double-bladed lightsabers are incredibly difficult to master. Even users with years of experience treat double-bladed lightsabers with more respect—and trepidation—than is commonly seen around other weapons.

This lightsaber is a double-bladed lightsaber hilt containing an unmodded Ilum lightsaber crystal. This crystal occupies two of the weapon's hard points.

When purchasing attachments for this weapon (including crystals), each attachment costs double the listed price. This represents the fact that the double-bladed lightsaber generally requires two of each attachment

(one for each end). However, when installing and modding these attachments, follow all normal rules. For the purposes of gameplay, this weapon is treated as having a single crystal.

SABERCANE

Sabercanes are a bit of an anomaly among the Jedi. Essentially a basic lightsaber emitter built into a walking cane, they are typically used by elderly Jedi or by individuals who need to carry a lightsaber but keep it hidden. Most sabercanes consist of two parts: the hilt/handle and the shaft. The handle is a lightsaber hilt disguised as a cane handle. They come in a wide variety of styles and are as easy to use, modify, and maintain as basic lightsabers. Sabercane handles connect to their matching shafts via a simple bayonet fitting or custom quick-release mount.

A sabercane's shaft is made from the same material as its handle and is typically solid—although they can be made hollow for carrying small, secret items. A wielder simply separates the two parts and activates the lightsaber to use it. The shaft may be used as an offhand weapon. Some sabercane shafts are even reinforced with Cortosis weave or beskar and can turn lightsaber blades as easily as lesser weapons.

This weapon is a sabercane hilt equipped with an unmodded Ilum crystal. The crystal occupies two of the weapon's hard points.

When installing a crystal into a lightsaber cane, reduce the damage of that crystal by one.

TABLE 2-4: LIGHTSABERS

Name	Skill	Dam.	Crit.	Range	Encum.	HP	Price	Rarity	Special
Basic Lightsaber	Lightsaber	6	2	Engaged	1	5	8,000	10	Breach 1, Sunder
Double-Bladed Lightsaber	Lightsaber	6	2	Engaged	2	4	(R) 18,600	10	Breach 1, Linked 1, Sunder, Unwieldy 3
Sabercane	Lightsaber	5	2	Engaged	1	3	10,000	10	Accurate 1, Breach 1, Sunder
Basic Lightsaber Hilt	Lightsaber	0	–	Engaged	1	5	300	5	
Double-Bladed Lightsaber Hilt	Lightsaber	0	–	Engaged	1	4	600	6	Linked 1, Unwieldy 3
Sabercane Hilt	Lightsaber	0	–	Engaged	1	3	500	6	Accurate 1

NEW ARMOR

Prolonged warfare inevitably triggers the development of new technologies for use in the conflict. Often, refinements are made in reaction to the way tools are used in the field. If soldiers keep having to make the same changes to their gear, eventually manufacturers incorporate some of those modifications.

CLONE DIVE ARMOR

Some battlefronts are on water worlds such as Mon Cala, where clone troopers must fight while swimming through the depths. Clones are as ill suited for such environments as any other humans, and they require armor that protects them from the ocean's pressure while also providing breathable air and assisting with aquatic maneuverability. By necessity, these suits are made of lighter-weight materials so that the wearer retains some degree of buoyancy. They also incorporate an underwater propulsion system, fins, and sensors for underwater visibility.
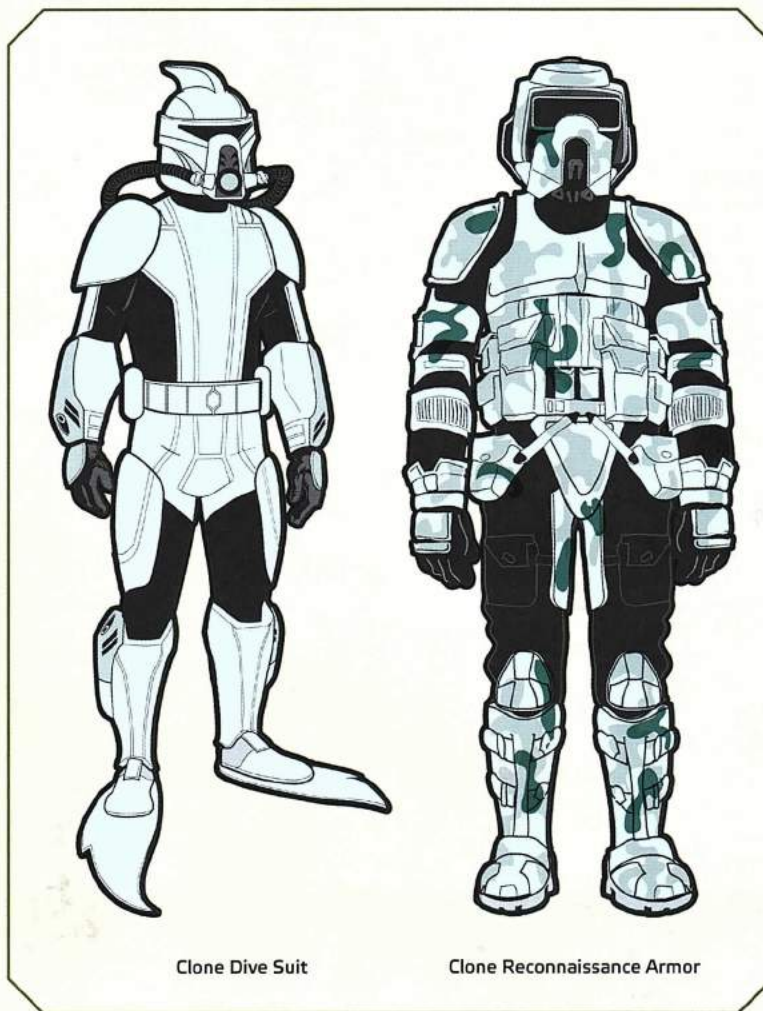
Clone dive armor provides twelve hours of oxygen. During this time, the wearer also has fresh water, nutrition supplements, and other biological necessities. While wearing clone dive armor, a character does not suffer movement penalties for traveling through water and removes up to one ■ from Perception checks due to underwater conditions.

CLONE RECONNAISSANCE ARMOR

Often, clone troopers need to operate in environments and situations where stealth is vital. Troopers tend to use clone reconnaissance armor for such missions. Its lighter weight, increased flexibility, and enhanced sensor suite aid soldiers during independent operations. Prior to each mission in a new environment, troopers typically repaint these suits with camouflage that integrates colors and patterns typical of the terrain where they expect to deploy.

Characters wearing clone reconnaissance armor add □ to Stealth checks they make. These suits incorporate visors with integrated thermal and low-light sensors, allowing wearers to remove ■ from visual Perception checks they make.

JEDI RECONNAISSANCE ARMOR

In the chaos of a major conflict, many clone troopers fear that the sheer volume of blaster bolts fired from both sides could catch even a Jedi Master unprepared. In an effort to ease the concerns of their allies, some Jedi wear lightweight armor that offers some protection, while still leaving them largely unencumbered for battle or overland travel.

Characters wearing Jedi reconnaissance armor add □ to Stealth checks they make.

KATARN-CLASS COMMANDO ARMOR

Clone commandos often accept missions that have a particularly high risk assessment and require extended independent operations. Katarn-Class commando armor was designed with these conditions in mind. Its imposing form is named after a deadly predator native to the planet Kashyyyk, and its capabilities live up to that name.

Clone Dive Suit   Clone Reconnaissance Armor

TABLE 2-5: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Clone Dive Armor	0	2	(R) 4,500	3	2	7
Clone Reconnaissance Armor	0	2	(R) 4,000	3	2	6
Jedi Reconnaissance Armor	1	1	4,000	2	2	8
Katarn-class Commando Armor	1	2	(R) 6,500	4	3	7
Mandalorian Armor	1	2	(R) 6,000	6	5	8/Special
Phase II ARC Trooper Armor	1	2	(R) 5,500	4	2	7
Phase II Clone Trooper Armor	0	2	(R) 3,000	4	4	6

Its duraplast construction provides good protection from most weapons, while its insulated bodysuit grants the wearer protection from heat, cold, radiation, and most known toxins. A six-hour air supply enables the wearer to function in hostile environments, including the vacuum of space. Integrated scanners and communications suites enable the wearer to track hostiles while keeping in touch with allies.

The armor's backpack is modular, enabling it to incorporate modifications suited to specific battlefield needs such as survival gear, additional oxygen supplies, and field electronics.

MANDALORIAN ARMOR

Typically, skilled Mandalorian smiths custom design and build suits of armor. Each user carefully defines the armor, in keeping with traditional patterns, to match up with their unique combat styles and preferences. In this way, the suit becomes an embodiment of the wearer's expertise. Many of these customizations are relatively minor, such as modifying joints to better accommodate maneuvers or incorporating holsters and pockets designed for particular gear. Others are more extensive, integrating a broad range of different armor modifications.

All Mandalorian armor suits include an integrated comlink and are vacuum sealed. Beyond that, most conform to the defense, soak, encumbrance, and hard points values presented in **Table 2–5: Armor**, though exceptions exist.

PHASE II ARC TROOPER ARMOR

Advanced Recon Commandos, or ARC troopers, performed the initial field test of Phase II clone trooper armor. During the earliest tests, this armor was simply a modification of Phase I clone trooper armor, which also included a pauldron, kama, and a survival pack.

Once the tests were completed, ARC troopers received armor that was similar to standard Phase II clone trooper armor but retained the accessories. These inherent modifications left the suit slightly less capable of customization while providing better overall protection.

Phase II ARC trooper armor includes an integrated comlink with scrambler capable of using all standard Republic communications protocols. The survival pack incorporates emergency rations, a water filtration system, microfiber line, and a distress beacon.

PHASE II CLONE TROOPER ARMOR

Throughout the course of the Clone Wars, clone troopers have assumed a broad range of different battlefield roles. It has become increasingly obvious that the armor employed at the start of the conflict was insufficiently adaptable to the varying requirements of these roles. To remedy this situation, the Grand Army of the Republic gradually rolled out a new model of armor to all clone troopers.

This new armor incorporates a much greater level of modularity and adaptability so that individual clones can modify it as best suits their preferences and requirements. These improvements necessitate some cutbacks in basic systems, including the removal of the armor's internal life-support system. Modular components are available to replace all omitted functions, so clone troopers can always reconfigure their armor to incorporate those features necessary for a particular battlefield role.

Phase II clone trooper armor includes an integrated comlink with scrambler capable of using all standard Republic communications protocols.

NEW GEAR

The Clone Wars incorporates a huge range of different environments in its conflicts. Forces on both sides of a battle need to have appropriate gear to fight under highly variable conditions. Any gear that offers an advantage could mean the difference between triumph and defeat.

AQUASUIT

Jedi, soldiers, and diplomats need to function within the depths of water worlds such as Mon Cala. In order to do so, they don aquasuits. These form-fitting suits are pressurized, yet remain flexible and airtight due to the natural memory of the materials used. Integrated helmet optics and audio feeds dynamically adjust perception of the environment to the suit user's natural senses. Wearers can better deal with the unfamiliar constraints of operating hundreds of meters beneath the ocean's surface.

An aquasuit provides six hours of atmosphere to an air breather. During this time, the wearer also has access to fresh water, nutrition supplements, and other biological necessities. While wearing an aquasuit, a character does not suffer movement penalties for traveling through water.

CONCEALED RECORDER

Having a full recording of a conversation can be extremely useful, particularly when that conversation has legal ramifications. A careful negotiator or investigator may wish to record meetings for use as future evidence. Sometimes, those recordings can be even more valuable if all parties involved in the discussion are unaware that it is being recorded. Concealed recorders are often disguised as pendants, styluses, hair clips, or similarly inconspicuous small devices. They vary in technology, but most can record full holographs and audio of a brief conversation.

Add ■ ■ to Perception checks made to find a concealed recorder on a person.

DIPLOMATIC AUTHORIZATION

Government agents who travel to neutral, allied, or even hostile star systems can reasonably expect to receive special treatment. Appropriate documentation—typically in the form of a holodisc—to support a traveler's authority allows them to sidestep inconveniences, earning deference instead of adversity from minor custodians. Often, the authorization is accompanied by personal ornamentation, such as an ornate sash, brooch, necklace, or similar adornment.

A character with diplomatic authorization adds automatic 😊 😊 to social skill checks involving members of a planetary or system government, and they can often get access to individuals and services within

that government that would otherwise be unavailable. Unless lawfully granted by an authorized body, however, this item can only be acquired illegally.

JT-12C JETPACK

When clone troopers need to quickly deploy in the field, they are often equipped with the JT-12C jetpack. Merr-Sonn manufactures this modified version of the JT-12 for the Grand Army of the Republic. In addition to having increased production, this variant is modified to improve reliability for extended battlefield use. Intakes, turbines, and nozzles are hardened to reduce the need for field service. The modifications result in a slightly bulkier package. Consequently, soldiers may discard assigned units once they have depleted their fuel cells, to reduce their encumbrance on the battlefield.

A JT-12C jetpack allows a person to function as a silhouette 1, speed 2, handling 0, system strain threshold 4 vehicle that can only operate in atmosphere and requires Piloting (Planetary) to operate.

NANO-DROIDS

These microscopic machines typically take the form of spheres, invisible to the naked eye, that are stored in a suspension of electrolytic transfer fluid. Officially designated NM-K reconstitutors, these droids can reconfigure carbon-based matter—an ability with many applications in the field of advanced electronics. However, due to the dire possibilities of misuse, nano-droids are prohibited by the Republic except for certain monitored and tightly controlled industrial applications. The same capabilities that make them so useful for creating items allow nano-droids to rearrange molecules into explosively unstable configurations, turning a living being into a walking, undetectable bomb.

TABLE 2-6: GEAR AND EQUIPMENT

Item	Price	Encum	Rarity
Aquasuit	250	3	2
Concealed Recorder	175	–	5
Diplomatic Authorization	(R) 10,000	–	8
JT-12C Jetpack	4,750	2	7
Nano-Droids	(R) 50,000	–	9
Rocket Boots	2,500	2	8
Stuncuffs	100	–	5
Z-6 Jetpack	5,250	3	7

Add ■ ■ ■ to a character's Perception check to notice nano-droids, unless the searcher knows to look for them and has an appropriate scanner.

Nano-droids can be reprogrammed to explode. When activated, they deal 20 damage with the Breach 1 item quality to everything within short range, including the object in which they are contained.

ROCKET BOOTS

The ability to take flight without warning can provide a combatant with a huge advantage over an opponent. This might come in the form of an emergency escape from a conflict or a way to attack a foe from a completely unexpected angle. Rocket boots provide a far subtler way for a wearer to take flight, without the bulk of a jetpack. The convenience of their smaller size comes at a cost, however. Rocket boots cannot operate for extended periods, due to their limited cooling capacity. Furthermore, as they are worn far from a being's center of gravity, they are far more difficult to control.

Rocket boots enable a person to function as a silhouette 1, speed 1, handling −3, system strain threshold 4 vehicle that can only operate in atmosphere and requires Piloting (Planetary) to operate. At the end of each round of use, rocket boots suffer 1 system strain as their fuel depletes.

STUNCUFFS

Once a prisoner is captured, they must often be restrained. Stuncuffs work similarly to traditional binders, but they also incorporate a system that can emit a powerful burst of electricity to subdue the person wearing them. Either a remote activation or an automatic response to escape attempts can trigger the jolt. The intensity of the electrical burst is proportionate to the force imposed in the escape attempt or the pressure applied to the remote button.

Breaking free from stuncuffs requires a **Daunting** (♦ ♦ ♦ ♦) **Athletics** or **Coordination check**. The GM may spend ✷ ✷ or ▽ on the check to have the character suffer 4 strain (this ignores soak). Similarly, a character holding the associated remote may trigger the stuncuffs to inflict 4 strain.

Z-6 JETPACK

When a soldier needs to make a swift and unexpected arrival, a jetpack provides one of the quickest and most surprising methods. The pack's small thrusters enable the wearer to blast into the air for a short time, achieving a vertical height of up to 70 meters. The pack uses a combination of verbal and wrist-mounted controls.

The Z-6 provides additional tactical flexibility by incorporating a mount point for a single rocket-fired missile. Different payloads can be incorporated based upon the needs of each objective. Mitrinomon Transports manufactures the Z-6, which—alongside the JT-12—is popular among traditionally minded Mandalorians who prize the additional combat option.
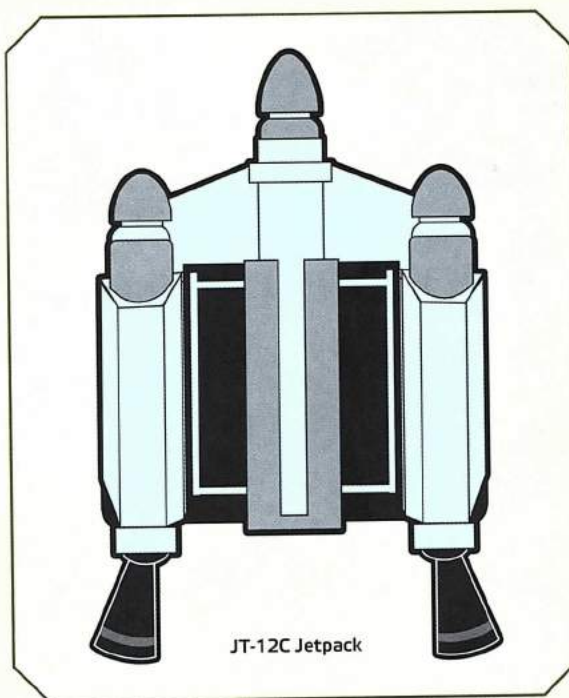
JT-12C Jetpack

A Z-6 jetpack allows a person to function as a silhouette 1, speed 2, handling 0, system strain threshold 3 vehicle that can only operate in atmosphere and requires Piloting (Planetary) to operate.

A Z-6 jetpack features an integrated missile launcher with the following profile: (Ranged [Heavy]; Damage 15; Critical 3; Range [Long]; Blast 10, Breach 1, Inaccurate 1, Limited Ammo 1, Prepare 1).

USING JETPACKS

A character using a jetpack operates as a vehicle, which means they require some special considerations during an encounter. As described in **Chapter VII** in any core rulebook, all personal-scale range bands fall within the close range band of planetary scale. Therefore, a character using a jetpack can perform the fly/drive maneuver to move any number of personal-scale range bands and avoid most obstacles and terrain while doing so. It is more important to track the character's location in personal scale.

If a character using a jetpack does not perform any maneuvers to move, that does not mean they are staying still. They may be hovering in place, flying in a circle, or otherwise maintaining their relative distance to other characters. How the player narrates this may have additional narrative effects on the scene and relevant skill checks.

It's also important to remember that a character using a jetpack must perform a maneuver to accelerate or decelerate in order to take off or land safely.

NEW ATTACHMENTS

Warriors, mercenaries, and soldiers across the galaxy customize their equipment in a dizzying variety of ways. Not only do these customizations suit an individual's particular style, but they can make all the difference in situations of life and death.

WEAPON ATTACHMENTS

Soldiers who put their lives on the line seek out every possible edge they can obtain. Any modification that could grant even a slight reduction in reaction time or increase in range or accuracy is worth consideration. Many tweaks violate regulations, but officers often choose to ignore such slights for the sake of morale.

AMPLIFYING CHAMBER

A blaster fires using energy to excite a small amount of volatile gas into an explosive plasma. That transformation occurs within the weapon's chamber, which tightly controls the quantity and ratio of both gas and energy. A larger, reinforced chamber enables the weapon to emit a significantly more powerful blast that can inflict its damage over a larger area. Over time, this increases the wear on the weapon and can lead to component breakdown, but most wielders are more than willing to accept this cost for the increase in effectiveness. This attachment can only be installed on blasters.

Models Include: Rothana RX-99 AmpChamber, BlasTech A-13 Acceleration Chamber

Base Modifiers: Adds the Blast 4 item quality. Adds ■ to all Mechanics checks to maintain or repair this weapon.

Modification Options: 1 Damage +1 Mod, 5 Item Quality (Blast +1) Mods.

Hard Points Required: 1.

Price: 350 credits.

BAYONET

In the heat of combat, a ranged conflict can quickly turn into a melee. While most soldiers carry some sort of melee weapon, the ability to also use a rifle in hand-to-hand combat can enable a trooper to act without thinking. A bayonet makes this a natural process and gives a weapon more reach and force than a simple knife. This attachment can only be used on rifle- and carbine-sized weapons.

Models Include: SoroSuub Mk IX Bayonet, BlasTech B-3 Field Knife.

Base Modifiers: The weapon can be used as a melee weapon with the following profile: (Melee; Damage +1; Critical 3; Range [Engaged]).

Modification Options: 1 Item Quality (Defensive +1) Mod, 1 Item Quality (Pierce +1) Mod.

Hard Points Required: 1.

Price: 50 credits.

HAIR TRIGGER

Many pistols are designed to cycle and fire as quickly as the trigger can be depressed. Replacing the standard firing mechanism with one that is more responsive allows the wielder to fire substantially more often. Hair triggers can only be installed on Ranged (Light) pistols that lack the Auto-fire quality.

Models Include: Morellian MWC-HS Hyper Trigger, BlasTech Industries 009 Fastshot.

Base Modifiers: Grants the pistol the Linked 1 and Inaccurate 2 item qualities.

Modification Options: 1 Item Quality (Inaccurate −1) Mod.

Hard Points Required: 1.

Price: 250 credits.

MANDALORIAN CHAMBER

Many Mandalorian warriors customize their gear to an extraordinary degree. Some choose to go so far as to adjust the settings on their blaster's chamber, carefully manipulating the ratios of the volatile gas and energy mix. Reinforcing those chambers or adjusting the component's size can increase a weapon's stopping power or range. A relatively recent innovation commonly known as the Mandalorian chamber, which has become popular among these soldiers, enables the blaster to simultaneously apply characteristics of both the deadly and stun settings. This attachment can only be installed on blasters.

Models Include: None.

Base Modifiers: Grants the weapon the Stun 3 item quality and reduces its range by one range band.

Modification Options: 3 Item Quality (Disorient +1) Mods, 2 Item Quality (Stun) +1 Mods, 1 Increase Range by One Range Band Mod.

Hard Points Required: 1.

Price: 250 credits.

PROXIMITY DETONATOR

Most soldiers carry grenades when entering the field of battle. While these are extremely useful weapons on their own, distance, visibility, and other factors can cause considerable limitations for thrown grenades. A proximity detonator lets a user set a grenade to trigger when an enemy approaches it. This transforms a thrown weapon into an ideal trap. Appropriate placement of such a bomb gives the potential to eliminate an entire enemy squad. This weapon attachment can be applied to any grenade or similar explosive device.

Models Include: Merr-Sonn Model 8 Smart Trigger, SoroSuub Mk III Proximity Detonator.

Base Modifiers: As an action, user can set the weapon to detonate when any creature with a silhouette of 1 or higher comes within short or engaged range of the weapon (as determined by the user when placed).

TABLE 2-7: WEAPON AND LIGHTSABER ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Weapon Attachments				
Amplifying Chamber	350	–	1	4
Bayonet	50	1	1	1
Hair Trigger	250	–	1	2
Mandalorian Chamber	250	–	1	5
Proximity Detonator	100	–	0	3
Wrist Mount	275	–	2	5
Lightsaber Attachments				
Catastrophic Failure Modification	0	–	0	–
Christophsis Crystal	11,000	–	2	8
Ilum Crystal	9,000	–	2	9

At the GM's discretion, other sources of movement within range may cause the device to detonate.
Modification Options: None.
Hard Points Required: 0.
Price: 100 credits.

WRIST MOUNT

Mounting a weapon to the wrist ensures that a wielder cannot drop it, their hands are kept free, and even a species without humanoid hands can carry and wield a compact weapon. The convenience of these mounts makes them very popular among individuals who insist upon always having a reliable weapon at hand. They can be activated by methods such as a programmed wrist gesture, a vocal trigger, or a direct neural link. This attachment can be applied to any Ranged (Light) weapon.

Models Include: Corellian Arms Model 2 Wrist Mount, BlasTech WM-Alpha Pistol Brace.
Base Modifiers: The weapon can be worn on the user's wrist, allowing them to use their hands without interference.
Modification Options: None.
Hard Points Required: 2.
Price: 275 credits.

LIGHTSABER ATTACHMENTS

The ancient weapons of both the Jedi and Sith, lightsabers are held in awe throughout the galaxy for their elegance and focused destructive power.

CATASTROPHIC FAILURE MODIFICATION

Despite their deadliness, lightsabers are famously reliable for a trained user. However, it is possible for an expert in lightsaber construction to bypass the weapon's normal safeguards in order to overload it, such as by inverting the emitter matrix, releasing a massive amount of plasma energy. For a Jedi to even consider this course of action, the situation must be truly dire.
Models Include: None.
Base Modifiers: Once modified this way, the lightsaber no longer functions normally. Instead, when the lightsaber is activated, it begins to overload. At the end of the following round, the lightsaber detonates, dealing 20 damage with the Breach 1 and Vicious 4 item qualities to all characters and objects within short range. The lightsaber, but not its kyber crystal, is destroyed in the process.
Modification Options: None.
Hard Points Required: 0.
Price: 0 credits.

LIGHTSABER CRYSTAL ATTACHMENTS

Lightsaber crystals are a special type of attachment unique to Lightsaber weapons. A lightsaber can have one and only one crystal installed in it. If a lightsaber already has a crystal, the character may replace that crystal with a different one. As noted in a lightsaber crystal's base modifiers, lightsaber crystals greatly affect the lightsaber's damage, critical rating, and item qualities.

When working with a kyber crystal, a Force sensitive can use their connection to the Force to guide their hands. When modding a lightsaber crystal attachment, a Force user may add a number of ⬢ no greater than their Force rating to the check. They may spend ◗ to add ☼ or ⥀ to that check's results.

CHRISTOPHSIS CRYSTAL

The crystal world of Christophsis was an early flash point in the Clone Wars, and it has seen continuing conflict throughout the war. Its importance to both the Republic and Separatists stems from a number of sources, but its importance to the Jedi lies in the pure kyber crystals that form in the world's crystalline forests. A lightsaber blade created by a Christophsis crystal amplifies kinetic energy in a unique way among lightsabers, resulting in powerful impacts.

Models Include: None.
Base Modifiers: Installing this crystal changes a lightsaber's base damage to 7 and critical rating to 3, and the lightsaber gains the Breach 1 and Sunder item qualities. If the crystal is ever removed, the lightsaber loses these qualities and reverts to its previous base damage and critical rating.
Modification Options: 1 Item Quality (Breach +1) Mod, 1 Item Quality (Knockdown) Mod, 3 Damage +1 Mods, 2 Decrease the weapon's critical rating by 1 to a minimum of 1 Mods.
Hard Points Required: 2.
Price: 11,000 credits.

ILUM CRYSTAL

For millennia, the icy planet of Ilum has been a destination for Jedi younglings seeking their first kyber crystals. The crystals are reliable for novices, but a skilled mechanic can achieve remarkable results from adjusting a lightsaber's emitter matrix. In the current troubled times, it is more difficult for Jedi Masters to make the time to accompany younglings on this important rite of passage, but to neglect the next generation of Jedi would be akin to admitting defeat.

Models Include: None.
Base Modifiers: Installing this crystal changes a lightsaber's base damage to 6 and critical rating to 2, and the lightsaber gains the Breach 1 and Sunder item qualities. If the crystal is ever removed, the lightsaber loses these qualities and reverts to its previous base damage and critical rating.
Modification Options: 2 Item Quality (Vicious +1) Mods, 4 Damage +1 Mods, 1 Decrease the weapon's critical rating by 1 to a minimum of 1 Mod.
Hard Points Required: 2.
Price: 9,000 credits.

ARMOR ATTACHMENTS

Mandalorians traditionally customize their armor to suit their personality and their needs. Clone troopers often exhibit this tendency as well. They preferentially add attachments and modules to their armor in place of carrying gear that could be more easily dropped.

CLONE POLARIZED ELECTROBINOCULARS

Some clone troopers mount a pair of electrobinoculars to their helmet on a visor. These can be quickly lowered to the helmet's viewport to observe a distant target. The standard set of polarized electrobinoculars includes light filtering as well as image sharpening and stabilization. The Grand Army of the Republic–issue are battle hardened and every bit as durable as the other components of clone trooper armor.

Models Include: Ziko 50C Macrovisor.
Base Modifiers: Adds ☐ to sight-based Perception checks and removes up to ■ from Perception checks due to distance or low-light conditions.
Modification Options: 1 Skill (Perception +1) Mod.
Hard Points Required: 1.
Price: 500 credits.

MICRO-ROCKET ARMOR MOUNTING

When a situation calls for a weapon heavier than a typical blaster, many fighters immediately reach for a grenade. A micro-rocket offers an alternative solution, with slightly greater range and increased accuracy. Munitions are seldom subtle, which can also offer a useful intimidation factor. This attachment can be installed on any armor. The most common type of explosive micro-rocket uses the following profile: (Ranged [Heavy]; Damage 7; Critical 2; Range [Short]; Blast 6, Limited Ammo 1). It has an encumbrance value of 1, Rarity of 4, and costs 150 credits.

Models Include: Corellian Arms Forearm Missiles, SoroSuub 88K Rocket Mount, custom variants.
Base Modifiers: Enables user to fire one loaded micro-rocket without needing to perform a maneuver to ready. As micro-rockets are Limited Ammo 1 weapons, the launcher has the Limited Ammo 1 quality, and thus must be reloaded with a new micro-rocket to be fired again.
Modification Options: 5 Mount 1 additional micro-rocket Mods, 1 Remove ■ from checks to fire micro-rockets from this attachment Mod.
Hard Points Required: 2.
Price: (R) 800 credits.

PERSONAL VIBROSAW

Troopers may have to pass through a broad range of environments when on a mission or in pursuit of a target. Sometimes, this requires cutting through forest undergrowth or cutting through a bulkhead so that a unit can quickly bypass critical security systems. To expedite these situations, some troopers mount a personal vibrosaw on the bracer of their armor. When deployed, the diamond-tipped chain rotates rapidly around a thin blade capable of cutting through virtually any material. In extreme situations, the vibrosaw may also be used as a weapon, but its rotating blades make it cumbersome to wield.

Models Include: Greel Mk VI Vibrosaw
Base Modifiers: The personal vibrosaw can quickly cut through most materials. Exact details are up to the GM's discretion, but a vibrosaw can typically cut a hole large enough to move through in common durasteel doors and walls within two to three rounds, with reinforced doors or titanium plating taking correspondingly

TABLE 2-8: ARMOR ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Clone Polarized Electrobinoculars	500	–	1	4
Micro-Rocket Armor Mounting	(R) 800	+3	2	6
Personal Vibrosaw	900	–	1	1
Portable Plasma Shield	2,500	–	2	4
Retractable Wrist Blades	150	–	1	1
Whipcord Thrower	600	–	1	1

longer. A personal vibrosaw can be used as a weapon with the following profile:(Melee; Damage +4, Critical 2, Range [Engaged], Cumbersome 4, Pierce 2, Sunder, Unwieldy 4, Vicious 2).
Modification Options: None.
Hard Points Required: 1.
Price: 900 credits.

PORTABLE PLASMA SHIELD

Armor and weapon designs oppose one another in a cycle of endless escalation. Not surprisingly, many warriors seek out means to enhance their defenses in hopes that it will leave them free to make additional attacks. A small defensive shield can provide a substantial upgrade. Energy shields take this a step further, offering a near-impenetrable defense while requiring much less weight and bulk than a more traditional shield. A forearm-mounted plasma shield's biggest limitation is its size. One capable of completely protecting the wearer requires a bulky emitter and energy source. It can also interfere with the soldier's own weapons, making striking a blow awkward around the edge of the shield.
Models Include: Mili-Corp PS-8C Plasma Buckler, Krail 99 Guardian System.
Base Modifiers: The small plasma-shield generator attaches to the armor's forearm armor and can be activated or deactivated as an incidental. When the shield is active, the user cannot wield a two-handed weapon. The plasma shield cannot be used to attack but grants the Defensive 1 item quality.
Modification Options: 2 Item Quality (Defensive +1) Mods, 3 Item Quality (Deflection +1) Mods.
Hard Points Required: 2.
Price: 2,500 credits.

RETRACTABLE WRIST BLADES

Knives are among the most universally developed and broadly useful tools. While its combat function is obvious, knives are also routinely used for modifying equipment, as makeshift prybars, for escaping restraints, and countless other applications. Not surprisingly, many warriors like to have a blade readily at hand. Mounting retractable blades on one or both forearms of an armored suit provides a solution

that is immediately available. In some cases, the mount point is further reinforced, transforming the forearm blade mount into a small buckler.
Models Include: Merr-Sonn SB-7 Spring Blades, Dolmax Model 9 Wrist Knife.
Base Modifiers: The armor incorporates a wrist blade that can be readied as an incidental. The blade has the following profile: (Melee; Damage +1; Critical 3; Range [Engaged]; Pierce 1).
Modification Options: 2 Item Quality (Defensive +1) Mods.
Hard Points Required: 1.
Price: 150 credits.

WHIPCORD THROWER

A whipcord thrower quickly deploys a length of high-tensile-strength cable, firing it over a distance in order to secure a target. Its convenient armor mounting allows the user to act quickly, whether to arrest their own freefall, secure a loose object, or entangle a surprised opponent.
Models Include: Jeron Hookless Grapplers, Soro-Suub Whipcord Thrower.
Base Modifiers: Whipcord throwers can be used as climbing gear to assist the wearer in climbing a steep vertical surface, reducing the difficulty to climb by one. They can support a weight of up to 200 kilograms. Further, the thrower may be used as a weapon with the following profile: (Melee; Damage +1; Critical 5; Range [Short]; Ensnare 2).
Modification Options: None.
Hard Points Required: 1.
Price: 600 credits.

NEW VEHICLES

An army can have the finest, deadliest, most well-trained fighters in the galaxy, but they are useless without the means to be transported into battle. Maintaining a force in the field requires a dizzying array of specialty vehicles for fighting, transport, and logistics.

AIRSPEEDERS

Airspeeders are atmospheric, repulsorlift craft used for everything from pleasure flying and cargo hauling to maintaining air superiority and strategic bombing.

HMP DROID GUNSHIP

The Droid Heavy Missile Platform—also known as the droid gunship or HMP Predator gunship—is one of the deadlier autonomous vehicles fielded by the Confederacy of Independent Systems. A newcomer to the galactic battlefield, the HMP was designed by Haor Chall Engineering in response to the Republic Navy's LAAT line of heavy combat airspeeders. It was envisioned as a tough, heavily shielded, aggressive gunship that could carry heavy ordnance, perform close air support in heavy combat zones, and go toe-to-toe with the LAAT/i. It was certainly a highly ambitious plan, but one that its designers succeeded in bringing to fruition.

Similar in shape and size to an older, crewed vessel called the mechanized assault flyer, the HMP consists of a large, heavily armored, saucer-shaped main body with a centrally mounted reactor and drive system. A drooping, glowering, vulture-like head faces forward and mounts the majority of the ship's energy weapons: a heavy laser and a pair of twin light laser turrets. Small S-foils are mounted port and starboard at six and nine o'clock and carry a pair of medium lasers to round out the HMP's array of laser weaponry. The ventral surface of the saucer carries modular ordnance racks that can carry and launch any missile, rocket, torpedo, or bomb in the CIS navy's inventory, as well as deployment racks for battle droids.

Although only deployed recently, the HMP has made quite an impression on its enemies. In its short operational life, it has gained a terrifying reputation, and the dour, implacable droid brains that control the ships are some of the most hated mechanical entities in the CIS.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
3	3	+0	2	-	-	1	4

HT THRESHOLD	SS THRESHOLD
20	16

Vehicle Type/Model: Droid Gunship/HMP.
Manufacturer: Baktoid Fleet Ordnance/Haor Chall Engineering.
Maximum Altitude: 100 kilometers.
Sensor Range: Short.
Crew: None (integrated droid brain).
Encumbrance Capacity: 0.
Passenger Capacity: 12 super battle droids or BX-series droid commandos in ventral-mounted deployment racks.
Price/Rarity: 60,000 credits (R)/8.
Customization Hard Points: 1.
Weapons: One forward-mounted heavy laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Short]).

Wingtip-mounted dual medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Two forward-mounted twin light laser cannon turrets (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Two wing-mounted flex ordnance launchers (profile for proton torpedoes shown) (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 14, Slow-Firing 1).

ADDITIONAL RULES

Flex Ordnance Launcher: The HMP's flex ordnance launcher i can carry a mix of ordnance types, additional sensors, and even external fuel tanks. The flex ordnance launcher has seven mounting points per wing, for a total of 14. Each point can carry a single round of ordnance or other piece of gear.

LAAT/C ASSAULT CARRIER

Rothana Heavy Industries' LAAT/c is a heavy airlift variant of the Grand Army of the Republic's LAAT/i gunship. Designed initially as a carrier for the AT-TE, the LAAT/c is a fast, lightly armed vehicle carrier designed to transport walkers and other heavy vehicles to the battlefield for fast deployment. These big speeders allow GAR commanders to move and deploy their armored forces quickly and efficiently.

Like the LAAT/i from which it is derived, the LAAT/c has a long, narrow fuselage with a broad, armored flight deck forward and a pair of high-mounted, downward angled wings mounted aft. Two huge ion engines are mounted in armored nacelles above the wings and provide the vehicle with blistering straight-line speed. The LAAT/i's troop compartment has been replaced with modular articulated electromagnetic clamps and other cargo-handling equipment used to carry and deploy vehicles.

While it is not a frontline combat unit, the LAAT/c still carries a respectable defensive weapons load-out. Two light laser cannons are mounted in ball turrets below the flight deck, and two more are mounted aft beneath the speeder's engines for both anti-fighter and anti-personnel work. In addition, four unguided air-to-ground rockets are mounted beneath each wing, giving the LAAT/c limited light anti-armor capabilities and the ability to clear fighting vehicles and droids from contested landing zones.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
3	4	-2	1	-	-	1	2

HT THRESHOLD	SS THRESHOLD
20	15

Vehicle Type/Model: Airspeeder/LAAT/c.
Manufacturer: Rothana Heavy Engineering.
Maximum Altitude: 100 kilometers.
Sensor Range: Medium.
Crew: One pilot, one co-pilot, one loadmaster/engineer.
Vehicle Complement: One AT-TE walker, four AT-RT walkers, or comparable vehicle load.
Encumbrance Capacity: 15.
Passenger Capacity: 2.
Price/Rarity: 175,000 credits (R)/6.
Customization Hard Points: 2.
Weapons: Two turret-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

ADDITIONAL RULES

Rapid Walker Deployment: The LAAT/c can deploy a walker to the field while still moving. As an action, the pilot may make a **Hard (♦♦♦) Piloting (Planetary) check** upgraded a number of times equal to the LAAT/c's current speed. If the pilot succeeds, the walker deploys safely. If the pilot fails, the walker deploys but suffers an immediate Critical Hit as if it had suffered a collision.

LANDSPEEDERS

The ubiquitous landspeeder is the most versatile vehicle in the galaxy. Landspeeders range from simple civilian transports to lightning-fast swoops to main battle tanks.

BARC SPEEDER

Aratech's Biker Advanced Recon Commando (BARC) speeder is a fast, powerful speeder bike built for military and law enforcement use. Based on designs for Mobquet's Ripper speeder bike—plans that were obtained by Aratech under extremely suspicious circumstances—the BARC is a long, narrow, single-seat speeder bike with a high top speed and a small sensor cross section. The GAR purchased BARC speeders in bulk and issued them to ARC units, infantry recon troopers, medics, military police, and other units with a need for a small, fast, maneuverable vehicle.

BARCs carry no shields and are very lightly armored. They rely instead on speed, maneuverability, and a sturdy frame to survive on the battlefield. While they are not suited for combat, BARCs mount a pair of light blasters for defensive work. Some of the GAR's BARCs are fitted with a sidecar that provides room for a passenger and a pintle-mounted light repeating blaster for light infantry support and armed reconnaissance.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
2	3	+1	0	-	-	0	1

HT THRESHOLD	SS THRESHOLD
6	4

Vehicle Type/Model: Speeder Bike/BARC.
Manufacturer: Aratech Repulsor Company.
Maximum Altitude: 25 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 5.
Passenger Capacity: 0.
Price/Rarity: 9,500 credits (R)/7.
Customization Hard Points: 1.
Weapons: Forward-mounted twin light blaster cannon (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

ADDITIONAL RULES

Sidecar: The addition of a Mk I Sidecar increases a BARC speeder's passenger capacity to 1, increases encumbrance capacity to 10, and reduces handling to +0. The sidecar can mount a light repeating blaster—this weapon uses personal scale, not planetary scale (Fire Arc Forward; Damage 11; Critical 3; Range [Long]; Auto-fire, Pierce 1)

STAP ASSAULT PLATFORM

Descended from the cheap, ubiquitous civilian airhook, the STAP is a lightweight, single-position repulsorlift craft used extensively by the CIS military. Developed by Baktoid Armor Workshop, these

simple vehicles were designed for light armed reconnaissance and patrol. The STAP's main body is a thin vertical spar just taller than a B1 battle droid. Mounted to the top of the spar is a simple control setup with handlebars, handgrip controls, and a rudimentary instrument panel. This control pod also houses a pair of light blasters for anti-personnel work. Midway down the spar is a pair of small, high-output turbines powered by rechargeable energy cells. Acting as both wing and pilot support, a short horizontal platform is mounted below the turbines and carries the STAP's foot controls.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
2	3	+0	0	-	-	0	0
			HT THRESHOLD				SS THRESHOLD
			2				3

Vehicle Type/Model: Landspeeder/STAP.
Manufacturer: Baktoid Armor Workshop.
Maximum Altitude: 75 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 4.
Passenger Capacity: 0.
Price/Rarity: 2,500 credits/4.
Customization Hard Points: 1.
Weapons: Forward-mounted twin light repeating blaster—this weapon uses personal scale, not planetary scale (Fire Arc Forward; Damage 11; Critical 3; Range [Long]; Auto-fire, Linked 1, Pierce 1).

WLO-5 LIGHT SPEEDER TANK

The WLO-5 is a relatively uncommon light infantry support tank produced by Ubrikkian Ord Pedrovia, a subsidiary of Ubrikkian Transports. Designed initially as a mass-market light tank for planetary governments and private military concerns, the WLO-5 is remarkably well built considering its cheap design and construction. It has a squat, oval-shaped hull with a ram prow mounted forward and two large thruster nacelles mounted aft. Two short, aft-mounted wings provide stability and maneuverability, especially at low speeds. It's powered by a simple UBR-14a reactor, and the majority of its systems are off-the-shelf parts chosen to keep per-unit costs down and speed up production. Unfortunately for UOP, the WLO-5 was far less successful than its designers expected, and the line was discontinued after only a handful of years.

As a light assault tank, the WLO-5 has no shields. Armament consists of two forward-mounted light blaster cannons, and a heavy laser cannon in a top-mounted turret. The crew compartment is cramped, with room for a single pilot and two gunners. The control layout is extremely simple and easy to master, with little in the way of high-tech piloting aids or fire control systems to distract the driver. Passengers can be accommodated on the outside of the tank's hull, and there are many handholds for infantry hitching a ride.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
3	3	+0	0	-	-	0	2
			HT THRESHOLD				SS THRESHOLD
			12				10

Vehicle Type/Model: Repulsortank/WLO-5.
Manufacturer: Ubrikkian Ord Pedrovia.
Sensor Range: Close.
Crew: One pilot, two gunners.
Encumbrance Capacity: 18.
Passenger Capacity: 4.
Price/Rarity: 115,000 credits/7.
Customization Hard Points: 2.
Weapons: Dorsal turret-mounted heavy laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Short]).
Forward-mounted twin light blaster cannon (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

TRACKED AND WHEELED VEHICLES

Less efficient and versatile than repulsorlift craft and nowhere near as capable off-road as walkers, old-fashioned tracked and wheeled vehicles feature low cost and ease of maintenance as their primary advantages. Both the GAR and the CIS military use a handful of these vehicles in specialty roles.

HAVw A6 JUGGERNAUT HEAVY ARMORED FIGHTING VEHICLE

Kuat Drive Yards' HAVw A6 is a massive, ten-wheeled heavy assault vehicle used by the Grand Army of the Republic as both a troop carrier and a main battle tank. The massive, lumbering Juggernaut is twice the size of an AT-TE and one of the largest land vehicles ever built by KDY. It has a

boxy hull covered in sloping thermal superconducting armor that disperses the heat and energy of incoming fire over a broad area rather than ablating or reflecting damage. A powerful, high-output power reactor drives a complex all-wheel-drive system that can deliver power to each wheel as needed. The wheels themselves are each independently mounted and suspended, which adds a layer of complexity to an already complicated drive system but allows for a surprising amount of articulation.

The Juggernaut's interior is surprisingly roomy and can carry up to a company of fully equipped troops in individual jump seats on two decks. The forward section of the hull contains the command deck with positions for the driver, co-driver, vehicle commander, navigator, engineer, and comms operator, as well as two forward gunners. Directly aft of the command deck is a small trauma bay staffed by a dedicated medic or a medical droid for treating wounded troopers. An extendable observation pod can be raised on a mast over the command deck to give a spotter an unparalleled view of the battlefield. A small bunker mounted aft of the troop compartment houses a backup command deck and the rest of the gunnery stations.

Juggernauts bring the destructive potential of an entire armored regiment to the battlefield. A6 models are armed with a broad array of energy weapons and ordnance launchers that grant the vehicle commander quite a bit of tactical flexibility.

4	3	-1	DEF: FORE/PORT/STARBOARD/AFT				ARMOR	
			0	-	-	0	5	
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD				SS THRESHOLD	
			55				50	

Vehicle Type/Model: Armored Fighting Vehicle/HAVw A6 Juggernaut.
Manufacturer: Kuat Drive Yards.
Sensor Range: Short.
Crew: One pilot, one co-pilot, one engineer, one vehicle commander, one navigator, one comms operator, six technicians, eight gunners.
Encumbrance Capacity: 200.
Passenger Capacity: Up to 300 troopers and gear, depending on internal configuration.
Price/Rarity: 180,000 credits (R)/7.
Customization Hard Points: 3.
Weapons: Dorsal turret-mounted rapid-fire rotary laser cannon (Fire Arc All; Damage 7; Critical 3; Range [Short]; Auto-fire, Breach 1, Vicious 1).

Dorsal turret-mounted heavy laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Short]).

One port and one starboard medium laser cannon (Fire Arc Port or Fire Arc Starboard; Damage 6; Critical 3; Range [Close]).

Forward-mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 3).

Two retractable hull-mounted anti-personnel flex ordnance launchers—these weapons use personal scale, not planetary scale (Fire Arc All; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 2).

ADDITIONAL RULES

Anti-Personnel Ordnance: The Juggernaut's flex ordnance launchers can fire any standard grenade. After each combat encounter or if the launchers run out of ammo, the launchers must be replenished from the Juggernaut's on-board magazines with an **Easy (◆) Gunnery check.**

NR-N99 PERSUADER HEAVY DROID TANK

The NR-N99 is among the CIS military's deadliest combat vehicles. Produced by the Techno Union, these massive vehicles were initially designed for use by Corporate Alliance security forces in defending its installations and suppressing labor riots. As the Clone Wars heated up, NR-N99 production was increased to keep up with demand, and soon Persuaders were rolling throughout the galaxy.

The Persuader has a massive, heavily armored, snaillike hull with a broad, centrally mounted drive track. Two sensor pods holding scanners, comms equipment, and the droid's optic sensors are mounted to the top of the tank's carapace. Secondary maneuvering tracks are mounted in port and starboard outriggers that also provide passenger space for battle droids. The tank's primary weapons are a pair of heavy shock cannons mounted port and starboard. They fire clouds of energized pellets like a scattergun and are extremely deadly at close range, especially for unarmored and lightly armored infantry. The shock cannons are backed up by a pair of

DROID VEHICLES

This chapter includes several droid vehicles. In game terms, these function as vehicles piloted by a droid brain, and are treated as both droids and vehicles for all purposes.

For purposes of skill checks, a droid vehicle has a rating of 1 in all characteristics and has the following skills: Astrogation 2, Computers 2, Gunnery 3, Perception 2, Piloting (Planetary) 3, Piloting (Space) 3, Ranged (Heavy) 3, and Vigilance 2. The GM may modify these ratings or add additional skills to represent a particularly advanced or weak artificial intelligence or specialized programming.

Droid vehicles can be rivals or minions, as the GM decides is best for the story. A minion vehicle droid only receives skill ranks when operating in a group, as usual.

A droid vehicle operates without a crew, and so must be able to handle a great number of tasks simultaneously, although attempts to do so can sometimes overload its circuits. A droid vehicle that is a rival or nemesis can attack with a weapon and perform a pilot-only action or attack with two weapons in the same turn, but upgrades the difficulty of both checks once.

light ion cannons for anti-vehicle and anti-droid work. Mounted in the outriggers is a pair of heavy repeating blasters for anti-personnel work and a pair of powerful flex ordnance launchers for anti-armor.

Although nearly unstoppable, NR-N99s have two glaring flaws: They are extremely slow, and their droid brains are inflexible and unimaginative. Caring little for the tactical vagaries of a chaotic battlefield, Persuaders prefer to just roll forward and crush or crash through anything in their path. Once set on a course of action, a Persuader is very hard to dissuade. This makes them easy to outfox. More than one Persuader platoon has been destroyed by a small force of guerrillas and their own inability to adapt to quickly changing situations.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
3	2	−1	0	-	-	0	4
			HT THRESHOLD			SS THRESHOLD	
			25			18	

Vehicle Type/Model: Tank Droid/NR-N99 Persuader.
Manufacturer: Techno Union.
Sensor Range: Short.
Crew: None (integrated droid brain).
Encumbrance Capacity: 0.
Passenger Capacity: Four on each outer tread cover.
Price/Rarity: 120,000 credits (R)/5
Customization Hard Points: 4.
Weapons: One port and one starboard light ion cannon (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

One port and one starboard shock cannon (Fire Arc Forward; Damage 8; Critical 3; Range [Close]; Blast 6, Linked 1, Slow-Firing 1, Vicious 2).

Two forward-mounted heavy repeating blasters—these weapons use personal scale instead of planetary scale (Fire Arc Forward; Damage 15; Critical 2; Range [Long]; Auto-fire, Pierce 2, Vicious 1).

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

WALKERS

The ultimate all-terrain vehicles, walkers perform many of the same tasks as landspeeders—everything from troop transport to artillery to heavy armor. What they lack in speed, they more than make up for in durability and versatility.

ALL TERRAIN ATTACK POD

The AT-AP is a dedicated light field artillery walker used extensively by the Grand Army of the Republic. Operated by a crew of three, the AT-AP was designed by Kuat Drive Yards to

fill a number of infantry support roles, including light armor support, reconnaissance, and artillery. It has a low-profile, wedge-shaped hull and is propelled by two multi-jointed legs mounted far aft. A third, centrally mounted leg can be extended to brace the vehicle for firing or for added balance on broken ground.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
3	2	+0	0	-	-	0	2
			HT THRESHOLD			SS THRESHOLD	
			15			10	

Vehicle Type/Model: Walker/AT-AP.
Manufacturer: Kuat Drive Yards.
Sensor Range: Medium.
Crew: One pilot, two gunners.
Encumbrance Capacity: 12.
Passenger Capacity: 0.
Price/Rarity: 90,000 credits (R)/5.
Customization Hard Points: 2.
Weapons: Forward-mounted heavy mass driver —this weapon uses personal scale, not planetary scale (Fire Arc Forward; Damage 8; Critical 3; Range [Extreme]; Breach 4, Slow-Firing 1).

Dorsal turret-mounted medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]).

Ventral turret-mounted heavy repeating blaster— this weapon uses personal scale, not planetary scale (Fire Arc Forward; Damage 15; Critical 2; Range [Long]; Auto-fire, Pierce 2, Vicious 1).

ALL TERRAIN RECONNAISSANCE TRANSPORT

The AT-RT is a small, lightweight, one-seat walker used by the GAR for reconnaissance, forward control, escort, and light strike duties. Piloted by a single clone trooper, the AT-RT grants both high mobility and tactical flexibility to the scout platoons to which it is assigned. It features a powerful encrypted comms system, a small but sophisticated sensor package, and a sound baffling system to assist in stealthy operations.

For combat operations, the AT-RT mounts a heavy repeating blaster in the forward hull. This gives the vehicle respectable anti-personnel and light anti-armor capabilities and provides the pilot with enough firepower for nearly any mission.

The AT-RT's open top exposes the pilot to attack and hazardous environments. While the hull—and the pilot's armor—provide some protection against splinters and small arms fire, AT-RT pilots are advised to make a tactical withdrawal in the face of heavy resistance.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
2	3	+1	1	-	-	0	0

	HT THRESHOLD	SS THRESHOLD
	4	8

Vehicle Type/Model: Walker/AT-RT.
Manufacturer: Kuat Drive Yards.
Sensor Range: Medium.
Crew: One pilot.
Encumbrance Capacity: 7.
Passenger Capacity: 0.
Price/Rarity: 20,000 credits (R)/4.
Customization Hard Points: 2.
Weapons: Forward-mounted heavy repeating blaster—this weapon's profile uses personal scale, not planetary scale (Fire Arc Forward; Damage 15; Critical 2; Range [Long]; Auto-fire, Pierce 2, Vicious 1).

NEW STARSHIPS

There are more types of starships in the galaxy than can easily be counted. While the ships used by the Republic and CIS navies run the gamut of conceivable ship classes, there are a few standout vessels that deserve closer attention.

STARFIGHTERS AND GUNBOATS

Starfighters and gunboats are among the primary ways modern starship fleets project power. They are the most recognizable combat craft in any fleet, and their pilots are some of the most highly trained and respected members of their respective militaries.

ALPHA-3 *NIMBUS*-CLASS V-WING STARFIGHTER

The Alpha-3 *Nimbus*, known colloquially as the V-wing, is the Republic Navy's newest starfighter. Designed by Kuat Systems Engineering, the Alpha-3 is descended from the venerable Delta line of interceptors. Like its predecessors, the *Nimbus* has a broad, dagger-shaped hull, a single-position cockpit situated just forward of the fighter's main drives, and a small sensor cross section. The *Nimbus* features large port and starboard variable-geometry wings in place of the small, folding S-foils found on the Delta-series. These wings, along with a sophisticated vectored thrust system, make the V-wing incredibly nimble. Add to that maneuverability powerful twin ion drives and advanced avionics, and the *Nimbus* is a tough target to catch, let alone hit.

The V-wing exhibits all the common features found in modern interceptors. It has a lightly armored yet sturdy hull, stout internal systems, extremely powerful engines, and a light but well-rounded weapons load-out. Two twin light laser cannons mounted on the wing spars make up the fighter's primary weapons. These are augmented by a forward-mounted concussion missile launcher to give the V-wing respectable anti-ship capabilities. Its one major downside, which it shares with most of KSE's fighters, is that it lacks a hyperdrive and must rely on astromech droids and hyperspace docking rings for long-range work.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
3	4	+2	1	-	-	0	2

	HT THRESHOLD	SS THRESHOLD
	10	8

Hull Type/Class: Starfighter/Alpha-3 *Nimbus*.
Manufacturer: Kuat Systems Engineering.
Hyperdrive: None.
Navicomputer: None—astromech droid socket.
Sensor Range: Close.
Ship's Complement: One pilot, one astromech droid.
Encumbrance Capacity: 5.
Passenger Capacity: 0.
Consumables: One day.
Price/Rarity: 120,000 credits (R)/7.
Customization Hard Points: 2.
Weapons: Port and starboard wing-mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 3).

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

ARC-170 HEAVY STARFIGHTER

Incom Corp's Aggressive ReConnaissance-170 (ARC-170 to its pilots and crews) is the Republic Navy's premier heavy starfighter. Developed in cooperation with the Subpro Corporation, the ARC-170 is a burly, square-shouldered ship designed for long-range armed reconnaissance, attack, and anti-ship missions. Typical of contemporary Incom designs, this big fighter has a long, narrow fuselage flanked with large engine nacelles mounted far aft. These nacelles carry the fighter's IGP-4400a ion turbine engines and act as a wing root for the port and starboard S-foils. The S-foils can split into three, granting enhanced maneuverability in atmosphere and helping bleed heat from the fighter's massive engines.

The ARC-170's three-position cockpit runs nearly the entire length of the fighter's dorsal side. The pilot flies from the far-forward position; the middle position holds the co-pilot, who is also responsible for the ship's electronics and weapon systems; and a gunner is seated in the aft, rearward-facing position. An astromech socket is mounted between the midships and aft position and can fit nearly any common astromech droid for in-flight systems maintenance and monitoring or backup hyperspace navigation.

Designed for long-range, standoff combat and armed reconnaissance, the ARC-170 features a well-balanced suite of offensive and defensive systems. The hull is quite sturdy and more heavily armored than nearly anything in the ARC-170's class. This thick armor is backed up with a triple-redundant shield system that allows the ship to shrug off all but the heaviest weapons. Armament consists of a pair of wingtip-mounted medium laser cannons, forward-mounted proton torpedo tubes, and aft-mounted anti-aircraft lasers. Despite its lack of ion cannons, this mix of energy weapons and ordnance gives the ARC-170 respectable anti-ship capabilities. For its armed recon role, the fighter is equipped with a sophisticated sensor package, a fast and reliable hyperdrive, and up to a month's worth of consumables—giving it very long legs indeed.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
3	4	+0	2	-	-	1	4

HT THRESHOLD	SS THRESHOLD
18	10

Hull Type/Class: Starfighter/ARC-170.
Manufacturer: Incom/Subpro.
Hyperdrive: Primary: Class 1.5, Backup: None.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: One pilot, one co-pilot, one gunner, one astromech droid.
Encumbrance Capacity: 30.
Passenger Capacity: 0.
Consumables: One month.
Price/Rarity: 180,000 credits (R)/5.
Customization Hard Points: 2.

Weapons: Two wingtip-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

One dorsal and one ventral aft-mounted light laser cannon (Fire Arc Aft; Damage 5; Critical 3; Range [Close]; Linked 1).

Two forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 3, Slow-Firing 1).

BELBULLAB-22 HEAVY STARFIGHTER

Produced for the CIS navy by Feethan Ottraw Scalable Assemblies—a design firm and ship-building concern based in Pau City, Utapau—the Belbullab-22 is the heaviest fighter in the CIS inventory. The only crewed fighter used by the CIS navy, it was developed to fill a heavy attack role between the lightweight vulture droid and the ponderous and heavy hyena bomber.

Built more like a landspeeder or groundcar than like a starfighter, this big, heavy fighter relies on powerful engines and sheer speed to keep it aloft. It has a twin-boom design with a long central fuselage flanked by two smaller nacelles. The main fuselage contains the cockpit, avionics, shield generators, hyperdrive, and main engines. The port and starboard spar-mounted nacelles contain the ship's weapon systems, auxiliary thrusters, and repulsorlift systems. The cockpit is cramped, but it can be configured from the factory to accommodate nearly any body type imaginable—within a certain reasonable range.

Comparable in both role and armament to the Republic Navy's ARC-170, the Belbullab-22 is a relatively slow but incredibly tough ship. The fighter's armor is on par with that of some smaller gunboats, and a sturdy hull and powerful shields allow it to shrug off damage that would destroy smaller craft. Armament consists of a pair of triple light laser cannons mounted in retractable pods. While the fighter carries no ordnance, the triple laser cannons are more than adequate for anti-fighter and even light anti-ship work.

Although the Belbullab-22 is relatively rare among the swarms of droid fighters, it has definitely made its mark on the modern battlefield. During its short deployment, it has gained a reputation as an extremely hard target to destroy and, when in the hands of a competent pilot, a deadly adversary. Thankfully for the pilots of the Republic Navy, competent pilots are in short supply in the CIS.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
3	4	+1	1	-	-	1	3

HT THRESHOLD	SS THRESHOLD
15	12

Hull Type/Class: Starfighter/Belbullab-22.
Manufacturer: Feethan Ottraw Scalable Assemblies.
Hyperdrive: Primary: Class 6, Backup: Class 15.
Navicomputer: Yes.
Sensor Range: Close.

3	5	+2	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
SILHOUETTE	SPEED	HANDLING	0	-	-	0	2

HIT THRESHOLD	SS THRESHOLD
12	8

Ship's Complement: One pilot.
Encumbrance Capacity: 8.
Passenger Capacity: 0.
Consumables: One week.
Price/Rarity: 168,000 credits/6.
Customization Hard Points: 3.
Weapons: One port and one starboard wing-mounted triple light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 5).

DROID TRI-FIGHTER

A recent addition to the CIS navy's inventory, the droid tri-fighter is one of the best aerospace superiority fighters in the galaxy. Designed by the Colicoid Creation Nest—the same design firm that created the deadly droideka—this powerful fighter was produced en masse for the CIS by Colla Designs in cooperation with Phlac-Arphocc Automata Industries.

Built to resemble the skull of a particularly fierce predator native to Colla IV, the tri-fighter is a unique-looking vessel. A spherical main fuselage is mated to a drive/thruster block that mounts three long, heavily armored vectoring engine nacelles. Semicircular, winglike spars run forward from the nacelles surrounding the main fuselage in a trefoil-like design. The droid's large red photoreceptors flank the dorsal spar. This gives the tri-fighter an unmistakable profile and makes it stand out from the crowd of vulture and hyena fighters it's commonly deployed with.

Armament is quite heavy for a fighter of this size. A single heavy laser is mounted forward on the main hull, giving the small fighter a punch out of scale with its size. Each wing spar contains a forward-mounted light laser, all three of which can be firelinked, and two flex ordnance launchers are mounted on the fighter's ventral hull. While these can be loaded with any ordnance in the CIS inventory, they are commonly deployed with the terrifying, droid-deploying discord missile.

The designers of the tri-fighter's droid brain did a fantastic job of capturing the personality of the average starfighter pilot. The brain is an arrogant, aggressive, and merciless construct given to showing off in flight and bragging in the hangar. Since their initial deployment, tri-fighters have become one of the most feared and hated droid fighters fielded by the CIS.

Hull Type/Class: Droid Starfighter/Tri-Fighter.
Manufacturer: Colla Designs/Phlac-Arphocc Automata Industries.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Short.
Ship's Complement: None (integrated droid brain).
Encumbrance Capacity: 0.
Passenger Capacity: 0.
Consumables: 48 hours.
Price/Rarity: 40,000 credits (R)/8.
Customization Hard Points: 2.
Weapons: One forward-mounted heavy laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Short]).

Three forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 2).

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

ADDITIONAL RULES

Discord Missile Launcher: Some vulture droids are equipped with missiles sporting a payload of buzz droids. This missile launcher has the following profile: (Fire Arc Forward; Damage –; Critical 6; Range [Short]; Guided 3, Limited Ammo 3, Linked 1, Slow-Firing 1). A discord missile launcher inflicts no damage; instead, a successful hit deploys one buzz droid (see page 142) engaged with the target per ✿ on the combat check.

ETA-2 *ACTIS*-CLASS LIGHT INTERCEPTOR

Kuat Systems Engineering's Eta-2 *Actis* is a small, fast, lightweight fighter descended from KSE's elderly Delta-series fighters. Part of the Republic Navy's late-war modernization program—along with the ARC-170 and the Alpha-3 *Nimbus*—the *Actis* was envisioned by its designers as a multi-role, medium-range fighter.

Known colloquially as the Jedi starfighter due to its extensive use by the Jedi Order, the *Actis* is a fighter with an extremely minimalist design. A small, egg-shaped, single-position cockpit sits far aft between two long, variable-geometry, cranked-delta wings with extendable S-foils. Beneath the cockpit is a sub-fuselage that contains the fighter's powerful ion engines as well many of the ship's major systems. Like its Delta-series antecedents, the *Actis* is too small for a hyperdrive and therefore relies on carriers or hyperspace docking rings for long-range work. The ship does possess a full astromech socket, however; embarked droids can access the ship's maintenance systems and act as a navicomputer for hyperspace ring jumps.

Despite its designation as a light fighter, the *Actis* is almost comically overgunned. The fighter's primary armament consists of a pair of medium laser cannons that run the length of the wings' inner surfaces. These fire-linked cannons allow the *Actis* to punch well above its weight and give the fighter a longer reach than other ships of its class. In addition, the *Actis* mounts a pair of light ion cannons on the wings' leading edges. These weapons combined make the *Actis* a terror to other fightercraft and allow it to tangle with light gunboats and armed shuttlecraft as well.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
3	6	+2	0	-	-	0	2

HT THRESHOLD	SS THRESHOLD
10	8

Hull Type/Class: Starfighter/Eta-2 *Actis*-class.
Manufacturer: Kuat Systems Engineering.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Close.
Ship's Complement: One pilot, one astromech droid.
Encumbrance Capacity: 5.
Passenger Capacity: 0.
Consumables: 72 hours.
Price/Rarity: 290,000 credits (R)/8.
Customization Hard Points: 1.
Weapons: Forward-mounted dual medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Two wing-mounted light ion cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

HYENA-CLASS DROID BOMBER

Hyena-class droid bombers are the premier bomber craft of the CIS navy. Developed from the vulture droid fighter, the *Hyena*-class is bigger, tougher, and carries more weapons than its quicker, smaller sibling. Like the *Vulture* class, the *Hyena* class has a flat, horizontal, semicircular main hull with a broad set of vertical wings mounted port and starboard. Along with providing lift and maneuverability, the wings can transform into a set of legs that allow the hyena to walk on sturdy surfaces and park themselves in hangars.

The biggest difference between the vulture droid and hyena droid, aside from the latter's huge ordnance loadout, is the quality of the fighters' respective droid brains. While the vulture's droid brains are simple, easily countered constructs controlled by a central command ship, the hyena's brain is smarter, more cunning, and most importantly, capable of acting independently. This, combined with a heavy load-out of missiles, torpedoes, and bombs, makes for an incredibly potent adversary.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
3	4	+0	0	-	-	0	3

HT THRESHOLD	SS THRESHOLD
14	12

Hull Type/Model: Droid Fighter/*Hyena*-class.
Manufacturer: Baktoid Armor Workshop.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Short.
Ship's Complement: None, integrated droid brain.
Encumbrance Capacity: 0.
Passenger Capacity: 0.
Consumables: 48 hours.
Price/Rarity: 120,000 credits (R)/7.
Customization Hard Points: 1.
Weapons: Wing-mounted quad light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 3).

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

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Linked 1, Limited Ammo 6, Slow-Firing 1).

Ventral-mounted proton bomb release mechanism—can only be used against surface targets (Fire Arc Down; Damage 8; Critical 2; Range [Close]; Blast 8; Breach 10; Limited Ammo 4).

ADDITIONAL RULES

Variable Geometry: A hyena droid can change between its starfighter and walker configurations as a maneuver. In its walker configuration, a hyena droid's speed becomes 2, and it can cling to starship hulls or scale sheer surfaces. A hyena droid in its walker configuration can attack using its legs, with the following profile (this weapon uses personal scale): (Brawl; Damage 9; Critical 4; Range [Engaged]; Ensnare 1, Knockdown).

TRIDENT-CLASS ASSAULT SHIP

Colicoid Creation Nest's *Trident*-class assault ship is one of the stranger vessels ever fielded by the CIS navy. It was initially designed as an armed troop carrier with an eye toward grappling and boarding large cargo vessels and space stations. Later models were upgraded with submarine capabilities and were used to lay siege to underwater cities and other waterborne facilities. To that end, these ships carry a sizeable complement of battle and aqua droids and have a clever droid brain optimized for anti-ship and boarding actions.

Resembling a giant, gunboat-sized squid, the *Trident*-class ship has a long, slim, pyramid-shaped hull with four long, five-jointed arms attached to the flat ventral surface. These arms act like a squid's tentacles, gripping metallic surfaces with powerful electromagnetic grappling surfaces. Light laser cannons are scattered around the hull, and a massive, superhard, high-speed drill is mounted between the arms where a squid's beak would be. This drill allows the vessel to bore through an armored hull to deposit its complement of droids into a captive ship.

Trident-class ships are considered little more than a gimmick by many of the CIS navy's admirals. That said, these strange vessels have proven themselves time and again as tough, versatile ships capable of causing incredible damage. Indeed, the most famous action involving *Trident*-class ships—the siege of Tipoca City during the Battle of Kamino—cemented their reputation as useful craft.

4	4	+1	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
			2	-	-	2	4
SILHOUETTE	SPEED	HANDLING		HT THRESHOLD		SS THRESHOLD	
				35		20	

Hull Type/Model: Assault craft/*Trident*-class.
Manufacturer: Colicoid Creation Nest.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Short.
Ship's Complement: One droid pilot, one droid co-pilot, two droid gunners.
Encumbrance Capacity: 350.
Passenger Capacity: 30 battle droids or aqua droids.
Consumables: 72 hours.
Price/Rarity: 120,000 credits/8.
Customization Hard Points: 2.
Weapons: Four ventral-mounted articulated tentacles (Fire Arc All; Damage 4; Critical 4; Range [Engaged]; Linked 3, Tractor 2).

Eight hull-mounted light laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]).

Ventral-mounted high-speed boarding drill (Fire Arc Ventral; Damage 10; Critical 2; Range [Engaged]; Breach 6, Sunder, Vicious 3).

V-19 TORRENT

The V-19 Torrent is a sturdy, fast, long-range space superiority starfighter put into service by the Republic Navy at the outset of the war. Built under contract by Slayn & Korpil, the V-19 was commissioned before the outbreak of the Clone Wars to supplement the Navy's small stock of BTL-B Y-wing starfighters. After a lengthy design process, during which the Navy was still using the Y-wings and even older fighters for force projection, a squadron of V-19 prototypes was delivered to the Navy for flight testing just before the First Battle of Geonosis. The test squadron was deployed to Geonosis, where its pilots used the V-19's capabilities to great effect. Soon afterward, the fighters were officially adopted and put into immediate production.

Torrents have a flat, broad, roughly square-shaped fuselage with a cockpit mounted far aft on the dorsal side. The cockpit's large domed canopy provides the pilot with an excellent view of their surroundings, and an advanced S&K QY77.b avionics suite provides all necessary combat information. Two powerful ion engines are mounted in port and starboard nacelles that also contain the connections and control mechanisms for the fighters' primary S-foils. A third, aft-mounted, vertical S-foil houses a third engine, which, along with a powerful repulsorlift system, makes the Torrents exceedingly fast and nimble fighters.

In its role as a space superiority fighter, the V-19 possesses a mixed armament of energy weapons and ordnance launchers. A pair of wingtip-mounted laser cannons provides long-range anti-fighter capabilities, and two hull-mounted concussion missile launchers give the fighter enough punch for light anti-ship and standoff work. Surprisingly, the V-19 is not equipped with shields, but this is more than made up for by thick armor, a sturdy hull, and the fighter's impressive speed and agility.

The Navy's V-19s have proven incredibly effective since they came online, and they have gained a reputation among pilots and ground crew as easy to fly and maintain.

3	4	+2	0	-	-	0	3
SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR

HT THRESHOLD	SS THRESHOLD
10	9

Hull Type/Class: Starfighter/V-19 Torrent.
Manufacturer: Slayn & Korpil.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot.
Encumbrance Capacity: 6.
Passenger Capacity: 0.
Consumables: One week.
Price/Rarity: 75,000 credits/4.
Customization Hard Points: 1.
Weapons: Two forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Two forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 12, Slow-Firing 1).

CRUISERS

Cruisers are the workhorses of spacegoing fleets. These versatile warships fill numerous fleet roles, from logistics and support to planetary assault. While they are not as large or powerful as capital ships, they are more numerous and, perhaps, even more important.

ACCLAMATOR-CLASS PLANETARY ASSAULT SHIP

Rothana Heavy Engineering's *Acclamator*-class Planetary Assault Ship is a wonder of modern naval engineering. Rothana's engineers designed the *Acclamator*, the Republic Navy's primary heavy strategic armed transport craft, with capabilities far beyond those of other ships in its class. A single ship can carry an entire clone trooper legion and its attendant combat gear, fighting vehicles, and logistics equipment halfway across the galaxy in a heartbeat; traverse a gravity well to land on a planet as easily as a light freighter; and then disgorge its passengers and cargo in mere hours.

The *Acclamator* has a broad, arrowhead-shaped hull with a single command and observation deck mounted aft, elevated high above the stern on an armored pylon. The vessel's interior is almost entirely given over to cargo space and passenger berthing. Huge hangar bays and cargo holds equipped with automated cargo-handling systems keep track of everything a clone legion needs to live and fight in the field. To support landings, *Acclamators* are armed with an array of cruiser-class weaponry, from turbolasers and torpedo tubes to point defense lasers and tractor beams.

Thanks to these systems and the highly trained personnel who crew them, *Acclamator*-class ships provide unparalleled mobility for the Republic Navy.

7	2	-1	3	2	2	2	6
SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR

HT THRESHOLD	SS THRESHOLD
80	65

Hull Type/Model: Planetary Assault Ship/*Acclamator*-class.
Manufacturer: Rothana Heavy Engineering.
Hyperdrive: Primary: Class 0.6, Backup: Class 10.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 700 officers and enlisted crew.
Starfighter Complement: None.
Vehicle Complement: 320 speeder bikes, 66 LAAT/i, 14 LAAT/c, 48 AT-TE, 36 SPHA Walkers.
Encumbrance Capacity: 10,000.
Passenger Capacity: One GAR Legion—9,000 fighting troops, 6,000 HQ and support troops.
Consumables: Six months.
Price/Rarity: 110,000,000 credits (R)/8.
Customization Hard Points: 2.
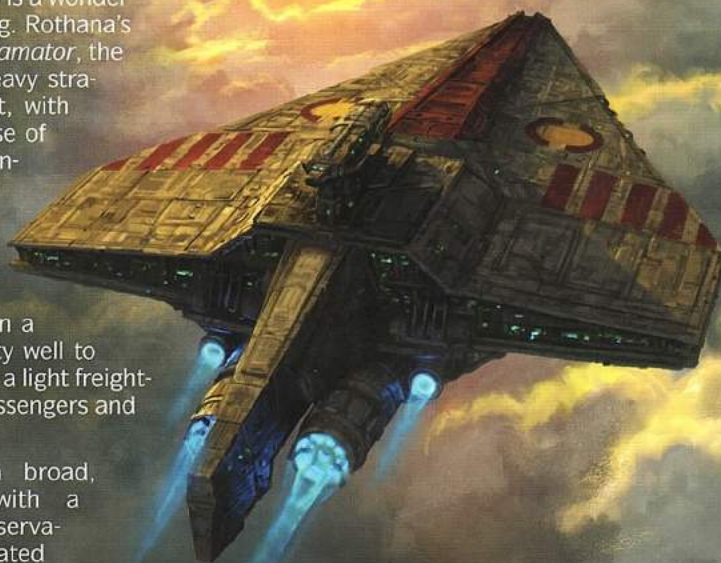
Weapons: Three port and three starboard quad light turbolaser batteries (Fire Arc Port or Fire Arc Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 3, Slow-Firing 1).

Six forward-mounted quad light turbolaser batteries (Fire Arc Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 3, Slow-Firing 1).

Twelve port and twelve starboard heavy laser cannons (Fire Arc Port or Fire Arc Starboard; Damage 6; Critical 3; Range [Short]).

Four forward-mounted assault proton torpedo launchers (Fire Arc Forward; Damage 12; Critical 2; Range [Short]; Blast 10, Breach 8, Guided 1, Slow-Firing 2).

ADDITIONAL RULES

Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher.

PELTA-CLASS FRIGATE

Pelta-class frigates are versatile, highly modular, multi-role sub-capital ships produced by Kuat Drive Yards. One of the most common vessels in the Republic Navy, *Pelta*-class ships fill numerous roles, serving as everything from pickets and light assault ships to escorts, freighters, and hospital ships. Their internal compartments are easily modified for numerous uses, and systems such as power generation and life support are overbuilt and provided with redundancies to better facilitate modification.

Similar to *Consular*-class cruisers in size and capability, *Pelta*-class ships have a long, flat hull with a cylindrical command deck mounted horizontally in the bows. Two variable-geometry wings are mounted aft, and a single, massive drive thruster surrounded by smaller vectored thrusters is also mounted in the stern. *Pelta*s are not typically equipped with weapons—they ship unarmed from KDY's shipyards—but they are often fitted with various weapon systems upon receipt by the Republic Navy. The most common combat configuration is the *Pelta*-class strike frigate, which mounts light turbolasers, point defense lasers, and tractor beams.

Pelta-class ships are the workhorses of the Republic Navy's sub-capital fleet, and they form the backbone of fleet logistics. While the Navy's larger ships may be flashier and more prestigious, it's often said that while ships like the *Acclamator* and *Venator* may win battles, it's the *Pelta* that is winning the war.

6	3	+0	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
			2	2	2	1	4
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD			SS THRESHOLD	
			65			55	

Hull Type/Class: Frigate/*Pelta*-class.
Manufacturer: Kuat Drive Yards.
Hyperdrive: Primary: Class 2, Backup: Class 16.
Navicomputer: Yes.

Sensor Range: Long.
Ship's Complement: 900 officers and enlisted crew.
Starfighter Complement: None.
Encumbrance Capacity: Up to 6,000, depending on configuration.
Passenger Capacity: Up to 300, depending on configuration.
Consumables: One month.
Price/Rarity: 7,250,000 credits (R)/6.
Customization Hard Points: 4.
Weapons: Two forward-mounted twin light turbolaser batteries (Fire Arc Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

One port and one starboard twin heavy laser cannon (Fire Arc Port or Fire Arc Starboard; Damage 6; Critical 3; Range [Short]; Linked 1).

One dorsal turret-mounted twin heavy laser cannon (Fire Arc All Dorsal; Damage 6; Critical 3; Range [Short]; Linked 1).

One port and one starboard light tractor beam emitters (Fire Arc Port or Fire Arc Starboard; Damage –; Critical –; Range [Close]; Tractor 2).

One forward-mounted light tractor beam emitter (Fire Arc Forward; Damage –; Critical –; Range [Close]; Tractor 2).

CAPITAL SHIPS

Capital ships are among the most potent warships ever constructed. Kilometers long and carrying enough firepower to level entire planets, these massive vessels are the pinnacle of the shipwright's craft.

PROVIDENCE-CLASS DREADNOUGHT

Originally designed by the Free Dac Volunteers and produced for the Trade Federation by Rendili StarDrive, *Providence*-class dreadnoughts are among the largest ships serving with the CIS fleet. More than two kilometers long, these ships have a long, cylindrical hull with a tapered, cone-like bow. Just aft of the ship's waist, a bulky superstructure dominates the dorsal surface, and a tall, thin spar supports the bridge and observation decks high above the main hull. Thanks to simple construction and a highly modular interior, *Providence*-class vessels can be easily configured for a number of roles, from planetary assault to theater command to starfighter carrier. This makes these massive vessels more versatile, and therefore more useful to their operators, than other, more specialized ships.

Providence-class dreadnoughts have sturdy hulls and some of the thickest armor in their class. Their shields can turn or absorb even the heaviest ship-mounted weapons, and their hulls bristle with dozens of weapon emplacements. While they are extremely potent vessels, Providence-class ships are deployed with great caution by the CIS admiralty. Due to the high cost of running these huge vessels at peak performance, they are deployed only when sheer, overwhelming force is called for.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
8	2	-3	2	3	3	2	12
			HT THRESHOLD		SS THRESHOLD		
			160		125		

Hull Type/Class: Battleship/*Providence*-class.
Manufacturer: Rendili StarDrive/Free Dac Volunteers.
Hyperdrive: Primary: Class 1.5, Backup: Class 10.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 900 officers, droids, and enlisted crew.
Starfighter Complement: 120 droid tri-fighters, 120 vulture droids.
Vehicle Complement: Hundreds of assorted droid armored vehicles, landing craft, shuttles, and ship's boats.
Encumbrance Capacity: 18,000.
Passenger Capacity: 48,247 and 1.5 million deactivated battle droids.
Consumables: Four years.
Price/Rarity: 400,585,000 credits (R)/9.
Customization Hard Points: 2.

Weapons: Seven port and seven starboard quad heavy turbolaser batteries (Fire Arc Port or Fire Arc Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 3, Slow-Firing 2).

Seventeen dorsal and seventeen ventral turret-mounted dual heavy laser cannons (Fire Arc All Dorsal or All Ventral; Damage 6; Critical 3; Range [Short]; Linked 1).

Two forward-mounted battleship ion cannons (Fire Arc Forward; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Slow-Firing 2).

Six port and six starboard twin light ion cannons (Fire Arc Port or Fire Arc Starboard; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Six port and six starboard heavy flak cannons (Fire Arc Port or Fire Arc Starboard; Damage 5; Critical 3; Range [Short]; Blast 5, Slow-Firing 2, Vicious 5).

Twenty-five port and twenty-five starboard proton torpedo launchers (Fire Arc Port or Fire Arc Starboard; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 3, Slow-Firing 1).

Fifty-two forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 3, Slow-Firing 1).

Five port and five starboard heavy tractor beam emitters (Fire Arc Port and Fire Arc Starboard; Damage −; Critical −; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 2: When making an attack targeting this starship, the Critical rating of any weapons used counts as 2 higher.

SUBJUGATOR-CLASS HEAVY CRUISER

More massive than even the *Providence*-class dreadnought, the *Subjugator*-class heavy cruiser is one of the largest, if not the largest, warship currently at space. *Subjugator*-class vessels are extremely rare, with perhaps no more than six currently in active use. They are enormous, imposing vessels longer than five *Venator*-class Star Destroyers parked end to end. *Subjugators* were designed by the same shipwrights who conceived the CIS navy's *Providence*- and *Recusant*-class ships, and they share much of the same design language.

Built around a pair of massive, long-range ion cannons, *Subjugators* have a bulky, split-level prow suggestive of a mouthful of ragged teeth and a narrow stern tapering to the ship's drive array. An armored dorsal blister amidships holds the ship's command center, and a smaller backup bridge is perched on a spar far aft above the engines.

FLAK CANNONS

Flak cannons fire large-caliber shells packed with thousands of dangerous tiny objects such as shrapnel, microexplosive pellets, or inert durasteel flechettes. Flak shells burst at a set distance after firing and spread their contents in a dense cloud that can tear small, lightly armored airspeeders or starfighters to shreds in an instant.

Like most vehicle and ship-mounted weapons, flak cannons come in light, medium, and heavy models. Light flak cannons are typically mounted in surface installations on air-defense walkers, or as point defense systems on gunboats or small capital ships. Medium and heavy models are typically mounted in large surface fortifications or on starships of cruiser size or larger.

TABLE 2-9: FLAK CANNONS

Name	Range	Dam	Crit	Qualities	Price	Rarity	Compatible Silhouette
Light Flak Cannon	Close	4	3	Blast 4, Slow-Firing 1, Vicious 3	6,000	5	4–10
Medium Flak Cannon	Short	4	3	Blast 4, Slow-Firing 1, Vicious 4	8,000	6	5–10
Heavy Flak Cannon	Short	5	3	Blast 5, Slow-Firing 2, Vicious 5	10,000	7	6–10

Armament consists of the two superheavy ion cannons—which were designed to knock out whole squadrons of fighters and sub-capital ships—along with hundreds of turbolasers, ion cannons, flak cannons, and other assorted weaponry. Each ship carries tens of thousands of battle droids and more than 200 droid fighters.

Thankfully, the few *Subjugators* that the CIS navy possesses are rarely deployed except in dire emergencies. After a disastrous encounter with a Republic battle group that destroyed the *Malevolence*—the lead ship of the line and testbed for the superheavy ion cannon—the rest of the class is held in reserve, waiting for the day when they'll be needed.

9	2	–3	DEF: FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	3 3 3 3	12

HT THRESHOLD	SS THRESHOLD
210	150

Hull Type/Class: Battleship/*Subjugator*-class.
Manufacturer: Free Dac Volunteers Engineering Corps/Pammant Docks.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 23,350 officers, enlisted crew, and droids.
Starfighter Complement: 144 *Vulture*-class droid starfighters, 48 *Hyena*-class droid bombers.
Vehicle Complement: Numerous landing craft, ground combat vehicles, shuttles, ship's boats, and utility vehicles.
Encumbrance Capacity: 85,000.
Passenger Capacity: 60,000 battle droids.
Consumables: Two years.
Price/Rarity: 875,500,000 credits (R)/9.

Customization Hard Points: 1.
Weapons: One port and one starboard ion pulse weapon (Fire Arc Port or Fire Arc Starboard; Damage 20; Critical 5; Range [Extreme]; Blast 15, Breach 8, Inaccurate 3, Ion, Slow-Firing 5).

Twenty forward turret-mounted twin heavy turbolaser batteries (Fire Arc Forward; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Twenty forward turret-mounted twin medium turbolaser batteries (Fire Arc Forward; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1).

One hundred dorsal turret-mounted twin light turbolaser batteries (Fire Arc All Dorsal; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

Fifty port and fifty starboard turret-mounted twin light turbolaser batteries (Fire Arc Port or Fire Arc Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

Four hundred turret-mounted twin light laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]; Linked 1).

Ten forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Limited Ammo 3, Guided 2, Slow-Firing 1).

Two forward-mounted heavy tractor beam emitters (Fire Arc Forward; Damage –; Critical –; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 3: When making an attack targeting this starship, the critical rating of any weapons used counts as 3 higher.

III

THE GALAXY AT WAR

"So this is how liberty dies, with thunderous applause."

—Padmé Amidala

The complex sociopolitical conditions that gave rise to the Clone Wars have continued to evolve as the conflict burns on, increasing in scope as more worlds are drawn in to the violence.

Chapter III: The Galaxy at War provides information on the state of the galaxy in the latter half of the Clone Wars. Beyond a big-picture look at the status of the Galactic Republic, the Separatist Alliance, and the criminal underworld, this chapter provides further information on specific organizations and individuals. **The State of the Republic** looks in particular at the Galactic Senate, the Grand Army of the Republic, and the Jedi Order, each of which has a unique role in the war effort. Similarly, **The Separatist Struggle** provides information on the CIS military and the many worlds that form the Separatist Alliance.

This chapter also looks at the state of the criminal underworld and its role in the ongoing war, including some of the galaxy's most notorious bounty hunters. The dark side of the Force plays a fundamental role in current galactic events, and this chapter looks at the activities of the Sith, the Nightsisters of Dathomir, and Maul and his Shadow Collective. Adversary profiles for some of the most famous or infamous heroes and villains of the era allow GMs to bring them directly into games to challenge or aid the PCs.

The chapter concludes with a detailed look at six worlds that play major roles in the Clone Wars: Coruscant, Dathomir, Felucia, Kashyyyk, Mandalore, and Utapau. In addition to full planetary profiles and other information, each world includes a modular encounter that GMs can use to incorporate the planet into their campaign.

THE WAR RAGES ON

The Separatist Crisis that defined Sheev Palpatine's early chancellorship has spilled over into a galaxy-wide war. Many resource-rich Rim Worlds feel disenfranchised after having heard stories of a bloated and corrupt Republic Senate for decades. When Count Dooku founded the Confederacy of Independent Systems, many systems aligned themselves with the former Jedi Master, or at the very least, sympathized with his grievances. These Separatists, by withdrawing from the Republic, created a crisis for the wealthy Core Worlds, whose food, raw materials, and factories are overwhelmingly located in the Rim.

When negotiations led by Chancellor Palpatine and Senatorial allies like Bail Organa and Padmé Amidala failed, the Senate felt it had no choice but war. Newly in possession of a Kaminoan clone army commissioned by the long-dead Jedi Master Sifo-Dyas under mysterious circumstances, the Senate created the Grand Army of the Republic. Desperate to put a stop to separatism before the crisis could implode the economies of the Core, the Senate dispatched its Jedi-led army to Geonosis in hopes of capturing the Separatist leadership and ending Dooku's rebellion.

Unfortunately, the gambit failed, and key Republic and Confederacy politicians entrenched their political stances toward war. The Clone Wars had begun. The Republic has bled systems for years, some joining Dooku's Confederacy, while others merely assert their independence and declare neutrality in the conflict, hoping to minimize the consequences of war. Meanwhile, both the Republic and the CIS openly wage war across the hyperspace lanes, attacking enemy strongholds and strategic linchpins while simultaneously pressuring important neutral worlds to choose sides.

As the war continues through the anniversary of Geonosis, marking the start of open conflict, elements on both sides begin to grow weary of war. The Jedi are exhausted, their numbers depleted. Despite Republic efforts, Separatist space boundaries have stabilized, causing many to wonder if a diplomatic solution is possible. The citizens of worlds aligned with either side chafe under the sacrifices required by the war effort. A growing list of systems ravaged by the war want nothing more than to rebuild and find peace. Sadly, those working toward ending hostilities seem thwarted at every turn, undermined by treachery within. Such failed attempts at peace seem to do little more than commit each side that much more to utter annihilation.

THE STATE OF THE REPUBLIC

As the suffering of war wears on with no end in sight, the conflict is losing civilian support. Under the Victory Rationing Program, average citizens endure harsh austerity measures that include strict resource rationing on power, water, and food, even on Coruscant and other cosmopolitan Core Worlds. War taxes increase the price of consumer goods, and the military's industrial needs create scarcity of essential civilian products like datapads, droids, speeders, and starships.

Despite the intense pressure for peace certain Senators face from their constituents, powerful lobbyists representing corporate war profiteers ensure they resist supporting peace talks. All the while, the Senate votes again and again to centralize more power in the office of the Chancellor. The clone troopers, meanwhile, have grown into their own under Jedi leadership, finding individual identities, hopes, and dreams, along with a realization that most Jedi are far out of reach. The Jedi, bodies exhausted, spirits conflicted, and numbers depleted, are consumed with the war effort, unable to provide a moral counterpoint to the vast Republic bureaucracy.

THE GALACTIC SENATE

The corruption and bureaucracy that defined the Senate in the decades before the Clone Wars has given way to a new era of politics defined by patriotism. Because Chancellor Palpatine has accumulated historic levels of power in his office, political clout is often defined by the trust Palpatine places in a given delegate. Padmé Amidala, Bail Organa, and Orn Free Taa are among the most powerful Senators during the Clone Wars, entrusted to undertake the most critical diplomatic missions.

While certain Senators, like Padmé Amidala, have dealt with assassination attempts their entire lives, the Clone Wars have brought an increase in death threats and assassination attempts for all Senators. Assassins killed Rodia's Onaconda Farr and Umbara's Mee Deechi over a Republic military budget vote. Some have died standing up for their beliefs like Kinyen's Senators Kharrus and Philo, while others, like Senator Seti Ashgad of Fresia, have simply vanished.

Still, the Senate carries on. There are budgets, contracts, and laws to vote on, and Senators spend much of their time sitting on various committees. As Palpatine accumulates power to bypass the bureaucracy of the Senate, however, Senators find themselves more and more often used as frontline diplomats. Senators approach neutral systems not formally allied with the Separatists, or those on the verge of leaving the Republic, and seek to bring them back to the fold. Unfortunately, the Republic Senate non-communication law prevents Senators from opening up dialogues with known Separatists, partially for fear

CENTRALIZED POWER

Thanks to the Emergency Powers Act passed at the very start of the Separatist Crisis, Chancellor Palpatine remains in power throughout the conflict, long after his elected terms expire. Measures introduced by Senator Binks increase the scope of Palpatine's emergency powers on the eve of the Battle of Geonosis, enabling the seemingly reluctant chancellor to bypass the Military Creation Act and form the Grand Army of the Republic of his own accord.

The Emergency Powers expand throughout the conflict, providing Palpatine direct control over the Holonet, intelligence collection on Republic citizens, and more. Four amendments to the Republic Constitution become law, including the expansive powers of the Reflex Amendment, which grant the Chancellor near-absolute power regarding military matters, bypassing the Senate almost entirely. No chancellor since before the Ruusan Reformations has wielded such power over the Republic. While some Senators express concern over consolidation of power, most consider it necessary to oppose Dooku's near-total control over the Separatists.

of lending the Separatists legitimacy by engaging in official talks, and partially to make rooting out traitors easier for Republic Intelligence.

PEACE TALKS

The desire by certain factions on both sides to reopen diplomatic negotiations remains strong, even after a string of disastrous results. Senator Amidala broke the non-communication law to meet with friend and former colleague Separatist Senator Mina Bonteri. Together, they opened a dialogue for peace on the Separatist capital of Raxus. While the Separatist Parliament voted to open formal peace negotiations with the Republic, a Separatist attack on Coruscant's power grid and the death of Senator Bonteri ended the talks before they could really begin.

Far from uncommon, events such as these seemingly conspire to put a premature end to any peace effort. Public opinion is fickle; while many are ready for peace, there is always some new Separatist atrocity, bombing, or invasion that keeps just enough of the populace enraged that any effort seems doomed to poor timing. The victims' faces and the horrible aftermath dominate newsnet cycles for days. During lulls in fighting, damning shadowfeed footage of Dooku

spreads across the galaxy like wildfire. Holograms of Dooku ordering sentients' rights violations, collaborating with known slavers, and more have all devoured bandwidth on the HoloNet. While Separatists and their sympathizers claim most recordings are faked or out of context, the timing always seems to thwart any attempts to build support for peace in the Senate.

DELEGATION OF 2,000

By the third year of the Clone Wars, many Senators take issue with the erosion of their own responsibilities in favor of dangerous concentration of power in the Chancellor's office. The Sector Governance Decree, passed late into the third year of the conflict, becomes the straw that breaks the bantha's back. Legislators quietly approach like-minded Senators, hoping to add signatures to a formal petition asking the Chancellor to relinquish his many accumulated war powers. Led by Senators Bail Organa, Mon Mothma, and Padmé Amidala, they plan to present the petition to the Chancellor once they reach 2,000 signatures.

THE GRAND ARMY OF THE REPUBLIC

Created under mysterious circumstances by long-dead Jedi Master Sifo-Dyas and a man named Tyranus, the clone army was so desperately needed that the Republic asked precious few questions about where it came from. The clones are based on the genetic template of Jango Fett, a bounty hunter who died at the Battle of Geonosis while fighting for the Separatists. The clones inherited Fett's gifts for violence and tactical acumen, while the Kaminoan cloners, led by Chief Scientist Nala Se, added a desire to belong to a team and follow orders. Jedi Master Shaak Ti works with Nala Se and Prime Minister Lama Su to oversee the cloning facilities on Kamino. Ti also oversees the mercenaries who instruct clone cadets in combat skills and tactics.

The clones enjoy wide support from the civilian population and government, thanks in large part to good press. Clones frequently conduct mercy missions on their way to the front lines, dropping off supplies to populations ravaged by the war or even natural disasters. Many Republic worlds support clone bars, places for troopers to blow off steam and partake in social activities that increase unit cohesion. 79's is an official clone bar on Coruscant where clones

are known to interact with non-clone officers and even civilians, though less official hangouts, like Qibbu's Hut, are common as well. Clones also frequent Coruscant Security Force hangouts, such as the CSF Staff and Social Club or the Kragget diner.

EMERGING INDIVIDUALITY

While clones are superior to standard Separatist battle droids, many people view the clones as little more than organic droids. However, under the encouraging leadership of their Jedi generals, clone commanders and their troops soon display signs of individuality. It's become common practice for clones to acquire nicknames to replace their clone batch and unit numbers. They also customize their armor and even physical appearance with tattoos and extreme haircuts to visually stand out from their brothers. After years of warfare, most clone troopers think of themselves as individuals instead of products, going so far as to question some orders from Jedi and civilian leadership.

After exhaustive field testing, Phase II clone trooper armor finally made its way to front line units. Based on the superior Phase I ARC trooper armor, the phase two armor lends itself to customization; troopers add pauldrons, kamas, rangefinders, and more to suit their role and individual fighting style within their units. Most clones enjoy free rein to customize the appearance of their armor with markings and accessories, so long as they utilize unit colors and don't degrade their suits' combat effectiveness.

BEHAVIORAL INHIBITOR

Unknown to the Jedi Order or the clones, Kaminoans implant an organic behavior inhibitor chip in clone troopers when they are only phase three embryos to control certain behavioral impulses native to the Jango Fett template. While a chip malfunction is possible, there are no documented cases until the third year of hostilities, when a rare parasite on Ringo Vinda allegedly corrupts the chip of Clone Trooper CT-5385 "Tup," causing him to kill Jedi Master Tiplar. Arc Trooper ARC-5555 "Fives" later removes his own chip entirely and loses touch with reality, eventually making an attempt on Chancellor Palpatine's life.

Unknown to even the Kaminoans, the chip doesn't merely inhibit behavior; it can induce it, as well. The shadowy Sith Lords implanted secret orders on the inhibitor chips, such that they are now able to force the entire clone army to do their bidding with secret phrases known only to them. The chips can also cause nightmares, and many clones report vivid dreams of never-ending battles, watching their brothers die horribly.

Some missions are beyond the capabilities of standard clone troopers. Assassination, sabotage, reconnaissance, guerilla warfare, covert infiltrations and extractions, and other high-risk missions require special training. Grown specifically for the job, some clone commandos possess experimental genetic mutations that provide enhanced senses, strength, or intelligence. They typically work in teams of four, usually behind enemy lines for extended periods. Having a great need for special forces, the Republic also implemented the Advanced Recon Commando, or ARC trooper, program to augment special forces. Troopers who distinguish themselves can earn a promotion to ARC trooper, which includes special training, higher-quality armor and weaponry, and more leeway in accomplishing mission objectives. ARC troopers operate independently or as part of a larger infantry force, taking on dangerous missions usually reserved for Jedi.

THE JEDI ORDER

The Clone Wars have turned the Jedi into generals who lead legions of clone troopers into battle. The order, once focused on defending the innocent and meditating on the mysteries of the Force, is consumed with warfare. While Jedi still enjoy meditative retreats, these are fewer and of shorter duration now than in the past. Instead of enjoying weeks of dedicated meditation, study, and fellowship, Jedi requiring a break from the front lines merely transfer to temple duties or chaperone youngling classes to traditional retreats like Ilum to supervise training. Even Grand Master Yoda has ceded some of his favorite youngling training duties to Master Tera Sinube so that he can better manage the war.

The Jedi are not of a single mind regarding participation in the Clone Wars. While most feel the Jedi have a duty to protect the Republic, not everyone agrees on the methods. Some believe that if the order is unwilling to do whatever it takes to win, they risk losing everything the Jedi try to protect. Others, often more experienced Jedi, hold that if they can't adhere to their traditions and codes of conduct, they lose, no matter the outcome of the war. Some Jedi take this to extremes, speaking out against the conscription of the clone army as something akin to a war crime in itself.

Casualties among the Jedi have been high ever since nearly two hundred Jedi perished at the Battle of Geonosis, which began the Clone Wars. During the first years of the conflict, hundreds more of the Jedi Order's steadiest leaders and brightest lights fell in battle. The necessities of war force a pragmatism that often overrules tradition among the Jedi. Padawan training now emphasizes combat skills at the expense of context for responsibly wielding their powers. Many young Jedi suffer, either falling in battle

The Grand Army was originally commissioned by Jedi Master Sifo-Dyas, who once sat on the Jedi Council. His fellow Jedi removed him a decade ago over his obsession with visions of a galaxy-spanning war. Shortly afterward, he went missing during a mission to Felucia. In his stead, the development of the clone army was secretly supervised by a man named Tyranus, who worked with the Kaminoans to develop an army based on Jango Fett's genetic template.

The Jedi and Republic spend precious little time trying to unravel their army's origins. Most believe Sifo-Dyas's visions were of the Clone Wars, and that knowing the Republic would need the army, he commissioned it against orders. This ignores questions of payment and the identity of Tyranus. Jedi Master Kenobi and his former Padawan Anakin Skywalker only begin to unravel the truth in the third year of the war, when they learn that Tyranus is an alias of Dooku.

This suggests the Republic's clone army is a Sith creation, which means the Sith engineered both sides of the war from the beginning. While this troubles the Jedi, driving some to distrust the clones, most see no alternative but to forge ahead and seek victory over the Separatists. Other Jedi have a renewed focus on identifying the rumored second Sith Lord, an enigma named Sidious.

or losing themselves to it. In desperate need of more Jedi generals for the war effort, the Jedi Council promotes many Padawans to the position of Jedi Knight without requiring them to undergo the traditional Jedi Trials. Young Knights are saddled with Padawan learners long before they have the requisite experience. The newly promoted Knights and their Padawans are often less formidable and may be more vulnerable to the temptations of the dark side.

Jedi losses have only accumulated since the devastation of the Battle of Geonosis. The war took an even greater toll moving into its later years. Master Halsey died defending Devaron's Eedit Temple, Council Master Even Piell was killed trying to escape a Separatist prison, and Council Master Adi Gallia died fighting Savage Opress on Florrum. The people of New Holstice maintain a monument to Jedi lost in service to the Republic, and by the third year of the Clone Wars, the cylindrical habitat of glowing memory moths can allegedly be seen from orbit due to all the recent additions.

Worse than the combat losses are the betrayals. Masters such as Pong Krell and even Count Dooku betrayed their Jedi oaths in order to fight for the Separatists. Even Jedi Padawans are vulnerable. One well-regarded student, Barriss Offee, even sets

off a nano-droid bomb in the Jedi Temple, killing six Jedi Knights, several clones, and a number of civilians in the area. Each betrayal not only is devastating to Jedi morale, but grievously wounds public and Senate trust in and support of the Jedi.

AHSOKA TANO [NEMESIS]

A promising youngling discovered by Master Plo Koon, Ahsoka Tano was assigned by the Jedi Council to the newly knighted Anakin Skywalker mere months after the Battle of Geonosis. While at first, her new master bristled at his responsibility, the two bonded and quickly grew inseparable. Ahsoka is something of a lightsaber combat prodigy, often using a reverse grip with one of her twin lightsabers. Every bit the hero her master is, Ahsoka is still framed for murder in the third year of the Clone Wars. Despite eventually proving her innocence, Ahsoka leaves the Jedi Order in search of her own path.

2	4	3	4	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
2	13	13	2 | 1

Skills: Athletics 2, Charm 1, Coercion 2, Cool 2, Coordination 3, Discipline 3, Knowledge (Lore) 1, Knowledge (Underworld) 2, Knowledge (Warfare) 4, Lightsaber 4, Leadership 2, Mechanics 2, Perception 3, Piloting (Planetary) 3, Piloting (Space) 2, Stealth 3, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Ataru Technique (may use Agility instead of Brawn for Lightsaber checks), Circle of Shelter (when an engaged ally suffers a hit, may use Parry or Reflect incidental against the hit), Force Rating 3, Parry 3 (when struck by a melee attack, may suffer 3 strain to reduce damage by 5), Improved Reflect 3 (when struck by a ranged attack but before applying soak, may suffer 3 strain

ICONIC FORCE USERS

All Force-sensitive NPCs in this chapter (Ahsoka Tano, Anakin Skywalker, Maul [page 95], Savage Opress [page 95], and Mother Talzin [page 96]) have the following Force powers and upgrades, as well as any included in their specific entries, and may have additional upgrades for these powers.

- **Enhance:** When making an Athletics, Coordination, or Resilience check, the character may roll an Enhance power check as part of the pool and may spend ◐ to gain ☆ or ۷ (their choice) on the check. May make an Enhance power check as a maneuver to spend ◐ to leap to any location within short range, or ◐◐ to leap to any location within medium range.

- **Move:** The character can hurl objects by making a Move power check and rolling a ranged combat check as part of the pool. The attack's difficulty is equal to the silhouette of the object being thrown (default is silhouette 0) and only succeeds if they can also spend enough ◐ to move the object. The attack deals damage equal to the object's silhouette times 10 (silhouette 0 deals 5 damage) plus 1 per net ☆. To throw multiple objects, they must generate enough ◐ to move multiple objects, and they must use rules for Auto-fire to determine difficulty and targeting.

- **Sense:** The character may spend ◐ to sense all living things within short range (including animals and sentient beings) and may spend ◐ to increase the range of this effect to medium. The character may instead spend ◐ to sense the current emotional state of one living target they are engaged with.

to reduce damage by 5; then after attack is resolved may spend 💠 or ⚙ ⚙ ⚙ to automatically hit one target within medium range dealing the same damage as the hit from the initial ranged attack), Saber Swarm (as a maneuver, may suffer 1 strain to add the Linked 3 item quality on the next Lightsaber combat check this turn).

Abilities: Force Powers: Enhance, Move, Sense.

Equipment: Ahsoka's lightsaber (Lightsaber; Damage 8; Critical 2; Range [Engaged]; Breach 1, Sunder), Ahsoka's shoto (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Accurate 1, Breach 1, Sunder), encrypted comlink.

ANAKIN SKYWALKER [NEMESIS]

Though he was originally a slave rescued from Tatooine, by the Clone Wars, Anakin has become one of the greatest warriors in the Jedi Order. He favors a proactive stance that borders on recklessness, but the clones of Captain Rex's 501st respect his style of leading from the front. Still, his lack of patience has gotten him injured and even captured many times, requiring his former master Obi-Wan Kenobi to save him. Promoted to Jedi Knight in the wake of the Battle of Geonosis, Skywalker still works closely with his former master, and he is never far from his Padawan, Ahsoka Tano.

In secret, he carries on a hidden marriage with Senator Padmé Amidala, the former Queen of Naboo, though jealousy and a fear of discovery strain their relationship. By the third year of war, Anakin still hasn't properly grieved the death of his mother, he's devastated by Ahsoka's choice to leave the Jedi, and his faith and trust in the Jedi of the council reaches an all-time low. Precariously unbalanced, Anakin can feel everything he cares about slipping through his fingers.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	4	2	2	3	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
5	17	15	1 | 1

Skills: Athletics 2, Coercion 4, Cool 2, Deception 2, Discipline 2, Gunnery 3, Leadership 3, Lightsaber 4, Perception 2, Piloting (Space) 5, Vigilance 3.

Talents: Adversary 3 (upgrade difficulty of all combat checks against this target three times), Force Rating 5, Improved Parry 4 (when struck by a melee attack, may suffer 3 strain to reduce damage by 6; then after attack is resolved, may spend 💠 or ⚙ ⚙ ⚙ to automatically hit one target with wielded lightsaber, inflicting base damage plus any damage from applicable talents or abilities), Improved Reflect 4 (when struck by a ranged attack but before applying soak, may suffer 3 strain to reduce damage by 6; then after attack is resolved may spend 💠 or ⚙ ⚙ ⚙ to automatically hit one target within medium range dealing the same damage as the hit from the initial ranged attack).

Abilities: Chosen One (after Anakin makes a Force power check, other characters in the encounter add

◯ to their Force power checks until the start of his next turn; if Anakin used any ● to generate ◐, other characters instead add ● to their checks), Force Powers: Bind, Enhance, Move, Sense.

Bind: *Force Power*. Anakin may spend ◐ to immobilize a target within short range until the end of his next turn; if Anakin used ● to generate ◐, the target also suffers 1 wound per ◐ spent on the check.

Enhance: *Force Power*. Anakin may use this power when making Brawl, Piloting [Planetary], and Piloting [Space] checks, and may commit ◯ to increase his Brawn or Agility characteristic by 1, to a maximum of 6.

Equipment: Anakin's lightsaber (Lightsaber; Damage 10, Critical 1; Range [Engaged]; Breach 1, Sunder, Vicious 2), padded robes (+1 soak, defense 1).

THE SEPARATIST STRUGGLE

There are two kinds of Separatist worlds: those run by intergalactic corporations, and smaller backwaters largely ignored by the Republic. For worlds under corporate control, the Confederacy of Independent Systems is good for business. Leaving the Republic means no trade tariffs or taxes, all without giving up large government contracts, thanks to Separatist military industrial needs. Smaller worlds also offer new sources of raw materials ripe for exploitation. The corporations want nothing more than for the war to continue.

While the corporate-run worlds are doing well, smaller worlds find the CIS is every bit as stifling as the Republic, if not more so. Many are left without any standing defenses, forcing them to trade land-rights to large corporations for a defense agreement. When the corporations gain a toehold on these backwaters, they have a track record of taking over entirely, exploiting not just natural resources but the populace as well.

Canny governments might avoid becoming glorified vassal-states of the opportunistic corporations only to suffer massive crime waves as pirates and criminal syndicates descend on their unprotected worlds. While the Separatist fleet makes a token effort to keep CIS-controlled hyperlanes clear of pirates, cunning bandits have little trouble avoiding it. Many small worlds are desperate for the conflict to end so that the Separatist military can turn its attention inward and address crime and corporate malfeasance.

SEPARATIST MILITARY

While Count Dooku oversees the entire Confederacy, including military operations, General Grievous performs much of the day-to-day management of the war. For years, the Separatists have defended their borders and fought the Republic to a draw, despite their structural disadvantage of defending the arc of the Outer Rim instead of the more compact Core of the Republic. They have accomplished this primarily through sheer numbers of battle droids. They also have much more agile deployment of forces when compared to the Republic's cumbersome Senate oversight. Of course, this advantage wanes as the war continues and Chancellor Palpatine cuts through the bureaucratic red tape of the Senate.

The Separatist army and navy use droids almost exclusively for offensive maneuvers. The droid army only grows as the war rages on, giving Grievous an effectively infinite number of battle droids and capital ships. While the early days of the war featured officers drawn from the private defense forces of Separatist worlds, T-series tactical droids and their "super" successors control later battles. The droid commanders allow General Grievous to exert finer control over his forces, eliminating the unapproved thoughts and ideas of underlings with inferior strategic prowess. Only a select few genius sentients, like Admiral Trench, remain in command of offensive operations.

Conversely, defensive operations are overwhelmingly left to local forces, which are often organic. Letting the locals defend and fortify their own worlds and hyperspace routes leaves Grievous free to focus on attacking the Republic. The bulk of Separatist space is defended by the forces of Separatist signatory members like the Commerce Guild, Corporate Alliance, Techno Union, and "rogue" elements of the InterGalactic Banking Clan and Trade Federation. Local officers lead their unique droid security forces, often augmented by elite soldiers and mercenaries. Security services are generally offered to otherwise-defenseless neighboring systems in exchange for resource rights or other concessions.

OUTER RIM SIEGES

After years of war, the Republic launches the Outer Rim Sieges, a military campaign to blockade several key Separatist worlds in that region, in hopes of forcing a surrender. The attacks are effective in cutting off the homeworlds of the Separatist Council, limiting vital resources and creating political pressure to negotiate an end to the blockade.

The Separatists suffer from a structural geographic weakness regarding their territorial borders. They are unable to use the Hydian Way to cut through the Republic's Core Worlds to reinforce worlds across the galaxy, and the Hutts control the more circuitous Triellus Trade Route, making it very difficult for the Confederacy to move troops and supplies between their Spinward and Trailing territories. This leaves the Separatists especially vulnerable to the Republic's coordinated series of sieges and drains the Separatist Council of its will to fight.

In response, Grievous masses his forces for a strike at the heart of the Core. He hopes such an attack might prompt the recall of Republic forces participating in the Outer Rim Sieges, lifting the blockades, or at least making them porous. It is a daring gambit, that, succeed or fail, could herald the end of the war.

MEMBER WORLDS

The Confederacy of Independent Systems counts thousands among its member worlds. The founding worlds aligned with Dooku's movement prior to the Battle of Geonosis hold the most political power, and many are connected to the signatory corporate sponsors that make up the Separatist Council. Worlds joining the Separatists during the Clone Wars gain a seat on the Separatist Parliament, but that is merely an advisory body to Count Dooku and the Separatist Council, wielding little actual power.

These newer members are often desperate Rim worlds, bound by Republic laws forbidding trade in Separatist territory. Such prohibitions have decimated economies overnight across the outlier Republic worlds. To prevent widespread poverty and food riots, many politicians have been forced to join the Separatists so trade can resume and their people can survive. Still other worlds, like Mandalore, seek a middle ground by declaring neutrality. This can result in a "bidding war" between the Republic and Separatists, each offering tax breaks or other benefits for siding with them. Just as often, it has brought war to the world's doorstep as both sides fight to claim a strategic resource or at least deny it to their enemy—often under the guise of protecting the world from the opposing faction.

Worlds that become Separatist members by conquest get a seat in the Separatist Parliament, but they are rarely represented by someone with that planet's best interests at heart. Often, such worlds are absorbed unofficially by one of the larger CIS corporations. Corporate interests then exploit these worlds' natural resources to feed the Separatist war machine, with little care for environmental sustainability.

THIRST FOR PEACE

Nearly half of the representatives in the Separatist Parliament are ready to negotiate a cease-fire with the Republic. Most of them represent worlds that remain unaffiliated with the Confederacy's corporate founders. Their worlds joined the movement to avoid exorbitant trade tariffs and taxes that they felt were unfair to worlds in the Rim. To them, the war is only for their independence, and they feel established as a legitimate government. Most such worlds believe the Republic and Separatists can peacefully coexist.

The Parliament attempts to broker a ceasefire many times as the war rages on. While Separatist Senator Mina Bonteri did get a cease-fire signed by the Separatists, she died—allegedly at the hands of Republic assassins—before the Republic could sign. A second attempt at peace is held near the second anniversary of the conflict on neutral Mandalore. There, Speaker of the Separatist Parliament Bec Lawise guides the talks alongside Separatist Senators Voe Atell of the Corporate Alliance and Amita Fonti of the Commerce Guild. The corporate-allied senators have little interest in peace, and the talks break down almost immediately.

CIS PRISONS

Most prisoners taken by the Separatists are moved to private prisons like Megalox Beta, Metalorn's Unreal City, Starlag XIX, or Jubilar. Political dissidents often find themselves in hidden prisons like Tambolor or Sunspot Prison. Others are sold to Zygerrian slavers, or sent to labor camps run by Separatist corporate sponsors. Only Jedi, Republic Senators, and high-ranking officers are kept in official Separatist prisons.

The Citadel: For centuries, the Citadel, an ebon tower situated in a desolate region of the volcanic world of Lola Sayu, was considered among the galaxy's most secure prisons. Now under the control of Separatist Warden Osi Sobeck, the prison holds captured Jedi and facilitates their interrogation. The Citadel is guarded by a variety of battle droids, including commandos, as well as hunting anoobas to track down escapees.

The Spike: A vast, underground facility built in the rocky Aparian Wastes of Serenno, the newly constructed Spike holds high-value prisoners during the Clone Wars. It also houses prisoners Count Dooku wishes to interrogate personally. The facility's ten levels resemble an inverted cone set deep within the ground. The highest-security cells are at the lowest levels.

The Spire: Similar in design to the Citadel, the Spire is a secret Separatist prison built in the mountains of Stygeon Prime. Here, Dooku covertly holds prisoners believed dead by the galaxy at large. Cortosis-plated commando droids, super battle droids, and droideka destroyer droids provide security, while the frigid weather ensures there is nowhere to run.

Several months later, desperate citizens successfully pressure the Separatist Parliament to adopt a more peaceful stance. During a crisis on Scipio during which both sides lose confidence in the Banking Clan's neutrality, the Republic and Separatists work together to elevate disgraced Republic Senator Rush Clovis as head of the Banking Clan. During a ceremony to formalize Clovis's ascendance, Speaker Lawise is assassinated, seemingly at Padmé Amidala's hand, ensuring Separatist enmity toward the Republic for the foreseeable future.

ALTERED DEAL

When a world negotiates to join the Confederacy of Independent Systems, the Separatists send their top negotiators and Senators to act as ambassadors, extolling the benefits and virtues of the Confederacy. For major worlds that could impact the war, Count Dooku himself often handles negotiations, be it in person or via holo.

Prospective members receive congressional representation that seemingly gives them a much louder voice in government than they ever enjoyed under the Republic. The Confederacy promises freedom from crushing taxes and tariffs, and teases potential major trade deals with huge corporate partners. Finally, The Separatists guarantee protection from Republic reprisals.

Circumstances, be they genuine or engineered, often force courted worlds to choose a side long before any deals are officially in place. Dooku's promises tend to evaporate should the needs of the Separatist army demand it. Worlds find themselves ruled by foreign corporations that strip-mine their planets, choke the sky with factory exhaust, and force entire populations into indentured servitude, all in the name of victory.

Unfortunately, there is little recourse for worlds that find themselves in such a predicament. Some, like Onderon, form resistance groups or send delegations to appeal to the Republic for help. While the Republic is generally unable to allocate resources to assist nonmember worlds, they can sometimes provide a degree of covert assistance to rebel forces.

ADMIRAL TRENCH [NEMESIS]

A legendary blockade commander thought long dead at the Battle of Malastare Narrows at the hands of Jedi, Admiral Trench resurfaces during the Clone Wars working for the Separatists. He is as calculating and ruthless as he is arrogant. Trench is left for dead early in the Clone Wars over Christophsis, but he survives with the aid of extensive cybernetic prosthetics. He undertakes a number of covert actions on behalf of the Separatists, including capturing the shipyards at Ringo Vinda. The galaxy once again believes he recently perished, this time at the hands of nemesis Anakin Skywalker at the Battle of Anaxes.

3	2	4	5	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W THRESHOLD	S THRESHOLD	M/R DEFENSE
3	16	12	0 0

Skills: Astrogation 4, Coercion 4, Cool 4, Deception 4, Knowledge (Warfare) 5, Leadership 3, Melee 2, Perception 4, Ranged (Light) 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Clever Commander (may use ranks in Knowledge [Warfare] to upgrade Mass Combat checks instead of ranks in Leadership).

Abilities: Deadly Blockade (if the current speed of a ship under Trench's control is 0, when its crew aim ship-based weapons, they upgrade the ability of their combat check once instead of adding ☐ to the check), Presumed Dead (if Admiral Trench is killed, he may make a **Daunting [♦ ♦ ♦ ♦] Deception check** to instead suffer a Critical Injury [rerolling lethal results], and escape while faking his death).

Equipment: Concealed implanted electronet launcher (Ranged [Light]; Damage 8; Critical 5; Range [Short]; Ensnare 5, Knockdown, Limited Ammo 1, Stun Damage), electrocane (Melee; Damage 4; Critical 4; Range [Engaged]; Stun setting).

THE CRIMINAL UNDERWORLD

It is a golden age of crime. The Clone Wars consume the attentions of the galaxy, and forces that would have once tracked down criminals now ignore them, or even offer work. The Republic and Separatists treat criminal syndicates like legitimate governments, negotiating passage through territory and purchasing black-market resources. They treat pirates like mercenaries, offering letters of marque and sending them against their enemies. Mercenaries have never had more demand for their services. The Republic and Separatists alike hire smugglers to move arms and supplies past blockades to allied resistance forces. Bounty hunters have never had so much work, and many take legendary contracts to capture or kill Jedi, Senators, and other beings once thought untouchable.

Criminals often find themselves working alongside the very individuals who once hunted them. The Republic cut a deal with the Hutt Cartels to gain military access to Hutt hyperspace routes. Law enforcement officers may volunteer or get reassigned to the military during the Clone Wars. When a former Coruscant Security Force detective or agent finds a military operation needs the unique skills of a criminal they put away, they often swallow their pride and request a pardon from the Chancellor's office for the sake of the war effort. Even the Jedi are not immune to such compromises; Master Adi Gallia works alongside known pirate Nym and his Lok Revenants.

Even if a criminal or criminal organization is helpful, they rarely commit to any cause or exclusivity. The mercenary company waving the Republic banner today might be on the other side of the battlefield tomorrow. The larger syndicates always deal to both sides, playing them against each other to maximize profits. No matter how many credits the underworld can squirrel away during the Clone Wars, however, they all know it can't last forever. One day, the war is going to end, and the winner is going to crack down on crime. Most criminals are wary of getting too close to any government officials, for fear it will make them that much easier to hunt down when the war ends.

MERCENARIES

At the onset of the Clone Wars, very few beings in the galaxy had firsthand experience with large-scale intersystem warfare. The most experienced officials were those battling pirates or engaging in peacekeeping in local conflicts. Mercenaries constantly traveled the galaxy to fight on the front lines of local conflicts. Some groups, like the Mercenary Guild of Coyn and the Natori Association, have operated for decades or even centuries, and have a host of seasoned warriors at their disposal. Others, such as the Freelance Mercenary Corps, the Inner Rim Mercenaries, and the Vipers, are new groups that have sprung up to serve the Separatists during the Clone Wars.

Mercenaries tend to be well equipped, fielding powerful, durable armament and armor that is often modified and customized. Successful companies operate the best equipment credits can buy. However, they aren't generally true believers in any cause. If a battle turns on them, they retreat, unwilling to sacrifice themselves for victory. Mercenaries are motivated by credits—credits they can't spend if they're dead.

MERCENARY OUTFITS

The galaxy holds countless thousands of large, proficient mercenary companies and untold millions of smaller groups and independent operators. Each has its own preferred armament, military culture, and combat tactics. Many specialize in one particular kind of fighting, be it a specific environment, certain types of operations, or deployment under specific rules of engagement.

Ailon Nova Guard: An eons-old mercenary culture that employs the entire humanoid Ailon species, the Nova Guard wear golden heavy battle armor and favor polearms and eklot swords laced with neurotoxin. They fight in several battles for the Republic during the Clone Wars.

Aurodium Sword: A defective clone ARC trooper named Muzzle secretly leads the Aurodium Sword, a relatively new mercenary company that consists largely of Wookiee warriors. They favor jobs providing personal security to Republic corporate members, notably Raith Sienar.

Sabaoth Squadron: A mercenary starfighter squadron with its own custom-designed fighters and support ships, Sabaoth Squadron bolsters Separatist orbital forces in battles where droid fighters have failed. While Sabaoth Squadron suffered heavy losses at Geonosis, its unit lives on.

Thyrsus Sun Guard: These masters of war have, at times throughout their thousand-year history, both rivaled and been mistaken for Mandalorian warriors. During the Clone Wars, they fight for the Republic under General Solomahal and are secretly agents of Darth Sidious, even inspiring elements of his own Royal Guard.

Vibroblade Brigade: A mercenary band on Corporate Alliance retainer, the brigade provides additional protection for operations that Magistrate Passel Argente oversees personally, including the defense of Murkhana City during the Outer Rim Sieges.

Of course, they also have a reputation to consider; if they flee too soon, they'll struggle to find work in the future. Still, many a desperate plan has failed because mercenaries abandoned what they saw as a hopeless battle after committing to reinforce some misguided garrison commander.

MANDALORIAN DEATH WATCH

A ruthless terrorist group operating in the Mandalore sector's neutral systems, the Death Watch seeks a return to the old ways of Mandalorian warrior-clan culture. Duchess Satine Kryze's pacifist rule is seen as an affront to all they hold dear, and they are desperate to oust her and rule over Mandalore. Until that day, they work as mercenaries, wearing famed Mandalorian armor and jetpacks and wielding a variety of exotic weaponry. The Republic won't work with them, and a deal gone bad sours their relationship with the Separatists, leaving them to hire out to independent systems and criminal factions. All that changes when the Death Watch ally with Lord Maul and Savage Opress to form the Shadow Collective. Together, they put a plan in motion to set the Death Watch's leader, Pre Vizsla, on Mandalore's throne.

PIRATES

There hasn't been a better time to be a pirate in all of history. While military logistics routes are more heavily defended than ever, they carry tempting prizes of desirable and easy-to-sell arms and supplies. Routes not part of the war effort are virtually undefended, making cargo ships easy pickings for pirates across the Rim. Even better, if pirates are willing to hit Republic or Separatist convoys, the opposing faction pays top credit for each prisoner and crate of cargo captured. Pirates even have options to turn their operations legitimate, with pardons and privateer letters of marque available like never before.

Pirates typically favor ambush tactics, hiding behind asteroids, debris fields, and moons along hyperspace exit vectors. As a ship exits from hyperspace, pirates can often disable its engines before it can power its shields or scramble fighter escorts. Some pirates tow large masses into hyperlanes so ships' emergency systems force an unexpected reversion from hyperspace, enabling the pirates to attack before crews can reach their battle stations. Once a target is disabled, raiders can board the vessel, quash all resistance, and take any valuable cargo. Pirates vary regarding treatment of prize ships' crews. Some slaughter everyone; others sell crews into slavery. Most offer survivors a place among the pirate crew, leaving the rest alive to tell the tale.

OHNAKA GANG

Perhaps the most notorious pirates of the Clone Wars are Hondo Ohnaka's crew of bloodthirsty Weequay on Florrum. Most of Hondo's raids leverage his Surronian

Untold numbers of pirate bands large and small operate throughout the galaxy. Some prefer taking prize ships that have specific ports of origin, factional alignments, or cargos, while others take anything they can.

Blood Bone Order: Captain Lassa Rhayme of the *Opportunity* leads the Blood Bone Order, a small pirate gang with a code of honor and a family-like loyalty to each other. The Pantoran captain goes after big scores, often artwork and precious commodities. She befriends Asajj Ventress at one point, collaborating to steal a priceless statue from Hondo Ohnaka.

Black Hole Gang: Originally known as the Mcgrrrr Gang, this band of marauders operates out of the Delphon system, terrorizing the Anoat sector's shipping lanes. Leadership changes frequently due to violent disagreements between crew, but Corellian ex-captain Hethra Mcgrrrr seems to show up to help reorganize the gang whenever it falls on hard times before returning to semiretirement.

Lok Revenants: These pirates, led by Nym, a mighty Feeorin, operate on the Rimward end of the Corellian Run and along the length of the Llanic Spice Run, including the Arkanis sector. They prefer Trade Federation targets but are known to harass spicers, slavers, and others from time to time. They operate custom ships with exotic weaponry and work with Jedi Master Adi Gallia from time to time.

Veiled Sorority: A matriarchal pirate fleet with an allegedly immortal pirate queen leader, the Veiled Sorority exclusively attacks criminal transports in the Outer Rim. The bane of the Hutts, Black Sun, and the Pyke Syndicate, the Sorority is traditionally ignored by the Republic and Separatists alike.

cruisers, *Flarestar*-class attack shuttles, and Ubrikkian speeder tanks against small villages on worlds like Felucia, where spice is mined or farmed. The villagers provide little resistance, and few authorities care enough about far-flung villagers to mount a counterattack or provide adequate defenses.

Hondo Ohnaka's pirates are infamous for having once captured and held for ransom Count Dooku and Jedi Master Obi-Wan Kenobi. His frequent involvement with the Jedi and his ability to continually escape with his life and freedom has grown legendary in the underworld. However, well into the Clone Wars, he pushes his luck too far, and a battle on Florrum between the Jedi, Maul, and Savage Opress kills most of his crew and decimates his base.

ORGANIZED CRIME

No longer most governments' most pressing threat, criminal syndicates enjoy a virtual gold rush to expand territory into heretofore inaccessible regions. Many of the larger organizations, like the Perlemian Cartel and Spice Cartel, control multiple systems, marking those worlds as neutral in the broader conflict. This status draws Republic and Separatist negotiators eager to cut deals for the war effort regarding logistics and supply through strategically valuable systems. Syndicate leaders are wealthier than ever, and grow emboldened as the war continues. However, the wise among them know not to share too many secrets with the Republic or Separatists, as the winner is likely to turn their weapons back on the criminals the moment the war ends.

BLACK SUN

A galaxy-spanning organized crime syndicate, Black Sun engages in a wide variety of criminal activity, often on cosmopolitan worlds thought insulated from crime. While the nobility of the reptilian Falleen occupy the majority of Black Sun's top "Vigo" positions, they hire all manner of the galaxy's most competent slavers, slicers, smugglers, and assassins. Black Sun is among the criminal groups coerced into joining Maul's Shadow Collective.

HUTT CARTELS

Run by a council of elder Hutts on Nal Hutta led by Jabba, the Hutt Cartels are the most successful, longest running criminal enterprise in the galaxy. They control a wide swath of the Outer Rim from Mon Cala to Tatooine, and since the Clone Wars, their territory has expanded Coreward toward Kashyyyk unchecked. The Hutts deal in smuggling and trafficking spice, arms, slaves, and other contraband. They employ a wide array of smugglers and bounty hunters, but rely on Weequay, Nikto, and Gamorrean muscle to maintain order.

The Hutt gangsters allied with the Republic early in the Clone Wars, sharing smuggling hyperspace routes for naval logistics. While these are certainly of value to the Republic for its own use, more importantly, the Republic seeks to deny the routes to the Separatists, who otherwise lack safe passage between their northern and southern Rim territories. Jabba's nephew Ziro causes no small amount of trouble for the cartels when he is arrested by the Republic, thanks to his knowledge and records of Hutt treachery against the Republic. For Hutts, playing both sides against the middle is in their nature, and they later ally with Maul's Shadow Collective, though only briefly.

PYKE SYNDICATE

The main faction composing the Spice Cartel, the Pyke Syndicate operates a number of key spice mines throughout the galaxy. It controls the bulk of raw spice mining on worlds like Troiken, Kessel, and Mon Gazza, among others. The Pykes' power base is within the Kessel sector, just Rimward of Hutt Space. Lom Pyke rules Oba Diah, the Pyke homeworld. From Pyke Palace's throne, he controls much of the galaxy's spice trade and meets with smugglers to move his product to hidden refineries across the sector. Lom Pyke eagerly counts himself a member of the Shadow Collective, and he recognizes the potential for increased revenues that spice legalization might bring within the Mandalorian sector.

BOUNTY HUNTERS

The Clone Wars have created a glut of jobs for bounty hunters. The Bounty Hunters' Guild controls much of the work done for the Republic, but with so many targets, it can hardly fulfill all available contracts for captures. This excess demand, coupled with the vast bounty-hunting needs of the Separatists, has given rise to a new era of independent bounty hunters working outside the guild. Many guild hunters, such as the reptilian Bossk, freelance outside the guild in secret, unwilling to pass up high-paying jobs even at the risk of losing their guild membership.

The Republic Enforcement DataCore, where the Republic posts official bounties, is exclusive to the Bounty Hunters' Guild. As the war grinds on, the Republic has devoted fewer resources to law enforcement, leading to a rise in available criminal bounties. Guild hunters have access to numerous high-value bounties on Separatists like Dooku, Ventress, Grievous, and members of the Separatist Council.

Independent hunters work for Separatists, criminal syndicates, and independent corporations and individuals. Many independent hunters form small teams to take on larger jobs, such as the standing bounty of one million credits for the live capture of well-known Jedi Masters. Republic Senators, key Separatist allies rotting in Republic prisons, and others have high-value bounties, and independent hunters trip over each other trying to collect.

BOBA FETT'S HUNTERS

The unaltered clone of legendary bounty hunter Jango Fett, raised as his only son, Boba Fett lost his father at the hands of Jedi Master Mace Windu during the Battle of Geonosis. Revenge consumed Fett for a time, and he worked alongside experienced bounty hunters Aurra Sing, Bossk, and Castas to try to capture or kill Master Windu. Though his revenge plot earned him a prison sentence, he eventually escaped both prison and his desire for vengeance. He and fellow escapee Bossk formed their own crew. Fett favors his father's twin WESTAR blaster pistols in effort to live up to his legacy as the greatest bounty hunter alive, a title currently thought to belong to Cad Bane.

Fett's bounty hunter syndicate, the Krayt's Claw, as he calls it, includes a half-dozen skilled hunters who operate independently of the guild. Plying his trade throughout the underworld, Boba Fett is only just beginning to build his reputation for cold, calculating competence. His crew includes the Trandoshan Bossk, a lethal assassin droid called C-21 Highsinger, and Theelin close-combat specialist Latts Razzi. Beyond his core team, Fett has also used the brash Corellian sniper Dengar, Sugi's favored mercenary Embo, and even Asajj Ventress on various jobs. Fett's hunters have high-end equipment and are incredibly skilled in a variety of combat techniques. Based out of Coruscant's Level 1313, they are hungry to prove themselves and will take on almost any job.

SUGI'S CREW

Sugi is an experienced bounty hunter who operates independently of the Guild from the *Halo*, her modified Botajef Shipyards SS-54 assault ship. Sugi prefers jobs that agree with her sense of morality, favoring rescue missions over capturing those she considers to be good people. She's rescued Wookiee slaves from Trandoshan hunting reserves, and she's acted as hired muscle for local farmers to deter pirates. She's even taken protection work for the Hutts, on occasion. She sends what few credits are left after paying her crew and maintaining her gear to her sister on Iridonia.

Sugi's crew complements her formidable talents with members such as the exceptionally skilled Kyuzo mercenary Embo and his pet anooba, Marrok. While Embo freelances on his own and for other crews, Sugi can always count on him to show up if she needs him. Filling out her team are Frenk sniper Rumi Paramita, and the tech-savvy armored powerhouse Seripas. Sugi also works with Latts Razzi and Dengar on occasion.

AURRA SING [NEMESIS]

An albino bounty hunter and assassin from Nar Shaddaa, Aurra Sing has established a widespread reputation as a ruthless killer by the time of the Clone Wars. She's known for her prowess as a tracker, sniper, and close-quarters combatant, with no fear of facing the Jedi. She's worked with and gone up against some of the most dangerous beings in the galaxy—and lived to tell the tale.

A former associate of Jango Fett, Aurra takes an interest in young Boba Fett's training and, during the Clone Wars, attempts to help him take revenge on Jedi Master Mace Windu. When the plot fails and young Fett gets arrested, Sing strikes out on her own, taking assassination contracts on Republic Senators and even working with old associate Cad Bane to attack the Republic Senate and free the captive Ziro the Hutt. During this last job, she manages to disarm and capture legendary Jedi Knight Anakin Skywalker.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	4	3	4	4	2

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
3	16	18	1 / 1

Skills: Brawl 4, Coercion 3, Cool 5, Deception 2, Discipline 2, Knowledge (Underworld) 3, Negotiation 2, Pilot (Planetary) 4, Ranged (Heavy) 5, Ranged Light (4), Streetwise 3, Survival 3, Vigilance 4.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Precise Aim 3 (as a maneuver, may suffer up to 3 strain to reduce a target's ranged and melee defense by one for each point of strain suffered).

Abilities: Rhen-Orm Biocomputer (when Aurra Sing provides assistance to a character making a Knowledge check, upgrade the ability of the check one additional time; Aurra Sing adds ✪ to all Perception and Vigilance checks she makes).

Equipment: Twin DX-13 blaster pistols (Ranged [Light]; Damage 5; Critical 3; Range [Short]; Autofire, Stun setting), Czerka Adventurer slugthrower rifle (Ranged [Heavy]; Damage 8; Critical 3; Range [Extreme]; Accurate 2, Pierce 3), concealed boot darts (Ranged [Light]; Damage 5, Critical 2; Range [Short]; Inaccurate 1, Limited Ammo 2, Pierce 3,), knuckles (Brawl; Damage 4; Critical 4; Range [Engaged]; Disorient 1, Knockdown), second skin armored bodysuit (+1 soak, defense 1), tracker utility vest.

CAD BANE [NEMESIS]

The most notorious bounty hunter in the galaxy, Cad Bane has a reputation for getting impossible jobs done. He specializes in dealing with the Jedi, making him popular with Count Dooku, criminals, and other shadowy figures. The Duros bounty hunter is agile and athletic, able to keep up with vaunted Jedi reflexes. Bane is also clever and without mercy. He always thinks a few steps ahead, and has a backup plan in place to make a hasty escape if necessary.

While Cad Bane's accomplishments are underworld legend, he rarely works alone. His team changes from job to job, but he's worked alongside some of the best operators in the galaxy. He often works with assassin Aurra Sing, Clawdite infiltrator Cato Parasitti, and outlaw tech Robonino, among others. Bane also employs expendable droids, including IG-86 sentinel droids, BX-series droid commandos, and Todo-360, a techno-service droid. Alongside his team, Bane steals a Jedi holocron from the Jedi Temple vault, defeats Jedi in personal combat, captures Senators and even Chancellor Palpatine, and breaks criminals out of inescapable prisons.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	4	2	4	3	2

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
4	15	18	1 / 1

Skills: Athletics 3, Brawl 4, Coercion 2, Computers 2, Cool 5, Coordination 4, Deception 4, Knowledge (Underworld) 4, Mechanics 3, Piloting (Planetary) 3, Piloting (Space) 3, Ranged (Heavy) 4, Ranged (Light) 5, Stealth 3, Streetwise 4, Survival 3, Vigilance 5.

Talents: Adversary 3 (upgrade difficulty of all combat checks against this target three times), Clever Solution (once per session, may make one skill check using Cunning rather than the normal characteristic for that skill), Guns Blazing (as an incidental, may suffer 2 strain to avoid increasing the difficulty of a Ranged [Light] check to attack with two weapons), Improved Quick Draw (twice per round, may draw or holster a weapon or accessible item as an incidental).

Abilities: Always a Backup Plan (once per encounter, may reroll any single Coercion, Streetwise, Survival, or Vigilance check), Cybernetic Lungs (immune to airborne poisons and toxins).

Equipment: Twin custom LL-30 blaster pistols (Ranged [Light]; Damage 7; Critical 2; Range [Medium]; Accurate 1, Stun setting), bolas (Ranged [Light]; Damage 2, Critical –; Range [Short]; Ensnare 3, Knockdown, Limited Ammo 1), compact flame projector (Ranged [Light]; Damage 5, Critical 2; Range [Short]; Blast 2, Burn 2, Pierce 2, Vicious 3), custom shock gloves (Brawl; Damage 4; Critical 5; Range [Engaged]; Stun 3), longcoat (+1 soak, defense 1), wrist gauntlets with integrated datapad and whipcord thrower, rocket boots (can fly; see the **Flying** sidebar in **Chapter VI: Conflict and Combat** of any core rulebook).

THE DARK SIDE ASCENDANT

The Clone Wars spread war and death across the galaxy, creating fertile conditions for the dark side to fester. Jedi lament that the dark side clouds their vaunted Force visions, and everyone seems more susceptible to violent tribalism. Such conditions don't arise through happenstance, but through decades—perhaps centuries—of careful plotting and manipulations by the Dark Lords of the Sith. The Sith are hardly the only Force users to benefit from the current climate: the Nightsisters of Dathomir and even threats believed long dead return to vent their rage, leaving behind fear and suffering in their wake.

THE SITH

Evading Jedi detection for centuries by following the Rule of Two, the Sith have survived in secret. They have spent their time poking holes in the foundation of the Republic, engineering a galaxy-wide war, and limiting Jedi response options. At the onset of the Clone Wars, Count Dooku informed Jedi Master Kenobi that Sith Lord Darth Sidious had hundreds of Senators under his influence. Few believed him, and even Kenobi suspected deceit. Even those who put stock in Dooku's story would never guess at Sidious's true identity. Sidious's apprentice is Dooku himself, dubbed Darth Tyranus, a former Jedi Master and leader of the Separatist movement.

Together, Sidious and Tyranus manipulate the Clone Wars from both sides of the conflict, creating a fog of chaos that enables the Sith to exert control over the Jedi, Republic, and Confederacy. Under cover of fear and chaos, the Sith convince the galaxy to give up hard-won freedoms in the name of security. Patiently, the Sith bide their time, eliminating potential threats to their rule, and await the moment they can overtly seize control of the galaxy and be cheered for doing so.

There are always two Sith, a Master to embody the power, and an apprentice to crave it. By this rule of two, the Sith have existed in shadows for centuries, building their power to topple the Jedi Order that nearly wiped them out. Sidious eliminated his master, Darth Plagueis, and took on the mantle of the Sith legacy with his apprentice, Darth Maul. When Maul was thought dead at Naboo, Sidious replaced him with Count Dooku. Dooku's own agents, including Asajj Ventress and Savage Opress, study the ways of the Sith under Tyranus. However, Sidious ensures neither grow powerful enough to help Dooku threaten his power.

CLEANING UP LOOSE ENDS

The Sith's design on the galaxy relies on keeping Sidious's true identity secret. With a plot that spans the known galaxy, and one that involves countless beings, many of whom

have direct contact with Sidious, the threat of premature exposure threatens to unravel all the Sith have worked toward. As a result, Sidious and Tyranus spend almost as much time covering their tracks and eliminating witnesses as they do furthering their machinations. Any path that might lead the Jedi to discover Sidious's identity or learn the clone army was created by Count Dooku is overseen directly by Sidious, Tyranus, or one of their most trusted agents. Even those trusted agents, should they learn too much or go rogue, might find themselves marked for elimination.

Late in the third year of the Clone Wars, long-dead Jedi Master Sifo-Dyas's emergency transponder suddenly activates on a moon of Oba Diah. The ensuing investigation by Jedi Kenobi and Skywalker brings them into contact with Dooku, who slaughters the Jedi's witnesses. Nonetheless, Kenobi discovers Dooku is also Tyranus, responsible for the clone army. In response, Jedi Grand Master Yoda undertakes a Force-guided quest that spans the galaxy and nearly unravels Sidious's true identity. Now the Sith rush to implement their endgame before the Jedi can expose them.

THE SHADOW COLLECTIVE

A criminal organization run by Maul and Savage Opress, the Shadow Collective comprises the Mandalorian Death Watch and the three largest criminal syndicates in the galaxy: Black Sun, the Hutt Cartels, and the Pyke Syndicate. The Death Watch respects Maul's strength and believes he can restore Mandalore's warrior roots. Fear of Maul, Savage, and the fanatically loyal Death Watch keep the criminal syndicates in line—as does the promise of increased profits.

MAUL AND SAVAGE OPRESS

During the Clone Wars, Mother Talzin and Asajj Ventress turn Savage Opress into a weapon of revenge against Count Dooku. When he fails, Talzin sends him on a quest to find his long-lost brother, thought dead at the hands of Jedi Obi-Wan Kenobi. United with his brother and with the help of Talzin, Maul is restored to his former glory, and the brothers set out to build a vast criminal underworld empire in service of taking revenge on those who have wronged them.

The brothers are both strong in the Force and masterful duelists. Maul is the more cunning and agile brother, both in mind and body. He also has a great deal of experience and training in the ways of the Sith and the Force. Savage, on the other hand, is stronger than a Wookiee and seemingly indestructible, shrugging off blaster fire as often as he deflects it away. Savage acts as his brother's agent, executioner, and bodyguard, while Maul schemes and plots his ultimate revenge.

Maul is entirely consumed with vengeance. He seeks revenge on Darth Sidious for forgetting him and revenge on Dooku for replacing him. He wants to see all the Jedi slaughtered for forcing the Sith to keep to the shadows instead of ruling the galaxy. But most of all, Maul seeks revenge on Kenobi, the Jedi who left him for dead on Naboo. Savage, on the other hand, seeks a sense of belonging and family, and an outlet for his intense rage. His loyalty to Maul knows no bounds.

MAUL [NEMESIS]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	5	3	4	4	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
5	18	21	1	0

Skills: Athletics 4, Brawl 4, Coercion 3, Coordination 4, Deception 3, Knowledge (Lore) 3, Lightsaber 5, Piloting (Space) 3, Survival 1, Vigilance 3.
Talents: Adversary 3 (upgrade difficulty of all combat checks against this target three times), Fear Is My Ally (may spend 😣 on an **opposed social skill check** against Maul for him to heal 1 strain), Force Rating 4, Hawkbat Swoop (as an action, may make a Lightsaber combat check against a target within short range, adding up to ⬡⬡⬡⬡; may spend ◑ to engage target or

add 😣 to the check), Jump Up (once per round, may stand from seated or prone as an incidental), Parry 4 (when struck by a melee attack but before applying soak, as an out of turn incidental, may spend 3 strain to reduce damage by 6), Reflect 4 (when struck by a ranged attack but before applying soak, may suffer 3 strain to reduce damage by 6).
Abilities: Dark Side Force User (use Dark Side results instead of Light Side results), Intimidating Countenance (add 😣 😣 to all Coercion checks Maul makes), Force Powers: Enhance, Move, Sense.
Equipment: Maul's lightsaber (Lightsaber; Damage 9; Critical 2; Range [Engaged]; Breach 1, Defensive 1, Linked 1, Sunder) or the Darksaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Accurate 1, Breach 1, Defensive 1, Sunder), cybernetic legs (+1 Brawn, already included in profile), Nightbrother heavy clothing (+1 soak).

SAVAGE OPRESS [NEMESIS]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	3	2	2	3	2

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
9	25	15	1	1

Skills: Athletics 3, Brawl 4, Coercion 4, Deception 1, Discipline 3, Lightsaber 4, Melee 4, Resilience 5, Vigilance 3.
Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Force Rating 2, Parry 4 (when struck by a melee attack but before applying soak, as an out of turn incidental, may spend 3 strain to reduce damage by 6), Reflect 3 (when struck by a ranged attack but before applying soak, may suffer 3 strain to reduce damage by 5).
Abilities: Dark Side Force User (use Dark Side results instead of Light Side results), Anger Is Strength (while Savage is critically injured, he gains +2 Force Rating and +2 damage to combat checks), Intimidating Countenance (add 😣 😣 to all Coercion checks Savage makes), Force Powers: Bind, Enhance, Move, Sense.
Bind: *Force Power.* Savage may spend ◑ to immobilize a target within short range until the end of his next turn; if Savage used ● to generate ◑, the target also suffers 1 wound per ◑ spent on the check.
Equipment: Ichor pike (Melee; Damage 9, Critical 1; Range [Engaged]; Cortosis , Pierce 2) or double bladed lightsaber (Lightsaber; Damage 8, Critical 2; Range [Engaged]; Breach 1, Linked 1, Sunder), heavy battle armor (+2 soak, defense 1).
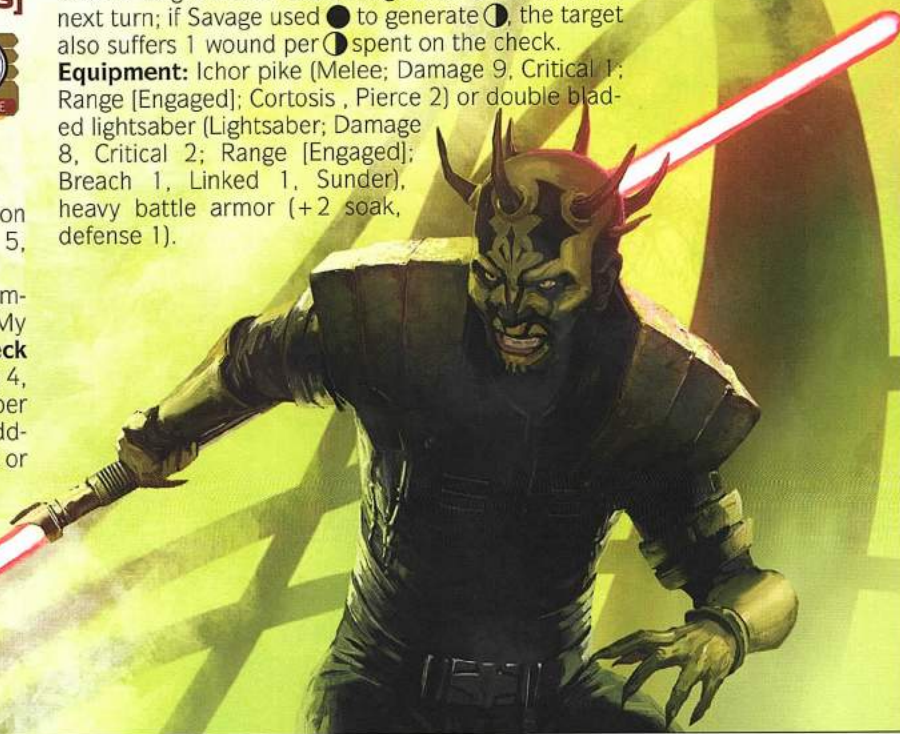
THE NIGHTSISTERS

On the foreboding world of Dathomir, a clan of Force witches known as the Nightsisters rule, drawing their power from its mystical green ichor mists. The witches gain their powers through dark, unnatural means, but they are no servants of the Sith. Nightsister rituals are said to transform their own blood into pure ichor, bestowing an unnatural Force sensitivity. With this power, the Nightsisters mimic the abilities of Force users. When they form covens, they can create powerful items from raw ichor, grant a being physical gifts, and even raise the dead. Their matriarchal society pursues its own agenda, following the will of Mother Talzin.

MOTHER TALZIN [NEMESIS]

Mother Talzin is the leader of a particularly large coven of Nightsisters deep in the mist-shrouded swamps of Dathomir. She is among the most powerful Nightsisters alive, possessed of unnatural magicks that rival any Sith or Jedi. She is capable of empowering her subjects, providing them with a measure of her mystical abilities, controlling their minds, or enhancing their physical capabilities. No stranger to the galactic stage, for decades Talzin has sold her empowered sons and daughters to the criminal elite as agents and bodyguards for decades. Among her most capable are Maul, Asajj Ventress, and Savage Opress.

Though Darth Sidious once promised her she would rule at his side when the Sith conquered the galaxy, Sidious betrayed Talzin and ordered the slaughter of her people. Working through Ventress, Maul, and Savage, Talzin seeks revenge on Sidious and Dooku, but they always seem one step ahead.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	5	4	5	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
2	15	22	1 1

Skills: Cool 4, Deception 4, Discipline 4, Knowledge (Lore) 4, Melee 4, Negotiation 3, Vigilance 3.

Talents: Adversary 3 (upgrade difficulty of all combat checks against this target three times), Force Rating 5.

Abilities: Incorporeal (may perform a maneuver to become incorporeal; while incorporeal, gains melee and ranged defense 4, can fly [see **Chapter VI** of any core rulebook], and can move through solid objects), Poppet Doll (if Talzin has a target's personal item, she can spend one hour to create a poppet doll of the target; as an action, may harm the doll, forcing the target to make a **Daunting [◆ ◆ ◆ ◆] Resilience check** or suffer 4 wounds and 4 strain; may spend ۞ ۞ ۞ to immobilize the target until the end of their next turn or ▽ to stagger the target until the end of their next turn; target may spend ⊕ to render the doll permanently powerless after this action is resolved), Force Powers: Enhance, Misdirect, Move, Sense.

Misdirect: *Force Power.* Talzin may spend ◑ to make a target at up to short range unable to perceive a chosen person or object of silhouette 1 or smaller, or see a person or object of silhouette 1 or smaller that isn't there, or otherwise change their appearance. May spend ◑◑ to increase the silhouette up to silhouette 4, or spend ◑ to increase the range to extreme or to increase the number of targets affected by five.

Equipment: Ichor energy (Discipline; Damage 6; Critical 4; Range [Short]; Auto-fire, Burn 2, Ensnare 2, Disorient 3), Ichor sword (Melee; Damage 8, Critical 1; Range [Engaged]; Cortosis, Pierce 2, Superior), crystal ball, Dooku poppet doll, ichor cauldron.

WORLDS IN THE BALANCE

At its height, the Separatist Alliance controls vast regions of space far from the Core Worlds, spanning from the Expansion Region to the Outer Rim Territories. Separatist space naturally follows the web of hyperspace trade routes crisscrossing most regions in the galaxy. As the war progresses, Republic forces advance following these very trade routes as they push Separatist forces farther from the Galactic Core. Late in the war, Separatist-controlled space shrinks to isolated holdings and individual worlds, mostly in the Outer Rim. As Separatist defenses harden around the remaining worlds, Republic forces further surround them, setting up the Outer Rim Sieges. Near Hutt Space, the weakened Separatists lose systems to Hutt influence.

The Republic retains control of the inner regions. However, the reality of hyperspace travel means that no system is out of reach of a determined Separatist strike, or safe from saboteurs, spies, or assassins. Thousands of neutral systems are caught between the warring parties.

The worlds featured here have a great influence over the later stages of the war. Some are major players for obvious political and military reasons. Still, seemingly minor or virtually unknown worlds may hold disproportionate sway over events. Important confrontations range from major military engagements to assassination attempts to personal grudges. Even a seemingly peaceful world may conceal hostilities simmering beneath the surface for months or years.

Unsurprisingly, Coruscant remains the major player throughout the Clone Wars. The galactic capital features as the political center of the conflict in far more important ways than almost anyone could imagine.

The mysterious and remote world of Dathomir represents the opposite. With no armies or galactic political influence, Dathomir should be irrelevant to the war. In reality, it is home to four individuals who have significant impact on the galaxy before and during the war. Darth Sidious and the Separatists have both benefited and suffered greatly thanks to their dealings with Mother Talzin and the mystical Nightsisters. Felucia and Kashyyyk are a pair of the more than two dozen worlds caught in the heavy fighting of the Outer Rim Sieges. Both feature vast, unusual wilderness in difficult terrain. Felucia's bizarre swamps and Kashyyyk's towering forests hinder movement and fighting, making for long, drawn-out campaigns.

The Mandalorian government holds a degree of galactic political power thanks to Duchess Satine Kryze's leadership of the Council of Neutral Systems. The Separatists find the Mandalorian government's pacifist position weak and worth little effort to pursue. However, this same position draws the attention of a resurgent Maul, who leads the combined criminal syndicates of the Shadow Collective in a major coup.

Remote Utapau's involvement in the war has far more to do with its strategic location than any power or influence of its own. Despite the efforts of some of its leadership, Utapau can not avoid a secret Separatist takeover followed by a Republic invasion.

SIEGES AND SUBTERFUGES

Other worlds also play critical roles. Subterfuge continues as fighting increasingly focuses on the Outer Rim Sieges. The war extends to the ends of the Outer Rim with increasing betrayals and the culmination of decades of manipulation.

BOZ PITY

Separatist bases on the largely uninhabited Boz Pity enables raids on Republic outposts and worlds. Their frequency and strength prompt Republic counterattacks. The resulting Republic siege becomes one of the most intense of the war, drawing in major leaders and fighters from both sides of the conflict.

CATO NEIMOIDIA

One of the galaxy's wealthiest worlds, Cato Neimoidia was home to the Trade Federation. It is subsequently held by the InterGalactic Banking Clan, and their suspected Separatist loyalties draw regular Republic attention. The Separatists invade to seize outright control, but the Republic can't afford to give up the financial center and launches a fierce counterassault.

MUSTAFAR

The volcanic world of Mustafar attracts shady characters and dealings during the Clone Wars. The Jedi discover a secret plot to kidnap Force-sensitive children for nefarious purposes, but they destroy the facility without discovering the culprits or purpose behind it. The criminal syndicate Black Sun also makes its fortified headquarters on the burning world, where Maul and Savage Opress kill its leadership to force the syndicate into the Shadow Collective. Darth Sidious takes a personal interest in Mustafar for current and future plans.

SALEUCAMI

Saleucami has mirrored the interests and fate of many worlds, avoiding the war as long as possible, only to become embroiled in events and invasion. Saleucami succeeds for a time, but eventually General Grievous crashes on the world with Republic forces in pursuit. A Separatist invasion and Republic siege follow later, bringing widespread fighting to Saleucami.

CORUSCANT

Astronavigation Data: Coruscant system, Corusca sector, Core region

Orbital Metrics: 368 days per year / 24 hours per day

Government: Representative republic

Population: 1 trillion (humans 78%, other 22%)

Languages: Basic

Terrain: dense, planetwide multilevel urban city

Major Cities: Galactic City

Areas of Interest: Galactic Senate, Jedi Temple, Coruscant underworld

Major Exports: culture

Major Imports: foodstuffs, medicinal goods

Trade Routes: Corellian Trade Spine, Perlemian Trade Route, Namadii Corridor

Special Conditions: none

Background: Coruscant is the heart of the Republic. It has reigned as the capital world since ancient times and has long been the center of galactic politics. From here, the consequences of power brokers' decisions ripple throughout the galaxy. For thousands of years, representatives from worlds around the galaxy have gathered in the Galactic Senate to settle disputes, enact beneficial laws, and maintain peace. While the beneficiaries of these decisions have been unevenly spread across the member worlds and corruption is often an issue, the galactic government largely succeeded in these goals until the onset of the Clone Wars.

In the years and decades prior to the war, corruption and opportunism gripped the Senate and interstellar bureaucracy with increasing regularity and effectiveness. Though readily recognized, it was not easily deterred. Political maneuvering paralyzed galactic courts, protected or legalized corporate greed and aggression, and ultimately brought Senator Palpatine to power as Chancellor.

Coruscant is a world of haves and have-nots. The wealthy and powerful live in luxury towers high over the sprawling, endless cityscape covering the planet. Descending through thousands of levels into the ultimate urban city, everything becomes poorer and darker, with little light and stale air. Citizens of the middle to lower levels can only dream of the lives led by the rich in their towers.
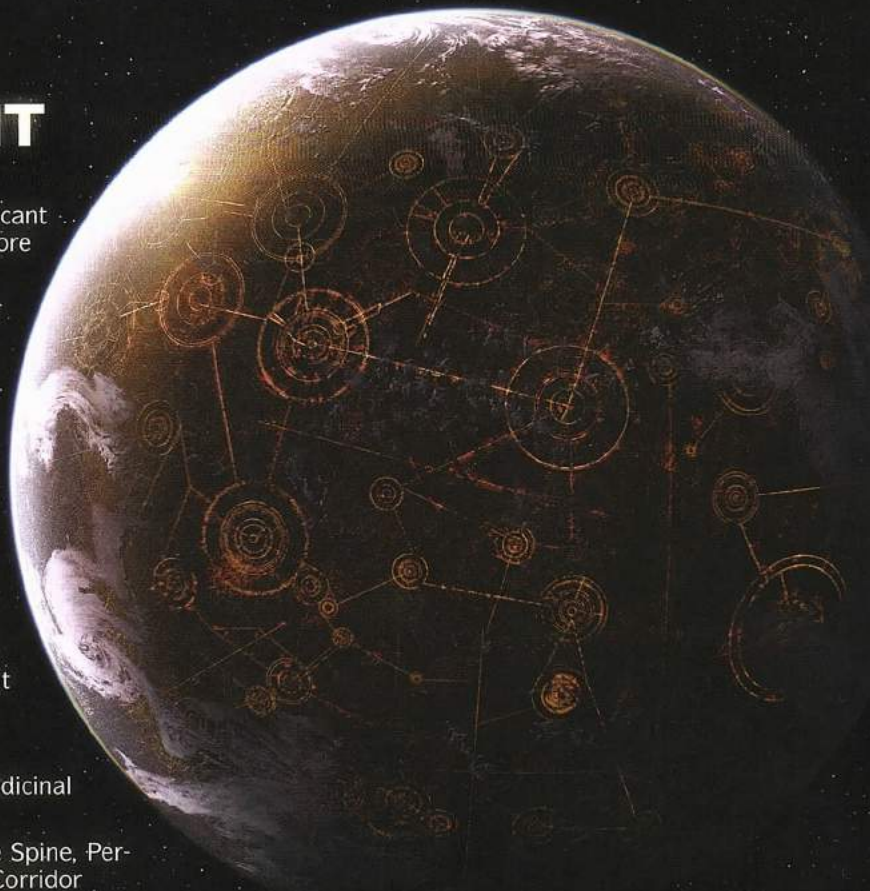
Despite Coruscant's location at the very heart of government, a widespread and complex criminal underworld thrives out of view. In truth, it is not as isolated from the prestigious upper levels and influential individuals as many want to believe.

THE MILITARIZATION OF CORUSCANT

The Military Creation Act formally established the Grand Army of the Republic and changed life on Coruscant forever. While the planet has always been heavily guarded by security forces and even by standing armies in centuries past, these have fulfilled a police and protection role. With the influx of clone troops has come an expansion of defensive forces' duties and a change in citizens' perception and reality. The troops have been building bigger and better defenses, and the logistics structure required to house and field such a fighting force is considerable. While the world isn't under martial law, individuals under heavy clone protection often feel that way. To those who oppose Palpatine's power grabs, the troops serve as an example of freedoms and power ceded to the Chancellor that might never be regained by the public.

THE GALACTIC CAPITAL

Coruscant has held the title and position of galactic capital for thousands of years. Over the course of its history, its surface has become completely developed and urbanized, building ever upward and covering every inch of the world. Now, most areas of the planet are covered by hundreds or even thousands of levels stretching kilometers into the sky. It's fair to say that almost no natives or visitors to Coruscant have ever touched the land itself.

As the Republic developed, Coruscant naturally became the center of the monstrous bureaucracy required to coordinate and rule over most of the galaxy. Administrations may come and go, but the bureaucracy rolls ever forward. Millions of beings keep the government running, and millions more support them.

Coruscant houses more than just the government. Entire sectors are devoted to industrial megaworks for manufacturing and recycling. As with any major city, many areas are dilapidated and in disrepair, while others only look the part while remaining in operation. While strict laws may keep Coruscant's skies relatively clear, there are plenty of places deep and out of sight that have been rendered almost uninhabitable by industrial waste and debris.

The planet-city is critically dependent on efficient transportation of people and materials. Endless lines of ships and speeders cross the skies in dedicated lanes to keep the airspace from degenerating into a chaotic free-for-all. Below the surface, elevators and a complex web of speeder tunnels connect major political, commercial, and industrial centers. Most transportation corridors and tunnels are heavily monitored and managed, but they're not entirely automatic and certainly not infallible. With the advent of the Clone Wars, a high percentage of military traffic has added to the stress and congestion. While many perform patrol duties, most are simply transporting troops and materials during day-to-day military operations.

HISTORY

The history of Coruscant goes back to days long before the establishment of the Republic. It may have been populated prior to the rise of interstellar civilizations, if the stories are to be believed. Coruscant's development is wrapped up with the story of the Republic and the Jedi. Wars and invaders ravaged the world as power shifted and major players rose and fell. A stable Republic supported by a powerful Jedi Order enabled peaceful times, allowing Coruscant to flourish.

Coruscant was always obsessed with power, however. This tendency allowed greed and corruption to overtake the laws and ideals of the Republic. Officials might give lip service to traditional goals, while their hands pocket cash from self-serving laws, political maneuvers, schemes, and outright bribes. The Clone Wars have allowed the Chancellor to hold unprecedented emergency powers, and his opponents fear he will not willingly concede them when the war ends.

PEOPLE AND CULTURE

Coruscant is one of the galaxy's major cultural centers, if not the center. The latest trends emanate from the world in the form of fashion and political thought, at least for the wealthy and connected in the power centers of the galaxy. While humans make up the majority of citizens, Coruscant's cultural leaders come from around the galaxy, bringing a mix of styles and influences from numerous species. Coruscant's cultural influence is strongest among the Core Worlds and Colonies, but spreads as far as the Outer Rim Territories.

The powerful and wealthy are not the only source of influence, however. Interstellar corporations take their cues from the government and rivals via their Coruscant offices. Major players in the Coruscant underworld can have a strong influence on criminal syndicates and operations throughout the galaxy, though the converse is often true as well.

Most citizens take pride in their privileged position in the galaxy. To be from Coruscant by itself brings a degree of respect in some circles. Because the primary business of the planet is government, everyone above the surface keeps well-informed of its current status. Both pride and interest drop dramatically as one descends into the lower levels.

POINTS OF INTEREST

Coruscant is covered in unique locales and destinations that can't be found anywhere else. Things are almost always bigger and more complex on Coruscant.

CORUSCANT UNDERWORLD

The Coruscant underworld is both a physical place and a conceptual construct. Most regard the underworld as the lower levels of the city-planet, largely cut off from light and fresh air. It's a dark place filled with all manner of criminals, opportunists, and unlucky individuals. However, it can also hold some of Coruscant's most interesting, and dangerous, entertainment venues. Drinking, gambling, and other vices are widely available, costing anywhere from a few dozen to thousands of credits. Members of polite society avoid the underworld—unless they hope to be seen visiting a legendary or trendy establishment or for the sheer thrill of it. The underworld police force provides a modicum of law enforcement through mysterious officers clad in gray-and-yellow armored uniforms. Their mechanical eyes and voices anonymize them, and some wonder who or what they really are.

SENATE DISTRICT

The Senate District (also known as the Federal District) holds some of the Republic's most important government buildings, including the Senate Rotunda itself. Entire levels and buildings are dedicated to specific Senate delegations. Many important bureaucratic headquarters are located there, some of which have existed for centuries. Alongside these ancient headquarters are the many new and remodeled buildings that support the war effort and logistical needs of fielding Army and Navy forces across the galaxy. Security is always high in the district, but the war has brought ever more patrols, guards, and inspections. Given the occasional Separatist operations and attacks in the area, these safeguards are easily justified and often requested by skittish Senators.

THE WORKS

The Works are a massive industrial center once dedicated to manufacturing construction-related products such as tools, droids, specialized vehicles, and a wide variety of building materials. Long idled thanks to the winds of economic opportunities, the sprawling manufacturing complexes have become increasingly dangerous to visit as they slowly deteriorate. Noxious gases and corrosive liquids can cause the air to become unexpectedly toxic or eat away at vital support structures. As one of the less populated sectors in Galactic City, the Works make a great clandestine meeting ground for those willing or desperate enough to brave the dangers.

INCIDENTS AND BATTLES

Dozens of major and minor events have occurred on or over Coruscant during the Clone Wars. Many are unreported, and even major events may go without complete investigation or public acknowledgment.

THE ZILLO BEAST

One of the more fantastical and unexpected events of the Clone Wars is when the massive Zillo Beast runs amok. Originally brought from Malastare to Coruscant for study, the building-sized Zillo Beast escapes the holding facility and proceeds to tear its way through the heart of Galactic City. The tough monster damages dozens of buildings and structures. It even grabs Chancellor Palpatine's speeder before being halted by Anakin Skywalker and other Jedi.

THE BATTLE OF CORUSCANT

One of the most critical battles of the Clone Wars takes place in Coruscant orbit, when a massive Separatist fleet makes a surprise attack on Coruscant itself. While the Separatists temporarily succeed in their goal to seize the Chancellor, the attack is ultimately stopped by stalwart clone defenders, the Republic Fleet, and a Jedi rescue mission.

SENATE ROTUNDA

The Galactic Senate Building is the Republic's political center. Laws and diplomatic struggles are debated daily, ranging from pet projects to desperate pleas for help to managing the war effort to requests by sovereign worlds to address their local issues. Occasionally, a law may be passed purely for the benefit of the general public, but these days there always seems to be another angle benefiting those in charge. The Galactic Senate Chamber is roughly cylindrical, with walls covered in repulsorlift platforms where Senators and their advisors watch the debates. The platforms detach from the walls to allow the Senators to address the central podium of the Supreme Chancellor or other Senators face to face.

JEDI TEMPLE

The ancient Jedi Temple is the center of Jedi learning and power. Its five spires tower over a massive ziggurat that holds training facilities, libraries, living quarters, hangars, secure vaults, and untold secret chambers. The Jedi Council meets in the High Council Chamber to keep tabs on the war, assign Jedi to missions, review Padawan advancement, and study the intricacies of the Force as it plays out in galactic events big and small. Public access is very limited, and rumors abound about what really goes on inside.

SECRET MEETINGS

Secrets abound on Coruscant, and there is no shortage of places within the sprawling urban landscape to stage a hidden, private meeting. Powerful politicians find ways to sneak away to secretly meet with like-minded individuals or unsavory stooges and underlings. Even Chancellor Palpatine manages to slip away from security and Senators to engage with his allies on both sides of the war, often as Darth Sidious. His favorite meeting locations are in the harsh industrial zone known as the Works, but he's not the district's only visitor.

MODULAR ENCOUNTER: DANGEROUS DROIDS

The PCs become entangled in a Separatist operation reprogramming captured droids to infiltrate, spy on, and sabotage Republic officials. Their efforts to unravel what is going on lead the PCs to a secret hideout in the Coruscant underworld and potentially to a standoff against a Separatist agent and their strange collection of repurposed droids.

GETTING THE PLAYERS INVOLVED

While on Coruscant, a droid the PCs own, use, or are otherwise associated with becomes the victim of Separatist abduction and reprogramming. The droid could be a PC, but the GM should discuss this with the player beforehand. The altered droid isn't immediately discovered by the PCs. At first, it slips away for its missions and returns without their noticing.

When the PCs check the local newsfeeds or pass a public holographic information projection, read or paraphrase the following aloud:

> *"After today's chaotic evacuation of the Republic Judicial hangar complex due to a coolant reservoir discharge, we have learned that Republic security forces are searching for a droid. It's suspected of also overloading Power Relay Station 34e, burning out electrical systems in seven major government buildings, including police and security stations."*

The droid displayed looks exactly like the droid associated with the PCs, because it is. It is also nowhere to be found immediately following the broadcast. It shows up about an hour later and returns to its tasks, seemingly unaware it has been up to anything else. It's possible that the droid arrives unnoticed, but it won't be for long. Anyone who knows the PCs could recognize it, and someone is bound to report it.

If the PCs question the droid, it clearly has no idea what they are talking about. If they attempt to seize the droid at any point, an automated escape routine forces the droid to flee or even destroy itself if cornered (if the droid is not a PC).

PCs attempting to access the droid's programming must make a **Hard (◆ ◆ ◆) Computers check** to slice into the system. As the Separatist agent who tampered with it prioritized stealth over protection of its mission, nothing has been added to the droid in the way of additional memory or processors or a self-destruct that could tip off maintenance personnel to the alterations.

If successful, the check reveals all of the droid's previous and future missions against Republic forces, which become steadily more risky. If the PCs are agents or members of the Republic military, one of these mandates is to sabotage their ship or equipment when they depart on their next mission.

The droid has no memory of its abduction. However, the PCs may still be able to discover what happened to it. Accessing security recordings from around the area, they quickly learn it was taken four days prior while on a routine errand and returned a few hours later. A large labor droid ionized the PCs' droid, put it in a crate, and took it to the nearest major public transport headed to the lower levels.

INTO THE UNDERWORLD

Tracking the transport is easy, as its route is well-known and never changes. The PCs need simply ask around, making an **Average (◆ ◆) Streetwise check** and offering 50 to 100 credits to jar some memories. The droid rode the transport to its last stop, hundreds of levels down. Unless the PCs are obviously heavily armed and armored, a band of thieves board the transport and attack them en route to steal whatever they can get away with, then jump from the transport onto a getaway speeder that pulls alongside.

Once at the bottom, the PCs find a gloomy intersection of major tunnels lined with mostly abandoned businesses. A **Hard (◆ ◆ ◆) Survival** or **Perception check** reveals a tangle of various droid tracks leading down a side tunnel to a decrepit building with metal plates welded over the windows. If the PCs are obviously Republic agents or troops, they are immediately ambushed by droids of various nonmilitary types—astromechs, protocol droids, maintenance droids, service droids, labor droids, and more—that come lurching disturbingly out of the darkness. There is one minion group of three droids for each PC. (These droids can be represented using any appropriate profiles from the core rulebooks, as well as the FA-4 Pilot Droid, profiled on page 143.) If the PCs aren't obvious enemies, they are ignored initially. Knocks at the door are ignored. If the PCs break in, the droids attack on sight, appearing from both inside and outside the building. A human Separatist outlaw tech and agent named Wenlok Nak attempts to flee out the back. (If a profile is needed, use an appropriate tech or mechanic adversary from any core rulebook.)

DENOUEMENT

Nak gives up once the droids are out of commission or the PCs injure him. He quickly admits that he has been orchestrating droid attacks for weeks. Republic security forces are eager to arrest him for the problems he has caused. Under further questioning, he may also reveal that more droids are currently carrying out assignments. If the PCs discover this, they may be assigned to track them down.

DATHOMIR

Astronavigation Data: Dathomir system, Quelii sector, Outer Rim Territories

Orbital Metrics: 491 days per year / 24 hours per day.

Government: tribal

Population: unknown

Languages: Basic, Paecian

Terrain: bleak forests, dense swamps, harsh desert, jagged mountains

Major Cities: none

Areas of Interest: Nightsister villages, Nightbrother villages

Major Exports: none

Major Imports: none

Trade Routes: none (closest to Hydian Way and Salin Corridor)

Special Conditions: extremely dangerous creatures, Nightsister and Nightbrother clans

Background: Dathomir is a mysterious world covered in an exotic and extremely dangerous wilderness, teeming with violent creatures and tangled plant life. It is a world strong in the Force, and its native Dathomirian people have unconventional ways to tap into that power. The Nightsisters manipulate the Force in mystical and ritualistic ways unlike those of the Jedi and Sith—and ill-understood by those orders.

The world is extremely remote. It is far from any of the major galactic hyperspace routes and has very few reasons to draw visitors. Dathomir hosts no significant industries or corporate operations. The planet's wilderness crushed occasional past attempts to establish and develop the world. The sentient population is scattered in small enclaves and villages. Survival is a daily struggle for most.

Despite its remoteness, it is not completely cut off from the galaxy. Mother Talzin, leader of the Nightsisters, takes a great deal of interest in galactic events, which she actively tries to influence through Separatist deals and betrayals. Ultimately, the Nightsisters are loyal only to themselves, and their every move is calculated to maximize their goals.

Dathomir is bathed in a crimson light, giving the atmosphere and everything on the world a reddish appearance. Bright stars pierce the dark-red evenings and night skies. Much of the plant life is likewise a blood-red color, adding to the world's aura of danger and death. Thick red vines seem to endlessly entangle the forests but give way to large clearings, expansive rocky areas, and rugged, broken mountains. Billowing mist commonly adds to the world's low visibility, giving it an ethereal quality.

Dathomir's Force connection permeates its inhabitants and some of its wildlife. Spirits linger in ways not commonly noticed elsewhere. The dark side is evident to those who are Force-sensitive, but the oppressive environment is apparent to all.

MOTHER TALZIN AND THE NIGHTSISTERS

Mother Talzin and the Nightsisters are formidable Force wielders, and Talzin, Old Daka, and Ventress are perhaps the most powerful. Rumors say that all the Nightsisters are powerful in the use of their special "magicks," but only the strongest leaders rise to the power of a fully trained Jedi Master or Lord of the Sith. Nightsister abilities differ greatly from those of "true" Force users, expressed as incantations and spells. A telltale sickly green-yellow color is a signature of Nightsister magicks.

MYSTERIOUS FORCES

To those in the know, the name Dathomir conjures up images of horror, violence, and death in an endless red-drenched wilderness. Few beings in the galaxy know of the wild world, and even fewer ever visit. Dathomir's inhabitants—creatures and people—are tough survivalists by necessity. What little civilization exists did not originate on the planet, but is ancient nonetheless. It is thin and scattered across Dathomir's surface, in part purposefully so.

Dathomir's indomitable natural environment conceals much. Dangerous creatures live, fight, and die each day. The remains of villages, tombs, ships, and more are lost under the wicked vines and dense foliage. Even active villages are tucked away in caverns, perched atop mountains, or hidden in the recesses of the world for safety and defense.

Visitors are few. Some seek out the Nightsisters for aid or insight through their magickal approach to the Force. Others bring supplies to the scattered villages, usually in hopes of trade. The truly unfortunate arrive by happenstance or emergency; these are often lost to the wilderness long before help arrives—if it ever does.

Dathomir's wild creatures are formidable. Each has a significant means of defense, as well as a niche or unusual approach to getting food or hunting. Some are rumored to be infused with connections to the Force like those used by the Nightsisters. Force users feel the darkness of Dathomir in its beasts—creatures are motivated by those drives that tap into the dark side of the Force: fear, hate, and revenge.

HISTORY

Dathomir's early history is largely filled with Nightsister and Nightbrother tales and myths. The reasons why anyone tried to settle and tame the word are unknown, but it could be speculated that the world's unique connection to the Living Force may have been a motivator. The Nightsisters remained because it became the source of their power and central to their culture.

The Nightsisters and their powers are known to the Jedi and Sith, but not well understood. The Jedi left them to their own devices on their distant world. The Sith took a greater interest, and Darth Sidious acquired Darth Maul from Dathomir.

The Nightsisters have become increasingly involved with the Separatists and the Clone Wars. Count Dooku employs Asajj Ventress as an effective assassin before her growing powers prompt Darth Sidious to order her death. She secretly escapes and returns to Dathomir to rejoin the Nightsisters. After her apparent passing, Dooku makes a deal with Mother Talzin to take and train Nightbrother Savage Opress. When Talzin's scheme to assassinate Dooku fails, he orders a Separatist assault to destroy the Nightsisters.

PEOPLE AND CULTURE

Dathomir's few inhabitants and their culture are dominated by the Nightsisters. The female Nightsisters—true Dathomirians—and male Zabrak Nightbrothers live on opposite sides of Dathomir. The Nightbrothers live in their own village but are completely subservient to the Nightsisters. They receive orders to carry out specific tasks or fight for the Nightsisters. Able combatants, the Nightbrothers range from having the strength and fighting ability of well-trained humanoids to being impressively powerful fighters. Despite their loyalty to the Nightsisters, Nightbrothers have a great sense of kinship. They protect each other as much as possible from the whims and demands of the often-cruel Nightsisters.

Nightsisters live to learn and manipulate their magicks. This esoteric tradition allows them to use the dark side of the Force without becoming fully consumed by it. Rituals are a constant part of their lives, often used to enact most powerful and strange magickal effects, but also as an important societal construct strengthening clan bonds.

POINTS OF INTEREST

Dathomir's places of interest are hidden within the overgrown swamps and forests. It has no major cities or roads and only a few visible artificial landmarks. The sparse population is scattered across the surface in small villages and dwellings.

DATHOMIR WILDERNESS

Dathomir's wilderness makes the world difficult to traverse. Tree-sized wild vines create impenetrable thickets of vegetation and natural lairs for monstrous creatures. The reddish sky seems to be in a permanent twilight during the day, and mists commonly waft across the landscape. Water sources are unpleasant, if not poisoned by plants and creatures.

Beyond the natural hazards, Dathomir's connection to the dark side of the Force brings supernatural dangers. Spirits haunt some areas, particularly around Nightsister settlements. Force users are disturbed by pervasive feelings of danger and death saturated with the dark side. The sickly green glow of Nightsister magicks gives hints that their spells may still be active or influential among the plants and animals.

NIGHTSISTER FORTRESS

Many Nightsisters dwell within a stone fortress built into the base of the mountain. A looming carved stone facade dominated by a stylized Nightsister face opens up to a wide cavern within. The village inside

consists of scattered stone buildings partially built into the rock and divided by natural linked pools of water vital to some Nightsister rituals. Many areas seem to have a natural phosphorescent glow, as well as residual greenish Nightsister magicks. Ultimately, the fortress is heavily damaged in a Separatist attack led by Grievous, and bodies and destroyed droids are left where they fall.

The Nightsisters are not averse to using technology. Speeders, ships, and other examples of common technology are available, though not prevalent. Hidden pathways above and below ground connect the fortress to other areas.

NIGHTBROTHER VILLAGE

The Nightbrother village is out in the open, in a natural defensive position on top of a mountain. The village is functional, well-worn and hardly pleasant to look at. Beyond the ramshackle buildings is a large open stone arena where the Nightbrothers train. The Nightsisters use the arena to conduct combat and other tests. Maul also used the village as a short-lived base for the Shadow Collective. It is heavily damaged during a Separatist invasion staged to defeat Maul and Mother Talzin.

INCIDENTS AND BATTLES

The involvement of the Nightsisters in galactic events leads to a number of important incidents on Dathomir.

DARK APPRENTICES

When Darth Sidious and Darth Tyranus required new apprentices, the Nightsisters provided powerful warriors steeped in the power of the dark side. Maul was Sidious' apprentice for many years, until he seemingly fell to Obi-Wan Kenobi during the Naboo Crisis. When Darth Tyranus requires a replacement for Ventress, Mother Talzin used magicks to transform Maul's brother Savage Opress into a physically powerful brute with ties to the dark side. It is a trap. The Nightsisters try to use Opress to kill Dooku, but the attempt fails. Eventually, Opress discovers that Maul still lives, and the two join up to grab power using a group of criminal syndicates called the Shadow Collective. Darth Sidious objects, destroys their attempt to control Mandalore, kills Opress, and captures Maul.

MASSACRE OF THE NIGHTSISTERS

Count Dooku's betrayal of Asajj Ventress causes Mother Talzin to plot the count's death. Dooku resists the assassination attempt and defeats Ventress and Opress, then retaliates with a massive Separatist strike against the Nightsister fortress. The droid army massacres the Nightsisters, but Mother Talzin disappears into the magickal mist by giving up her physical form. Ventress also survives the onslaught.

MODULAR ENCOUNTER: A DAY ON DATHOMIR

The PCs make a trip to the Nightbrother village to take in needed supplies and learn what they can about the village and the Nightsisters. They experience far more than they had counted on.

GETTING THE PLAYERS INVOLVED

Arzo Suun, a former Nightbrother who escaped Dathomir a few months ago, hires the PCs to sneak a cargo of medical supplies, basic technology, and a sophisticated long-range comms system to his former village leader. Alternatively, a Republic intelligence operative discovers Suun's plan and arranges for Jedi, clones, or other Republic-aligned PCs under cover to use the job as an intelligence gathering mission about the Nightsisters and Nightbrothers. If this takes place after Grievous's attack on the Nightsisters, the GM may change the stakes by replacing the Nightsisters with Maul and the Shadow Collective. The PCs may depart from anywhere that is convenient to the GM. Read the following aloud:

> "Thanks for taking this job," Suun says, "My people have so little; this will help considerably. You'll find 5,000 credits with the rest of the cargo. I'll transfer another 7,000 credits to you when you alert me that I can talk to leader Mak Eak via the communications system in the blue crate. When you arrive at Dathomir, use these coordinates to land in a hidden valley near the village. My people watch the site and will find and escort you and the cargo up to the village."

It is just before dawn when the PCs arrive. They must approach low to remain unseen by the village. The valley has a wide pond next to a clearing surrounded by a massive tangle of vines. A cacophony of disturbing sounds echoes through the valley. If the PCs wander too far from the ship, a wild creature attacks them. Such a creature might take the form of an aquatic beast (use the dianoga profile on page 415 of the EDGE OF THE EMPIRE Core Rulebook or page 432 of the AGE OF REBELLION Core Rulebook) or a vicious tree-dwelling arthropod that drops onto unsuspecting prey (use the kouhun profile on page 416 of the FORCE AND DESTINY Core Rulebook). A Nightbrother named Ruul arrives after about thirty minutes, possibly in time to help defend the PCs.

Ruul leads the PCs up to the mountaintop village via a winding, narrow path barely wide enough to slowly maneuver the six repulsorlift-fitted cargo crates. Ruul explains that they must sneak in to avoid other Nightbrother groups that might be watching, and especially to avoid any Nightsisters who might show up. If they make a lot of noise, they attract more predators.

The PCs must make **Hard** (◇ ◇ ◇) **Stealth** or **Cool checks** as Ruul leads them through the village back alleys. Failure means they are spotted, but not immediately stopped. The village is busy with the Nightbrothers' daily routines.

ONE WARNING ONLY

The PCs arrive at a poorly maintained, hulking, warehouse-like building. Mak Eak meets them inside. If the PCs weren't spotted, they have a few minutes to conclude their deal with Mak before the Nightsisters detect their presence through the Force and sneak into the open roof structure above. They might detect the Nightsisters' stealthy approach (via opposed checks). If the PCs were spotted, other Nightbrothers tipped off the Nightsisters, and the following occurs immediately after the PCs' arrival.

> *"Stop! Move no further!" a commanding female voice yells from somewhere in the cavernous structure above you. "You get one warning only. Take no actions or be destroyed. Off-worlders, explain yourselves immediately!"*

Nightsister warriors (see page 138) are hidden in the roof structure, one for every two PCs in the party. They are dressed in traditional blood-red Nightsister garb, with pointed red hoods and scarves covering their faces. They have energy bows at the ready. The one speaking, Nelsel, is the leader. If the PCs make aggressive moves, delay responding too long, or attempt to intimidate Nelsel, the Nightsisters attack without hesitation.

The Nightsisters are disinclined to give the PCs much leeway. It is possible to convince them to let the PCs go if they promise not to return, and especially if they offer up Suun's name and location. Mak, Ruul, and their clan will be harshly punished, but not killed, for attempting to smuggle in goods. If a fight breaks out, the Nightbrothers stay out of it until the Nightsisters demand they attack the PCs.

DENOUEMENT

If the PCs talk their way out, the Nightsisters escort them back to their ship without further incident or animal attacks. If the PCs escape, they must avoid or fight off other Nightbrothers, then brave the wilderness to get back to their ship. Surviving Nightsisters may ambush them when they arrive, using their better knowledge of traversing the wilderness. If Mak somehow manages to save the communications gear, the PCs can get paid. Otherwise, Suun is devastated by the failure and it takes some convincing or deception to believe the PCs aren't at fault before he pays them.

FELUCIA

Astronavigation Data: Felucia system, Thanium sector, Outer Rim Territories

Orbital Metrics: 231 days per year / 34 hours per day

Government: Corporate

Population: 425 million (Felucians 50%, Gossams 40%, other 10%)

Languages: Basic, Felucian, Gossam

Terrain: jungles, swamps, and wasteland

Major Cities: Kway Teow, Har Gau, Jiaozi, Niango

Areas of Interest: Commerce Guild headquarters, Nigkoe Detention Facility

Major Exports: medicinal herbs, especially nysillim

Major Imports: Fuel, foodstuffs, and farming equipment

Trade Routes: Perlemian Trade Route

Special Considerations: none

Background: Felucia was once a planet of dense jungles and hidden swamps, home to a diminutive sentient species, the Felucians. These peaceful farmers were self-sufficient and content until the properties of the local nysillim drew the attention of traders, pirates, and entrepreneurs, all hoping to profit from the valuable commodity.

At first the Felucians benefitted from trade, but before long, enterprising Gossams colonized the planet and encouraged the Felucians to clear large areas of jungle to farm nysillim in ever greater quantities. The farmers began to encroach on the territory of jungle rancors and other native predators, so that their own planet seemed suddenly hostile.

The Gossams claim kinship with the Felucians, citing a common ancestor. They have built sophisticated settlements and continue to import new technologies and luxury items to the planet, ingratiating themselves with their so-called Felucian cousins. They suggest various methods to keep the local wildlife from affecting nysillim production, with mixed success.

As Felucia has become a battleground during the Clone Wars, the planet's ecosystem has suffered further damage. Separatists try to gain a foothold in the sector, and the Republic fights to drive them out, but both armies leave their mark on the landscape. Vast swaths of the planet are becoming war zones, with entire jungles and farms burned or otherwise destroyed, leaving open wastelands hospitable to neither the local Felucians nor the colonists. Whatever the outcome of the Clone Wars might be, the fighting has already changed the face of Felucia forever.

HAVEN-CLASS MEDICAL STATION

Separatist blockades, pirates, and crime families make certain trade routes dangerous to traverse and interfere with supply lines, affecting the clone army and civilians alike. The Republic has therefore placed medical stations in strategic locations throughout the galaxy, attempting to ensure that those in need have access to medical care. The Felucia Medical Station HCTFF2 is one such facility, maintained in this key position, though it requires replacing after a Separatist attack.

The facility is well-equipped with medical droids, bacta tanks, and emergency supplies, and a small crew of clones oversees its operation. The station treats clones wounded during battle on the planet's surface as well as locals and visitors to the system.

WAR-TORN JUNGLES

Although Felucia is located on the Outer Rim, its position near a major trade route and its abundance of medicinal and hallucinogenic plants attract colonists, entrepreneurs, and even pirates. The location is also strategically important in the ongoing Clone Wars, and both sides have attempted to locate outposts on or above the planet. Since the Commerce Guild built its headquarters on Felucia, the planet has become even more of a target and received a further influx of Gossam colonists. Whether attracted by the flora or the location, visitors, settlers, and armies have all left their mark on Felucia. As Separatist and Republic forces vie for dominance in the jungles of Felucia, locals can only hope for an eventual end to the struggles and a period of peace.

HISTORY

If the Felucians are descended from Gossam colonists, as some Gossams claim, their arrival on Felucia must have predated the first recorded Gossam expedition to the planet 27,000 years ago. The Felucians are shorter and stockier than the Gossams, but similarly reptilian. Whatever their origin, the Felucians have been on the planet long enough to consider themselves indigenous.

By the beginning of the Clone Wars, the Felucians had already established relations with passing traders, and nysillim was an important export. Trading the herb for farming equipment, supplies, and tee-muss mounts to aid in the harvest, the farmers soon became reliant on its trade without realizing the potential for profit. Attempts to farm this medicinal herb offworld had failed, adding to its value, so many enterprising traders—largely Gossams—settled on Felucia. Some introduced predators like the acklay to the planet, using such beasts as added security.

Although Felucia is the site of several important battles during the Clone Wars, the nysillim trade continues to flourish. Rumors of a spice manufactured from nysillim extract have raised the value of the herb yet further. If such rumors are true, Felucia will attract more pirates and smugglers in the future.

PEOPLE AND CULTURE

Before the Clone Wars, the Felucians were peaceful farmers; however, out of necessity, many of their number now fight to protect their communities from native predators, pirates, or even Separatist troops. Without a warrior tradition to build on, their success is limited.

As the Gossam population grows, so too does their influence over the Felucian farmers. The Commerce Guild represents the corporate interests of Felucia, and so Gossams such as President Shu Mai are responsible for key planetary decisions. However, not all the colonists are Gossams. Members of other species in the employ of the Commerce Guild also make their home here, as do individuals who seek to use or trade in nysillim.

POINTS OF INTEREST

Before the war and their interest in nysillim, Gossams sometimes visited Felucia simply to enjoy the attractive landscape of phosphorescent plants and bioluminescent insects. The heat and humidity appealed to this reptilian species, and youths came for the famous and abundant varieties of hallucinogenic fungi. They avoided the dense jungles, however, full of the slimy trails of gastropods and the threat of jungle rancors. During wartime, casual visitors to the planet are few, and fewer still venture beyond the cities.

KWAY TEOW

Nowhere is the presence of the Commerce Guild so obvious as in Felucia's busy, sprawling capital. Here, Gossams outnumber Felucians, and there is a wide mix of other species as well. Traders, farmers, bounty hunters, and many members of the guild pass through, giving the city the feel of a port town rather than a capital. A center for trade, the city was built rapidly using Felucian laborers with Gossam encouragement and financial aid. The buildings are situated in and around rocky outcrops, and few structures reach more than a few stories high. With the beauty of Felucia's verdant wildlife kept beyond the city's walled boundaries, the city is functional and bland; it is not somewhere for tourists to stay, though until the Clone Wars, they frequently visited. Just outside the city lies the Commerce Guild headquarters, which has much tighter security than the city.

AKIRA: NYSILLIM FARM

This typical nysillim farm, run by a small community of Felucian farmers living in pod-like homes around a large central barn, remains largely untouched by the growing Gossam population. However, the competition from newer, larger nysillim farms on the planet takes its toll, so the farmers of Akira struggle to make ends meet. Since an unexpected visit from the Jedi Obi-Wan Kenobi, Anakin Skywalker, and Ahsoka Tano, who encouraged them to defend themselves against pirates, the attitude of some locals has changed. Once, an electric fence was all that kept wild animals at bay, but now several of the younger inhabitants consider themselves warriors and hunters, seeking predators as prey, killing everything from rancors to gelagrubs for food as well as for valuable training experience. Grateful for Jedi assistance, the residents of Akira actively support the Republic, with some serving as scouts and informants when the need arises.

INCIDENTS AND BATTLES

From the early days of the Clone Wars, the Separatists and Republic have fought for control of Felucia and the nearby trade route. The first victory was the Separatists', when their blockade of the planet and vast numbers of droid troops kept Republic forces at bay early in the war. Later, the Separatists destroy the medical station in orbit and leave a Vulture droid deployment station to maintain control when they withdraw their forces. Since then, the Republic has met with more success, and it has hopes of driving the Separatists off the planet completely.

BATTLE OF FELUCIA

During the war, the Separatists begin construction of an outpost on the planet, intending to keep a droid presence there. The Republic forces cannot let the enemy gain this foothold in the sector, and the 104th Battalion is sent to engage the droids on the surface and destroy the outpost. Under the command of Jedi Plo Koon, Anakin Skywalker, and Ahsoka Tano, and with the assistance of clone tank divisions, the 104th battles its way deep into enemy territory, hoping to break the Separatists' hold on Felucia.

ALL LIVING THINGS

The herb known as nysillim, or 'sillim, is particularly valuable because its healing properties are so universal. It has been successfully used to treat innumerable species and myriad ailments. It has gained a reputation for being a miracle cure, and rumors abound that its properties are derived from the Living Force. Tales of Gossams unsuccessfully attempting to cultivate nysillim offworld, despite replicating the composition of the soil and the atmosphere, lead some to claim that there is something mystical about Felucia.

Few Felucians display Force sensitivity, but there are reports from colonists of local flowers and insects that react to the use of the Force. These reports may be due to the eerie beauty of the jungles, areas of which remain unmapped and unexplored, or the effects of some hallucinogenic spore. Alternatively, the planet may really be a nexus of Force energy. The Felucians warn against venturing too far into the jungles, telling stories of plants that retaliate when damaged, translucent seedpods protected by poisonous barbs, and other dangers. They speak of a wild, untamed power, but such stories might only exist to teach young Felucians not to wander alone. While Felucia remains a battleground, no one is likely to investigate the jungles further, or put theories about Force-sensitive plant life to the test.

MODULAR ENCOUNTER: WARRIORS

Farms on Felucia are under attack by a mysterious group of outlaws. Acres of valuable crop are being burned, droids destroyed, and rations stolen.

GETTING THE PLAYERS INVOLVED

A Gossam trader is on the lookout for adventurous types he can persuade to assist him. The initial encounter may take place on Felucia, in a nearby system, or somewhere on the Perlemian Trade Route.

Read aloud or paraphrase the following, modifying as necessary:

> *A Gossam with teal scales and a lot of cheap, flashy jewelry walks boldly into your path. He stops with his hand on the blaster holstered at his side, and rubs the fingers of his free hand while he talks. "Just the sort of people I was looking for," he says. "I have a job for you."*

The Gossam introduces himself as Sua Tood. He offers credits or, if the PCs give the impression they might help the downtrodden for free, begs for aid. He explains that several of his farms on Felucia have been attacked and burned and the droids he left to protect them destroyed. The authorities are far too concerned about the Clone Wars to worry about such minor threats, but he claims he is not the only farmer to have been targeted.

The PCs may make an **Average (◆◆) Negotiation check** to persuade Sua Tood to part with more credits than his original offer. Despite his recent troubles, he is hardly poor. Alternatively, as Sua Tood is a trader, he can offer to acquire whatever the PCs desire as their payment, such as a rare part they might need for their ship. If the PCs accept the job, he provides a location: the last of his farms to have been targeted. There, the PCs can begin their search.

Sua Tood will go to his home in Kway Teow and wait to hear from the PCs. He wants the attackers neutralized or brought to the authorities in the capital to face justice.

EVIDENCE

When the PCs reach the farm, they find it deserted. Buildings have been reduced to rubble and droid parts litter the ground, but there are no corpses. The fields are a charred mess where nysillim has burned. A successful **Easy (◆) Perception check** reveals that this was a new farm, and the destroyed droids were being used as workers. There is also an obvious trail into the jungle. Either the attackers are amateurs, or they want to be found.

IN THE JUNGLE

Read aloud or paraphrase the following:

The track takes you deep into the jungle. Spores stick to your clothes and skin, and a sickly sweet smell invades your olfactory nerves. The thick trunks of enormous fungi block the sun, leaving you in a greenish gloom. The ground becomes spongy and wet underfoot.

PCs must make a **Hard (◆ ◆ ◆) Resilience** or **Survival check** to avoid inhaling poisonous spores, which inflict 2 strain, or accidentally brush against a spike plant, which shoots green spikes that inflict 1 wound to anyone within short range. Alternatively, if any PCs without appropriate footwear fail the above check, their feet or ankles start to itch as they contract an infestation of flesh-eating bacteria, which reduces their Brawn by 1 until treated.

THE RANCOR

The ground shakes as a jungle rancor charges towards the PCs through the jungle, having caught their scent. A successful **Easy (◆) Knowledge (Xenology) check** would tell the PCs that to find the rancor alone and angry is unusual. In truth, the rancor's territory has been destroyed by the building of the new farms, leaving it homeless and angry. However, this discovery may have to wait until they have subdued, escaped from, or killed the creature.

JUNGLE RANCOR [NEMESIS]

Perfectly adapted for life in the swamps, the rancors native to Felucia have a hard, horned shell and webbed feet. Large and ponderous, they travel in herds. While dangerous, they do not exhibit the same predatory viciousness of other rancor subspecies. This may be due in part to their diet of gelatinous gastropods, gelagrubs, and plant-animal hybrids like the yerdua poison-spitter. While they once remained in the jungles, rarely threatening the Felucians or their farms, their behaviors have changed during the war. Now some roam alone and confused, causing destruction when they blunder into settlements.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
6	2	1	3	3	2

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
12	40	20	1 | 1

Skills: Brawl 2, Perception 2, Survival 4, Vigilance 2.
Talents: Durable 2 (reduce Critical Injury results by 20, to a minimum of 1).
Abilities: Silhouette 3, Sweep attack (may spend ⟐ on a successful Brawl check to hit the target as well as anyone engaged with the target).
Equipment: Massive rending claws (Brawl; Damage 15; Critical 3; Range [Short]; Knockdown, Sunder).

THE WARRIORS

The PCs reach an abandoned camp, where bedrolls and bags of supplies hang in nets from mushroom trees. Two tethered gelagrubs are chewing contentedly. If the PCs approach to investigate further, eight Felucians appear from their hiding places. They are armed with makeshift spears and farm tools but do not attack.

If the PCs talk to them, the Felucians explain that they are retaliating against Sua Tood's illegal farms. The Gossam has cleared land he does not own in areas of remote jungle he knew the authorities would overlook. He uses droid workers rather than offering employment to the Felucians, and he undercuts them when selling his nysillim. The Felucians ask for help and, in return, offer medicinal and poisonous herbs, including a supply of nysillim.

FELUCIAN [MINION]

These young Felucians have taken it upon themselves to right wrongs, leaving behind their peaceful farming life to become warriors. Although they lack fighting experience, they know which poisonous plants can make their weapons more dangerous.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	2	2	1	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	5	0 | 0

Skills (group only): Survival.
Talents: None.
Abilities: Silhouette 0.
Equipment: Poisoned spear (Melee; Damage 2; Critical 4; Range [Engaged]; Stun 4).

DENOUEMENT

The PCs could take the Felucians to the capital for trial and receive their agreed payment from Sua Tood, or they could report the Gossam to the authorities, making life better for the Felucians driven to desperate measures. A savvy party might find a way to do both. If the PCs kill the Felucians, Sua Tood demands evidence of their demise before paying up.

KASHYYYK

Astronavigation Data: Kashyyyk system, Mytaranor Sector, Mid Rim region

Orbital Metrics: 381 days per year / 26 hours per day

Government: Wookiee Council

Population: 56 million (Wookiees 100%)

Languages: Shyriiwook

Terrain: forests, seas

Major Cities: Rwookrrorro, Awrathakka, Kachirho, Thikkiiana

Areas of Interest: Mount Arayakyak

Major Exports: electronic components

Major Imports: processed metals

Trade Routes: Durkteel Loop, Great Kashyyyk Branch, Nightroad, Randon Run

Special Conditions: none

Background: Kashyyyk is a lush planet, heavily forested, with wide blue oceans fringed by sandy beaches. The climate is generally temperate, with occasional fierce mrawzim storms. The extensive forests are made up largely of thick-trunked wroshyr trees, the oldest of which rise up through the clouds and into the upper atmosphere. Only the mountainous poles are largely uninhabited, while the rest of the planet teems with life. The only sentient natives are Wookiees, who live in great numbers among the trees and along the coasts. Protective of their homeworld, they discourage visitors. The Wookiees live in peace when left to themselves, but they prove fierce warriors when the need arises.

While the Wookiees have built numerous cities and settlements, these are largely hidden. They prefer to build their homes above the forest floor, away from the most vicious predators, but still hidden from view by the tree canopies. The Wookiees are not alone in repelling visitors; Kashyyyk's forests are abundant in dangerous plants and creatures, from the irritating needle blossoms to the carnivorous syren plant, swarms of stinging gnasps, poisonous web-spitting kinraths, and deadly slithering anakkonas. If it weren't for the strategic importance of the planet and the many untapped resources that the Wookiees carefully manage, the Wookiees might be left alone.

At the outset of the Clone Wars, the Wookiees were reluctant to take sides. While friendly to the Republic, they wanted to avoid bringing war to their home. Nevertheless, the Separatists brought conflict to the planet, trying to seize control. The Republic came to the aid of the Wookiees, and so their allegiance was quickly confirmed. The Wookiees are extremely loyal and never leave a debt unpaid.

TRANDOSHAN RIVALRY

Trandosha, home of the bellicose Trandoshans, shares a system with Kashyyyk. The customs of this reptilian species are at odds with the ordered, cultured society of the Wookiees, and the two clashed as soon as they first made contact. The Trandoshans wanted to explore and colonize other worlds, including Kashyyyk, seeking new game for their hunts. The Wookiees, on the other hand, fought to preserve their world and repelled the colonists, an act that incited the Trandoshans to open battle. Now, the Trandoshans and Wookiees are sworn enemies, and their blood feud necessitates fighting whenever and wherever they encounter one another. Other species might draw a number of parallels between these two, comparing their codes of honor and hunting skills, though few would dare voice such thoughts aloud. While Trandoshans have a reputation for ruthlessness, angry Wookiees have been said to rip an opponent's arms off for something as innocent as a game of dejarik.

LIFE IN THE TREES

The forests of Kashyyyk teem with deadly creatures and plants, but the Wookiees live in harmony with their environment, and their relationship with the trees is almost symbiotic. For the Wookiees, moving through the wroshyr trees of Kashyyyk is simple even outside the settlements. They leap from one massive branch to the next and use their claws to scale the trunks with ease. They keep trees free of wroshyr lice, which they use to make a sweet syrup, a favorite drink of young Wookiees, and they deal quickly with any leaks of sap, which is a powerful narcotic.

HISTORY

Since the Trandoshans first took to space searching for new hunting grounds, they have clashed with their Wookiee neighbors. The Wookiees repelled the Trandoshan explorers, but also reverse engineered the hyperdrive technology from their ships in order to explore space themselves.

The Trandoshans are not the only reason Wookiees defend their homeworld so carefully. In Kashyyyk's early history, the Czerka corporation attempted to exploit its resources. Using superior technology, the corporation enslaved the Wookiees until an uprising drove the invaders from Kashyyyk. The Wookiees have not forgotten this troubled period or the indignities and heartbreak of slavery.

Wookiees trade electronics, weapons, and natural resources for anything they might need. Unfortunately, the Separatists have shown an interest in these exports. The onset of the Clone Wars was just another reason for the Separatists to covet Kashyyyk.

PEOPLE AND CULTURE

The Wookiees are highly practical and resourceful, as well as being skilled engineers. They carve their homes out of wroshyr trees in such a way that the trees continue to flourish and grow, and use wood to make everything from buildings to bowcasters. Nothing is wasted and they use their planet's natural resources without exploiting them. Wooden liftcars rise on kshyy vines, which are tougher than most metal cables, and even their ships and homes blend with the surroundings, as Wookiees learn from nature and incorporate its lessons into their own designs. The result is a verdant planet of unspoiled beauty, despite being home to technologically advanced cities.

The Wookiee temper is famous offworld, but at home, their culture turns this into a virtue. Wookiees hunt in the lower levels of their forests when they come of age, a time when hormonal surges require they give vent to their tempers, and again when they seek a mate. Violence between themselves is rare, and their code of honor makes crime almost nonexistent.

However, hunting hones battle-worthy skills, and Wookiees are fiercely protective of their homes and families.

The inability of Wookiees to speak Basic, due to the nature of their vocal cords, has not prevented Wookiees from forming friendships with members of other species and good relations with other planets. They may be slow to trust strangers, but a Wookiee's friends are welcome to their home and can rely on their unwavering loyalty. The Wookiee honor code extends to other species, and in the case of a life debt this creates an unbreakable bond.

POINTS OF INTEREST

Most cities on Kashyyyk exist in the seventh level of the wroshyr trees, where Wookiees can live without fear of the predators that prowl in the darkness below. While Wookiees hunt the lower levels, they rarely venture to the forest floor, wary of the deadly creatures there. Other settlements exist along coastlines. Some adventurous Wookiees have even made their home on Alaris Prime, a moon of Alaris, another world in the Kashyyyk system.

RWOOKRRORRO

Much of Kashyyyk's capital city of Rwookrrorro consists of platforms between and around the enormous wroshyr trees, with homes and walkways carved into the trunks. Because it reaches up through the canopies, this city is less hidden than most Wookiee settlements and is visible to approaching ships. While Wookiees generally discourage visitors to Kashyyyk, Rwookrrorro is the most likely place to encounter offworlders, due to the existence of a spaceport on the fringes of the city. This is one of the few structures where metal is used more than wood.

KACHIRHO

Kachirho is located in the Wawaatt Archipelago, a group of islands the Separatists deem suitable landing sites during assaults. Being a coastal city, it is quite different from the capital, with piers and platforms protruding over the water. Much of the city is still built into ancient wroshyr trees, where living spaces spiral all the way up the trunks. There are no dark lower levels on the open island coasts.

The presence of the Claatuvac Guild in Kachirho makes this city the Wookiee center of hyperspace mapping and hyperspatial theory. The knowledge of the guild is another reason for Separatist interest in Kachirho. The chieftain of the city, General Tarfful, has repelled the Separatists and other threats many times in the course of his long life. He is well loved among his people, as he encapsulates the Wookiee virtues of loyalty and bravery.

MODULAR ENCOUNTER: MONSTERS IN THE DARK

A Trandoshan hunter has kidnapped a young Wookiee believed to be Force sensitive (particularly unusual for a Wookiee). Wookiees have found and disabled the hunter's ship, but so far have failed to find the hunter. He is hiding somewhere in the dark lower levels of the forest.

GETTING THE PLAYERS INVOLVED

If there is a Jedi present, or if the PCs are on friendly terms with the Republic, the Jedi Council contacts the PCs to ask for assistance. With the Jedi busy fighting, there is no one available to escort a young Force-sensitive Wookiee from Rwookrrorro to the temple. Alternatively, any PCs approaching Kashyyyk are directed to land at the spaceport of Rwookrrorro.

Read or paraphrase the following aloud:

> *When you land, Wookiees swarm around your ship, fitting some sort of gravity lock to it. These large, hairy engineers reply to any protests in Shyriiwook, but even if you cannot understand the language, their meaning is clear: you won't be leaving Kashyyyk any time soon. Nearby, a Trandoshan freighter, banged up as though from a crash, bears a similar device.*

If the PCs can communicate with the Wookiees, they learn that a Trandoshan hunter has kidnapped Yiprukk, a young Force-sensitive Wookiee. The Wookiees found the hunter's ship and brought it there, but the hunter escaped. Wookiees are searching the city and surrounding forest and are not allowing any ships to leave until the hunter and child are found. Yiprukk's mother circulates, tearfully showing everyone a holo of her lost son. She has taken a blaster wound to the shoulder and cannot join the search. If questioned, she points down, as the Trandoshan fled into the lower levels.

THE SEARCH

Below the city, Wookiees search everywhere but the lowest levels of the forest. Perhaps they don't believe the Trandoshan would dare flee across the forest floor, but any PC with Knowledge (Xenology) knows that Trandoshans, with their infrared vision, are unlikely to be afraid of the dark. Alternatively, a Force-sensitive PC could sense that Yiprukk is far below. To reach the forest floor, the PCs can make an **Easy (◆) Negotiation check** to persuade the Wookiees to let them take a liftcar down. Read or paraphrase the following:

> *The liftcar takes you down through the intertwining wroshyr branches and tangles of thick zha-raratha vines, creaking and swaying gently. You move through levels of dappled green light, where insects buzz and leaves rustle. The light gradually dims, until the vegetation above blocks it out completely.*
>
> *The car sets down with a soft bump in the darkness, where the only light is the occasional glimmer of insects passing by. As you step out onto soft, marshy ground, a crashing noise above alerts you that something large approaches.*

The PCs have a few seconds to react before webweavers land on top of them. The PCs make an **Easy (◆) Survival check** to see if they maneuver out of the way in time. If the PCs have not brought adequate lighting, the difficulty should be increased to **Hard (◆ ◆ ◆)**. PCs who fail are knocked down by webweavers landing on them, inflicting 2 strain before attacking.

LIFE DAY

This yearly celebration of life, family, and harmony involves a feast and journey to the Tree of Life. Usually an ancient tree is chosen for this role, to represent the first seed and spark of life on Kashyyyk. The chosen tree is decorated with shining crystalline Life Day Orbs. The day can be celebrated around any tree, though, and Wookiees far from home might conduct a simple ritual around an image of a tree or piece of wood.

Traditionally, Wookiee families feast on shishok fruits and drink wroshyr lice syrup, but the most important food is the sacred orga root. In the days before the celebration, the bravest hunters venture deeper through the forest levels searching for orgas. While foraging on the lowest levels is dangerous in itself, the young Wookiees must also be careful to approach the orgas correctly. When treated with respect, the plants allow the Wookiees to take their old roots, but over-eager foragers fall victim to the plant's sharp vines, acidfilled seed pods, or strong tentacles.

WEBWEAVER [MINION]

These black, bristle-legged spiders can grow as big as the Wookiees. While webweavers are dangerous, Wookiees often hunt them for food. Making their home in the trees, webweavers are excellent climbers and hiders. They prefer to ambush their prey, dropping on unsuspecting creatures in large groups and tearing the victim apart to share. Although they have fangs that can chomp through armor and can shoot sharp hairs from their body and legs, potentially blinding an attacker or victim, the Wookiees know all the spiders' tricks and have developed effective ways to hunt them.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	3	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	10	0 / 0

Skills (group only): Brawl, Cool, Ranged (Light), Stealth, Survival.
Talents: None.
Abilities: None.
Equipment: Spider fangs (Brawl; Damage 5; Critical 2; Range [Engaged]; Stun 4), spider hairs (Ranged [Light]; Damage 3; Critical 2; Range [Short]; Disorient 3).

THE FOREST FLOOR

Assuming they have a source of light, the PCs can make an **Easy (◆) Survival** check to find that Yiprukk has left a trail of claw marks on the trees. Without light, this check becomes **Hard (◆ ◆ ◆)**, as the PCs must feel blindly for clues. Following these, they find

the Trandoshan hasn't gone far, hoping to double back and steal a ship—or reclaim his own—to get off the planet. He keeps Yiprukk close, using him as a shield if attacked (see the Trandoshan Hunter profile on page 139). PCs who offer to help the Trandoshan get off world if he releases Yiprukk unharmed should make a **Hard (◆ ◆ ◆) Negotiation check**,. The Trandoshan does not believe the Wookiees will let him go, and only makes a deal if the PCs promise to help him escape. If the PCs make a deal, once they get Yiprukk to safety, they must decide whether to honor it. Alternatively, the PCs can attempt to fight the Trandoshan Hunter without harming Yiprukk.

THE TERENTATEK

Before the PCs return to the liftcar, they hear a screeching through the trees. A terentatek has been attracted by the presence of a Force sensitive and comes charging through the undergrowth, headed for Yiprukk. Unless the Trandoshan is dead or unarmed, he helps fight off the beast, his blaster fire lighting up the darkness. One or more PCs could attempt to escape up through the trees by making a **Hard (◆ ◆ ◆) Athletics check** while the Trandoshan keeps the terentatek busy .

TERENTATEK [NEMESIS]

Terentateks crave the blood of Force sensitives, though sensing them is the only Force ability the creatures appear to have. Some individuals believe the large, brutish creatures derive from rancors changed by the dark side of the Force, or that they are the result of some experiment of the Sith. The thought that a creature whose only purpose appears to be to hunt Jedi should exist in nature is unpopular on the Jedi Council. While terentateks are usually smaller than rancors, they are also more vicious, and their tusks and claws are highly poisonous.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
6	3	1	3	3	1

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
15	25	15	0 / 0

Skills: Brawl 2, Perception 2, Survival 3, Vigilance 2.
Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once).
Abilities: Force Sense (may make an **Average [◆ ◆] Perception check** to become aware of all characters with a Force rating within extreme range), Silhouette 2.
Equipment: Poisonous tusks and claws (Brawl; Damage 8; Critical 3; Engaged; Pierce 4, Stun 5, Vicious 4).

DENOUEMENT

If the PCs return Yiprukk to his family, the Wookiees provide whatever supplies they might need. If the PCs also take Yiprukk to Coruscant, the Jedi Council are grateful and offer a reward of Republic credits.

MANDALORE

Astronavigation Data: Mandalore system, Mandalore sector, Outer Rim Territories

Orbital Metrics: 366 days per year / 19 hours per day

Government: monarchy

Population: 4 million (humans 81%, other 19%)

Languages: Mando'a, Basic

Terrain: jungle, desert, sea

Major Cities: Sundari

Areas of Interest: Sundari Royal Palace, Concordia (moon), Peace Park

Major Exports: mercenaries, starships

Major Imports: raw materials

Trade Routes: no major galactic routes

Special Conditions: extensive

Background: For centuries, Mandalore was the homeworld of some of the galaxy's most fearsome warriors. Instantly recognizable in their distinctive armor and helmet with T-shaped visor, Mandalorian warriors served their clans, Mandalore itself, and armies and crime lords across the galaxy. They were highly trained and held honor and tradition in the highest regard. However, a culture built on combat and warfare was brutal to their planet's environment. Centuries of fighting, especially a vicious civil war prior to the Clone Wars, utterly destroyed Mandalore's surface, which is now a hostile desert wasteland. Exposure to the environment is harmful and requires enclosed habitats or self-contained bio-domes. Isolated dwellings are hardened and sealed against the elements, and entire cities are contained within colossal bio-cubes.

By the time of the Clone Wars, attitudes toward the old ways had changed. The harsh reality of their once-beautiful world brought a realization that the old traditions would only continue its destruction. With the support of most citizens, the New Mandalorian movement grew and advanced a strong pacifist viewpoint. Mandalore's ruler, Duchess Satine Kryze, was a dedicated adherent. Not all Mandalorians agreed, and those who clung to the old ways were exiled to Mandalore's moon Concordia. There, they secretly established the Death Watch, a militant faction dedicated to removing Kryze from power and restoring the ancient traditions.

While these internal conflicts have flared periodically, Duchess Kryze's pacifist policies have enabled her to lead the Council of Neutral Systems and represent over 1,500 worlds as neutral and independent regarding the war. As a result, while Mandalore and other systems still technically remain part of the Republic, they offer no support for the war effort. The Galactic Senate initially orders an occupation to counter a perceived Death Watch–induced civil war, but it is not implemented after evidence supporting the action proves false. Later, the Senate refuses to extend aid as times become tougher economically and socially. Black markets soon become a necessary evil for many to simply survive rationing and food shortages. Greed and corruption expand to the highest levels of government.

MANDALORIAN TRADITIONS

Mandalorians are steeped in traditions, some dating back centuries. Even individuals supporting pacifism still maintain some of the old nonviolent traditions. Traditions dominate internal clan politics, conflicts and agreements between clans, training, fighting styles, succession, and the look and care of Mandalorian armor.

Mandalorian traditions reinforce the galaxy's view of Mandalorian warriors. Simply seeing individuals clad in the iconic armor can cause enemies to assume a great deal of battle prowess and toughness. It's not unheard of for non-Mandalorians, such as bounty hunters like Jango Fett, to use this reputation to their advantage simply by wearing the armor. The practice offends many true Mandalorians.

WARRIORS AND PEACEMAKERS

During the Clone Wars, Mandalore is increasingly dominated by the struggle between the pacifist New Mandalorians and the exiled traditionalists who form the Death Watch. Duchess Satine's determination to avoid letting her world be drawn into the war leads her to declare Mandalore a neutral world. As she negotiates and joins with like-minded systems across the galaxy, she helps establish the Council of Neutral Systems. She becomes its primary spokesperson and representative in negotiations with the Galactic Senate.

All the while, Death Watch secretly and slowly expands its numbers. While its main strength comes from the exiles on Concordia, it also recruits individuals on Mandalore who want to return to the old ways or fear the Separatists will eventually invade their world. Death Watch clandestinely restarts some of Concordia's old mines and forges to produce new arms and armor. Concordia's leader, Pre Vizsla of clan Vizsla, also secretly leads Death Watch and covers for its actions before eventually being exposed by the Duchess and Obi-Wan Kenobi.

Despite Death Watch terrorist attacks against Satine and her government, most Mandalorians support her position during much of the Clone Wars. Satine and the government try to play down any Death Watch activity, and often insist their society is at peace. The government initially holds the upper hand in the ongoing fight for public support.

However, sticking to pacifist ideals proves extremely difficult during a major galactic war. Mandalore's declared neutrality brings with it new troubles and pressure on the government. Republic support and trade disappear. As legitimate sources for goods and trade decline, more and more Mandalorians are forced to turn to unofficial and black-market sources simply for day-to-day survival. This brings new pressure on the government to rectify the situation.

HISTORY

Mandalore's history is one of violence and conflict, with ongoing rivalries and struggles for power resulting in long-lasting feuds and open warfare over the centuries. As the wars became ever more violent and used increasingly advanced and destructive weaponry, Mandalore suffered. Resources were exploited to the point of exhaustion. Cities were built and razed and rebuilt time and again. Individual leaders, sometimes with the title of Mand'alor, rose and fell with fate and fortunes. Not surprisingly, Mandalorian ways brought them into conflict with the Jedi regularly throughout their history. Mandalorian armor was, in part, developed to include weapons and gadgets designed to counter Jedi Force abilities.

A brutal civil war erupted years before the Clone Wars. It decimated the planet's already-damaged surface.

In the aftermath, the New Mandalorians tired of the death and destruction and turned to pacifism. The battle for Mandalore's soul and future between the New Mandalorians and Death Watch becomes entangled in the events surrounding the Clone Wars. A surprise attack by the Shadow Collective installs Death Watch as self-proclaimed saviors and effectively ends the New Mandalorian movement.

PEOPLE AND CULTURE

Clans form the central pillar of Mandalorian society. Mandalorian concepts of honor and duty traditionally place loyalty to their clans first and to everyone else second. Many clans can be recognized by the distinctive colors or designs of their armor. Before the New Mandalorian movement, rivalries between clans could become fierce, lethal, and long-lasting. However, they were often allies as well, and could be unified under a single leader, often called Mand'alor and sometimes wielding the Darksaber. Even during the time of the New Mandalorians, clans still hold power, even when violence was removed from their traditions. Despite efforts to push pacifism, not all Mandalorians are convinced of the New Mandalorian ideals, and some cling to the old ways in thought if not in deed.

POINTS OF INTEREST

Due to the harsh environment, bio-dome and bio-cube cities and blocks of smaller structures dot the windswept landscape. Clans hold their own lands. Most areas of interest are found within the domes or other structures.

CONCORDIA

Mandalore's moon Concordia is a separate province of Mandalore. Pre Vizsla serves as its semiautonomous governor until exposed as the leader of Death Watch. The world was once heavily forested, but sustained substantial damage from widespread mining operations during the Mandalorian civil war. The forest recovered somewhat after most of the mining was shut down after that war.

SUNDARI

Sundari serves as Mandalore's capital city. It is a massive bio-dome many kilometers across. It appears to be a black ball on a silver base on a flat desert plane when viewed by approaching ships and speeders. High on the curve of the heavily tinted dome sits a cluster of boxlike structures holding large hangars that allow access to the dome's interior. Lightweight, open speeders are a common mode of transportation throughout the city.

Within the dome, Sundari is a multilevel city with individual towering structures. It is a shimmering example of the unique translucent architectural style prevalent on Mandalore. Transparent and translucent panels and windows are extremely common features, often arranged in geometric patterns. Many bridges and floors are also transparent, making it possible to see up and down through buildings and other structures as much as through any window.

PEACE PARK

Peace Park is a long and narrow stylized rooftop garden dedicated to Mandalorian peace and pacifism efforts. This, plus the fact it is one of Duchess Kryze's favorite locations, make it a natural symbolic target for one of Death Watch's bombings. This attack prompts Obi-Wan Kenobi and Satine Kryze to personally investigate the Death Watch.

Most of the park consists of transparent rooftop panels with a stylized design representing water, with solid borders and a raised opaque "island" in the center. On the borders are benches and bushes, along with highly sculpted palmlike trees. A tall spire with an oval base stands at one end of the park. Wide steps on each side of the central island lead to lower terraces.

SUNDARI ROYAL PALACE

Sundari Royal Palace is the residence and seat of power for Mandalorian royalty. Its primary edifice towers over lower buildings and open spaces. A large open balcony over a plaza allows leaders to make public speeches and pronouncements with room for thousands to watch. The palace's translucent glass walls and slim frames and structures are elegant examples of Mandalorian style.

Inside, the Grand Salon serves many functions, primarily as Duchess Kryze's throne room. However, it also serves as a council chamber and even houses the first brief and failed attempt at an accord between Republic and Separatist leaders to end the war.

INCIDENTS AND BATTLES

Unlike most influential worlds that see combat during the Clone Wars, Mandalore's events are mostly on the fringes of the struggle between the Separatists and Republic.

DEATH WATCH ASCENDANT

Death Watch is the Mandalorian government's main foe. It uses fear of the war to help drive its cause among the people, but it directs its military might and sabotage efforts against the Mandalorian government. The Death Watch briefly attempts to work with the Separatists to bring down the government by drawing a Republic occupation force and staging an assassination attempt against the Duchess. It ultimately fails. Death Watch continues to build its forces and look for other opportunities to seize Mandalore.

BLACK MARKET STRUGGLES

Mandalore's self-imposed neutrality cuts it off from typical Republic trading partners, seemingly resulting in shortages of food and important supplies. When children and others show signs of poisoning, Duchess Kryze and Senator Amidala investigate. Kryze becomes concerned about how high the corruption spread and requests Jedi help. Ahsoka Tano and a group of Mandalorian academy cadets discover the corruption rises all the way to Mandalore's Prime Minister Almec, and that the food shortages were contrived. After his arrest, Almec remains unrepentant.

SHADOW COLLECTIVE COUP

Death Watch's fortunes turn when they discover Maul and Savage Opress unconscious in an escape pod after the pair's disastrous attempt to take control of Hondo Ohnaka's pirate crews. Maul and Pre Vizsla soon see unique opportunities in working together, though with limited trust. Maul directs the takeover of Black Sun and the Hutts, forming the Shadow Collective, which the Pyke Syndicate willingly joins. The collective stages an invasion of Mandalore, and the Death Watch "heroically" steps in and saves the day, while removing Duchess Satine Kryze from power.

ICON OF HISTORY AND POWER

The Darksaber is a unique lightsaber marked by its black blade. It is shorter than the average saber, with a unique angular profile, rectangular hilt, and a white energy crackling along its blade. It is said to have been created by Tarre Vizsla, the first Mandalorian member of the Jedi Order. Though kept in the Jedi Temple following his death, Clan Vizsla stole it as an honored heirloom. For centuries, the Darksaber has served as a symbol of Mandalorian power and leadership. Mandalorians of rival clans often unified under an individual wielding the sword. Pre Vizsla used it to lead Death Watch until he lost it and his life to Maul in a battle for leadership. Maul used the sword against many foes, including General Grievous and Darth Sidious.

MODULAR ENCOUNTER: BLACK-MARKET MANDALORE

An opportunity to smuggle goods to the Mandalorian black market comes with classic risk versus reward choices. The PCs could come out of the deal richer than they had first anticipated, but with some real consequences that could follow and interfere with them in future dealings and adventures. The PCs are likely smugglers, but could be other character types who stumble upon the opportunity, or might even receive it as an assignment to investigate how the black market operates and who runs it.

GETTING THE PLAYERS INVOLVED

The PCs are offered the opportunity to smuggle much-needed food supplies to Ronion, an isolated small-town bio-dome. The offer may come through one of their regular patrons, or as a freelance opportunity from an underworld player with the alias "Mera Mal."

Read or paraphrase the following aloud:

> "Here's the deal. I want you to run fifty cases of Corellian Run MultiMeals to some hard-up bio-dome called Ronion on Mandalore. They've got an incredible food shortage since the Republic cut off trade. It's bad everywhere, but worse there. The deal is set up. Pick up the cases from Warehouse 305. You just get the stuff to the docks and ask for Customs Officer Aerl Trem. He'll take them off your hands and pay you 200 credits per case."

The GM can locate Warehouse 305 anywhere convenient for the current adventure or campaign. When the PCs pick up the goods, the Rodian warehouse manager Yilon Kres offers to sell them another fifty cases of counterfeit MultiMeals for 50 credits per case. She tells them to intermix them with the real goods as cover. She swears Trem will pay for the extra cases and the PCs can pocket the difference. The counterfeits look good, but offer little or no nutrition.

MARKET FORCES

When the PCs arrive at Ronion, they are met by the landing pad director, Iak Wal. Wal suggests they abandon their deal with Trem. Wal says if they take him and their cases to Sundari instead, he has a buyer ready to pay 400 credits per case. The PCs can take up the deal, or even split their cargo between Customs Officer Trem and their new offer. When Trem arrives, Wal disappears as quickly as possible. Trem inspects the cargo. If the PCs brought counterfeit goods, one of them must make a **Hard (◆◆◆) Deception check** to convince Trem of their authenticity. If he finds the PCs are double dealing or discovers counterfeits, he orders their arrest. He also reports back to their original patron, who will be extremely upset and demand they make things right. If Trem doesn't notice any deception, he pays the agreed-upon price.

If the PCs go to Sundari, they are assigned a private landing pad in the starport. Wal tells them to unload the cargo while he gets their contact, who has the money. After the goods are unloaded (whether there or elsewhere on Mandalore), four Death Watch commandos (see page 138) fly through the bay door and take up positions around the PCs. The Death Watch demand the PCs leave Mandalore and never return. They shoot up the cargo and the PCs' ship a bit to reinforce their point. Their goal is to frighten smugglers off Mandalore to make the food crisis worse and put further pressure on the Mandalorian government. They don't fight to the death, but do try to inflict a lot of damage if the PCs don't leave. Extended fighting draws the attention of Mandalorian law enforcement. Even if the PCs protect the goods from Death Watch, Wal is far too cautious to return with their money.

DENOUEMENT

If the PCs reneged on the original shipment to Ronion, they soon hear about food riots in the bio-dome. Their patron is extremely upset with them, and dispatches bounty hunters to prove to his other customers that such betrayals will not be tolerated. If their patron hears about the counterfeit MultiMeals, he demands a 25% cut of the profit, if there were no other public difficulties. The PCs' encounter with Death Watch soon becomes public news as yet another Death Watch strike against Mandalore. Also, Death Watch keeps an eye out for them, and attempts to interfere with them should they return to Mandalore or Concordia.

UTAPAU

Astronavigation Data: Utapau system, Tarabba sector, Outer Rim Territories

Orbital Metrics: 351 days per year / 17 hours per day

Government: corporate

Population: 95 million (Utai 65%, Pau'ans 30%, other 5%)

Languages: Pau'an, Utai, Amani, Basic

Terrain: dusty wastelands dotted by deep sinkholes

Major Cities: Pau City, Leewau Cluster

Areas of Interest: Taqual racing pit, Amani deep and surface villages

Major Exports: ore, starships

Major Imports: foodstuffs, technology

Trade Routes: no major galactic routes

Special Conditions: powerful hyperwind storms regularly sweep the surface

Background: Despite its initial appearances as a dry, windswept wasteland pockmarked by deep sinkholes, Utapau teems with life and society hidden beneath the surface. A subterranean world ocean spans the globe, eating away at the bedrock and causing enormous cylindrical sinkholes hundreds of meters deep to open up. Utapau's nine moons vary widely in size and distance from the planet and exert complex gravitational forces upon the world. This results in a variety of tides within the world ocean and may contribute to the planet's frequent groundquakes.

The surface world is plagued by massive windstorms that long ago forced civilization underground. The sinkholes provided natural shelter and quickly evolved into cities. Some now hold millions of beings, forming a vertical hierarchy of society. These city-states largely operate independently under a loose planetary government.

Three sentient species share Utapau. Most visitors would be very surprised to learn that the tall, thin Pau'ans and the short, stocky, Utai once held common genetic ancestry, since the two species have diverged greatly. The Pau'ans and Utai dominate the world. The third species, the Amani, are relatively new arrivals with their own customs and a low technology level. Utapau is isolated and unknown to most of the galaxy, but it is not unusual to find immigrants from a variety of species living and working in the sinkhole cities.
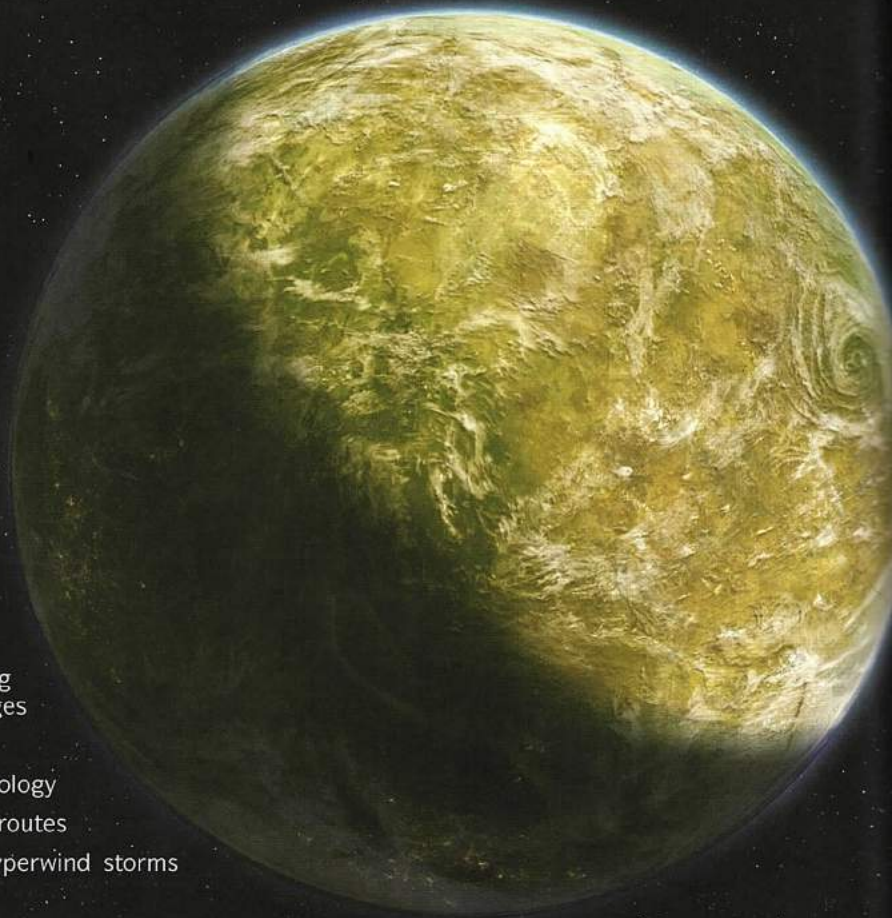
Utapau's isolation keeps it out of most of the Clone Wars until the Separatists take control and Darth Sidious moves the Separatist Council to Utapau. General Kenobi arrives in pursuit of General Grievous and finally kills the cyborg leader after a lengthy chase through Utapau's caverns.

NEUTRALITY AND REALITY

Despite Utapau's desire to adhere to its declared neutrality, Separatist interest in the world makes that difficult and ultimately untenable. Initially, Utapau makes for a convenient location for an unusual arms deal between the highest levels of the Separatist government and Sugi arms merchants. Though the deal fails, Separatist elements are already ensconced within the Utapaun civic leadership. When the Separatists eventually take over, the Utapaun city-states are unable to resist. The Separatists successfully use Utapau's isolation to mask their presence.

A WORLD OF WELLS

Utapau is a subterranean world in which the oceans, plants, animals, and society exist in a state reversed from that of most worlds. The underground ocean dissolves and erodes rock formations deep below the surface, causing cave-ins that form the expansive, deep sinkholes that dot the entire world. The Utai and Pau'ans turn many of these structures into hidden cities, using the well-like sinkholes as natural sources of air and avenues of transport. Some deep wells have discernible differences in air pressure from top to bottom. The Utai originally inhabited the lowest level of the sinkholes, and many cities expanded from the bottom upward. When fearsome hyperwind storms forced the Pau'ans underground, they preferred the upper reaches closer to light and fresher air.

Hundreds of landing platforms jut from the sinkhole walls, as do arrays of windmills for power generation. Large expanses of caverns and individual rooms open directly into the sinkhole shaft. This increases light and airflow into the chambers.

Most cities follow a similar structure, split into major levels and sublevels. The civic level is uppermost, containing government buildings and agencies, along with cultural and monumental structures. The wealth level is the economic engine for the city, where industry and processing plants produce goods for export and easy transport from the upper end of the sinkhole. The city's food supply is grown and processed in the hydroponic fields and animal farms of the produce level. The mining level is lowest, where a labyrinth of tunnels and shafts provide access to the ores, stone, and bone mines important to construction. Waters from the world ocean are found at the bottom of most sinkholes, providing a water source and often an entry point to the ocean itself. The sinkhole floor is mostly safe and is used for recreational purposes. However, dangerous creatures that live underground and underwater occasionally cause problems.

HISTORY

None of Utapau's sentient species are native to the world, but two of the three may as well be. Their ancient arrival gave the Utai and Pau'ans time to diverge genetically from their original ancestor. The Utai dwelled in the sinkholes while the Pau'ans spread across the surface plains. Major changes in the planet's environment forced change in this dynamic. Powerful hyperwind storms eventually blew the Pau'ans underground to seek refuge in the sinkholes. The two species worked well together and developed a highly symbiotic relationship.

The sinkhole city-states became the dominant political entity on Utapau. Most are largely self-sufficient, able to provide their own food, water, and raw materials. This didn't prevent regular fights and wars between rival city-states over resources and political gains. Eventually, the Utapaun Committee established a unified Utapau, representing various city-states and overseeing planetary politics as well as interplanetary agreements and dealings. The committee is successful at keeping Utapau neutral in galactic politics until almost the end of the Clone Wars.

The arrival of the Amani seems to have had relatively little impact on the Utai and Pau'ans. The Amani are disadvantaged by their lower technology level, and their desire to live separately in Utapau's less hospitable habitats naturally divides them from the Utai and Pau'ans. The Amani typically live in villages at the bottom of sinkholes or camped out in the extreme conditions on the planes.

PEOPLE AND CULTURE

The Pau'ans and Utai have a longstanding symbiotic relationship. The Pau'an elite perform major government and economic functions, their long lifespans ensuring great stability. The Pau'ans' aloof and lordly psyche suffered from being forced from their surface settlements, so they tend to stick to the upper levels whenever possible.

Conversely, the Utai evolved to match their subterranean domain. Their distended eyes have night vision, and their shorter stature allows them to maneuver more easily in the confines of the deep tunnels and caverns. The Utai are Utapau's labor source. They also breed and train varactyl mounts and flying dactillions.

The isolationist Amani tend to their villages and surface camps. Many carry staffs topped with skulls—presumably those of their enemies—and such ways don't mesh well with the more socially and technologically advanced Pau'ans and Utai. Amani do cut deals with outsiders, however.

Other groups live among Utapaun society, often for economic or trade reasons. Sugi arms merchants are among the better known. They have no issues dealing with the Separatists, Amani, or even Pau'an officials.

POINTS OF INTEREST

Utapau's remoteness, relatively inhospitable surface, and lack of attractive natural wonders hardly make it a galactic tourist spot. Its points of interest are mainly practical and utilitarian.

PAU CITY

Pau City is the planetary capital, home to the Utapaun Committee, and one of the most well-developed sinkhole cities. It is the planet's primary starport. About one million residents dwell within its eleven levels of

de facto defenses against some of the dangerous creatures coming up from lower caverns. Other villages brave the barren Utapau plains, having adjusted to life under threat of hyperwind storms. Village populations range from a few dozen to thousands of Amani. Outsiders are met and questioned upon arrival.

INCIDENTS AND BATTLES

Highly remote and located well outside Separatist space, Utapau is ideal for Separatist schemes. Two major incidents occur at Utapau, including one of the final key battles of the Clone Wars.

THE MYSTERIOUS CRYSTAL

Reports of the unexpected death of secretive Jedi Master Tu-Anh bring Obi-Wan Kenobi and Anakin Skywalker to Utapau. Their efforts lead them to Amani villages and a Sugi arms dealer scheme to sell weapons to the Separatists. The Jedi soon discover the real prize is an enormous kyber crystal, which they seize. The Sugi pursue the pair, but Separatist forces intercept the Jedi as they reach the port. The Separatists regain the crystal and move it to General Grievous's ship. The Jedi board the ship and overload the crystal before leaving, after which the crystal destroys itself and the ship with it..

BATTLE OF UTAPAU

General Kenobi's hunt for General Grievous ends at Utapau. Tipped off that Grievous is somewhere on the planet, Kenobi heads directly to Pau City. Port administrator Tion Medon reveals the Separatists have secretly taken control with thousands of battle droids. Kenobi discovers Grievous and the Separatist Council, and he engages the general directly. Kenobi chases down and kills Grievous at an isolated platform while clone troopers attack the droid army. After Kenobi arrives at the main battle, his troopers shockingly turn on him. He survives the betrayal and flees Utapau.

sprawling caverns and platforms. The caverns connect with lesser sinkholes in the area. An Amani settlement sits on landforms at the bottom of the sinkhole, surrounded by water and dangerous creatures. The Separatists take over level ten during their occupation, and convert other areas into starfighter factories.

LEEWAU CLUSTER

A few hours' flight time from Pau City is the Leewau Cluster, a close collection of four narrow and deep sinkholes interconnected by large tunnels and several deep surface crevasses. Leewau considers itself Pau City's political and economic rival, despite having about half the population. The deep sinkholes give Leewau an edge in extracting and transporting massive bones from the bone mines. The upper levels prominently use the bones in elaborate platforms and structures as a built-in reminder of the world's past and an advertisement to others visiting the city-state.

TAQUAL RACING PIT

A couple of hours from Leewau is the locally infamous Taqual racing pit. The pit is a relatively minor sinkhole that once housed a small city, before groundquakes split the sinkhole walls with multiple dangerous crevasses. Now it is used for the Duo Relay Race, in which beast riders guide dactillions from top to bottom of the sinkhole and hand off to varactyl riders for a winding race back to the surface using tunnels and ledges. The unstable areas add to the danger and the appeal of the races and side bets.

AMANI VILLAGES

Utapau's civic leaders leave the Amani to their own devices. Some Amani villages are located at the bottom of the sinkhole cities, where they happen to provide

HIDDEN MONSTERS

Utapau's surface conceals the remains of massive, monstrous creatures that once inhabited the world ocean. The fossilized remains of their towering skeletons provide Utai miners with a unique resource to extract and sell. Utapau's skeletal Ossic architectural style is directly attributable to the use of bones as structures, supports, and entire buildings within the sinkhole caverns. It's possible that descendants of these creatures inhabit the deep expanses of the underground ocean.

MODULAR ENCOUNTER: THE DUO RELAY RACE

A gambler hires the PCs to watch and participate in the dangerous Duo Relay Race. They are soon caught up in a cheater's high-stakes scheme to interfere.

GETTING THE PLAYERS INVOLVED

Garn Drel, a Sugi high-stakes gambler, has learned a Pau'an rival, called Neon Prok, is trying to rig the race. Drel wants the PCs to discover and stop any interference. Alternatively, Prok might work for a major criminal syndicate, prompting local officials to ask visiting Jedi characters or clone troopers to investigate and remove the problem before the syndicates gain more influence.

Read or paraphrase the following aloud:

"Here's the deal. There are a lot more credits riding on this race than usual, and not just mine. I think Neon Prok is up to something. I'm looking to get two people into the race to report on the track firsthand and someone to sneak around the track and check some of the major obstacles. Maybe even prove Prok is behind it."

The PCs may fill any or all of these roles. Drel offers them 4,000 credits each with fifty percent up front and 2,000 for each of Prok's schemes they stop. He'll front the 5,000-credit entry fee for one PC. He gives the PCs holorecorder comlinks tuned to his secret frequency to record their efforts and report back. Prok knows of and monitors Drel's frequency. Once they use it, Prok contacts the PCs to offer them 8,000 credits each to walk away. Drel hears it and might get into a bidding war.

THE RACE

Prok wants Utai jockeys Bok (dactillion) and Mok (varactyl) Anbrin to win, and so rigs the race in different ways. The dactillions start at the sinkhole rim and spiral down to a landing zone at the center. The riders must make several **Hard (◆◆◆) Survival** checks to avoid hitting the damaged windmills that jut out and to navigate the erratic winds.

Dactillion Distraction: Halfway down the sinkhole is a large hidden container prepared to release a flock of avian creatures to distract dactillions with a flying tasty snack. PCs on or off the track may spot the crate with a minimum **Hard (◆◆◆) Vigilance** check with ■ added due to camouflaging debris and dim lighting. If the flying creatures are released, it takes a **Daunting (◆◆◆◆) Survival** check to keep a dactillion from pursuing them.

Smoke Bombs: When a dactillion lands, a gate drops to release the team's varactyl and rider, who race up a ramp cut into the sinkhole wall. The course winds upward in and out of the walls via tunnels, bridges, and jumps. One tunnel intersection is rigged with smoke bombs triggered by a sensor field, intended to disorient the varactyl racers. The PCs may spot the smoke bombs at an intersection by making a **Daunting (◆◆◆◆) Vigilance** check with ■ for poor lighting. If the smoke bombs detonate, several riders take wrong turns in the haze.

Collapsing Bridge: A bridge spanning a long break in the sinkhole wall is rigged to collapse by remote control, made to look like one of the many random dangers of the abandoned city. The bridge crosses a fifteen-meter-wide sinkhole wall breach, and the sabotage can only be spotted by making a **Hard (◆◆◆) Perception** check from below the bridge. The bridge collapses immediately after Mok crosses, sending other riders tumbling ten meters down to the rubble below. The race ends back at the starting platform.

RACING DACTILLION [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	1	3	2	1

SOAK VALUE	W THRESHOLD	M/R DEFENSE
6	20	0 | 1

Skills: Athletics 1, Brawl 2, Coordination 2, Perception 1, Vigilance 3.
Talents: None.
Abilities: Flyer (dactillions can fly; see the **Flying** sidebar in **Chapter VI** of any of the core rulebooks), Silhouette 2, Trained Mount 2 (add □□ to a rider's Survival checks while mounted on a dactillion).
Equipment: Beak (Brawl; Damage 9; Critical 3; Range [Engaged]; Vicious 3), Claws (Brawl; Damage 10; Critical 3; Range [Engaged]).

RACING VARACTYL [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	3	1	2	1	2

SOAK VALUE	W THRESHOLD	M/R DEFENSE
5	22	0 | 0

Skills: Athletics 2, Brawl 2, Coordination 1, Perception 1, Vigilance 1.
Talents: None.
Abilities: Glider (varactyls can fly, as described in **Chapter VI** of any core rulebook, but cannot gain altitude under their own power), Silhouette 2, Trained Mount 2 (add □□ to a rider's Survival checks while mounted on a varactyl).
Equipment: Beak (Brawl; Damage 11; Critical 3; Range [Engaged]; Vicious 3).

DENOUEMENT

The winner receives 10,000 credits, but high-stakes gamblers can make up to 50,000 credits. If Prok's cohorts win, Drel loses big time and can't actually pay the PCs. If the PCs or someone else wins, Prok is broke and eventually pursues the PCs for revenge.

IV
BATTLES ACROSS THE STARS

"Where one sees failure, others see opportunity."
—Mother Talzin

The Clone Wars offer a unique backdrop against which to set a campaign, and games during the latter stages of the war bring particular considerations. This final chapter of COLLAPSE OF THE REPUBLIC provides guidance and new rules to help GMs bring this tumultuous era to life on the tabletop, complete with all the drama and tragedy of the *Clone Wars* animated series and *Star Wars*: Episode III *Revenge of the Sith*.

Chapter IV of COLLAPSE OF THE REPUBLIC presents guidance and rules for GMs running games during this climactic time. An exploration of the themes and iconic conflicts of the era helps GMs craft authentic-feeling adventures. This chapter also presents advice for properly challenging high-experience characters and handling the prospect of PC deaths— both important topics for long-running campaigns set during the Clone Wars—and for continuing the campaign after the end of the war and into the era of the Galactic Empire.

The Clone Wars are marked by countless battles on a large scale, featuring hundreds or thousands of troops supported by vehicles and ships in orbit. Rules for mass combat provide the tools to resolve these epic battles at the game table in a dynamic and approachable fashion that makes full use of the possibilities inherent to narrative dice. These rules complement several of the new specializations in **Chapter I** and allow characters like the Clone Commander, Separatist Commander, and even Senator to showcase their abilities.

Finally, this chapter presents a selection of adversary profiles from the Republic, the Separatist Alliance, and outside the war. These adversaries provide a GM with plenty of options for both allies and foes no matter with whom the PCs choose to align.

LAST DAYS OF THE REPUBLIC

As the Clone Wars drag on, both the Republic and the Confederacy of Independent Systems are increasingly desperate to end the war and secure victory. Though Darth Sidious has not yet achieved his goals, few outside his inner circle expected the conflict to last so long. While some profiteers benefit from the conflict, far more people anguish over the costs in terms of both lives and financial aspects. The few efforts to achieve a peaceful settlement have met with failure, and both sides continue to escalate the violence and their investment in the war. Approaches that might never have been considered during the early days have become commonplace as emotional and physical fatigue takes its toll upon the judgment of the combatants and their leaders.

Adventures set during the latter days of the Clone Wars are truer to the setting if they include at least some reference to the collective galactic fatigue. Such aspects do not have to be the primary feature of the adventure, but even a few mentions as background elements can add to the atmosphere. This can work particularly well even if the Player Characters are not central to the battles. People living on worlds from the Outer Rim to Coruscant suffer side effects of the sprawling war, even if they have no direct involvement in the conflict. The PCs might observe a transport filled with refugees unloading during a visit to a spaceport. Meals at a local diner could take a turn for the worse due to the shortage of a specific imported foodstuff. Common household goods might become black-market items after a blockade prevents them from being obtained through normal channels. Demonstrations related to the war—both opposing aspects and demanding specific involvement—may be seen outside any government building.

SHIFTING ALLEGIANCES

In the face of protests and shortages, political instability becomes an increasing problem. Alliances begin to crumble as involved parties make ever-greater sacrifices to fulfill their parts of each agreement. For campaigns focused upon political elements, well-established allies may wish to alter deals. Compromises may require renegotiation as resources exhaust. Characters directly involved in the war effort might only see the consequences of these agreements when allied forces withdraw—or even switch sides. Military units lose access to facilities when previously allied governments terminate treaties. Smugglers and others operating on the fringes may discover unexpected changes in planetary security as troops are reassigned in response. Any of these changes could happen with little notice. Further, such changes might reverse abruptly in response to new machinations.

Mandalore serves as a particularly complex example of these rapid fluctuations. During the early portion of the war, the world declared its neutrality in the conflict despite its membership in the Republic. As the war progresses, Mandalorian agitators, including the Death Watch, work closely with the Confederacy of Independent Systems to try to draw the planet to the Separatist cause. This eventually leads to Maul's gaining political control over the world. In turn, his influence results in open rebellion as a subset of the Death Watch rejects the Sith's oversight. Ultimately, clone troopers lay siege to the world, and the government becomes a puppet of the newly founded Galactic Empire.

For some campaigns, direct involvement in changes such as the ones on Mandalore can be a primary focus. Smugglers and criminals might try to drive political instability to increase their profits. Politicians could attempt to renegotiate deals to the benefit of their people—or themselves. Soldiers might have to prepare to fight against those who were allies only days before. Characters with specific goals can attempt to bring worlds in line, often in the face of political and military opposition.

In other cases, political machinations serve as a great backdrop for the campaign. The GM may wish to decide when specific changes are set to occur, and how best to implement them. Depending upon when the characters execute their own plans, they might find that security measures are changed, the value of their goods have plummeted, or an entire garrison of troops has returned from the battlefront. Certainly, any of these changes could dramatically transform the tone and difficulty of an adventure.

UNENDING BATTLE

A few key worlds, including Geonosis and Felucia, are the sites of many battles. In some cases, worlds change hands numerous times. Other planets become protracted battlefronts where neither side can achieve victory. For these worlds, the ongoing warfare takes a serious toll on the inhabitants, their economies, and even the planetary environments.

When possible, residents facing these conditions may flee their homes in the hope of escaping direct danger. Of course, finding a transport capable and willing to fly through a contested system is its own challenge. Of the smugglers willing to carry sentient cargo, some are desperate, others are extortionists, and a few are all too willing to abandon their charges once they have payment in hand. For refugees who escape their home system, finding a safe world willing to accept them poses a further challenge. In some cases, refugees depart one world only to find their new home under invasion scant months later. Characters may interact with such refugees as politicians trying to assist them, smugglers transporting them, or soldiers protecting them.

Civilians who do not leave their homes—due to limited resources or strong convictions—are instead forced to defend them. This could be from invaders, but it could also be from "defenders" who seek shelter or to scavenge supplies. Soldiers may have opportunities to interact with some of these desperate residents, possibly bartering with them for goods or even defending them from an unexpected insurgency. Alternatively, PCs portraying colonists might try to preserve their towns from the war that rages all around them.

LOSING MORAL HIGH GROUND

In the early days of the war, both the Republic and Separatist Alliance argued that the conflict was justifiable. The Republic actively refused to let many of the Separatist worlds secede and tried to defend its own interests from the vast droid army. At the same time, the CIS maintained that they were right to fight for independence from the authoritarian Republic.

As the war continues, those initial justifications become increasingly less convincing. Battlefronts stagnate. Instances of collateral damage increase as the severity of the conflict escalates, and the galaxy has no reprieve from the demands of war. Resources normally spent on humanitarian needs are instead used to continue the conflict. Factions on both sides repeatedly stymie attempts at negotiation. Battles encompass an ever-greater number of systems, sometimes just to draw enemies away from other flash points. Protests become more and more common as individuals recount the stories of the horrors they have suffered due to the battles or neglect and shortage.

Both sides may destroy assets rather than let them fall into enemy hands. In the process, inhabitants of worlds already in conflict suffer further as their homes, their livelihoods, and even their environments vanish in massive explosions. PCs are certain to witness desperate people taking desperate actions. Some survivors may attempt to bribe soldiers to protect them or help them escape. Others may decide that attacking those who caused the conflict or failed to defend their world might be a last chance for vengeance.

The Clone Wars also lead to many uncomfortable alliances. The Republic, for the sake of securing hyperroutes, forged an alliance with the Hutt Cartels. While the Republic bans slavery, the Hutts eagerly embrace it. Despite this critical humanitarian difference, this alliance lasts throughout the war. Such agreements leave soldiers and diplomats uncertain of the very causes for which they fight. Characters may face the difficult choice—possibly under orders—of whether to work with individuals they find morally repugnant when they need them in order to achieve key goals.

Although rare, this loss of certainty can lead to desertions and defections. Jedi turn against the order in the hopes of returning it to its true path. A few clones lose faith in the Republic's cause or the effectiveness of war and go AWOL. As the war continues, convictions fade, and the costs of continued conflict become more than people are willing to bear. Characters who have been trusted allies may abandon the heroes, or even turn against them.

WHEELS WITHIN WHEELS

The Clone Wars are the culmination of a Sith plan prepared over centuries. Darth Sidious has fail-safe options for all of his plans. Every person can be replaced. Each time the Republic seems to score a critical blow, a new facet of the plan comes to the forefront.

Campaigns set during the latter days of the Clone Wars should reflect this aspect of the conflict. Any time a Separatist hero falls, a replacement steps forward. After Kenobi defeats Darth Maul, Palpatine takes Count Dooku as a Sith apprentice. Later, Asajj Ventress and Savage Opress are candidates for this role, even though Anakin ultimately replaces Dooku. General Grievous is another asset available to fulfill a critical role within the CIS hierarchy, but certainly Darth Sidious has replacements available for him as well. From the perspective of planning and organization, many of these individuals are as replaceable as the battle droids that made up the bulk of their armies.

The GM might prepare a hierarchy of replacements for all of the opposition figures, each of whom uses distinctive tactics. Ideally, Player Characters loyal to the Republic interact with some of these potential replacements before they are thrust into power. In this way, the heroes recognize members of the enemy hierarchy. This lets them realize who is most likely to assume power when they defeat a current leader. In some instances, they may even choose to move against a particular acolyte for fear of what could happen if that person assumes a position of power. Using this strategy, the PCs set the tone of the campaign when they choose who leads their foes.

EXPERIENCED CHARACTERS

As the Clone Wars near their climax, a vast army of clone troopers fights in the field alongside thousands of Jedi and countless others. Soldiers from disaffected worlds accompany the Separatist battle droids against the GAR. Untold conflicts provide each of these warriors with training in the field, leaving survivors ready for their next battle. While millions upon millions perish in the war, those who endure become true masters of their respective fields. They learn to function effectively while dealing with the distractions and stress of combat.

In game terms, such accomplished characters have a more robust set of skills, talents, and equipment than a typical starting character. Heroes who have battled through an extended Clone Wars campaign naturally achieve an appropriate level of expertise through play. The **Heroic-Level Play** sidebar (see page 7) provides a means to create new characters who fit this model for campaigns that begin later in the war.

More savvy characters require the Game Master to present more challenging encounters. Conflicts that might pose a significant challenge to a recently decanted clone may be trivial for a hardened veteran. Designing appropriate encounters for such professionals requires a different approach.

UPPING THE ANTE

High command—on both sides—often holds its most accomplished units in reserve, assigning them to the highest priority and most challenging missions. Veteran characters seldom merit guard duty on a desolate world far from the front. Instead, they work with little support in the most treacherous of environments. The reward for success is rarely respite from battle, but ever-more-challenging missions.

High-priority missions should have ramifications for the campaign's storyline. When the PCs eliminate a droid tri-fighter manufacturing plant, the GAR may enjoy space superiority for the next few game sessions, as the Separatists scramble to find droid starfighters. Similarly, if the heroes fail to defend a cargo vessel delivering much-needed supplies to an outpost world, that outpost may change its allegiance in order to obtain the goods it needs to survive. Seeing their success or failure transform systems or even sectors of the galaxy reinforces the idea that the PCs are pivotal to the Clone Wars.

Of course, as their actions have more impact, the difficulty of achieving such triumphs must increase. From a mechanical standpoint, to keep the game challenging and exciting, the GM should more often assign **Daunting (◆◆◆◆)** or **Formidable (◆◆◆◆◆)** difficulties to tasks, sometimes even in concert with significant complications. An important counterpoint to this is that the GM might choose to disregard **Easy (◆)** and even **Average (◆◆)** difficulty tests. As suggested in

the core rulebooks, checks should only be made when there's a meaningful consequence for failure. Save rolls for vital encounters, especially when characters must operate outside their area of expertise.

LEAVE THE COMFORT ZONE

As a campaign progresses, players typically achieve a routine with their characters. Each player may even have a "default" action that they have their character take. Usually, these are associated with their character's inherent abilities; a Diplomat may try to convince an opponent to switch allegiances, or a Hired Gun may have a signature trick shot. These patterns can become an important and flavorful part of a campaign, but preventing players from following them can lead to distinctive and memorable adventures.

Adventures that force the heroes to act in different ways are best inserted only after the players have had some time to achieve a pattern. They work most effectively when they are interspersed with adventures more focused on the characters' respective strengths. This way, the players truly feel that they are forced to think about how their characters would respond and to explore entries on their character sheet that they may even have forgotten. Under these conditions, even **Easy (◆)** and **Average (◆◆)** difficulty tests can be a significant challenge.

The GM must provide an appropriate framework to justify placing the characters into such unusual situations. A squad of clone troopers might be forced to negotiate with pirates to obtain medical supplies they need to stop a disease outbreak on an Outer Rim world. A bounty hunter might need to infiltrate a secure government complex where negotiations are

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THE DARK SIDE CLOUDS EVERYTHING

During the Clone Wars, the dark side is ascendant across the galaxy. The war consumes the Jedi, and the constant violence and bloodshed causes many to stray from the Jedi path. Even the most experienced Jedi struggle to find balance and inner peace as the chaos of war engulfs the galaxy.

GMs can represent this imbalance through the Destiny pool. At the start of each session, the GM sets a minimum number of dark side Destiny Points (two is recommended for games set in the latter Clone Wars). After the Destiny pool has been rolled, the GM converts the necessary number of light side Destiny Points to dark side Destiny Points to meet the minimum.

taking place into order to capture a mark. A team of diplomats could have to survive on a barren moon while devising a means to repair their emergency beacon after a crash.

Each of these situations poses a problem for which the characters are unprepared, but where success could completely alter the course of the Clone Wars—especially for those directly involved.

RESPONSIBILITIES

The Clone Wars transform the galaxy, changing the lives of everyone from the elite of the Core Worlds to slaves struggling on the Outer Rim. As Jedi and Sith clash, members of Force traditions of every origin become embroiled in the conflict. Criminal syndicates exploit the war for their own gains while striving to eliminate rival organizations and even governments. Characters from these varied backgrounds can be effectively represented in each of the different *Star Wars* Roleplaying games. Consequently, the GM must decide how to reflect the responsibilities those characters face.

Characters from EDGE OF THE EMPIRE have an Obligation that they must fulfill, typically to a morally reprehensible group. Those from AGE OF REBELLION have a Duty to their military organization. Force sensitive characters from FORCE AND DESTINY are obligated to heed their Morality to follow a true and just path. In a Clone Wars campaign, the characters could all fit within the types of responsibilities presented from one of these game lines, but they might also use resources from any of the three. While these games are largely compatible, the different types of responsibilities can set very different tones. The GM must decide how to implement these different systems.

If the game group only has a single core rulebook, then the campaign must use the system presented in that book. All characters, whether generated using that core rulebook or materials within this volume, should use the Obligation, Duty, or Morality system to which they have access. Depending upon the available resources, this could limit some story elements of the campaign, particularly for Force-sensitive characters who do not have access to Morality. However, it remains a perfectly workable system and requires the least bookkeeping for everyone involved.

If the GM has access to core rulebooks for more than one system, then the relevance and merits of each must be considered. Ideally, characters work best when they use the responsibility from which their career is drawn. For characters created using the Clone Soldier or Jedi career presented in this book, Duty and Morality are most appropriate, respectively.

The FORCE AND DESTINY Core Rulebook (pages 338–339) presents a series of different recommendations for integrating all three systems. Game Masters who have that book are encouraged to consider those recommendations in conjunction with the careers presented in this volume as well as the responsibility systems from any other core rulebook they might have at hand.

If both the EDGE OF THE EMPIRE Core Rulebook and the AGE OF REBELLION Core Rulebook are available, then Duty is likely to be the more relevant mechanic. If the characters have a direct tie to the Republic or the CIS, then this system effectively represents that association. More experienced characters assume a greater Duty to their organization, leaving them with a more critical role in the war.

BETRAYAL, DEATH, AND REDEMPTION

War is never the first response when powers come into conflict. Especially on a galactic scale, the costs are simply beyond belief—both economically and in terms of sentient lives. If Darth Sidious had not manipulated both sides, the Clone Wars might never have happened. Both sides could have negotiated an agreement that let the CIS coexist alongside the Republic. Under the Sith's influence, negotiations failed, and both sides entered a costly war.

As the conflict drags on, both sides become increasingly desperate—exactly as Darth Sidious intends. Untold thousands die in combat, while the unrelenting war devastates entire worlds, affecting soldier and civilian alike. The prospect of a quick resolution fades as months of warfare turn into years. Individuals at every level of the conflict lose their conviction to battle as they witness death while suffering unrelenting loss. The increasing levels of collateral damage make many question their core beliefs. More and more people wonder if this war could possibly be worth the cost. Some choose to abandon the cause, while others consider ways to end the war before it escalates further.

These issues can become a central part of any **COLLAPSE OF THE REPUBLIC** campaign, and they are vital to fully expressing its themes. In some cases, NPCs effectively express these issues as they die for their cause, betray allies, or attempt to redeem themselves. However, when PCs endure these changes, it can make the game far more engaging for everyone involved.

FATALITY

Death is a reality of war. It must be present to convey the true horror of the conflict. Everyone who willingly engages in battle must recognize that each day could be their very last. If the specter of death never intrudes upon a campaign, then its threat is lost. Characters who do not face this greatest risk can never become true heroes. Instead, they are simply simulacra moving through encounters that they know they can overcome through persistence.

At the same time, having a character die is seldom fun. On those occasions when the subject's death is truly heroic, there remains a feeling of loss for the player, which may even be shared by the other members of the group and their characters. Everyone has invested time in developing the character—from both a game perspective and a story perspective. Undoubtedly, all of the players have worked to establish how their own characters feel about the character who died. This echo of sadness grants the campaign depth and a feeling of veracity. Further, the player now needs to invest time to create a new character.

For all of these reasons, character death must not be taken lightly. Heroes might lose their lives over the course of the campaign, but each instance should be memorable both because of the circumstance and because it stands out from sessions where everyone survived. The death of heroes is a necessary element of storytelling during the Clone Wars, but it should not become a commonplace one.

NPC death helps to convey the sense of risk without having the campaign turn into a series of grisly heroic deaths. However, these become meaningless if the strategy is overused. If the newest recruit to join the squad dies in the second scene of every mission, it becomes a running joke instead of a moment that leaves the players concerned for their characters' survival. Similarly, if the only NPCs who die are given forgettable names and personalities, then their deaths are unlikely to have any impact. The GM must invest time—often over the course of several game sessions or adventures—to develop a minor character before eliminating them. This way, their death becomes a memorable moment for the players.

Player Characters have Destiny Points, specialized equipment, and a plethora of different talents and abilities. While dice can be deadly, an accomplished character is far more likely to die due to decisions the player made than to simple misfortune. Given the wartime footing of a Clone Wars campaign, a GM does not need to be merciful when the dice dictate that a character has died. Accept that this is a risk of the game and an important part of the story. After all, the villainous NPCs certainly want to see the heroic PCs eliminated at any opportunity.

One thing for the GM to consider is that a character death is disruptive to the game session. When designing a scenario that is likely to involve a fatality, it is often best to plan for this encounter to take place late in the game session. Certainly, the natural flow of a game may alter the timing, but a well-planned scene can give everyone time to reformulate their character's goals between sessions. Additionally, such dramatic encounters make for a natural climax to a session and may easily result in a perfect cliffhanger situation to end on.
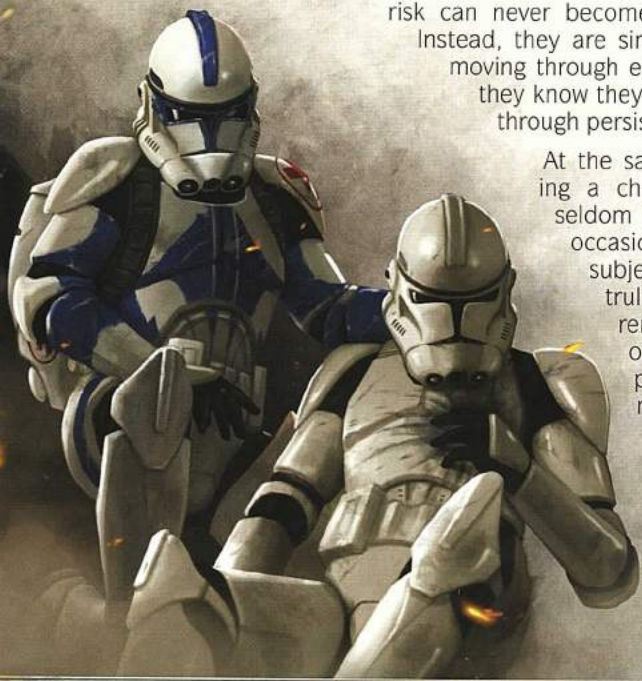
Although it is exceptionally rare, an entire team of heroes can die due to an extreme series of poor decisions or particularly disastrous dice rolls. When this happens, it may be time for a discussion between the players and the GM about how to continue. Frustrated players might wish to take a break from the game for a bit. Alternatively, they may be eager to have some revenge and closure against the NPCs who defeated them through the deeds of their next character. In this case, the adventure may need to be adapted to another team that goes on to investigate the loss of the previous team. Without the heroes to intervene, the villains may triumph. The next team of heroes must begin their story with their foes operating from a position of greater security and power.

REPLACEMENT CHARACTERS

Typically, when a Player Character dies, the player wishes to create a new character in order to remain a part of the campaign. When they do so, a starting character is seldom an appropriate option. Surviving characters in the party are veterans of the Clone Wars. A new starting character almost always leaves the player feeling that they are not contributing enough to each game session. GMs are encouraged to grant the new character a significant portion of the experience that the deceased character had earned. It may even be reasonable to give the character access to the same amount of experience. Beyond that, the replacement character must be assigned appropriate equipment to bring them into balance with the other members of the team.

Often, the death of a character can leave the team lacking a necessary skillset. This can be particularly troubling if the party is in the midst of an adventure where that hero's skills are vital. Under such circumstances, other members of the game group may pressure the player who lost the character to choose a similar replacement, so that those abilities are not lost. However, the GM should make certain that the player creates a character that is of interest to them. Otherwise, this may lead to resentment and a frustrating play experience for everyone. If a skillset remains missing, then an appropriate NPC should be added to the team at the next available opportunity. No player should feel pressured into playing a specific career just to fulfill the team's apparent needs.

An important consideration is to identify the replacement character's origins. If the team is operating far from support, there may be a limited pool of individuals who could join the party. In some instances, it might be reasonable for the player to assume control of a previously minor NPC. Alternatively, a civilian or even a newly escaped prisoner could provide a convenient story hook for allowing new character to join the other party members. In any case, the character's Motivation plays a critical factor in their desire to join the team. If it is similar to the fallen character's, then this might provide some story continuity between the two. Alternatively, if it is quite different or even

opposed to the old one, this could offer a significant change to the ongoing story of the campaign.

Occasionally, a character's death may be completely unexpected and happen well before a game session is expected to end. In these cases, the easiest solution to keep everyone involved is to have the player assume control of an NPC. Ideally, the GM might have one or two prepared that could be immediately passed to the player—or at least copied from GM notes onto a character sheet. In these cases, it is perfectly reasonable to work from the assumption that this character is a temporary replacement. While it may be acceptable for the player to assume control of the NPC on a longer-term basis, the intent is for the player to later create a character that is a better fit for their specific preferences.

Regardless of the situation or how isolated the heroes might seem to be, the GM should work with players to introduce new characters as soon as possible, even if that requires some departure from realism or suspension of disbelief. Keeping everyone involved and having fun is more important than waiting for a "realistic" or more plausible introduction to become available.

MORAL QUANDARY

Inequity between the Core Worlds and the Outer Rim leads to the Clone Wars. Jedi who are sworn to keep the peace join a conflict in which they battle many people seeking only basic freedoms. Resources that can be used to build up worlds and expand trade are instead spent on destroying them to maintain the Republic's control. Darth Sidious easily finds powerful leaders in the Outer Rim who feel justifiable resentment toward the excesses of the Core Worlds.

Barriss Offee presents a powerful example of a character whose persona transforms. As the war progresses, she feels a strong moral conflict between her beliefs and her experiences. While she believes that she remains loyal to the Jedi Code, she feels that the order has lost its way. She sees that the Jedi are no longer just keeping the peace, but are instead enforcing the laws of the Republic at the expense of those who dwell upon its fringes. She eventually stoops to bombing the Jedi Temple, hoping that it might help the Jedi Council realize how far they are straying from their core mission.

Some soldiers, including a few clone troopers such as Cut Lawquane, become disaffected with the war. They see the ongoing collateral damage and feel that the costs of the war are no longer justifiable. Clones like Lawquane feel resentment for their predestined career and attempt to escape it. While some of these deserters simply want to live in peace and isolation away from the war, others turn against their former allies to work for the opposition.

The GM can use Obligation, Duty, or Morality to offer consequences and rewards for character decisions. Responsibilities can pressure individuals to act in

specific ways, often to do things that conflict with core beliefs. This can create a great challenge for players, who must make decisions weighing the mechanical as well as moral consequences of their actions.

A campaign that chronicles the latter part of the Clone Wars ultimately reaches the stage where the Emperor issues Order 66. Compelled by a brain implant, all clone troopers—or at least all NPC troopers, in game terms—betray the Jedi Order. The situation is completely removed from the hands of the characters. While some of the clones are certain to experience regret and sorrow as a consequence of their actions, few surviving Jedi are likely to be sympathetic.

Player Characters are a different matter. GMs should work with players of clones to develop strong and characterful reasons why they might resist or escape the command. On the other side of the war, Darth Vader slaughters the Separatist leadership, betraying them in the name of Darth Sidious and shutting down the CIS navy. Any members of the Separatist leadership who manage to survive are certain to hold a grudge against the shadowy figure of Darth Sidious. Unless all of the Player Characters share a common origin and outlook, these sudden shifts are very likely to cause conflict within the party.

ATONEMENT

Clone Wars-era stories often include characters who attempt to redeem themselves after a terrible failure. Asajj Ventress's story arc provides a character who was continuously torn between a desire for vengeance and one for atonement. Though she used the dark side of the Force her whole life, her dark side masters and allies betrayed her. She even fell in love with the Jedi Master Quinlan Vos, despite their vastly different training. Ultimately, her death proved the trigger to turn Vos away from the dark side, and the Jedi Council honored her sacrifice. Ventress was a deeply flawed individual, but she still learned the importance of taking responsibility and acting in the interests of others instead of herself.

While some characters attempt to make up for their own failings, others feel compelled to take responsibility for deeds others performed, or for times when they acted outside of their own control. This can be a particularly powerful motivation for clone troopers, especially in the wake of Order 66. Clones who killed their unsuspecting Jedi allies may be wracked by guilt. Some might spend the months and years that follow trying to purge their souls of the remorse they feel for these actions.

Of course, similar guilt could be felt for the collateral damage that any character might inflict over the course of the war. Some soldiers may have friendly fire incidents in which trusted allies die because of a misunderstanding. Necessary strategies may also devastate cities or even planets, and some of the heroes are likely to feel responsibility for these actions. FORCE AND DESTINY provides game mechanics allowing Force-sensitive characters to recognize when they begin to slip toward the dark side and offer steps to enable them to pull away from its influence. The GM can suggest similar strategies for characters who have performed misdeeds, so that their heroic actions can let them restore their good standing with allies over the course of several adventures. Redemption and atonement can make for powerful character goals and lead to dramatic, memorable stories.

BETRAYAL AND YOU

While it is seldom disruptive to the game for an NPC to double-cross the party, a Player Character turning against their companions can create issues. Many players become deeply invested in the game and attached to their characters. That can lead to a fantastic, deep play experience, but it can also leave everyone emotionally tied to the campaign and concerned about their characters' fates. Sometimes, things that happen in-game can carry over to life outside of the game. A particularly fractious game session can sometimes dissolve a game group and even ruin a friendship.

If a campaign is likely to include a major betrayal among the party members, the GM is encouraged to discuss this with all of the players well in advance of running the scene. This gives the players an opportunity to be emotionally prepared for the stress. Everyone must be in agreement that such a scene is appropriate and reasonable for the group to play through well ahead of time. If some of the players are not likely to handle such a scene well, the GM is encouraged to devise a different way to resolve the scene.

In any case, a frank discussion about these types of encounters can be useful when planning the campaign, to make certain that everyone is receptive. Also, after a scene that includes a major betrayal, it may again be useful to have a discussion about the game with all of the players present. This can clear the air in the event any of the players were unhappy with the outcome. It is very important to not be judgmental in dealing with everyone. Group members must remember that all of the players are entitled to have unique emotional responses to a complicated situation. Such strong responses can be a big part of making the campaign memorable and enjoyable for everyone.

AFTER THE WAR

When Palpatine assumes the mantle of Emperor, creating the Galactic Empire in the process, the Clone Wars end. In their wake, the galaxy transforms. The Separatists are no more. Imperial institutions supplant Republic ones, including the Republic military. Campaigns that continue through Order 66 into the Dark Times assume a very different tone and a significant change in trappings to accommodate the change in authority.

Initially, Imperial institutions have an air of excitement, while everyone celebrates their military triumph. As the Galactic Empire secures its holdings and enacts its policies, any frivolity quickly fades. Forced celebrations begin to ring hollow as people attend out of obligation rather than pride.

Despite the war's end, the Empire's military remains on a wartime footing. The Navy actively patrols Imperial systems, maintaining security and preventing any moves toward revolution. Expansionism begins, as new systems are forcibly added to the Empire. Few worlds provide any meaningful resistance against the overwhelming might of the Imperial Navy.

JEDI

In the wake of the Clone Wars, the Jedi Order is officially disbanded, and any Jedi are branded as outlaws. Many Jedi die when clone troopers obey Order 66 and Darth Vader commences his slaughter at the Jedi Temple. Other Jedi fall prey to the false recall notice, in spite of Master Kenobi's attempt to warn Jedi against returning to Coruscant. Those who survive have very few options.

Some choose to go into hiding, like Ahsoka, Obi-Wan, and Yoda. This lets them preserve their abilities until day the galaxy might change enough to enable a revolution. However, it means that they can do little to help their peers or the galaxy at large.

A few attempt to take immediate action against Darth Sidious, Darth Vader, and their agents. Some of these are captured, interrogated, and killed, such as Master Luminara Unduli. Others turn to the dark side, eventually forming the core of the Inquisitorius.

Player Characters might choose any of these paths, or they could attempt to devise a completely different route. Some may wish to establish a new Jedi Temple or order hidden from the Empire. Others might try to band together with members of a different Force tradition, hoping to find refuge from the Empire. Perhaps the characters believe that they could flee to the edge of the Outer Rim or even into Wild Space, where the Empire has little power or influence.

Regardless of their decision, it is important to remember that the Player Characters are not bound by the constraints of what happens on the screen or

to other characters. A Jedi PC certainly could escape from within the Jedi Temple after Darth Vader begins his rampage or could manage to avoid the assault of an entire brigade of clone troopers. A careful Jedi PC Padawan might hide in the depths of Coruscant or the caves of Geonosis for years, provided they take appropriate steps to conceal their presence.

The key change for such PCs is that they have lost their support network. The library is gone, along with all of the Jedi holocrons. Those who wish to learn a new Force technique are unlikely to find anyone capable of teaching it to them. They no longer have access to hangars of starfighters, armories of equipment, and the respect of everyone they meet.

Jedi survivors must scramble for every resource, begging and stealing what they need. When they encounter a new person, they must take care to keep their talents secret. Darth Vader and his dark side adepts actively pursue every report of Jedi activity in an ongoing effort to find and eliminate them.

CLONES

The initial change from the Republic to the Empire is less significant for clone troopers. While they no longer work with the Jedi, not every unit has regular interactions with a member of that order. Stormtrooper armor differs from what the clone troopers had used, but it is not instantly rolled out, and the changes are largely refinements. The soldiers are no longer prosecuting a war against battle droids, but they do still actively maintain system security, and that can require significant shows of force.

The biggest change becomes obvious within the first year of the Empire's founding. New stormtroopers are recruited from naturally born humans. The cloning facilities on Kamino cease production. After the war's end, casualties drop dramatically. This provides ample time for the Empire to recruit and train new soldiers for the Imperial Army and Navy. In spite of this, the majority of all stormtroopers are clones for the first few years after Darth Sidious founds the Empire.

After several years pass, however, the clone troopers begin to suffer the consequences of accelerated aging. Many retire—forcibly, in some cases—from the Imperial military. A few of these remain in the service as instructors, attempting to train new recruits up to the same standards as clone troopers. Others muster out to civilian life, and many simply die as their bodies give out much sooner than a naturally born and matured human.

In the years that follow, many clones feel lost and abandoned. Some maintain a strong sense of loyalty to the Empire, as they believe that they still have a duty to serve it, even after leaving the military. Others resent it, particularly those who had formed bonds with their Jedi leaders.

Those who attempt to find work in civilian sectors often feel poorly prepared for such a life. All of their education was focused upon military matters. Learning to be a farmer, a tradesman, or a professional requires years of training, and they simply do not have that time. Consequently, many take on work in security fields, including as mercenaries and bounty hunters. This may often put them in conflict with the stormtroopers whom their clone brothers train.

THE FRINGE

The creation of the Galactic Empire changes the equation for criminals and colonists alike. Vessels initially commissioned for the Clone Wars begin to provide security to Imperial systems. Warships can afford to inspect transports and cargo ships in ways that were previously impossible. Honest merchants and smugglers alike contend with new delays and updated bribes for corrupt officials—or worse, rule-abiding inspectors who crack down on infractions.

In many cases, members of criminal cartels including Black Sun and Crimson Dawn, receive favors. These larger organizations establish relationships with Imperial bureaucrats, agreeing to consistent set bribes in exchange for preferential treatment. The levels of corruption and discipline give ranking politicians near-dictatorial control over their underlings. Members of favored cartels move through inspections quickly, with little fear of their cargoes being disrupted. This enables them to deliver virtually any constrained substance, including illicit ones.

In contrast, every petty inspector squeezes independent operators until they scream. Those who lack favor and protection fall prey to the Empire's untethered greed. These individuals struggle not only to make their deliveries, but even to find a profit from each job. Not surprisingly, the costs of many goods skyrocket, though there is no more money available to pay the people who take the risk of creating and delivering those materials.

MASS COMBAT

In a Clone Wars campaign, large-scale battles act as excellent set pieces for climactic moments. GMs can use them as backdrops to a more personal conflict or have the Player Characters take a major part in a battle, completing key objectives or even leading the battle themselves.

This section provides rules that allow GMs to use the *Star Wars* ROLEPLAYING DICE to abstractly represent the conflict and the PCs' roles in it. These rules facilitate interesting and unexpected battle outcomes without bogging gameplay down.

THE MASS COMBAT CHECK

To run a large-scale battle, the Game Master makes a series of checks across the course of the scene. These checks (called Mass Combat checks) follow the rules laid out for checks in **Chapter I: Playing the Game** of any core rulebook; however, the number of dice and upgrades in the dice pool are determined by the details of the battle instead of the stats of individual characters. The outcomes of these checks inform how the battle unfolds, from who is currently winning or losing to determining specific events on the battlefield.

At its core, a Mass Combat check represents the climax of a portion of a battle between an active force (usually the PCs' side of the battle) and the enemy force (the side constituted by the PCs' adversaries). Success on a Mass Combat check means that the active force has achieved their objective during that portion of the battle, while failure indicates temporary defeat.

To determine when to roll a Mass Combat check during a battle, the Game Master should first divide the battle's timeline into phases. Similar to a round of combat, a phase is a period of time during which a meaningful change could occur. Unlike a round of combat, a phase represents a length of time that differs significantly from battle to battle based on the scale of the conflict.

There are two main ways to break a battle into phases:

- **Time:** The GM chooses an amount of time (ten minutes for smaller battles to an hour or longer for larger battles) for each phase to last. After this amount of time elapses in the game world, the GM rolls a Mass Combat check to determine how the battle phase resolved.

- **Events:** A GM who already has a more structured idea of how the battle should develop can instead break it into a series of notable events. Each of these events should mark a change in the battle. When using event-based phases, the GM rolls a Mass Combat check at the transition between each phase and the next to determine how the battle has unfolded and may affect the phases to come.

When planning a mass combat, the GM should determine what constitutes a victory or defeat for the active force during each phase. As success or failure on the Mass Combat check will narrate the outcome of that phase, what those outcomes are should be defined beforehand. The GM should also consider what the PCs can do in each phase to facilitate a victory for their side and prepare encounters for them accordingly.

BUILDING THE POOL

To perform a Mass Combat check, the GM creates a dice pool based on the current states of the active force and the enemy force, and on any other battlefield conditions that might affect the outcome. The players then roll the pool and determines the course of the battle during that phase based on the results. To build the mass combat dice pool, use the same process as building a pool for a check, but the factors that determine the number of each die type added to the pool are detailed below.

STEP 1: THE ABILITY DICE

The addition of Ability (◆) and Difficulty (◆) dice to the pool represents the physical realities of the opposing forces: how well trained they are, whether or not they have any vehicles, and what kinds of gear they have.

Ability dice are added to the pool based on the makeup of the acting force, which comprises all of the infantry, vehicles, and starfighters working together on the acting side of the conflict. The stronger, larger, and better trained the acting force is, the more ◆ get added to the pool. This only counts the forces that are actively participating in the battle during this phase; it doesn't include forces currently in bases or hangars or on other fronts.

See **Table 4–1: Force Strength** for examples of forces of varying size and quality. Once the force strength of the acting force is established, look it up on **Table 4–2: Active and Enemy Forces** (on page 134) to determine the number of ◆ to add to the pool.

The forces listed in **Table 4–1: Force Strength** and the corresponding numbers of dice in **Table 4–2: Active and Enemy Forces** (on page 134) are recommendations and examples. A GM should use these as guidelines to assist in determining how many ◆ and ◆ to include in the pool. When forces include more than one element, it is recommended that the GM calculate the greatest force strength of any single element of the force, and then increase the force strength by one step (from Significant to Imposing, for example) to represent the aid of the other troops. In rare instances, a force may be so numerous and so varied that the force strength could be increased by two steps.

STEP 2: THE DIFFICULTY DICE

Once all of the ◆ have been added to the pool, ◆ are added based on the force strength of the enemy force. The larger or more well armed the enemy force is, the more ◆ get added to the pool. As with the ◆, this only applies to forces participating in the battle during the current phase.

See **Table 4–1: Force Strength** for examples of forces of varying size and quality. Refer to **Table 4–2: Active and Enemy Forces** (on page 134) to determine the number of ◆ to add to the pool.

STEP 3: UPGRADE ABILITY DICE

While the ability and difficulty of the pool represent the tangible elements of the battle, upgrades to the pool represent how well those elements are being controlled and led. A good enough leader can turn the tide of a battle, and a bad leader can mean disaster in even the most mundane situations.

TABLE 4-1: FORCE STRENGTH

Force Strength	Planetary Force	Starship Force
Trivial	• Hundreds of civilian militia • A platoon of B1 battle droids • A squadron of speeders or recon walkers	• A single starfighter squadron • A pair of combat-modified transports, freighters, or patrol boats
Significant	• Dozens of Mon Calamari or Tusken Raiders • Thousands of civilian militia • A company of B1 battle droids • A wing of speeders or platoon of scout walkers	• A wing of starfighters • A squadron of combat-modified transports, freighters, or patrol boats • A single gunship
Imposing	• A squad of droidekas • A platoon of clone troopers or B2 super battle droids • A dozen Wookiee warriors • A squadron of hovertanks or heavy walkers	• Multiple wings of starfighters • A small fleet of gunships • A single cruiser
Staggering	• A company of clone troopers • A platoon of clone commandos • A battalion of B1 battle droids • A platoon of hovertanks or heavy walkers	• A large fleet of gunships • A small fleet of frigates • A pair of cruisers • A single battleship
Vast	• A battalion of clone troopers or B2 super battle droids • A company of clone commandos • A regiment of B1 battle droids • A company of hovertanks or heavy walkers	• A large fleet of cruisers • A fleet of battleships • A star dreadnought such as the *Malevolence*.
Overwhelming	• Any force larger and more skilled than listed above	• Any force larger and more skilled than listed above

TABLE 4-2: ACTIVE AND ENEMY FORCES

Force Strength	Acting Force	Enemy Force
Trivial	◆	◆
Significant	◆◆	◆◆
Imposing	◆◆◆	◆◆◆
Staggering	◆◆◆◆	◆◆◆◆
Vast	◆◆◆◆◆	◆◆◆◆◆
Overwhelming	◆◆◆◆◆◆	◆◆◆◆◆◆

The ability of the dice pool is upgraded a number of times equal to the acting force's commander's ranks in the Leadership skill. The leader must be able to command the forces during that phase of the battle to gain this upgrade. If a leader's communications are knocked down, they are separated from their forces, or their command ship is disabled, they are unable to lead and thus do not grant the upgrade. Sometimes, when a leader is cut off from their forces but has left commands that the force can continue to act on, that force may continue to upgrade a number of dice equal to half the commander's Leadership skill rounded down. However, this only lasts as long as the commander's orders are applicable to the current situation.

Each phase, a new character may take the role of leader if the situation calls for it. If someone else takes over command in a situation, the fighting force can begin using the new character's ranks in Leadership (assuming that leader has the proper authority to take charge of the forces).

STEP 4: UPGRADE DIFFICULTY DICE

Just as the ability of the check is upgraded a number of times equal to the acting force's commander's ranks in Leadership, the difficulty of the pool is upgraded a number of times equal to the enemy commander's ranks in Leadership. The same restrictions outlined above regarding authority and new commanders apply to these upgrades as well.

STEP 5: BOOST AND SETBACK DICE

Once the ability and difficulty of the pool have been decided, ☐ and ■ are added to the dice pool, based on other elements that may affect the battle. These can include the morale of the forces, circumstances on the battlefield, actions of the PCs, and anything else the GM and players can come up with. Elements that benefit the acting force add ☐ to the pool, while elements that benefit the enemy force add ■ to the pool.

Table 4-3: ☐ and ■ in Mass Combat offers a list of suggested reasons for adding ☐ and ■ to the Mass Combat check. These are just a jumping-off point to help the GM and players generate ideas about the kinds of things that may affect the check.

RESOLVING THE POOL

At the end of a given phase, the players construct and roll the mass combat dice pool for that phase. The results of the check determine the success or failure of the acting force during that phase and may well have repercussions on later phases of the combat.

On a successful check, the acting force accomplishes its objectives for that phase of the battle or prevents the enemy force from achieving its goals. Such objectives could range from pushing back an enemy advance, maintaining a defensive perimeter against an invading enemy, or buying time for civilians and noncombatants to evacuate the battlefield. Additional ✵ can be spent to achieve further goals or to increase the magnitude of the success. In some cases, as with the civilian evacuation example, the GM may wish to define success in degrees. In this case, each additional ✵ may mean a set number of civilians escape the conflict ahead of schedule, which could lead to the battle lasting fewer phases than planned.

On a failed check, the enemy force accomplishes its objectives for that phase of the battle, or the acting force is stymied.

⚡, ⊕, ⚙, and ⛉ results can be spent narratively or by using the suggestions in **Table 4-4: Spending ⚡, ⊕, ⚙, and ⛉ in Mass Combat** on page 135.

TABLE 4-3: ☐ AND ■ IN MASS COMBAT

Reason to Add ☐	Reasons to Add ■
The acting force is in a defensible position (a fortress, a natural choke point, a trench system, etc.)	The enemy force is in a defensible position (a weaponized space station, a hardened bunker, a fortified vault, etc.)
The acting force has had ample time to prepare for the engagement (set traps or mines, prepared covered positions, distributed ammunition, etc.)	The acting force is caught off guard, under extreme pressure, or otherwise unprepared for the battle (weapons are locked away, troops are out of position, defense systems are cycled down, etc.)
Weather or stellar phenomena provide the acting force with cover, the element of surprise, or a distraction to the enemy force.	Weather or stellar phenomena disrupt or distract the acting force or provide the enemy with cover or the element of surprise.
The acting force is well supplied with ammunition, tactical data, or equipment that is particularly useful for the task at hand.	The acting force is low on ammunition, lacks reconnaissance data about the environment, or is undersupplied.
The acting force has noncombatant allies who provide useful support (carrying a steady resupply of ammunition or other supplies, acting as scouts or spotters, offering their knowledge of the battle site to the acting force, etc.)	The acting force is hindered by noncombatant involvement in the battle (noncombatants are aiding the enemy force, present possible civilian casualties to guard against, are taken as hostages by the enemy, etc.)

TABLE 4-4: SPENDING ✦, ✤, ✪, AND ▽ IN MASS COMBAT

Result	Result Options
✦ or ✤	All characters with the acting force can heal 1 strain. The PCs notice a key feature of the enemy force (an enemy officer, weapon emplacement, support vehicle, etc.) and its position on the battlefield.
✦ ✦ or ✤	An attack by the acting force reveals a weakness in the enemy force's defenses. Add ☐ to the next Mass Combat check as the acting force exploits the weakness.
✦ ✦ ✦ or ✤	The acting force disables an important piece of enemy hardware, destroying a heavy weapon or item of equipment that provided the enemy force an advantage in the battle. The acting force upgrades the ability of its next Mass Combat check once.
✤	Reinforcements arrive to support the acting force. These increase the force strength of the acting force by one step (Significant to Imposing, for example) in future phases.
✤ ✤	A dramatic narrative moment gives the PCs the chance to singlehandedly change the entire course of the battle. The options here are endless and entirely dependent on the circumstances of the narrative.
✪ or ▽	The characters involved with the acting force suffer 1 strain. The fog of war creates confusion on the battlefield. Add ■ to the next Mass Combat check as the acting force struggles to differentiate allies from enemies.
✪ ✪ or ▽	The enemy disrupts the acting force's line of battle. Members of the acting force suffer ■ on their next skill check. One of the PCs involved with the acting force (chosen at random, or as determined by the GM) suffers an unfortunate accident on the field of battle (falling debris, a stray round, friendly fire, etc). The PC suffers 4 wounds.
✪ ✪ ✪ or ▽	The acting force upgrades the difficulty of its next Mass Combat check once. The enemy force disables an important piece of the acting force's hardware, destroying a heavy weapon or piece of equipment that provided the acting force an advantage in the battle.
▽	One of the PCs or an important NPC involved with the acting force (chosen at random, or as determined by the GM to fit the narrative) is grievously hurt in the fighting and suffers one Critical Injury. The commander of the acting force cannot communicate orders to the troops, and the acting force does not upgrade the ability of the dice pool due to its commander's ranks in Leadership for the next Mass Combat check. Reinforcements arrive to support the enemy force, increasing its force strength by one step (Significant to Imposing, for example) in future phases.
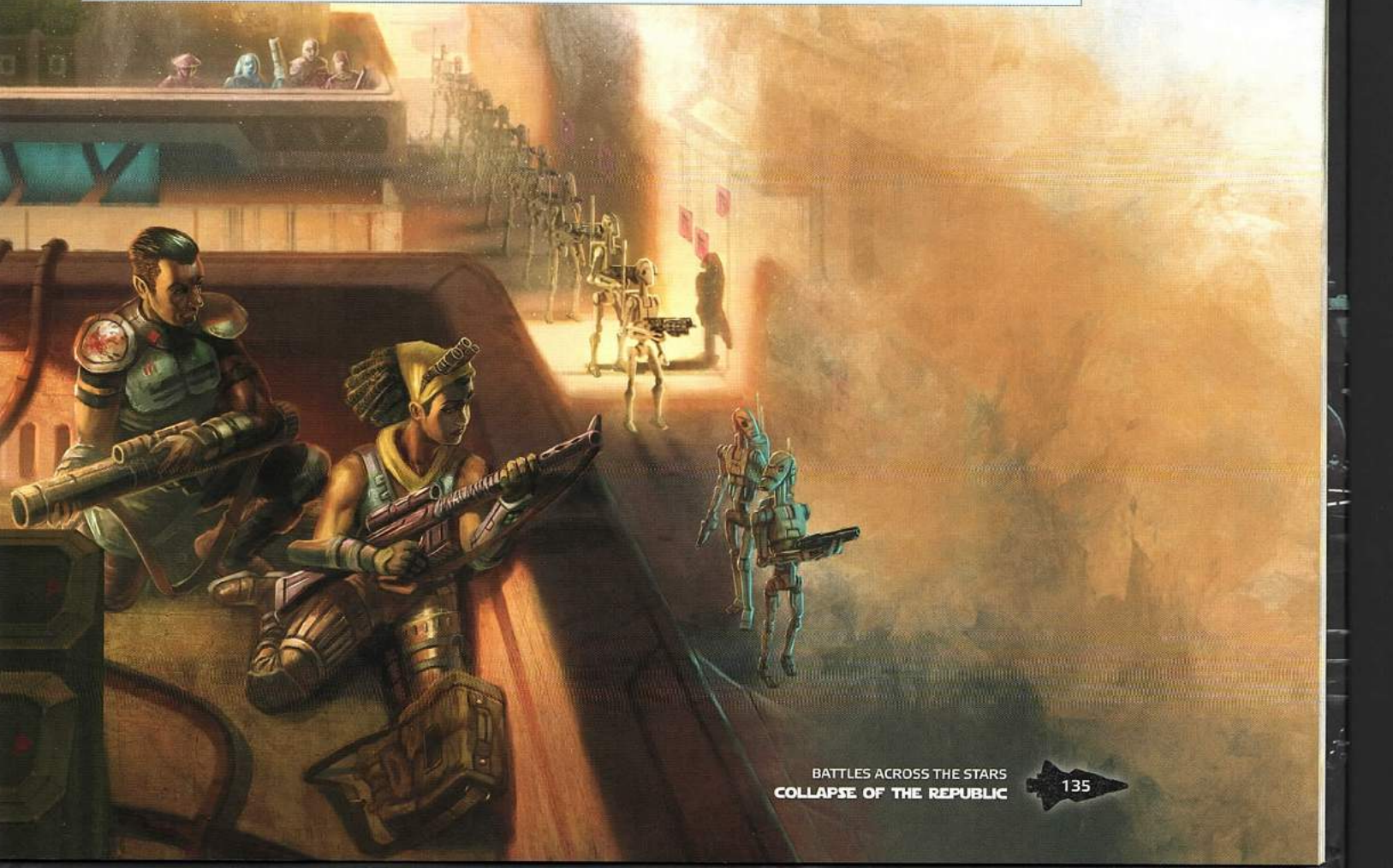
ADVERSARIES

This section offers a selection of adversaries suitable for PCs to encounter in the latter stages of the Clone Wars, either as allies or foes. Most could also be adapted for use in games set in alternate eras.

REPUBLIC FORCES

As the Clone Wars drag on, casualties mount and victory remains elusive. Conflict grows between Jedi warriors and the Republic military, who fight for the same cause but sometimes disagree on the methods. Even the clone troops who were once considered as predictable as droids have presented a few surprises for their commanders. The outcome remains uncertain, and the soldiers of the Republic fight on.

CLONE TROOPER [MINION]

The clones have proven themselves repeatedly, demonstrating loyalty, intelligence, and valor in many battles. Their experience has made them better fighters, and though many of them have fallen in battle, the rest remain ready and willing to die in service of the Republic. Still, there have been a few apparently isolated cases of betrayal and desertion, of troopers dissatisfied with their lot or affected by the fighting in unexpected ways. These cases have tarnished the clones' reputation and shaken public confidence in them. Some Republic commanders blame the Jedi for encouraging individuality among the clones, for whom it has increasingly become common practice to assert identity through tattoos and by decorating armor. However, this same individuality makes many clones greater warriors, by drawing on their unique strengths. The clones have proved themselves as people and as soldiers, but people are difficult to predict.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	5	0 0

Skills (group only): Athletics, Brawl, Discipline, Ranged (Heavy), Vigilance.
Talents: None.
Abilities: Clone Inhibitor Chip (so long as the proper chain of command is observed, upgrade the ability of Leadership checks targeting a clone trooper once).
Equipment: DC-15 blaster rifle (Ranged [Heavy]; Damage 10, Critical 3; Range [Long]; Pierce 1, Stun setting), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6; Limited Ammo 1), Phase II clone trooper armor (+2 soak), utility belt, extra reload.

CLONE SERGEANT [RIVAL]

While at the beginning of the war, sergeants were selected for special training and prepared in advance for their roles, the chaos of war and loss of numbers has required that some common troopers be promoted to the rank. Training in the field and battle experience have often proven as effective as prior training when a sergeant accompanies his platoon into the thick of the fighting. Following orders from a clone lieutenant or Jedi commander, a sergeant must be prepared to take charge when plans go awry or communications go down. Many have distinguished themselves in such situations, demonstrating intelligence and creative thinking as well as the unwavering dedication Kaminoans promised from all clones.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	14	0 0

Skills: Athletics 2, Brawl 2, Discipline 2, Leadership 2, Ranged (Heavy) 2, Ranged (Light) 2, Vigilance 2.
Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once).
Abilities: Clone Inhibitor Chip (so long as the proper chain of command is observed, upgrade the ability of Leadership checks targeting a clone sergeant once), Tactical Direction (may perform a maneuver to direct one clone trooper minion group within medium range; the group may perform an immediate free maneuver or add ☐ to its next check).
**Equipment:** DC-15 blaster rifle (Ranged [Heavy]; Damage 10, Critical 3; Range [Long]; Pierce 1, Stun setting), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6; Limited Ammo 1), Phase II clone trooper armor (+2 soak), utility belt, extra reload.

SENATE GUARD [RIVAL]

The blue-clad Senate Guard are an elite security force made up of specially trained soldiers rather than clones. Their traditional role is protecting the Galactic Senate and Senate District, as well as the Supreme Chancellor. However, over the course of the Clone Wars, their responsibilities have been shared with the Coruscant Guard. This may be due to increased threats during this time of turmoil, or because the Chancellor is siphoning duties from the Senate Guard because he's lost confidence in them. Certainly, cases of corruption and betrayal, such as the defection of Captain Argyus, have damaged their reputation.

Though all Senate Guards wear iconic blue armor, the main weapon each carries depends on their current duties and some limited personal choice.
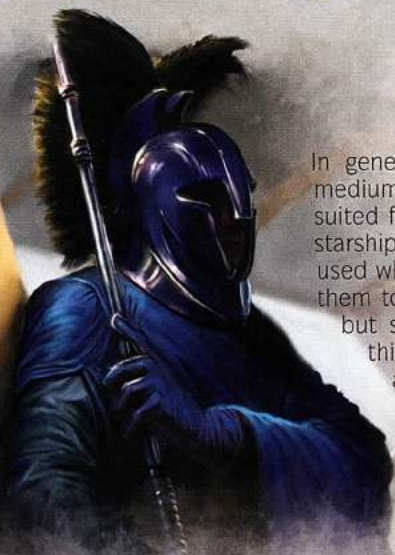
In general, they favor short- or medium-range weapons better suited for use within buildings or starships. The ceremonial rifle is used when circumstances require them to wear their formal robes, but some also choose to use this weapon on assignments away from Coruscant. Rarely caught unarmed, the Senate Guard nevertheless train in unarmed combat techniques to enable them to fulfill their role no matter the circumstances. Though their loyalty may be questioned during the war, their training is not.

3	3	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	14	0 0

Skills: Brawl 2, Discipline 2, Leadership 1, Melee 2, Ranged (Heavy) 2, Vigilance 1.
Talents: None.
Abilities: Reappropriate (as an action, the guard can make an **Easy [◆] Brawl check** to disarm an engaged opponent, and may spend ⊕ to immediately wield the item or weapon).
Equipment: Force pike [Melee; Damage 6; Critical 2; Range [Engaged]; Pierce 2; Stun setting) or ceremonial rifle (Ranged [Heavy]; Damage 10, Critical 2; Range [Long]; Pierce 1, Stun Setting), comlink, Senate Guard armor (+2 soak).

JEDI TEMPLE GUARD [NEMESIS]

When Jedi Knights experience the honor of being inducted into the mysteries of the Temple Guards, they leave their former identity behind for a time, donning a mask representing their anonymity and detachment. They devote themselves to a single, sacred task: that of protecting the temple and its inhabitants. To represent this devotion, for the duration of their time as guards, Jedi wear all-concealing vestments, even replacing their personal lightsaber with a ceremonial pike, marking this duty as all-encompassing. If doubt, desire, or anger enters a guard's mind, they must leave the position at once. If a guard fell to the dark side, it would be catastrophic, as they are responsible for the security of the temple and the safety of everyone within it, from Jedi younglings to medical personnel. The Temple Guards know every hidden entrance, every safe room, every access code. They carry keys that unlock some of the oldest, most ancient secrets of the temple, as well as their iconic, yellow-bladed lightsaber pikes.

3	2	2	3	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
4	18	18	2 2

Skills: Discipline 2, Medicine 2, Melee 2, Lightsaber 2, Perception 2, Vigilance 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Force Rating 4, Parry 4 (when hit by a melee attack but before applying soak, may suffer 3 strain to reduce damage by 6), Reflect 4 (when hit by a ranged attack but before applying soak, may suffer 3 strain to reduce damage by 6).
Abilities: Force Power: Bind.
  Bind: *Force Power.* Spend ◐ to immobilize one target within short range until the end of the user's next turn. Spend ◐ to increase the range of the power by one (may activate this multiple times). Spend ◐◐ to affect one additional target (may activate this multiple times). Spend ◐; whenever an affected target takes an action, it suffers 3 strain.
Equipment: Temple Guard lightsaber pike (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Defensive 1, Linked 1, Sunder, Stun 4, Unwieldy 3), Jedi Temple Guard armor (+1 soak, defense 2), keys.

JEDI PADAWAN [RIVAL]

By the time a Jedi youngling becomes apprentice to a Jedi Master, earning the title of Padawan, they have proven both their abilities and their loyalties many times. Most are still young in years, but deemed ready for real experience in the field. Having created and trained with their own lightsaber and practiced using the Force for a variety of effects, these adolescent Jedi are already powerful enough to both engage in battle and command clone troops. Many wear the traditional Padawan braid or string of beads, and while traveling don concealing robes. A few might wear armor into battle, but generally, freedom of movement is considered more beneficial.

3	2	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	14	1 1

Skills: Discipline 2, Lightsaber 2, Perception 1, Resilience 1, Vigilance 1.
Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once), Force Rating 1.
Abilities: Force Powers: Enhance, Move, Sense (see page 84).
Equipment: Basic lightsaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Sunder), Padawan robes (+1 soak).

OUTSIDERS AND CRIMINALS

In a galaxy of uncertainty, many individuals choose to remain neutral. Some wait to see whether the Republic or Separatists will win the war, while others prefer to remain in the shadows in either case, working outside the system. The Clone Wars are a conflict with far-reaching consequences, but on worlds with their own conflict, the local fight has far more immediate significance.

NIGHTSISTER [RIVAL]

The Nightsisters of Dathomir are Force-sensitive, but they don't learn to utilize the Force in the same way as the Jedi. Instead, they rely on magicks—spells and rituals that are performed in a group, or by their Mother. In battle, a Nightsister does not wield the Force as a weapon, but she may carry enchanted weapons or feel the benefit of magickal enhancements. Nightsister magicks draw on the energies of Dathomir, appearing as green smoke even when it is used offworld.

Nightsisters are skilled and agile fighters, and their loyalty to their Mother and each other borders on religious reverence. In battle, they appear fearless. As masters of stealth and subterfuge, they are not averse to using underhanded methods when it gives them an advantage. They wear light armor, designed to give them full range of motion as they fight, that is often dyed blood red.

2	3	3	3	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	13	2 | 1

Skills: Athletics 3, Discipline 2, Cool 2, Melee 3, Perception 1, Ranged (Heavy 2), Resilience 1, Stealth 3, Vigilance 2.
Talents: None.
Abilities: Mother's Blessing (a character who targets a Nightsister with a combat check must reroll all ■ showing a blank face).
Equipment: Enchanted Nightsister blade (Melee; Damage 3; Critical 2; Range [Engaged]; Defensive 1, Disorient 3, Vicious 2), Nightsister Energy Bow (Ranged [Heavy]; Damage 8; Critical 2; Range [Medium]; Pierce 4, Vicious 2), Nightsister robes (defense 1).

NIGHTBROTHER WARRIOR [RIVAL]

Descended from Zabrak slaves, the Nightbrothers of Dathomir live in warrior clans and spend their lives training to prove worthy servants for the Nightsisters. As they have a high tolerance for pain, the Nightsisters must use extreme measures to ensure the brothers remain obedient. Weakness is punished by death, and only the strong survive.

Unlike the Nightsisters, the Nightbrothers receive no training in magicks. However, their mere proximity to the magickal ichor, and to the Nightsister's magicks, seems to enhance their perception and reflexes. Having been raised to value strength as a warrior above all else, they make formidable fighters. Used to being subservient, they serve best as protectors and defenders. Those who prove themselves may be granted a weapon imbued with the magicks of the Nightsisters, empowered with a curse that weakens an opponent.

3	3	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	14	0 | 0

Skills: Athletics 1, Discipline 2, Melee 3, Perception 1, Resilience 1, Survival 1, Vigilance 1.
Talents: None.
Abilities: None.
Equipment: Enchanted spear (Melee; Damage 3; Critical 3; Range [Engaged]; Disorient 2).

DEATH WATCH COMMANDO [RIVAL]

Death Watch is a Mandalorian splinter group determined to return the peaceful Mandalore to its former glory. As warriors willing to die for their cause, its members use any means necessary to achieve victory, but their warrior code respects skill in battle above all else. Death Watch troopers pride themselves on their strength and bravery, and are keen to demonstrate these qualities in battle at every opportunity.

Death Watch members wear full armor, including a helmet of traditional Mandalorian design. Their jetpacks enable them to take enemies unawares, swooping in and out of battle with enviable maneuverability and skill. Death Watch utilizes a number of weapons designed to be concealed within their armor, including explosives, flamethrowers, and other surprises.

The role of interrogator requires extensive knowledge of species' biology and psychology, though many learn on the job through trial and error. Interrogators must be able to find ways to intimidate species that are larger and stronger than themselves, finding weaknesses where none are apparent. Some interrogators can get a subject to talk through threat and patience alone, while others prefer a more hands-on approach. However, the ability to keep the victim alive until the necessary knowledge is acquired is absolutely necessary. An interrogator who allows a victim to expire too soon will not last long.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	3	3	2	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	13	0 0

Skills: Brawl 1, Coercion 3, Discipline 2, Knowledge (Xenology) 3, Medicine 3, Ranged (Light) 2, Resilience 2, Vigilance 1.
Talents: None.
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), custom medkit containing tools for minor surgery, various toxins and types of spice, blades in an array of sizes.

TRANDOSHAN HUNTER [RIVAL]

Hunting is a natural part of life for Trandoshans, and an enjoyable part, at that. The Trandoshan hunter is in their element when using the instincts of their species and the skills imparted during their upbringing. The chase and the kill come naturally to them; it's holding back once they have prey in their sights that is difficult. On some worlds, the practice of hunting other sentients (the only true challenge) is illegal. The Trandoshan solution is to populate forgotten and isolated planetary bodies with suitable prey, so hunters must reign in the killer instinct long enough to capture said prey and transport them to somewhere the hunt can be fully enjoyed.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	2	2	3	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
6	18	0 0

Skills: Brawl 2, Cool 2, Discipline 1, Perception 2, Ranged (Heavy) 3, Survival 3, Vigilance 2.
Talents: None.
Abilities: Regeneration (heal 1 additional would from natural rest or bacta tank, regrow lost limb in one month).
Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), claws (Brawl; Damage 5; Critical 3; Range [Engaged]; Disorient 1, Knockdown), hunter armor (+2 soak).

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	3	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	15	1 1

Skills: Discipline 1, Melee 2, Piloting (Planetary) 3, Ranged (Heavy) 2, Ranged (Light) 2, Resilience 2, Vigilance 1.
Talents: Hit and Run (after completing an attack targeting an opponent they are engaged with, a Death Watch commando may immediately use their jetpack to disengage as an incidental.
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), flame projector (Ranged [Heavy]; Damage 8; Critical 2; Burn 3, Blast 8), vibroknife (Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), Death Watch armor (+2 soak, defense 1), jetpack (the wearer can fly; see the **Flying** sidebar in **Chapter VI: Conflict and Combat** of any core rulebook).

PYKE SYNDICATE INTERROGATOR [RIVAL]

The Pyke Syndicate is one of the most influential criminal organizations in the galaxy, and it only employs the best, most ruthless interrogators. When knowledge is power, all methods are acceptable, as long as they get the job done. The future of the syndicate sometimes rests with the ability of the interrogators to extract key information about those who borrow or make deals with the Pykes. Beings foolish or brave enough to withhold information, or who attempt to deceive the Pykes, soon learn that any mind can be broken. The threat of a Pyke interrogator is usually enough to make someone talk, though the interrogator is often used after the confession, just to be sure.

SEPARATIST DROIDS

Despite what some may say of the limitation of droids, the droid army of the Separatists has held its own against the clones of the Republic. The sheer numbers of droids, which can be quickly replaced, wears down even the best-trained clone troopers and most skilled Jedi warriors. However, the deficiencies of certain droids, usually B1 battle droids, have occasionally lost the Separatists an important victory. Therefore, the droid factories have been called upon to produce upgraded and alternative models, in an attempt to give the army the advantage it needs to finally claim the ultimate victory and destroy the Republic for good.

AQUA DROID [MINION]

The streamlined chassis and twin propellers of aqua droids make them fast and powerful swimmers, while their retractable blaster renders them effective above and below the water. Though they aren't heavily armored, in the water their maneuverability offers a distinct combat advantage. Used as a replacement for other military droids in aquatic environments, they are more versatile than many battle droids, able to engage in complex tasks such as assembling ships underwater and serving as ground troops on land. In great numbers, and under a skilled commander, they can be a powerful force.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	7	0 | 0

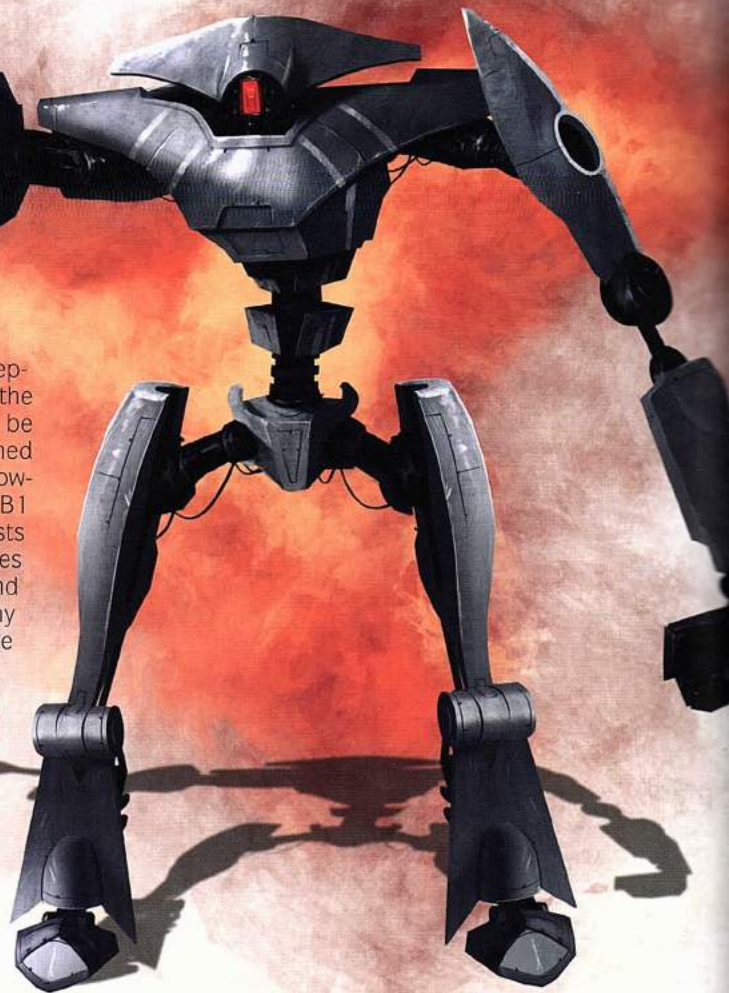**Skills (group only):** Athletics, Ranged (Heavy).
Talents: None.
Abilities: Amphibious (aqua droids never suffer movement penalties for traveling through water), Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins).
Equipment: Retractable blaster (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]), integrated comlink.

ARAKYD RINGNECK RECON DROID [RIVAL]

This recon droid produced by Arakyd Industries is designed to gather vast quantities of data. Programmed to observe a specific target or explore a particular area, the droid uses integrated comms to relay important information immediately back to the CIS. The gray, orb-shaped droid can use its appendages to grab onto an item, or to climb across the ground if it becomes damaged or deems ground cover to be the best place to hide. The Ringneck, sometimes called the Separatist probe droid, is small and fast enough to hide effectively and evade pursuers if spotted, but its integrated blaster pistols allow it to defend itself when necessary.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	3	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	11	0 | 1

Skills: Cool 1, Perception 2, Ranged (Light) 2, Survival 2, Vigilance 2.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins), Hoverer (floats up to several meters in the air and may move through difficult terrain without spending additional maneuvers), silhouette 0.
Equipment: Built-in dual blaster pistols (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Linked 1, Stun setting), life-form scanner, long-range HoloNet communicator, long-range sensor array.

ASSASSIN PROBE DROID [RIVAL]

The SD-K4 assassin droid was created by the Techno Union to serve a very specific purpose. With eight razor-sharp appendages for climbing and fighting and numerous multispectrum sensors around its body, the assassin is a sophisticated and stealthy machine. It can climb sheer walls and across ceilings, or fold up to hide in small spaces. Once programmed with a target or targets, it operates independently or in small groups, evading detection and capture until completing its mission. If damaged or otherwise incapacitated, it releases a cluster of probe killers.

3	4	2	3	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	20	0 0

Skills: Athletics 2, Brawl 3, Perception 1, Stealth 3, Survival 2, Vigilance 3.
Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once).
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins), Release Probe Killers (once per session as a maneuver, release a probe killer swarm (see sidebar); the probe killer swarm is automatically released if the assassin probe droid becomes incapacitated).
Equipment: Razor-sharp limbs (Brawl; Damage 6; Critical 2; Range [Engaged]; Knockdown, Pierce 2, Vicious 2).

B1 ROCKET BATTLE DROID [MINION]

Rocket battle droids, also known as pod hunter droids, are B1 variants upgraded for the sole purpose of locating and destroying escape pods. They are equipped with rocket packs and fusion cutters, then painted orange and black to distinguish them from other B1s. Operating in a group, they pilot a boarding ship that can attach to most pod designs, then breach pods to depressurize the interior, often killing the occupants without having to utilize blasters. For the CIS, which relies on secrecy to survive, this is a distasteful tactic.

Despite being well equipped for this specialized and grisly operation, B1 rocket battle droids have a variable track record. Sometimes super battle droid rocket troopers are used instead, with their B1 counterparts relegated to other short-range space missions or used as aerial troops during planetary encounters.

PROBE KILLER SWARM [RIVAL]

These tiny six-legged droids use their speed to avoid enemy fire. While they don't have the power of the "parent" assassin droid, if they get inside a target's armor, they can complete the kill. A single assassin produces in excess of thirty killers, which swarm together in order to overcome larger opponents.

1	3	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
1	25	0 0

Skills: Brawl 3, Coordination 2, Stealth 2.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins), Droid Swarm (halve the damage dealt to the swarm before applying soak unless the weapon has the Blast or Ion quality, regardless of whether or not that quality is activated), Overwhelming Numbers (the swarm inflicts +3 damage with successful attacks against immobilized or prone targets).
Equipment: Tiny razor-sharp legs (Brawl; Damage 3; Critical 2; Range [Engaged]; Disorient 2, Ensnare 2, Knockdown, Pierce 2).

2	2	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	5	0 0

Skills (group only): Piloting (Planetary), Ranged (Heavy).
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins).
Equipment: E-5 blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), integrated comlink, head-mounted floodlight, fusion cutters, rocket pack (can fly; see the **Flying** sidebar in **Chapter VI: Conflict and Combat** of any core rulebook).

B1 SUPERVISOR DROID [RIVAL]

Since the lessons learned at the Battle of Naboo, B1s were redesigned to function independently of a control ship. They continued to be produced as quickly and cheaply as possible, however, so the average B1 battle droid is unable to think tactically and sometimes finds even simple orders confusing. Tactical droids and commanders might provide the B1s with sensible battle plans, but if the B1s encounter something unexpected, they are unable to adapt.

The B1 supervisor droid was designed to bridge the gap. Not as intelligent as a tactical droid, but capable of greater thought than the original B1, it was placed among the B1s in battle in hopes that it would be able to reinterpret and adapt previous orders, giving the B1s new direction when required. It comes equipped with a mini probe, which provides an elevated view of the battle so that the supervisor can relay orders to regular B1 units. However, the B1 supervisor's success has been limited due to the conflict its orders cause—tactical droids and similar units are not accustomed to B1s thinking for themselves. The supervisors prove too willing to override orders and often cause more chaos, further confusing the regular B1s by giving them conflicting orders. Their example also incites some of the B1s to attempt second-guessing orders themselves, which is disastrous. The existing supervisor droids are occasionally fielded when T-series droids are unavailable, but there are currently no plans to produce more.

2	2	2	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	8	0 0

Skills: Command 3, Cool 2, Gunnery 2, Ranged (Heavy) 2, Vigilance 1.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins), Coordinate and Confuse (once per round as a maneuver, the supervisor can command a minion group of droids within long range to focus fire on a target visible to the supervisor and minion group, upgrading the ability of the minion group's next combat check targeting that enemy once, after which the droids become disoriented for the remainder of the encounter; a minion group can only benefit from this ability once per encounter).
Equipment: E-5 blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), mini probe (upgrades the difficulty of all Stealth checks targeting the supervisor or its allies in the encounter once), integrated comlink.

BUZZ DROID [MINION]

Properly known as Pistoeka sabotage droids, buzz droids are disposable weapons usually deployed via discord missiles. They use a variety of specialized tools to swiftly dismantle starfighters and other enemy vehicles. Although buzz droids are insignificant individually, a swarm can make short work of a craft by targeting vital systems.

1	2	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	3	0 0

Skills (group only): Coordination, Melee.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins), Sabotage (attacks by a minion group of buzz droids that target a vehicle inflict planetary-scale damage and gain Breach 1), Silhouette 0.
Equipment: Integrated saws and drills (Melee; Damage 4; Critical 3; Range [Engaged]; Pierce 2).

BX-SERIES DROID COMMANDO [MINION]

The droid commando is an elite battle droid, based on but far superior to the B1s. Physically, this advanced droid is stronger, tougher, and more dexterous. In terms of programming, this droid is versatile: it is suitable for stealth missions, guard duty, and ground assault, and it is an effective sniper. Its humanoid design enables it to wear clone armor for infiltration purposes, and its vocabulator gives it the ability to alter its voice during covert operations. It is the perfect weapon for the CIS, but the cost of its manufacture prevents its widespread use. It is employed for special missions and important battles, where it is used in smaller groups than the B1s.

3	3	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
5	5	0	0

Skills (group only): Cool, Melee, Ranged (Heavy), Ranged (Light), Stealth.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins).
Equipment: E-5 blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), vibrosword (Melee; Damage 5; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), frag grenade (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6; Limited Ammo 1), stun grenade (Ranged [Light]; Damage 8; Critical–; Range [Short]; Blast 8; Disorient 3; Limited Ammo 1; Stun damage).

DROIDEKA SHARPSHOOTER [RIVAL]

The armored shell of these sniper droids protects them from blaster fire, but leaves them open to attack from the sides, as they lack the shield projector of other droideka models. They roll into place quickly and can be used to take the enemy by surprise. They are best placed in sheltered positions, from which they can take out targets from long range. When placed strategically, they can take out important targets—even Jedi. Their accuracy is far superior to that of standard droidekas, and their single, high-powered rifle pierces through multiple targets in one shot.

Although these droids are effective snipers, the Separatists make less use of them than alternative droidekas. This is largely because they are less versatile, and their use requires more careful planning than other models—something not all droid commanders are likely to provide. Under the command of a skilled general, however, even a single sharpshooter can turn the tide of a battle.

4	4	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
7	16	0	0

Skills: Gunnery 3, Perception 3, Resilience 3, Stealth 1.
Talents: None.
Abilities: Armored Shield (maneuver to deploy or retract; while deployed, gains ranged defense 3 but can perform only one maneuver each round to move), Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins).
Equipment: Integrated droideka blaster rifle (Gunnery; Damage 12; Critical 3; Range [Extreme]; Accurate 1, Pierce 2, Vicious 1).

FA-4 PILOT DROID [RIVAL]

FA-4-model droids pilots ship for both sides, most notably Count Dooku's personal vessel. These droids move on wheels and are designed for stability over maneuverability, so they can remain at their posts when their ship sustains an impact. Programmed with all relevant information, they are adept at plotting the fastest routes for space travel, as well as undertaking the most suitable military maneuvers in battle. Their handlike appendages are flexible and precise, making them able to pilot all manner of vessels. However, while intelligent, these droids remain predictable, and no amount of encyclopedic knowledge and clever programming can mimic a pilot's instinct. While the Republic makes some use of this model, only the Separatists rely upon it in battle.

2	2	2	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
4	5	0	0

Skills: Astrogation 3, Knowledge (Outer Rim) 2, Piloting (Planetary) 3, Piloting (Space) 3.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins).
Equipment: Integrated comlink.

OCTUPTARRA COMBAT TRI-DROID [RIVAL]

Used on the battlefield as well as in place of guards, these large, eight-legged combat droids can clamber over difficult terrain or up vertical structures. They are best placed behind other troops during battle, as their long legs are vulnerable to lightsaber attacks. With photoreceptors and laser turrets placed around their orb-shaped body, Octuptarras have 360-degree vision, particularly useful while on guard, and can spin their body to target enemies in multiple directions at once. While Octuptarras are expensive to manufacture, adding even one or two to an assault can make a real difference, so they are widely used in small numbers.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	2	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
10	25	0 | 0

Skills: Gunnery 4.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins), Silhouette 3.
Equipment: Built-in heavy blasters (Gunnery; Damage 12; Critical 2; Range [Long]; Pierce 4, Linked 2, Vicious 1).

SUPER BATTLE DROID ROCKET TROOPER [MINION]

An updated version of the successful B2-RP battle droids, this super battle droid is built with a powerful rocket pack that enables it to launch from one ship to another and grants it a maneuverability the heavily armored B2s on the ground lack. It travels at greater speed than the B2-RP, and foot-mounted thrusters allow it to hover steadily, providing greater accuracy when taking out targets. Like all super battle droids, it is a large and powerful machine whose biggest weakness is the inability to think strategically. Under the command of a tactical droid, however, a small group of rocket troopers is a valuable asset.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	3	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
6	7	0 | 0

Skills (group only): Piloting (Planetary), Ranged (Heavy), Ranged (Light).
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins).
Equipment: Superior integrated wrist blaster (Ranged [Light]; Damage 12; Critical 3; Range [Medium]; Linked 1), integrated comlink, integrated rocket pack (can fly; see the **Flying** sidebar in **Chapter VI: Conflict and Combat** of any core rulebook).

SUPER TACTICAL DROID [NEMESIS]

These advanced tactical droids were designed to be a step up from the T-series. The Super Tactical Droid is physically durable and highly intelligent. Manufacturer Baktoid Combat Automata designed it to formulate plans almost instantaneously and ensured it also possesses a high level of loyalty to the Separatist cause—a necessity, since its intelligence and capacity for autonomous thought rivals that of the most sophisticated droids. Programmed with expert knowledge of military tactics as well as methods of torture and interrogation, it can single-handedly command a large army. It is used extensively during the Clone Wars, and the Separatists place great faith in its ability.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	4	4	4	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
5	18	18	0 | 0

Skills: Brawl 2, Coercion 2, Cool 3, Discipline 2, Knowledge (Warfare) 4, Leadership 4, Negotiation 2, Perception 2, Vigilance 2.
Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once), Improved Droid Commander (as an action, may make an **Average [◆◆] Leadership check**; 6 allies may immediately suffer 1 strain to perform a free maneuver; may spend ⊛ to allow one ally to instead perform an action; once per encounter, perform as a maneuver but affect only droid allies), Improved Scathing Tirade (as an action, may make an **Average [◆◆] Coercion check**; each ☼ inflicts 1 strain on a target within short range; each ۞ inflicts 1 additional strain on one affected target; all affected targets suffer ■ to all checks for two rounds).
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins).
Equipment: Mechanical fists (Brawl; Damage 5; Critical 4; Range [Engaged]; Disorient 2, Knockdown), integrated comlink.

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