

STAR WARS™

RISE OF THE SEPARATISTS



An Era Sourcebook

STAR WARS™
ROLEPLAYING

STAR WARS™

RISE OF THE SEPARATISTS

The galaxy is in conflict. After years of growing tension, the worlds of the SEPARATIST ALLIANCE have seceded from the GALACTIC REPUBLIC. Under the leadership of the Jedi Knights, clone troopers fight bravely against the remorseless droid army.

Away from the battlefields, Separatist diplomats and agents work to turn additional planets against the Republic, and both sides seek alliances with neutral systems. Meanwhile, smugglers, scavengers, and pirates find opportunities to profit from the war, which continues with no peace in sight....

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RISE OF THE SEPARATISTS

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The refugees poured into the narrow mountain pass. Sharp slopes of rock and scree rose around them, hemming them in and slowing their headlong flight. Parents, children, and neighbors began to struggle and claw, desperate to reach the dubious safety of the highland plateaus beyond.

Behind them, the valley burned. Smoke rose from the farming hamlets nestled into the curving banks of the alpine stream that once fed the small fields with a steady supply of water. Now, flames devoured the fields and the once-clear river ran black with ash.

The Separatist tanks had swept up the valley at dawn, floating ominously across the fields. There had been no demands, no explanations. They simply opened fire at the first buildings they saw. Behind them, bulky transports disgorged waves of battle droids. The villagers were simple farmers, with only old hunting blasters. They fled the only way possible, toward the head of the valley and the winding pass.

Taya winced as a flailing arm caught her across the side of the head. The young girl stumbled, but still managed to keep hold of her father's arm. Tam's face was white with pain even as he tried to keep up with his daughter. He had been laid up with fever for the past few weeks, and the run to the pass drained him. Now, as they made their way over the rock-covered ground, they were falling behind.

"Taya!" he gasped. "Leave me and go!"

She glanced back at him fiercely. "No chance! Come on, Dad!"

"You stubborn child! Get moving! Your old man can look after—agh!"

Tam stumbled, his weight pulling them both down.

"Dad!" Taya scrambled to her hands and knees. Her father was lying on the ground, writhing in agony. The burn of a blaster wound smoked in his leg.

More blaster bolts flashed overhead. Down at the entrance of the pass, Taya could see ranks of slender battle droids marching closer in perfect lockstep. They fired as they advanced, filling the air with crimson light. Taya frantically looked around her. The floor of the pass was dotted with massive boulders and debris. She grabbed her father by the shoulders and tried desperately to drag him into the shadow of the nearest boulder.

More shots whipped past as she pulled, sobbing with the effort of shifting Tam's unconscious form. A blaster bolt plucked at her tunic. Another burned across the flesh of her arm. The droids were close now, but the boulder was just out of reach. Taya closed her eyes, grabbed at her dad's arms, and pulled desperately.

Suddenly, she felt her father shift easily across the stone ground. Taken off-balance, Taya nearly pitched over on her back, only to be caught by a strong, steady hand on her shoulder.

She opened her eyes to see a man in chipped and battered white plastel armor holding her up. She couldn't see his face, but the bold red lines on his helmet gave it a fearsome snarling aspect. But then he spoke, and his voice was friendly, reassuring.

"Don't you worry, ma'am," he said, as he gently pushed Taya into the shadow of the boulder next to where he'd set Tam. "We'll take things from here."

He stepped out from the boulder's cover, unslinging a heavy blaster rifle as he did. The droids didn't realize he was there until he opened fire.

Three droids blew apart as he swept the phalanx with tight, controlled bursts. The others panicked, spraying the boulder and the pass with wild, inaccurate shots. The trooper never flinched, continuing to calmly mow them down even as the remaining droids marched closer, and closer...

When the droids were only meters away, a brown-robed figure suddenly sprinted past Taya and leapt over the trooper's head. With a brilliant flash of green light, a volley of blaster bolts from the droids flew harmlessly away, deflected skyward. Another blaze of green, and the closest two droids collapsed into pieces. The final droid's head exploded with a pinpoint shot from the trooper's blaster.

The robed figure turned back, lowering her hood, and Taya was shocked to see a girl no older than herself holding the hissing lightsaber. She gave the trooper an impish grin. "Sorry I'm late, Drak!"

He snorted good-naturedly. "I just expect you to show up after I've done all the heavy lifting."

"Well, you are really good at it." She nodded towards Taya and her father. "Cover us for a moment? I'm going to make sure they're alright."

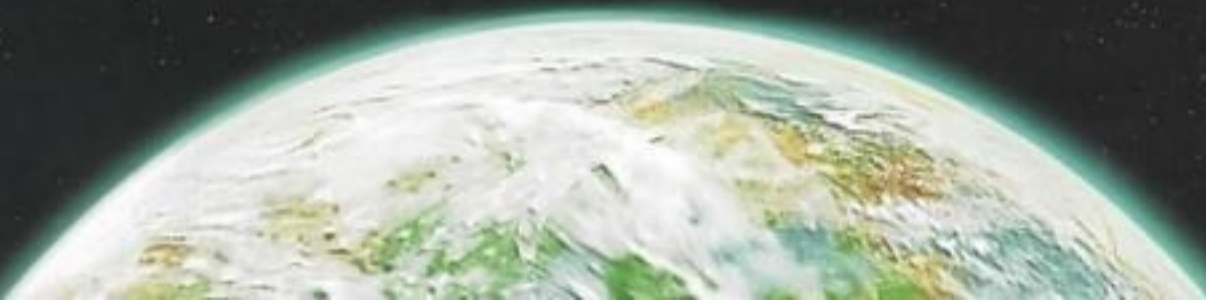
The trooper nodded and resumed firing. The girl crouched down next to Taya, giving a quick nod before turning her attention to Tam. She pressed her hand to the wound on his leg. The blood flow slowed, and Taya could see her father's face relax.

"That should hold him until the medics arrive," the girl said. She stuck out her hand. "I'm Leh'ahnyo Vas. Pleased to meet you."

Taya tentatively took her hand, staring. "Are...are you a Jedi Knight?"

Leh'ahnyo grinned again. "Me? No." She pointed up. "But my master is."

Taya looked up as the squadron of gunships howled over the mountain pass. The side doors of the lead gunship slid open, and Taya could just make out another brown-robed figure standing at the edge of the opening. The figure crouched, then leapt from the aircraft. Twin blue blades blazed into life as the figure dove, gracefully, into the hordes of battle droids at the mouth of the pass.





THE CLONE WARS HAVE BEGUN

A galaxy in turmoil! War has begun between the Galactic Republic and the Confederacy of Independent Systems. The Separatists, led by the sinister Count Dooku and with a droid army commanded by the remorseless General Grievous, strike at Republic targets and innocent worlds across the galaxy. It is up to the defenders of the Republic—the disciplined clones of the Grand Army, the noble Jedi, the resolute members of the Galactic Senate, and many others—to hold back the Separatists' merciless droid army and return peace to the galaxy.

RISE OF THE SEPARATISTS allows players to re-create the heroic action and drama of the Clone Wars, telling their own stories against the backdrop of this monumental conflict. Players may take on the roles of the Republic's defenders, including clones, Jedi, officers of the Republic Navy, and representatives in the Galactic Senate. They might instead assume the parts of scavengers, criminals, or pirates profiting from the chaos of war, or even agents of the Separatists working to undermine the Republic. Whatever approach players choose, the Clone Wars offer countless new opportunities for roleplaying and exciting action in the *Star Wars* galaxy.

WHAT'S IN THIS BOOK?

RISE OF THE SEPARATISTS is a sourcebook for *Star Wars* Roleplaying covering the period that makes up roughly the first half of the conflict known as the Clone Wars. This book includes material for assisting GMs and players in running a campaign set during this time, with characters who are uniquely suited to the Clone Wars.

RISE OF THE SEPARATISTS is not a complete game, and players will need the core rulebook for either **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 **RISE OF THE SEPARATISTS**. This content is divided into four chapters, each focusing on a different element of a Clone Wars campaign.

CHAPTER I: HEROES OF THE REPUBLIC

This chapter presents new character creation and advancement options for players, including new species, new universal specializations, and two new careers. This chapter includes four new species particularly suited to the Clone Wars: clones, Geonosians, Kaminoans, and Umbarans.

Two complete careers allow players to create characters specific to this era as the defenders of the Republic: Clone Soldiers and Jedi. Four new universal specializations can supplement any existing

Star Wars Roleplaying career and help characters find their place in the Clone Wars: the Force-Sensitive Outcast, Republic Navy Officer, Republic Representative, and Scavenger.

Finally, the Force powers Bind and Enhance allow Force-sensitive characters to utilize two of the abilities most commonly employed by the Jedi and their enemies.

CHAPTER II: WEAPONS OF WAR

In the second chapter, players and GMs will find an assortment of weapons and gear used by the Republic and its military, as well as by individuals on the periphery of the war. These include the blasters and ordnance used by Clone Soldiers, and the signature lightsabers of the Jedi.

USING ICONIC NPCs

This book contains information on many iconic *Star Wars* characters, from Obi-Wan Kenobi to General Grievous. Their profiles offer representations of some, but not all, of the important roles and abilities they had 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.

This chapter also features numerous vehicles of the era, including many of the iconic ships of the Republic Navy and Separatist Fleet, from the ubiquitous LAAT/i gunship to the gargantuan *Lucrehulk*-class battleship.

CHAPTER III: THE SPARK OF WAR

The culmination of many complex factors, the Clone Wars are a conflict felt throughout the galaxy. This chapter explores the causes of the war and a mere fraction of the countless battles the Clone Wars encompass. It also looks at the organizations and functions of the Republic, including the Galactic Senate, the Jedi Order, the Grand Army of the Republic, and the Republic Navy.

Chapter III: The Spark of War presents the Confederacy of Independent Systems in similar detail, including its droid army, fleet, and member worlds and organizations. Alongside this information are profiles for some of the most feared agents of the CIS whom heroes might face, including the notorious Count Dooku and his deadly assassin Asajj Ventress.

In addition to offering broad-reaching coverage of the Republic and Separatists, the chapter zooms in on four planets that play vital roles in the war, including serving as the sites of major battles and all-but-unknown skirmishes. Each planet—Naboo, Geonosis, Kamino, and Tatooine—includes data and background information useful for GMs planning adventures, as well as a modular encounter that can fit into a larger adventure or form the basis of one.

CHAPTER IV: CLONE WARS CAMPAIGNS

The final chapter presents Game Masters with useful guidance and rules for running campaigns set during the early Clone Wars. GMs will find advice on incorporating different core rulebooks into a campaign, complete with a look at how each of the three *Star Wars* Roleplaying games influences the focus and tone of a campaign. This section delves into the options of using a single core rulebook or drawing from multiple books, examining the benefits of each.



To shine, heroes need equally memorable villains. This chapter covers the topic of using nemeses in a campaign, including offering advice for ensuring these adversaries survive from one adventure to the next without frustrating players' efforts. To help GMs create campaigns that capture the excitement of the Clone Wars, this chapter also includes advice on running a campaign in the style of a film serial, the same approach used in the *Clone Wars* television series and the *Star Wars* films.

This chapter offers information to help GMs portray the sorts of battles and missions seen throughout the Clone Wars, including rules for PCs leading squads and squadrons. Finally, a selection of adversary profiles provides GMs with the rules they need to pit PCs against the countless droids of the Confederacy of Independent Systems.

HOW TO USE THIS BOOK

RISE OF THE SEPARATISTS 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 first half of the Clone Wars. This book provides the content needed to set any *Star Wars* Roleplaying game during the turmoil of the early Clone Wars, the period depicted in *Attack of the Clones* and the *Clone Wars* animated film and series.

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. A campaign using **RISE OF THE SEPARATISTS** and **FORCE AND DESTINY** is well suited to a campaign about the struggle between the Jedi and the Sith, while one using **AGE OF REBELLION** has all the right tools for a campaign focused on military action between the Grand Army of the Republic and the Separatist droid army.

EDGE OF THE EMPIRE lends itself to a game about the criminal intrigues of the Hutt Cartels and Pyke Syndicate, the adventures of pirates and scavengers profiting from the war, or even the lives of ordinary citizens trying to survive the conflict raging across the galaxy. For more on the topic of using different *Star Wars* Roleplaying games for a campaign set during the Clone Wars, see page 124.

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 minor adjustment. Likewise, the two new careers in **RISE OF THE SEPARATISTS**—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.

For players and GMs, **RISE OF THE SEPARATISTS** offers plenty of information about the history of the Clone Wars, including the precipitating events of the conflict, notable early battles and events, and important characters and locations. This helps place the new rules options and other material in this book in its proper context, setting the groundwork for a campaign during the time period of the early Clone Wars.

To help GMs get the most out of their games, **Chapter IV: Clone Wars Campaigns** provides additional guidance to help GMs use this book with any *Star Wars* Roleplaying core rulebook to set their campaign during the early Clone Wars. Using the advice and new rules in this chapter in conjunction with the background content and rules throughout **RISE OF THE SEPARATISTS**, a GM can create a campaign that recreates the excitement of the Clone Wars and allows players to make the most of the options in this book.

HEROIC-LEVEL PLAY

The characters seen in *Star Wars: Episode II Attack of the Clones* 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 may receive additional equipment, vehicles, and resources (see page 50).





HEROES OF THE REPUBLIC

"In my book, experience outranks everything."

— Captain Rex

Chapter I: **Heroes of the Republic** includes new options for players to create characters uniquely suited to this time and its momentous events. First, the chapter presents four new species that are particularly relevant to the Clone Wars. Clones are instantly recognizable both for their shared visage and for their striking white armor. Although clones are human, their creation and uniquely focused training make them distinct from other humans. The Geonosians play a vital part in the Clone Wars, for without them, the Confederacy of Independent Systems would not have its massive droid army. Similarly, the Kaminoans created the clones that make up the Grand Army of the Republic, and their ongoing role in creating and training clones ensures their continued importance. The Umbarans are known for their shadowy world and unique, advanced technology; their homeworld of Umbara has been staunchly loyal to the Republic, yet the Umbarans are known across the galaxy for having a duplicitous and opportunistic nature.

Chapter I also presents two new careers unique to the Clone Wars period in *Star Wars* Roleplaying: the Clone Soldier and the Jedi careers. New career specializations for each allow players to make characters that are iconic without sacrificing individuality. The Clone Officer, Clone Pilot, and Clone Trooper specializations allow Clone Soldiers to specialize in particular aspects of warfare. The Knight and Padawan specializations represent Jedi at different points in their careers, yet both are potent, with their own strengths. Four new universal specializations can help characters of any career to find a clear place in the events of the Clone Wars. The Force-Sensitive Outcast, Republic Navy Officer, Republic Representative, and Scavenger provide options for PCs from the fringes of society to the heights of power.

An assortment of new skills and talents are available to these characters, and are presented in detail in their own sections. Finally, the iconic Force powers of Bind and Enhance allow Jedi and Force-Sensitive Outcasts to perform the preternatural deeds for which they are known across the galaxy.

NEW SPECIES

The outbreak of the Clone Wars has forced worlds across the galaxy to choose a side in the conflict. Many have found their homeworld engulfed in warfare, others have seen economic and social upheaval, and the few untouched by war still have had friends and loved ones swept up by the war machine. Even worlds that have declared neutrality struggle to retain autonomy when a Separatist fleet arrives in their system.

Although most governments have chosen sides, few species view the war with a monolithic lens. Attitudes toward the conflict often fall predictably along lines of historical strife and economic division, with the majority of battles being fought in the historically struggling Outer Rim and Mid Rim. Nevertheless, the Clone Wars' ideological nature pits sibling against sibling, friend against friend, and neighbor against neighbor. For most, the Clone Wars bring misery; for some, however, they mean opportunity, a chance to prove themselves patriots, an excuse for profit, or a hope for freedom.

The Geonosians, Kaminoans, and Umbarans are some of the species most impacted by and central to the Clone Wars, while the clones of the Grand Army of the Republic exist solely to fight the war. While particularly appropriate for games set during the Clone Wars, these species can be used in any campaign.

The clones, born and bred to fight, could be seen as a single entity and even identity. After all, the Kaminoans made them identical. Yet, life has a way of surprising even the most hardened cynic, and each and every clone of the Grand Army has a voice.

As a hive species, the Geonosians could also be mistaken for beings of a single mind and purpose. Yet, underpinning their stratified society is a system of oppression and forced labor. If events had not pushed the aristocratic class toward the Separatists, the Republic might have had an opportunity to promote a more equal Geonosian society.

The Kaminoans share much with their clone "children" beyond a planet of origin and a crucial role in the Clone Wars. Also an engineered species, the Kaminoans have a common sense of purpose. In working to better their people, individual Kaminoans contribute to a long legacy of survival and prosperity, even as they try to balance their distrust of the galaxy with the desire to participate in it.

Lastly, the Umbarans may seem like minor players in galactic politics, but they have played the political game far longer than the majority of the Republic's member systems. Umbara has thus far demonstrated faultless loyalty to the Republic in the face of the Separatist Crisis, despite Umbarans' reputation for deceit and self-serving schemes.



Clone

Kaminoan

Geonosian

Umbaran

While the Clone Wars divide the galaxy, a party of Player Characters may not exhibit the same stark divisions. Every clone, Geonosian, Kaminoan, and Umbaran experiences strong social pressures to conform and submit to the status quo, but history describes individuals of moral and ethical character rising above the tide to enact great change. Still, history also abounds with tales of terrible deeds that turned the galaxy toward darkness.

CLONE

Most citizens of the Galactic Republic regard clones as being synonymous with the Grand Army of the Republic. Considered to be as faceless, identical, and emotionless as the members of droid army they fight, clones know of their origins and purpose. Rather than struggle against their destiny, most Republic clones fully accept their engineered life, celebrating their bonds of purpose and background.

From a certain point of view, the clones of the Grand Army of the Republic have the strongest ethical fabric in the galaxy. They fight for a greater good: the safety and protection of the Galactic Republic. They willingly sacrifice themselves for their brothers-in-arms. The majority would never even consider betraying those ideals. What other sentient can say that?

Physiology: Physically identical, and based on the genetic template of bounty hunter Jango Fett, clones can be considered standard humans—though they age at a vastly accelerated rate as a necessity for the creation and sustainment of the fighting force. When

decanted, almost all clones share Jango Fett's black hair, dark-brown eye color, and olive skin tone. Some genetic variants exist, although most are confined to Kamino as case studies—or embarrassments.

Society: Genetically tailored for obedience and trained for loyalty, clones develop a sense of family with their peers and many of their commanders, who are like their brothers and wise elders. Even though Jedi Knights and Jedi Masters serve as generals and high-ranked commanders, shaping and deeply affecting the clones' lives, clones don't consider them family. For example, even though it could be argued that Jedi Master Sifo-Dyas was responsible for the clones' existence, the clones instead consider the near-mythologized Jango Fett to be their father figure.

Despite the common public perception, clones of the Grand Army do have individual traits and personalities. Most have individual nicknames, and even clone commanders identify each of their soldiers with particular skills and talents. After all, if one clone soldier has shown competence in an ability, such as demolitions, his commander has to be able to identify and order him to perform that task. As sentient beings, the clones recognize not only their similarities to but also their differences from each other; despite their rigorous military training, they experience unintentional social pressures from their peers both to conform and to stand out. A clone soldier who takes on a reckless—but successful—action gets called "reckless" by his peers. This gives him a reputation for recklessness, which, strangely enough, might compel the clone to undertake further brash actions. The intensity of war exacerbates this tendency, so the older and more seasoned a clone gets, the more personality quirks he develops.

Of course, the rare clones who escape the military program accrue a haphazard education, usually focused on survival. Nevertheless, they retain many of their military habits. Despite their personality quirks and personal beliefs, these runaway clones still refer to their peers as "brothers."

Homeworld: All clones come from Kamino, and official Republic documents likewise record it as the homeworld of each clone. Like any natural species, clones feel a great regard for their homeworld and are fiercely protective of it.

As an engineered people in service to the Republic, clones of the Grand Army tend to see their fellow soldiers as family, dead comrades as ancestors, new recruits as descendants, and their ships or barracks as their places of work. Clones generally have little reason to return to Kamino, yet the word "home" conjures thoughts of the planet, especially after the Separatists' attempted invasion.

Language: Clones speak Basic, the language of the Galactic Republic. While they have the capability to learn new languages, military life restricts them for the most part to practical military knowledge. Continued exposure to other cultures may give them time

EARNING A NAME

Every newly decanted clone is given a number as their identifier. Two letters typically precede the number, such as in CC-2224 (Clone Commander Cody) and CT-7567 (Captain Rex). This sterile alphanumeric combination becomes the core of each clone's identity through the majority of their early training.

Most clones earn a nickname relatively early in their career. While they still rely upon their numeric designation to identify their equipment, receive communiqués, and deal with official records, their nickname soon becomes their name for all unofficial business.

Earning their nickname is a rite of passage for each clone. Typically, squad mates assign a name when a peer's actions merit it. Sometimes the nickname is obvious, good examples being CT-5555's nickname of "Fives" and heavy weapons expert CT-782's nickname of "Hevy." In other cases, the nicknames have more complicated stories. Sharing those stories can provide insight into a clone's life, their personality, and even their desires.



to learn, but not enough to be fluent. Time in the field tends to pepper a clone's language with military jargon and slang, such as "clankers" or "rollers" (for droids), "pop-pers" (grenades), and "shinies" (rookies), and acronyms such as BLOB, which means "big lump on board"—or useless civilian—and FIDO, which means "forget it, drive on."

Life under the Republic: Most Republic clones don't interact often with the citizens they have sworn to protect. They may speak with Jedi or with Republic government officials, but mostly in the context of receiving orders or mission briefings. Clone troopers live a regimented life in military barracks at sector headquarters. The Republic military even governs their recreation, scheduling games and competitions, both physical and intellectual. Study and additional learning focuses on combat tactics, strategy, military history, and leadership. The learning programs include courses on military and civilian ethics and law to emphasize patriotism, loyalty, and civil obedience rather than critical thinking or legal interpretation.

SPECIES ABILITIES



- **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.

GEONOSIAN

No species has changed the face of the galaxy and the Galactic Republic as much as the Geonosians while receiving so little recognition. Without the oppressed labor of the Geonosian worker caste, the Confederacy of Independent Systems wouldn't have their massive droid army. Yet for all their efforts, the Geonosians, aristocratic and worker caste alike, face occupation and loss of sovereignty under the Republic flag.

INHIBITOR CHIPS

Republic officials are well aware that clones have been modified to behave less independently than their template. However, unknown to the Republic, the clones, and the majority of their Kaminoan cloners are the inhibitor chips installed in the part of each clone's brain that controls aggression. A chip, by modifying aggressive feelings, manipulates the clone's emotions regarding obedience and loyalty to those in authority and anger toward their enemies. Being biological in composition, the chips suffer no vulnerability to EMP and have a low chance of rejection by a clone's immune system. Even with an advanced medical scan, a chip appears to be merely an enlarged gland that helps stimulate adrenaline production for energy and other hormones to regulate emotional stability.

Physiology: A winged, insectoid species, Geonosians have a slim, humanoid build. Their chitinous skin ranges from red or orange to green or blue in hue, and their limbs have additional joints compared to most humanoids. Depending on a Geonosian's caste, their wings may be vestigial or fully functional. Beyond this general form, the height, look, and structure of individual Geonosians varies. Compared to most sentients, Geonosians don't live long—with an average lifespan of sixty-five years—and they mature quickly.

Geonosian hives welcome physiological differences insofar as they might benefit the hive. By modifying genetics, either through intentional engineering or selective breeding, hives produce a wide variety of near-subspecies among their worker and warrior castes. These modification experiments, however, remain haphazard and prone to the whims of the aristocratic caste.

Society: Geonosian society centers around their queens, their hives, and the castes within those hives. Offworlders generally don't realize that Geonosians have a queen, and even fewer realize that they have multiple queens, sometimes many within a single hive. In some hives, the queen simply produces offspring, and the aristocratic caste rules. In other hives, the queen acts behind the scenes, manipulating the squabbling aristocrats' desire for power. In still other hives, the queen rules directly.

Historically, the hives of Geonosis have fought each other for resources, territory, sport, and political power. When the Geonosians began trading with offworlders, this competition was channeled into economic and industrial—and sometimes open—warfare. The warrior caste bears the brunt of the fighting, though the survivors receive promises of promotion. Often, warriors also serve as police, protecting, but more often suppressing, their own hive.

With a worker caste whose members function as slaves, Geonosian hives can produce an incredible quantity of industrial goods, even changing their production focus within days. This dependence on an oppressed caste, along with the planet's remote location in the Outer Rim, has kept Geonosis from receiving official representation in the Galactic Republic. Many citizens of the Republic have no idea that their droids and other goods were built via Geonosian worker caste labor.

Throughout Geonosian history, the worker caste has repeatedly revolted against the oppression of the aristocracy. The warriors inevitably have countered with quick and bloody suppression. When the warriors of a hive revolt, the hive's aristocrats have been known to negotiate with other hives for reinforcements to quell their own populace.

Homeworld: Geonosis lies in the Arkanis sector of the Outer Rim, near Tatooine. Its sun's heat and radiation blasts the land, and massive sandstorms scour the harsh desert planet. Large, hollowed-out hive colonies in giant spires dot the landscape and offer respite from the radiation and heat. Tunnels worm through the planet, connecting hives and providing additional space for expansion or waging inter-hive warfare.

Geonosis has fifteen moons, whose gravitational pull causes the volcanic activity on the planet. It also has a giant ring system, which formed recently enough—in terms of eons—that the Geonosians have myths describing an angry universe destroying a moon to teach a weak species a lesson on survival.

Because Geonosis lies outside Republic space, the Republic—including the Jedi—had no official standing to investigate the world in the years leading up to the Clone Wars. Even had the Republic been aware of what was transpiring on Geonosis, it had no legal justification for enforcing regulations or otherwise interfering in the massive arms buildup the Geonosians were undertaking at the behest of planets and corporations that would soon secede.

BRAIN WORMS

The creation of Karina the Great, the secret leader of the Stalgasin hive, brain worms insert themselves into a Geonosian brainstem to control the motor functions of the host. Queen Karina uses these "children" to reanimate slain Geonosians, as their neurological physiology allows their bodies to continue being viable even when higher brain functions have been destroyed. Their bodies, however, continue to decay. Even more horrifying, brain worms can take over a living body. In effect, hosts become prisoners in their own flesh. Luckily, the brain worms hibernate and may even die in extreme cold, returning control back to the host.

Language: Offworlders know Geonosian Hive-Mind as a spoken language with clicks and low, guttural notes. Offworlders can learn how to speak it, but Geonosians also employ a full range of touches, pheromones, and body motions to communicate. This explains why some Geonosians come away from offworlder conversations with a completely different perception of what has transpired, and it also explains how some Geonosians can communicate as if by telepathy.

On Geonosis, some members of the aristocratic caste learn to understand and even speak Basic. Regardless of caste, Geonosians who venture out into the galaxy may eventually learn Basic, though they rarely speak it. With this simpler language, Geonosians do not face the same kinds of miscommunications as with their native tongue.


Life under the Republic: While Geonosis was the primary producer of droids for the Separatists' droid army, its loyalty sat firmly with the Confederacy of Independent Systems. For the lower castes, life became more brutal and oppressive. For the upper castes, their wealth and influence only increased. After the Second Battle of Geonosis, however, the planet comes under Republic control and occupation.

The Republic remains less concerned with governance and more with occupation to keep the planet away from Separatist hands. Some hives eagerly aid the Republic in order to gain power in the new regime. Other hives go into hiding, hoping for this conflict to pass. A few plan insurrection, but only if they believe they can come out on top.

Most citizens of the Republic associate the droid army with the public face of the Separatist Alliance, but few know what species constructed them. As a result, those relatively few free Geonosians wandering the galaxy face little prejudice, at least not for their people's part in the Clone Wars.

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 140 XP
- **Special Abilities:** Geonosians begin with one rank in a skill of their choice. They still may not train this skill above rank 2 at character creation.
- **Industrious:** A Geonosian who provides assistance adds  to the check, in addition to the normal benefits of assistance, and the Geonosian heals 1 strain.
- **Winged:** Geonosians can fly. (See the Flying sidebar in **Chapter VI: Conflict and Combat** in any *Star Wars* Roleplaying core rulebook.)



KAMINOAN

Secretive and unknown, Kaminoans launched themselves into galactic history—or infamy—by single-handedly creating the Grand Army of the Republic. While they have been ascending politically and financially, many Kaminoans feel their people have gone too far too soon by getting involved in galactic affairs.

The flooding of their planet ages ago led the Kaminoans to engineer a means of survival. They constructed spires and towers anchored to the ground—later, the sea floor. They created gene banks to preserve the land-based species. Finally, they turned to genetic manipulation not only to adapt their flora and fauna to this new environment, but to modify their own genetics to inhabit their altered world.

As isolationists, the Kaminoan political class invited only specific and wealthy offworld individuals to visit their homeworld for the purposes of trade. In exchange for the science and resources to maintain life on Kamino, they offered their biological and genetic artistry. One such service was cloning.

When Jedi Master Sifo-Dyas contacted Kamino with a bold proposal to produce a full army of clone soldiers, the Kaminoans debated the wisdom of such a project. Creating a whole army for the Galactic Republic would shine a spotlight onto the planet. Yet, the income would provide for their homeworld for generations to come and would secure the Kaminoans an influential seat in the Galactic Senate—on their own terms. In the end, the Kaminoans did what they have always done: adapt. And thus, the history of the galaxy changed forever.

Physiology: Taller than the average human, Kaminoans tend to be slim, with a distinctive elongated neck and oblong head. Male Kaminoans are identifiable by the finlike crest atop their head. The species' large, dark eyes with white pupils have the ability to pick out subtle variations in hue and even to see into the ultraviolet end of the spectrum. For this reason, Kaminoans favor white in their clothing and architecture, since "white" to them contains a multitude of hues.

Society: Although it is a planned society, Kaminoan culture possesses a surprising amount of flexibility and uncertainty. Kaminoans genetically engineer and plan their offspring's lives and futures. Their children

ISOLATIONISTS

At the time of their great flood, Kaminoans had not developed sophisticated space-travel technology, and the Galactic Republic had only just started their great expansion into the Slice. Kaminoans did the calculus and felt that the risk of being colonized as a result of petitioning for aid from the distant Republic, as well as the likely costs in resources and cultural change, were worse than the risks posed by modifying their planet and genetic code. Though the Kaminoans survived and continue to thrive, that decision has left them with a residual distrust toward offers of offworld help. Kaminoans do not necessarily view their species as superior, but they see other worlds as a distraction. Many believe that everything they need is on Kamino itself.

enter society in the role assigned to them, taking an occupation based on their genetic "destiny."

Yet, within this structured society is a great deal of variation. Some Kaminoans believe that their genetic destiny lies in engineering a perfect Kaminoan, and engage in lively debates on what that actually means. Others develop a certain fascination with genetic anomalies and what it means to "deviate" from a genetic plan. To the average Kaminoan, genetics, destiny, and the future are inseparable.

Homeworld: Kamino once had a temperate climate, with land, ice caps, oceans, and variable weather. At the end of an ice age and the loss of its ice caps, Kamino became an aquatic planet. The increase in thermal energy also caused the near-constant high winds and thunderstorms that span the planet to this day.

Scattered across the world, Kaminoan cities are anchored to the ocean floor, rising high above the surface so that the Kaminoans can harness power from the wind and collect fresh rainwater. Even power is generated by lightning strikes and stored in independent energy cores.

The location of Kamino was removed from astronavigation charts as part of the Kaminoans' arrangement with Jedi Master Sifo-Dyas. Regardless of this acceptance of commerce with offworlders and their new seat in the Senate, the majority of Kaminoans still harbor strong isolationist tendencies. Now that they have influence in the Senate, the Kaminoans have ambitious plans to establish their own clone security force using the template from the Republic's clone army, in order to ensure that they are able to maintain any level of isolation they choose.

Language: Most Kaminoans speak Kaminoan and nothing else. Those who deal with offworlders learn Basic; in fact, they have been engineered and taught to interact with offworlders not only in Basic but in other languages as well. Those few who leave the homeworld—usually exceptional polyglots and polymaths—understand and appreciate the wide, confusing, and vital diversity of languages and cultures. In general, however, Kaminoans who speak Basic tend to use measured and formal words and phrases, careful not to reveal too much about their homeworld or themselves.

Life under the Republic: Kamino teeters on the edge of a cultural shift. While the Kaminoans' decision to emerge from isolation was not made lightly, it still requires time to genetically engineer a generation better suited for open participation in the Galactic Republic. Those who have personally adapted to this new way of life travel out into the galaxy to learn more about their place in the wider scheme of things, but the majority of Kaminoans still act as if there were no wider galaxy in the first place.

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Kaminoans begin the game with one rank in Medicine. They still may not train Medicine above rank 2 during character creation. They also start the game with one rank in the Researcher talent.
- **Expressionless:** Kaminoans add ■ to all Charm checks they make. Other characters add ■ to all Social skill checks they make when targeting Kaminoans.

UMBARAN

The Umbaran people have had a contentious history with the Galactic Republic. Members of the Republic since its founding, they have a long tradition of participating in galactic politics. Never afraid to break away from the majority, however, they have always prioritized Umbara over the Republic. Umbarans' political history has caused many other species to consider them mysterious, deceitful, conniving, and untrustworthy, and to call them "the Shadow People" behind their back. Some believe Umbarans have powers to control others' minds, and beings of most species admit to feeling unsettled in their presence.

Physiology: Umbarans are near-humans with pale skin that has a faint tint of blue or purple to it. They naturally have pale hair, but Umbaran custom is to shave the head bald. Their eyes tend to have white or pale irises, again with a faint tint of color, usually gray or blue. Umbarans can see into the ultraviolet end of the spectrum and have adapted to low-light conditions, yet they are not greatly uncomfortable in bright artificial light.

Prolonged exposure to sunlight, however, causes Umbarans to suffer irritability and short-term memory loss, similar to sleep deprivation in humans. Several hours in complete darkness usually resets their physiology. Bioluminescent lights do not affect Umbarans this way, and sunlight screened through transparisteel doesn't affect them as harshly as raw sunlight.

Society: The Umbaran caste system is often believed to be rigid and complicated by outsiders, but their society actually allows a remarkable amount of social mobility. Still, Umbarans can fall more easily than they can rise. This system has more than a hundred tiers and titles, and families can shift their social status with enough popular support, political maneuvering, wealth, influence, or even through marriage. Of course, more nefarious methods, such as blackmail,

assassination, and bribery, have been known to occur. Some Umbaran sociologists and historians believe that this porousness in the social structure means that in a few hundred years, references to the caste system will disappear altogether. Although caste titles and names still appear in legal documents, no one truly follows or enforces them. However, an ambitious Umbaran might not be above using a caste title as an insult or in sycophantic praise.

This kind of culture might explain the Umbarans' attitude toward galactic politics. A change in position isn't a betrayal, but merely a decision to better one's status. A fall in power isn't a disaster, but a setback to recover from. And a political victory isn't the time to celebrate, but rather serves as an incentive to keep pushing, for one never knows when one's fortunes are about to turn.

Homeworld: Umbara lies in the Ghost Nebula of the Expansion Region. Shrouded in clouds and perpetual night, the planet's surface receives no light from its sun, and the nebula's gases and dust envelop the entire system.

Nevertheless, Umbara teems with countless types of flora and fauna—including plenty of the large and hostile variety. Quite a few of the world's plants and animals possess a form of chemical luminescence, a common evolutionary adaptation to either attract the attention of prey or scare off predators. For some species, this luminescence produces enough light for a creature to see its surroundings.

Language: Umbaran, also called Umbarese, is the spoken and written language of the Umbarans. In the written language, each number and letter is inscribed within a closed circle, and punctuation within half-circles. Most Umbarans also learn Basic as a matter of course.

In a remnant of the baroque caste system, various social groups give certain common words slightly different pronunciations. Even the written language has minor variations that add serifs or tiny line strokes, or rotate letters a few degrees. Offworlders generally don't perceive these differences, but astute Umbarans and those obsessed with lineage can identify the speaker's or writer's caste relatively quickly.

Life under the Republic: Umbara has been a staunchly loyalist world from the beginning of the Clone Wars. Senator Mee Deechi aggressively advocated for increased military spending in the face of the Separatist threat, and is harshly critical of Senators in the pacifist faction, who seek a peaceful resolution to the conflict. According to him, a stance that supports any form of acquiescence to the Separatists' demands is unpatriotic at best.

Umbara's commitment to the Republic may stem from the similarities between the Umbaran culture of political subterfuge and unchecked ambition and what many others consider to be the worst aspects of corruption in the Republic. Umbara's government has mastered the necessary bribery, blackmail, and other

PRESSURE SUITS




In a recent technological innovation, Umbaran soldiers on their homeworld wear suits filled with a pressurized green gas. Ship and tank pilots sit in cockpits filled with the same substance. This gas provides various breathable compounds that reduce panic and fear responses as well as improving cognitive focus. It increases Umbarans' adrenaline while suppressing other symptoms of anxiety such as increased heart rate, rapid breathing, and jitteriness. The pressure both improves the gas exchange rate in the lungs and serves as a mild shock buffer to absorb impacts and kinetic projectiles. So far, field tests have proven the pressurized gas effective.

soft negotiation tactics that have become increasingly common in galactic politics. Umbara's advanced technological base has given the world great influence in the Republic and fostered a strong economy.

Umbarans who travel offworld face some discrimination. The Umbaran reputation for deceit predisposes many beings toward having a negative view of them. Many species find the appearance and mannerisms of Umbarans to be somewhat sinister, further strengthening such sentiments. By and large, however, most Umbarans who travel off world are more than savvy enough to overcome such preconceptions and succeed in matters both business and political—even if that does require some liberties with the truth.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Umbarans begin the game with one rank in Deception. They still may not train Deception above rank 2 during character creation.
- **Entrancing Gaze:** Umbarans add  to Charm, Deception, and Negotiation checks.
- **Shadow Dweller:** When making skill checks, Umbarans remove up to  imposed due to darkness. Umbarans add  to all checks they make while in bright natural light, such as direct sunlight.

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 **EDGE OF THE EMPIRE**, **AGE OF REBELLION**, and **FORCE AND DESTINY**. At the GM's discretion, some options from those game lines may be unavailable during their Clone Wars campaign.

NEW CAREERS

RISE OF THE SEPARATISTS presents two new careers uniquely suited to campaigns set during the Clone Wars: the Clone Soldier and the Jedi. Each of these careers includes 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: Weapons of War**, 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 perfect for Jedi characters. For more on using different core rulebooks, see page 141.

NEW UNIVERSAL SPECIALIZATIONS

This section also presents four new universal specializations: Force-Sensitive Outcast, Republic Navy Officer, Republic Representative, and Scavenger. 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 **RISE OF THE SEPARATISTS** have a narrower focus and are ideal 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

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Clone Soldiers' initial training is narrowly focused to deliver the tools they need as soldiers in the Grand Army of the Republic. Due to their accelerated, synthetic growth cycle and rapid training program, they begin with the career skills **Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), and Vigilance**. A Clone Soldier automatically gains a rank in four of these skills without spending experience. They receive a discount when spending experience points for advancement on any of the eight career skills.

A CLONE SOLDIER'S ROLE

Clone Soldiers form the backbone of the Grand Army of the Republic. They serve in practically every battlefield role, fighting as infantry, leading as officers, and flying as pilots, in addition to fulfilling both mundane and esoteric responsibilities. These soldiers share their genetic identity, their origins, and their core training. However, they all have distinct experiences and personal responsibilities. These slight variations are enough to make them recognizable individuals who manage to secure their own niches within the vast army.

The clones' shared traits are a powerful asset to the individual soldiers and the army as a whole. They are universally competent in those areas required for them to be effective soldiers. They have a baseline level of training that is extremely consistent, so that the clones' commanders—including Jedi, career military officers, and other clones—can reliably expect them to perform as planned in the field. Further, the flexibility inherent to their organic makeup grants a significant advantage against their most common opponents: the droids of the Separatist army.



CLONE SOLDIER STORIES

For **RISE OF THE SEPARATISTS** campaigns, groups are likely to include more than one Player Character following the Clone Soldier career. These heroes represent the core of the vast Grand Army of the Republic. Because of this, players may be concerned that creating a distinctive character could be challenging. From a purely mechanical perspective, these heroes have access to specializations that make each individual unique, as well as the option to take distinctive selections of talents and skills. More importantly, each clone does have a different personality. This is reflected in their ambitions and their goals, beyond just their role as a soldier. Players of a Clone Soldier are encouraged to note their clone's goals and interests during creation—including through their choice of Motivation—so that these can be brought into play over the course of the campaign. The following are some suggested starting points for Clone Soldier characters' stories.

- **Individuality:** Clone Soldiers continually see themselves in their comrades. As they are strong-willed individuals, this challenges them to forge distinct identities. Unique acts of heroism, unusual interests, or novel insights and discoveries all offer ways to set a particular clone apart from his peers. Finding and seizing such opportunities is a vital part of each Clone Soldier's life.
- **Dedication:** Conditioned loyalty to the Republic is integral to Clone Soldier training. At many times throughout their careers, Clone Soldiers may face the temptation to turn away from their duty. They might face overwhelming odds, encounter a generous bribe, or even have to turn their back on a friend in order to fulfill a responsibility.
- **Self-Sacrifice:** Even though Clone Soldiers are each a distinct sentient being, they recognize that their sacrifice may be necessary to secure a victory for the Republic. These soldiers are willing to pay any cost in order to complete their assigned tasks—even though the cost may be grievous personal injury or even death.

CLONE OFFICER

Every military organization depends upon its officers to function effectively. In most armies, this starts with noncommissioned officers, who work directly with line infantry, and extends to the highest-ranking generals, who devise the force's tactics and strategies. Sometimes, an officer needs to be a friend to the soldiers for whom they are responsible. At other times, the officer represents a supreme authority, one who can tolerate no dissension. In the Grand Army of the Republic, Clone Officers assume all but the very highest level of responsibility for their fellow clones, and every officer is a career soldier.

Clone Officers receive **Cool**, **Leadership**, **Knowledge (Outer Rim)**, and **Knowledge (Warfare)** as additional career skills. Characters who select this as their starting specialization may choose two of these skills and gain one free rank in each without spending starting experience. Officers need to recognize trouble at its earliest signs and react calmly to it. They also need their soldiers to believe that they have already foreseen every possible complication and have appropriate plans to respond to each. A thorough familiarity with the army's standard tactics and the capabilities of the units under their command are critical for implementing the appropriate strategy.

The Grand Army of the Republic (GAR) includes Clone Officers at a range of ranks, based upon their level of responsibility. In some instances, clones are promoted based upon their performance, but this is not always the case. Due to the differences in training and the constant need for Clone Officers, many Clone Officers are trained to perform at a higher rank from the time they are decanted.

A clone sergeant manages a single squad of nine troopers. In this role, they develop a close relationship working with the members of the squad. They learn the particular knacks of each clone in their unit and recognize which troopers are best suited for particular tasks. Sergeants see the same action as the rest of their squad, so they are often at the front lines.

Clone lieutenants assume responsibility for a platoon of four squads, while clone captains take charge of a company that includes four platoons. As the level of responsibility increases, so do the expectations for Clone Officers to operate independently of direct oversight. Missions often require units to operate in isolation from the larger command structure for extended periods.

Clone commander is the highest rank normally assigned to a Clone Officer within the GAR. These clones command full regiments of sixteen companies. They in turn answer to a Jedi general, and they may work closely with a Jedi commander.

Initially, Clone Officers wore color-based arm and chest identifiers on their uniforms. Sergeants wore pesto, lieutenants blue, captains maroon, and commanders yellow. This enabled every Clone Trooper to quickly identify their officers in the heat of battle, even when support systems were down. As the war has progressed, however, enemy units have exploited this easy recognition, and the Jedi have encouraged Clone Officers to uniquely identify themselves. Consequently, armor markings are becoming more personal, and the standard schemes are likely to soon be largely abandoned.

CLONE PILOT

Interplanetary conflict inevitably brings battles to the upper atmosphere and the void of space. Capital ships play a prominent role in these battles, but large wings of starfighters are a vital part of every conflict. These specialized ships exploit their smaller profile and variations in armament to avoid detection while occupying a variety of roles. Military transports deploy from capital ships—often through active war zones in the company of starfighter screens—to deliver troops and equipment to a planet's surface, where clones can engage the enemy.

Every Clone Soldier has the rudimentary knowledge required to pilot repulsorlift vehicles, walkers, and starfighters. However, basic skills alone are inadequate for success in a combat environment. To address this, some Clone Soldiers receive additional training in the Clone Pilot specialization and are inducted into the Republic Navy branch of the Grand Army of the Republic.

Clone Pilots receive **Gunnery**, **Mechanics**, **Piloting (Planetary)**, and **Piloting (Space)** as additional career skills. Characters who select this as their starting specialization may choose two of these skills and gain one free rank in each without spending starting experience. A degree of familiarity with these skills is vital for any Clone Soldier to survive as a starfighter pilot. While any battlefield is profoundly dangerous, the vacuum of space adds significant risks that are not present during typical planetary conflicts. Additional training mitigates some of those dangers but can never completely eliminate them.

Clone Pilots serve as members of a squadron under the command of a Clone Officer, who has also mastered the skills of a pilot. A squadron is typically assigned a particular type of craft, although this can change based on mission requirements. Clone Pilots are sometimes reassigned to other squadrons in which they are expected to fly other craft. Consequently, their training includes exposure to a range of starfighters, speeders, and walkers.

Typical starfighter assignments include the Republic Z-95 Headhunter starfighter, the V-19 Torrent starfighter, and the ARC-170 starfighter. Those Clone Pilots assigned to transport duty typically fly Low Altitude Assault Transports (LAATs) or *Nu*-class attack shuttles. Collectively, these spacecraft represent the core of the Republic Navy's smaller craft.

Some Clone Pilots are assigned to operate vehicles that work more closely with ground units. These include AT-RT and AT-TE walkers, and BARC speeders, among others. Notably, these craft are not normally under the oversight of the Republic Navy branch of the GAR. As such, Clone Pilots assigned to them do not fall under the oversight of the naval chain of command, leaving them far less likely to pilot starfighters.

CLONE TROOPER

Standard infantry make up the largest portion of the soldiers in almost every army. Their units handle the direct, personal conflict on the surface of every battlefield, whether that battlefield is on the ground, under the sea, or within the confines of a space station. Because the Clone Troopers—the infantry—represent the front line of the Grand Army of the Republic, their basic level of competency defines the army's capabilities. In order for the army to be able to overcome its foes quickly and effectively, every Clone Trooper must be more capable than the rank and file of the Separatists' droid armies.

Clone Troopers receive **Gunnery**, **Perception**, **Ranged (Heavy)**, and **Resilience** as additional career skills. Characters who select this as their starting specialization may choose two of these skills and gain one free rank in each without spending starting experience. These expand upon the core skills that a soldier needs to succeed in basic battlefield situations. While not every Clone Trooper masters all of them, they are expected to have some level of competency so that they can effectively engage in battle under diverse conditions.

This specialization provides a versatile set of skills that are valuable to every Clone Soldier. A background as a member of the infantry provides a Clone Officer with a better understanding of the soldiers he commands. Similarly, infantry experience gives a Clone Pilot some familiarity with the risks faced by soldiers on the ground, which is useful for providing air support or extraction.

The Clone Trooper specialization encompasses a range of more specific roles. Some of these are devoted to particular environmental conditions, including the combat roles of cold assault trooper, SCUBA trooper, and Galactic Marine. Other Clone Troopers, including paratroopers, flame troopers, and medics, have more extensive training to work with particular equipment. Soldiers who exhibit particular skills in service might be selected for advanced training within that skill set, including ARC troopers, scout troopers, and special ops clone troopers. While distinctive equipment characterizes each of these different combat and support roles, the training to use that gear and work under extreme situations is also critical to success within these niches.

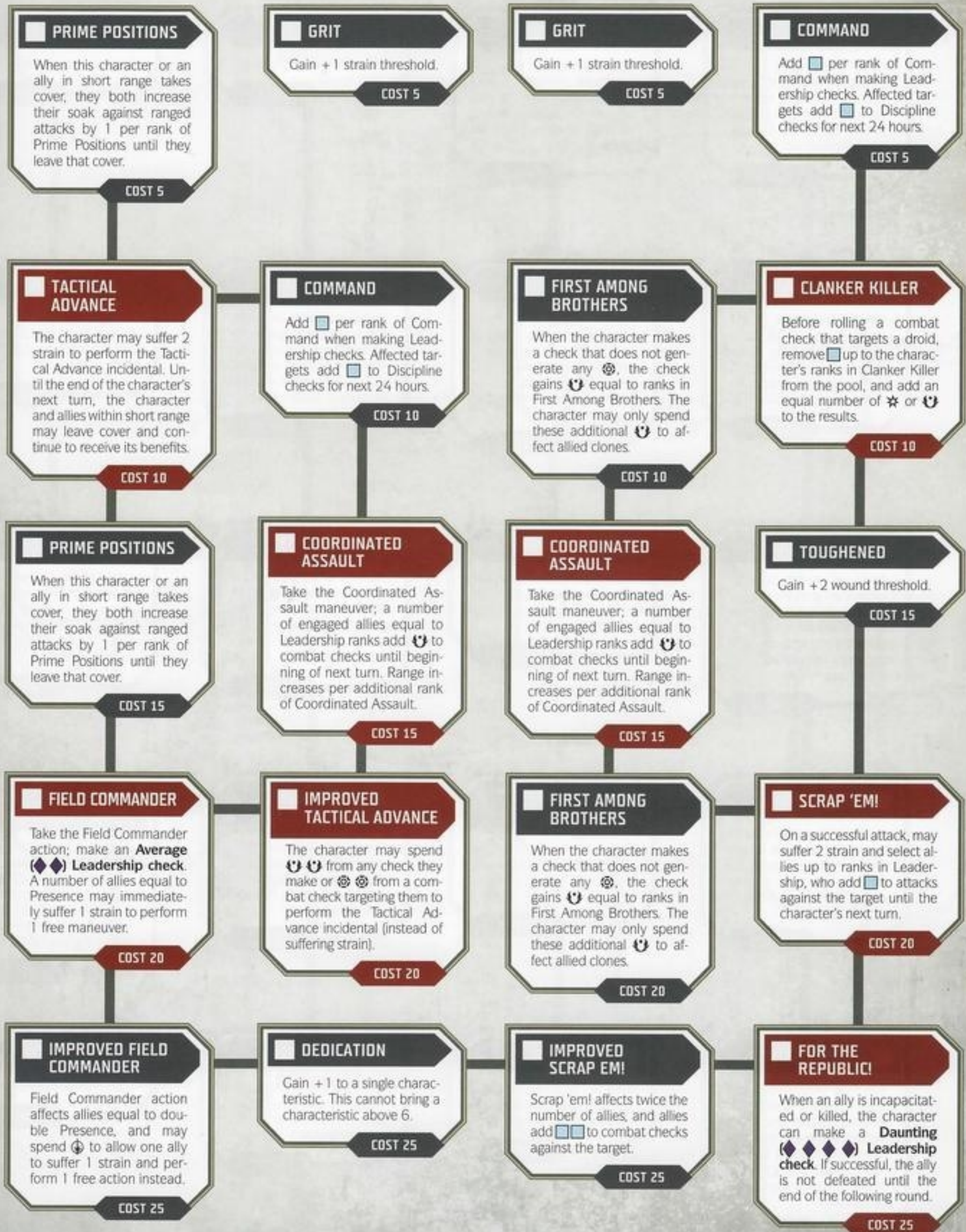
Even within a unit, soldiers assume particular responsibilities. Often, one trooper is assigned to carry a heavier weapon—such as the Z-6 rotary blaster cannon—while others might wield alternative tools, such as explosives, communications gear, a medpac, or other equipment necessary to complete the mission at hand. Typically, Clone Troopers receive particular training to make use of any non-standard equipment they carry. However, Clone Troopers with less specialized training might redistribute such gear over the course of a mission.

Clone Soldier: Clone Officer Talent Tree

Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance
 Clone Officer Bonus Career Skills: Cool, Leadership, Knowledge (Outer Rim), Knowledge (Warfare)

ACTIVE

PASSIVE

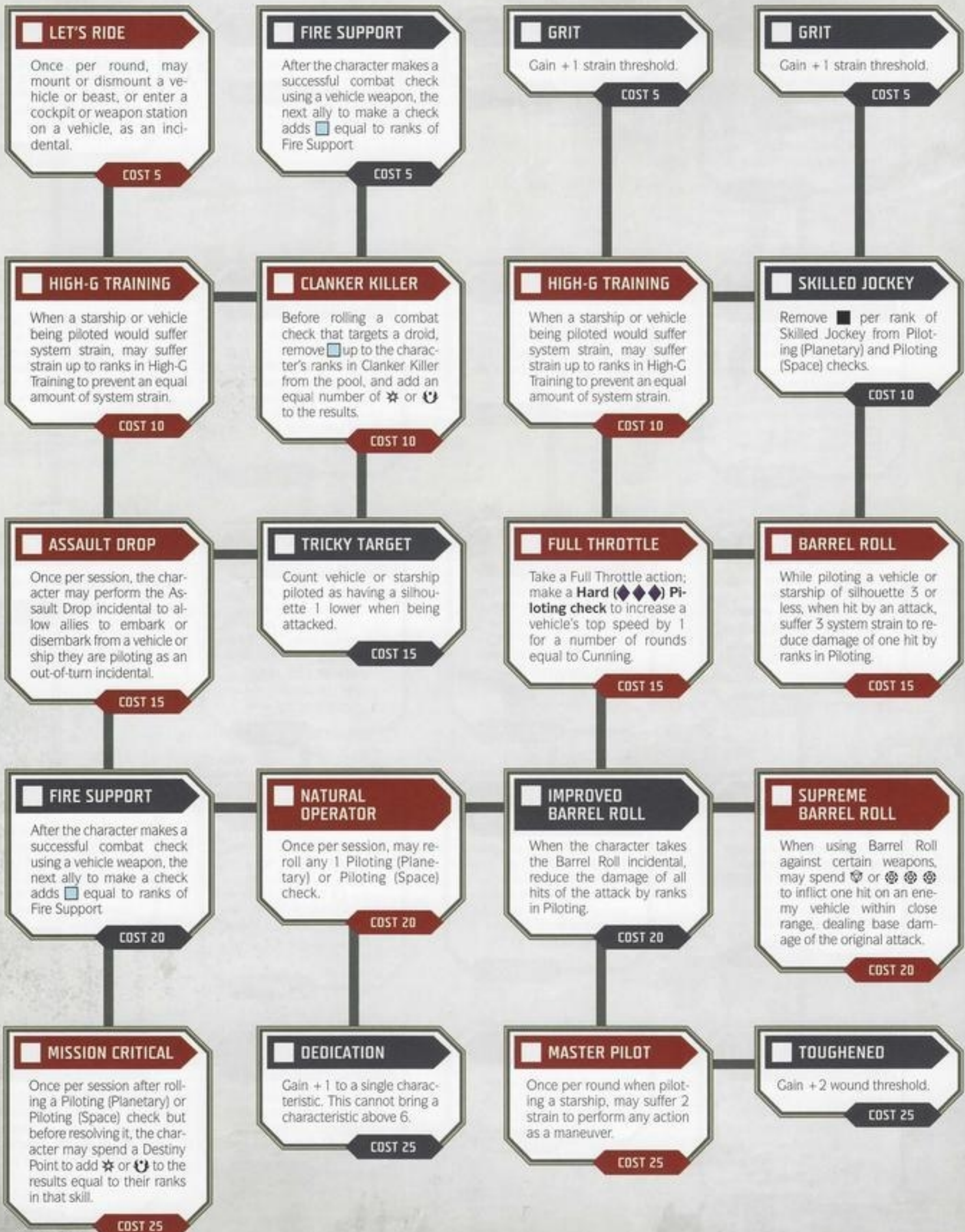


Clone Soldier: Clone Pilot Talent Tree

Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance
 Clone Pilot Bonus Career Skills: Gunnery, Mechanics, Piloting (Planetary), Piloting (Space)

ACTIVE

PASSIVE



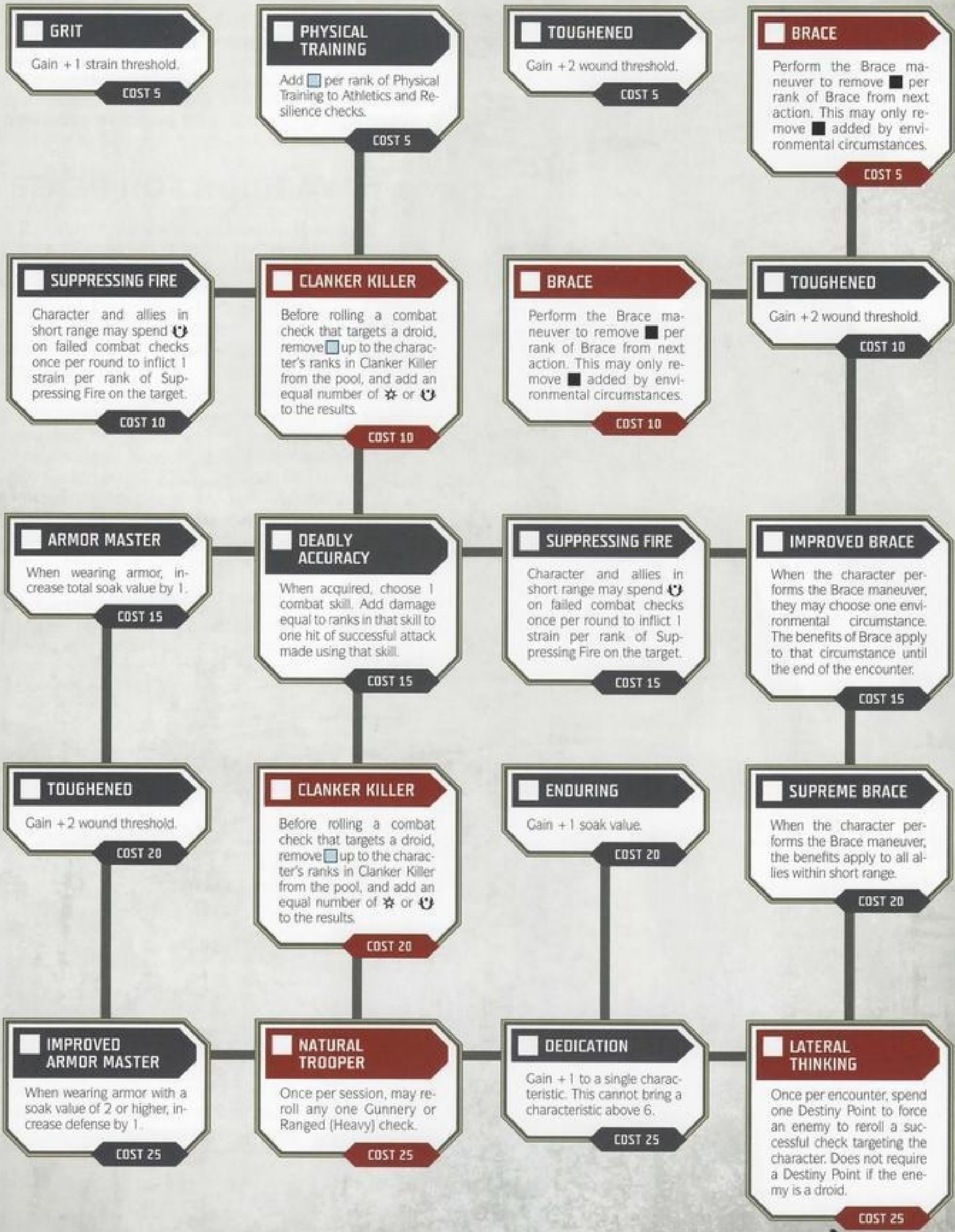
Clone Soldier: Clone Trooper Talent Tree

Career Skills: Athletics, Brawl, Cool, Discipline, Medicine, Ranged (Heavy), Ranged (Light), Vigilance

Clone Trooper Bonus Career Skills: Gunnery, Perception, Ranged (Heavy), Resilience

ACTIVE

PASSIVE



THE JEDI

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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 future experience points. **Jedi begin the game with a Force rating of 1.**

A WARRIOR FOR PEACE

The Jedi of today have different roles than those described in myths, legends, and folktales. These stories describe strange mystics, tyrant-toppling heroes, and shadowy figures manipulating minds. While such tales have some basis in fact, the Jedi now serve as generals, soldiers, emergency response specialists, and—in some cases—enforcers of the Galactic Republic's will.

Since the outbreak of the Clone Wars, Jedi have found themselves exploring the more esoteric aspects of the Force only rarely. Rather than philosophizing, they spend much of their time engaged in such activities as fighting battle droids, uncovering Separatist agents, and helping civilians survive the effects of the war with only limited support from the Republic government.

Jedi begin as Initiates or younglings, become Padawans for one-on-one training, progress to Knights when ready for independent responsibility, and may ultimately become Masters, who may adopt a monastic, scholarly, or administrative life. The urgency of the Clone Wars favors this structured approach, as these titles also help dictate wartime responsibilities. Masters advise the Jedi Order and the Republic from Coruscant, Knights take to the field of battle as commanders, and Padawans stand by their Masters' sides as subcommanders and aides.

KNIGHT

A Jedi Knight serves as warrior, diplomat, ambassador, and scholar, leading clone troopers to repel the droid army of the Confederacy of Independent Systems. In many ways, Knights act as the face and symbol of the Republic, more so than the clone troopers, and perhaps even more than the Senators

and representatives in the Galactic Senate. While their numbers are few compared to the total population of the galaxy, the Jedi, as a whole, affect billions of lives.

Knights receive **Cool, Leadership, Lightsaber,** and **Negotiation** as additional career skills. Characters who select this as their starting specialization may choose two of these skills and gain one free rank in each without spending starting experience. The practical, hands-on nature of a Jedi Knight utilizes such skills as they move toward, into, and out of trouble. **A character must have a Force rating of 2 or higher in order to take the Knight specialization.**

Jedi Knights are guardians of peace and justice. Through acts of charity, assistance, teaching, and in some cases, fighting in another's defense, the Jedi Knights serve the people of the Republic. When Jedi render aid and express compassion, this motivates others to do the same. The Force exists in all living beings, and the suffering of those beings affects the Force. In addition, Knights serve as the general public's primary guide to the Force and as living examples of what one can accomplish by accepting the Force.

Knights must also serve with stoicism, to avoid letting their emotions overwhelm them. Even in times of peace, Knights regularly decide when Padawans, other Knights, and soldiers should risk their lives for a greater good. Fear of failure or death cannot cloud their judgment. Yet, Knights must take care not to fall into cold indifference, sacrificing lives as if they were mere numbers to be placed in a casualty report.

Taking on the role of a Jedi Knight means taking command of the troops, of the situation, and of one's self. With a whole galaxy in turmoil, a Knight must combat the hesitation and confusion in themselves and in others. The people need leadership, and Knights who doubt themselves cannot serve the people.

PADAWAN

"Padawan" means "learner," suggesting a deep philosophical foundation, encouraging Jedi to continually strive to learn and understand. A Padawan studies not only facts and information, but also the ideas of fluidity and flexibility, and the act of learning itself, so as to be open to understanding. Some Jedi scholars consider "Padawan" to be a state of mind rather than a title. Many a Knight has found themselves revisiting the path of the Padawan to recover the balance they lost or never really had in the first place.

Padawans receive **Coordination, Knowledge (Education), Mechanics,** and **Vigilance** as additional career skills. Characters who select this as their starting specialization may choose two of these skills and gain one free rank in each without spending starting experience. These skills reflect the fundamental nature of a Padawan's training. At their foundation, Jedi rely on control, focus, and knowledge.

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 a 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 on page 24, which supersede the guidance in the core rulebook.

Once a child completes their time as an Initiate, obtains their kyber crystal, and constructs their lightsaber, they become a Padawan, an apprentice to a Jedi Knight or Master. The status, role, and function of an apprentice has changed throughout the history of the Jedi Order, but in this time of war, a Padawan acts as a runner, attaché, and even lieutenant for their master. To signify their dedication to learning, a Padawan with hair ties it into a braid. A Padawan without hair might wear a band of silka beads or other appropriate material arranged around their head in a similar fashion. Upon completing their training, the Padawan cuts off the braid or beads to symbolize the severing of their attachment to their master.

The Clone Wars have put the Jedi Council in a difficult position. When the war began, most Padawans had not yet faced the stresses of life in the galaxy, much less the fear and despair that come from war. They had not yet learned to command, to lead. Moreover, many Knights did not want the distraction and added responsibility of training an apprentice in the midst of a galaxy-spanning war. Practical realities forced their hands, however: Padawans needed masters, and Knights needed assistants trained in the ethics of the Jedi Code. While the clones can follow orders, the Jedi Council worried that without a subordinate who could interpret a Knight's commands through the lens of the Force, only military, not spiritual, needs would be met. So, the council sent its Padawans to war.

Most non-Jedi do not realize that the title of Padawan represents the idea of learning and the many paths to learning. Knights and even Masters sometimes "become" Padawans again in order to get back to basics. To "open your mind as if a Padawan" means to rid oneself of preconceived notions or biases and to see things in a fresh, perhaps innocent, light. Although it is a metaphorical lesson, a few have taken this idea literally. All Initiates hear the story of the Jedi Master Val Isa, who repeatedly took on the title of Padawan, often testing the patience of her Knights with annoying, "obvious" questions, only to come across a hidden wisdom, enlightening them both.

Jedi: Padawan Talent Tree

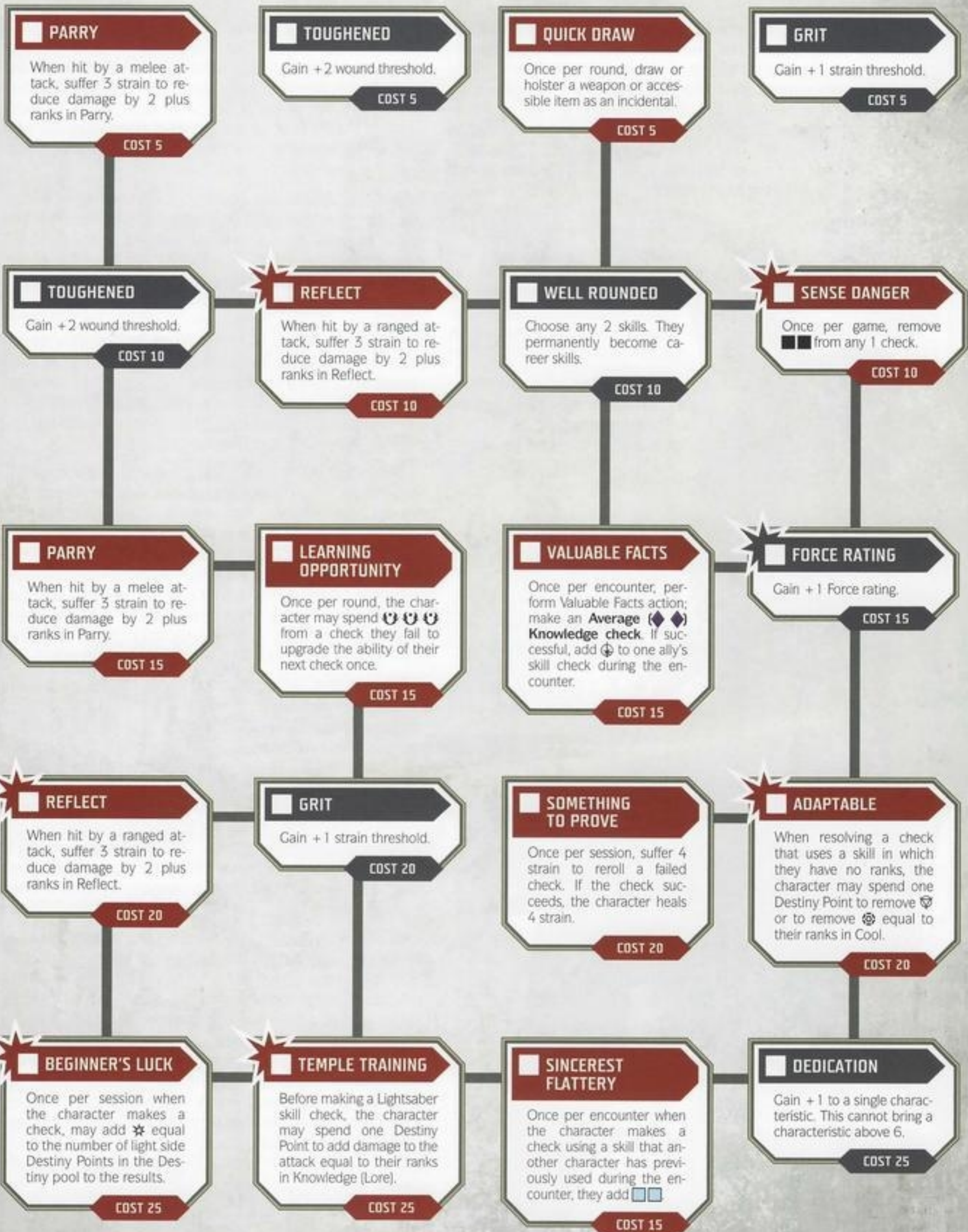
Career Skills: Athletics, Cool, Discipline, Knowledge (Lore), Lightsaber, Piloting (Space)

Padawan Bonus Career Skills: Coordination, Knowledge (Education), Mechanics, Vigilance

ACTIVE

PASSIVE

FORCE TALENT



FORCE-SENSITIVE OUTCAST

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The Jedi and the Sith are not the sole masters of the Force. The Force awakens in all manner of beings from all walks of life, and while many Force sensitives are discovered by the Jedi—or on rare occasions, by the Sith—no one can say how many go unrecorded. Some Force sensitives receive training in the ways of the Jedi or Sith only to leave in pursuit of their own agendas, whether by choice or expulsion. These are the Force-Sensitive Outcasts, the independent Force

users who stay on the outskirts of the galaxy and reject the dogma of the Jedi and the Sith. With a lightsaber at their side and the power of the Force at their fingertips, a Force-Sensitive Outcast is master of their own destiny.

A character who purchases this specialization gains a Force rating of 1. If they already had a Force rating of 1 or higher, it does not increase.

A LIFE ON THE EDGE

Life isn't easy for a Force-Sensitive Outcast, who must contend not only with the political might of the Republic and

the Separatists, but also with the reach of the Jedi and the Sith. Many characters who forge their own path do so as smugglers, bounty hunters, or criminals, using their talents to gain wealth or influence outside of the law. Yet, a Force-Sensitive Outcast is not necessarily an outlaw at heart, and their clashes with Republic authority may stem from personal conflicts with the Jedi Order.

The doctrine of the Jedi is not welcoming to everyone, and the restrictions on attachment often conflict with a Force-Sensitive Outcast's values. Some Padawans are naturally adept with the dark side of the Force, strongly feeling its pull no matter how hard they try to heed their masters' teachings. In rare cases, a Force user might receive training from a Sith Lord, whether within the confines of the Rule of Two or as a secret apprentice. Other Force users might find that their desire for freedom outweighs the benefit of having a mentor, leading them to choose the self-taught path. This may eventually bring them into contact with the Jedi or Sith—if that is the will of the Force.

The reach of the Jedi is long, but not all-encompassing. Those who have rejected the Jedi or evaded or refused recruitment are masters at survival and subterfuge, using the Force and their own self-sufficiency to help them persist in a harsh galaxy. Experience is an effective teacher, and Force-Sensitive Outcasts are uniquely situated to learn all manner of tricks and tactics. Despite having little or no proper training in the ways of the Force, such iconoclasts may have skills that rival or exceed those of Jedi in certain areas.

Due to the abundance of Force users during the time of the Republic, it is possible for a non-Jedi to acquire a lightsaber. The blade of a fallen Jedi has been known to appear on the black market, and those who train with the Jedi or the Sith often walk away with their own lightsaber, regardless of the circumstances of the parting. However a Force-Sensitive Outcast acquires such a weapon, it becomes a tangible symbol of their unique talents.

Many of a Force-Sensitive Outcast's combat skills are likely self-taught, making their battle techniques diverse and unpredictable. They often fight with a pieced-together combination of different formal lightsaber styles, remembering elements of their training (if they had any) and the maneuvers of other lightsaber-wielding combatants, and incorporating them into traditional sword-fighting techniques—with a fair amount of improvisation. A Force-Sensitive Outcast may be a less refined warrior than a Jedi or Sith, but they are no less deadly.



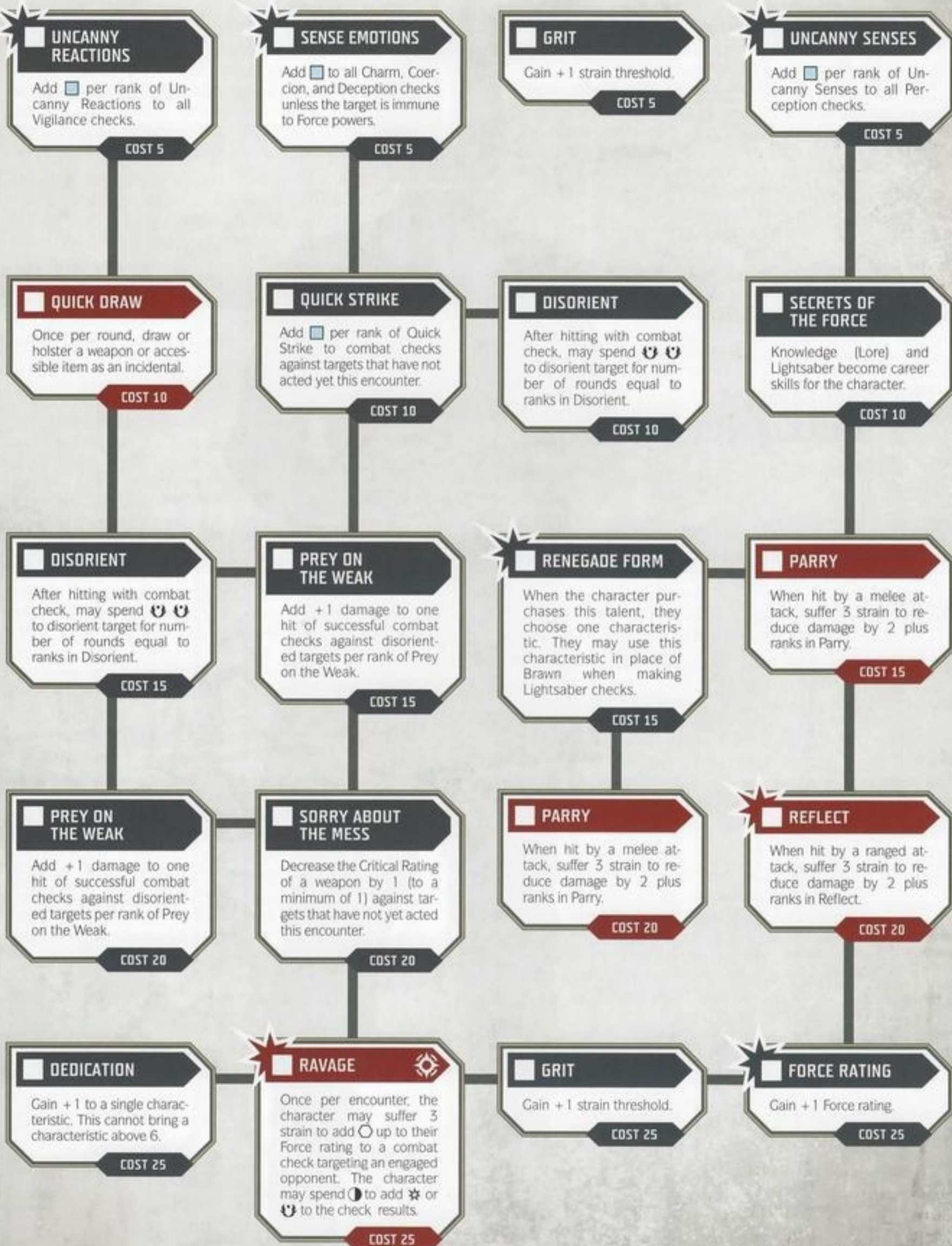
Universal: Force-Sensitive Outcast Talent Tree

Gain Force Rating 1

ACTIVE

PASSIVE

FORCE TALENT

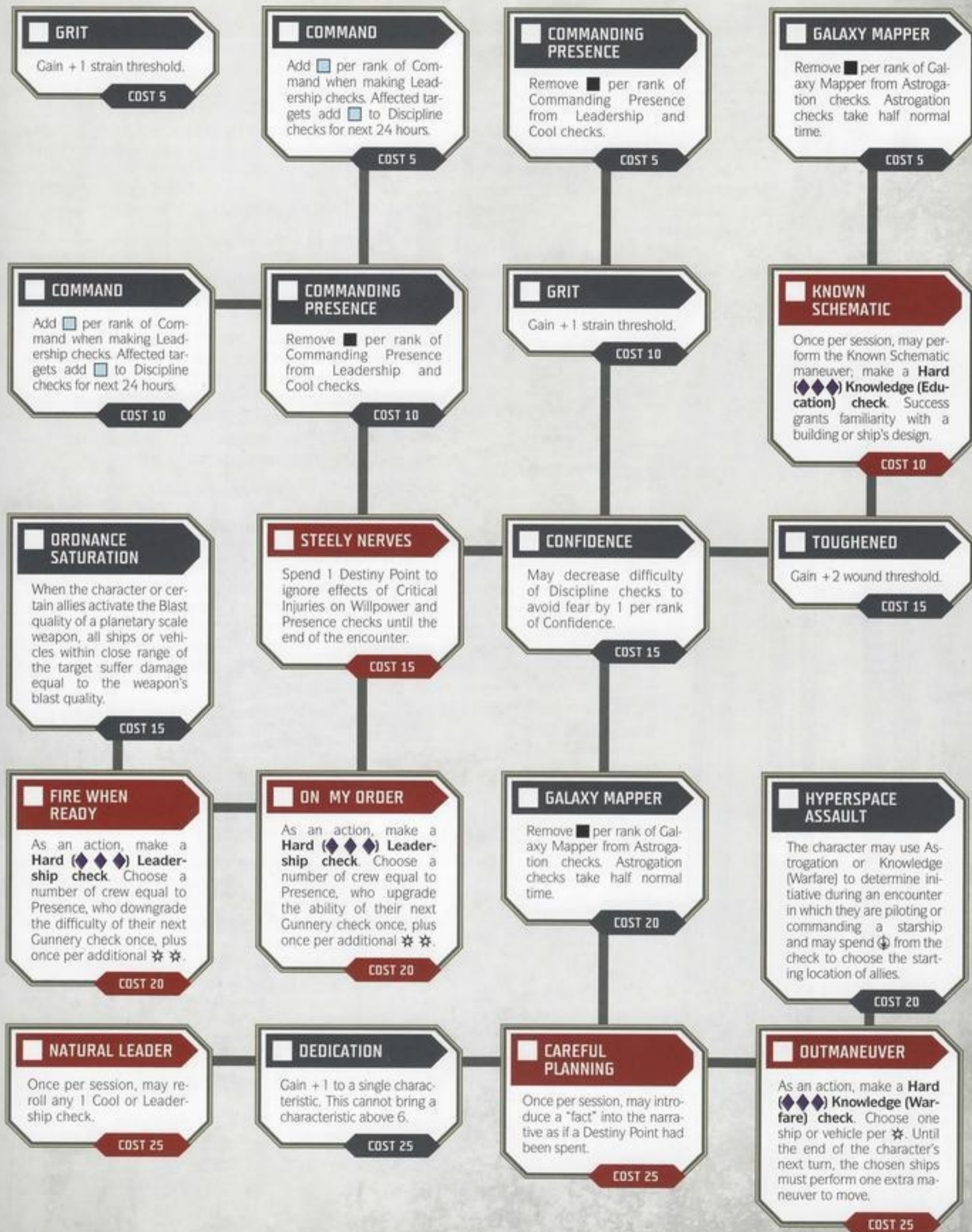


Universal: Republic Navy Officer Talent Tree

Republic Navy Officer Bonus Career Skills: Astrogation, Discipline, Knowledge (Warfare), Leadership

ACTIVE

PASSIVE



REPUBLIC REPRESENTATIVE

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Resolving the conflicts of thousands of civilizations across the galaxy is a colossal undertaking, yet the Galactic Senate takes that as its function. The Senators who debate and negotiate within the Senate rotunda represent entire planets or corporate organizations; each Senator is a single voice speaking for millions. Yet, in representing such a massive constituency, it is almost impossible for one person to balance the needs of the myriad smaller groups within the whole. For this reason, many worlds have one or more Republic Senate representatives, sometimes known as junior representatives, nonvoting members of the Senate who represent a minority political party or species. Representatives work closely with Senators as a delegation, to better represent the interests of a planet's entire population. Republic Representatives are expert politicians in their own right, working with each other and their world's Senator to determine what problems—or solutions—they should collectively bring before the Galactic Senate.

ENVOYS IN THE ROTUNDA

The retinue of a Senator is, in many ways, like a miniature Senate of its own. Because no Senator can be familiar with all of the diverse cultures they represent, the many junior representatives who work with them stand in as the voices of their constituents. Each representative is sent to represent a distinct

population or political coalition. A representative must be a master of diplomacy to ensure that their constituency's issues are taken seriously by the rest of their delegation, and they must be adaptable enough to retain the favor of their Senator and their political allies. Although a representative does not hold the power to vote or introduce legislation—except when fulfilling a Senator's duties during that Senator's leave of absence—they can sit on committees, and they receive all the same briefings as a Senator.

To succeed in the Senate, a character with the Republic Representative specialization receives **Charm**, **Cool**, **Knowledge (choose any one)**, and **Negotiation** as additional career skills. When a character takes this specialization, the player chooses one Knowledge skill appropriate for the group the character represents to become a career skill. The Senate is a stressful and dangerous place, full of competing interests and shifting loyalties. The ability to keep one's head when being rebuked by a Senator is highly sought after, as is a composure that betrays no hint of betrayal when a political alliance is going sour.

A Senator's responsibilities keep them on Coruscant much of the time, while those of a Republic Representative often take them away from the Senate. As an intermediary between their homeworld and the heart of the Republic, a Republic Representative is often among the stars, visiting the people of their world or carrying out assignments for the Senator. They tend to be more worldly than the full Senators of the rotunda, and most develop a wide network of associates among the less politically active communities of their homeworld.

However, when a Senator has to step away from Coruscant for any reason, they appoint a highly regarded Republic Representative to act as their proxy and take on all the roles and responsibilities of a full Senator in the interim. This is often seen as a mark of high esteem and a first step toward inheriting the position from the current Senator when their term ends.

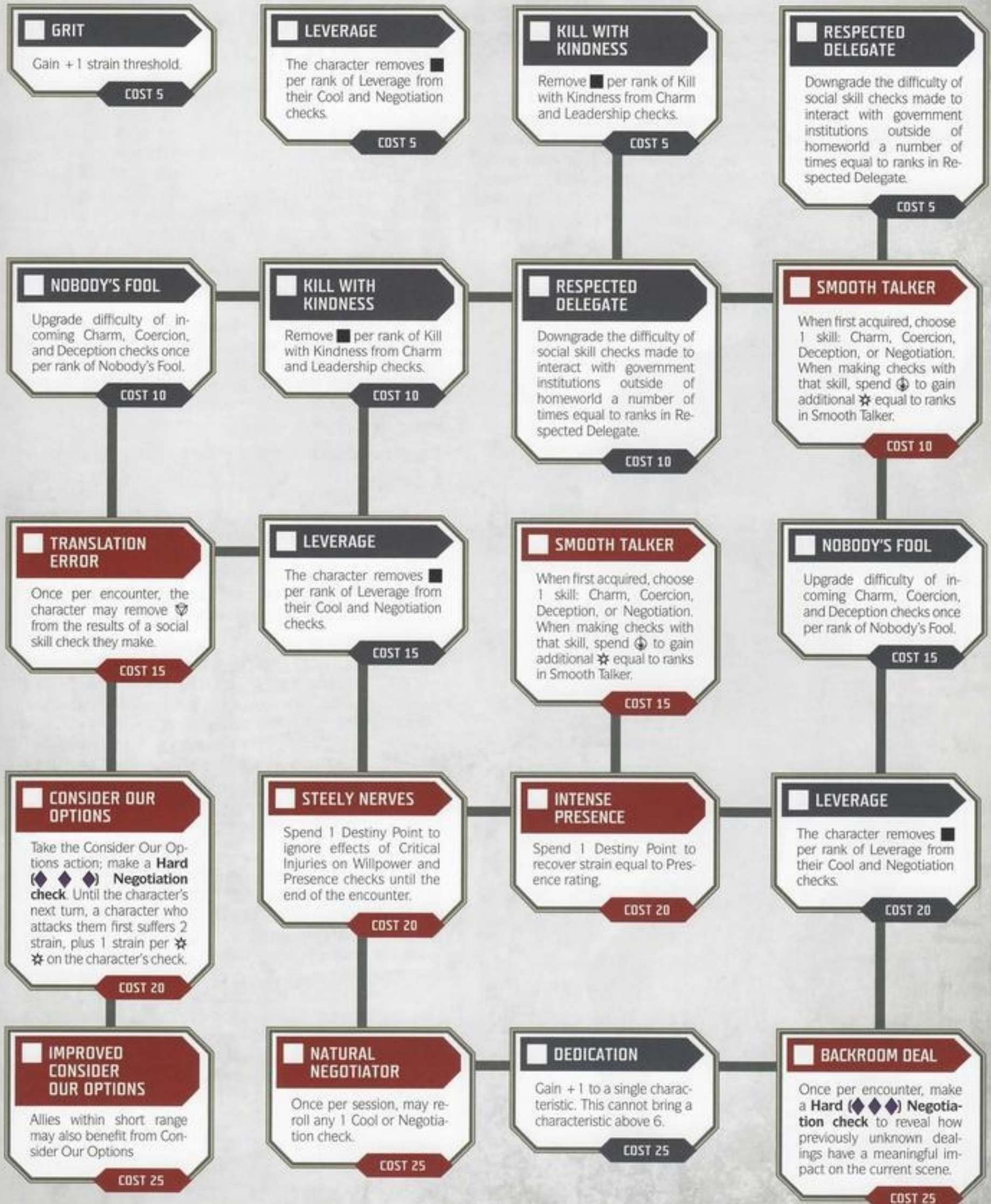
As they are politicians, Republic Representatives rarely train in martial techniques. The intrigues of the Senate are complex enough that mastering its intricacies is a lifelong undertaking. Furthermore, the tenets of the Republic are ones of peace and democracy rather than strength and valor, so peaceful solutions are always preferred to violent confrontation. Truly skilled representatives don't even need weapons to defend themselves, for the right words can defuse a dangerous situation. One might say that Republic Representatives are never truly unarmed—that their weapons are smooth charm and sharp critiques.

Universal: Republic Representative Talent Tree

Republic Representative Bonus Skills: Charm, Cool, Knowledge (Choose any one), Negotiation

ACTIVE

PASSIVE



SCAVENGER

SCAVENGER

As the Clone Wars erupt across the galaxy, there are many beings who have no interest in which side wins or loses. Scavengers have always existed in the Outer Rim, but during wartime, any individual might find themselves lurking among the wreckage of droids and vehicles, salvaging valuables. For this reason, sentients from all walks of life might become Scavengers and learn to turn damaged or forgotten technology into profit on the black market, whether dealing in individual scanners and blasters or salvaging entire starships.



SURVIVING ON DESTRUCTION

To venture out into a ruinous battlefield requires great courage, and only the most daring survivalists succeed at deriving profit from the wreckage of warfare. The dangers of a former battleground—from shattered tanks and unstable munitions to not-quite-disabled battle droids—are enough of a deterrent that most Scavengers find themselves working alone. The isolation and danger give anyone who chooses such a life great tenacity. The pay is usually better than the rate for any other work they could find, and the freedom is liberating.

Scavengers receive **Mechanics**, **Perception**, **Streetwise**, and **Survival** as additional career skills. These skills are honed by constant forays into burned-out factories or the hulking wrecks of starships, where local predators or malfunctioning battle droids might at any time emerge with deadly intent.


It is the ability to find treasure within the detritus of the Republic and the Separatists that draws individuals to such dangerous endeavors. A Scavenger is a master of improvisation. They often refurbish the technology they find in new and innovative ways to either sell on the black market or use for their own purposes. They are as much inventors as they are survivors, creating handmade and unique equipment that only they know how to use.


Not all of a Scavenger's discoveries are from the wreckage of war, however. Occasionally a battle unearths ancient relics or technology from before even the Republic, or a tip or rumor puts a Scavenger's skills to the test as they venture into territory unseen for generations. Instead of recovering the wreckage of a Republic or Separatist war machine, they may find themselves in the possession of a device so old that it would be priceless to academics or religious leaders—a device that can do things that no other technology can replicate.

If a Scavenger doesn't find their own use for a broken hull or circuit board, an extensive network within the black market offers plenty of ways to turn a profit on it. For every innovator willing to venture into danger for their parts, there are a dozen smugglers and technicians who would rather trade credits for safety and buy whatever materials a Scavenger can recover. This means that every piece of tech or wreckage is potentially valuable to someone. A reliable Scavenger can build up relationships with experienced fences that lead to improved profits and information that wouldn't be available any other way.

Universal: Scavenger Talent Tree

Scavenger Bonus Career Skills: Mechanics, Perception, Streetwise, Survival

 ACTIVE

 PASSIVE

GRIT
Gain +1 strain threshold.
COST 5

FORAGER
Remove up to   from skill checks to find food, water, or shelter. Survival checks to forage take half the time.
COST 5

UTINNI!
Remove  per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half the time.
COST 5

STREET SMARTS
Remove  per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
COST 5

GRIT
Gain +1 strain threshold.
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

TINKERER
May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
COST 10

UTINNI!
Remove  per rank of Utinni! from checks to find or scavenge items or gear. Such checks take half the time.
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 15

JURY RIGGED
Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.
COST 15

EXCEED SPECIFICATIONS
When making a check using an item, may add . The GM may spend  on the check to damage the item one step, or  to damage it beyond usability.
COST 15

ONE PERSON'S TRASH
May make a Perception check in order to locate a particular item at no cost in a location with potential salvage. The difficulty of the check is determined by the item's rarity.
COST 15

SIXTH SENSE
Gain +1 ranged defense.
COST 20

SUPREME EXCEED SPECIFICATIONS
If a check benefitting from Exceed Specifications generates , may damage the item to roll additional  and add it to the check results. If the check generates , add  to the check results.
COST 20

IMPROVED EXCEED SPECIFICATIONS
When the character takes the Exceed Specifications incidental, upgrade the ability of the check once instead of the standard effect.
COST 20

ANOTHER'S TREASURE
The condition of an item does not affect its sale price. In addition, the character can always find a buyer for an item, no matter its condition or apparent value.
COST 20

IMPROVED UTILITY BELT
Once per session when the character performs a Utility Belt incidental, they may produce up to five functionally identical items.
COST 25

UTILITY BELT
Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool belt or a satchel.
COST 25

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

CONTRAPTION
Once per session, take Contraption action; make a **Hard**    **Mechanics check** to fashion a device to solve a current problem using just the tools and parts on hand.
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 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 both are filled with tales of battles and wars, of heroism and tragedy. With the Separatist Crisis erupting in all-out war, the galaxy once again roils in conflict. Those 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 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 in 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 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. The unusual weight distributions and the nature of their blades means that even those 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 can 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 shots, 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 **Rise of the Separatists** 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.

ADAPTABLE

Activation: Active (Incidental)

Ranked: No

Trees: Padawan

Force talent. When resolving a check that uses a skill in which they have no ranks, the character may spend one Destiny Point to remove  from the check or to remove  equal to their ranks in Cool from the check.

ANOTHER'S TREASURE

Activation: Passive

Ranked: No

Trees: Scavenger

The condition of an item does not affect the price the character receives when selling it. In addition, the character can always find a buyer for an item, no matter its condition or how useless or worthless it may seem. The details of the transaction are subject to the GM's discretion, as always, and a buyer might not be immediately (or easily) available.

ARMOR MASTER

Activation: Passive

Ranked: No

Trees: Clone Trooper

When wearing armor, the character increases their total soak value by one.

ARMOR MASTER (IMPROVED)

Activation: Passive

Ranked: No

Trees: Clone Trooper

When wearing armor with a soak value of 2 or higher, the character increases their defense by one.

ASSAULT DROP

Activation: Active (Incidental)

Ranked: No

Trees: Clone Pilot

Once per session while piloting a vehicle or ship, the character may perform the Assault Drop incidental. All passengers aboard or allies engaged with the vehicle or ship may immediately disembark or embark as an out-of-turn incidental.


BACKROOM DEAL

Activation: Active (Action)

Ranked: No

Trees: Republic Representative

Once per encounter, the character may take the Backroom Deal action, making a **Hard** (◆◆◆) **Negotiation check**. If the check succeeds, the character (or player) reveals how their previously unknown dealings have a meaningful impact on the current

scene or encounter. The nature of the revelation and its impact on the scene are ultimately subject to the GM's discretion, but they should give a significant advantage to the PCs. If the check fails and generates , however, the GM may decide that the character's disastrously failed deal has negative repercussions.

BARREL ROLL

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Clone Pilot

When a vehicle or starship the character is piloting suffers a hit from a combat check, after damage is calculated but before armor is applied, the character may take a Barrel Roll incidental. Their ship suffers 3 system strain, and the damage of that hit is reduced by an amount equal to their ranks in the Piloting skill used for that vehicle. This talent may only be used once per attack and only when the character is piloting a vehicle or starship of silhouette 3 or less.

BARREL ROLL (IMPROVED)

Activation: Passive

Ranked: No

Trees: Clone Pilot





When the character takes the Barrel Roll incidental, reduce the damage of all hits (instead of only one hit) of the attack by the character's ranks in the relevant Piloting skill.

BARREL ROLL (SUPREME)

Activation: Active

Ranked: No

Trees: Clone Pilot


When the character uses Barrel Roll to reduce the damage from a weapon with the Auto-fire, Blast, or Guided item qualities, they may spend  or    to inflict one hit on the attacker or another enemy vehicle or starship within close range after the initial attack resolves. The hit deals the base damage of the original attack.

BEGINNER'S LUCK

Activation: Active (Incidental)

Ranked: No

Trees: Padawan


Force talent. Once per session when the character makes a check, the character may add  equal to the number of light side Destiny Points in the Destiny pool to the results.

BRACE

Activation: Active (Maneuver)

Ranked: Yes

Trees: Clone Trooper

As a maneuver, the character may Brace themselves. This allows the character to remove  per rank of Brace from their next skill check based on changing conditions, inclement weather, unstable surfaces, zero gravity, heavy gravity, or other disruptive physical obstacles that would make a skill check more difficult.

BRACE (IMPROVED)

Activation: Passive

Ranked: No

Trees: Clone Trooper

When the character performs the Brace maneuver, they may choose one environmental circumstance. The benefits of Brace apply to that circumstance until the end of the encounter. (This benefit is not cumulative with further uses of the Brace maneuver, although the character may select additional circumstances with subsequent uses.)

BRACE (SUPREME)

Activation: Passive

Ranked: No

Trees: Clone Trooper

When the character performs the Brace maneuver, the benefits apply to all allies within short range.

CAREFUL PLANNING

Activation: Active (Action)

Ranked: No

Trees: Republic Navy Officer

Once per game session, the character can choose to introduce a "fact" or additional context directly into the narrative as if they had spent a Destiny Point.

CIRCLE OF SHELTER

Activation: Passive

Ranked: No

Trees: Knight

Force talent. When an ally engaged with the character suffers a hit from a combat check, the character may use a Parry or Reflect incidental to reduce the damage the hit deals (even though the character is not the target of the combat check).




CLANKER KILLER

Activation: Active (Incidental)

Ranked: Yes

Trees: Clone Officer, Clone Pilot, Clone Trooper

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.

COMMANDING PRESENCE

Activation: Passive

Ranked: Yes

Trees: Republic Navy Officer



The character removes  per rank of Commanding Presence from their Leadership and Cool checks.

CONSIDER OUR OPTIONS

Activation: Active (Action)

Ranked: No

Trees: Republic Representative

The character may take the Consider Our Options action, making a **Hard (◆◆◆) Negotiation check**. If the check succeeds, until the start of the character's next turn, any enemy who attacks the character suffers 2 strain, plus 1 strain per additional   on the character's check, before resolving the attack. (If this strain causes an adversary to become incapacitated, the GM may determine that adversary simply bows out of the fight.) The effect ends immediately if the character inflicts damage on an enemy.

CONSIDER OUR OPTIONS (IMPROVED)

Activation: Active (Incidental)

Ranked: No

Trees: Republic Representative


When the character takes the Consider Our Options action, the character may choose to have the effects also apply to attacks that target the character's allies who are within short range. The effects end for all characters if the character or an affected ally inflict damage on an enemy.

CONTRAPTION

Activation: Active (Action)

Ranked: No

Trees: Scavenger


Once per game session, the character can take a Contraption action. With a successful **Hard (◆◆◆) Mechanics check**, the character can fashion a device to solve a current problem using the tools and parts on hand. This device must be approved by the GM and functions for the duration of the current encounter only. Those tools are destroyed in the process.  may be spent to allow the tools to be recovered to be reused later.

COORDINATED ASSAULT

Activation: Active (Maneuver)

Ranked: Yes

Trees: Clone Officer

The character may make a Coordinated Assault maneuver. If they do so, a number of allies engaged with the character equal to the character's ranks in Leadership gain  on combat checks they make until the beginning of the character's next turn. The range of this maneuver increases by one band per additional rank of Coordinated Assault.



DEADLY ACCURACY

Activation: Passive

Ranked: Yes

Trees: Clone Trooper

Each time the character gains a rank of Deadly Accuracy, they must choose one combat skill. The character may add their ranks in that combat skill as additional damage to one hit of successful attacks made with that skill using a personal-scale weapon. They cannot choose the same combat skill twice.

DISORIENT

Activation: Passive

Ranked: Yes

Trees: Force-Sensitive Outcast

After hitting with a combat check, the character may spend ☹ ☹ to disorient their foe. Disoriented targets add ■ to all skill checks. The target is disoriented for a number of rounds equal to the character's ranks in Disorient.

EXCEED SPECIFICATIONS

Activation: Active (Incidental)

Ranked: No

Trees: Scavenger

Before making a check using an item, the character may take the Exceed Specifications incidental, adding □ to the check. The GM may spend ☹ ☹ on the check to damage the item one step, or ☹ to damage it beyond usability (see **Table 5-4: Repairing Gear** in any core rulebook). ☹ or ☹ may have additional consequences depending on the nature of the item, at the GM's discretion.

EXCEED SPECIFICATIONS (IMPROVED)

Activation: Passive

Ranked: No

Trees: Scavenger

When the character takes the Exceed Specifications incidental, upgrade the ability of the check once instead of adding □.

EXCEED SPECIFICATIONS (SUPREME)

Activation: Active (Incidental)

Ranked: No

Trees: Scavenger

If the character's check benefitting from the Exceed Specifications incidental generates ☹, they may damage the item one step to roll one additional ☹ and add it to the check results. If the check generates ☹, roll ☹ and add it to the check results.

FIRE SUPPORT

Activation: Passive

Ranked: Yes

Trees: Clone Pilot

After the character makes a successful combat check using a vehicle weapon, the next ally to make a check adds □ equal to the character's ranks of Fire Support.

FIRE WHEN READY

Activation: Active (Action)

Ranked: No

Trees: Republic Navy Officer

The character may take the Fire When Ready action, making a **Hard (◆◆◆) Leadership check**. If the check succeeds, the character chooses a number of crew aboard their ship equal to their Presence. Those crew members downgrade the difficulty of their next Gunnery check once, plus one time for every additional ✨ ✨ on the check.

FIRST AMONG BROTHERS

Activation: Passive

Ranked: Yes

Trees: Clone Officer

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.

FOR THE REPUBLIC!

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Clone Officer

Once per encounter when an ally is incapacitated or killed, the character may perform the For the Republic! incidental. The character makes a **Daunting (◆◆◆◆) Leadership check**. If the check succeeds, the ally is not incapacitated or killed until the end of the following round, instead. If the character's wounds or strain are reduced below their threshold before the end of the next round, they are not incapacitated.

GUARDIAN OF THE REPUBLIC

Activation: Passive

Ranked: No

Trees: Knight

Force talent. After the character uses Parry or Reflect to reduce damage to an ally, that ally cannot be targeted by combat checks for the remainder of the round.

HIGH-G TRAINING

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Trees: Clone Pilot

When a starship or vehicle the character is currently piloting would suffer system strain (either voluntary or involuntary), the character may suffer a number of strain up to their ranks in High-G Training. If they do, the amount of system strain the starship or vehicle suffers is reduced by that amount (to a minimum of 0).

HYPERSPACE ASSAULT

Activation: Passive

Ranked: No

Trees: Republic Navy Officer

The character may use Astrogation or Knowledge (Warfare) to determine their Initiative during an encounter in which they are piloting or commanding a starship. If they do so, they may spend ☹ from the check to choose the starting locations of all allied ships in the encounter.

JURY RIGGED

Activation: Passive

Ranked: Yes

Trees: Scavenger

The character chooses one personal weapon or piece of armor per rank of Jury Rigged. They may increase the damage of the weapon by one; decrease the Advantage cost on its Critical, or any single other effect by one to a minimum of one; or increase armor's ranged or melee defense by one. Alternatively, they can decrease the encumbrance of the item by two to a minimum of one. The bonus only applies so long as the character is using the item. If the item is ever lost or destroyed, the character may apply Jury Rigged to a new personal weapon or piece of armor.

KNOWN SCHEMATIC

Activation: Active (Maneuver)

Ranked: No

Trees: Republic Navy Officer

Once per game session, the character may spend a maneuver to make a **Hard (◆◆◆) Knowledge (Education) check**. Success means they are familiar with a building or capital ship's design. They now know the location of critical components or facilities within the ship or vehicle, as well as their own location. They can also plan unconventional routes around obstacles. Additional ✨, 🌀, or 📍 results can reveal other useful information at the GM's discretion.

LATERAL THINKING

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Clone Trooper

Once per encounter after an enemy succeeds on a check targeting the character, the character may spend one Destiny Point to force the enemy to reroll the check. If the enemy is a droid, the character does not spend a Destiny Point to use this talent.

LEARNING OPPORTUNITY

Activation: Active (Incidental)

Ranked: No

Trees: Padawan

Once per round, the character may spend 🌀 🌀 🌀 from a check they fail to upgrade the ability of their next check once.

LET'S RIDE

Activation: Active (Incidental)

Ranked: No

Trees: Clone Pilot

Once per round on the character's turn, the character may mount or dismount from a vehicle or beast, or slide into the cockpit or weapon station aboard a starship, as an incidental instead of a maneuver.

LEVERAGE

Activation: Passive

Ranked: Yes

Trees: Republic Representative

The character removes ■ per rank of Leverage from their Cool and Negotiation checks.

MASTER PILOT

Activation: Active (Incidental)

Ranked: No

Trees: Clone Pilot

Once per round when piloting a starship (a ship piloted using the Piloting [Space] skill), the character may voluntarily suffer 2 strain to perform any action as a maneuver instead.

MISSION CRITICAL

Activation: Active (Incidental)

Ranked: No

Trees: Clone Pilot

Once per session after rolling a Piloting (Planetary) or Piloting (Space) check but before resolving it, the character may spend a Destiny Point to add ✨ or 🌀 to the results equal to their ranks in that skill. (The character may divide the results between ✨ and 🌀, in any combination.)

NATURAL LEADER

Activation: Active (Incidental)

Ranked: No

Trees: Republic Navy Officer

Once per game session, the character may reroll any one Cool or Leadership check.

NATURAL OPERATOR

Activation: Active (Incidental)

Ranked: No

Trees: Clone Pilot

Once per game session, the character may reroll any one Piloting (Planetary) or Piloting (Space) check.

NATURAL TROOPER

Activation: Active (Incidental)

Ranked: No

Trees: Clone Trooper

Once per game session, the character may reroll any one Gunnery or Ranged (Heavy) check.

ONE PERSON'S TRASH

Activation: Active (Action)

Ranked: No

Trees: Scavenger

The character may make a Perception check in order to locate a particular item amid a battlefield, shipwreck, junkyard, or other location with potential salvage. The difficulty of the check is equal to half the item's rarity, rounded down. There is no cost to acquire an item this way, but the item is in need of moderate repairs (see **Table 5-4: Repairing Gear** in any of the core rulebooks) when found.

ON MY ORDER

Activation: Active (Action)

Ranked: No

Trees: Republic Navy Officer

The character may take the On My Order action, making a **Hard (◆◆◆) Leadership check**. If the check succeeds, the character chooses a number of crew aboard their ship equal to their Presence. Those crew members upgrade the ability of their next Gunnery check once, plus one time for every additional ✨ ✨ on the check.

ORDNANCE SATURATION

Activation: Passive

Ranked: No

Trees: Republic Navy Officer

When the character or an ally who is currently benefiting from On My Order or Fire When Ready activates the Blast quality of a planetary-scale weapon, all ships or vehicles within close range of the target suffer damage equal to the weapon's Blast quality (plus 1 per additional ✨, as usual).

OUTMANEUVER

Activation: Active (Action)

Ranked: No

Trees: Republic Navy Officer

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: Force-Sensitive Outcast, Knight, Padawan

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.

PARRY (IMPROVED)

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Knight

When the character suffers a hit from a Brawl, Melee, or Lightsaber combat check and uses the Parry incidental to reduce the damage from that hit, after the attack is resolved, the character may spend ♣ or ♠♠♠ to automatically hit the attacker once with a wielded Brawl, Melee, or Lightsaber weapon. This hit deals the weapon's base damage plus any damage from applicable talents or abilities. This talent may not be used if the original attack incapacitates the character.

PHYSICAL TRAINING

Activation: Passive

Ranked: Yes

Trees: Clone Trooper

The character adds □ per rank of Physical Training to their Athletics and Resilience checks.

PREY ON THE WEAK

Activation: Passive

Ranked: Yes

Trees: Force-Sensitive Outcast

TALENTS WITH CONFLICT COSTS

If the rules for Morality in **FORCE AND DESTINY** are in use, certain talents give the Player Characters who possess them Conflict at the beginning of each session. These talents are delineated with the following symbol in their header:

■ TALENT NAME ☼

The character deals +1 damage to one hit on all successful combat checks against disoriented targets per rank of Prey on the Weak.

PRIME POSITIONS

Activation: Passive

Ranked: No

Trees: Clone Officer

When the character or an ally within short range takes cover, the character taking cover increases their soak by one per rank of Prime Positions against ranged attacks until they leave that cover.

RAVAGE

Activation: Active (Incidental)

Ranked: No

Trees: Force-Sensitive Outcast

Force talent. Once per encounter, the character may suffer 3 strain to add ○ up to their current Force rating to a combat check targeting an engaged opponent. The character may spend ● to add ✨ or ♣ to the results 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.



REFLECT

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Trees: Force-Sensitive Outcast, Knight, Padawan
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.

REFLECT (IMPROVED)

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Knight

Force talent. When the character suffers a hit from a Ranged (Light), Ranged (Heavy), or Gunnery combat check and uses the Reflect incidental to reduce the damage from that hit, after the attack is resolved, the character may spend ☉ or ☉☉☉ to automatically hit one target within medium range, dealing the same damage as the hit from the initial ranged attack.

The initial ranged attack's hit must be one that can be reflected and redirected (generally only blaster weapons or other energy attacks fall into this category; anything else is subject to GM oversight). This talent may not be used if the original attack incapacitates the character.

RENEGADE FORM

Activation: Passive

Ranked: No

Trees: Force-Sensitive Outcast

Force talent. When the character purchases this talent, they choose one characteristic. They may use this characteristic in place of Brawn when making Lightsaber checks.

RESPECTED DELEGATE

Activation: Passive

Ranked: Yes

Trees: Republic Representative

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.

SABER THROW

Activation: Active (Action)

Ranked: No

Trees: Knight

Force talent. The character may take the Saber Throw action, making a Lightsaber combat check as a ranged attack at one target within medium range, adding ☉ no greater than their Force rating to the check. The character must spend ☉ and succeed on the check to hit their target; they may spend ☉ to have their weapon return to their hand after resolving the attack.

SCRAP 'EM!

Activation: Active (Incidental)

Ranked: No

Trees: Clone Officer

After making a successful combat check, the character may suffer 2 strain to perform the Scrap 'em! incidental. The character selects a number of allies no greater than their ranks in Leadership. Those allies add ☐ to their combat checks against the character's target until the start of the character's next turn.

SCRAP 'EM! (IMPROVED)

Activation: Passive

Ranked: No

Trees: Clone Officer

When the character takes the Scrap 'em! incidental, they affect a number of allies no greater than twice their ranks in Leadership, and affected allies add ☐☐ to combat checks (instead of ☐).

SECRETS OF THE FORCE

Activation: Passive

Ranked: No

Trees: Force-Sensitive Outcast

Knowledge (Lore) and Lightsaber become career skills for the character.

SENSE EMOTIONS

Activation: Passive

Ranked: No

Trees: Force-Sensitive Outcast, Knight

Force talent. The character adds ☐ to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.

SIDE BY SIDE

Activation: Passive

Ranked: No

Trees: Knight

Force talent. While the character is wielding a lightsaber and engaged with one or more allies also wielding a lightsaber, add ☉ to all combat checks that target the character or those allies. (If multiple allied characters in the engagement possess this talent, the effects are cumulative.)

SINCEREST FLATTERY

Activation: Active (Incidental)

Ranked: No

Trees: Padawan

Once per encounter when the character makes a check using a skill that another character has previously used during the encounter, they add ☐☐.

SOMETHING TO PROVE

Activation: Active (Incidental)

Ranked: No

Trees: Padawan

Once per session, the character may suffer 4 strain in order to reroll a failed check. If the check succeeds, the character heals 4 strain.

SORRY ABOUT THE MESS

Activation: Passive

Ranked: No

Trees: Force-Sensitive Outcast

The character decreases the critical rating of any non-starship weapon they wield by 1 (to a minimum of 1) against targets that have not yet acted this encounter.

SUPPRESSING FIRE

Activation: Passive

Ranked: Yes

Trees: Clone Trooper

The character and each ally within short range may spend ☹ on their failed combat checks to inflict 1 strain on their respective targets per rank of Suppressing Fire. Each character can only activate this effect once per round.

TACTICAL ADVANCE

Activation: Active (Incidental)

Ranked: No

Trees: Clone Officer

While in cover, the character may suffer 2 strain to perform the Tactical Advance incidental. Until the end of the character's next turn, the character and allies within short range may move out of cover and continue to receive its benefits.

TACTICAL ADVANCE (IMPROVED)

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Clone Officer

The character may spend ☹ ☹ from any check they make or ☹ ☹ from a combat check targeting them to perform the Tactical Advance incidental (instead of suffering strain).

TEMPLE TRAINING

Activation: Active (Incidental)

Ranked: No

Trees: Padawan

Force talent. Before making a Lightsaber skill check, the character may spend one Destiny Point to add damage to the attack equal to their ranks in Knowledge (Lore).

TINKERER

Activation: Passive

Ranked: Yes

Trees: Scavenger

The character makes one piece of equipment more modifiable. They choose one piece of equipment and increase its number of hard points by one. They can only do this once per piece of equipment, but can modify a number of pieces of equipment equal to their ranks in Tinkerer. If they lose a modified piece of equipment, they may apply Tinkerer to a new one.

TRANSLATION ERROR

Activation: Active (Incidental)

Ranked: No

Trees: Republic Representative

Once per encounter, the character may remove ☹ from the results of a social skill check they make.

UTILITY BELT

Activation: Active (Incidental)

Ranked: No

Trees: Scavenger

The character may spend one Destiny Point to perform a Utility Belt incidental to produce a previously undocumented—but essential—small tool with a rarity no greater than 4 from their utility belt, satchel, or pockets. This cannot be a weapon unless the weapon has the Limited Ammo 1 quality.

UTILITY BELT (IMPROVED)

Activation: Passive

Ranked: No

Trees: Scavenger

Once per session when the character performs a Utility Belt incidental, they may produce up to five functionally identical items.

UTINNI!

Activation: Passive

Ranked: Yes

Trees: Scavenger

The character removes ■ equal to the character's ranks in Utinni! from checks made to find or scavenge items or gear. These checks could include Negotiation, Perception, or other checks, depending on circumstances and the GM's discretion. Such skill checks take half their normal time (this does not decrease with multiple ranks of Utinni!).

VALUABLE FACTS

Activation: Active (Action)

Ranked: No

Trees: Padawan

Once per encounter, the character may take a Valuable Facts action, making an **Average** (◆◆) **Knowledge check** (the GM and player should determine which Knowledge skill is most applicable in the given situation). If successful, the character may add ☹ to any one check made by an allied character subsequently during the encounter.

The subsequent check should relate in some way to the facts the character learned, or the player should come up with an explanation of why the information their character learned is instrumental to the success of the ally's check.

WILL OF THE FORCE

Activation: Active (Incidental)

Ranked: No

Trees: Knight

Force talent. Once per round after failing a skill check, the character may convert one dark side Destiny Point to a light side Destiny Point.

FORCE POWERS

The Force underlies all the events of the Clone Wars, as the ancient struggle between the Jedi and Sith lies, unknown to most, at the root of the conflict. The following Force powers represent some of the primary uses of the Force shown by Force sensitives on both sides of the conflict, as well as those outcasts who fight for themselves.

For rules on acquiring and using Force powers, see **Chapter VIII: The Force** in any *Star Wars* Roleplaying core rulebook.

FORCE POWER: BIND

Those strong in the Force can use it to extend their reach beyond their physical capabilities. While many Force users move and manipulate objects beyond their reach, others take it further, using the Force to seize living beings. One who hones their telekinetic abilities can restrain others from a distance, preventing them from moving or attacking. Those who draw on the dark side of the Force channel their rage, crushing and maiming their targets.

BASIC POWER

Bind's basic power allows the Force user to restrain those nearby, preventing them from harming others and themselves. The basic power has one way to spend Force points:

- The user may spend 1 to immobilize a target within short range until the end of the user's next turn. If the user used any 1 to generate 1 on this check, the target also suffers 1 wound (ignoring soak) per 1 spent on the check. The user may not activate this multiple times.

UPGRADES

Control Upgrade: Spend 1 to immediately move the target one range band toward or away from the user. The user may not activate this multiple times.

Control Upgrade: Spend 1 whenever a target affected by Bind takes an action, they suffer strain equal to the user's Willpower. The user may not activate this multiple times.

FORCE DICE

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.

Duration Upgrade: The power gains the ongoing effect: Commit ○○○ after successfully activating the basic power. If a target was immobilized or staggered by this power, they remain immobilized or staggered as long as ○○○ remain committed and the target stays within range. If a target moves beyond the range of the power, the effects end for that target, but not for any other targets of the power. The user may not activate this multiple times.



Force Power Tree: Bind

Prerequisites: Force Rating 2 +

FORCE ABILITY

BIND BASIC POWER

The Force user restrains an enemy, preventing the target from acting.

The user may spend 1 to immobilize a target within short range until the end of the user's next turn. If the user used any 2 to generate 1, the target also suffers 1 wound per 1 spent on the check (ignoring soak).

COST 15

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 10

MAGNITUDE

Spend 1 1 to affect 1 additional target within range per rank of Magnitude purchased.

COST 15

STRENGTH

Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

COST 5

CONTROL

Spend 1 whenever a target affected by Bind takes an action, that target suffers strain equal to Willpower.

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 15

MAGNITUDE

Spend 1 1 to affect 1 additional target within range per rank of Magnitude purchased.

COST 20

STRENGTH

Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

COST 10

DURATION

Commit 1 1 1 to sustain the ongoing effects of the power on each affected target.

COST 15

CONTROL

Spend 1 to move the target one range band closer or farther away.

COST 10

MAGNITUDE

Spend 1 1 to affect 1 additional target within range per rank of Magnitude purchased.

COST 25

STRENGTH

Spend 1 to disorient the target for a number of rounds equal to Strength upgrades purchased.

COST 15

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 20

MASTERY

When the user is making a **Bind power check**, if the check was not already opposed, the user may roll an opposed **Discipline vs. Discipline check** against one target of the power. If no 2 were used to generate 1 and the user succeeds on the check, they may immediately stagger the target until the end of their next turn. If any 2 were used to generate 1 and the check succeeds, the target suffers a Critical Injury, adding +10 to the roll per 1 spent on the check.

COST 25

Magnitude Upgrade: Spend 1 1 to increase the number of targets affected by an amount equal to the number of Magnitude upgrades purchased. The user may activate this multiple times, increasing the number of targets by this number each time.

Mastery Upgrade: When the user is making a **Bind power check**, if the check was not already opposed, the user may roll an **opposed Discipline versus Discipline check** as part of the pool. To activate this upgrade, they must generate enough 1 to activate the power *and* must succeed at the opposed check. If no 2 were used to generate 1, the target is also staggered until the end of the user's next turn. If the user succeeds and used any 2 to generate 1 on this check, the target immediately suffers a Critical Injury with a +10 to the roll per 1 spent on the check.

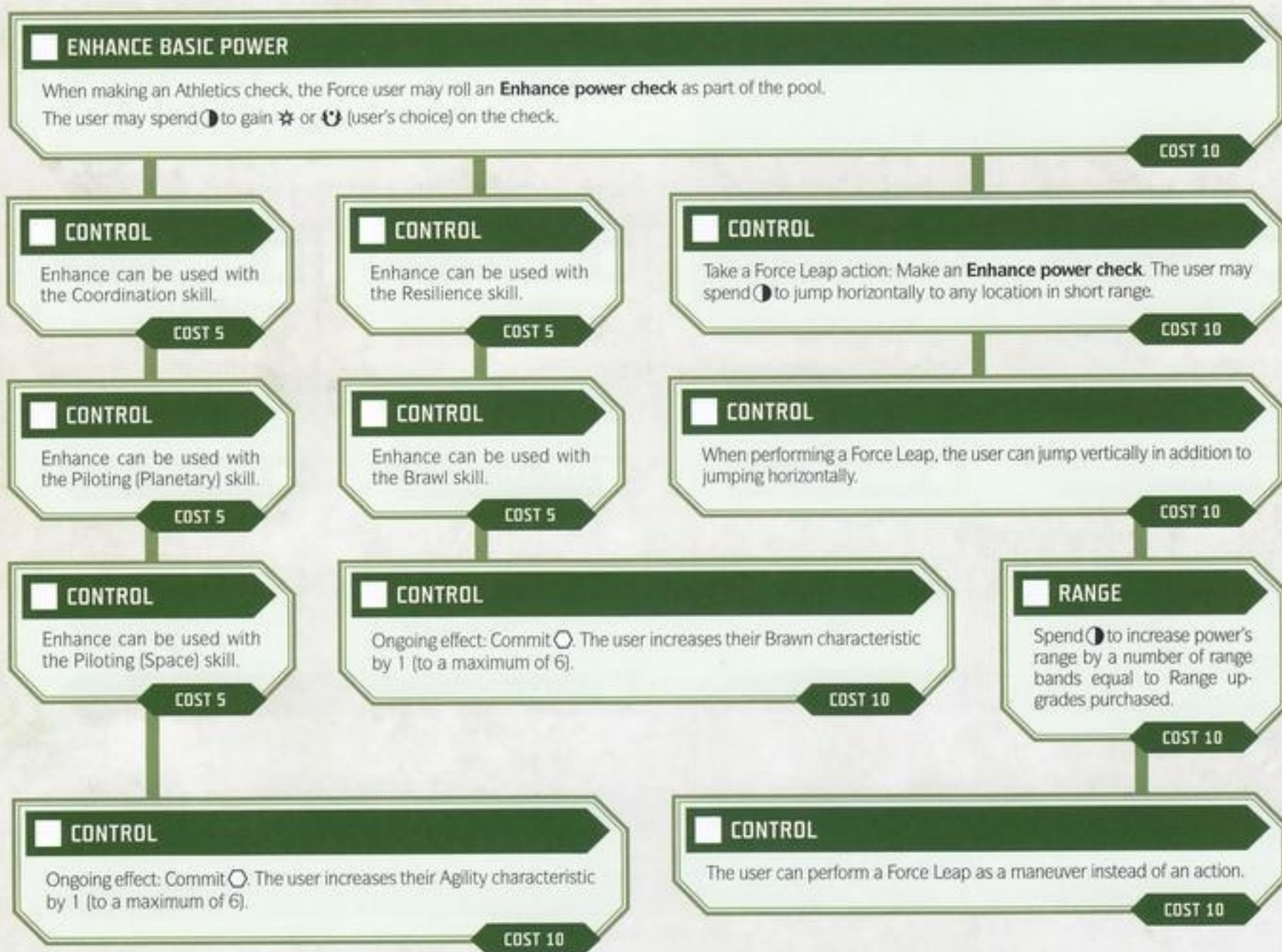
Range Upgrade: Spend 1 to increase the maximum range at which the Force user can affect targets with this power by a number of range bands equal to the number of Range upgrades purchased. The user may activate this multiple times, increasing the range by this number each time.

Strength Upgrade: Spend 1 to disorient the target for a number of rounds equal to the number of Strength upgrades purchased. The user may activate this multiple times, increasing the number of rounds by this number each time.

Force Power Tree: Enhance

Prerequisites: Force Rating 1 +

FORCE ABILITY



FORCE POWER: ENHANCE

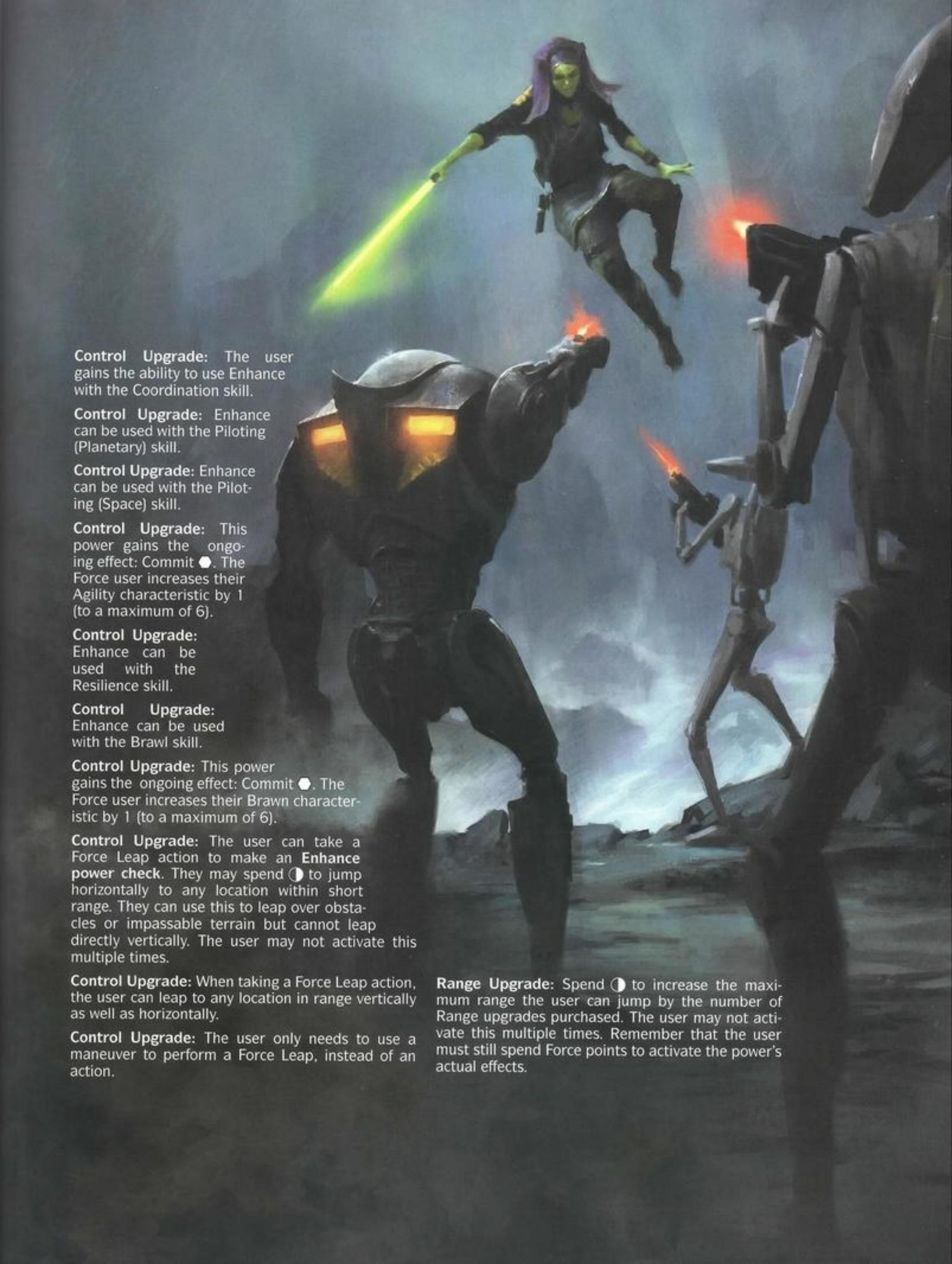
Those strong in the Force can allow it to flow through them, responding to their own intent and movement in order to enhance the actions of their body. With the assistance of the Force, they can leap seemingly impossible distances, move faster than otherwise possible, and demonstrate physical strength far in excess of their normal abilities. Most Force users find it a relatively simple thing to use the Force to overcome their own physical limitations and shrug off the effects of fatigue. With a little practice, a Force user can achieve uncanny acts of agility and acrobatics, allowing the Force to suffuse their movements and imbue them with strength and elegance.

Enhance allows Force users to perform athletic feats beyond the original scope of their natural abilities. The basic power has one way of spending Force points:

- When making an Athletics check, the user may roll an **Enhance power check** as part of the pool. The user may spend 1 to gain ✨ or 🌀 (their choice) on the check. (Remember, this counts as a normal Force power check in every way—it is simply combined with the overall skill check.)

UPGRADES

Upgrades to Enhance work in two distinct ways. Force users may choose to use the power to improve their natural abilities, enhancing existing skills and even improving their bodies' physical characteristics using the Force. Alternatively, Force users can employ the power to achieve physical feats not otherwise achievable by other beings, leaping long distances or incredible heights.



Control Upgrade: The user gains the ability to use Enhance with the Coordination skill.

Control Upgrade: Enhance can be used with the Piloting (Planetary) skill.

Control Upgrade: Enhance can be used with the Piloting (Space) skill.

Control Upgrade: This power gains the ongoing effect: Commit ●. The Force user increases their Agility characteristic by 1 (to a maximum of 6).

Control Upgrade: Enhance can be used with the Resilience skill.

Control Upgrade: Enhance can be used with the Brawl skill.

Control Upgrade: This power gains the ongoing effect: Commit ●. The Force user increases their Brawn characteristic by 1 (to a maximum of 6).

Control Upgrade: The user can take a Force Leap action to make an **Enhance power check**. They may spend ● to jump horizontally to any location within short range. They can use this to leap over obstacles or impassable terrain but cannot leap directly vertically. The user may not activate this multiple times.

Control Upgrade: When taking a Force Leap action, the user can leap to any location in range vertically as well as horizontally.

Control Upgrade: The user only needs to use a maneuver to perform a Force Leap, instead of an action.

Range Upgrade: Spend ● to increase the maximum range the user can jump by the number of Range upgrades purchased. The user may not activate this multiple times. Remember that the user must still spend Force points to activate the power's actual effects.





WEAPONS OF WAR

*"This weapon is your life."
— Obi-Wan Kenobi*

Across the galaxy, the soldiers of the Clone Wars fight with blasters and cannons, repulsortanks and starships, and even ceremonial pikes and lightsabers. The outbreak of war on such a scale inevitably spurs not only production, but also innovation in weapon and vehicle technologies. While the Confederacy of Independent Systems has had years to prepare its armories and outfit its droid troops for war, the Republic was caught largely unprepared for hostilities—save for the fortuitous and mysterious Kaminoan development of the clone army.

Chapter II: Weapons of War provides players and GMs with the standard-issue arms and armor of the Grand Army of the Republic, as well as a selection of weapon attachments some clone troopers might use to customize their equipment. The Jedi are known for their use of lightsabers, distinctive and elegant weapons, of which this chapter covers several basic types and components. Of course, military forces rely on a broad range of support gear to succeed on the battlefield, and this chapter covers a

selection of standard gear for the Republic's forces. Finally, a broad array of vehicles and starships, from starfighters to capital ships, represents those commonly used by the Republic and the Confederacy of Independent Systems.

The equipment and vehicles in this chapter are particularly suited to games set during the Clone Wars, as they comprise assets employed by the major factions as well as some items more appropriate for outlaws and others operating on the fringes of the war. All equipment and vehicles from the *Star Wars* Roleplaying core rulebooks can be used without difficulty in a campaign set during the Clone Wars. These include additional gear suitable for Jedi, Clone Soldiers, and Republic officials, as well as many items suitable for Scavengers, Force-Sensitive Outcasts, and others who exist outside the official command structure. Of course, GMs and players may wish to avoid using those items or vehicles that are not developed until after the Clone Wars.

RESOURCES OF THE REPUBLIC

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—whether in the Grand Army of the Republic, as Jedi, or as part of the Galactic Senate—this is not the case. The Republic provides its clone troopers with the weapons and equipment needed for their missions, including 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 the Senate, 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 on behalf of the Republic do not need to concern themselves with the cost to upkeep a starship, or 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 concern themselves with 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

GALACTIC ECONOMICS

The prices and rarities in this chapter represent the availability of items during the Clone Wars, and the GM should consider modifying them as seems appropriate if their game takes place during the Galactic Civil War (the default time frame for the *Star Wars* Roleplaying lines).

In particular, lightsabers and lightsaber crystals are restricted goods during the reign of the Empire. GMs should also consider increasing the cost of these items to represent their drastically increased rarity after the destruction of the Jedi Order.

into a hostile environment, they should receive the use of appropriate armor or protective gear, such as HT-77 Cold Assault 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 any attempts to sell it) may face disciplinary action if discovered.

TABLE 2-1: SPECIAL ISSUE EQUIPMENT

Mission Type	Example Issued Equipment
Boarding Action	AP-M1 armor piercing grenade (2 per trooper), M3 Bulwark blast shield (per trooper), Nu-class transport (per squad)
Planetary Assault	AT-TE walker (per squad), BT X-42 heavy flame projector (per squad)
Reconnaissance	Ascension gun (per trooper), Mk II EMP grenade (3 per trooper), CK-6 swoop (per trooper)
Sabotage	Destro-6 demolition charge (per trooper), RPS-6 rocket launcher (per squad), XSR heavy demolitions kit (per squad)
Site Defense	AT-TE walker (per squad), Z-6 rotary blaster cannon (per squad)

NEW WEAPONS

Weapons, of course, are fundamental to the war efforts of both the Republic and the Confederacy of Independent Systems. Most weapons used by military forces are standardized, such as the countless DC-15 blaster rifles manufactured for the Grand Army of the Republic. Still, special forces, veterans, and others sometimes use specialized or even unique weapons.

RANGED WEAPONS

While most Jedi are content with their lightsabers, the clone troopers of the Grand Army of the Republic have access to a wide variety of weapons. Everything from blaster pistols to shoulder-fired missile launchers can be found in the GAR's armories, and each clone is trained in the use of a variety of weapons.

DC-15 BLASTER RIFLE

The DC-15 was, before the introduction of the DC-15A carbine, the standard issue longarm of the GAR. Roughly as long as a clone is tall, these weapons are heavy, poorly balanced, and extremely difficult to use anywhere but in a wide-open battlefield. They tend to suffer beam cohesion issues after sustained fire, which negatively affects their short- to medium-range accuracy, and they are generally unpleasant weapons to deal with on a daily basis.

Despite these glaring flaws, the DC-15 remains surprisingly popular among the clone ranks for one simple reason: raw power. The DC-15 is one of the most powerful heavy blaster rifles in current use. It can punch through laminate armor at 1,000 meters,

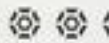

and at closer ranges it can destroy lightly armored vehicles. It rarely overheats or needs to be reloaded, is extremely reliable, and can be serviced with the bare minimum of tools in the field. Many clone marksmen have adopted it as their primary weapon, fitting it with long-range optical systems and gyrostabilization units to increase combat effectiveness.

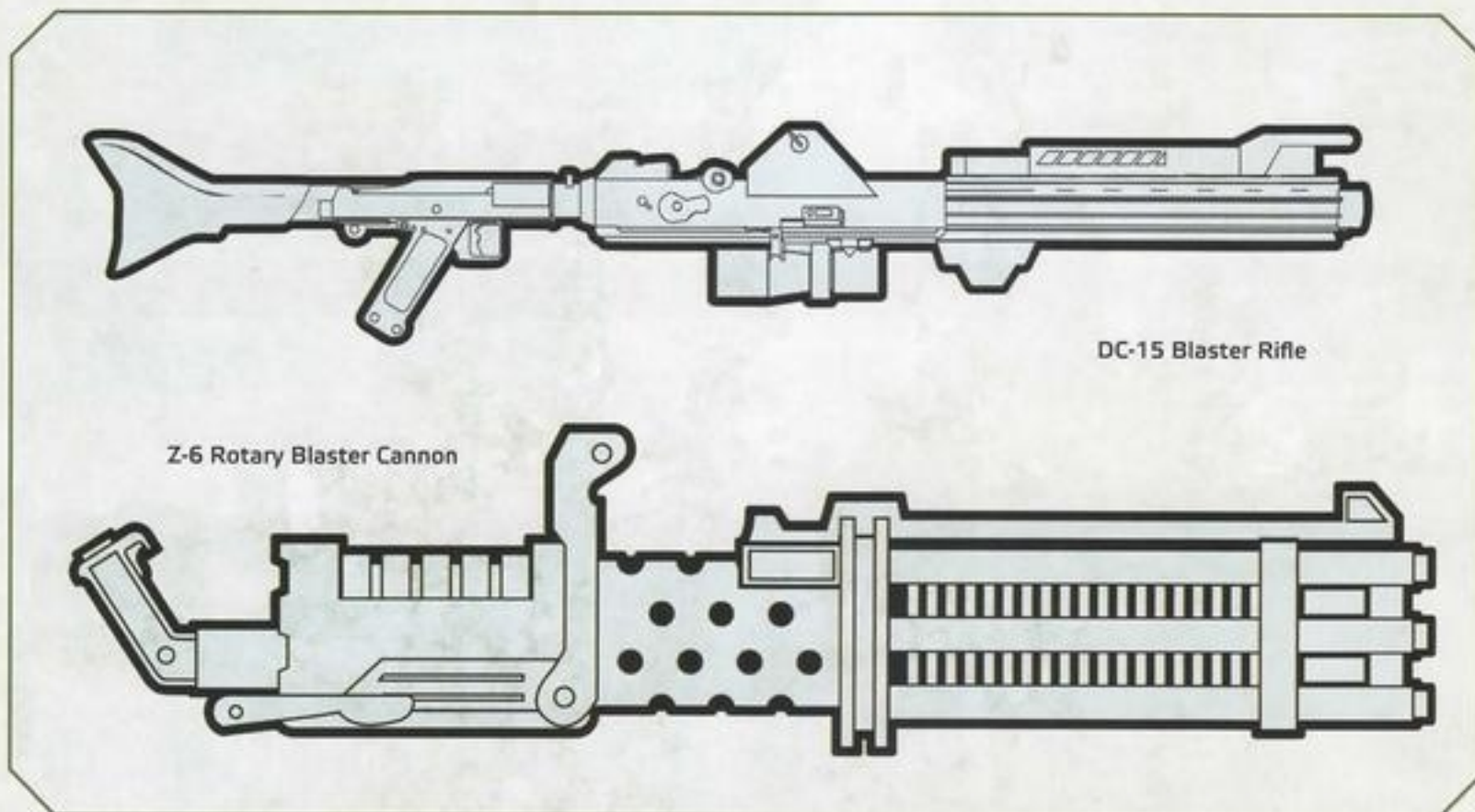
DC-15A BLASTER CARBINE

BlaTech's DC-15A blaster carbine is the GAR's standard-issue carbine. Every clone, from the greenest recruit 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

The standard-issue sidearm of the GAR, BlaTech's DC-17 is one of the most rugged and reliable blaster pistols produced. Typically issued to vehicle crews, weapon teams, and officers, these heavy blaster pistols pack incredible stopping power into a relatively small package. They are lightweight and well balanced, and they have a very respectable rate of fire. Recently, ARC troopers and other special forces teams have taken to carrying the DC-17 as a backup weapon and for close-quarters combat.

Game Masters may spend  (in addition to ) to make a DC-17 run out of ammo during combat.





DC-15 Blaster Rifle

Z-6 Rotary Blaster Cannon

Z-6 ROTARY BLASTER CANNON

The Z-6 rotary blaster cannon is an exceptionally potent heavy squad support weapon built for the GAR by BlasTech. Heavy, loud, and difficult to master, the weapon consists of six separate blaster barrels that rotate around a central assembly. When activated, the barrels spin at thousands of revolutions per minute, providing a higher rate of fire and more destructive power in a smaller, more convenient package than a standard heavy repeating blaster. The downside to all this power is heat. The Z-6 generates an immense amount of heat with continuous fire, and more than one overzealous gunner has destroyed their weapon and suffered serious burns in the process.

This weapon can only be used with its Auto-fire item quality active. The GM may spend  or  from any combat check made with this weapon to have it overheat. When the weapon overheats, the wielder suffers 2 strain, and the weapon becomes damaged one step, from undamaged to minor, minor to moderate, or moderate to major (see **Table 5-4: Repairing Gear** in any core rulebook).

EXPLOSIVES AND ORDNANCE

Sometimes on the battlefield, a job calls for more firepower than what a blaster can provide. In those cases, clone trooper squads break out the ordnance

and explosives. Below is a list of common grenades, launchers, and other highly destructive weapons commonly found in the GAR.

AP-M1 ARMOR PIERCING GRENADE

Merr-Sonn's AP-M1 armor piercing grenade is designed to give the common foot soldier light anti-armor capabilities in the field. Roughly the size of a clone's fist, the AP-M1 consists of a small shaped charge core encased in a plasteel casing. When it detonates, the grenade produces a highly focused blast that can crack open even the toughest armor. The AP-M1 can be thrown like a standard grenade or placed and held in position by an integral chemical adhesive system. This makes them well suited for precision demolition work as well as anti-vehicle/anti-armor use.

BT X-42 HEAVY FLAME PROJECTOR

The BT X-42 heavy flame projector, from BlasTech, is one of the most destructive and terrifying weapons in the GAR's arsenal. Carried by specially trained clone flame troopers, this weapon is used primarily against massed, unarmored opponents in an anti-personnel role. It is also well suited to clearing rooms and bunkers, denying areas, and destroying enemy materiel.

Like most flame projectors, the X-42 can be as dangerous to friends as to enemies and has a nasty

TABLE 2-2: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Ranged Weapons									
DC-15 Blaster Rifle	Ranged (Heavy)	10	3	Long	6	4	(R) 2,200	6	Cumbersome 3, Pierce 1, Stun setting
DC-15A Blaster Carbine	Ranged (Heavy)	9	3	Medium	3	4	(R) 1,500	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
Z-6 Rotary Blaster Cannon	Ranged (Heavy)	12	4	Long	6	3	(R) 3,000	7	Auto-fire (Only), Cumbersome 3, Prepare 1
Explosives and Ordnance									
AP-M1 Armor Piercing Grenade	Ranged (Light)	13	3	Short	1	0	(R) 200	6	Blast 4, Limited Ammo 1, Pierce 4
BT X-42 Heavy Flame Projector	Gunnery	10	2	Medium	6	2	(R) 2,000	7	Blast 6, Burn 4, Vicious 1
Mk II EMP Grenade	Ranged (Light)	8	4	Short	1	0	150	5	Blast 6, Disorient 3, Ion, Limited Ammo 1
Model 201 Mortar System	Gunnery	15	3	Extreme	10	1	(R) 5,400	7	Blast 12, Breach 1, Limited Ammo 5, Prepare 2, Slow-Firing 1
RPS-6 Rocket Launcher	Gunnery	22	2	Extreme	8	4	(R) 8,200	8	Blast 14, Breach 1, Cumbersome 4, Guided 2, Limited Ammo 7

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 about 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 I clone trooper armor, a DC-15 blaster rifle or DC-15A blaster carbine, an M8 combat knife, and three EMP grenades. This does not mean the character actually exchanged credits for the equipment, but 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.

reputation for overheating or even exploding when damaged.

Game Masters can spend ☉ ☉ ☉ to cause the weapon to overheat, leaving it inoperable for three turns, or ☉ to have the weapon explode. An exploding X-42 deals full damage to the user and Blast damage to anything engaged with them.

MK II EMP GRENADE

Built by SoroSuub specifically for the GAR, the Mk II EMP grenade is the latest word in anti-droid weapons. The size of a standard frag grenade, an EMP grenade releases a powerful electromagnetic pulse when it detonates, instead of explosive force. This pulse incapacitates droids and can knock out even hardened electronic systems.

MODEL 201 MORTAR SYSTEM

The Model 201 mortar is a portable light artillery system used by specialized clone artillery troopers. Built by Merr-Sonn, the Model 201 is a smoothbore weapon that uses an electromagnetic mass-driver system to launch large-caliber shells over long distances. The shells are fired in an arc instead of a direct line, which makes the 201 the weapon of choice for striking

enemies behind heavy cover. Primarily a support weapon, the GAR usually deploys the 201 behind the front lines.

The weapon consists of three parts—the launcher, a heavy bipod, and the ammunition magazine—and is operated by a specially trained mortar team. A mortar team consists of three clones: one to carry the weapon, one to carry the bipod, and one to carry the ammo. Working together, a mortar team can keep up an incredible rate of fire, and a good mortar team can be a trooper squad's best friend in the field.

The Model 201 can only be used at medium range or further due to the arc of its shells.

RPS-6 ROCKET LAUNCHER

Built by Sienar, the RPS-6 is the GAR's primary infantry-portable shoulder-fired missile launcher. A flexible, versatile weapon, the RPS-6 can fire a variety of different missiles, from frag and armor piercing to plasma and EMP missiles. Equipped with a sophisticated optics system and fed from a seven-round magazine, the RPS-6 is highly effective against both ground and air targets in the hands of a well-trained clone trooper.

If attacking a target of silhouette 2 or greater, an RPS-6 adds ☐ if the user performs an aim maneuver.

MELEE WEAPONS

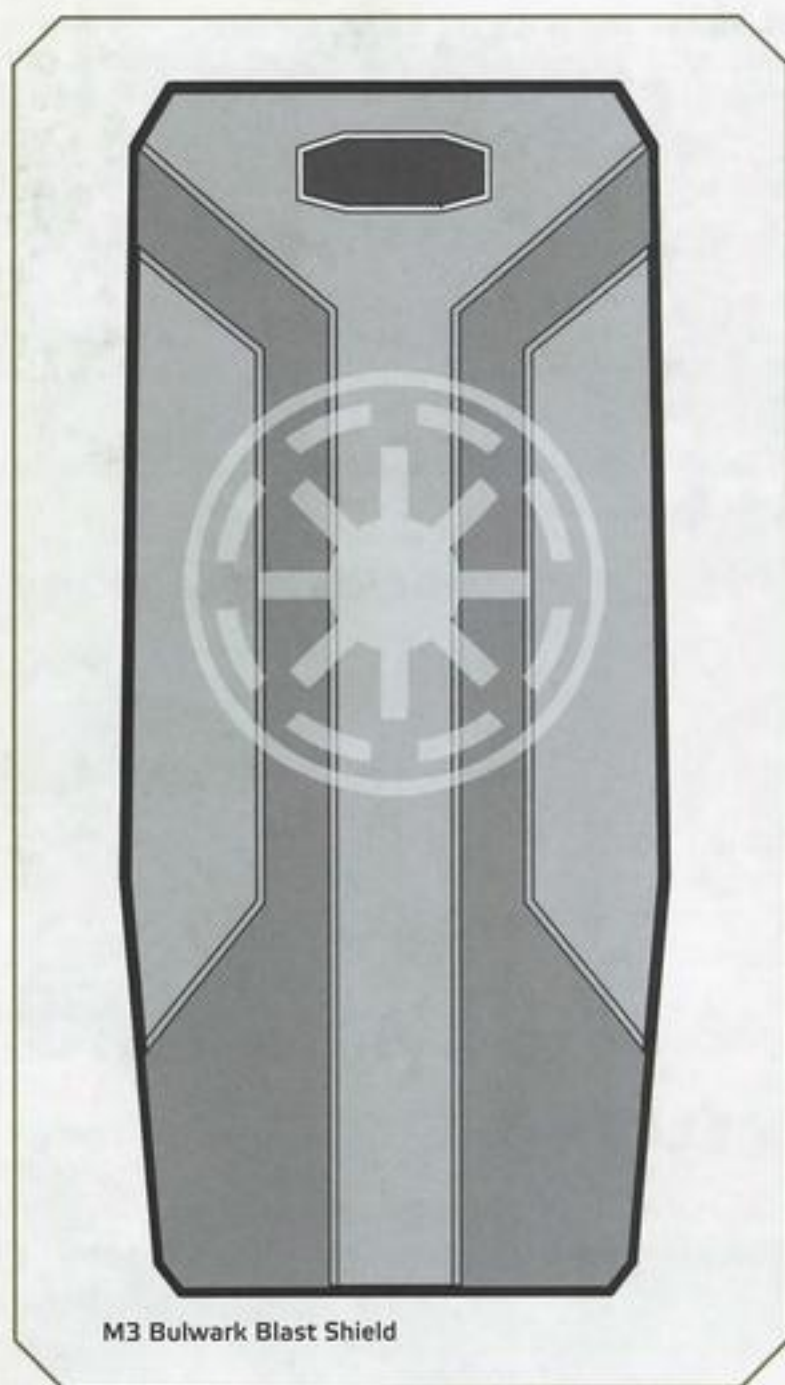
Sometimes an enemy is too close for blasters, or a trooper needs to make a kill as cleanly and quietly as possible. Melee weapons—blades, truncheons, and so on—are the right choice in such cases.

M3 BULWARK BLAST SHIELD

Typically carried by riot or military police, or security in particularly rowdy ports, blast shields are as much a weapon as a protective device. Roughly as tall as a full-grown clone, the M3 Bulwark is a curved sheet of reinforced plasteel that can be strapped to one arm. A small, narrow viewport is set in the top of the shield, which allows the user to see while using it. Thanks to its shape and the inherent strength of plasteel, the Bulwark can shrug off most small-arms and light blaster rifle fire, as well as shrapnel and splinters from grenades and other explosive devices.

TABLE 2-3: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
M3 Bulwark Blast Shield	Melee	+1	6	Engaged	6	1	(R) 600	5	Cumbersome 3, Defensive 2, Deflection 2
M8 Combat Knife	Melee	+1	3	Engaged	1	1	150	4	Accurate 1, Pierce 1
TZ-97 "Zapper" Shock Baton	Melee	5	4	Engaged	2	2	900	6	Concussive 1, Stun Damage



M3 Bulwark Blast Shield

M8 COMBAT KNIFE

Made for the GAR by Merr-Sonn, the M8 is based on Merr-Sonn's popular Treppus-2 vibroknife. The M8 has a long, single-edged, clip-point blade with a serrated back ridge. The handle is made from a flat-black polycarbonate, and the grip is covered in a textured material that provides comfort and extra grip. Every clone is issued an M8 for use in the field, and the knife has gained wide renown as both a tool and a weapon.

TZ-97 "ZAPPER" SHOCK BATON

This weapon, issued to clone military police, shore patrol, and anti-riot units, is essentially a law enforcement officer's truncheon equipped with a stun-field generator. When it strikes a target, it releases a powerful stored charge that short-circuits most sentients' nervous systems.

LIGHTSABERS

The lightsaber is the ancient weapon of the Jedi Order and a powerful symbol of the Republic's legendary guardians and peacekeepers. Each lightsaber is individually constructed by a rising Padawan in a rite of passage. The heart of a lightsaber is its kyber crystal, the only material in the galaxy able to focus the raging plasma energies of the lightsaber. Exceedingly rare, lightsabers are seen only in the hands of Jedi and a scant few other Force users—including the Sith.

Although there are many different types of lightsabers, for rules purposes, any weapon that is listed in this Lightsabers section is considered a lightsaber.

Note that the lightsabers in this book vary from those presented in **AGE OF REBELLION** and **EDGE OF THE EMPIRE**. Like **FORCE AND DESTINY**, these rules feature a greater level of detail, in part by treating lightsaber hilts and crystals as distinct elements. These rules are more appropriate for a Clone Wars campaign, in which Jedi feature prominently, and should be used in place of the lightsaber profile in the **AGE OF REBELLION** or **EDGE OF THE EMPIRE** core rulebooks.

Lightsabers cannot be Sundered.

BASIC LIGHTSABER

The mark of a Jedi warrior and one of the most unique and recognizable weapons in the galaxy, the lightsaber encompasses those traits most associated with the Jedi Order: simplicity, elegance, and sheer power. While there are numerous variants, the basic lightsaber is the baseline against which all other versions are measured. Each one is hand-built by an individual Jedi from available materials, typically various alloys or composites.

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 the character put into the construction of their lightsaber in place of other pursuits, which might have earned them credits or experience points.

Basic Lightsaber



Once constructed, a lightsaber is fitted with a powerful, energy-focusing kyber crystal, which provides it with unique characteristics depending on the kyber crystal's planet of origin. The most common type of kyber crystal is the llum crystal, but kyber crystals can be found throughout the galaxy, from the highest peaks to the deepest abysses and even within the guts of giant creatures.

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

Models Include: None; each lightsaber is individually crafted.

SHOTO

Shotos are small, short-bladed lightsabers commonly used by duelists and those Jedi who are particularly small of stature. Initially designed as an offhand weapon for use by followers of the Jar'Kai school, shotos are now relatively commonplace among the Jedi.

Today, shotos are particularly popular with students of the Ataru school. With a shoto in each hand, an Ataru student can combine Ataru's acrobatic forms with the shoto's size and speed to deliver quicker, more accurate blows than is possible for an individual armed with a full-sized lightsaber or a lightsaber/shoto combination.

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

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

Models Include: None; each shoto is individually crafted.

TRAINING LIGHTSABER

Ostensibly non-lethal variants of the standard lightsaber, training lightsabers are low-powered lightsabers used to train Jedi younglings in lightsaber combat. Each training lightsaber is equipped with an ultra-low-output power generator and either a kathracite or danite crystal. They produce a massless blade like that of a full-powered lightsaber, but it causes no lasting damage to opponents. This hardwired, low-powered setting allows Initiates to practice their lightsaber forms without the risk of dismembering their instructors, sparring partners, or selves.

This lightsaber is a basic training lightsaber hilt containing an unmodded training lightsaber crystal and low-power emitter. The crystal occupies two of the weapon's hard points.

Models Include: None; each training lightsaber is individually crafted.

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
Shoto	Lightsaber	5	2	Engaged	1	3	8,000	10	Accurate 1, Breach 1, Sunder
Training Lightsaber	Lightsaber	6	-	Engaged	1	5	400	6	Stun Damage
Basic Lightsaber Hilt	Lightsaber	0	-	Engaged	1	5	300	5	
Shoto Hilt	Lightsaber	0	-	Engaged	1	3	300	6	Accurate 1

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 they deal no damage, have no critical rating, and do not have many of their item qualities). However, a PC wanting to construct their own lightsabers

should start with a hilt. The GM can still have them make a check to find the hilt, based on its rarity, and pay the cost. 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.

NEW ARMOR

With war raging across the galaxy, everyone looks for ways to protect themselves in battle, from clone troopers risking their lives to desperate outlaws seeking a big score. Designs for new armor types are flourishing, and the trade in both military and illicit gear is thriving. Clone armor and battle droid plating dominate the market, but production of all armor types has reached heights unseen for centuries.

CF-9 REPUBLIC NAVAL FLIGHT SUIT

Clones assigned to operate starfighters, combat airspeeders, and similar vehicles are not typically issued full bodysuits of armor like their brethren in the infantry. Instead, the Republic Navy has developed new flight suits appropriate for combat missions. The CF-9 model flight suit was an attempt to offer everything a pilot needed for missions without exacerbating the

already substantial cost of supplying fighter wings. The project has been a mixed success in both regards, but it serves well enough to satisfy the Senate.

The CF-9 is lightly armored—just enough to provide basic protection in case the wearer is separated from their craft and to improve survival chances in the case of a crash or ejection. It lacks many of the features of full armor, relying instead on basic subsystems, an environmental seal, and the communication systems of the piloted craft rather than having such features built in. The suit's design instead focuses on regulating a clone's physiology during combat maneuvers, through its specialized respirator and other systems.

CF-9 flight suits include a built-in respirator. Characters wearing CF-9 Republic naval flight suits remove up to ■ from Piloting (Space) and Piloting (Planetary) checks added due to the danger or physical stress of the action.

"GUNDARK" SCAV-SUIT

The peculiar brainchild of an exiled Arkanian engineer, the "Gundark" scav-suit is becoming an increasingly common sight across the galactic underworld. Designed to assist salvagers and collectors in uncovering and assessing lost technology, the suit includes an advanced sensor package that can analyze energy readings and material compositions quickly to help the wearer sift valuable salvage from a scrap heap—or from the detritus of a battlefield. The suits are so-named because the arrangement of the sensor package is reminiscent of huge ears at the side of the wearer's head, similar to those of a wild gundark. Bounty hunters and other figures sent to deal with scavengers sometimes take advantage of this design by targeting the sensor array to blind the wearer with a feedback loop from their damaged equipment.

The inbuilt sensor array on a "Gundark" scav-suit adds □ to the wearer's Perception checks, and an additional □ to all checks to detect or analyze technological parts and items. However, if the suit's systems become damaged due to a Critical Injury, aimed shot, or other circumstance, the wearer instead suffers ■ due to sensor feedback on all Perception checks instead until the suit is repaired.

HEAVY ROBES

Many Jedi wear thick robes, sometimes with ceremonial significance, and sometimes simply to protect themselves against the elements in the course of their work. These robes are little more than layers of reinforced fabrics, largely incapable of stopping incoming attacks, but the voluminous profile they provide can offer limited protection by obscuring vital areas or even a Jedi's general silhouette.






"Gundark" Scav-suit

TABLE 2-5: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
CF-9 Republic Naval Flight Suit	1	1	(R) 1,200	3	2	6
"Gundark" Scav-Suit	1	1	3,000	4	2	6
Heavy Robes	1	0	150	1	0	2
HT-77 Cold Assault Armor	0	2	(R) 4,000	6	2	7
Jedi Commander Armor	1	2	(R) 5,000	5	3	8
Mk II "Hotspot" Insulated Armor	0	2	(R) 5,500	6	2	7
Phase I ARC Trooper Armor	1	2	(R) 6,000	5	4	7
Phase I Clone Trooper Armor	0	2	(R) 2,000	4	3	6
Scavenged Clone Armor	0	2	(R) 1,000	5	2	4

HT-77 COLD ASSAULT ARMOR

The HT-77 pattern of clone armor is a specialized suit designed for operation in cold environments, such as polar regions or planets far from the light of their local sun. Although all clones are trained in its use, it is primarily issued to divisions specialized in tactics and operations for such environments. Featuring additional thermal seals and insulating flaps, cold assault armor greatly enhances the basic temperature-regulating functions of a standard clone bodysuit. Furthermore, the sensory apparatuses installed in HT-77 helmets are designed to deal with issues arising from cold-weather conditions. The visor lenses are treated to resist reflected glare from snow and to avoid frosting over when exposed to moisture, and the audio feedback and comlink systems dampen the sound of high winds and other interference.

HT-77 cold assault armor comes with a built-in comlink, and it adds   to the wearer's checks to avoid adverse effects from exposure to cold temperatures and weather. Additionally, the wearer removes  imposed by cold-weather conditions on their Perception checks.

JEDI COMMANDER ARMOR




The traditional robes of the Jedi are appropriate for their work as mediators and peacekeepers, but when leading detachments of clone troopers, many Jedi have opted for additional protection to fit their new role. Although there is no standard-issue Jedi armor, Republic armorers working with the Jedi Temple have modified clone trooper suits to meet the needs of the Jedi generals on several occasions.

The most important laminate plates of the armor are fitted over a loose robe to make a garment that offers vital protection in battle without compromising acrobatic lightsaber forms and Force-assisted maneuvers.

The silhouette and exact systems of the armor vary based on the Jedi commissioning the modifications, but the basic designs are similar enough that the so-called "Jedi commander armor" is a recognizable sight across the battlefields of the Clone Wars.

MK II "HOTSPOT" INSULATED ARMOR

Flame troopers are among the more specialized units in the Grand Army of the Republic. They are equipped with flame projectors and protective gear designed to help them flush enemies from their defenses and clear areas of dangerous flora or contaminants in hostile environments. Their armor, specially designed to assist them in their role, features a heavily filtered respirator unit and significant thermal shielding to insulate them from the effects of their own weaponry. The current model of flame trooper armor is the Mk II "Hotspot" design of insulated armor, a substantial improvement over the initial Mk I design issued at the very outset of the war. The first designs for "Hotspot" armor lacked sufficient respirator filtration, risking the wearer through exposure to toxic smoke and air deprived of adequate oxygen due to the flames. The flawed design was an oversight due to the rushed production needs of both the Republic and the Kaminoans. The flaw was corrected as quickly as could be managed, and the newly issued Mk II suits have been a source of significantly improved morale among the flame trooper corps.

Mk II "Hotspot" insulated armor comes with a built-in comlink. It adds   to the wearer's checks to avoid adverse effects from exposure to extreme heat or toxic gases and reduces the damage the wearer takes from fire and hazardous environments by 1. Additionally, when targeting the wearer, attackers must spend one additional  to activate the Burn item quality and treat the quality's rating as one lower.

PHASE I ARC TROOPER ARMOR

The elite ARC troopers within the Grand Army of the Republic receive special gear, including a unique type of reinforced armor, to help them survive their dangerous assignments. ARC troopers benefit from the protection of additional armor plating on their body and limbs, as well as a more advanced helmet design and an armored pauldron for displaying rank insignia. ARC trooper armor can support a wider variety of integrated subsystems than standard clone trooper armor, and the additional protective plates are carefully placed to optimize deflection of standard blaster fire patterns. The armor's careful design and fitting also allows a wider and more natural range of movement than standard clone trooper armor.

However, all this increased customization and the more complex systems come at a substantial cost increase, and the Senate is loath to authorize mass production of the suits. Instead, a project has been launched to design a new variant of the armor that incorporates the advances it provides in a more economical fashion. Unfortunately, these new designs are still in their early stages and may not see deployment for some time.

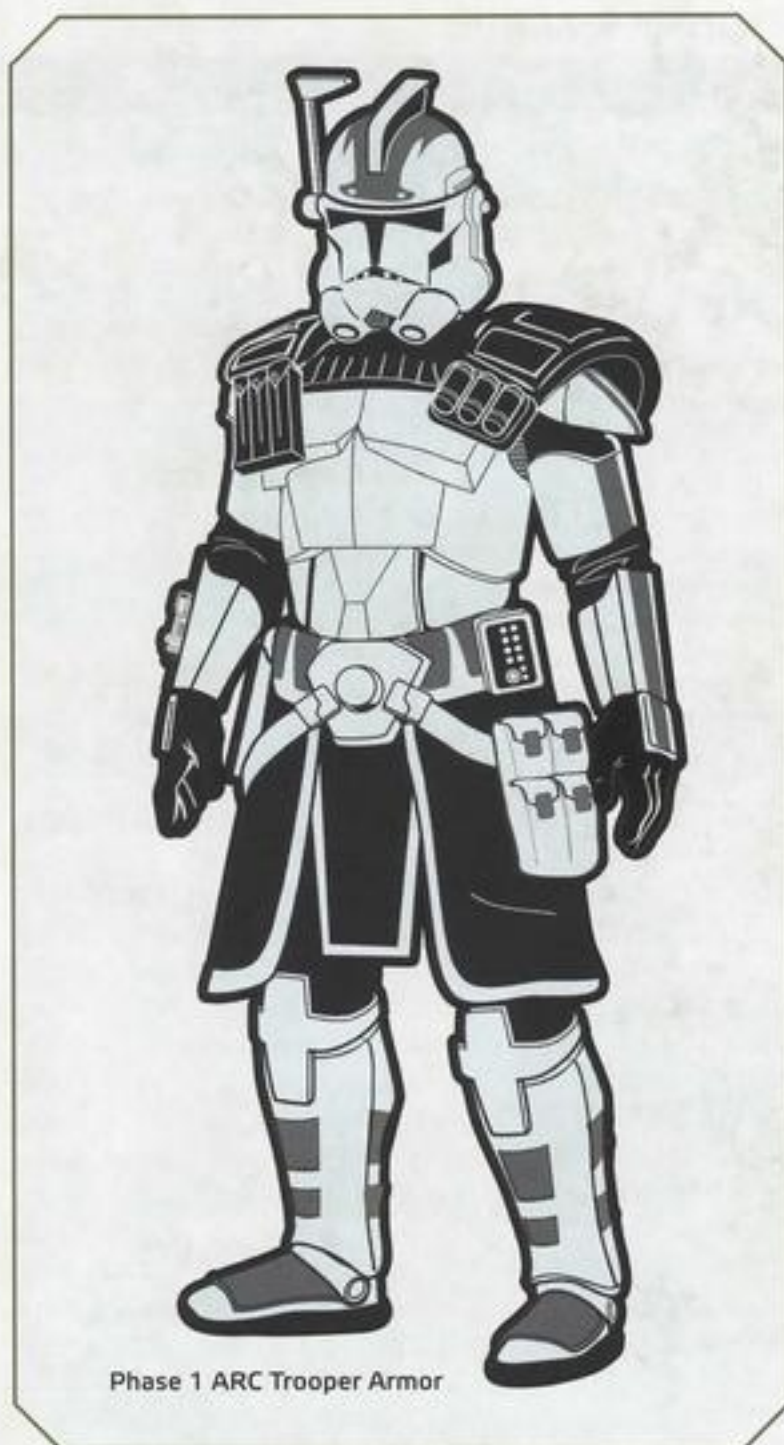
Phase I ARC trooper armor includes a comlink. The various systems built into Phase I ARC trooper armor remove ■ from all Perception checks made by the wearer. In addition, the integrated load-bearing harness increases the wearer's encumbrance threshold by three.

PHASE I CLONE TROOPER ARMOR

Mass-produced alongside the first batches of clones by the Kaminoans, the first designs of clone armor emphasize function and protection. Made of full-body laminate plating over a sealed bodysuit, Phase I clone trooper armor provides a degree of body-temperature regulation to offset the weight and enclosure. It is pressurized to provide brief protection against vacuum—not enough to allow extended operations, but sufficient for a few minutes of life support in an emergency.

While offering reliability and protection, along with limited inbuilt systems and room for customization, this armor does have one notable flaw. The designers of the clone army placed the comfort of their creations very low on their priorities, leaving the armor significantly more cumbersome and uncomfortable than it could be. Adjusting to the armor has become a rite of passage for clone troopers, such that veterans can spot new clones within moments by how they move in full gear.

Phase I clone trooper armor includes a comlink. At the GM's discretion, characters unused to moving in this armor may suffer ■ to Coordination checks until they acclimatize to the distribution of its weight.



Phase 1 ARC Trooper Armor

SCAVENGED CLONE ARMOR

Bounty hunters, pirates, and other misfits often seek out the heavy protection of laminate armor and heavy bodysuits, only to find the expensive construction of the gear they seek to be a significant obstacle. However, the battlefields of the Clone Wars have proven to be a veritable treasure trove of military-grade gear for scavengers, and the durable armor of the clone troopers has made scavenging laminate plating nearly an industry unto itself.

The scavenged suits are even more ill-fitting than standard clone armor, and they sometimes draw unwanted Republic attention, but for many, affordable protection of such quality is worth the other issues. Due to the piecemeal nature of its construction and the difficulty of adapting the specific fit of clone armor, all wearers of scavenged clone armor suffer ■ to Coordination and Stealth checks while wearing it. Characters wearing scavenged clone armor may suffer one or more ■ on interactions with Republic officials and representatives, at the GM's discretion.

NEW GEAR

A wide array of specialized gear has been developed to meet the needs of this tumultuous era. Some of it has military applications, but other items are tools designed to assist in communications and help diplomats seek peaceful solutions.

A99 AQUATA BREATHER

The aquata breather is a portable device consisting of two small tanks connected to a mouthpiece. Worn over the mouth and nostrils, it supplies up to two hours of breathable air, and is particularly suited to subaquatic environments. For many Jedi Knights who cannot naturally survive underwater, an aquata breather is a standard part of their traveling gear, whether or not they anticipate aquatic environments.

Aquata breathers are designed to be disposable. Once the two-hour air supply is depleted, the unit cannot be recharged.

DESTRO-6 DEMOLITION CHARGE

These shaped detonite charges are favored for sabotage missions and clandestine raids: situations with hardened targets but limited actual fighting. Setting up the charges takes time and precision, although a sufficiently confident demolitionist can speed matters up by disabling certain safeties. Once in place, charges can be detonated via timer, with delays of up to six hours, or by a remote signal. Properly placed charges are capable of incapacitating armored vehicles or blasting major breaches in a fortification.

Setting up one or more Destro-6 charges with the safeties fully engaged requires an **Easy (◆) Mechanics check** and takes five minutes per charge. Disabling the safeties for a batch of charges halves the time required, but increases the difficulty of the check to **Hard (◆◆◆)**. The GM may spend ☉ ☉ ☉ or ☹ on any Mechanics check using charges with disabled safety features to cause a premature detonation.

When a charge detonates, it deals 20 damage with the Breach 1 quality to every character and vehicle within short range. Each additional charge used increases the base damage by 5.

HOLO-MEGACASTER

One of the standard tools for a public speaker, a holo-megacaster is a variation on a standard holocomm system. Instead of patching into the HoloNet for long-distance communication, the megacaster projects its user's voice and image nearby, but magnified to a great volume and size. A typical model is capable of projecting images ranging from centimeters up to ten meters in height. The volume controls are similarly adjustable, suitable for addresses to small, private audiences or vast populist rallies.

A character using a holo-megacaster adds □ to Presence-based checks to address a crowd, and allows the character's image and voice to be clearly seen and heard at up to extreme range, depending on the settings used.

JEDI UTILITY BELT

Designed long ago by skilled artisans, the Jedi utility belt has become common gear for many Knights operating in the field. The belt contains a number of useful tools and items, in a compact and visually nondescript manner. While some Jedi see reliance on such tools as a weakness, others never leave the temple without one.

A Jedi utility belt contains a three-day supply of food capsules, an emergency medpac, a lightsaber maintenance kit, a slim glow rod, a comlink, and an aquata breather. A number of empty pouches are concealed along the belt's interior side, allowing the wearer to hide small items. In addition, a standard lightsaber can be securely hung from the belt for easy access. A Jedi utility belt also increases the wearer's encumbrance threshold by 1.

LIGHTSABER MAINTENANCE KIT

Manufactured to the specifications of the Jedi Order, and often customized by individual Jedi, a lightsaber maintenance kit is a compact device containing a number of useful tools. Though designed primarily to assist in lightsaber maintenance and repair, many of the tools can also be employed to conduct minor repairs on small mechanical and electronic items.

In addition to counting as a tool kit for the purposes of being able to perform most Mechanics checks (see **Chapter V: Gear and Equipment** in any core rulebook), a lightsaber maintenance kit adds automatic ☹ to checks to build, modify, or repair lightsabers.

REPUBLIC INSIGNIA

Clone troopers, Navy officers, and even Jedi who have served with distinction in the various theaters of the Clone Wars may be nominated for awards to recognize their valor and service. Unlike the most prestigious honors, which must be ratified by the Senate, combat medals and service insignia are granted directly by the Grand Army of the Republic and its commanders, who take care to recognize exceptional service promptly. Most such awards are simple medals designed to be clipped onto a uniform or formal clothing. Clone troopers have been known to attach theirs to the inside of their armor on combat missions, and while the Jedi Council frowns on the implied attachment to an award, some Jedi Knights have been known to affix theirs to their robes.

PHASE I ARC TROOPER ARMOR

The elite ARC troopers within the Grand Army of the Republic receive special gear, including a unique type of reinforced armor, to help them survive their dangerous assignments. ARC troopers benefit from the protection of additional armor plating on their body and limbs, as well as a more advanced helmet design and an armored pauldron for displaying rank insignia. ARC trooper armor can support a wider variety of integrated subsystems than standard clone trooper armor, and the additional protective plates are carefully placed to optimize deflection of standard blaster fire patterns. The armor's careful design and fitting also allows a wider and more natural range of movement than standard clone trooper armor.

However, all this increased customization and the more complex systems come at a substantial cost increase, and the Senate is loath to authorize mass production of the suits. Instead, a project has been launched to design a new variant of the armor that incorporates the advances it provides in a more economical fashion. Unfortunately, these new designs are still in their early stages and may not see deployment for some time.

Phase I ARC trooper armor includes a comlink. The various systems built into Phase I ARC trooper armor remove **1** from all Perception checks made by the wearer. In addition, the integrated load-bearing harness increases the wearer's encumbrance threshold by three.

PHASE I CLONE TROOPER ARMOR

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TABLE 2-6: GEAR AND EQUIPMENT

Item	Price	Encum	Rarity
A99 Aquata Breather	100	0	7
Destro-6 Demolition Charge	750	1	5
Holo-Megacaster	600	1	3
Jedi Utility Belt	800	0	7
Lightsaber Maintenance Kit	400	2	7
Republic Insignia/Replica	Special/ (R) 100	0	3/6
Republic Seal of Service	Special	0	9
X5R Heavy Demolitions Kit	1,000	4	6

A character with one or more Republic insignia adds \square to checks made to impress or persuade other characters based on their past service. At the GM's discretion, a character with an exceptional number of insignia might receive an additional \square on such checks.

Genuine Republic insignia cannot be purchased on the open market, as each represents honor granted for a specific owner's accomplishments. However, black-market replicas can be found. If a black-market replica is examined, a successful **Hard (◆◆◆) Perception check** reveals the fake. The first rarity value listed is that of a counterfeit insignia, and the second indicates the general rarity of encountering insignia. The listed cost is for a stolen or counterfeit insignia.

REPUBLIC SEAL OF SERVICE

Republic Seal of Service refers to a number of similar awards granted to those who have proven themselves to be exemplars of the Republic's ideals and paragons of service and duty. Some of the most famous awards are the Star of Coruscant combat medal; the Order of Chandrila, offered to diplomats, and the Kimble Award, for lifesaving physicians. Such honors and awards typically take the form of a small statuette or medallion. In addition to conveying status and prestige, each award is fitted with a special transponder identifying the award and its bearer as well as details of the bearer's accomplishments. The transponder's signals include verification codes common to all Republic databases, making a presented award instantly recognizable as proof of identity.

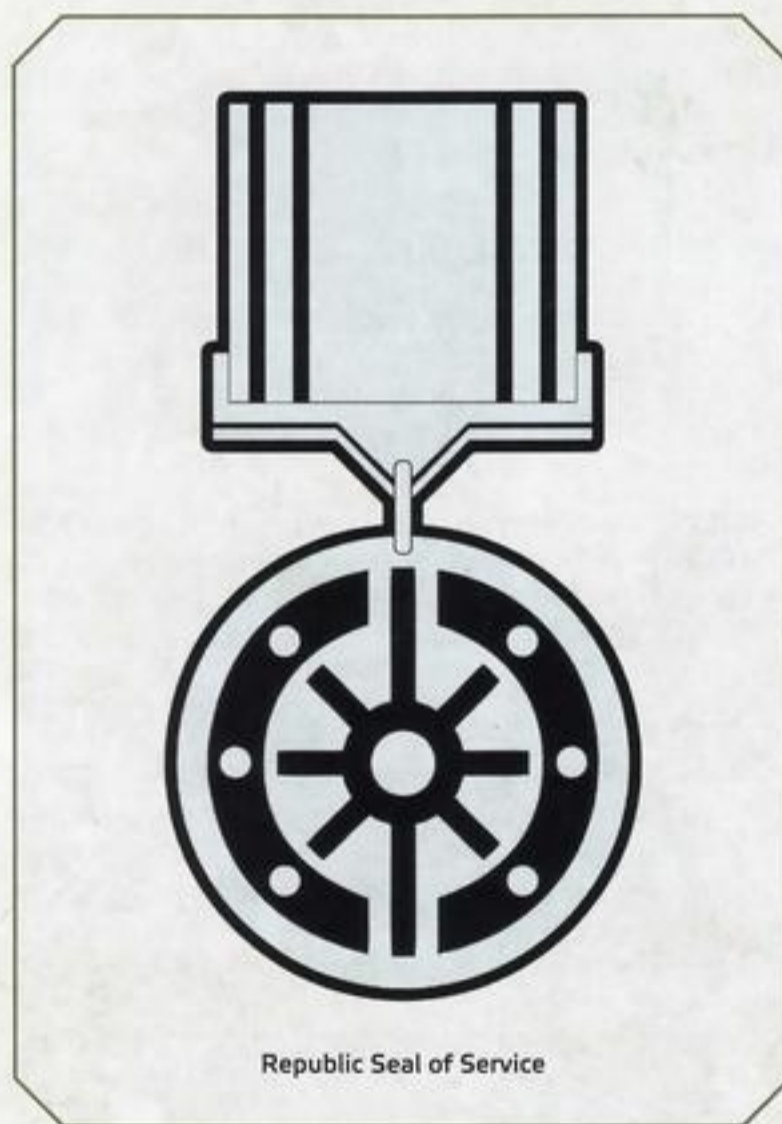
Characters who have been awarded a Republic Seal of Service add \star to all checks involving formal Republic proceedings, proof of identity, or verification of past actions. Presenting a Seal of Service may also upgrade the ability of checks the character makes to impress or persuade those loyal to the Republic, at the GM's discretion.

Republic Seals of Service cannot be purchased on the open market. Instead, the seals are awarded by a Senatorial committee for exemplary service to the Republic. The rarity value in **Table 2-6: Gear and Equipment** indicates the relative infrequency of encountering these seals.

X5R HEAVY DEMOLITIONS KIT

The heavy carbo-plas case of an X5R heavy demolitions kit is filled with precision timers, remote detonators, and other vital tools of the trade for a dedicated explosives expert. Additionally, it contains a heavily shielded and signal-proof compartment large enough to store a half-dozen thermal detonators or a pair of larger demolition charges. The numerous tools within the kit can assist a user in setting or disarming explosives, and the precise measurements and modulation made possible by the equipment reduce the risk of catastrophic errors. However, the full kit is unwieldy, and it requires significant space and attention to use.

The user of an X5R kit gains $\square\square$ on Mechanics checks to prepare, set, or disarm explosives. In addition, once per session, a character using an X5R can remove one \diamond or up to $\otimes\otimes\otimes$ (after canceling dice symbols but before resolving the effect) from a Mechanics check dealing with explosives.



NEW ATTACHMENTS

Even within the well-regulated Grand Army of the Republic, soldiers modify factory-standard equipment to better suit the task at hand—usually with permission. Outside the GAR, customization of weapons and armor is even more commonplace, such as among smugglers and criminals as well as homesteaders just looking for some protection.

WEAPON ATTACHMENTS

While most of the weapons and munitions manufactured for the Clone Wars are mass-produced to common specifications, there are always beings who are not satisfied with standard issue. Elite troops can requisition modification kits and advanced gear, while outlaws and fringers rarely care for standardization.

ASCENSION GUN

Ascension guns are tools used to traverse difficult environments, from steep cliffs to urban battlefields. The frame resembles a gun barrel, but instead of a blaster bolt, it fires a grappling hook and tether that can latch onto most surfaces, then reel in the gun and its bearer with a localized repulsor field. Some variations of the ascension gun also use magnetized grapnels that can stick to sheer surfaces. "Ascension gun" is something of a misnomer, often used to refer not only to the attachment, but to modified blasters.

Models Include: SoroSuub S-A Grappling Launcher.
Base Modifiers: The user can fire the ascension gun at an anchor point within medium range with an **Easy (◆) Ranged (Light) or Coordination check**. At the GM's discretion, aiming for a precise placement or attaching a grapnel to certain surfaces might add one or more **■** to the check. Once the grapnel is in place, the wearer can activate the repulsor field to ascend one range band toward it every round.

Modification Options: 1 Add **□** to checks to fire the ascension gun Mod, 1 Increase ascension speed by one range band Mod.

Hard Points Required: 1.

Price: 500 credits.

AUGMENTED VIBRO-MOTOR

The cutting edge of a vibro weapon's blade is made many times more dangerous than that of a standard blade by the power of the weapon's rapid vibro-motor, which turns the wielder's slightest motion into a powerful and potentially lethal stroke. Naturally, those who favor such weapons often look to the vibro-motor first when modifying their weapon. Enhancing the output of a vibro weapon's motor can make the weapon even more powerful, capable of shearing through armored plating with ease—provided the wielder can control the weapon's more active motions. This attachment can be installed on any vibro weapon.

Models Include: Various types.

Base Modifiers: Increases the weapon's base damage by 1. Grants the weapon the Cumbersome 3 quality or increases its existing Cumbersome rating by 1.

Modification Options: 1 Damage +1 Mod, 1 Item Quality (Vicious +1) Mod, 1 Decrease the weapon's Cumbersome quality by 1 Mod.

Hard Points Required: 2.

Price: 500 credits.

CLONE FIRING KEY

One of the early initiatives the Kaminoans considered when developing equipment for the clone troopers was to code their equipment specifically to the clone genetic sequence, to prevent looting and sabotage. The notion was eventually abandoned as an unnecessary cost, despite the savings from having a single genetic sequence shared across an entire army, but prototypes of the technology were made. In some cases, clone firing keys have been commissioned for clone units operating deep behind enemy lines. A weapon with this system installed reads the genetic sequence of the combatant holding it and does not fire unless the sequence matches that of an authorized wielder: normally, a clone. This attachment can be installed on any personal blaster weapon.

Models Include: Proprietary Kaminoan design.

TABLE 2-7: WEAPON ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Ascension Gun	500	1	1	4
Augmented Vibro-motor	500	–	2	4
Clone Firing Key	250	–	1	7
Combat Tested	50	–	0	3
Cortosis Forging	8,000	–	1	8
Insulated Firing Mechanisms	1,000	–	1	7
Ionizing Focusing Coils	800	–	2	5

Base Modifiers: The weapon functions only in the hands of a clone.

Modification Options: 1 reprogram authorized user genetic sequence (choose one non-clone character) Mod.

Hard Points Required: 1.

Price: 250 credits.

COMBAT TESTED

Over the course of numerous battles, combatants can make a variety of minor personalizations and tweaks to their gear, from notches for successful missions or targets destroyed carved into the butts of rifles, to the attachment of trophies taken from enemy droids or the battlefield. Weapons customized in this way become comforting reminders of victories past, helping their wielders stay calm under fire and in tough situations. Such personalizations can be installed on any weapon that the owner has used through extended periods of combat, as determined by the GM.

Models Include: None.

Base Modifiers: Owner adds to Discipline checks.

Modification Options: 1 Add to checks to resist Fear Mod.

Hard Points Required: 0.

Price: 50 credits.

CORTOSIS FORGING

For most, dueling a Jedi is a fool's errand, and even more so in close combat, where their lightsabers dictate the terms of battle. If they can afford it, bounty hunters and

Separatist agents who believe they might need to pit their blade against a lightsaber purchase a vibro weapon made of cortosis alloy. This can give them a fighting chance against the deadliest weapons in the galaxy. This attachment can be installed on any Melee weapon.

Models Include: Various types.

Base Modifiers: Weapon gains the Cortosis quality.

Modification Options: 2 Item Quality (Pierce +1) Mods.





Hard Points Required: 1.

Price: 8,000 credits.

INSULATED FIRING MECHANISMS

One of the most insidious dangers of the battlefield comes not from the foes combatants face, but from the risks of their own gear failing. Regular maintenance and examination of weapons under heavy use is a must for soldiers and mercenaries alike, but sometimes modification of a weapon can make the concerns less grave. By removing complex, failure-prone regulatory circuitry and replacing it with more basic analog systems, blasters become easier to maintain and less prone to failure or damage. This attachment can be installed on any personal-scale blaster weapon.

Models Include: Czerka Parts Replacement Kit NX3-4r, BlasTech "My First Blaster" Safety Kit.

Base Modifiers: Increase the  or  cost of any effect that damages the weapon (such as the Sunder quality) by  or  (as applicable). The weapon gains the Prepare 1 quality, or increases its existing Prepare quality by 1. Repairs to the weapon when damaged cost half as much.

Modification Options: 1 Reduce Prepare quality by 1 Mod.

Hard Points Required: 1.

Price: 1,000 credits.

IONIZING FOCUSING COILS

Dealing with the droid army of the CIS has made advancements in ion technology a high priority for Republic military researchers and contractors, although research in the field has produced mixed results. In an effort to make blaster weapons more damaging against droids, some manufacturers have begun offering modified focusing coils that ionize blaster gas as it is fired, granting increased stopping power against mechanical targets.

However, adequately shielding the internal circuits of the blasters against the ionized gas has proven difficult, making such weapons temperamental at best. Clone detachments with a chance to customize their gear sometimes requisition these altered coils, while independent operators who anticipate interference from droid security forces or similar threats may also invest in the technology.



This attachment can be installed on any personal-scale blaster weapon.

Models Include: BlasTech "Sparker" Ionization Coils.

Base Modifiers: Increase weapon damage by 2 versus droids. Opponents may spend ☉ ☉ or ☉ on combat checks using the weapon to damage the weapon one step (see **Table 5-4: Repairing Gear** in any core rulebook).

Modification Options: 2 Damage +1 versus droids Mods, 1 Decrease weapon's critical rating versus droids by 1 to a minimum of 1 Mod, 1 Increase ☉ required to backfire by 1 Mod.

Hard Points Required: 2.

Price: 800 credits.

LIGHTSABER ATTACHMENTS

Some of the most diverse customizations can be found among the Jedi, whose unique lightsabers reflect the personality of their wielder. The Clone Wars have tested the Jedi in ways unheard of for millennia, spurring a degree of innovation among some Jedi.

FUSION SHUNT

A lightsaber is more than just a weapon. It is a symbol, a badge of office—and a tool. When its wielder is faced with a situation that requires that latter approach, a lightsaber can carve through obstacles or debris to clear a path forward. Some Jedi modify their lightsaber's power output to allow a secondary "fusion shunt" mode for the blade, amplifying the power and profile of the blade. The wielder must take great care to keep the blade's motions precise, as the energy pours forth from the emitter while the shunt is active.

Models Include: None.

Base Modifiers: Activating or deactivating the fusion shunt requires a maneuver. If the lightsaber is used as a weapon while the shunt is active, all combat checks suffer ☉ ☉ ☉, but the weapon's Breach quality increases by 1. While the fusion shunt is active, the lightsaber can slice through obstacles with ease, destroying or cutting through barriers and other inanimate targets at twice the normal rate. Exact details are up to GM's discretion, but in general, hardened security doors and reinforced walls should withstand two to three rounds of cutting, with other obstacles being dealt with in a corresponding time frame.

Modification Options: None.

Hard Points Required: 1.

Price: 2,000 credits.

ILUM CRYSTAL

The kyber crystals found deep within the caves of the icy planet Ilum are prized by the Jedi as some of the best crystals for constructing a lightsaber. Ilum features heavily in Jedi tradition: young Padawans travel there as part of their training to commune with the Force and use its guidance to seek out the crystal that

they will use to construct their first lightsaber.

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.

IONIZING EMITTER MATRIX

Few droids can stand up to a lightsaber, but some heavily reinforced droid models have been known to fight through the destruction of their limbs and even some of their core systems to achieve their objectives. Some Jedi have taken to tuning their lightsabers specifically to deal with these foes, the better to bring the war to a close by disabling the droid armies. With the right modifications, a lightsaber can be made to emit a low-level ion pulse as it strikes, although such modulation reduces its overall energy output.

Models Include: None.

Base Modifiers: Increase weapon's base damage by 2 when targeting droids and vehicles, but decrease base damage by 1 against organic and other targets.

Modification Options: None.

Hard Points Required: 2.

Price: 4,000 credits.

THONTIIN CRYSTAL

Although long recognized as kyber crystals, thontiin crystals were unheard of as lightsaber cores until recently. Instead, these crystals have been utilized for their unique properties as healing aids, capable of assisting a Jedi healer in easing the pain of a patient and making their treatment easier. The needs of the war have brought these crystals closer to the front lines. After one young Knight's lightsaber suffered disastrous damage in battle, they attempted to replace their ruined crystal from Ilum with a thontiin crystal. In doing so, the Knight discovered that the crystals' healing properties were focused through a carried lightsaber in new ways, allowing the bearer to fight through debilitating pain. The healers of the Jedi Order are reluctant to see these sacred artifacts turned into weapons, but the desperate circumstances of the war have caused a handful of them to be repurposed in this manner nevertheless.

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. In addition, once per encounter, the wielder may ignore the effect of a

LIGHTSABER CRYSTAL ATTACHMENTS

Lightsaber crystals are a special type of attachment unique to Lightsaber weapons. However, a lightsaber crystal is more than just an attachment. In many ways, it is the core of the weapon, defining each lightsaber's individual characteristics. Lightsabers have been constructed using a wide variety of crystals over the millennia. However, all crystals used in lightsabers are some form of kyber crystal. Something about kyber crystals' structural makeup enables them to withstand the energies that run through them and to focus that power into the blade of the lightsaber. While the many variants of kyber crystals found on different worlds may have different shapes or colors, all share this unique trait.

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.

single Critical Injury of **Easy** (◆) Severity (the character still suffers the Critical Injury).

Modification Options: 3 Damage +1 Mods, 1 Decrease weapon's critical rating by 1 Mod.

Hard Points Required: 2.

Price: 9,000 credits.

ZOPHIS CRYSTAL

In ancient days, the Outer Rim world of Zoph was well traveled by the Jedi, and some Padawans would sojourn to the distant world to seek their kyber crystal. As Ilum increased in prominence for the Jedi Order, such visits waned. Now, the world is held by Separatist forces, who would not look kindly upon Jedi crystal seekers. However, some records remain of the unusual kyber crystals gathered on that world, whose unique resonance made for devastating, if unstable, blades. A lightsaber fitted with a Zophis crystal can carve through durasteel plating with ease, but it is vulnerable to fluctuations in power from the crystal core.

Models Include: None.

Base Modifiers: Installing this crystal changes a lightsaber's base damage to 8 and critical rating to 2, and the lightsaber gains the Breach 2, Sunder, and Vicious 1 item qualities. If the crystal is ever removed, the lightsaber loses these qualities and reverts to its previous base damage and critical rating. In addition, when

this weapon's Sunder quality is activated by spending one or more ☯, the damage suffered by the targeted item automatically increases by one step (see **Table 5-4: Repairing Gear** in any core rulebook). However, on a combat check using this weapon, ☯ ☯ ☯ or ☯ may be spent to cause the crystal's resonance to temporarily interrupt the power flow, disabling the weapon until the end of the wielder's next turn.

Modification Options: 2 Increase weapon damage by 1 Mods.

Hard Points Required: 2.

Price: 11,000.

ARMOR ATTACHMENTS

From adding advanced support systems and sensors to simply applying polish, citizens and soldiers across the galaxy know to pay attention to their armor. For some in this war-torn era, armor has become every bit as familiar as ordinary clothing, and receives attention to match.

BIO-SUPPORT DISPENSER

Sophisticated medical technology integrated into armor can enhance the effects of in-combat treatments through carefully regulated and distributed dosages. This system applies medication automatically as

TABLE 2-8: LIGHTSABER ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Fusion Shunt	2,000	-	1	6
Illum Crystal	9,000	-	2	9
Ionizing Emitter Matrix	4,000	-	2	6
Thontiin Crystal	9,000	-	2	9
Zophis Crystal	11,000	-	2	10

the wearer's vitals begin to suffer, and it includes an internal bacta reservoir for sealing the most grievous injuries. This attachment may only be installed on a fully enclosed suit of armor, such as laminate, clone trooper, or heavy battle armor.

Base Modifiers: When the wearer heals strain at the end of an encounter, they also heal 1 wound if they suffered any wounds during the encounter. In addition, the first time in an encounter that the character's current wounds exceed half their wound threshold, the armor automatically applies a stimpack to the character.

Models Include: Athakam Medtech Smartmed 1000 Integrated Systems, Arakyd Biosteady Smartmonitor.

Modification Options: 1 Heal 1 additional wound at the end of an encounter Mod.

Hard Points Required: 1.

Price: 4,000 credits.

CEREMONIAL ADORNMENT

Diplomats and their retinues typically avoid armor and weapons, the better to clearly signal their sincerity. However, at times, even diplomacy is dangerous enough to warrant looking into personal protection. Those who seek a compromise between protecting their lives and putting others at ease sometimes don ornamented armor with a ceremonial style that downplays its combat-oriented nature. The best armor of this type is as functional as it is beautiful, but usually brings an attendant cost in mobility due to the elaborate decorations over the protective wear. This attachment may be installed on any armor, although the GM may alter its effects for particularly intimidating or heavy armor.

Models Include: None.

Base Modifiers: Removes ■ ■ from Social skill checks due to wearing armor in socially inappropriate situations. Adds ■ to Coordination checks.

Modification Options: 1 Remove ■ from Coordination checks Mod.

Hard Points Required: 0.

Price: 2,500 credits.

PHYSIOLOGICAL ENHANCEMENT SYSTEM

These advanced, custom-tailored systems provide medical diagnostics, ergonomic adjustments, and powered support systems tuned to the wearer's motor functions. Stress and pain are greatly reduced

by heart-rate regulation and temperature-control systems, and common physical tasks require considerably less effort. These benefits come at a significant cost, as the systems involved require careful calibration to the wearer's specific needs and physique.

Although physiological support systems are normally tailored to individual physiology, they can be produced for clones using a standardized template, greatly reducing the cost. As such, the first cost listed is for clones, while the second, higher price is for a custom support system. This attachment may only be installed on fully enclosed suits of armor, such as laminate, clone trooper, or heavy battle armor.

Models Include: Creshaldyne Industries LV-2 "Bio-Strong" Support Suite.

Base Modifiers: Whenever the character suffers strain involuntarily, reduce the amount of strain suffered by 1, to a minimum of 1. The wearer adds □ to all Athletics, Coordination, and Resilience checks.

Modification Options: 1 Skill (Athletics) Mod, 1 Skill (Coordination) Mod, 1 Skill (Resilience) Mod.

Hard Points Required: 2.

Price: 3,000 credits (clones) or 10,000 credits (other).

SQUAD TACTICAL SYSTEMS

Sensor and comm systems are common installations on armor, but some groups take the practice a step further, equipping all their members with uniform packages designed to work in tandem. Squads of clone troopers and planetary militia are the most common users of these systems, but even groups of bounty hunters sometimes avail themselves of the advantages provided by operating in tandem. These sensor packages share information with all other nearby squad members equipped with the same gear, enhancing awareness and communication. This attachment may be installed in the helmet of any armor.

Models Include: Fabritech Mk.II "Crosslink" Sensors.

Base Modifiers: Wearer adds □ to all Perception and Vigilance checks while within medium range of one or more allies also using armor with this attachment. Includes integrated comlink.

Modification Options: 1 Skill (Perception) Mod, 1 Skill (Vigilance) Mod.

Hard Points Required: 1.

Price: 2,000 credits.

TABLE 2-9: ARMOR ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Bio-Support Dispenser	4,000	-	1	6
Ceremonial Adornment	2,500	-	0	4
Physiological Enhancement System	3,000 (clones)/ 10,000 (other)	-	2	7
Squad Tactical Systems	2,000	-	1	5

NEW VEHICLES

The Grand Army of the Republic is one of the most heavily mechanized armies fielded in recent memory, to say nothing of the technology of the Separatist Droid Army. With the production output of a thousand worlds at its command, the Republic has developed hundreds of new vehicle designs to transport, support, and fight alongside its clone army.

SPEEDERS

The GAR and CIS both utilize a wide variety of land-speeders and airspeeders to move soldiers and materiel to and from the battlefield.

AAT-1 HOVER TANK

Baktoid Armor Workshop's Armored Assault Tank Mk I, or AAT-1, is the CIS's primary infantry fighting vehicle. Relatively small and compact, the AAT-1 consists of a heavily armored, spade-shaped lower hull topped with a lighter, secondary hull and rotating turret. It is crewed by four B1 pilot battle droids and can carry up to six additional droids via handholds and footholds on the hull. The AAT-1, due to its heavy armor, it is neither quick nor agile on the battlefield.

The AAT-1 is an extremely versatile vehicle designed to handle nearly any opposition encountered on the battlefield. Its main weapon is a heavy laser cannon mounted in the top turret that provides the tank with 360 degrees of long-range firepower. Two medium laser cannons, one port and one starboard, provide excellent anti-vehicle firepower, and a pair of coaxial heavy blasters are mounted with the lasers for anti-personnel work. A six-barreled multiordnance launcher is mounted in the lower hull, which gives the AAT-1 anti-armor and even siege capabilities.

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 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.

While formidable in theory, in practice, the AAT-1 is less than the sum of its parts. Its biggest weakness is its crew, the quartet of B1-series droids. While competent, the droid crew has neither the initiative nor the ability to improvise that a crew of sentients would have. This makes them predictable and easily countered by opponents who have tangled with this model before. In addition, their computer and electrical systems leave much to be desired, and a platoon of AAT-1s can easily be taken out by a handful of EMP grenades. Despite these shortcomings, these tanks do pose a considerable threat to clone infantry and armor forces and should not be underestimated. The AAT-1 has proven highly effective against planetary defense forces, and even a handful of tanks can keep local populations in line.

3	2	-1	0	-	-	0	4
SILHOUETTE	SPEED	HANDLING	GUN FIRE/PORT/STARBOARD/AFT				ARMOR
			OF THROAT				SYNTHESKIN
			15				8

Vehicle Type/Model: Medium Repulsor Tank/AAT-1.
Manufacturer: Baktoid Armor Workshop.
Sensor Range: Close.
Crew: One pilot, two gunners, one commander.
Encumbrance Capacity: 10.

Passenger Capacity: 6 on exterior.

Price/Rarity: 75,000 credits (R)/6.

Customization Hard Points: 2.

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

One port and one starboard medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

One port and one starboard heavy repeating blaster (this weapon uses personal scale) (Fire Arc Forward; Damage 15; Critical 2; Range [Long]; Auto-fire, Pierce 2, Vicious 1).

Hull-mounted energized projectile launchers (anti-personnel rounds) (Fire Arc Forward; Damage 5; Critical 3; Range [Short]; Blast 5, Breach 1, Linked 1, Slow-Firing 1) or armor piercing rounds (Fire Arc Forward; Damage 9; Critical 2; Range [Short]; Blast 6, Breach 4, Linked 1, Slow-Firing 1) or bunker buster rounds (Fire Arc Forward; Damage 12; Critical 3; Range [Short]; Blast 12, Breach 2, Concussive 3, Inaccurate 1, Linked 1, Slow-Firing 1).

CK-6 SWOOP

Colloquially known as Freeco bikes—clone trooper shorthand for “freezing cold”—CK-6s are small, fast, one-position swoops optimized for use in sub-zero and arctic conditions. Essentially militarized JR-4 swoops, the CK-6s were ordered from Bespin Motors for cold-weather testing on Orto Plutonia, an ice planet known for its savage storms and bitter cold. They are long, thin swoops with a sealed bubble canopy enclosing the pilot and two thrusters mounted aft in port and starboard nacelles. In their short time in service with the GAR, these swoops have gained a reputation for ruggedness and reliability, and their range and agility is nearly unmatched by militarized swoops.

Most operational CK-6 swoops are in service with the handful of cold-weather assault units fielded by the GAR, which use them for reconnaissance, courier service, and basic battlefield mobility.

EP-750X “DROIDBUSTER” EMP MISSILE LAUNCHER

Instead of carrying the standard dorsal-mounted twin mass drivers, a LAAT/i can be equipped with a Merr-Sonn EP-750x EMP missile launcher. Also known as the “droidbuster,” the EP-750x fires guided missiles tipped with EMP warheads that deliver a powerful ion blast when they detonate. Extremely effective against massed droid formations, droidbuster missiles are also exceptional anti-ship and anti-vehicle weapons.

Droidbuster missiles have the following profile: Damage 10; Critical 4; Range [Short]; Breach 2, Blast 8, Disorient 2, Guided 2, Ion, Linked 1, Slow-Firing 1.



Vehicle Type/Model: Swoop/CK-6.

Manufacturer: Bespin Motors.

Sensor Range: Close.

Crew: One pilot.

Encumbrance Capacity: 5.

Passenger Capacity: 1.

Price/Rarity: 4,500 credits/5.

Customization Hard Points: 1.

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

ADDITIONAL RULES

Winterized: The various cold- and weather-proofing modifications made to these speeders make them well suited for long-range patrols in wintry climates. Reduce any system strain caused by cold weather, ice, or snow by one, to a minimum of 1.

LAAT/I

A combination troop transport, landing craft, gunboat, and attack craft, the LAAT/i is one of the most versatile and dangerous vehicles in the GAR's arsenal. The Low Altitude Assault Transport/infantry, by Rothana Heavy Engineering, is a heavily armed and armored airspeeder designed to deliver clone troopers to the battlefield before providing close air support.

The LAAT/i is operated by a crew of two clone pilots in a cramped, tandem cockpit. The spacious, well-armored main fuselage can carry three squads—plus accompanying Jedi—and all their combat gear with ease, along with four speeder bikes in a deployable carrying rack. Two long, tapering, dorsal-mounted wings provide ample lift and maneuverability that, combined with the ship's powerful thrusters and repulsorlift engines, make the big transport surprisingly nimble.

In its role as a close air support ship, the LAAT/i is equipped with a wide array of weapon systems. A pair of long-range, mass-driving, dorsal-mounted missile launchers composes the ship's main weapon system, providing anti-armor and anti-personnel capabilities. Secondary weapon systems, which vary between models, include laser cannons, unguided rockets, composite lasers in ball turrets, and a heavy repeating blaster door gun to cover landings and extractions.

Throughout its service so far, the LAAT/i has gained an excellent reputation among crews and clone troopers alike for its killing power and ability to soak up incredible amounts of damage. Nearly every clone trooper has a story about a LAAT/i and its crew that survived against all odds or saved their life when the chips were down. It is a rare LAAT/i crew that pays for its own drinks when clone troopers are around.



Vehicle Type/Model: Airspeeder/LAAT/i.
Manufacturer: Rothana Heavy Engineering.
Maximum Altitude: 100 kilometers.
Sensor Range: Medium.
Crew: One pilot, one co-pilot/gunner, two to four additional gunners, one deactivated medical droid in storage.
Encumbrance Capacity: 30.
Vehicle Complement: Four speeder bikes.
Passenger Capacity: 30 clone troopers with full combat gear.
Price/Rarity: 85,000 credits/4.
Customization Hard Points: 2.
Weapons: Forward-mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Dorsal-mounted twin mass-driver missile launchers (Fire Arc Forward; Damage 6; Critical 4; Range [Short]; Blast 4, Guided 3, Limited Ammo 10, Linked 1).

Wing-mounted air-to-air rockets (Fire Arc Forward; Damage 4; Critical 3; Range [Close]; Blast 2, Breach 1, Limited Ammo 4, Linked 3).

Two port and two starboard anti-personnel laser turrets (Fire Arc Forward, Starboard, and Rear or Forward, Port, and Rear; Damage 1; Critical 4; Range [Close]; Auto-fire, Blast 1).

One aft-mounted light laser cannon (Fire Arc Aft; Damage 5; Critical 3; Range [Close]).

One door-mounted heavy repeating blaster (this weapon uses personal scale) (Fire Arc Port; Damage 15; Critical 2; Range [Long]; Auto-fire, Pierce 2, Vicious 1).

MULTI TROOP TRANSPORT

Produced by Baktoid Armor Workshop, the Multi Troop Transport is a heavy, broad-shouldered, snub-nosed vehicle designed to transport battle droids into combat. A massive, lumbering, imposing vehicle, the MTT is part troop carrier, part tank, and part siege ram. It is extremely hard to stop, and compared to the AAT, it is extremely capable in its role.

With its hulking forward hull, sloping front end, and small aft hull, the MTT has a vaguely elephantine silhouette. A small armored cockpit is mounted atop the towering hull, just above a huge, thick, circular hatch. Most of the vehicle's internal space is given over to the droid deployment rack, a long rotating assembly that holds more than one hundred deactivated battle droids. To deploy its droids, an MTT must come to a halt, open its hatch, and extend the rack. From there, the droids quickly deploy and activate, creating an instant infantry formation.



Vehicle Type/Model: Landspeeder/Multi Troop Transport.
Manufacturer: Baktoid Armor Workshop.
Sensor Range: Close.
Crew: One pilot, one co-pilot/gunner/engineer, one deployment rack operator, one vehicle commander.
Encumbrance Capacity: 100.
Passenger Capacity: 112 B1 battle droids or 12 B2 super battle droids.
Price/Rarity: 120,000 credits (R)/5.
Customization Hard Points: 1.

Weapons: Forward-mounted twin light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

Forward-mounted twin heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

ADDITIONAL RULES

Droid Deployment: As a maneuver, a crew member can begin deployment of the MTT's complement of battle droids, which will be deployed and active at the end of the following round.

Ram Prow: An MTT traveling at top speed may ram a stationary target of silhouette 2 or greater by using a maneuver to engage it. If the target is mobile, this instead requires an action and a **Hard (◆◆◆) Piloting (Planetary) check**. Use the rules for collisions found in **Chapter VII: Starships and Vehicles** of any core rulebook to determine the effects of a collision caused this way, adding +20 to any Critical Hit rolls the MTT inflicts on its target.

GROUND VEHICLES

Very few old-fashioned ground vehicles see common use in this age of repulsorlift engines and ion thrusters. Those that do are often looked at with curiosity or scorn, whether on the street or the battlefield. However, this doesn't mean that they are any less capable than their hovering cousins.

IG-227 HAILFIRE TANK

One of the stranger droid-controlled vehicles fielded by the CIS, Haor Chall's IG-227 is one of the Confederacy's more common fighting vehicles. Also called the "wheel droid," the IG-227 is a highly mobile, dedicated missile platform designed to provide standoff support fire for CIS ground forces. To that end, the IG-227 is lightweight, lightly armored, and equipped with massive tracked wheels nearly nine meters across. These wheels render the droid exceptionally fast and agile, able to accelerate nearly instantly, and capable of achieving speeds over broken terrain that rival those of many landspeeders.



The Hailfire's primary weapon system is a pair of multirail long-range missile launchers. The droid also mounts a pair of auto-blasters to defend against approaching infantry and vehicles. Since it was designed for speed and agility, the IG-227 has very little armor, leaving it vulnerable even to heavy blaster rifles. Despite its relative fragility, the IG-227 is a terror on the battlefield; when platoons of these deadly droids roll on to the field, they are often targeted first.

SILHOUETTE	SPEED	HANDLING	DEF. FORW./PORT/STARBOARD/REAR	ARMOR
3	3	+2	0 - - 0	1
			DEF. THRESHOLD	DEF. THRESHOLD
			6	8

Vehicle Type/Model: Droid Tank/IG-227 Hailfire.

Manufacturer: Haor Chall Engineering.

Sensor Range: Long.

Crew: None.

Encumbrance Capacity: 0.

Passenger Capacity: 0.

Price/Rarity: 25,000 credits (R)/6.

Customization Hard Points: 1.

Weapons: One port- and one starboard-mounted long-range "Hailfire" missile launcher (Fire Arc Forward; Damage 8; Critical 3; Range [Medium]; Blast 6, Breach 1, Guided 2, Limited Ammo 15, Linked 2).

Forward-mounted twin auto-blaster (Fire Arc Forward; Damage 3; Critical 5; Range [Close]; Auto-fire, Linked 1).

WALKERS

Walkers are a common sight in clone trooper formations. The ponderous versatility of these vehicles is a necessity for the myriad worlds and unexpected challenges of the Clone Wars.

AT-TE

The lumbering, imposing All Terrain Tactical Enforcer is one of the GAR's premier fighting vehicles. It is a massive, low-slung, six-legged walker designed, much like the LAAT/i, to carry a fully equipped group of clone troopers into battle and then provide fire support once they are in the field. To that end, the AT-TE carries a potent array of weapons, from large-caliber mass drivers to small, accurate anti-personnel blasters. The AT-TE is shielded against vacuum, while its grapnel-equipped feet allow it to scale sheer surfaces. It can go nearly anywhere, can tackle almost anything, and is one of the best examples of the GAR's strength.

Thanks to the AT-TE's sturdy construction, its heavy armor, and the heavy-duty actuators installed in its legs to protect it during combat drops, this walker can take an inordinate amount of punishment and shrug off the heaviest impacts. AT-TE pilots are notorious for using their vehicles' mass and armor to ram other vehicles and smash through fortifications to deliver their troops.



Vehicle Type/Model: Walker/AT-TE.
Manufacturer: Rothana Heavy Engineering/Kuat Drive Yards.
Sensor Range: Short.
Crew: One pilot, one co-pilot/spotter, one vehicle commander, up to five gunners.
Vehicle Complement: 2 AT-RT Recon Transport walkers.
Encumbrance Capacity: 40.
Passenger Capacity: Up to 20 troops with full combat gear.

Price/Rarity: 100,000 credits (R)/4.
Customization Hard Points: 2.
Weapons: Dorsal turret-mounted mass driver cannon (Fire Arc All; Damage 7; Critical 3; Range [Short]; Breach 2, Slow-firing 1).
 Forward-mounted quad medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).
 Aft-mounted twin medium laser cannons (Fire Arc Aft; Damage 6; Critical 3; Range [Close]; Linked 1).

ADDITIONAL RULES

Dynamic Actuator Pistons: Reduce any Critical Hit results against this vehicle due to collision or impact by 30, to a minimum of 1.

NEW STARSHIPS

The various vessels of the Republic Navy are the Galactic Republic's primary force projection mechanism. Without their massive fleets, the Republic would be unable to hold back the destructive fleets of the Separatist navy. Millions of clones, droids, and other assorted sentient beings serve in the Republic Navy, and it is through their professionalism and dedication to duty that the Republic thrives.

quickly. Largely self-sufficient, they feature automated repair systems and on-board vehicle and droid repair bays to keep their troops operating at peak efficiency.

The CIS Navy has countless C-9979 craft at its disposal. The C-9979s' ability to carry and deploy so many droids and vehicles in a short space of time gives the Separatists unparalleled mobility.

FIGHTERS AND SHUTTLES

Small, fast, and occasionally disposable, starfighters, shuttles, and gunboats come in a dizzying array of types. Both the GAR and CIS employ a variety of these craft for everything from fleet engagements to planetary assaults.



C-9979 LANDING CRAFT

The primary planetary landing craft used by the CIS navy is the C-9979. Designed and produced by Haor Chall Engineering, these vessels were based on antique Trade Federation mercantile barges. Surprisingly fast on a descent trajectory for ships of their size, C-9979s are modular, easily disassembled ships that are transported to battle in pieces, then quickly assembled and loaded in preparation for combat. Largely hollow inside, they were built to deliver hundreds of CIS fighting vehicles and thousands of battle droids—or entire wings of droid starfighters in carrier configuration—to a planet's surface in the most efficient manner possible.

Hull Type/Class: Heavy Transport/C-9979.
Manufacturer: Haor Chall Engineering.
Hyperdrive: Primary: Class 2, Backup: Class 15.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 88 B1-series battle droids or 143 organic officers and enlisted crew.
Starfighter Complement: 144 starfighters in carrier configuration.
Vehicle Complement: 153 combat vehicles, including AATs, platoon attack craft, MTTs, one shuttle, and one CIS mobile command center.
Encumbrance Capacity: Up to 5,500, depending on configuration.
Passenger Capacity: Up to 2,500 battle droids and droidekas, depending on configuration.
Consumables: One day.
Price/Rarity: 12,000,000 (R)/6.
Customization Hard Points: 2.
Weapons: Wing-mounted twin heavy laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 1).
 Dorsal turret-mounted twin light turbolaser cannon (Fire Arc All Dorsal; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

C-9979s are strange and ominous-looking ships, consisting primarily of four broad wings attached to a thick, trunk-like fuselage. Resembling massive insects more than starships, these ships are equipped with a number of specially designed loading and deployment systems to get their cargo loaded and unloaded

SYLIURE-31 HYPER-SPACE DOCKING RING

Designed by TransGalMeg, in association with KSE, the Syliure-31 is a medium-range hyperdrive sled made to provide hyperspace capabilities to the Delta-7 and Delta-7B starfighters. Consisting of two powerful ion engines and a medium-range Class 1 hyperdrive, it gives the Delta-series fighters respectable hyperspace capabilities.

DELTA-7 AETHERSPRITE-CLASS INTERCEPTOR

Small, fast, and deadly, Kuat Systems Engineering's Delta-7 *Aethersprite*-class light interceptor is one of the newest additions to the Republic's vast arsenal. Descended from the venerable Delta-6 system defense starfighter, the Delta-7 is a revolution in small starfighter design. It combines the speed of a dedicated interceptor with the previous fighter's aerospace superiority capabilities in one formidable package.

Like its older sibling, the Delta-7 has a long, narrow, arrowhead-shaped fuselage with two light laser cannons mounted forward and a small, cramped, bubble-canopied cockpit mounted far aft, over the engines. It is larger and longer than the Delta-6, and it features more powerful, higher-output engines; more responsive controls for greater agility; a more powerful combat avionics suite; and improved targeting and life-support systems.

The *Aethersprite* even has an astromech droid of a sort. Each fighter has an R4 astromech droid permanently integrated into the ship's systems, with just the dome of its head visible directly forward and to port of the cockpit. The droid allows the *Aethersprite* to interface with KSE's Syliure-31 hyperspace docking ring, which gives the tiny fighter respectable medium-range hyperspace capabilities.

Based on customer input, KSE released an improved -7B model just three years after the original entered service. Improvements include a proper, centerline-mounted astromech socket directly forward of the cockpit, supporting full-sized astromech droids.

SILHOUETTE	SPEED	HANDLING	DEL	FOR	POW	STAB	DRIFT	ARMOR
3	5	+2	1	-	-	0	2	
			HT THRESHOLD		SS THRESHOLD			
			7		7			

Hull Type/Class: Starfighter/Delta-7/Delta-7B.

Manufacturer: Kuat Systems Engineering.

Hyperdrive: None.

Navicomputer: None—astromech droid socket.

Sensor Range: Close.

Ship's Complement: One pilot, one astromech droid.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Consumables: 5 days.

Price/Rarity: 78,000 credits/6.

Customization Hard Points: 2.

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



DROCH-CLASS BOARDING SHIP

A common sight aboard CIS warships, the *Droch*-class boarding ship is one of many boarding and utility ships used by the CIS Navy. *Drochs* are small, awkward-looking, starfighter-sized vessels with a strange bell-shaped hull based loosely on the toothspike raptor from Colla IV. The engines are mounted where a bell's yoke would be, and around the broad base are four long, retractable spikes. Centered inside the base is a hatch that provides access to a cramped passenger compartment and a single-seat flight deck.

As the name suggests, these fast little vessels are designed for boarding actions against enemy ships. Launched en masse from their mother ships, *Drochs* each carry six fully equipped troops or battle droids. They fly at their target at full speed, then use their long spikes to pierce the enemy ship's hull and anchor themselves. Once a *Droch* is attached, a plasma cutting ring burns a hole through the enemy's hull, a short boarding tube extends from the hatch, and the troops can enter the target ship with ease.

When not being used for their primary purpose, *Droch*-class ships fill a number of utility roles from maintenance checks and salvage to drop ships and even makeshift escape pods.



Hull Type/Class: Boarding Vessel/*Droch*-class.
Manufacturer: Colicoid Creation Nest.
Hyperdrive: None.

UNDICUR-CLASS JUMPSPEEDER

These compact speeder bikes are little more than a low-output repulsor engine fitted with a saddle and rudimentary controls. For storage aboard starships, these vehicles can be folded up and easily stowed out of the way until they are needed.



Vehicle Type/Model: Swoop/*Undicur*-class.
Manufacturer: Kuat Vehicles.
Maximum Altitude: 150 meters.
Sensor Range: None.
Crew: One pilot.
Encumbrance Capacity: 2.
Passenger Capacity: 0.
Price/Rarity: 3,000 credits/6.
Customization Hard Points: 0.
Weapons: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 10.

Passenger Capacity: 6 passengers.

Consumables: One day.

Price/Rarity: 43,000 credits/7.

Customization Hard Points: 2.

Weapons: Four turret-mounted twin light laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]; Linked 1).

ETA-CLASS SHUTTLE

First released before the outbreak of the Clone Wars, Cygnus Spaceworks' *Eta*-class shuttle is a study in stylish utility. A relatively small shuttlecraft, the *Eta*-class was originally designed for the Republic Ambassadorial Corps and the Galactic Senate as a VIP transport. With the outbreak of war, many of these sturdy little vessels have been pressed into service by both the GAR and the Jedi Order. Some have even been outfitted with hidden weapons and stealth systems for use as black ops ships.

Eta-class shuttles can carry ten passengers in comfort, if not luxury, along with their baggage and any other supplies they might need. In addition to regular cargo, these ships are sold with a pair of on-board folding *Undicur*-class jumpspeeders.



Hull Type/Class: Shuttle/*Eta*-class.

Manufacturer: Cygnus Spaceworks.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot.

Encumbrance Capacity: 100 (without passengers and embarked speeder bikes).

Passenger Capacity: 10.

Consumables: Two months.

Price/Rarity: 100,000 credits/6.

Customization Hard Points: 2.

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

ADDITIONAL RULES

Undicurs Aboard: *Eta*-class shuttles can carry up to four *Undicur*-class jumpspeeders in addition to the listed encumbrance and passenger capacities. Two of these small speeder bikes are included as part of the *Eta*'s purchase price.

MODULAR CARGO POD

Some *Nu*-class ships are fitted with a factory-built modular cargo pod slung beneath the hull. Little more than an empty box with a handful of modular fittings inside, the cargo pod can be configured to carry nearly any kind of cargo, and it can even be fitted with seats and tied into the ship's life-support systems to carry more troops. Shuttles so equipped have an encumbrance capacity of 400, but see their speed reduced to 2 and their handling reduced to -1. If the cargo pod is used to carry troops, the shuttle's troop capacity is increased to 75.

NU-CLASS TRANSPORT

At the beginning of the Clone Wars, the Republic Navy found itself wanting when it came to small ships. It had sub-capital and capital ships aplenty—although many of them were decades, if not centuries, old—but little in the way of gunboats, shuttles, landing ships, and other small craft. To fill this void, the Navy hastily pressed a number of civilian craft, like the *Consular*-class cruiser and various diplomatic shuttles, into service. The admiralty knew this was a stopgap solution at best, and while these civilian vessels were being outfitted for war, it initiated a campaign to provide the Navy with the ships it needed.

The *Nu*-class transport was born out of a design competition for a multi-role vehicle capable of transporting troops and providing combat air support. The LAAT-series gunships ultimately won that competition thanks to their heavier lifting capacity and lower cost; Rothana Heavy Engineering decided that its ship did not require hyperspace capabilities, and the admiralty agreed. Shut out of the heavy CAS/transport competition, the *Nu*-class was ultimately purchased to fill the need for a vessel with long-range transport and light attack capabilities.

Roughly the size of its LAAT-series competitors, the *Nu*-class has a triangular hull flanked by two long, folding wings. Its narrow, blunt-nosed, forward-mounted flight deck holds both crew members in tandem. The co-pilot sits in the lower, forward-most seat, while the pilot sits behind and above. Access to the ship and the flight deck is through a forward fold-down ramp beneath the flight deck. The ship can carry thirty fully equipped troops in relative comfort and safety.

The *Nu*-class has been a remarkable success since its purchase by the Republic Navy. Its range, respectable laser armament, and heavy armor give it plenty of flexibility and allow it to fulfill both its transport and light attack roles with ease. Along with regular fleet use, the *Nu*-class has found a following among GAR special forces units and Jedi, who appreciate the sturdy little vessel's utility and versatility.

4	3	+0	2	-	-	1	3
SILHOUETTE	SPEED	HANDLING	DEF. PORT / PORT / STARBORD / AFT			ARMOR	
			MT THRESHOLD			CS THRESHOLD	
			30			12	

Hull Type/Class: Shuttle/*Nu*-class.
Manufacturer: Cygnus Spaceworks.
Hyperdrive: Primary: Class 1, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot/gunner.
Encumbrance Capacity: 250 (without passengers).
Passenger Capacity: 30.
Consumables: One month.
Price/Rarity: 85,000 credits/5.
Customization Hard Points: 2.
Weapons: Two forward-mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted twin heavy laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 1).

SHEATHIPEDE-CLASS SHUTTLE

The *Sheathipede*-class shuttle, known colloquially as the Neimoidian shuttle, is the CIS navy's premier light lifter and VIP transport. Manufactured by Haor Chall Engineering, the oddly named vessel is a small, fast, hyperspace-capable transport used primarily to shuttle officers and light, high-priority materiel between CIS bases. It is also kept aboard CIS warships for use as a captain's barge, and it sees a fair amount of duty in the various CIS Navy battle groups.

Shaped roughly like a Neimoidian soldier beetle, the *Sheathipede*-class has a swooping, organic-looking hull with a tall, vertical stabilizer mounted aft and a long, protruding flight deck forward. The flight deck of a standard *Sheathipede* is covered by an expansive plasteel canopy that provides excellent visibility for the pilot and co-pilot. The passenger compartment is sleek and surprisingly well-appointed, with enough room to comfortably hold eight passengers of roughly human size.


Stock *Sheathipedes* are unarmed and have only a basic shield generator. They rely on speed and a small sensor cross-section rather than brute strength to get their passengers safely to their destinations. That said, many ships in service with the CIS have been upgraded with light weapon systems, improved armor and shielding, and larger engines. These armed transports are typically used to ferry very high-ranking officers and officials, such as Count Dooku, or extremely valuable materiel through hostile territory.

4	3	+1	1	-	-	1	4
SILHOUETTE	SPEED	HANDLING	DEF. PORT / PORT / STARBORD / AFT			ARMOR	
			MT THRESHOLD			CS THRESHOLD	
			25			15	

AUTOMATED SHUTTLE

One of the more common modifications made to the *Sheathipede*-class is the replacement of the crew and flight deck with an integrated pilot droid brain. This increases the shuttle's legroom and lifting capacity, and improves both safety and efficiency. Droid-brain shuttles are typically used on CIS bases, where they cover commonly used flight paths and provide regular ferry service. A few have also been packed full of sensors and electronic warfare/signals intelligence gear and sent into Republic territory to spy on fleet movements. These spy shuttles are equipped with cutting-edge technology and a powerful self-destruct system, which they use in case of imminent capture.

An automated *Sheathipede*-class shuttle can carry two additional passengers and has an encumbrance capacity of 100.

A spy ship has a sensor range of long, carries no passengers, and gains Computers 3, Perception 3, and Stealth 3. The ship's sensor package grants it  on any rolls made to intercept communications.

Hull Type/Class: Shuttle/*Sheathipede*-class.
Manufacturer: Haor Chall Engineering.
Hyperdrive: Primary: Class 1; Backup: Class 10.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot, one comms operator, and one engineer.
Encumbrance Capacity: 150 (without passengers).
Passenger Capacity: 8.
Consumables: Two months.
Price/Rarity: 120,000 credits/6.
Customization Hard Points: 2.
Weapons: None.

VULTURE-CLASS DROID STARFIGHTER

Officially designated the Variable Geometry Self-Propelled Battle Droid Mk I, the *Vulture*-class droid starfighter is the most common aerospace superiority fighter in the CIS's arsenal. Little more than a glorified combat remote, the *Vulture*-class droid starfighter is controlled by a central computer aboard its mother ship. While the vulture droid is deadly, its central command protocols and low-intelligence droid brain tends to cause it to follow the same attack patterns over and over again, making it relatively simple to counter.

Equipped with a mix of blaster cannons and concussion missile launchers, vulture droids are formidable, if somewhat predictable, foes. In addition to possessing very real flying prowess, vulture droids can also transform into a kind of four-legged walker for patrol duties and to provide fire support for battle droid

formations. This makes them surprisingly versatile, and more than one Republic pilot has been surprised when their formerly flying quarry suddenly landed, grew legs, and scampered off into cover.

3	5	+2	0	-	-	0	2
SILHOUETTE	SPEED	HANDLING	DEF. FORT./POW. ASTARS/DARD/MFT			ARMOR	
			MT FIRE/SHIELD			SS FIRE/SHIELD	
			8			6	

Hull Type/Class: Variable Geometry Self-Propelled Battle Droid/*Vulture*-class.

Manufacturer: Haor Chall Engineering.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: None.

Encumbrance Capacity: 0.

Passenger Capacity: 0.

Consumables: None.

Price/Rarity: 40,000 credits/5.

Customization Hard Points: 0.

Weapons: Forward-mounted twin heavy blaster cannon (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

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

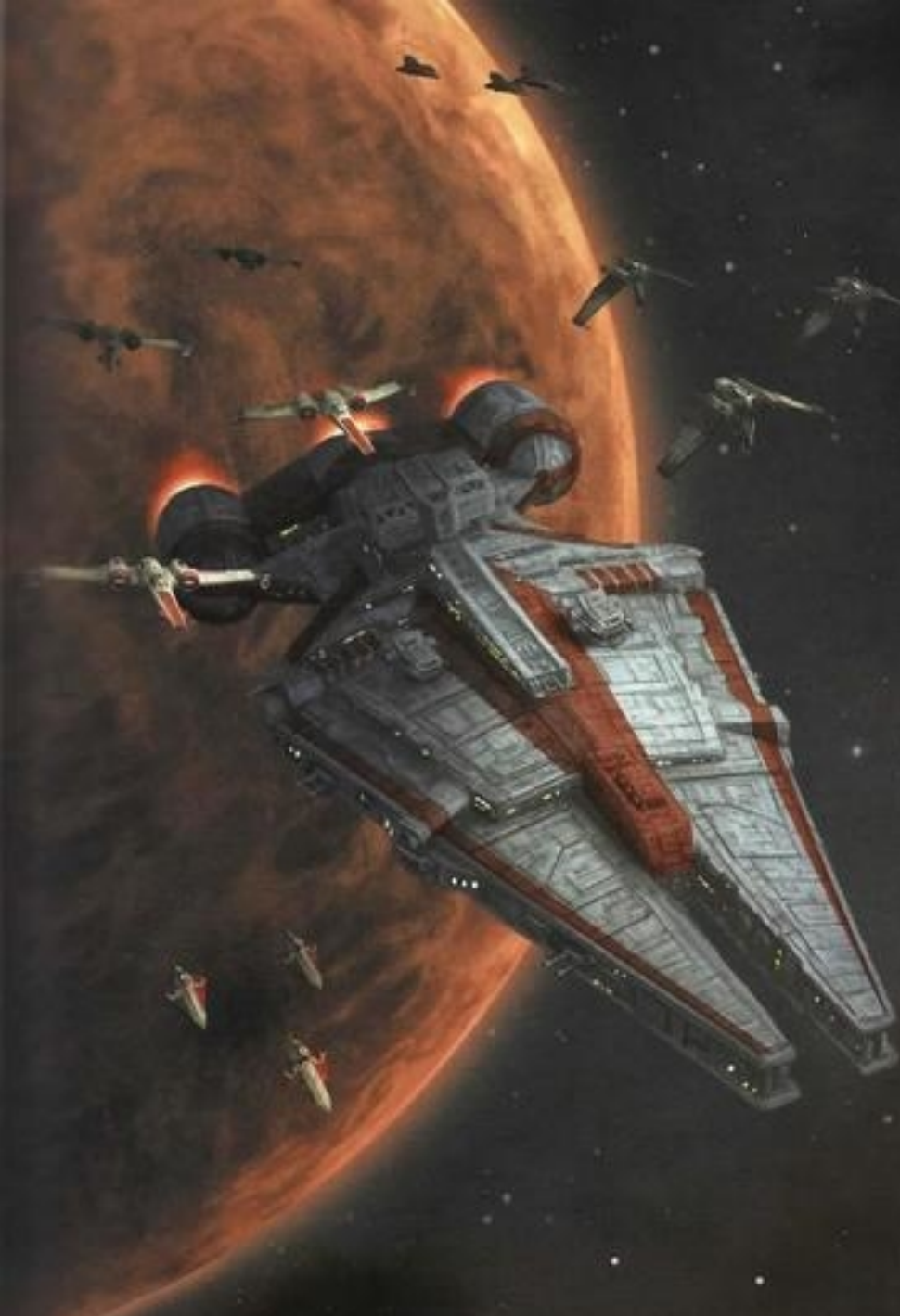
ADDITIONAL RULES

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 141) engaged with the target per  on the combat check.

Variable Geometry: A vulture droid can change between its starfighter and walker configurations as a maneuver. In its walker configuration, a vulture droid's speed becomes 2 and it can cling to starship hulls or scale sheer surfaces. A vulture 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).

REPUBLIC Z-95 HEADHUNTER

A joint venture between Incom and Subpro, the Z-95 is the Republic Navy's primary multi-role starfighter. The Z-95 Headhunter was designed specifically for the Navy to take advantage of clone pilots' physical and mental capabilities. It is fast and agile, while its proton torpedo launchers give the fighter a punch well out of proportion to its size. So successful has the Z-95 Headhunter been, that Incom engineers have already begun work on a mass-market variant, and plan to use the design as the basis for future projects.



[Close]; Linked 1).

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

CRUISERS AND TRANSPORTS

Cruisers make up the backbone of the Republic Navy. Rather than indicating a specific type of ship hull, "cruiser" is a catchall term for a collection of corvette-, frigate-, and cruiser-sized ships that fill a number of roles throughout the Navy.

ARQUITENS-CLASS LIGHT CRUISER

Arqitens-class light cruisers are yet another ship class rushed into service by the Republic Navy since the outbreak of the Clone Wars. Designed and built at Kuat Drive Yards, *Arqitens*-class ships are small, fast, surprisingly powerful escort cruisers. True all-purpose vessels, *Arqitens*-class ships are used to escort convoys; support larger, heavier ships like carriers and battleships; cruise pickets; and serve in other roles that require small size and high maneuverability. These vessels are most often deployed as part of a carrier battle group centered around a *Venator*-class Star Destroyer, where they screen fighters and provide extra protection for the carrier.

Arqitens-class ships have a broad, flat, kite-shaped hull, a KDY design motif shared in part by the *Venator*- and *Acclamator*-class ships to which they are related. Three powerful thrusters are mounted horizontally aft, and a pair of circular docking bays—one port and one starboard—provides easy handling of smaller vessels like starfighters, gunboats, transports, and the like. The forward third of the cruisers' hull is split into twin spars, and a squat, rectangular bridge tower is mounted just forward of the engines. They are, overall, fast and dashing-looking ships that are clearly a product of KDY's design bureau.

For armament, *Arqitens*-class cruisers carry a variety of energy weapons and ordnance. The main weapon system is a pair of dorsal, turret-mounted light turbolaser batteries flanking the bridge, and another matching pair mounted beneath them on the ventral hull. Two heavy quad laser batteries are mounted port and starboard, which gives the ship respectable anti-fighter and light anti-ship capabilities. *Arqitens* are also equipped with a quartet of ordnance launchers mounted in the bow, which are typically loaded with concussion missiles but can fire any standard Republic Navy missile or torpedo.

SILHOUETTE	SPEED	HANDLING	DEF. FORN/PORNT/STARBOARD/INT	ARMOR
3	4	+1	1 - - 1	3
			MT THRESHOLD	SS THRESHOLD
			10	10

Hull Type/Class: Multi-Role Starfighter/Z-95.
Manufacturer: Incom/Subpro.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 9.
Passenger Capacity: 0.
Consumables: One day.
Price/Rarity: 75,000 credits/5.
Customization Hard Points: 2.
Weapons: Wingtip-mounted twin light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range

Since their introduction, the *Arquitens*-class cruisers have proven an excellent addition to the Republic Navy's inventory. They are highly respected among both their own crews and the crews of enemy ships that have fought and lost to them.



Hull Type/Class: Light Cruiser/*Arquitens*-class.
Manufacturer: Kuat Drive Yards.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: 100 officers, enlisted crew, and pilots.
Vehicle Complement: Assorted landspeeders, small shuttles, and ship's boats.
Encumbrance Capacity: 1,200.
Passenger Capacity: 100.
Consumables: Three months.
Price/Rarity: 4,000,000 credits (R)/5.
Customization Hard Points: 2.
Weapons: Two dorsal and two ventral retractable turret-mounted twin light turbolaser batteries (Fire Arc All Dorsal or All Ventral; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).
 Two port and two starboard retractable quad heavy laser cannons (Fire Arc Port or Starboard; Damage 6; Critical 3; Range [Short]; Linked 3).
 Four forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 3, Linked 3, Slow-Firing 1).

CONSULAR-CLASS LIGHT CRUISER

The *Consular*-class is a family of light cruisers designed by Corellian Engineering Corporation for use by the Republic Diplomatic Corps. A long, elegant vessel with a bluff bow and a wasp-waisted cross section, the *Consular*-class cruiser cuts a striking figure.

As a part of the RDC, *Consular*-class vessels are unarmed and wear the deep scarlet livery of that order. VIPs are transported in a lavishly appointed modular salon pod slung beneath the ship's flight deck. This salon is divided into luxurious state rooms, a common room, and the necessary galleys and refreshers to keep a small group of powerful, important people happy and comfortable for quite a while.



Hull Type/Class: Light Cruiser/*Consular*-class.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 2, Backup: Class 14.
Navicomputer: Yes.
Sensor Range: Extreme.
Ship's Complement: One ship's captain, one pilot, one co-pilot, one navigator, one comms operator, four engineers.
Encumbrance Capacity: Up to 4,000, depending on configuration.
Passenger Capacity: Up to 24, depending on configuration.
Consumables: One year.
Price/Rarity: 3,000,000 credits/5.
Customization Hard Points: 6.
Weapons: None.



CHARGER C70 COMBAT REFIT

At the beginning of the Clone Wars, the Republic Navy found itself woefully unprepared for such a dangerous and all-consuming conflict. As the war gains momentum, the Republic is trying frantically to provide the Navy with ships and starfighters. It is doing so by rushing long-abandoned or partially built ship classes into production and by retrofitting existing ships for combat. The *Consular*-class was chosen for a refit thanks to its speed and durability, and the Charger c70 was born.

Sourced from the Republic Diplomatic Corps, the ships chosen have been outfitted with thicker armor, sturdier shields, and an array of energy weapons and ordnance launchers, making them into superb scout and picket ships. *Consular*-class cruisers that have undergone the Charger c70 refit have the following profile changes:

5	3	-2	2	1	1	1	5
SILHOUETTE	SPEED	HANDLING	DEF. FORW./PORT/STARBOARD/AFT			ARMOR	
			HT THRESHOLD			AS THRESHOLD	
			46			24	

Weapons: One port and one starboard dorsal turret-mounted twin heavy laser cannon (Fire Arc Dorsal Port or Starboard; Damage 6; Critical 3; Range [Short]; Linked 1).

One port and one starboard ventral turret-mounted twin heavy laser cannon (Fire Arc Ventral Port or Starboard; Damage 6; Critical 3; Range [Short]; Linked 1).

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

Dorsal turret-mounted quad laser cannon (Fire Arc All Dorsal; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

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

MUNIFICENT-CLASS HEAVY FRIGATE

Often referred to as "pocket cruisers," *Munificent*-class frigates are powerful, multi-role ships used with great effect by the CIS navy. Fast, lightly armored, and almost laughably overgunned, *Munificent*-class frigates are designed to operate in squadrons with small-ship support to take down larger capital ships. To this end, they mount a large array of turbolasers, ion cannons, flak cannons, and ordnance launchers. Deadly and efficient, they are among the most feared ships in the Confederacy navy.

Munificent-class frigates are almost entirely automated. They have a nominal crew of around 200, who see to maintenance and daily running of the ship. The rest of the ships' interior space is given over to machinery, redundant systems, hangar facilities for the four squadrons of vulture droids typically carried, and storage space for thousands of battle droids.

These ships are more than a match for anything the Republic Navy possesses of similar size and force. *Munificents* have been at space for decades protecting the Banking Clan's far-flung assets, and their crews have more experience fighting and surviving in space than most of the Republic Navy and GAR.

7	2	+0	3	2	2	2	5
SILHOUETTE	SPEED	HANDLING	DEF. FORW./PORT/STARBOARD/AFT			ARMOR	
			HT THRESHOLD			AS THRESHOLD	
			60			55	

Hull Type/Class: Frigate/*Munificent*-class.

Manufacturer: Hoersch-Kessel Drive, Inc.

Hyperdrive: Primary: Class 1, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 200 officers and enlisted crew.

Starfighter Complement: 48 vulture droids.

Encumbrance Capacity: 10,000.

Passenger Capacity: 150,000 battle droids of various types kept in stasis.

Consumables: Two years.

Price/Rarity: 12,000,000/7.

Customization Hard Points: 1.

Weapons: Two forward-mounted heavy turbolasers (Fire Arc Forward; Damage 11; Critical 3; Range [Long]; Breach 4, Slow-Firing 2).

Two forward-mounted heavy ion cannons (Fire Arc Forward; Damage 7; Critical 4; Range [Medium]; Ion, Slow-Firing 1).

Thirteen port and thirteen starboard twin light turbolasers (Fire Arc Port or Fire Arc Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

Ten port and ten starboard turret-mounted light turbolasers (Fire Arc All Port or All Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).

Six port and six starboard medium flak cannons (Fire Arc Port or Starboard; Damage 4; Critical 3; Range [Short]; Blast 4, Slow-Firing 1, Vicious 4).

Ten dorsal, ten ventral, ten port, and ten starboard turret-mounted retractable twin light laser cannons (Fire Arc All Dorsal or All Ventral or All Port or All Starboard); Damage 5; Critical 3; Range [Close]; Linked 1).

ADDITIONAL RULES

Massive 1: When making an attack targeting this vessel, the critical rating of any weapons used counts as 1 higher.

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 2-5: 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

BATTLESHIPS

Battleships are massive, heavily armed and armored starships designed for fleet actions, force projection, and planetary bombardment. Both the Republic and CIS navies have numerous battleships of various classes and roles, which they use to devastating effect.

LUCREHULK-CLASS BATTLESHIP

The massive, lumbering, and extremely imposing *Lucrehulk*-class battleships are the Confederacy navy's premier capital ships. Descended from the old, reliable *Lucrehulk* bulk freighters used by the Trade Federation, these ships are the largest vessels currently fielded by the CIS. They carry thousands of fighters and vehicles, and hundreds of thousands of troops and battle droids. Just one of these massive ships can effectively blockade a civilized planet for years, indefinitely with regular resupply. Their ominous silhouettes strike fear into enemies and debtors alike, and they can shrug off even the heaviest weaponry.

A *Lucrehulk* has a thick, ring-shaped hull a little more than three kilometers across. One section of the ring—that opposite the primary drives—is open and contains the ship's main launch and recovery area for its fighters. A sphere-shaped secondary hull, or core, is mounted to a short pylon on the inside of the ring opposite the fighter bays. This core section houses the ship's command and combat bridges, primary communications and sensor arrays, and crew quarters, and many of its vital control systems.

As battleships, the *Lucrehulks* are fitted with a wide array of weapon systems. Huge quad heavy turbolaser batteries—twelve to a side—are arranged along the port and starboard edges of the outer ring hull. Four more of these batteries are mounted in the forward section of the core hull and have a fixed-forward

firing arc. Supporting these heavy guns are hundreds of smaller laser turrets, and nearly two hundred quad laser turrets provide close-in point defense against enemy fighters and incoming ordnance. Thanks to this heavy armament—along with thick armor and high-density shields—the *Lucrehulks* are some of the most potent warships ever deployed.

That is the official line, at any rate, and the story the CIS navy likes to spread. In fact, the *Lucrehulks* are huge, inefficient, maintenance-hogging money pits deployed by the CIS more for their intimidation value than anything else. They are easy prey without support despite their admitted power, and they require an inordinate amount of support to stay at space for any length of time. That said, they are still powerful and dangerous warships despite their humble beginnings, and more than one Republic Navy commander has paid dearly for underestimating them.

9	2	-3	4	3	3	3	10
SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STANDARD/AFT			ARMOR	
			MT TURRETS			CS TURRETS	
			200			90	

Hull Type/Class: Battleship/*Lucrehulk*-class.

Manufacturer: Hoersch-Kessel Drive, Inc.

Hyperdrive: Primary: Class 2, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 150 droids, 25 command staff.

Starfighter Complement: 1,500 droid starfighters of various models.

Vehicle Complement: Thousands of Armored Assault Tanks, Multi-Troop Transports, troop carriers, C-9979 landing craft, shuttles, boarding vessels, landing ships, and ship's boats.

Encumbrance Capacity: 95,000.

Passenger Capacity: 139,000 battle droids.

Consumables: Two years.

Price/Rarity: 500,000,000 credits (R)/8.

Customization Hard Points: 1.

Weapons: Twelve port and twelve starboard heavy turbolaser quad batteries (Fire Arc Port or Fire Arc Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 3, Slow-Firing 2).

Four forward-mounted twin heavy turbolaser batteries (Fire Arc Forward; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Forty port, forty starboard, forty ventral, and forty dorsal turret-mounted point defense quad laser cannons (Fire Arc Forward and Port Forward and Starboard or Forward and Port and Starboard; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

One hundred port, one hundred starboard, one hundred dorsal, and one hundred ventral twin heavy laser cannons (Fire Arc Forward and Port Forward and Starboard or Forward and Port and Starboard; Damage 6; Critical 3; Range [Short]; Linked 1).

ADDITIONAL RULES

Massive 3: When making an attack targeting this starship, the critical rating of any weapons used counts as 3 higher.

VENATOR-CLASS STAR DESTROYER

The powerful *Venator*-class Star Destroyers are the backbone of the Republic Navy's carrier force. Built from the keel up as dedicated starfighter carriers, the *Venators* have been in service with the Republic for almost twenty years. They have served with distinction since the beginning of the Clone Wars, and carrier battle groups formed around *Venators* are the scourge of the CIS Navy throughout the galaxy.

Related to the smaller *Acclamator*-class assault ships, and built in the same yard, *Venators* cut an imposing figure among the Republic Navy's smaller vessels. Over a kilometer long, *Venators* have a broad, arrowhead-shaped hull thicker at the aft near the engines and thinner at the bow, where the hull comes to a truncated point. A towering superstructure that rises at the aft of the vessel houses two command centers, one the main bridge and the other the combat information center, where officers and crew oversee the vessel's gunnery and fighter operations are overseen.

Venators have deeply recessed port and starboard docking bays, which give the ship an angular, hourglass planform, and a long, dorsal main hangar that runs from the base of the superstructure to the tip of the bow. The hangar, protected by extra shielding and heavily armored retractable doors, is where the majority of fighters launch and recovery takes place.

Heavily armed for a carrier, a *Venator* mounts eight twin heavy turbolaser batteries—four port and four starboard—in armored turrets that can traverse the entire length of the ship. Additionally, these vessels mount a medium turbolaser battery forward of each docking bay, heavy proton torpedo launchers, tractor beam emitters, and point defense systems.

In their primary role as carriers, *Venator*-class ships are without peer. In their cavernous hangars they hold nearly four full wings of starfighters—more than four hundred ships—along with various shuttles and utility craft. Unlike nearly any other ship of their size, *Venators* can, like their smaller *Acclamator*-class cousins, enter a planet's atmosphere to conduct fighter operations and to soften up landing zones with their heavy weapons. This gives these vessels unparalleled tactical and strategic flexibility, a trait very much suited to the Republic Navy's fighting style.



Hull Type/Class: Star Destroyer/*Venator*-class.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 1, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 7,400 officers, pilots, and enlisted crew.

Starfighter Complement: 228 starfighters.

Vehicle Complement: Numerous shuttles, walkers, landing craft, LAAT/i assault craft, and walkers.

Encumbrance Capacity: 7,000.

Passenger Capacity: 2,000 troops.

Consumables: 2 years.

Price/Rarity: 59,000,000 credits (R)/7.

Customization Hard Points: 3.

Weapons: Four port and four starboard turret-mounted twin heavy turbolaser batteries (Fire Arc Forward, Port, and Aft or Forward, Starboard, and Aft; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

One port and one starboard twin medium turbolaser battery (Fire Arc Port or Fire Arc Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1).

Fifteen port, fifteen starboard, fifteen ventral, and fifteen dorsal turret-mounted laser cannons (Fire Arc Forward and Port, Forward and Starboard, or Forward and Port and Starboard); Damage 5; Critical 3; Range [Close].

Four forward-mounted heavy proton torpedo launchers (Fire Arc Forward; Damage 12; Critical 2; Range [Short]; Blast 8, Breach 6, Guided 3, Slow-Firing 2).

Six forward-mounted heavy tractor beam emitters (Fire Arc Forward; 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.





THE SPARK OF WAR

"Begun, the Clone War has."

— Yoda

The Clone Wars began as a result of a complex web of countless factors arising over many years. In truth, only one person in the galaxy fully understands the causes or purpose of the Clone Wars, and likely ever will. For the average clone trooper or even Jedi in the field, contemplation of political matters and the motivations of the Separatists are hardly a concern: the immediate needs of battle allow little time for such thoughts. For others, things are more complicated; even many loyalist Senators cannot but see some merit in the grievances of their Separatist counterparts.

Chapter III: The Spark of War presents a summary of the events leading up to the Clone Wars, whether public knowledge or hidden from view. A wealth of information on the Republic and its organization—including particular attention on the Galactic Senate, the Grand Army of the Republic, the

Republic Navy, and the Jedi Order—provides detail for both GMs and players to help bring the setting of the Republic to life. A similarly detailed examination of the Confederacy of Independent Systems and its constituent worlds and factions follows, including a look at the droid army, the Separatist fleet, and the leaders of the Separatist Alliance, allowing GMs to portray the full might arrayed against the Republic and its heroic defenders.

Finally, **Worlds at War** zooms in on four worlds that play large roles in the events of the Clone Wars. These planets are Naboo, Tatooine, Kamino, and Geonosis. In addition to full planetary profiles and information, the sections on these worlds each feature a modular encounter that GMs can insert into their Clone Wars campaign or use as inspiration for their own stories.

PRELUDE TO WAR

The Galactic Republic has lasted for over a thousand years. Yet, despite the Republic's formation as a democratic governmental body, with hundreds upon hundreds of Senators representing tens of thousands of systems, the unwieldy organization had already begun showing cracks in its foundation before the Clone Wars started. Just prior to the Invasion of Naboo, the Republic found itself struggling—some say unwilling—to deal with criminal elements outside and within its territories. The Hutts had already carved out a powerful empire by dealing in illegal and addictive substances, financing criminal enterprises, and buying and selling slaves. Other syndicates and pirate bands had eaten away at Outer Rim systems, and more and more worlds felt the Republic had abandoned them to cater to the richer and more influential Core Worlds.

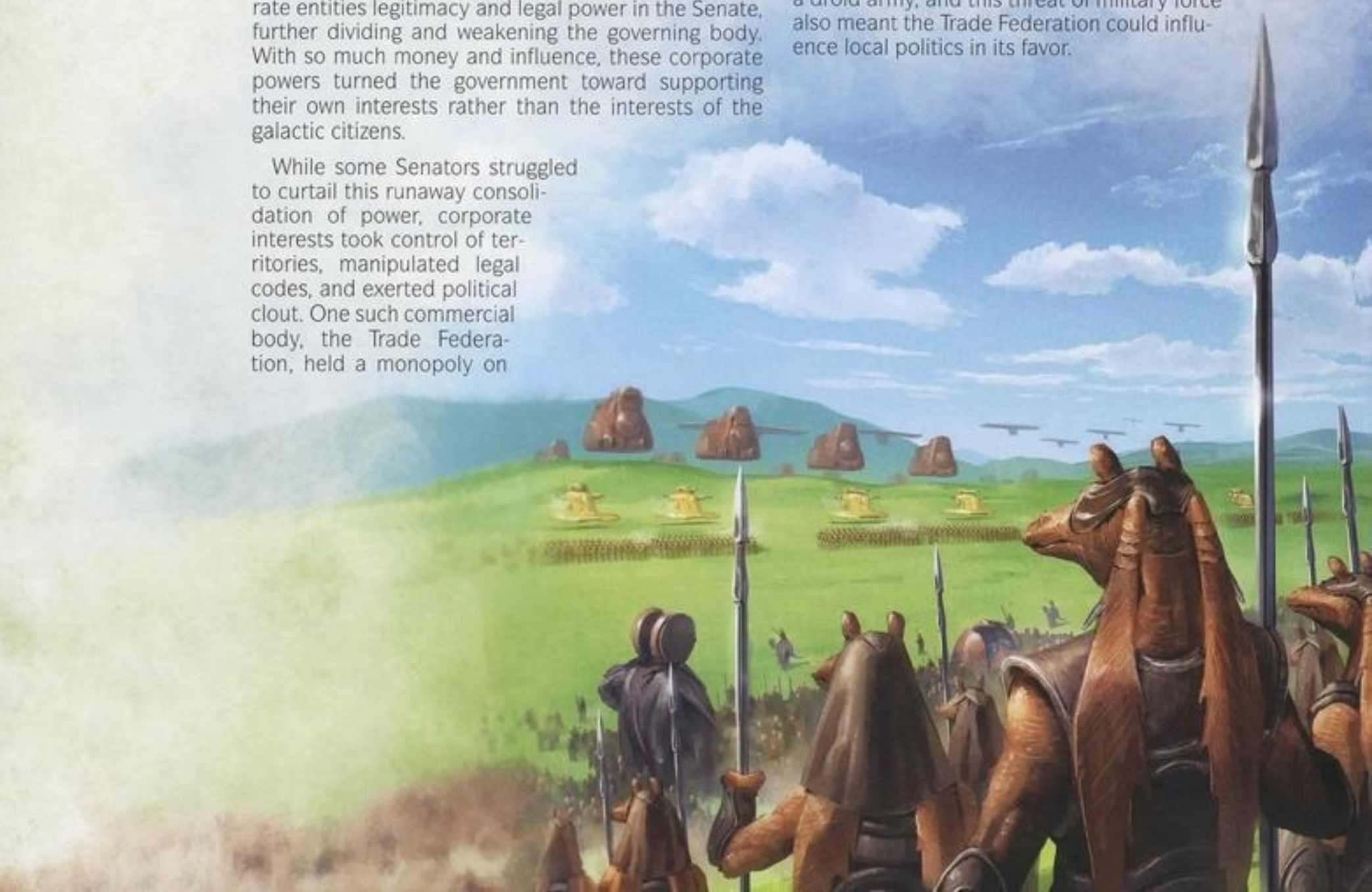
The divisions in the Republic began hundreds of years ago with the creation of the Expansionist Oligarchy. This cabal of corporations pushed for the right to develop worlds in the Outer Expansion Zone. Upon securing that right, they engaged in cruel labor practices akin to slavery, exploited the worlds' natural resources, and suppressed labor uprisings. Though the Republic intervened and shut down the Oligarchy, the same organizations and market forces created a similar situation with the foundation of the Corporate Sector two centuries later. Territorial and economic compromises between the Republic and various corporate interests allowed the Republic to benefit from the taxation income but also gave the various corporate entities legitimacy and legal power in the Senate, further dividing and weakening the governing body. With so much money and influence, these corporate powers turned the government toward supporting their own interests rather than the interests of the galactic citizens.

While some Senators struggled to curtail this runaway consolidation of power, corporate interests took control of territories, manipulated legal codes, and exerted political clout. One such commercial body, the Trade Federation, held a monopoly on

THE "DEATH" OF THE SITH

The end of the Jedi-Sith War began the era of the Great Peace. Without the Sith raising armies and carving out territory for themselves in the galaxy, the Jedi Order enjoyed a political ascension. Recruits flocked to the order, enamored by stories of heroism and mystical power. The order even established a formal academy to handle the new, idealistic Initiates. The Sith, however, did not truly die. The sole survivor, Darth Bane, hatched a plan and creed to keep the Sith alive: the Rule of Two. From that point on, only two Sith would trouble the galaxy at one time: a master and an apprentice. Only by slaying their master could the apprentice gain that title and take on their own apprentice—or they could die in the attempt, and be replaced. Instead of fighting the Jedi on the battlefields, the Sith now fought quietly, influencing the hearts and minds of the galaxy in the shadows.

the trade routes in the Outer Rim, which let it exert enough power to buy a seat in the Galactic Senate. Any planets that wished to engage in offworld commerce had to deal with the Trade Federation. The organization backed its economic might with a droid army, and this threat of military force also meant the Trade Federation could influence local politics in its favor.



Despite history naming the thousand years after the formation of the Galactic Republic the "Great Peace," plenty of planetary and sector conflicts consumed the time and energy of the Galactic Republic and the Jedi Order. The Stark Hyperspace War—a border conflict between the Republic and a pirate band—and the Mandalorian Civil War are two examples of the kinds of sector-wide and single-planet conflicts occupying the Republic's attention. Without a standing army or navy, the government depended upon planets voluntarily donating ships and soldiers as well as the Jedi sending their Knights to handle the conflicts.

This militarization of the Jedi Order changed some citizens' perception of the mystical warrior-monks. The Jedi acted as warriors, on-the-spot troubleshooters, military commanders, and diplomats for the Galactic Republic. Driven by their own ideology and religion, the Jedi supposedly had the impartiality to judge fairly; however, they fought for the Republic. It is little wonder that denizens of the Outer Rim viewed the Jedi with suspicion, while citizens closer to the Core trusted them implicitly.

Despite believing that the Sith had been dead for hundreds of years, the Jedi Order still feared that individuals could fall to the dark side of the Force, for the negative emotions that lead down that path can take hold in anyone. This fear was proven right on more than one occasion, including by dangerous groups of Force sensitives such as the Bando Gora, a cult that turned toward assassination and formed a criminal syndicate. Yet, without a common, persistent threat to unite the Jedi Order, small divisions within it began to appear. The Jedi Council debated what role Jedi should play in the Republic. Some felt that if the Jedi remained always prepared for war, they invited conflict. Count Dooku broke away from the order outright, leaving soon after the controversial events of the Battle of Naboo. Other Jedi, such as Master Sifo-Dyas, began to plan ways to save the Republic and the Jedi Order while keeping their plans secret from the Jedi Council.

The power struggle between the Trade Federation and the Republic came to a head at the infamous Eriadu trade summit. By all accounts, the summit resulted in disaster. A radical political group, the Nebula Front, not only attempted to assassinate Chancellor Valorum, but succeeded in murdering the Trade Federation's leadership. The attempted assassination gave Valorum a temporary popularity boost, enough for him to push through a taxation proposal, and the loss of the Trade Federation's leadership allowed Nute Gunray, with his strong anti-Republic leanings, to ascend to power as the Trade Federation's viceroy, and to place his similarly minded cronies in prominent positions throughout the organization.

Part of the Republic's recent weakness lies on the shoulders of Chancellor Finis Valorum. Some of the criticisms leveled at him had little merit, being results of the political rumor mill, but justly or not, Valorum did become a symbol of the Senate's decadence. As a

THE SHADOWS BEHIND THE WAR

Darth Sidious and his apprentice, Darth Maul, had been working together to bring down the Republic as well as the Jedi Order while expanding their own power base. By increasing tensions on worlds already distrustful of the Republic, encouraging the greed of the various economic organizations usurping Republic control, and assassinating key figures, the Sith managed to place Sidious—publicly known as Sheev Palpatine—in a strong, popular position as the Senator for Naboo. Leveraging their influence over the Trade Federation, the Sith engineered events to get Sidious eventually elected as Chancellor to better control the Republic.

In Count Dooku, Darth Sidious saw a strong counterpart for leading the Separatists, and a replacement for his slain apprentice, Darth Maul. Many worlds already had the desire to rebel against the Republic. They merely needed the will. Exploiting Dooku's frustration with the Republic, Sidious brought him into the fold, dubbing him Tyranus. This allowed the two Sith to coordinate, using both Separatist and Republic resources to isolate certain planets, corrupt key worlds, and control valuable systems.

direct descendant of Tarsus Valorum and member of the wealthy House Valorum, Finis represented inherited wealth and power. His policies, though widely seen as necessary, had a veneer of corruption and compromise. Finis Valorum spent a good part of his service fighting this perception as a pale shadow of his ancestor.

Events came to a head when the Senate passed the infamous resolution to tax Free Trade Zones. In the majority of the territories the Trade Federation controlled, this rule required the Trade Federation to relinquish a percentage of its profits to the Republic. In protest, the Trade Federation formed a blockade around the peaceful planet of Naboo, with which it was in the midst of a trade dispute over the mining of plasma. Ironically, the Queen of Naboo felt the trade monopoly had not been compensating her planet fairly for those trade rights, much as the Trade Federation now felt the Republic was taking advantage of it.

In many ways, the Trade Federation intended its exertion of military force more as a test than an act of aggression. The Trade Federation had no interest in warfare, but its leaders felt that the Galactic Republic had no teeth, and they set out to prove it.

THE CLONE WAR BEGINS

Even a decade after the Invasion of Naboo, the underlying tensions remained. After all, the Galactic Republic had not expelled the Trade Federation. The Naboo Royal Security Forces had allied with the native Gungans—along with two Jedi—to repel the invaders, forcing the Republic to officially denounce the Trade Federation. Numerous star systems had seen the slow response and ineffectual rhetoric from the Republic government and used the following decade to build up resources, forge alliances, and establish coalitions.

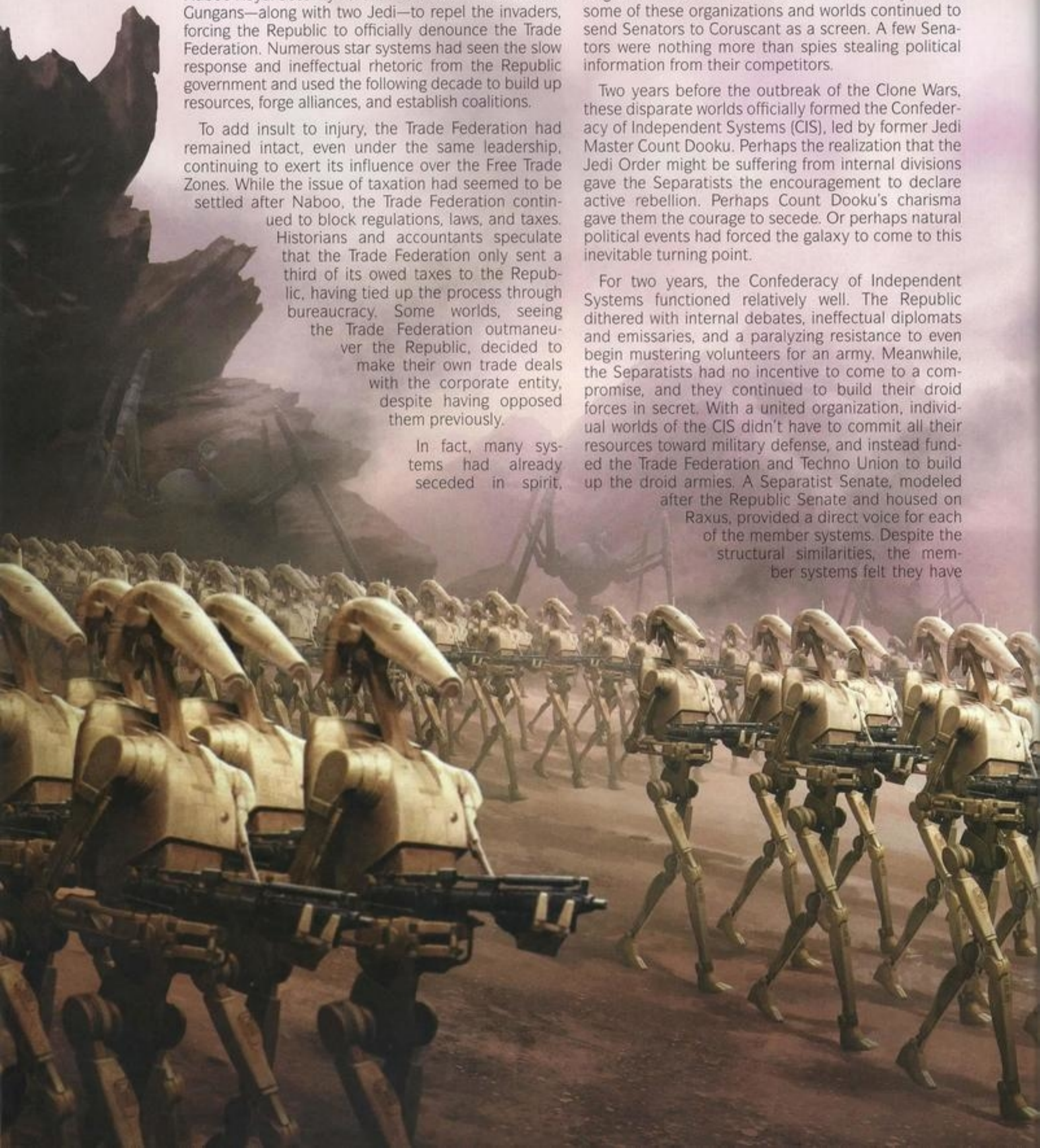
To add insult to injury, the Trade Federation had remained intact, even under the same leadership, continuing to exert its influence over the Free Trade Zones. While the issue of taxation had seemed to be settled after Naboo, the Trade Federation continued to block regulations, laws, and taxes. Historians and accountants speculate that the Trade Federation only sent a third of its owed taxes to the Republic, having tied up the process through bureaucracy. Some worlds, seeing the Trade Federation outmaneuver the Republic, decided to make their own trade deals with the corporate entity, despite having opposed them previously.

In fact, many systems had already seceded in spirit,

manipulated behind the scenes by organizations like the Trade Federation, Corporate Alliance, Commerce Guild, and Techno Union. While they withheld taxes, forged alliances, and built their own military forces, some of these organizations and worlds continued to send Senators to Coruscant as a screen. A few Senators were nothing more than spies stealing political information from their competitors.

Two years before the outbreak of the Clone Wars, these disparate worlds officially formed the Confederacy of Independent Systems (CIS), led by former Jedi Master Count Dooku. Perhaps the realization that the Jedi Order might be suffering from internal divisions gave the Separatists the encouragement to declare active rebellion. Perhaps Count Dooku's charisma gave them the courage to secede. Or perhaps natural political events had forced the galaxy to come to this inevitable turning point.

For two years, the Confederacy of Independent Systems functioned relatively well. The Republic dithered with internal debates, ineffectual diplomats and emissaries, and a paralyzing resistance to even begin mustering volunteers for an army. Meanwhile, the Separatists had no incentive to come to a compromise, and they continued to build their droid forces in secret. With a united organization, individual worlds of the CIS didn't have to commit all their resources toward military defense, and instead funded the Trade Federation and Techno Union to build up the droid armies. A Separatist Senate, modeled after the Republic Senate and housed on Raxus, provided a direct voice for each of the member systems. Despite the structural similarities, the member systems felt they have



more say in the Separatist government than they had in the Republic, perhaps due to the CIS's smaller size or a shared revolutionary spirit, or a perception that they had left the corruption of the Republic behind.

The Clone Wars officially started when the Republic Senate granted Chancellor Palpatine the emergency powers to form the Grand Army of the Republic. After much politicking, an attempted assassination against Senator Amidala spurred the Senate to action. Jedi Master Yoda led the Grand Army of the Republic, with its newly revealed clone forces, to Geonosis in an attempt both to rescue fellow Jedi and Senator Amidala and to strike at the leadership of the Separatists. The Republic routed the Separatists' forces and destroyed the droid factories on Geonosis. However, the clone army suffered high casualties, and the leaders of the Separatists managed to escape with a sizable number of troops and war machines.

THE WAR RAGES ON

As on Geonosis, victories with a steep cost have typified the battles and overall campaign waged by the Republic against the Separatists. During the Battle of Christophsis, a Separatist blockade slowly starves the world's people while the CIS mines its resources and utilizes its position in the Savareen sector. The "Battle" of Christophsis actually encompasses several battles, in orbit and on the ground, that result in both Republic victories and Separatist gains. Though ultimately a Republic win, the cost in troops, ships, and civilian lives highlights the suffering this conflict causes.

The war for the Republic, fought in the skies and on the surfaces of numerous planets, hinges on diplomatic and political savvy as much as it does on military might. Worlds such as Toydaria have tried to remain neutral in the conflict, but Republic diplomacy and Separatist aggression have pushed this planet and many others to join the Republic.

Other planets, like Rodia, change sides early in the conflict, having been cut off from Republic resources and supplies. Even though Rodia eventually turns away from the Separatists, and the Republic claims an early victory with the capture of Viceroy Nute Gunray, the crisis highlights a common problem that plagues the Republic: planets in the Outer Rim have little incentive to remain with the distant government. The Separatists' promises of freedom, safety, and resources are often too tempting to ignore.

This political war is also waged on a personal scale. Traditional means of influence, bribery, blackmail, and spying take place on a wide variety of fronts, including in the Senate and even in the Grand Army of the Republic. Reprogrammed droid spies, Senators with Separatist sympathies, clone deserters, and even Hutt interference plague the Republic war effort. Similarly, competing corporate interests, corruption among officials, and concerns about military overreach continue to challenge the Separatist Senate.

The nature of the Separatist Alliance means that its various leaders come from a wide variety of backgrounds. The vicious Admiral Trench, a Harch commander and master tactician, fought for Corporate Alliance interests before joining the Separatists. Although Trench's homeworld of Secundus Ando has since joined the CIS, his career as a corporate naval commander likely meant his allegiance to the secessionist movement was primarily of a professional nature. He proves himself capable before his ultimate defeat during the Battle of Christophsis, after which he is presumed dead.

Even more fearsome, General Grievous, a Kaleesh cyborg, has a particular enmity against the Jedi, collecting lightsabers from defeated opponents. The general learned warfare and battle tactics in his homeworld's war against the Yam'rii from Huk. At that time, he also developed a personal vendetta against the Galactic Republic for its aid to the Yam'rii. A brilliant tactician, Grievous favors quick skirmishes and constant retreats, continually frustrating Republic commanders seeking his capture or death. Grievous takes a direct role in the fighting, often leading his droid forces from the front in a terrifying display of lightsaber prowess and of the strength and resilience of his mechanical body.

Since technological corporations heavily influence Separatist policy and strategies, the CIS military experiments with a wide variety of weapons. One of the CIS's greatest vessels and the flagship of General Grievous, *Malevolence*, carries a battery of ion cannons, designed to rapidly disable starships. Other innovative weapons, such as the defoliator—used on Maridun—which destroys organic material but spares machinery and droids, the reengineered Blue Shadow Virus released into Naboo's swamps, the Separatists' tactical droids, and the super tank developed on Geonosis, have proven costly to develop and threaten to increase the war's collateral damage.

ASSASSIN, APPRENTICE, SPY

Unknown to most, Dathomirian Asajj Ventress serves as apprentice and personal assassin for Count Dooku. Whereas Trench, Grievous, and their fellow commanders handle the broader campaign objectives, Ventress uses subterfuge, bribery, theft, and targeted killing to accomplish her subtler goals.

She has served as diplomat and extortionist to get Toydaria to join the Separatists, rescued Nute Gunray from a Republic prison ship, and joined the attack on Kamino in an attempt to steal the clone data and sabotage the Republic's ability to produce new soldiers. Sometimes acting to help the Separatists win battles, she often has her own agenda, dictated by her Sith master.

PALPATINE'S INNER CIRCLE

Even a masterful politician like Palpatine can't manage the entire Republic singlehandedly. The Supreme Chancellor has legions of bureaucrats keeping the wheels of democracy spinning, but only a trusted few in his inner circle.

Mas Amedda: As Vice Chair, this experienced politician ensures that Senate meetings adhere to or sidestep archaic rules and protocol as he sees fit. Mas Amedda is one of the few holdovers from the previous Valorum administration.

Sly Moore: Palpatine's Chief of Staff is Sly Moore, an Umbaran administrator who sets the Chancellor's daily schedule. Her power lies in her ability to control which advisors, bureaucrats, lobbyists, and Senators gain access to the Chancellor.

Senior Advisors: Ars Dangor, Janus Greejatus,

and Sate Pestage are all senior advisors to the Supreme Chancellor. Each can act as bureaucrat, emissary, or dignitary in Palpatine's name. The Chancellor often delegates guidance of pet causes and emergency issues to senior advisors, trusting them to find a satisfactory resolution.

Wilhuff Tarkin: A former judicial and governor of Eriadu, Tarkin is a captain in the Republic Navy under Jedi Master Even Piell's command. Tarkin has enjoyed Palpatine's political patronage since the Chancellor was Naboo's Senator.

Anakin Skywalker: While Skywalker holds no official title in Palpatine's government, as a boy, he liberated Palpatine's homeworld of Naboo. He is now a Jedi and a war hero, and the Chancellor values his military opinion above that of many Jedi Council members.

The Republic is not immune to this arms race. Its electro-proton bomb, tested on Malastare and designed to destroy droids, has unintended side effects on the planet's ecosystem. The weapon reveals a creature from that planet, the Zillo Beast. The Republic brings the specimen to Coruscant in order to study its weapons-resistant hide, only to have the creature escape and rampage through the city.

As the Clone Wars rage on, events only escalate, without a hint of slowing down. The Republic wins a few victories, including the liberation of Ryloth with the help of Twi'lek freedom fighters and the capture of Wat Tambor, foreman of the Techno Union. A second invasion of Geonosis, this time to destroy a new and expansive droid foundry, leads to a decisive victory, the occupation of Geonosis, and the capture of Poggle the Lesser, the Geonosian leader responsible for arming the Separatists with droids.

Meanwhile, the fight for freedom continues at home. The infamous "enhanced privacy invasion bill," intended to give Chancellor Palpatine broad powers to spy on Republic citizens, galvanizes a political resistance group within the Senate to push back against the Chancellor's emergency powers. This group spearheads the defeat of the bill, but the process reveals the Republic's contradictory desire for peace and hunger for military victories.

Territorial aims in the Outer Rim are an ongoing source of conflict between the Republic and Separatists. This has threatened the sovereignty and neutrality of a wide variety of systems, such as Mandalore. The Mandalore sector sits in a key position between Coruscant and the Outer Rim via the Hydian Way. In an attempt to establish a forward base, the GAR faces a hostile local force called the Death Watch, which is violently opposed to Republic occupation. Death Watch also opposes the current rulership of Mandalore, which itself advocates neutrality and peace.

The Republic must resolve this local political morass before even considering Mandalore as a staging area.

On the Separatists' front, their many defeats do not prevent them from receiving a morale boost. General Grievous plans and executes a daring attack on Kamino in order to destroy the clone growth tanks and sabotage the Republic's ability to produce reinforcements. Beforehand, the Republic intercepts an encrypted message regarding the attack—if it had not, the war might have ended only a year into the conflict. Nevertheless, Grievous's assault proves two things: any planet in the Republic is vulnerable, and the Republic has intelligence leaks. A hostage crisis in the Republic's own Senate reveals other weaknesses in its security. The Separatists do not need to win every battle; they merely need to make the war too costly for the Republic to continue.

In fact, with the Republic's coffers near empty due to emergency relief efforts, military spending, and administrative costs—including some due to bureaucratic corruption—the Senate votes overwhelmingly to deregulate the banks, with some manipulation from the InterGalactic Banking Clan, to free up loans. Even the revelation that the Banking Clan has loaned funds to the Separatists does not dissuade the Senate from passing the deregulation bill or retaining the IGBC's representative on Coruscant.

Yet, voices advocating for peace still fight to be heard. Republic Senator Amidala and Separatist Senator Mina Bonteri both push for votes in their respective governing bodies on a ceasefire and peace accord. At the same time, pro-war Republic Senators prepare a bill to request a new Banking Clan loan for increased war funds—specifically to commission more clone troops. With the war wearing on planets across the galaxy, though, perhaps the voices for a peaceful resolution might prevail, and end the Clone Wars before its second year is out.

THE REPUBLIC

The Republic is the ancient democracy that governs most of civilized space. Considered antiquated and ineffective by many citizens, it has a reputation for decadence and corruption, and some feel it is a corporate-controlled oligarchy in all but name. Prior to the Separatist Crisis, the Republic had been plagued for decades by scandal and impotence, and many scholars considered a secessionist movement inevitable. With academics' predictions having proven accurate, Chancellor Palpatine, strengthened by the newly passed Military Creation Act, sent the Republic to war, hoping to reunite the galaxy under the banner of the Republic.

OFFICE OF THE SUPREME CHANCELLOR

Supreme Chancellor Palpatine steadily accumulated power as the Separatist Crisis intensified, enabling him to remain in office far past his term limit expiration. The Military Creation Act and expansion of emergency war powers have enabled Palpatine to take a direct hand in many military and budgetary affairs that once required lengthy debate in the Senate. Palpatine need only notify the relevant committee of his actions, often after the fact. This allows Palpatine to act decisively with an agility the Senate cannot match, and with little-to-no oversight.

Outside matters of war, the Supreme Chancellor oversees much of the Republic bureaucracy and appoints directors and chiefs of the countless government agencies within his purview. These bureaucrats compete with Senators and lobbyists for Palpatine's time, hoping he'll use his executive power and influence to turn the gears of democracy in their favor.

ROYAL GUARD

Sometimes mistaken for droids, the Royal Guard stand silent and still, covered entirely in rich, scarlet robes and armor that conceal identities and armament, except for their short-but-lethal force pikes. Handpicked from the already-elite Senate Guard, Royal Guard candidates receive additional training in both combat and discretion. Palpatine expanded the Royal Guard after an early wartime scandal called the Senate Guard's loyalty into question.

Out of uniform, the Royal Guard make both official visits and covert investigations of locations on Palpatine's upcoming appearance schedule. They also scout secure travel routes and handle logistics, backup routes, and evacuation plans. On the densely populated capital of Coruscant, each public appearance can require

thousands of work hours. The Royal Guard also investigates credible threats against the Chancellor and his staff, from graffiti to anonymous HoloNet threats.

JUDICIAL DEPARTMENT

The Judicial Department, the Republic's primary law enforcement entity, operates out of the Judicial Arcology building, which dominates Coruscant's Judicial Plaza. The Judicial Department, which is subordinate to the Chancellor's office, oversees countless offices tasked with investigating, trying, and sentencing offenders. The collaborative nature of these offices has led to cries of corruption and conflicts of interest throughout Republic history. Just prior to the outbreak of the Clone Wars, Nute Gunray and the Trade Federation endured several trials within the Republic courts for their actions during the blockade of Naboo. The perceived unfairness of the multiple trials, which a significant number of citizens saw as frivolous, swayed many to support the early Separatist movement.

THE COURTS

Most legal issues are resolved locally, covered either by regional or planetary legal systems. Galactic laws primarily concern issues between planets, such as taxation and trade between systems or crimes committed outside orbital space. The bulk of Republic court cases involve large corporations, regional governments, or pirates and outlaws operating across multiple sectors.



Sentients' rights cases also work their way through the Republic courts, sometimes appealing all the way to the Republic's Supreme Court. The courts have a small army of prosecutors, barristers, bureaucrats, researchers, and subject-matter experts within their ranks for trying cases.

REPUBLIC OFFICE OF CRIMINAL INVESTIGATIONS

Led by Director of Investigation Foga Brill, the ROCI manages subordinate law enforcement agencies and the Republic Enforcement DataCore, which tracks Republic bounties. ROCI sector coordinators oversee regional judicial forces and liaise with local law enforcement to smooth over any jurisdictional issues. The ROCI also coordinates with the Jedi Order when Jedi accompany official Republic investigations.

REPUBLIC SECURITY FORCE

Known as "judicials," Republic Security Force agents, recognizable for their blue or red tunics, are the Republic's primary law enforcement agents. Judicials investigate corporate and government entities, and they combat pirates and organized crime. They maintain a sizable fleet of ships to support local patrols, far-flung investigations, and counterpiracy operations.

The judicials frequently work alongside the Jedi. While some members resent the Jedi Order's privileged status, most respect Jedi insight. However, judicials are concerned with acquiring evidence for courtroom justice, whereas the Jedi sometimes mete out their own, streamlined brand of justice, creating friction between the two groups. Still, regardless of personal feelings, most judicials treat the Jedi with professional courtesy.

COMPOR

While not officially a part of the government, the Commission for the Protection of the Republic is a loyalist movement touting pride in and patriotism for the Republic, with little tolerance for Separatist ideas. The social movement focuses on ideological purity of faith in the Republic, its military, and Chancellor Palpatine; it is popular among politicians, bureaucrats, and non-clone members of the Republic military.

COMPOR inspires citizens to contribute to the war effort by generating pro-military and pro-Republic artwork, including propaganda posters, statues, holodramas, and HoloNet news pieces. Further, the group organizes gala fundraisers attended by the military elite and other rich and powerful beings. COMPOR's youth program participants collect scrap and report anti-Republic behavior.

SECTOR RANGERS

Assigned to a sector of space, Sector Rangers pursue criminals deemed too dangerous for local officers. Members of one of the oldest law enforcement institutions in the Republic, the Sector Rangers are highly capable trackers and warriors. They operate alone or in small crews to hunt the worst of the worst, and they have the legal authority to deputize willing locals in the pursuit of dangerous criminals. Special Enforcement Officers (SEOs), the Sector Rangers' elite, have the jurisdictional freedom to cross sector boundaries in pursuit of their targets. SEOs frequently work alongside Jedi to bring the most dangerous criminals to trial, whether that occurs inside a local courthouse or Republic courtroom.

VAST BUREAUCRACY

The Galactic Republic includes a sprawling bureaucracy of government-funded agencies, each with its own mission, director, and staff. Some agencies are large and vital to the Republic, like the Republic Tax Collection Agency. Others, such as the secretive Republic Special Weapons Group, are known only to select few.

Not even the Chancellor is aware of every agency, and many continue to receive funding beyond their usefulness. Daily, Separatist pundits and sympathizers seem to find agencies centuries overdue for closure, lending weight to claims the Republic has grown bloated and corrupt.

Agency staff and directors are often apolitical, seeking careers in service to facts rather than aiming to score political points.

BUREAU OF SHIPS AND SERVICES (BOSS)

Responsible for maintaining a database of starship transponders and pilot's licenses going back millennia, BoSS works with customs and law enforcement to maintain and protect the hyperlanes. While formally a private agency, BoSS has a private contract with the Republic to provide its vital services.

BUREAU OF SIG, SPICE, AND SLAVERY

Initially formed centuries ago to combat organized crime, S3 is an intelligence collection and analysis agency. Criminals of the time favored notoriously inaccurate sig blaster gas for its armor-piercing qualities, which almost led to a ban. S3 agents examine the weapons, spice, and slaves recovered from judicial arrests, tracing their histories to create a map of criminal networks. Senate corruption has voted to erode the bureau's budget, staff, and facilities for decades.

REPUBLIC CORRECTIONAL AUTHORITY

The RCA holds criminals in violation of Republic law and those deemed too dangerous for local holding facilities. Normally staffed by judicial agents with

KEY COMMITTEES

The list of committees is endless, from the Penal Oversight Committee, vital for ensuring prisoners are secure and treated legally, to the Senate Rotunda Preservation Committee, charged with exterminating granite slugs and keeping the Senate rotunda architecturally sound. Advisory and oversight committees typically have an even number of members, while legislation and action committees often have an odd number to enable a simple majority.

Ethics Committee: A spiritual partner to the Judiciary Committee's Internal Activities Committee, the Ethics Committee can investigate Senators and officials and subpoena witnesses for hearings. Unlike Internal Activities, Ethics is limited to leveling a censure, and cannot file recommendations for charges. However, censure often creates enough public pressure to force an investigation, and sometimes it is enough to force a resignation or vote of no confidence.

Finance Committee: The Finance Committee is the parent committee for all financial and budgetary matters related to the Republic. Countless subcommittees exist under the Finance umbrella, focused on items such as the annual budget, revenue generation, government grant approvals, and emergency relief

fund appropriations. Senator Orn Free Taa, a Twi'lek Loyalist Senator with a reputation for corruption, sits on Finance and also sits on or chairs several subcommittees and panels.

Loyalist Committee: Before the Battle of Geonosis, Palpatine formed an advisory committee of ten Senators to search for a solution to the Separatist Crisis. It became a war advisory panel after the Battle of Geonosis.

Security Council: Charged with protecting the Republic, the Security Council oversees the war effort. The Security Council made recommendations to the Senate, and now advises the Chancellor, regarding which planets to defend and where to launch offensives. Along with the Chancellor, it can activate any of the 150 general orders each clone trooper has memorized. Matters of military spending and efficacy are handled by the Military Oversight Committee.

Senate Intelligence Oversight Committee: Responsible for approving Senate Bureau of Intelligence operations and programs, the oversight committee takes closed-door classified briefings from SBI Director Isard on SBI activities. The largest civilian intelligence apparatus in the Republic, the SBI is wholly separate from the GAR's Republic Intelligence.

specialized training. RCA facilities now also hold prisoners of war, and in such cases deploy specialized clone troopers as guards. The RCA operates prisons across the galaxy, including many deep-space prison stations and mobile prison ships. Many critics point to the luxurious accommodations at low-security facilities as being incredibly soft on corporate crime.

REPUBLIC TREASURY

A vast agency with countless offices and bureaus, the Treasury is responsible for printing Republic credits, also known as dataries. Treasury agents investigate currency manipulation, fraud, and counterfeiting. Since leaving the aurodium standard long ago, the Republic has collaborated with major banks, like the Bank of the Core, as well as with the Banking Clan, to hold a credit reserve to ensure currency stability. Some economists, experts, and politicians fear that the banks have too much power, and that the Republic relies overly on them.

SPACE RESCUE CORPS

The red and black of the Space Rescue Corps is a welcome sign to spacers in distress, and the corps counts some of the best pilots, field medics, and mechanics among its ranks. The SRC searches for missing ships,

responds to distress calls, and hunts for survivors after space battles. The models it most commonly uses are the nimble *Sprint*-class rescue craft and, for larger jobs, the disc-hulled Corellian rescue frigate.

THE GALACTIC SENATE

The chief legislative body of the Republic, the Galactic Senate creates laws to govern galactic trade. The Senate is also the Republic's primary tool of diplomacy, and Senators frequently join Jedi to mediate disputes between regional powers. Vice Chair Mas Amedda, who runs the Senate floor, is responsible for keeping order and introducing agenda items for votes. The Chancellor can call for emergency sessions as needed, but his procedural power is minimal.

Most business occurs either on the floor of Coruscant's Senate rotunda or within various adjacent Senate offices. The rotunda interior is a large sphere containing more than a thousand Senate pods. There are far more Senators than pods in the rotunda, and as such, only the seniormost member worlds enjoy a pod assignment; other pods are reserved for those with business on the day's agenda, and some are set aside for Senators present in a nearby facility, engaging in debate via hologram remotely. It is unofficial Senate practice for those Senators with pod assignments to exchange use of their pod for favors.

To join the Republic, regions must satisfy a variety of population and governing requirements to become a "functional constituency," typically an entire system of space holding to the Republic's values. Senate elections determine the senior Senator for a constituency, though a runner up, traditionally from a minority species or ideology, is named junior Senator. While a junior Senator can only cast votes if the senior Senator is absent, they can still accept committee seats and chairs, and they receive the same briefings as their senior counterparts.

OLD FACTIONS

Prior to the Separatist Crisis, the Galactic Senate split along the Core and Rim factions. The Core Faction advocated for more centralized government power, which often included more taxes to fund programs aimed at expanding and elevating civilization in a way that made the rest of the galaxy more like the Core. The Rim Faction voted against taxes and centralized power in favor of systems' rights, arguing that Coruscant didn't know what was best for Ryloth. A third group, known as the Militarists, often voted with the Core, but was laser focused on restoring a centralized military. Its members cared little for economic issues, concentrating instead on checking Hutt expansion and crushing both pirates and organized crime. For this, they wanted a formal Republic military instead of the ad hoc network of planetary defense forces supplemented by Judicials and Sector Rangers.

NEW PARADIGM

At the onset of the Separatist Crisis, the Senate underwent a transformation as much of the Rim Faction formally left the Republic. What political alliances remained splintered, each championing a different approach to address the growing threat.

LOYALIST FACTION

Loyalist Senators fully support the Republic, Supreme Chancellor Palpatine, and the expansion of his war powers. The Loyalist faction is an odd marriage between a few idealists, the

Militarists, and threatened Rim Worlds. Most Loyalists believe that the Republic is the only thing ensuring peace and justice in the galaxy, if imperfectly, and that the Clone Wars are necessary to avoid a devastating economic collapse stemming from secession.

PACIFIST FACTION

An assortment of miserly Core systems opposed to increased taxes and ideologues against the centralized authority of the Military Creation Act, Pacifists generally oppose the Clone Wars and vote against expanding the scope of government. They favor allowing worlds to secede peacefully, hoping the harshness of life outside the Republic umbrella brings them crawling back to the Republic for membership, and at less favorable terms.

COUNCIL OF NEUTRAL SYSTEMS

An outlier wing of the Pacifist faction, the Council of Neutral Systems abstains from most votes related to the war effort, but votes against attempts to censure or sanction neutral systems for treasonous trade or other economic activity. Most member worlds' economies need free trade with both sides to survive, and just want what's best for their people. Others are greedy, hoping to maximize war profits. The Council of Neutral Systems traditionally introduces delegates from outside the Galactic Republic, offering them their Senate pods and floor time to address the Republic Senate.

SECESSIONIST FACTION

An extreme wing of the Pacifist faction, the Secessionists represent systems considering a break with the Galactic Republic. This body is relatively small as a voting bloc, but vital, opportunistic systems can increase their influence by threatening secession. Still, most vie for diplomatic solutions and hope to sign a peace treaty legitimizing the Confederacy of Independent Systems.



Some Senators retain their Senate seats long past the point many would deem treason. The Trade Federation, for example, has retained its seats since the war began despite key leaders' ties to the Separatist Council, largely because the bureaucratic processes and burden of proof to revoke a system's Senate seat is unwieldy. While revoking access to classified information is easy enough, the Trade Federation and other traitorous Senators can create havoc in the Senate.

COMMITTEE DEBATE

The Senate has several major committees, which are further divided into subcommittees and panels. Most are either longstanding bodies necessary for maintaining the Republic, such as oversight and budgetary committees for various bureaucracies. Others are Senate Action Committees, built to manage specific issues like trade disputes, first contacts, and other regional conflicts. Most legislation, investigation, and planning related to the ongoing war effort occur in various Senate Action Committees.

The job of a committee is to focus on a single task or issue, and either investigate or legislate it. Most legislation must pass in committee before being brought to the Senate floor for a vote, though the Chancellor's enhanced war powers can sometimes bypass protocol. A seat or chair on a committee, especially an important one, can attract droves of lobbyists and fellow Senators hoping to secure votes or action or to suggest legislation.

SENATE GUARD

Also called the "blue guard" for its members' distinctive tunics and ceremonial armor, the Senate Guard is responsible for the safety and security of the Galactic Senate, its members, and its facilities. Not only does the Senate Guard provide a physical security presence, but it also maintains an investigative arm that looks into threats against Senators and members of their staff.

Early in the war, Captain Argyus called the entire blue guard's loyalty into question when he enabled Trade Federation Viceroy Nute Gunray's escape from custody. This weakened the authority of the Senate Guard and diminished its reputation in the eyes of Palpatine. Consequently, the Jedi Order or Royal Guard now oversee high-value prisoner transfers.

PADMÉ AMIDALA [NEMESIS]

The former Queen and current Senator of Naboo, Padmé Amidala has a reputation for incorruptibility, which makes her popular with her people but unnerves her less-stalwart peers in the Senate. She was Queen of Naboo during the Trade Federation blockade a decade ago and remains close to Palpatine, then-Senator for Naboo, and the other heroes of that conflict.

Senator Amidala has endured death threats and assassination attempts for years, and blames Viceroy Nute Gunray, who led the occupation of Naboo when she served as Queen. Despite the increased security measures complicating her Senate life, she takes her role seriously and hopes to broker a peaceful end to conflict. She holds a seat on the Loyalist Committee, and fellow committee member Bail Organa is her closest ally in the Senate.



Skills: Charm 3, Cool 2, Discipline 2, Knowledge (Education) 3, Knowledge (Outer Rim) 2, Leadership 3, Negotiation 4, Ranged (Light) 3, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Improved Inspiring Rhetoric (make an **Average** (◆◆) **Leadership** check; each ☆ causes one ally in close range to recover 1 strain; spend ☹ to cause one affected ally to recover 1 additional strain; each ally affected gains ☐ on all skill checks for three rounds), Nobody's Fool 3 (upgrade difficulty of incoming Charm, Coercion, and Deception checks three times).

Abilities: Unmatched Insight (once per session, Padmé may spend a Destiny Point to become aware of the motivations, emotional states, and basic histories of up to five characters in the encounter; she may choose one affected character and upgrade all social skill checks made against them once until the end of the encounter).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), armored clothing (+1 defense, +1 soak).



THE JEDI ORDER

For countless generations, the Jedi Knights, an order of warrior-monks based out of Coruscant's Jedi Temple, allied with the Republic to defend peace, justice, and democracy throughout the galaxy. In response to the Separatist crisis and the outbreak of hostilities, the Senate drafted the Jedi into leading its clone army against the Separatist threat.

While most Jedi see no other option, some find participation in the Clone Wars a moral conflict with Jedi ideals and argue that violence has fundamentally altered the Jedi Order. The Jedi strive to be keepers of the peace, not soldiers, but Jedi Generals lead troops into battle, the Jedi Archives provide wartime intelligence, and even the Jedi Service Corps is militarized. Currently, few can indulge in Jedi traditions of studying, meditating, and contemplating the nature of the Force—there is only the next battle.

The Battle of Geonosis alone wiped out many of the Order's best and brightest. Each battle brings with it more losses, creating a shortage of mentors to sustain the traditional one Master/one Padawan training regime. Experienced Masters find themselves watching over packs of orphaned Padawans awaiting reassignment. Inexperienced Padawans accept battlefield promotions to Jedi Knight and take on their own Padawan learners long before they are ready. Still, the Jedi pursue an end to the conflict, and those who survive are strong in the Force.

ROLE OF THE JEDI

With the passing of the Military Creation Act, the Jedi Council allowed its members to accept commissions as Jedi Generals in the Grand Army of the Republic, putting them at the top of any battlefield's chain of command. Jedi Generals are responsible for at least a legion of clone troopers, though Masters often command far larger units. While the use of clone troopers, who have no choice whether to serve or not, is considered distasteful, most Jedi are pragmatic enough to realize their necessity.

Regardless of their command's size, when Jedi take the field, they do so as often with a single squad as with an entire legion. However, the Jedi are still ultimately responsible for all their troops, whether they are massed for assault or deployed across an entire sector. Command includes ensuring troops receive ample logistical, military, and intelligence support in the field, and have orders.

The Jedi take orders as often as they give them; joining the Grand Army of the Republic increased the amount of Senate oversight exerted on the Jedi. Republic Senators don't understand the extent of Jedi powers, and Jedi have little experience defending their actions to politicians. However, the Jedi have painfully discovered an oversight panel rarely considers "the will of the Force" ample justification for failure or breach of protocol.

Thankfully, the Jedi handle most activities internally. The Jedi High Council and Republic High Command work together under the authority of the Chancellor and Senate to wage war against the Separatists. Together, they formulate strategy and draft orders for the Jedi and their attached forces.

WARTIME PADAWAN

Padawan learners participating in the Clone Wars gain the rank of Jedi Commander, putting them in charge of units as large as a regiment. Padawan learners outrank all clones except clone commanders. While many in the Republic find it strange to see footage of teenage Padawans leading fully grown troops, most forget or aren't aware that clone troopers endured growth acceleration and are chronologically younger than their Padawan commanders. Many Padawans form dangerous attachments to their assigned units, looking up to clone officers as role models.

THE HIGH COUNCIL

Twelve Jedi Masters make up the High Council, also known as the Jedi Council. The High Council represents the Jedi Order's top leadership, including the Grand Master of the Order, who is generally the



oldest, wisest member. Master Yoda has been Grand Master since before many senior Jedi Masters were born. While most Jedi defer to Yoda's wisdom, he has historically focused on helping younger Jedi on their journey toward an apprenticeship or knighthood over the order's daily business. Traditionally, the Master of the Order leads the High Council in such matters, which are nominated and voted on by the rest of the Council. Master Windu was Master of the Order a decade ago, but as war with the Separatists grew inevitable, the Council consolidated the positions.

Since the outbreak of the Clone Wars, the Council has directed and led the Grand Army of the Republic. Most Council members oversee military divisions of hundreds of thousands of clone troopers operating in combat theaters spanning several sectors. The Council gives its orders to Jedi Generals in person on Coruscant or via secure holotransmission.

OTHER COUNCILS

While the High Council leads the Jedi, three other councils control specific aspects of life in the Jedi Order. Each council convenes in one of the four spires arrayed atop the Jedi Temple. The Council of First Knowledge manages the Jedi Archives, including ancient data-tapes, manuscripts, and the Holo-cron Vault. It is also responsible for destroying or safely storing Sith artifacts. Not limited to ancient data, the Jedi Archives regularly acquire new items from gifted Jedi who explore the galaxy. Since the war began, the focus of the archives staff has shifted to collecting and analyzing wartime intelligence.

The Council of Reassignment helps younglings and Padawans who fail their training. The aspirants often return home, but sometimes they possess useful skills or a desire to serve, and seek reassignment into the Jedi Service Corps. There, they serve the Republic, albeit without lightsabers.

The Council of Reconciliation manages Jedi diplomacy missions, which previously meant mediating disputes between worlds, corporate entities, or both. Now, the former brokers of peace turn their efforts to gathering allies under the Republic banner and getting supporters to donate more to the war effort.

Obi-Wan Kenobi [NEMESIS]

The High Council regards Master Kenobi as an ideal Jedi. During the Battle of Naboo, after dispatching Darth Maul, Kenobi promised his dying master, Qui-Gon Jinn, to train young Anakin Skywalker. By the time of the Clone Wars, Kenobi's Padawan is among the most powerful Jedi in history, but lacks experience. Kenobi must constantly extinguish fires lit by his apprentice. Kenobi and the 212th Attack Battalion deploy to some of the toughest fronts of the conflict, winning countless battles.



Skills: Charm 4, Cool 4, Deception 2, Discipline 4, Knowledge (Lore) 2, Lightsaber 4, Negotiation 4, Perception 2, Survival 3, Vigilance 3.

Talents: Adversary 4 (upgrade difficulty of all combat checks against this target four times), Congenial 3 (may suffer up to 3 strain to downgrade the difficulty of Charm and Negotiation checks, or to upgrade the difficulty of Charm or Negotiation checks targeting this character, a number of times equal to the amount of strain suffered), Force Rating 4, Improved Reflect 4 (when hit by a ranged attack, suffer 3 strain to reduce damage by 6; then, may spend ☉ or ☉☉☉ to automatically hit one target within medium range, dealing the same damage as the hit from the initial ranged attack), Parry 4 (when hit by a melee attack, suffer 3 strain to reduce damage taken by 6), Soresu Technique (may use Intellect instead of Brawn when making Lightsaber checks).

Abilities: Force Powers: Enhance, Influence, Move, Sense.

Influence: Force Power. (May spend up to ☉☉ to stress the mind of one target at short range per ☉, inflicting 1 strain on each; make an **opposed Discipline check vs. Discipline** combined with an Influence power check and spend ☉ to force the target to adopt an emotional state or believe something untrue for 4 rounds or 20 minutes).

Equipment: Obi-Wan's lightsaber (Lightsaber; Damage 10; Critical 1; Range [Engaged]; Breach 1, Sunder), Jedi commander armor (+2 soak, +1 defense), Jedi utility belt.

THE GRAND ARMY OF THE REPUBLIC

Fortunately for the Republic, the Jedi discovered a clone army just as tensions with the Separatists boiled over into war. The now-deceased Jedi Master Sifo-Dyas mysteriously ordered the army on behalf of the Republic a decade before the Clone Wars. The Kaminoan cloners, unaware of the Republic's ignorance, received continued oversight from one Darth Tyranus, who supplied bounty hunter Jango Fett as the army's genetic template. The Kaminoans altered Fett's genetic code to increase the clones' growth rate, loyalty, and teamwork.

Clone Troopers spend every waking moment from decanting preparing for combat, sparring, studying tactics, reading technical manuals, and running obstacle courses. Assigned combat roles during gestation and receiving environmental and genetic tweaks to serve their intended function, clones grow up training as commanders, specialists, or frontline troops. Jango Fett and his handpicked team of mercenaries developed the training program, which includes live-fire exercises and war games in simulated environments.

LOCAL DEFENDERS

Despite the clone troopers' prowess, there are hardly enough of them to defend the entire Republic. While the Jedi-led clone troopers assault key targets and defend strategic worlds, much of the Republic's defensive capacity consists of local forces. There hasn't been a Republic military in a thousand years beyond police forces like the Judicials and Sector Rangers. To defend against piracy and aggressive neighbors, most local governments possess a planetary defense force.

When the Clone Wars stretch Republic resources too thin, these militias must stand alone against swarms of Confederacy battle droids. Planetary defense forces might consist of a professional paramilitary group like the Naboo Royal Security Forces, but the term just as often describes untrained groups of locals, like the Twi'lek freedom fighters of Ryloth.

Even if no planetary defense force exists, the Republic cannot always deploy the army. The Republic might try convincing neighboring systems to assist instead, or even hire mercenaries. Otherwise, a handful of Jedi, clone commandos, or other Republic agents must create, train, and arm a local militia or resistance to operate without further support. These agents sometimes remain to advise local generals, but they often depart to repeat the process elsewhere.

MARCHING ORDERS

Republic High Command, also called Strategic Command, is an organization of experienced generals and admirals gathered from member worlds to manage the Grand Army of the Republic. They meet in the strategic planning amphitheater in Coruscant's Republic Center for Military Operations. High Command has access to Republic Intelligence data and utilizes subject matter experts of the Strategic Advisory Cell to aid in decision-making. Responsible for developing an



overall strategy for the war and issuing orders, High Command focuses more on unit strength and logistics lines than on individual battle plans. Jedi Master Oppo Rancisis represents the Jedi Council at most Republic High Command meetings.

The Chancellor can also create orders, superseding Republic High Command, particularly as his emergency powers increase. Palpatine's War Council Advisory Panel briefs the Chancellor daily, and lobbyists endlessly implore him to send Republic troops to favored planets. While High Command solely focuses on strategic goals, Palpatine also considers politics and morale. This can cause friction with High Command, though it ultimately serves at the pleasure of the Chancellor.

After commanders receive their orders, they formulate a more concrete battle plan, which includes requisitioning any supplies they might need from High Command or local logistics officers, depending on the size of their unit. GAR units then board a transport of some kind to deploy. The oldest vessels conduct most of the simple defensive unit shuffling, while *Venator*- and *Acclamator*-class ships conduct most of the battlefield engagements.

BACTA AND BLASTER GAS

The Republic Defense Procurement Office (RDPO) is a civilian government agency in charge of providing logistical support to GAR units. Responsible for both Army and Navy supply, the RDPO works not only to stockpile equipment, but to ensure supply lines remain safe enough to facilitate timely arrival at the front for everything from medical supplies to ammo.

To improve efficiency, reinforcements often accompany transport supplies directly, providing security en-route. In those cases when only resupply is needed—or approved—supplies and materiel are transported and escorted by privately contracted logistics units or units staffed by clones recovering from injuries. Separatists harry supply lines mercilessly, making the work dangerous even away from the front. For particularly dangerous runs, the Republic sometimes employs convicted or accused smugglers in exchange for pardons.

MEDICAL CARE

Injured clone troopers first rely on field medics in their unit to keep them in fighting shape. Should that prove insufficient, most battalions employ Republic Mobile Surgical Units staffed by a combination of medical interns, volunteers, droids, and members of the Jedi MedCorps to handle wounded. Patients requiring long-term care transfer to a larger medical facility, commonly a *Haven*-class medical space station like the Kaliida Shoals Medical Center, or a *MedStar*- or *Pelta*-class medical frigate. Dirtside facilities, such as those on New Holstice and the Republic Central Med-center on Coruscant, also see use.

THE REPUBLIC NAVY

With the signing of the Military Creation Act, the Republic created the Grand Army of the Republic and the Republic Navy. Thanks to an agreement with the Chancellor, the Jedi have overall command of both army and naval units. While this rankles many career spacers, most are satisfied that joint operations have a clear chain of command. The Republic fleet has three primary tasks: to maintain the security of vital hyperspace supply routes, to provide troop insertion and extraction for Republic ground assaults, and to defend access to the Core.

The Republic Navy is an ad-hoc assortment of vessels. Outside the Judicial fleet, the Republic hasn't had a standing navy in a thousand years, which has forced member worlds to manage their own orbital defenses. Part of the Military Creation Act has allowed the Republic to conscript members' ships and personnel for the war effort. While some systems have donated dreadnoughts and cruisers to the Republic, most have had little more than Corellian corvettes and gunships to offer. Still, these supplement the judicials' *Consular*-class cruisers and the *Venator*-class Star Destroyers and *Acclamator*-class assault ships provided by the Kaminoans.

After the Battle of Geonosis, Kuat Drive Yards supplements Rothana Heavy Engineering's shipyards with its own, drastically increasing the rate of capital ship production in addition to churning out support ships like *Arquitens*-class cruisers and *Pelta*-class frigates. Slowly, this has enabled the Republic to return borrowed vessels, though personnel often stay with the Navy for better career advancement.

The Republic Navy consists of twenty fleets, each attached to a Sector Army. A full six are dedicated to defending the Core Worlds, acting as reserve forces and insulating the Core from the worst of the fighting. The rest see heavy combat throughout the Rim. However, the organizational and jurisdictional lines are hardly absolute; depleted and combat-weary units often swap out with reserve counterparts. Ideally, ships deploy for six months before returning for three months of reserve duty, keeping ships and spacers healthy and alert, though the realities of war rarely allow for this.

AIR SUPPORT AND RESUPPLY

In situations where *Acclamator*-class ships aren't able to land, ground forces depend on the Navy's LAAT gunships to deploy troops and materiel. The LAAT gunship is vital for insertion, resupply, and extraction missions, and it is a capable air support platform. While the LAAT is the backbone of battlefield resupply, a variety of shuttles ferry personnel and gear between more secure locations.

The *Nu*-class transport conducts most cargo and personnel transfers, while the *Eta*-class shuttle transports VIPs. These transports are sometimes clone-piloted, but they just as often draw pilots from the judicials and local defense forces. Jedi use the T-6 shuttle when starfighters are impractical.

Naval vessels carry supplies to perform their missions for months without logistical support. However, ordnance/resupply depots, often Republic worlds with strong defenses or well-protected stations, such as Regalia Station, are available for resupply as needed.

Private contractors, usually large corporations specializing in bulk hauling, resupply the stations. Military transport operations use caravans of the aging CEC CSS-1 Star Shuttles for bulk cargo. Large convoys and high-value shipments usually rate a military escort, often a cruiser or support ships returning to the front after a stint of reserve duty.

STARFIGHTER CORPS

The Navy relies on starfighter screens to defend against enemy bombers, and it utilizes starfighters to conduct patrols and scouting missions, escort landing craft, and commit attack runs against enemy positions and starships. Clone pilots fly *Cord*-class, V-19 Torrent, and ARC-170 starfighters. In the shadow of the threat of the Separatist super-ship *Malevolence*, they add the Y-wing bomber to their arsenal. Fighter pilots drawn from local defense

forces bring a variety of starfighters with them. Jedi participating in space combat typically fly the *Delta-7 Aethersprite*-class interceptor.

PROCUREMENT

The Department of Naval Procurement, part of the Republic Defense Procurement Office, is responsible for acquiring ships, supplies, and new technology for the Republic Navy under the oversight of the Senate Naval Subcommittee's Procurement Panel. Since the war began, Procurement has accepted designs from and contracts with a number of corporations, such as Sienar Fleet Systems, Kuat Drive Yards, Corellian Engineering Corporation, Rendili StarDrive, Cygnus Spaceworks, Incom, and Subpro. Each has a slew of new designs it hopes to sell to the Republic.

Some of the major projects in prototype stages include the V-wing starfighter, *Theta*-class shuttle, IPV-2C Stealth Corvette, *Eta-2* Jedi interceptor, and Victory project. Other major initiatives include Project Supercharger, on which the office works with Corellian Engineering Corporation to create the Charger c70 retrofit package for upgrading Judicial *Consular*-class cruisers to combat frigates.



THE CONFEDERACY OF INDEPENDENT SYSTEMS

The CIS, or Separatist Alliance, is a union of independent governments organized and led by Count Dooku and his corporate allies. Known disparagingly by the Republic as "the Separatists," the Confederacy promises a smaller centralized government and more freedom for local governments to manage their own affairs. The CIS offers more egalitarian representation for Rim governments long isolated by the Core in the Republic Senate. Member governments send delegates to Raxus to represent them in the Separatist Congress.

THE SEPARATIST CRISIS

Two years before the Battle of Geonosis, Count Dooku gave the Raxus Address denouncing the Republic as a futile enterprise hopelessly burdened by corruption and favoritism toward the Core Worlds. Following through on his words, he founded the Confederacy of Independent Systems, which he claimed would be a fairer government open to all. His speech inspired many Rim worlds to tender formal articles of secession and join his Confederacy. Thousands of systems left the Republic over the next two years.

A panicked Republic condemned secessionist actions, drafted articles of censure, and even levied sanctions against Separatist systems, but only drove more systems away. It wasn't long before the Republic faced a serious crisis, as the Core Worlds had grown dependent on the Rim for food, manufacturing, and raw materials. If it hadn't been for a few holdouts, such as Governor Tarkin of Eriadu, Dooku's economic victory would have forced the Republic to accept terms. Ultimately, the Republic chose war, invading Geonosis in an attempt to destroy Dooku and the Separatist Council in one fell swoop. The Republic's failure at Geonosis marked the start of the Clone Wars.

THE SEPARATIST COUNCIL

Before Dooku's call for separatism shook the Republic, he quietly allied with titans of galactic industry, including the Trade Federation, Commerce Guild, and Techno Union. Each is wealthy beyond measure and controls entire swaths of well-defended space. As founding members of the Confederacy of Independent Systems, they each possess special privileges befitting their risk in joining Dooku.

Chief among these privileges is a seat on the Separatist Council, an executive advisory and administrative body that manages much of the Confederacy under Count Dooku. Council member responsibilities include day-to-day operation of the CIS and overseeing vital planetary occupations and other operations related to the war effort.

FOUNDING MEMBERS

The founders of the Confederacy of Independent Systems all represent corporate interests that have influenced Republic lawmakers for centuries. Tempted by even greater profits under Dooku's regime, they support the CIS, even if many take a public stance of neutrality to enjoy profits on both sides for a time.

COMMERCE GUILD

The Commerce Guild is a powerful organization representing the various commercial interests within its membership, which includes the Mining Guild and countless other galactic-scale agricorps, retailers, arms manufacturers and dealers, shipbuilders, and service providers. While the Commerce Guild's headquarters is on Felucia, the Gossams of Castell wield great influence in the organization. The SoroSuub Corporation is one of the Commerce Guild's larger members, and major Commerce Guild interests lie on Saleucami, Escarte, and Mooga.

CORPORATE ALLIANCE

Formerly a competitor of the Commerce Guild, the Corporate Alliance has its headquarters on the Outer Rim world of Murkhana, homeworld of the horned Koorivar. Fully committed to the Confederacy, the Corporate Alliance is represented in the Separatist Congress by Voe Atell. War is great for business, and as such, the Corporate Alliance uses its influence to extend the Clone Wars as long as possible.

TECHNO UNION

Allegedly neutral in the conflict, Ishi Tib Senator Gume Saam retains his Republic Senate seat despite the prevalence of Techno Union designs in the Separatists' droid army. While the Techno Union membership of corporations vital to the Republic military, like Kuat Drive Yards, Republic Sienar Systems, and BlasTech, creates an air of plausible deniability, the Techno Union's only allegiance is to war. Its member corporations manufacture a million battle droids for every Republic warship they create.

TRADE FEDERATION

Despite numerous legal challenges, the Trade Federation's Lott Dod remains in the Galactic Senate through a tenuously plausible stance of neutrality. The Trade Federation frustrates Republic efforts and secretly assists Dooku, causing problems on Devaron and Toydaria before getting caught blockading Pantora. However, Dod is able to hold onto his Senate seat by disavowing the Pantoran blockade as a rogue action.

ICONIC FORCE USERS

All Force-sensitive NPCs in this section (Obi-Wan Kenobi [see page 93], Count Dooku, and Asajj Ventress [see page 99]) have the following Force powers, 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 1 to gain * or (their choice) on the check. May make an Enhance power check as a maneuver to spend 1 to leap to any location within short range, or 1 to leap to any location within medium range.
- **Move:** The character can hurl objects by making a Move power check and rolling a ranged attack 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 1 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 1 to move multiple objects, and must use rules for Auto-fire to determine difficulty and targeting.

- **Sense:** The character may spend 1 to sense all living things within short range (including animals and sentient beings) and may spend 1 to increase the range of this effect to medium. The character may instead spend 1 to sense the current emotional state of one living target they are engaged with.

HYPER-COMMUNICATIONS CARTEL

Under former Republic Senator Po Nudo's leadership, the Andoan Hyper-Communications Cartel oversees secure Confederacy communications and signals intelligence operations, like Skytop Station. It also runs the Separatist shadowfeed, a sliced HoloNet channel broadcasting propaganda.

COUNT DOOKU [NEMESIS]

One of the relative few Jedi Masters to abandon the Jedi Order in modern history, Count Dooku vanished for eight years before a sudden reappearance on Raxus. His address there created the Separatist movement, and set him up to become its chief of state. He leads the Confederacy with the aid of his council of oligarchs, pushing back Republic incursions from what he spins as "violations of the sovereignty of independent systems."

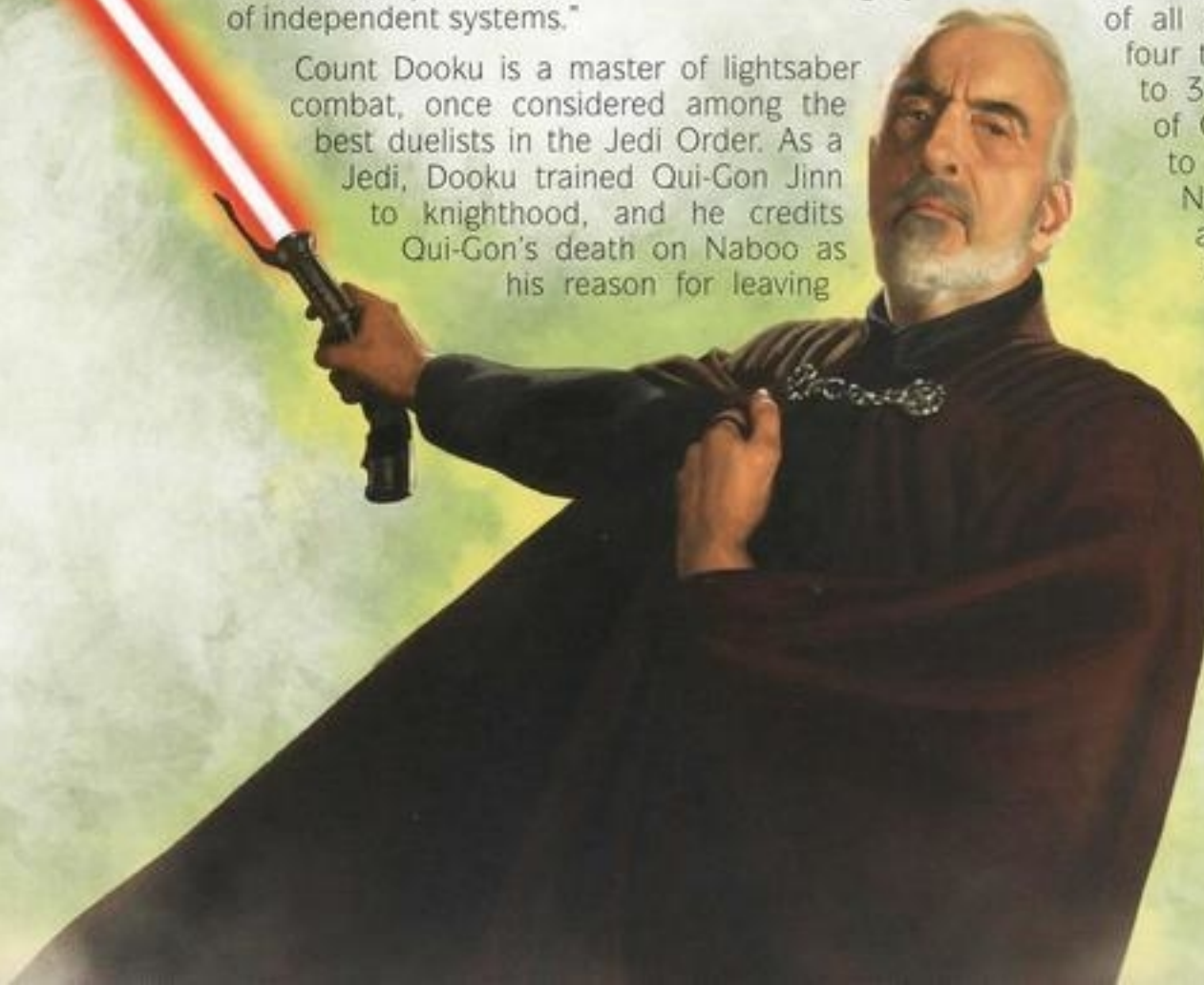
Count Dooku is a master of lightsaber combat, once considered among the best duelists in the Jedi Order. As a Jedi, Dooku trained Qui-Gon Jinn to knighthood, and he credits Qui-Gon's death on Naboo as his reason for leaving

the order. Dooku has since reclaimed his birthright as Count of Serenno, inheriting a fortune. His wealth, coupled with his intense gravitas and natural charm, enabled him to recruit rich and powerful allies. When encountering other Jedi, Dooku claims to hunt a Sith Lord hidden within the Republic, but Dooku simultaneously displays dark powers, which he acquired after leaving the Jedi.



Skills: Charm 4, Coercion 3, Cool 4, Deception 4, Discipline 4, Knowledge (Lore) 4, Leadership 3, Lightsaber 5, Negotiation 2, Perception 2, Vigilance 3.

Talents: Adversary 4 (upgrade difficulty of all combat checks against this target four times), Congenial 3 (may suffer up to 3 strain to downgrade the difficulty of Charm and Negotiation checks, or to upgrade the difficulty of Charm or Negotiation checks targeting this character, a number of times equal to the amount of strain suffered), Force Rating 5, Improved Parry 4 (when hit by a melee attack, suffer 3 strain to reduce damage taken by 6; may spend 1 or 2 from the attack to deal base lightsaber damage, plus any damage from applicable talents or abilities, to attacker after original attack resolves).





Makashi Technique (may use Presence instead of Brawn when making Lightsaber checks), Reflect 4 (when hit by a ranged attack, suffer 3 strain to reduce damage by 6).

Abilities: Dark Side Force User (uses dark side results instead of light side results); Force Powers: Enhance, Move, Protect/Unleash, Sense.

Protect/Unleash: Force Power. Dooku may make an **Average [◆◆] Discipline check** as part of a Protect or Unleash power check. May spend 1 to reduce damage from an energy weapon that hits Dooku by 4 plus 1 per net ☆, or spend 1 to make an attack dealing 4 damage plus 1 per net ☆, with a critical rating of 4, to a target at short range. May spend 1 to add 3 damage to the attack, or 1 to inflict 1 strain on the target.

Equipment: Armorweave cloak (+1 defense, +2 soak), Dooku's Lightsaber (Lightsaber; Damage 8; Critical 1; Range [Engaged]; Breach 1, Defensive 1, Sunder, Vicious 3; add ● to Force power checks).

ASAJJ VENTRESS [NEMESIS]

An agile fighter from Dathomir, Ventress is one of Dooku's most trusted agents. Sold into slavery on Rattatak as a child, she became stranded after her capturer died. Jedi Knight Ky Narec found and raised her, taking her on as his Padawan; however, Narec died before informing the Jedi Council. Bereft, Ventress gave in to the dark side, becoming the ruling warlord of Rattatak. When Dooku found her, he immediately recognized her potential. As Dooku's apprentice, Ventress acts as his dark agent, often wielding her dual lightsabers against Kenobi and his allies.



Skills: Brawl 2, Coercion 2, Cool 2, Deception 2, Discipline 3, Lightsaber 4, Melee 2, Perception 3, Stealth 2, Survival 3, Vigilance 4.

Talents: Adversary 3 (upgrade difficulty of all combat checks against this target three times), Ataru Technique (may use Agility instead of Brawn when making Lightsaber checks), Force Rating 3, Improved Parry 3 (when hit by a melee attack, suffer 3 strain to reduce damage taken by 5; if the hit generated ☞ or ☞☞, may deal base lightsaber damage, plus any damage from applicable talents or abilities, to attacker after original attack resolves), Reflect 4 (when hit by a ranged attack, suffer 3 strain to reduce damage by 6), Saber Swarm (suffer 1 strain to gain Linked 3 to next Lightsaber [Agility] combat check).

Abilities: Dark Side Force User (uses dark side results instead of light side results); Force Powers: Enhance, Bind, Move, Sense.

Bind: Force Power. Ventress may spend 1 to immobilize a target within short range until the end of her next turn. If Ventress spends ● to generate 1, target

also suffers 1 wound per 1 spent on the check, ignoring soak. May spend 1 to add up to two additional targets.

Equipment: Armorweave clothing (+1 defense, +2 soak), Ventress' two lightsabers (Lightsaber; Damage 9; Critical 2; Range [Engaged]; Breach 1, Defensive 1, Sunder, Vicious 2).

THE SEPARATIST CONGRESS

Headquartered on Raxus, the Separatist Congress exists primarily for mutual defense and dispute mediation, free of the archaic rules and protocols that invite corruption in and hamstring the Republic. The Separatist Senate governs with a light touch under Speaker Bec Lawise's leadership. Confederacy ideological beliefs center on minimal taxation and trade regulation, giving member systems far greater control over their territory. While the government concedes to temporary taxes to fund its war for independence, it also frequently debates opening peace talks with the Republic.

CONGRESSIONAL FACTIONS

While most members of the Separatist Congress are former members of the Republic's Rim Faction, some were previously unrepresented in galactic politics. The Rim Faction doesn't remain monolithic, either, fracturing over the question of whether to continue the war effort or pursue peace with the Republic.

PEACE FACTION

Led by Japrael sector Senator Mina Bonteri, the Peace Faction hopes to end the war with the Republic. While many members of the Peace Faction desire an end to war for moral reasons, just as many are otherwise motivated. Some have an ideological opposition to the war powers granted to Count Dooku, claiming it makes the Confederacy no better than the Republic. Others oppose the war taxes, or the dangers the ongoing conflict poses to interstellar shipping.

WAR FACTION

Led by the Corporate Alliance's Senator Voe Atell, the War Faction seeks to extend and even escalate the galaxy-wide conflict with the Republic. Many believe the Republic must be destroyed before the Confederacy can live in peace, while others feel a moral obligation to free worlds from what they see as tyrannical Republic rule. Other members of the Separatist Senate caucus with the War Faction because they represent worlds that benefit from military contracts during wartime.

INDEPENDENCE FACTION

A handful of sectors are unhappy with life in the Confederacy and are considering a bid for complete independence and neutrality in the Clone Wars. Some who see Dooku for who he truly is can no longer support his movement in good faith. Others' constituents suffer under Separatist rule and are desperate for escape. A select few threaten independence to gain attention and influence in the Separatist Senate, a tactic that served many systems well in the Republic.

THE SEPARATIST ARMY

Count Dooku's Separatists control an enormous droid army led by General Grievous to push back Republic forces. While the early days of the droid army feature a ragtag assortment of corporate security forces, from the might of Geonosian workers in Techno Union foundries emerges a uniform army of B-series battle droids coordinated by tactical droids.

Publicly, the goals of the Separatist Army are twofold. First, the Separatists defend worlds that declare their independence from the Republic. Second, the Separatists seek to surround the Core and cut it off from vital trade in the Rim. Separatist leadership believes a successful blockade enables the Confederacy to negotiate its terms of independence with the Republic from a position of strength. Most Separatists believe that when peace resumes, trade can begin anew, with terms more equitable for Rim worlds. Secretly, the army largely serves at the whim of Count Dooku, advancing the plots of the Sith Lord and his hidden master at any cost.

MILITARY COMMAND

While Head of State Dooku determines overall military strategy, General Grievous manages the logistics and tactics of the droid army, supervised by Dooku's agents. Numerous capable admirals and generals drawn from the ranks of member worlds serve under Grievous. While the army defends vital resources and strategic locations from Republic forces, most Separatist worlds manage their defenses alone. Vulnerable independent systems sometimes enter assisted defense arrangements with one of the Confederacy's corporate conglomerates, but such arrangements come at great cost.

DROID FORCE COMMANDERS

While the droid army has a very low cost per unit and far surpasses the Republic's Grand Army in numbers, battle droids have limited intelligence and autonomy. To make up for this shortfall, Dooku courts experienced leaders to command his forces.

General Ambigene: Horn Ambigene is a rugged individualist from the Tydane system who led a local anti-Republic militia for decades. When the Bryx sector seceded, Dooku stationed him on Pzandias and named him Commander of Organic Training. There, Ambigene teaches fellow Separatists how to make and keep their homeworlds free from the Republic.

General Durd: An overfed Neimoidian arms developer, Lok Durd uses his rank to field-test prototype weapons. While Aqualish weapons tech Pune Zingat does much of the technical work, Durd takes joy in slaughtering indigenous beings with advanced prototypes. The Jedi eventually capture Durd as he tests his Defoliator cannon on Maridun, but he later escapes to wreak havoc beyond the Western Reaches.

General Kleeve: A male Devaronian memorable for his cybernetic eye, Kleeve is a prominent Separatist leader under General Grievous. While he serves as a battlefield commander in countless battles, his true gift is in dealing with bounty hunters and mercenaries to achieve his objectives in unorthodox ways.

Warlord Tamson: A warlord from Karkaris, Riff Tamson is among the Confederacy's most bloodthirsty allies. He leads Separatist forces on aquatic worlds from the front lines, duping locals into believing he supports their fight for freedom. In reality, after the bloody waters clear, Tamson has added another world to his fiefdom.




Droid Commanders: While organic leaders are preferred, there aren't enough competent commanders to lead every army. Instead, the Confederacy relies on droid commanders to lead Confederacy forces. Modified B1 droid commanders with yellow markings lead units below regiment strength, while the probability-obsessed T-series tactical droids lead larger units assigned to their mission. Rumors of more advanced super tactical droid prototypes taking the field are of great concern to Republic military leadership.

GENERAL GRIEVOUS [NEMESIS]

Previously a warrior of Kalee, Grievous chose to undergo the transformation into a four-armed cyborg monstrosity. Although he is not Force-sensitive, Grievous simultaneously wields several lightsabers in battle with lethal effectiveness, thanks to his skill and the strength and agility of his mechanical body. Grievous is a major force throughout the conflict, both as a strategic mind and as a battlefield nightmare. He prefers the front lines, flanked by IG-100 MagnaGuards, challenging Jedi Generals in hopes of adding their lightsabers to his collection. Between battles, Grievous rests within an isolated fortress on Vassek 3 with his pet roggwart, Gor.



Skills: Brawl 4, Coercion 4, Deception 3, Discipline 3, Leadership 4, Lightsaber 4, Knowledge (Warfare) 4, Perception 3, Vigilance 3.

Talents: Adversary 4 (upgrade difficulty of all combat checks against this target four times), Improved Parry 4 (when hit by a melee attack, may suffer 3 strain to reduce damage taken by 6; if the hit generated  or  or , may deal base lightsaber damage, plus any damage from applicable talents or abilities, to attacker after original attack resolves).

Abilities: Cyborg (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Four-Armed (gains an additional free maneuver per turn, but still may not perform more than two maneuvers per turn).

Equipment: Armored chassis (+2 defense, +4 soak), 4 lightsabers (Lightsaber; Damage 9; Critical 2; Range [Engaged]; Breach 1, Linked 3, Sunder, Vicious 3), mechanical limbs (Brawl; Damage 7; Critical 3; Range [Engaged]; Disorient 3, Knockdown), armored chassis (+2 defense, +4 soak).

GRIEVOUS'S DROID ARMY

The order of battle for the Separatist droid army centers on the B1 battle droids and the vehicles used to deploy them. A single *Lucrehulk*-class battleship contains an entire army of B1 battle droids. The Separatists are rumored to have enough battle droids to fill thousands of such craft, with foundries churning out countless droids daily. Grievous's droid army generally fields B1 infantry units on STAP repulsorcraft as cavalry, B2 units and their variants as heavy infantry, AAT-1 hovertanks as armored units, and BX-series commando droids as special forces. PK-series labor droids handle most support functions.

PLANETARY DEFENSE

While General Grievous's mobile ground forces consist of B-series battle droids, existing planetary defense forces often continue to serve as the front line of defense for their respective planets. Corporate security defenses also often provide support for their Separatist allies. Factional forces also deploy on special missions personally led by Separatist Council members or their trusted compatriots.

COMMERCE GUILD PUNITIVE SECURITY FORCES

The Commerce Guild Punitive Security Forces (CGPSF) provide security for Commerce Guild operations. Organic forces include private security officers like the heavily armored Gossam Commandos and the Sullustan Home Guard. The elite Escarte Guard offers bodyguard protection to Commerce Guild VIPs. CGPSF droid forces include various models of the dwarf spider droid, a versatile unit capable of acting as an armored cavalry unit, heavy infantry, or a scout. OG-9 homing spider droids deploy as heavy armor and siege weapons,

while converted Spelunker probe droids provide reconnaissance and sabotage. Grievous often conscripts Commerce Guild units for action on rocky worlds or in urban settings.

CORPORATE ALLIANCE POLICY ADMINISTRATION DIRECTORATE

The Corporate Alliance utilizes the Policy Administration Directorate like a cudgel during negotiations. This force deploys siege weaponry—including shield-cracking energy pummels, armored NR-N99 *Persuader*-class tank droids, and mobile artillery—to force favorable negotiations.



Legendary Koorivar warriors like General Oro Dassyne lead the red-armored Koorivar Fusiliers in defense of corporate assets. Magistrate Argente also hires mercenaries and privateers like the Vibroblade Brigade, Salissian special forces, and Freelance Mercenary Corps.

INTERGALACTIC BANKING CLAN COLLECTIONS AND SECURITY DIVISION

To protect its foreclosed assets, the Banking Clan fields a Muun officer corps that directs its IG-series battle droid army. These droids, also called IG lancer droids, are mounted cavalry units also capable of scouting missions, while the IG-227 *Hailfire*-class droid tank provides armored support. Captain Tost's Iotran Guard protects the vault worlds, supported by IG-100 MagnaGuards, which are also popular as bodyguards.

TECHNO UNION

The Techno Union's foundries stamp innumerable B-series battle droids daily for the Confederacy, even experimenting with variant designs like the D-wing air support droid. However, the Skakoans are also proficient at taking the field of battle themselves. Skakoans field fearsome commandos and exceptional combat engineers, each with modified pressure suits, packed into *Shekelesh*-class gunships. The Skakoans also conduct experimental mutations to transform peaceful natives like those of Nelvaan into mindless cyborg monstrosities. Their droid forces consist of LM-432 "Muckracker" crab droids, which have two leg configurations and come in various sizes. The Techno Union also uses similarly scalable Octuptarra Tri-Droids as both heavy infantry units and towering walkers, potentially with chemical or biological agents.

SECRET SEPARATISTS

A disturbing number of Senators betray the Republic, either at the behest of those they represent or for personal reasons. These Senators can leak classified information and take actions in the Senate that ultimately benefit the Separatist cause, while appearing to remain loyal, if rigidly principled.

TRADE FEDERATION HOME DEFENSE LEGIONS

The Neimoidian purse worlds of the Quellor sector suffer under blockade by the Republic's 2nd Fleet. The Neimoidian Home Defense Legions' proud Neimoidian soldiers are clad in bronze armor and brandish long rifles. These soldiers direct mobile and versatile legions of stockpiled battle droids. Their *Vulture*-class droid starfighters escort C-9979 landing craft, then transform into walkers to provide elevated fire support for droid deployment. The legions' Multi Troop Transports ferry and deploy entire companies of droids under AAT-1 armored assault tank cover.

THE SEPARATIST FLEET

The early Separatist fleet consisted of heavily armed bulk transports used by member corporations to move their wares across the galaxy. However, as the conflict rages on, Pammant Docks and other allies construct capital ships crewed by B1 battle droids and packed with a variety of starfighters to create a credible Separatist fleet.

FLEET COMMANDERS

While T-series tactical droids are capable of commanding a fleet in addition to ground forces, the Separatists often utilize organic fleet commanders.



ADMIRAL DUA NINGO

An elderly admiral of the Sullustan Home Guard, the cagey Dua Ningo oversees the defense of the Brema sector and of SoroSuub Corporation's interests across the galaxy. A stalwart Separatist, Ningo also oversees the secret construction of a flotilla of *Bulwark*-class battle cruisers he eventually hopes to lead into battle against Coruscant. Ningo expects the fleet to be operational two years after the Battle of Geonosis.

ADMIRAL PORS TONITH

A calculating Muun financier-turned-admiral, Pors Tonith has strong ties to the InterGalactic Banking Clan. Though he is arrogant, Tonith's confidence is well-founded given his consistent track record of victories. He has a strong affectation for dianogan tea, which stains his teeth a garish purple.

ADMIRAL TRENCH

A legendary Harch admiral thought dead for years, Trench initially assisted the Separatists in secret. His merciless genius ensures victory on many worlds before the Battle of Christophsis reveals his survival. At Christophsis, in a daring maneuver, Anakin Skywalker destroys Trench's flagship using its own torpedoes. Republic leadership is confident that none could survive the resulting detonation, and that Admiral Trench no longer lives to threaten the Republic.

HOME DEFENSE FLEETS

Confederacy worlds are responsible for their own defense, and no organizations are better equipped than the massive corporations tied to the Separatist Council. Many of these corporations offer to defend threatened worlds that lack native defense fleets in exchange for resource rights.

The blockaded Trade Federation purse worlds of the Quellor sector keep the Republic's 2nd Fleet at bay with an enormous fleet of *Lucrehulk*-class battleships

SEPARATION ANXIETY

The Confederacy system of government appeals to many intellectuals and self-styled "freethinkers" outside the Core, but it comes up against two major problems. First, given the Republic's military opposition to secession, the Separatist worlds must cede control and resources to Dooku and the Separatist Council so that they can manage the war. Second, the CIS's *laissez-faire* attitude toward systems' rights means that many Republic protections for workers, including antislavery laws, autochthonous sentients' rights, and environmental exploitation and protection laws, no longer apply. This leads to localized rebellions across numerous worlds unhappy with the realities of separatism.

and droid control ships once used to transport cargo across the galaxy. Cargo holds are now hangars for *Scarab*- and *Vulture*-class starfighters or staging areas for battle droids and their landing craft.

Diamond-class cruisers and *Recusant*-class destroyers supported by Commerce Guild corvettes and bombers protect guild interests off the end of the Perlemian Trade Route, on worlds like Castell, Escarte, Felucia, Mooga, and Minntooine. *Fantail*-class destroyers defend the Corporate Alliance headquarters of Murkhana with support from Sikurdian privateers. Vital Techno Union worlds like Metalorn, Foundry, Hypori, Mechis III, Skako, and Utapau are defended by a mix of overstock and prototype ships and fighters from member corporations and design firms like SoroSuub Corporation. However, they also deploy swarms of *Hardcell*-class interstellar transports, which are functionally analogous to corvettes.


FLEET COMPOSITION

While individual member worlds provide their own orbital defense employing a variety of ships and platforms, the Separatist fleet utilizes relatively few hull designs. The Separatists are able to produce a large number of ships quickly thanks to their Quarren allies at Pammant Docks. Due to the predominantly droid crews of the Separatist fleet, space normally required for crew food, water, breathable air, and quarters are largely unnecessary, freeing up design options.

The three most common ships of the line are the *Munificent*-class star frigate, *Recusant*-class destroyer, and the *Providence*-class dreadnought. Because the ships are relatively inexpensive to produce, and droid crews can be constructed and assigned so quickly, the Separatists forgo the construction of corvettes and traditional-sized frigates, instead focusing on larger ships. The Separatists also possess a small number of *Subjugator*-class heavy cruisers, giant dreadnoughts that dwarf anything possessed by the Republic and are armed with experimental ion cannons capable of incapacitating entire flotillas with one shot.

PIRATES AND PRIVATEERS

In addition to supporting Confederacy efforts, Dooku encourages piracy and privateering to harass Republic supply lines. The Separatists work with the Kalarba pirates, Merson pirates, Nuala Marauders, and Nuro pirates. Separatist support of piracy is a delicate and largely secret topic, as many Separatist worlds have suffered pirate raids for centuries. Regardless, Dooku has agreed to deprioritize the eradication or capture of pirates who predominantly target the Republic or the Hutts, and he has even agreed to purchase stolen Republic materiel from them. The Separatists openly offer letters of marque to pirates willing to turn privateer, which formalizes those pirates' Separatist-allied stance. The Delmaasi pirates, Iridium Pirates, and Red Fury Brotherhood all sign terms with Dooku to exclusively target the Republic.



SHUTTLES AND LANDING CRAFT

The Separatists have a variety of shuttlecraft and troop transports. The *Droch*-class boarding ship and *Trident*-class assault ship can pierce enemy hulls or fortifications and deploy troops within. The C-9979 landing craft is a corvette-sized ship capable of landing thousands of battle droids and armored vehicles at once. The Separatists also field command shuttles, which can interface with an orbital Droid Control Ship and can even broadcast a signal to issue orders to nearby droids. The Maxillipede, *Sheathipede*-class, and *Type B*-class shuttles move personnel and cargo; some feature a luxury interior, though high-ranking Separatists sometimes utilize private shuttles and yachts, such as Count Dooku's *Punworcca 116*-class interstellar sloop.

SUPPORT CRAFT

Confederacy cruisers require fewer logistics support ships than traditional vessels do, thanks to their droid crews. Still, the CIS uses Hoersch-Kessel Separatist supply ships, built from salvaged Trade Federation Core ships, to ferry spare parts to the fleet as needed. The Separatists also possess refueling ships for transferring the various liquids and gases necessary for ship operations.

STARFIGHTER COMPLEMENT

Like Separatist capital ships, starfighter models vary throughout the Confederacy, but the fleet favors the *Vulture*-class droid starfighter, which doubles as an infantry support walker. The *Hyena*-class bomber utilizes a similar design and targets enemy capital ships and fortifications.

A prototype known as the droid tri-fighter carries both homing missiles and buzz droids. The droid tri-fighter is designed to replace the *Vulture*-class droid starfighter and better threaten Jedi starfighter aces. The *Rogue*-class starfighter, *Ginivex*-class fan-blade starfighter, and NovaSword are expensive fighters used by Confederacy aces, though some aces use personalized craft.

Some planets, like Valahari, are famous for their native starfighter aces and engineers. Tofen's Raiders flew countless sorties on behalf of the Separatists in elite Tempest Zero starfighters across the northern Separatist territories. The Nebula Raiders are a constant thorn in the side of the Republic, raiding supply convoys with gun tugs and Z-95 Headhunters. Sabaoth Squadron is a mercenary band of fighter pilots with its own support ships; it was instrumental in the early Separatist efforts leading up to the Battle of Geonosis.

WORLDS AT WAR

The Separatist cause spreads across the galaxy through a combination of animosity toward the Republic, Separatist diplomatic successes, and increasingly aggressive and coercive tactics by Count Dooku. Republic worlds range from unflinchingly loyal to teetering on the edge of secession. As always, the Hutts play both sides, but even they are not immune to the upheaval. They find themselves influenced, manipulated, and coerced by the combatants as much as they take advantage of the war's chaos.

Separatist space occupies large, noncontiguous swaths of the galaxy, mainly from the Expansion Region to the Outer Rim Territories. It also reaches Rimward from the far Inner Rim along the Hydian Way. Most of the primary galactic trade routes intersect Separatist space at some point along their path beyond the Inner Rim, which cuts off easy access to some Republic worlds. There are hundreds of Separatist systems, though many are worlds with little influence on galactic government and society.

The Republic retains firm control of the galaxy's inner regions through loyal planets in the Core Worlds, Colonies, and most of the Inner Rim. Republic control is substantially weaker in the outer regions, though the Republic still holds a significant percentage of those systems. The Separatists make regular incursions into Republic space for military attacks or diplomatic recruitment missions. The incursions demonstrate that the CIS can appear in force virtually anywhere, which lets them induce fear of attack far beyond the realistic reach of limited Separatist forces.

The Hutts continue to seize the opportunities provided by the war and expand their influence to the far reaches of the galaxy. In particular, they have extended Hutt Space from their traditional holdings in the Outer Rim all the way into the Expansion Region to the edge of the Inner Rim. With Republic forces tied up in the war, it often falls to inadequate local system governments to defend themselves against Hutt influence. However, much of Hutt territorial expansion is contained by large regions of Separatist space.

Though fighting and political intrigue occur in major systems throughout the galaxy, four worlds in particular are primary sources of the war's combatants and leadership. Naboo is the home of Chancellor Palpatine and Senator Padmé Amidala, an influential loyalist voice in the Republic government. Tatooine is the home of Anakin Skywalker, one of the most powerful Jedi Knights and a general in the Grand Army.

Kamino and Geonosis are the main sources of the conflict's massive armies. Remote, isolated Kamino creates and trains clones for the Grand Army of the Republic. Geonosis houses vast battle droid factories churning out tens of thousands of all makes and models, making it a target for repeated Republic attack, including the first major battle of the Clone Wars.

THREATENING CORUSCANT

While Separatist space stretches across the Outer Rim from the New Territories all the way to Hutt Space, most Separatist military efforts in these regions are defensive. Early offensives originate along the Corellian Run in the Trailing Sectors, where the following worlds are key players in regional Separatist efforts.

ABRION

Located at the confluence of several Outer Rim trade routes, the Abrion sector is flush with over 200 agriworlds, including Abrion Major, Gibad, Tieos, and Ukio. Shortly after the outbreak of war, Abrion Major's Senator, Esu Rotsino, led the entire sector in a defection from the Republic, citing inequitable trade and stifling bureaucracy. She now sits on the Separatist Senate, representing not only her homeworld, but all of the Abrion Sector. While the droid army hardly requires food, the Separatists use the galaxy's breadbasket sector to tempt starving systems to their side, while causing a food crisis in many Republic sectors.

ANDO

Aqualish Senator Po Nudo was the Republic's Junior Delegate from the Ando system before he defected to the Separatists alongside the Hyper-Communications Cartel. While most of the Andoan Free Colonies and Rintonne remain loyal to the Republic, roughly half of the Lambda sector seceded alongside Senator Nudo.

KERKOIDIA

Home to the powerful Retail Caucus, a smaller competitor to the Commerce Guild and Corporate Alliance, Kerkoidia is an early ally of the Separatist movement. Before the onset of war, it helped fund the expansion of Geonosian droid foundries in exchange for a percentage of the profits. Many officers from the Kerkoidian Defense Forces, such as Whorm Loathsom and Piar Nagelsa, lead Separatist forces.

RODIA

Rodia is in the Outer Rim's Savareen sector at the intersection of the Corellian Run and Triellus Trade Route. It is filled with desolate planets pocked with small mining outposts and low-tech species. Faced with mass starvation due to a plague of piracy, Senator Onaconda Farr brokers a deal to save his people. In exchange for spying for Dooku, leading Senator Amidala into a trap, and ceding exploitation rights to worlds like Christophsis, Nelvaan, and Zaadja, the Trade Federation promises food. The arrangement continues for nearly a year into the Clone Wars before Farr sees the error of his ways.

GEONOSIS



Astronavigation Data:
Geonosis system,
Arkanis sector, Outer
Rim Territories

Orbital Metrics: 256 days per year /
30 hours per day

Government: monarchy/hives

Population: 100 billion (Geonosians 99%, other 1%)

Languages: Geonosian

Terrain: mesas, buttes, deserts

Major Cities: Stalgasin hive (capital), Gehenbar
hive, Golbah hive

Areas of Interest: Baktoid Armor Workshop

Major Exports: technology, droids

Major Imports: raw materials

Trade Routes: Triellus Trade Route

Special Conditions: none

Background: Geonosis is a hot, rugged world of red-dish-brown rocky deserts and dry, windswept plains. Many of the native species live underground or are nocturnal. The members of the dominant insectoid Geonosian species live in huge underground hives and warrens. Their extensive labyrinth of tunnels and caverns is well concealed under the surface, and their surface constructs are carved into and integrated with the natural landforms. Massive industries, such as the famous droid factories, are virtually invisible from the surface or sky above.

Geonosis's close proximity to the Tatooine system first attracted galactic travelers when Tatooine was explored and colonized. The Republic's contact with the native, insectoid Geonosian species was initially successful and beneficial to both sides. The Geonosians became interested in and skilled at adapting and improving the advanced technology the offworlders exposed them to. For a time, they successfully exported droids and other technology to the galaxy. Unfortunately for them, it didn't last.

Geonosis suffered from its extreme distance from the galactic Core. Once Tatooine was virtually abandoned by its initial waves of colonist miners, visitors to Geonosis diminished in number and eventually

stopped arriving completely. The demand for Geonosian droids and technology was easily and more economically met by manufacturers with better access to the markets.

With Geonosians splintered over the wisdom of working with offworlders and with their economy in tatters, wars raged between the hives for millennia. The rest of the galaxy mostly forgot the world and left the Geonosians to their endless wars. A few hundred years ago, the galaxy rediscovered the world. Soon afterward, finding the galactic market amenable to their commerce, the Geonosians once again set up distribution deals to sell their advanced droid and other technology throughout the galaxy.

Ultimately, the Geonosians were recruited (and manipulated) into the Separatist movement by Darth Sidious and Count Dooku. Their enormous automated droid manufacturing facilities churned out battle droids of all types by the thousands. Then, the Jedi discovered that the Geonosian droid army was real and swooped in with an army never before seen in the galaxy. The Battle of Geonosis was the official opening battle of the Clone Wars, but despite an initial Republic victory, the war continues on Geonosis and in the galaxy beyond.

PLANNING THE ULTIMATE WEAPON

Years before the start of the Clone Wars, Geonosis built droid armies for nongovernmental entities such as the Trade Federation. This helped conceal the massive buildup prior to the outbreak of the Clone Wars. However, the droids were intended to be just the beginning. The Geonosians secretly planned to build a massive battlestation to fight the Republic, on a scale and with power never dreamed of. Due to the fighting and the Separatists' loss at the Battle of Geonosis, the station has thus far failed to be realized. Count Dooku has delivered the plans to Darth Sidious for safekeeping and future use.

THE SEPARATIST WAR MACHINE

Since before the start of the Clone Wars, Geonosian support of the Separatist cause has been critical, mainly due to their ability to design and produce so many weapons of war. The planet's extensive droid factories aren't the only ones employed by the Separatists, but their loss in the Second Battle of Geonosis is a critical blow to the initial war effort.

HISTORY

For centuries, Geonosian hives fought or competed for resources and dominance. They were briefly associated with the Republic thousands of years ago, when Tatooine was first settled. The planet's proximity to Tatooine was a significant factor in many galactic or local events. When settlements on Tatooine largely failed, the Republic withdrew, and the Geonosians were left to focus on their internal squabbles and wars. Though they had gained great knowledge of technology, they lost the means to readily trade with more lucrative worlds.

When the Republic eventually returned, Geonosis became an industrial powerhouse for designing and producing droids and vehicles, particularly battle droids. They made a distribution deal with Baktoid Armor Workshop to sell their droids to customers across the galaxy. They had attained relative success by the time the Separatist movement began to pick up speed. Lucrative deals to sell battle droids to the Separatist Army played no small role in their decision to join the Confederacy of Independent Systems.

PEOPLE AND CULTURE

The Geonosians developed from their insect-like predecessors into a complex society with defined castes and an intense hive-mind mentality. The castes are more than a social construct. They reflect the physical differences between the various Geonosian subspecies. Royal castes (such as that of Archduke Poggle the Lesser) dominate the leadership, while winged warriors protect the hives. Wingless workers serve virtually all others. A Geonosian queen rules each hive, residing secretly deep underground. For the queens' protection, and that of the species, their existence is not discussed or revealed to non-Geonosians.

The Geonosian aristocracy is ambitious and competitive. They secretly follow their queen's commands. Warriors defend and fight for their hives by instinct and training, rather than as a formal or volunteer army. They are fierce fighters adept at using their sonic weapons. Geonosian workers carry out all labor and industrial tasks. They are widely regarded as expendable by higher castes.

The hives are the center of all things Geonosian. The majority of the Geonosian population lives underground, making occasional trips to the surface.

Protecting the hive is paramount. In accordance with their hive-mind mentality, they operate in concert, driven by common goals and a powerful survival instinct. They don't literally share a consciousness, but their queen can exert her will through sheer force of mind and the use of mysterious creatures called "brain worms." The extent of her powerful psychic influence is unknown.

POINTS OF INTEREST

Most Geonosian hives are virtually self-sufficient underground warrens, complete with living spaces, industrial facilities, food production, and mining.

DROID FACTORIES

The Baktoid Armor Workshops' Geonosian facilities are extremely efficient and mostly automated. Converted foundries, the factories are sprawling underground complexes with myriad equipment able to turn raw materials into complete droids or vehicles. The factories contain everything from smelters to casting equipment to assembly lines. The factory floors are dangerous, made for efficiency rather than visitor safety. The factories churn out hundreds of thousands of droids including basic B1 battle droids as well as newer, better-armored droids like the B2 super battle droids and BX-series commando droids.

IM'G'TWE HILLS

The Im'g'twe Hills are rocky, badlands ridges and outcroppings with irregular oval depressions several kilometers wide. The hills are home to droid factories, the Petranaki arena, and the Separatist command center. Wide, flat plains interspersed between the hills serve as landing zones for Separatist ships and bulk cargo vessels. The hills are strewn with Separatist and Republic debris from the Battle of Geonosis and countless follow-up skirmishes and fighting.

PETRANAKI ARENA

Petranaki arena is an ancient, hollowed-out rock formation with an open, mesa-like top. The Geonosians added several skeletal spires that tower overhead. The formation's use as an open-air arena stretches back to ancient Geonosian times. In brutal public spectacles, early overlords battled rival lords for the right to rule. The arena maintains its bloody purpose, with prisoners battling creatures for Geonosian amusement. The formation was modified long ago to provide stair-stepped rows winding through the natural rocky outcroppings. A strict hierarchy dictates where each caste is allowed to view the deadly contests. Wealthy and influential classes use the lower

seating, sometimes under irregular awnings. Lower castes sit in the upper levels. Prisoner cells, creature cages, guard posts, and support facilities are carved into the surrounding rock.

PROGATE TEMPLE

Prior to the Second Battle of Geonosis, the Progate Temple is an important governing structure for the powerful Stalgasin hive. Ornate inside and out in the Geonosian style, it sustains heavy damage in the Republic's second invasion. While pursuing the Geonosian leader Poggle the Lesser, the Jedi learn the temple's true significance. They find vast catacombs below the surface that are home to the secret but widely rumored Karina the Great, the Geonosian queen. The Progate Temple is particularly dangerous due to Karina's ability to reanimate dead Geonosians—as well as to control living creatures—through the power of her psyche combined with her use of the frightful parasites disturbingly called "brain worms." Defeating the unceasing dead requires their bodies' near-total destruction. The queen is presumed killed in a massive collapse triggered when Anakin Skywalker and Obi-Wan Kenobi rescue Luminara Unduli and escape from the catacombs.

INCIDENTS AND BATTLES

As one of the key worlds of the Confederacy of Independent Systems, Geonosis remains an important member despite Republic attacks and invasions. While major battles rage on the world's surface and in its catacombs, Geonosian leaders exert considerable influence in the CIS as Separatist powerbrokers.

FIRST BATTLE OF GEONOSIS

The Clone Wars first erupted on Geonosis. In a bid to save captives from Count Dooku, the Republic and the Jedi Council mobilized the clone army, which had recently been revealed on Kamino. The rescue mission also served as an opportunity to attempt to destroy battle droid production and capture Separatist leaders, thereby having the potential to prevent war or prolonged conflict. The Republic was only partially successful, and the fighting launched the galaxy into war. The battle largely took place in the Im'g'twe Hills and surrounding area. Though the droid armies and factories were decimated, the Republic had a tenuous hold on the world and eventually withdrew to commit more troops to fighting elsewhere in the galaxy.

SECOND BATTLE OF GEONOSIS

The Republic's withdrawal gave the Separatists an opening to retake control and secretly restart the droid factories. Working clandestinely with Anakin Skywalker, Padmé Amidala discovers their plan to do so while she is investigating the traitorous Rush Clovis, Senator for the world of Scipio. Learning from its past mistake, the Republic instigates a full-scale planetary invasion to destroy the factories and deprive the

Separatists of future opportunities to try again. The Republic eventually prevails, despite a fierce Separatist defense. Geonosian Queen Karina the Great is revealed and is presumed killed during the fighting.

MODULAR ENCOUNTER: SCAVENGER'S PARADISE

The large battlefields of Geonosis—particularly the Im'g'twe Hills—are prime salvage grounds. Sometimes the secrets they hold are more than just burned-out walker hulks or yet another droid appendage. In this encounter, a scavenging trip turns up something much more interesting and dangerous underground: a secret droid factory and refurbishment plant.

GETTING THE HEROES INVOLVED

The PCs are most likely to become involved in one of two ways. They may be scavengers picking over a rugged area while dodging Republic or Separatist patrols, or they may be part of a Republic patrol sweeping the zone for such scavengers.

Once the PCs are in the area, they discover a deep ravine or hidden valley where a lot of unusual droids are scavenging. If the PCs are on loud vehicles or otherwise making enough noise to tip off their position, the droids attempt to conceal themselves in the rocks or debris, away from their mining hoppers, before the PCs come into view. Otherwise, the PCs may try to sneak up unseen or engage with the droids directly. Read aloud or paraphrase the following, modifying as needed if the droids manage to hide themselves:

The semiconcealed area is abuzz with activity. Maintenance and labor droids of uncommon makes gather, assess, and sort debris, before finally dropping pieces either into yet another pile of junk or into one of a pair of repulsor-lift mining hoppers of the sort usually used for industrial operations. The two hoppers are quickly filling up.

It is not immediately apparent who owns these droids. They are not of distinctive Geonosian make and bear no symbols. The players may make a **Hard (◆◆◆) Knowledge (Lore) or Knowledge (Outer Rim) check** to identify the droids as older models commonly used as cheap labor by companies down on their luck and by scavenger teams. It would be unusual, but not impossible, for the Separatists to use them.

Characters making a successful **Average (◆◆) Perception check** realize that one hopper holds scrap metal and heavily damaged droid parts that are unlikely to be useful for anything other than melting down. The second holds broken or damaged

electronics and droid parts that are in much better condition. Results with reveal that the character has seen similar piles around the battlefield.

MOVING ON

If the droids fail to notice the PCs, they finish their tasks in a few minutes and push their full hoppers into a narrow, winding path between tall rocks. The PCs may attempt to follow the droids. The path leads to a cave opening sheltered by a wide stone overhang, and the droids go inside. The opening leads into a Geonosian catacomb system.

If the droids see the PCs, a large labor droid gets between the PCs and the hoppers. Another droid activates the hoppers, which float quickly on autopilot to the catacombs. The labor droid is a terrible liar and negotiator. It poorly tries to justify their presence as scavengers. It proudly but awkwardly claims it is leading its own scavenging operation.

If the droids realize they are being pursued by the PCs or are attacked, they send the hoppers on their way. The unarmed droids do everything they can to impede the PCs' progress. They are particularly adept at using improvised weapons such as unstable power cells and lengths of whip-like cabling.

LABOR DROID [MINION]



Skills (group only): Athletics, Brawl, 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).

Equipment: Unstable power cell (Ranged [Light]; Damage 7; Critical 4; Range [Short]; Blast 5, Disorient 2, Inferior, Limited Ammo 1), length of durasteel cable (Melee; Damage 5; Critical 5; Range [Engaged]; Ensnare 1, Inferior).

THE CATACOMBS

A few meters inside the cave, the hoppers drop into a twenty-meter-deep vertical shaft. Empty hoppers return up the shaft after a few

minutes, allowing the droids to continue operating on the surface. The PCs can descend by making a **Hard (◆◆◆) Athletics check** to climb down the shaft, or an **Average (◆◆) Coordination check** to ride a hopper to the bottom.

During the descent, the PCs can recognize carvings and patterns, thereby identifying the catacombs as Geonosian made. At the bottom, the hoppers proceed through a tunnel that splits in two, sending the scrap metal to be melted down, and the droid and other usable parts to a refurbishment center.

The catacombs are complex enough that the PCs can find a variety of paths that ultimately lead to the smelter or refurbishment center—although navigating those tunnels might prove challenging. Geonosian warriors patrol the catacombs in pairs. Once the hoppers make it to the smelter or refurbishment center, Geonosian workers dump the loads into new piles and send the hoppers back the way they came. The workers call for the warriors at the first sign of any trouble.

GEONOSIAN WARRIOR [MINION]



Skills (group only): Brawl, Ranged (Heavy).

Talents: None.

Abilities: Winged (can fly; see **Chapter 6** of any core rulebook).

Equipment: Sonic blaster (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Disorient 3, Knockdown).

DENOUEMENT

The PCs should quickly realize they have stumbled upon a full-blown operational droid factory. What they do next depends on their personal goals and relationships to the Republic and Separatists. They may attempt to shut down the factory on their own, or they may call for backup. The Geonosians aggressively defend the area against all intruders, and they relentlessly pursue the PCs with warriors and B1 battle droids (see profile on page 140) if the PCs are discovered.

KAMINO

Astronavigation Data: Kamino system; Companion Aurek (dwarf satellite galaxy above the Outer Rim region)

Orbital Metrics: 463 days per year / 27 hours per day

Government: ruling council

Population: 1 billion (Kaminoans 100%)

Languages: Kaminoan

Terrain: aquatic

Major Cities: Tipoca City (capital)

Areas of Interest: cloning facilities, military training complexes

Major Exports: clones, covert technology, military hardware

Major Imports: foodstuffs

Trade Routes: none (Manda Merchant Run is closest to the Rishi Maze)

Special Conditions: none

Background: Not all worlds fit neatly into the typically perceived galactic geography. The obscure world of Kamino is part of a dwarf satellite galaxy designated Companion Aurek, which sits outside and "above" the galactic disk, over the Outer Rim Territories. Travel to the area requires navigating the complex hyperspace paths through an area of space called the Rishi Maze.

It's not surprising that the Kaminoan species is naturally isolationist and self-sufficient, although it now has representation in the Galactic Senate. The few who were familiar with the Kaminoans before the Clone Wars knew them through their weapons design or well-deserved reputation as exceptional cloners. They became more widely known with the revelation of the Kaminoan-produced clone army.

Kamino is a water world, having been flooded at the end of an ice age long ago. At that time, the Kaminoans were forced to move to higher ground, eventually building cities on stilts and platforms high above the endless oceans. The weather likewise changed, with a substantial uptick in storms and high winds. Kaminoan cities are fully enclosed affairs, able to withstand the strongest winds and rainstorms. Enormous waves pass harmlessly under the cities on their stout stilts. The waters are home to innumerable sea creatures that have flourished and grown since the oceans flooded the world.

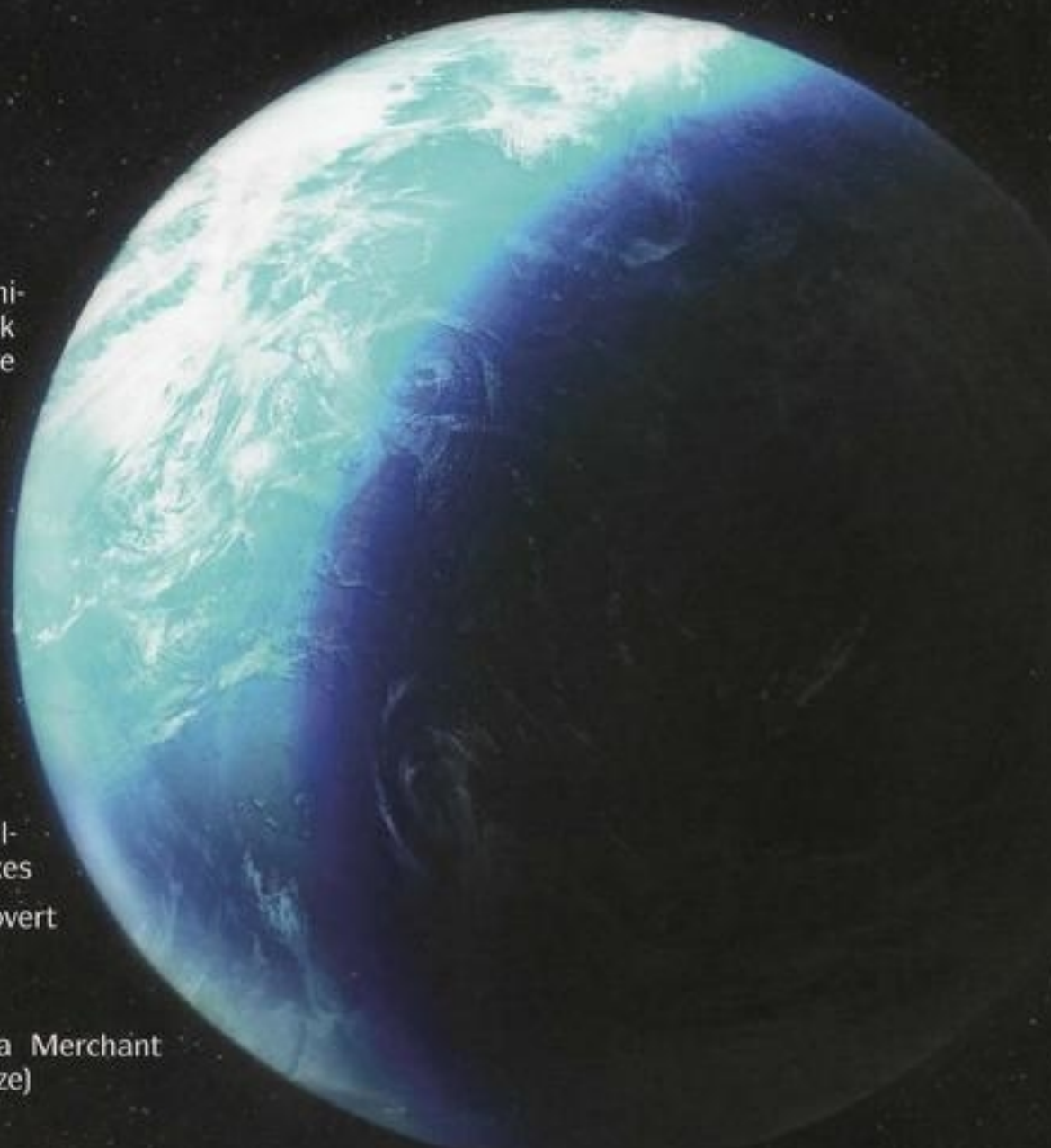
The rainy season dominates the climate, but there is a short annual respite from the precipitation, permitting construction and repairs. Building

construction and city expansions are planned long in advance and executed quickly.

As the sole source of clones for the Grand Army of the Republic, Kamino is naturally a prime target for Separatist infiltration and attack. The Republic has dedicated substantial resources and starships to defend the world. As the Clone Wars are underway, the Republic successfully turns back one major assault and is ever watchful for a follow-up attack.

GALACTIC CLONERS

The obsessively self-sufficient Kaminoans turned to genetic engineering to help them survive their changing world. In doing so, they became excellent cloners and manipulators of genetic material. Over time, their genetic pursuits grew to dominate their scientific research and drove a desire to produce perfect versions of themselves and improve upon others. Most of their cities are built around cloning research and production facilities, especially those constructed after they acquired the Jedi contract to create and train clone armies. While it is likely that the Kaminoans produce other types of clones for various clients, such work is typically held in great secrecy.



HOME OF THE CLONES

For most of its existence, Kamino was almost unheard of, lost among the multitude of star systems beyond the Outer Rim. The Kaminoans' acceptance of the Jedi clone contract signaled a break with their traditional isolationist tendencies, ensuring their world would be brought prominently to the forefront of galactic consciousness. For the Kaminoans, the immense challenge of creating millions of skilled fighters was a profitable way to substantially increase their cloning technology and training regimens. It also provided ready security for a world that suddenly became a major target for the Republic's enemies.

HISTORY

Kamino was once a more typical terrestrial world, undergoing transition from a long ice age. The amphibious Kaminoans developed a land-based culture retaining a strong connection to water and the seas. However, the natural landforms and mountains proved to be no match for the melting ice, which rose ever higher and flooded the world.

The Kaminoans were forced to adapt. They continually moved to higher ground until there was little land left, then began building their structures on towering stilts above the water's surface. Losing vital farmland and wilderness forced the Kaminoans to engineer ways to save the land-bound creatures and plants. Their cities became refuges for all they could save.

All of this required quick advancement in building technology and biological studies. Genetic engineering became a major part of their solutions, as they adapted living beings, including themselves, to survive and even thrive in their new artificial surroundings.

Kaminoan interactions with the galaxy were largely tentative affairs. However, the Kaminoans' reputation as skilled engineers and even better genetic engineers was whispered of in certain quarters of the galactic underworld. Jedi Master Sifo-Dyas—who, after the escalation of events surrounding the Trade Federation's blockade of Naboo, believed the Republic was headed toward imminent war—arrived to solicit Kaminoan services to secretly clone and train an army for the Republic. Though the Jedi Council had no knowledge of this monumental event, the Kaminoans began a ten-year effort to clone, raise, and train the first units of what would be the Grand Army of the Republic.

When Jedi Master Kenobi arrived to investigate a mysterious saberdart of Kaminoan origin, he was surprised to be an expected guest. He soon understood the clones' purpose and elements of their origins. Ultimately, the Jedi took command of the clones to battle the Separatist droid army as the war erupted. The Kaminoan efforts proved successful, as the clone army fought as well as advertised.

PEOPLE AND CULTURE

The Kaminoans are rational beings whose lives have been planned from their very genetic beginnings. They are as carefully engineered as their cities, scientific pursuits, training regimens, and business dealings. They take little interest in the galaxy at large except as a source of income. They are not at all concerned about the purpose or use of the clone armies beyond Kamino, and they regard possible attacks on their world as a risk of doing a very profitable business.

Most Kaminoans never meet offworlders. Some develop personal relationships with the clones they grow and train, but most regard their work with clones as others would regard manufacturing droids or equipment. Kaminoans' dealings with offworlders tend to be tentative, if they even know Basic. Until the start of the Clone Wars, outsiders were rarely seen on Kamino.

POINTS OF INTEREST

Kamino's lack of visible landforms makes its cities the sole above-water geographic landmarks across the planet. Below the sea, Kaminoans maintain industrial and mining interests, but the vast majority of the population lives in the surface cities.

TIPOCA CITY

Tipoca City is Kamino's sprawling capital. It is the leading center for clone development and production. The city is contained in a dozen massive disk-shaped and conical structures that shed water and waves with ease. The structures vary in thickness, but most have thirty or more levels containing everything from residences and laboratories to generators and clone assembly lines. Food production is highly industrialized. The city extends about 150 kilometers at the planet's equator. Everything about it is planned and integrated into Kaminoan life, especially accounting for clone production and training.

Open landing platforms are mounted around the edges of the city's domes. These are used for starships, speeders, and the aiwha riders who guide their cloned, winged air whales through the air and under the water. Special embarkation and personnel transfer zones occupy flat surfaces between and on the domes for clone deployments.

Security at Tipoca City is always high. The Kaminoans guard their cloning techniques and technology closely. The clone production and training centers known as the Tipoca City Military Complex are under constant heavy guard.

CLONING FACILITIES

Kamino's cloning facilities are central to everything the Kaminoans do. It drives their technological advancement, city layout, economy, and more. The production lines operate in colossal spaces larger than many cities on other worlds. Such massive scale is vital to accommodate the sheer number of clones required in such a short amount of time. Laboratories deal with the scientific difficulties and unexpected aspects of clone production. Rings of glass growth chambers are stacked and supported by energy columns. Everything the young clones require is in the cloning facilities themselves. Only when they are physically and mentally mature enough are they transferred to the clone military education complex for their training and eventual deployment.

TIPOCA CITY MILITARY COMPLEX

The clone military education complex at Tipoca City is the center of clone combat training and development. It is filled with thousands of barracks, classrooms, physical training rooms, vehicle simulators, and living facilities. Chambers many square kilometers in size with repulsorlift-supported variable floors create realistic terrain and can be combined with sophisticated weather simulators to recreate almost any environment the clones might ever expect to fight in. Training ranges from basic tactics to advanced maneuvers and Jedi support techniques. Tens of thousands of clones at a time spend most of their lives training in this complex or one like it at another clone-producing Kaminoan city.

INCIDENTS AND BATTLES

Despite Kamino's importance to the war effort, the Separatists thus far have only been able to stage one significant attack against the facility. Whether due to lack of resources, the vast distance, or the difficult approach, the Separatists have been unable to assert consistent pressure on the world. However, Kamino must be on constant guard, especially for potential saboteurs and spies.

ATTACK ON KAMINO

The Separatists' vital need to attack the source of the clones demands the attention of the top

NO PLACE LIKE HOME

Although they are thoroughly engineered and trained for efficient warfare, most clones remain attached to Kamino, if not outright sentimental. Loyalty is a separate matter. The clones are created and biologically manipulated for extreme loyalty to the Republic, and not the Kaminoans specifically. However, Kamino is the clone homeland, and they relate to it like most other humans relate to their homeworlds—with affection. Even clones fight harder when defending their home planet. Due to the world's remoteness and the clones' dangerous role in defending the Republic, many clones never return home.

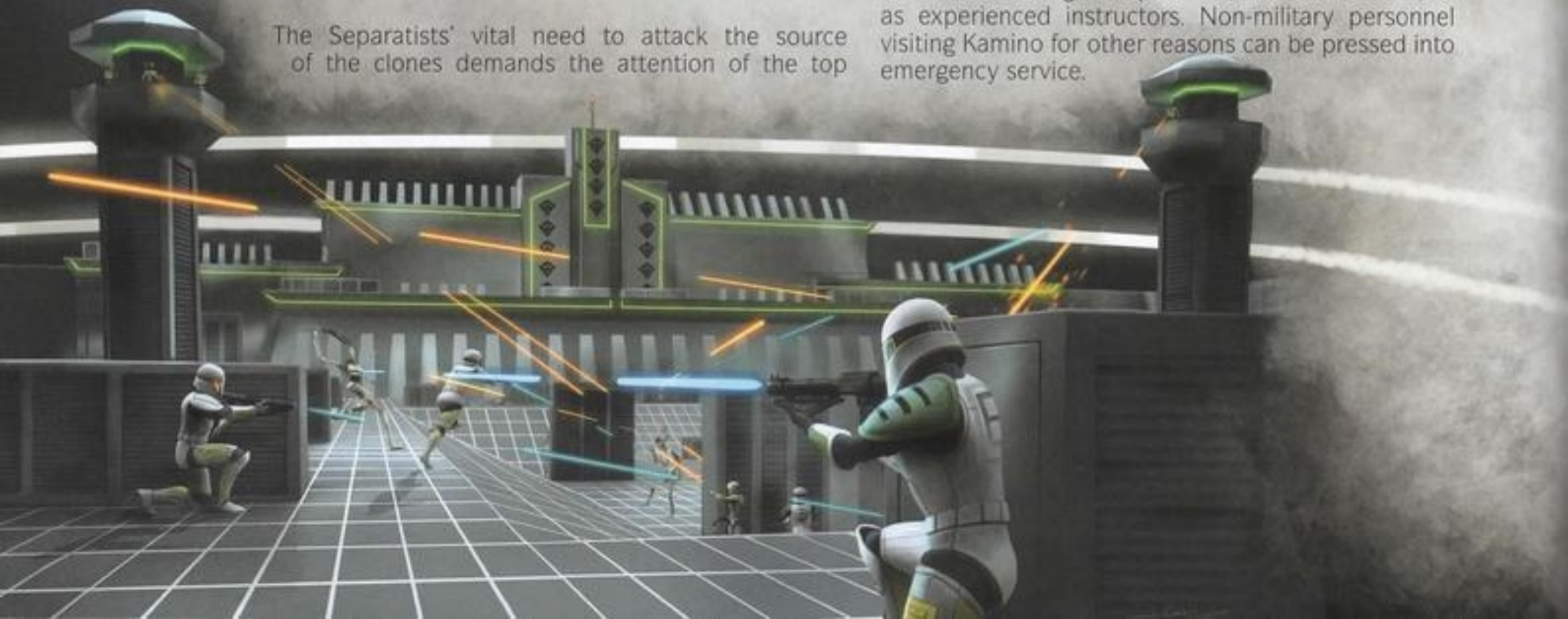
commanders and forces on both sides of the conflict. The Separatist goals in this area are to kill as many clones as possible and to destroy the means of creating new ones—or at least slow the process. To better understand their enemy, the Separatists sent Asajj Ventress to steal the original clone DNA sample, but she was foiled by Anakin Skywalker. The Separatists used an underwater attack strategy, coming at the city from below. Despite intense fighting and widespread damage, the facilities remained operational.

MODULAR ENCOUNTER: MASSIVE MALFUNCTION

The terrain-simulator chambers of the Tipoca City Military Complex are fantastic feats of engineering, but they're not infallible. In this encounter, one chamber sustains a cascading malfunction, causing the floor plates to reconfigure randomly and fluctuate wildly. The PCs must save themselves and as many troopers as possible.

GETTING THE PLAYERS INVOLVED

Clone troopers, Jedi, and anyone who works with the Republic military may be assigned to participate in or oversee training sessions in the simulator, whether during a clone character's initial training, for advanced training, for specific mission simulation, or as experienced instructors. Non-military personnel visiting Kamino for other reasons can be pressed into emergency service.



DISASTER STRIKES

When the encounter starts, the PCs should be in one of several relevant areas. They may be observing training in action from the control center building, which has a view of much of the chamber and is protected from the simulations by a hangar bay-sized energy shield. The PCs could be participating in a battle simulation in the chamber. Alternatively, they might be in a room or traveling through a maintenance corridor adjoining the simulation room.

The chamber is set to simulate a melting glacier and snowbound battle. Streams of meltwater flow into a small river that runs the length of the chamber. Everything else is covered in ice and snow. Wind and snow generators run at near full blast, simulating blizzard conditions. Hundreds of clones have taken defensive positions along one side of the river, preparing for an attack. When the malfunction happens, read or paraphrase the following aloud:

The clones are readying their defenses when a deafening boom echoes through the battle simulation chamber. The river and the banks around it suddenly drop thirty meters, sending clones along the riverbanks into the freezing-cold water. Some of the massive floor plates shear apart as in a thunderous groundquake, causing the fast-running water to drain into the maintenance zone under the simulation chamber, taking unfortunate clones along for the ride.

The PCs must respond to the initial disaster. If they are inside the simulation, they must save themselves from tumbling into the water, requiring a **Hard (◆◆◆) Athletics or Coordination check**. If they fall in, they're swept toward the maintenance zone below the chamber. If they end up in the maintenance zone, the water eventually rises high enough to reach the training area. The PCs may help other troopers evacuate or assist techs trying to manage the erratic flow of power to the dropping repulsorlift floor systems without smashing everyone in the process, with a **Hard (◆◆◆) Mechanics check**.

PCs in the control center see the disaster unfolding through the barrier and see the training staff scrambling as alarms sound and warning lights fill every control panel. The tactical holographic projectors fail. The PCs might be sent into the chamber to save clones at the fringes. The characters might help control center technicians assess what has gone wrong and get control of the weather machines and other systems that still function properly, which requires a **Hard (◆◆◆) Computers check**.

PCs in an adjoining space hear the frightful shearing of metal. An upended simulation zone floor plate cuts through the wall, knocking the PCs into the tumultuous chamber. The PCs are likely wholly unprepared

to be in an arctic-like environment, so exposure will become an immediate problem. Characters without adequately insulated gear must make an **Easy (◆) Resilience check** or suffer 3 strain. Characters should repeat the check for every five minutes they remain in the blizzard conditions, increasing the difficulty by one step each time. The GM may spend Ⓢ on a check to inflict wounds or even a Critical Injury on a character, as they succumb to frostbite.

The commanding officers immediately declare an end to the training exercise and order all personnel to evacuate the area. Emergency speeders are deployed to pick up trapped trainees. Areas of the floor continue to rise and fall erratically. The technicians begin to have some success in cutting power to some areas of the chamber.

CASCADING PROBLEMS

About the time the PCs think they're getting a handle on the situation, read or paraphrase the following:

The ground surface of the chamber to either side of the river suddenly lurches forty meters into the air and keeps rising. An avalanche of snow begins to thunder down the steep slope. Floor plates near the command center collapse, and the protective energy field disappears. The avalanche fills the river and heads directly for the control center.

PCs within the chamber must protect themselves from the onslaught of snow. They might be forced to take refuge in a fortification or try to get an immobilized vehicle running. A rescue speeder could arrive to pull them out as the wall of snow reaches them. A character who is buried by the avalanche takes 10 damage and 10 strain, although the GM may allow them to reduce this total with a Resilience check.

PCs in the control center have some time before the avalanche reaches the building. They may be able to get the shield or sections of it operational by going out to the base of the shield and repairing the power lines to the emitters, requiring a **Hard (◆◆◆) Mechanics check**. A portion of shield at full power can withstand the avalanche, while weaker sections fail under the impact. If the avalanche hits the circular command building, its front wall is in danger.

DENOUEMENT

Once everyone is safely out of the area and the floor system is shut down, the PCs' involvement might end. However, if they have the expertise or connections, they may be called upon to help assess the cause. It could be a simple technical issue, such as a previous repair gone wrong. However, it could also be sabotage, launching the PCs into an investigation to find a traitor or spy.

NABOO

Astronavigation Data: Naboo system, Chommell sector, Mid Rim region

Orbital Metrics: 312 days per year / 26 hours per day

Government: monarchy

Population: 4.5 billion (Gungans 72%, humans 27%, other 1%)

Languages: Basic, Gungan

Terrain: rolling plains, wetlands, hill country, forests, mountains, lakes, shallow seas, extensive cavern systems

Major Cities: Theed (human capital), Otoh Gunga (Gungan capital), Spinnaker

Areas of Interest: Gallo Mountains, Great Grass Plains, Lake Country, Solleu River, Theed Royal Palace

Major Exports: art, cultural items, grain, plasma, wine

Major Imports: technology, processed foods

Trade Routes: Enarc Run, Old Trade Federation Route

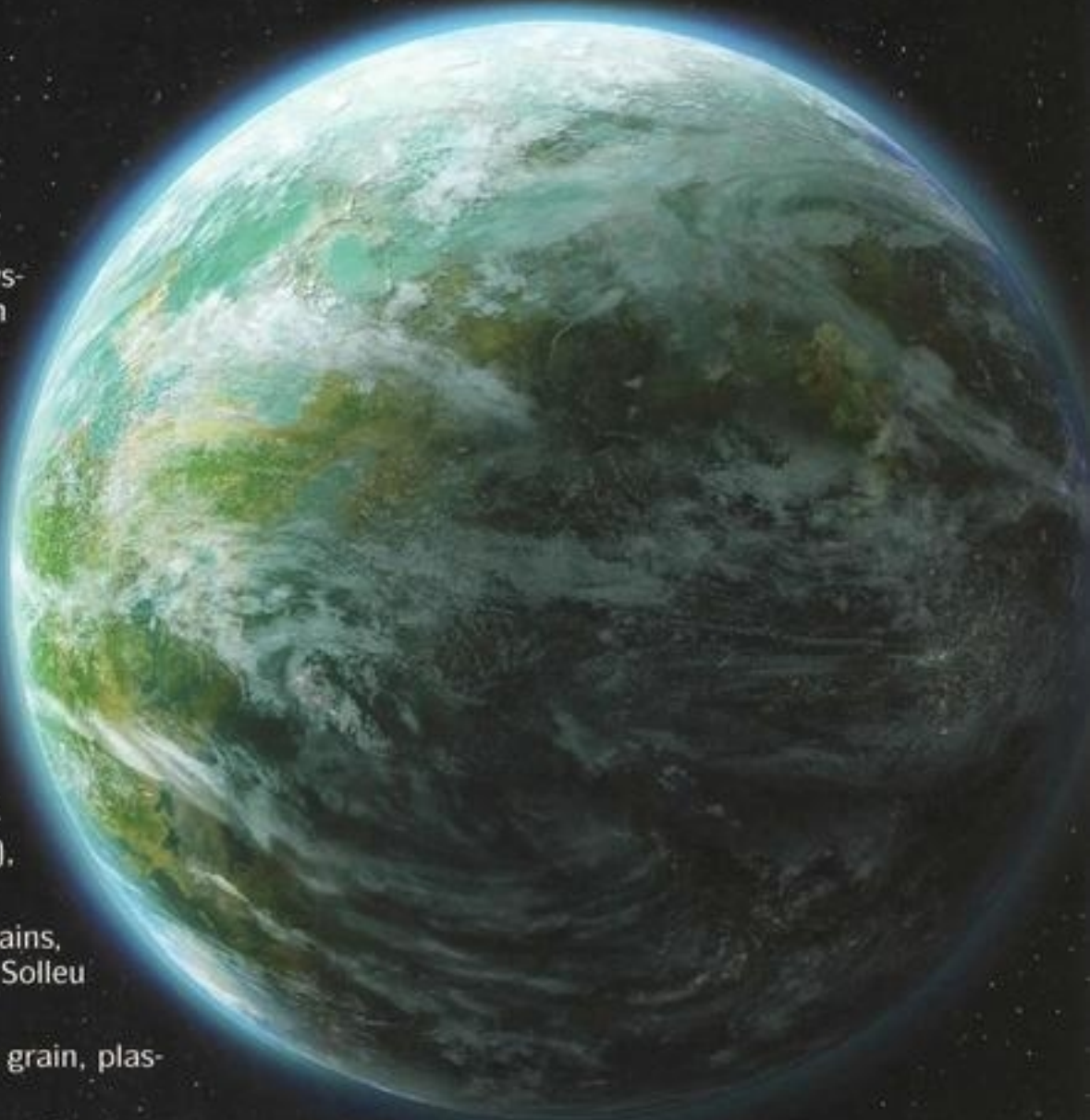
Special Conditions: none

Background: On the surface, Naboo is a lush, green and blue world dotted with cities and towns featuring gardens and monumental, formal architecture. Appearances can be deceiving. Naboo's expansive oceans and marshlands conceal a completely separate culture and unusual geologic formations unseen on other worlds. While humans dominate the surface, the native Gungans live in and control the waters. Though the humans colonized the world thousands of years ago, the two species have varying degrees of trust and trade.

Geologically, Naboo lacks the molten core common to most worlds of its type and size. Instead, a plasma core has eaten away at the rocky lower layers of the world, producing an endless labyrinth of submerged tunnels and caverns. The Gungans are thoroughly familiar with many of these formations, having discovered viable underwater routes to many points around Naboo. Such travel is not without risk, as enormous and aggressive sea creatures live among the caverns.

Three moons—Ohma-D'un, Rori, and Veruna—orbit Naboo. They host small colonies with shipyards, orbital dockyards, and factories. The planet Naboo shares its name with the system's yellow star.

Politically, Naboo has been an active member of the Republic for centuries. The humans and Gungans



each have their own rulers and political traditions. The surface dwellers elect a king or queen who leads the government during their time in office. The Gungans have bosses who also meet as a council. The entire world is represented by a Senator, assisted by a Junior Representative without voting power in the Galactic Senate. Since the Naboo Crisis, the planet has enjoyed powerful representation in the galactic government in the form of Chancellor Palpatine and Senator Amidala. Representative Binks brings a Gungan presence to the Naboo diplomatic team.

CHANCELLOR, SENATOR, AND JEDI

It is no coincidence that three of Naboo's best-known representatives and heroes are also powerful members of Republic governance. Circumstances of their own design—and behind-the-scenes manipulation—have elevated Palpatine, Amidala, and Anakin Skywalker to central roles in the Galactic Senate and Jedi Order. Though their visits to Naboo are few and brief, it is not neglected, especially by the Senator. Naboo provides one of the few refuges where Amidala and Skywalker may spend any extended length of time together without drawing notice or suspicion. While the Clone Wars rage on, even Naboo is not entirely safe from Separatist spies and agents for any of them.

GALACTIC INFLECTION POINT

By design, Naboo's galactic influence and importance throughout the buildup and early days of the Clone Wars has been understated and unexpected to most beings. The Trade Federation's blockade years before the onset of the Clone Wars set events in motion that apparently allowed for—and in fact encouraged—Senator Palpatine's ascension to the highest galactic office, that of Chancellor. It led to the discovery of Anakin Skywalker on the remote world of Tatooine and his acceptance into the Jedi Order. This, in turn, paved the way for Skywalker's secret marriage to Padmé Amidala. Darth Maul's defeat and apparent death at the conclusion of the crisis forced Darth Sidious to find a new apprentice, leading to Count Dooku's central role in the Clone Wars.

Unsurprisingly, Naboo remains loyal to the Republic during the Clone Wars. This is almost universally true of the humans, but not all Gungans are so supportive. Thanks to the long history of difficulties between the two species, some Separatist propaganda and recruitment efforts find favor with the most disgruntled Gungans. Those in Gungan government are much less likely to be swayed. Still, there is enough dissent that the Separatists have successfully mounted some secret, if short-lived, operations on Naboo.

NABOO'S HISTORY

The Gungans are native to Naboo. Their civilization long predates the arrival of human colonists. Living both above and below the surface, the Gungans lived in, used, and fought for the planet's vast grasslands and vital underwater passageways. The earliest off-worlders to arrive were an ancient species known as the Elders. Though they left as mysteriously as they came, the Elders fought brutal wars against the Gungans. Enormous ruined stone statues and visages remain among the swamps and marshlands.

The Gungans rebuilt their civilization, which flourished for thousands of years. Then, human refugees arrived from the war-torn Core World of Grizmallt, crashing their colony ship on the planet's surface. Initially, the Gungans retreated into the waterways and avoided contact. This didn't last. When the two species finally met, peaceful diplomatic efforts failed. They fought a series of wars over territory and resources before largely resolving to live apart and ignore each other.

Both species focused on their own internal struggles. Gungan tribes fought for dominance among each other, while human city-states broke into factions and engaged in open warfare. Eventually, each side became unified in its own way. The subsequent Great Time of Peace lasted until the Trade Federation's invasion of Naboo.

PEOPLE AND CULTURE

Naboo human culture is centered on the planet's capital city of Theed. The humans' intellectual approach focuses on three central ideals: pacifism, rationalism, and civic service. Naboo humans of note include great artists, philosophers, and politicians, as well as competent military leadership. Even the Naboo monarchy has democratic traditions. The Naboo hold themselves aloof from the Gungans, and many consider themselves superior. Unsurprisingly, this contributes to the cool relationship between the species.

Gungan society tends to be more freewheeling and passionate than that of their neighbors. Gungan culture is more deeply layered than outsiders might at first suspect due to the Gungans' simpler approach to and pleasures in life. They have their own art, music, aquatic sports, and spirituality. Strong Gungan bosses maintain control over the communities.

POINTS OF INTEREST

Naboo's natural beauty and peaceful lands make it a tourist destination for people living far beyond the Naboo system. Scholars and others interested in fine culture and learning are attracted to Naboo's cities and universities. The Gungans remain as isolationist as ever, but those visitors who discover a way to the underwater Gungan settlements find the bubble cities equal to any of the surface structures.

THEED

Naboo's dramatic capital city features monumental, formal architecture surrounded by waterways and grasslands. The domed and artful structures extend along a massive waterfall on the banks of the Solleu River. The city is home to the expansive Theed Royal Palace, which sits on the towering Cliffs of Theed. Below lies the city's busy spaceport. Immediately adjacent to the palace is the Plasma Refinery Complex, which draws plasma directly from the planet's core for power generation and export. Theed University is a premier learning center for politics, law, and civic studies.

OTOH GUNGA

Otoh Gunga, the Gungans' largest city, has over a million inhabitants. Located deep under Lake Paonga, Otoh Gunga resembles a sprawling cluster of glowing bubbles, many of which contain a variety of smaller bubbles within. Due to the city's depth, little sunlight reaches it, leaving the ambient glow of these structures as the only reliable source of light.

The city is largely contained in the hydrostatic bubbles created by the Gungans. The force-field technology displaces water and prevents objects from entering anywhere except at specific entry points. Each area of the city is contained within one or more hydrostatic bubbles; collectively, these areas are known as Otoh Villages.

Gungan government operates from the city, which dates from the time Boss Gallo dominated the other Gungan cities and consolidated Gungan power. As it has for centuries, Otoh Gunga provides refuge to many Gungans who have fled conflicts with humans around the planet. Otoh Gunga's longtime inhabitants trace their ancestry back to these ancient times, and they are proud of their heritage.

JAN-GWA CITY

Jan-gwa city is a Gungan town nestled in the swamps at the base of a tall waterfall. The sheer cliff serves as a backdrop to the multilevel town. Massive, looming faces of the Elders are carved into the cliff surface and seem to watch over the entire area. Jan-gwa appears to float above a low island in the pool below the cascade; the city extends beyond the island over the water. Two rings of spherical structures encircle a central sphere, which itself contains several spheres within an open frame. The spheres of the lowest ring lie at or just below the water's surface, while the central sphere rises high above. Open walkways surround and bridge between each sphere.

LAKE COUNTRY

Lake Country is a picturesque region a few hours' speeder travel from Theed. Naboo royalty and wealthy individuals own sprawling estates among its lakes and hills. The many lakes and winding waterways make traveling by water or land slow but scenic. Lake Country provides a comfortable getaway for visitors seeking to escape the rigors of the galaxy.

INCIDENTS AND BATTLES

Despite its largely peaceful nature, Naboo has been unable to escape the effects of the Clone Wars. Naboo forces actively fight for the Republic, though most action is relatively local. The Gungans are adept underwater fighters with organized military units. This expertise could prove to be a great asset to the Republic for battles on water-dominated worlds.

THE NABOO CRISIS

The Trade Federation's ultimately unsuccessful invasion of Naboo—nominally over trade and taxes—was the precursor to the Clone Wars. In this crisis, Trade Federation battle droid armies faced off with local forces and Jedi. The Naboo Crisis propelled Senator Palpatine to his election as Chancellor, and most of the major participants became leaders, combatants, and even instigators of the Clone Wars.

Naboo now benefits from the power of its Senator and the Chancellor.

MYSTERIOUS KIDNAPPING

Jan-gwa city gained some local notoriety when Jedi Padawan Ahsoka Tano prevented the kidnapping of a Gungan child by the notorious bounty hunter Cad Bane. Unknown to most, the child was Force-sensitive.

SECRET SEPARATIST LAB DISCOVERED

After the discovery of Separatist battle droids on Naboo, Senator Amidala and Jar Jar Binks searched for and found the location of a secret underground laboratory. There, the mad scientist Doctor Nuvo Vindi had revived and improved the extinct and extremely lethal Blue Shadow Virus for use as a bio-weapon against Naboo and the rest of the galaxy. Anakin Skywalker, Ahsoka Tano, and Obi-Wan Kenobi, along with their clone troops, arrived to neutralize the threat and rescue the captured Amidala and Binks. The virus escaped into the lab complex during the operation, but the extraordinary efforts of Republic forces ultimately managed to keep it contained. It is unknown exactly why or how Naboo was selected for the establishment of the secret lab, though it would appear the Separatists did not want to risk accidental exposure of one of their own worlds.

MODULAR ENCOUNTER: AGITATORS AND SPIES

Separatist agents are secretly stirring up support for their cause among disaffected humans and some Gungan populations on Naboo. The PCs must investigate and counter or eliminate the threat to Naboo and the Republic.

GETTING THE PLAYERS INVOLVED

At least one PC must appear to have a reason to sympathize with the Separatists, whether or not the PC actually does. The reason might be apparent economic status, sympathetic business connections, belonging to a species from a known Separatist world, or activity as an undercover counterintelligence agent actively searching for agitators.

A Gungan Separatist sympathizer approaches the targeted PC(s); this could occur almost anywhere on Naboo aside from government or military structures. Gungan-controlled areas or areas with larger Gungan populations are particularly likely places. Read aloud or paraphrase the following:

A Gungan furtively approaches, looking around as if fearful of being overheard. "Yousa no like the Republic. Mesa can tell. It's all corruption and no help. Chancellor is Naboo, and just sits in his grand office while wesa still ignored. You want to help me do something about it?"

The Gungan is called Praltal. If the PCs sympathize with the Separatists, they could take this opportunity to join them. They might instead play along to learn more about the infiltration of Naboo. If the PCs turn Praltal in, he boasts that lots of Gungans are on his side, but says nothing useful. Records reveal he is from the small Gungan town of Shoril.

SHORIL

Shoril is located under a medium-sized lake of the same name. The dozen globe structures in shallow water can be seen from the surface, especially at night due to its glow. The town is very run-down, and water seeps through the metal framework supporting the hydrostatic bubble of some of its globes. It doesn't take long for the PCs to find that the inhabitants believe that Naboo's Senator and politicians reneged on promises to help revitalize the area. No one openly admits to being a Separatist sympathizer, but the sentiments are clearly evident.

ATTENTION ATTRACTED

The Separatist agents quickly hear about the PCs' investigation and decide to lead them into a trap. They get word to the Player Characters that Separatist agents are working from the smallest hydrostatic bubble in town. About thirty meters in diameter and very leaky, it houses the city's auxiliary power generator and a few run-down and mostly abandoned shops. The agents direct the PCs to a small electronics repair shop near the generator.

Once the PCs are inside, the agents trigger a generator shutdown, which causes the globe's shield to fail (retracting from the bottom up) and water to rush in. The PCs must scramble to avoid drowning. If they do not have appropriate gear with them from their descent from the surface, they can find air pockets in buildings, or a poorly maintained emergency air tank. The Gungans are not in danger, but the flooding still damages systems and structures throughout the bubble. Repairing the generator restores the shield and starts old emergency pumps that slowly drain the globe.

THE CAMOUFLAGED SHIP

Flooding the dome angers some of the Gungan shop owners. Geeleen, the owner of the only eating establishment in the dome, tips off the PCs that the generator sabotage might be related to rumors of a mysterious ship hidden in a dense forest on the surface a few kilometers from Shoril.

PCs searching the forest must succeed at a **Hard (◆◆◆) Perception, Survival, or Computers check** (if scanning) to find the well-camouflaged ship, simply designated "090192." If they fail, they could stake out the area and spot Separatist Gungan agents making their way to the craft. It is a disk-shaped, customized spy ship draped with netting, accessible from a hatch on the underside. The netting must be removed for the ship to safely lift off.

The ship is protected by perimeter sensors attached to the trees. If the PCs trigger the sensors or are otherwise detected, the T-series tactical droid commanding the operation, TX-532 (use the T-series Tactical Droid profile on page 144), sends two minion groups of three B1 battle droids each and one minion group of three B2 super battle droids to attack the PCs. If the PCs overcome these droids, TX-532 abandons the operation. It begins retracting the camo netting and prepares to lift off.

The PCs may prevent liftoff by boarding the ship and taking control, or by damaging its engines from the outside. If the PCs board the ship, another three B2 droids attack them. If the droids are defeated, TX-532 initiates a self-destruct sequence. If the ship manages to lift off, it attracts the attention of a Naboo fighter patrol, which engages the ship as it ascends through the atmosphere.

DENOUEMENT

The PCs may decide to help root out other Separatist agents and sympathizers among the Gungans, which sends them to several Gungan towns. The recruiting effort remains ongoing, however, though it may disappear temporarily to turn down the heat. If the PCs persist, the Separatists send bounty hunters after them or even plot to draw the PCs into an offworld ambush.



TATOOINE

Astronavigation Data: Tatoo system, Arkanis sector, Outer Rim territories

Orbital Metrics: 304 days per year / 34 hours per day

Government: local councils, Hutt control

Population: 200,000 (roughly estimated at humans 70%, Jawas 5%, Tusken Raiders 5%, other 20%)

Languages: Basic, Jawaese, Tusken, Huttese

Terrain: desert

Major Cities: Bestine, Anchorhead, Fort Tusken, Mos Espa, Mos Eisley

Areas of Interest: Jabba's palace, Mos Espa Grand Arena

Major Exports: minerals, illegal goods

Major Imports: consumables, technology, water

Trade Routes: Triellus Trade Route

Special Conditions: none

Background: Forever baking in the scorching heat of its twin suns, Tatooine is a blisteringly hot desert world in the far reaches of the galaxy. Life on Tatooine is rarely anything even close to as bright as the suns. The planet is harsh, hot, and often dangerous—and the sand gets everywhere. If there's anything the inhabitants have in common, it is the daily struggle for survival against the elements and other hostile inhabitants.

Compared to most inhabited worlds, Tatooine is sparsely populated, with just a few major cities and the rest of the population scattered across the deserts. It's difficult to say whether it is more dangerous living in the city or in the expansive barren wilderness. Those beyond the towns must contend with sandstorms, Tusken Raiders, Jawas, predatory creatures, and other unexpected threats with little aid. Urban dwellers face a seemingly endless supply of criminals, con artists, grifters, slavers, and desperate individuals doing anything they can to survive. No matter where a being lives, one threat looms over everyone: the Hutts who control Tatooine.

Jabba the Hutt casts a long, bloated shadow over Tatooine society. He keeps thousands of slaves, dominates the criminal underworld, and engages in constant conflicts with enemies large and small—conflicts that easily entangle those trying to mind their own business. Tatooine may be remote and largely ignored by the Republic, but its status among the Hutts and the criminal underworld is high.



Tatooine produces few licit goods or services. Its landscape ranges from burning desert sands to rocky, barren wastes. It has few natural resources worth pursuing. Even the generals and strategists of the Republic and the Separatists find little of value here beyond aid from the Hutts on occasions of need, which seem to be increasing in frequency.

Despite Tatooine's threats and difficulties, people still come to the world to escape, hide out, solicit illegal or semilegal work, and impress Jabba the Hutt. Those who fail at their endeavors find it difficult to afford passage offworld or to depart another way. Becoming stuck on Tatooine is a regular occurrence.

ANAKIN SKYWALKER

Though very few on Tatooine know it, the world's greatest contribution to recent galactic events is the former slave turned Jedi Knight Anakin Skywalker. At best, a few might remember Anakin's Podracing antics and failures. Despite joining the Jedi, even Anakin cannot totally escape Tatooine. His attempt to return and rescue his mother after she was captured by Tusken Raiders failed miserably. More recently, he was fooled and forced into returning once again, due to a Separatist plot using the Hutts to draw him into a trap.

CONTROLLED BY THE HUTTS

Tatooine sits beyond the borders of Republic and Separatist space, securely in Hutt control. As such, the Hutts take full advantage of their freedom from Republic laws to practice and profit from any schemes or illicit dealings they care to concoct. Gambling, smuggling, bounty hunting, extortion, and slave trading all rank high on the list. As the world has no attractive natural resources, neither the Republic nor its mega-corporations bother to take an interest in it, let alone consider risking the anger of the Hutt kajidics by interfering in local affairs.

While the Republic would rather not deal with criminals, the realities of the Clone Wars have forced them to do so for the use of vital Hutt hyperspace trade routes to circumvent Separatist-controlled space. Count Dooku and the Separatists are more willing to take bigger risks to bring down their enemies. Even rival criminal syndicates like Black Sun and the Pyke Syndicate occasionally must deal with the Hutts or risk their anger if operating on Tatooine.

Even under Hutt control, much of the world is wild or virtually autonomous. Anything outside the realm of Hutt interests is free game for others to operate in. This includes the basic necessities of life, everyday trade, and individual businesses. Some groups are even beyond Hutt control, such as the Tusken Raiders and most Jawas.

HISTORY

Tatooine history didn't start with the Hutts. Far before their arrival, early colonists attempted to make Tatooine a viable home. Multiple attempts over hundreds of years resulted in similar failures. About one hundred years ago, miners attempted to search the deserts for mineable metals. What little ore could be found and extracted proved to have unwanted impurities and other physical properties that made it ultimately unprofitable. Most colonists couldn't afford to leave.

The intermittent colonization efforts resulted in scattered settlements rarely considered successful. The harsh environment, lack of governance, and need to survive made the world ripe for Hutt insurgence and domination. Most of the population dislikes the Hutts, but many work with them to earn a few credits (or more) or out of fear.

Tatooine may feel isolated, but the Triellus Trade Route links it to Hutt Space and the Outer Rim. The much larger Corellian Run extends all the way to the Core Worlds. The galactic crossroads make Tatooine a place for offworlders to meet or resupply, and provides a popular and easy access for shady characters traveling between the Republic and Hutt Space.

PEOPLE AND CULTURE

Tatooine's spaceports and cities feature some of the more extreme mixes of species and cultures from across the galaxy. Taking into account the shady nature of many transactions, it's not surprising things often turn volatile. Beyond the cities, moisture farmers and other rural desert dwellers are forced to put all of their effort into survival, which makes them hardy, cautious, and well-connected to their environment.

The Tusken Raiders, often called Sand People, have kept their low-tech ways through recorded Tatooine history, and their nomadic culture survives if not flourishes in the wastelands. The Raiders have always been a threat to smaller settlements and travelers, and they are regarded as vicious brutes.

When the miners abandoned their mobile mining processing plants, the nomadic Jawas quickly moved into them, tying their lives and livelihoods to driving the sandcrawlers across the landscape and scavenging whatever they can. They are reviled for their tendency to latch on to whatever isn't nailed down, yet they provide a critical service in bringing recycled technology to far-flung communities and isolated farms.

POINTS OF INTEREST

Most people who visit Tatooine are seeking someone specific. Others hope that nobody notices they're even there. What little tourism there is surrounds the exciting but exceedingly dangerous Podraces.

JABBA'S PALACE

Jabba's palace lies in rocky lands near the Northern Dune Sea. Originally, the palace was a monastery of the B'omarr monks. Once a monk achieved a certain level of enlightenment—in accordance with the B'omarr beliefs—that individual's brain would be removed and stored in a droid-driven mobile nutrient jar. Eventually, the monastery fell to Tatooine's criminal element, who used it as a fortification and expanded it accordingly. When Jabba moved his operation to the world, he took the structure for his personal base of operations. He allows a few surviving monks to roam the halls for his amusement.

Jabba holds court in his throne room, filled with his closest allies and a fair number of enemies. He casually dumps those who displease him into a pit below the room, to be devoured by a captive rancor. The palace holds hundreds of beings, almost all of whom fit into the Hutt's operations somehow—even the prisoners locked in their dungeon cells. The palace also houses an enormous hangar for Jabba's personal sail barge, swoops, and other vehicles.

MOS EISLEY SPACEPORT

Mos Eisley spaceport is a large, bustling place with ships constantly arriving and departing at over three hundred landing pads around the city. All manner of legal and illicit goods and services can be found for sale somewhere in town. The city's cantinas and bazaars are popular meeting places for those seeking to move cargo or passengers. One local landmark is the wreckage of the *Dowager Queen*, one of the ill-fated colony ships from Tatooine's past. Mos Eisley's buildings are typical for the world. They are low to the ground, with domed roofs or open-top landing bays.

MOS ESPA

Mos Espa is Tatooine's largest city. Jabba the Hutt maintains another residence and regularly conducts business there. The city is entirely controlled by the Hutts and their criminal syndicates, while the vast majority of citizens are poor individuals just trying to get by. Even less fortunate are the slaves housed in old mining quarters on the outskirts of town.

Most of the city is built out of weathered natural stone and similar materials; most buildings have a domed roof and few or no windows. The streets are a winding maze with few markers or formal organization. There is no meaningful distinction between legal trade and what other cities would consider black markets. Sandstorms are a regular threat that can shut down the city with little warning.

Beyond Tatooine, Mos Espa is known for the spectacular Podraces held at the Grand Arena just outside of town. Podracers from across the Outer Rim and beyond pit their skills against each other and the fantastically dangerous racecourse. Most spectators watch the race from an enormous grandstand. Gambling on races is one of Mos Espa's primary economic centers, so the Hutts, of course, control the events.

WORKING FOR JABBA

Many believe that working for Jabba the Hutt is profitable enough to risk his anger and cruelty. This might be true for Jabba's favored allies and underlings, but surviving long enough to become even a moderately trusted associate is rare. Jabba's operation has an insatiable need for labor and talent, and not everyone is hired personally by Jabba himself. Clever smugglers, tough guards, heartless slavers, expert beast wranglers, talented performers, and skillful pilots are just a few of the types of individuals Jabba employs.

The palace denizens and hangers on—and their endless intrigue—tend to overwhelm newcomers almost immediately. Everyone runs their own schemes, yet they risk becoming exotic creature food if they're discovered or anger the wrong faction.

INCIDENTS AND BATTLES

Tatooine is far from the Clone Wars battlefields, and its involvement is typified by discreet deals between the Hutts and the forces on either side of the war.

THE RETURN OF ROTTA THE HUTTLET

Trade routes through Hutt Space are a vital strategic asset, and both sides seek permission to use them from Jabba the Hutt. To sway negotiations, Count Dooku devises a scheme with Ziro the Hutt to kidnap Jabba's Huttlet, Rotta, and frame the Jedi. Anakin Skywalker and Ahsoka Tano successfully return the Huttlet, while Senator Amidala's efforts expose Ziro's ambition to replace Jabba, winning Jabba's thanks and permission to use the trade routes. The Republic must maintain good relations with the Hutts, and Jabba in particular, to keep using them.

THE HUTT CARTELS

Since the beginning of the war, the Hutts regularly have been involved in behind-the-scenes deals, schemes, and betrayals with and against both the Republic and the Separatists. Conflicts with competing criminal organizations sometimes bleed over into the war. Even the Hutt Council isn't immune to outside manipulation and threats. As one of the most powerful Hutt kajidic leaders, Jabba is often central to these schemes. The cartels take every opportunity to expand their sphere of influence, including by filling some of the power vacuums caused by the war.

MODULAR ENCOUNTER: UNUSUAL OPPORTUNITIES

Tatooine's involvement in major galactic criminal syndicates means that even small, seemingly minor encounters with its various inhabitants can unexpectedly lead to big problems and even bigger opportunities. Here, a chance meeting with a damaged droid in the desert leads straight into conflicts between Hutt kajidics—and Jabba the Hutt himself.

GETTING THE PLAYERS INVOLVED

The PCs should be about a day's speeder ride from Jabba's palace, in an area of desert wastelands where Tusken Raiders and Jawas operate, when they happen upon a damaged protocol droid fleeing a band of Tusken Raiders. Read or paraphrase the following:

A banged-up protocol droid shuffles quickly into view over the crest of a sand dune ahead of you. In its haste, it topples over the ridge and tumbles down the face of the steep dune. You hear loud yelling as a half-dozen wrapped humanoid figures appear on top of the dune—Tusken Raiders!

The droid shouts for help as the Tusken Raiders charge the PCs. There is one group of three Raiders for each PC. The Raiders try to drag the droid away, but they are hindered by the steep dune. The Raiders flee if the fight goes against them.

After the Raiders are gone, the heavily damaged 2J-3PO tells the PCs it was one of a group of couriers for the Vosadii Hutt kajidic (a lesser kajidic). They were bringing an information module of great importance to Jabba the Hutt. Tusken Raiders attacked them en route two days ago, and 2J-3PO fled during the fighting. If the PCs help to retrieve and deliver it to Jabba, 2J-3PO can split the payment with them, giving them 2,000 credits total.

TUSKEN RAIDER [MINION]



Skills (group only): Melee, Perception, Ranged (Heavy), Survival.

Talents: None.

Abilities: None.

Equipment: Slugthrower rifle (Ranged [Heavy]; Damage 7; Critical 5; Range [Medium]; Cumbersome 2), gaffi stick (Melee; Damage 5 Critical 3; Range [Engaged]; Defensive 1, Disorient 3).

TRACKING AND PURSUIT

2J-3PO leads the PCs to the ambush site in a shallow, rocky ravine adjoining the sand dunes, where they find a burned-out speeder smashed against a huge boulder, wreckage strewn about the area, and the bodies of four Twi'lek couriers piled nearby. Footprints and vehicle tracks in the dirt and sand lead away.

After a brief search, 2J-3PO declares that the security case holding the information module is missing. The PCs may make an **Average (◆◆) Survival check** to identify the tracks as those of Tusken Raiders and Jawas. The Tusken tracks head toward a towering butte several kilometers away before disappearing into the sand. The Jawa tracks lead through the ravine to a much bigger set of sandcrawler tracks. The PCs must decide which group to pursue.

The Tusken Raiders did not take the container, but they did make off with all of the couriers' food and weapons, and a few miscellaneous items. If the PCs pursue, they find a Tusken Raider campsite of about thirty Sand People and a dozen banthas at the base of the butte. It is possible to sneak into the various huts to look around. If the PCs are discovered, the Raiders attack.

The sandcrawler tracks lead to a Jawa trade meet, where several sandcrawlers are parked in a rough circle. The Jawas are trading with

each other, but they are willing to include the PCs. The bartering is fast and ruthless. Items trade hands several times within minutes. PCs must negotiate, coerce, bribe, or possibly steal to discover who has the container. When the current owner realizes there are several interested parties, the Jawa auctions it off to the highest bidder.

JAWA [MINION]



Skills (group only): Mechanics, Perception, Skulduggery, Survival.

Talents: Utinni! 1 (remove ■ from checks to find or scavenge items or gear; such checks take half the time).

Abilities: None.

Equipment: Ionization blaster (Ranged [Light]; Damage 10; Critical 5; Range [Short]; Disorient 5, Stun Damage [droid only]), utility belt.

DENOUEMENT

2J-3PO only opens the container to prove its contents: a holographic recording of the Vosadii leaders agreeing to Jabba the Hutt's ultimatum to turn over astrogation data on several secret Vosadii hyperspace routes. Jabba wants to use the routes to improve negotiation leverage with the Republic. Delivering the message prevents what passes for a minor Hutt kajidic war. 2J-3PO tries to convince the PCs to deliver the message, but realizes it is unable to overpower them.

2J-3PO can contact Bib Fortuna, Jabba's majordomo, who proposes meeting at an isolated outpost. Fortuna pays the PCs as agreed, but never delivers the message, instead framing the PCs for its theft. If the PCs insist on personally delivering the module to Jabba himself, the Hutt kajidic war is prevented, and one of Bib Fortuna's secret power grabs is foiled. The PCs are temporarily in Jabba's good graces, but Fortuna works against them in the future.





IV

CLONE WARS CAMPAIGNS

*"When the time comes, I will disappear to let my warriors go.
Don't you see the same?"*

—Luminara Unduli

A campaign set during the Clone Wars offers countless new possibilities for adventure. This final chapter of *RISE OF THE SEPARATISTS* includes advice and rules to help GMs run campaigns that capture the excitement of the *Star Wars* films and the *Clone Wars* animated series. While each campaign is unique, this chapter helps GMs to plan and run campaigns that capture the feel of this singular era, and in particular, the episodic style of the *Clone Wars* animated series.

RISE OF THE SEPARATISTS works with any of the three *Star Wars* Roleplaying core rulebooks, but each brings different qualities to a campaign. **Chapter IV: Clone Wars Campaigns** includes guidance and suggestions for choosing a core rulebook to use with a Clone Wars campaign and for combining material from multiple books.

This chapter also offers guidance and new rules for using nemeses to harry PCs from session to session, in the same way that Count Dooku and other villains appear throughout the Clone Wars series. Advice for structuring a campaign like a film serial is perfect for GMs who want to capture the dynamic style of

both the films and the animated series. Film serials are known for fast-moving adventure with lots of action and larger-than-life characters—so they are perfectly suited for RPG campaigns.

The Clone Wars are known for large-scale battles, both planetside and in space. Battles of this scale are sure to occur in any Clone Wars campaign. This chapter presents information about running such battles in a way that keeps the individual PCs front and center. In addition, rules for using squads and squadrons in combat can empower PCs and story-critical NPCs and scale up combat without adding initiative slots or sacrificing the cinematic pace.

The chapter concludes with a selection of adversaries, focusing on the many varieties of droids deployed by the Confederacy of Independent Systems. Whether PCs serve the Republic or operate on their own, they're certain to face the droids of the Separatist army, from the ubiquitous B1 battle droid to the deadly IG-100 MagnaGuard.

USING DIFFERENT CORE BOOKS

One of the first steps for the Game Master when planning a Clone Wars campaign is to decide which core rulebook to use. **EDGE OF THE EMPIRE**, **AGE OF REBELLION**, and **FORCE AND DESTINY** all work for a campaign set during the Clone Wars. However, if the GM already has ideas for the campaign's adventures and its heroes, then one of those books likely fits those plans best.

The first consideration regards the types of heroes that the Game Master expects to be the primary focus. If the GM expects that every character is likely to be a Jedi or other Force user, then **FORCE AND DESTINY** is an obvious choice. If the campaign is intended to focus entirely upon the Clone Soldiers of the Republic and their battles against the droid army, then **AGE OF REBELLION** is probably a better fit. Alternatively, if the heroes are likely to play Bounty Hunters or Smugglers exploiting the instability of the war, then **EDGE OF THE EMPIRE** provides the perfect solution.

However, the answer is not always so obvious. A campaign might feature a Jedi and Padawan working in concert with a few clones and their colonial contacts on a fringe world torn between the Confederacy of Independent Systems and the Galactic Republic. For this and many other Clone Wars campaigns, PCs might follow careers and specializations drawn from **RISE OF THE SEPARATISTS** as well as any of the three core rulebooks. The best option could be whichever book best suits the particular campaign, or it may be more appropriate to pick and choose options from all three game lines.

The core game mechanics across the different lines are consistent and fully compatible. No conversions are required to use any one of these *Star Wars* games with any of the others. The game group should consider the different options included in each game. For example, different Player Character species are profiled in each game line, and some may be of more interest to players than others. Equipment also differs among the core rulebooks (although this book includes a broad range of gear specific to the Clone Wars era). Force powers, universal specializations, and adversaries are also different in each of the core books. While some material may be less appropriate for the Clone Wars era—such as vehicles and equipment that had not yet been developed—much of the setting and game-mechanics information is more broadly applicable.

The greatest difference between the different game lines is in the unique motivational mechanic that each uses. In **EDGE OF THE EMPIRE**, heroes operate on the fringe and work to fulfill their Obligation. In **FORCE AND DESTINY**, Force users must work in a way that is consistent with their Morality. In **AGE OF REBELLION**, soldiers strive to fulfill their Duty. These different factors drive campaigns in their respective systems and can set the tone for a Clone Wars campaign.

USING FORCE AND DESTINY

The **FORCE AND DESTINY** Core Rulebook is the best option if the Game Master expects most of the Player Characters to be Force-sensitive. This includes characters who follow the Jedi career presented in this book or any of the careers profiled in **FORCE AND DESTINY**. In addition to the Morality system that is linked to the Force, this game line presents more fully developed options for Force abilities and lightsaber combat.

All of the careers and specializations presented in **FORCE AND DESTINY** are built around the idea that the heroes portray Force users. Although few Jedi remain in the age of the Empire, these careers reflect the traditions of the Jedi. Some Player Characters may have goals and approaches that make one of the **FORCE AND DESTINY** careers a better fit than the Jedi career presented in this book.

The six careers in **FORCE AND DESTINY** combine to offer a broad range of ways to make use of the Force. Each career also includes a specialization named for and focusing on one of the different lightsaber combat forms. This range of specializations can be tremendously beneficial for a campaign that focuses on the Force. Because the specializations in **FORCE AND DESTINY** are more focused than the Jedi specializations in this book, they offer great options for further defining a character through non-career specializations.

The **FORCE AND DESTINY** Core Rulebook includes profiles of several species represented on the Jedi Council during the Clone Wars era, which are ideal for creating characters consistent with those in the films and television series that depict the Clone Wars. If the players want to portray heroes who resemble the august membership of the Jedi Council, then these species are a perfect fit. All have strong traditions of Force use, suited to telling new stories of important Jedi who fought during the Clone Wars.

The dark side of the Force poses a constant danger to any Force wielder who falls prey to their emotions. The Morality system presented in **FORCE AND DESTINY** includes a game mechanic to reflect this. Characters start out with strengths and weaknesses that help provide a framework for their personal moral code. This system offers a structure for helping to maintain the feel of the Jedi Order. When they perform heroic actions, players can see their Morality score improve. Conversely, those who act without proper consideration may be drawn to the dark side. Identifying an emotional strength and weakness during character creation can be a strong motivating factor for good roleplaying throughout the campaign.

One of the biggest considerations when using this game line for the Clone Wars era is the level of

resources available. The Jedi are well-known heroes during this period and are easily recognized by most of the galaxy's inhabitants. A Force user who follows this path openly has resources available for additional training. Jedi can usually expect a warm welcome from most people they encounter. Unlike Force users living in the age of the Empire, Clone Wars-era Jedi can use their abilities and lightsabers publicly without negative repercussions—unless, of course, they find themselves operating undercover on a Separatist-occupied world.

CHOOSING AGE OF REBELLION

AGE OF REBELLION is designed for *Star Wars* campaigns telling stories of heroes fighting within a military organization. Its wartime themes are easily adapted from the Galactic Civil War to the Clone Wars era. The Duty system works well as a means for reflecting the responsibilities of heroes serving as members of the military. If the heroes are intended to be soldiers of the Grand Army of the Republic, planetary auxiliaries fighting in the war, or even members of a planetary militia fighting for independence as allies of the Separatist Army, then **AGE OF REBELLION** can be a great resource.

Each of the careers presented in **AGE OF REBELLION** have distinct roles within a war. Many have a clear place on the battlefield—such as the Ace, Commander, and Soldier. Spies and Engineers can have substantive effects upon the outcome of any battle, particularly if they are able to employ their skills before it begins. In contrast, a Diplomat's role during a battle may be reduced, though their actions could determine whether or not the conflict even occurs—particularly relevant to the negotiations between members of the Senate and those sympathetic to the Separatist cause.

The Clone Soldier career and the new universal specializations presented in

Chapter I: Heroes of the Republic complement these in new ways. The interactions of these different development paths enable heroes to take a broad range of approaches to changing the path of the conflicts that define a war.

All of the species presented in the **AGE OF REBELLION** Core Rulebook are suited to roles in a military environment. While several are more prominent during the Galactic Civil War era, all participate in the Galactic Republic's culture. Thanks to the clone army, most other species were less common on the front lines, except when defending their respective homeworlds. However, the Grand Army of the Republic draws a variety of officers and specialists from worlds across the Republic, to say nothing of the Representatives, Senators, and other diplomats and non-combatants to be found alongside the forces of the GAR.

Rank and responsibility play a central role for a group of heroes involved in any war. The Duty mechanic in **AGE OF REBELLION** provides a way to link discrete game-based drives with roleplay elements.



Clone Soldiers who increase Duty through their acts of heroism and loyalty earn greater responsibility within the GAR—as well as access to rarer equipment. Duty further serves as a measure of the heroes' standing within the war overall. As Duty increases, the heroes assume greater prominence in the war effort, along with greater responsibility.

When using **AGE OF REBELLION** to run a Clone Wars campaign, it is important to consider that the heroes usually have greater access to resources than those during the Galactic Civil War. Clone troopers and Jedi seldom have to worry about having a source for ammunition, spare parts, or even their next meal. The Galactic Republic readily provides them with everything they need to wage war—and they seldom need to worry about establishing a hidden base. This shift in tone means that Player Characters can focus on their foes and their conflicts instead of locating supplies.

USING EDGE OF THE EMPIRE

Count Dooku's famous speech about the distinctions between the rights of the Core Worlds and those of the Outer Rim spawned the debate that eventually led to the Clone Wars. **EDGE OF THE EMPIRE** focuses on challenges distinct to life in the Outer Rim. Far from the oversight of the Galactic Senate, criminal cartels and unstable—often unjust—governments create an environment where actions are taken out of necessity rather than preference. The situation in the Outer Rim is remarkably unchanged between the Clone Wars and Galactic Civil War eras. A few of the names have changed, but the lawlessness remains consistent.

EDGE OF THE EMPIRE presents careers that are generally flexible, with fairly broad applications. Heroes operating in the Outer Rim and the underworld of Coruscant alike need to be able to quickly adapt to changing situations, and face

unique challenges during the Clone Wars, but they may find advantages too. Those of a criminal bent, from smugglers to pirates, can benefit from the chaos of the war to move their goods and conduct business. Doctors, politicians, and technicians' skills are needed on war-ravaged worlds and by desperate refugees. Both the Republic and the Separatists interact with criminal elements—sometimes in conflict, sometimes through temporary alliances. A group of characters living on the fringe might well find themselves taking jobs from both sides during the course of the war!

The species presented in **EDGE OF THE EMPIRE** are consistent with the inhabitants of the Outer Rim. Most, however, are broadly traveled and could justifiably be associated with underworld activities in other parts of the galaxy, and many of their homeworlds become embroiled in the Clone Wars. Droids, humans, and Twi'leks are certainly recognizable species on all of the major spacial lanes. Gands, Rodians, Trandoshans, and Wookiees are arguably less common but remain well known. The important consideration for all of these species is that they travel throughout the Outer Rim. Through their travels, they could influence the battles of the Clone Wars.

Obligation can set a very different tone for **EDGE OF THE EMPIRE** than the other game lines. This mechanic is a bit more unpredictable, as it does not necessarily come into play during every game session for every Player Character. Characters outside the structure of the Grand Army of the Republic might have issues with Obligation intermittently, depending upon the war's progress.



This tool can define the campaign's tone. The nature of characters' Obligations and the frequency with which those Obligations are triggered might reflect new planets entering the war or shifting balances of power as the campaign progresses. Perhaps when a system falls to the Separatists, an erstwhile benefactor reconnects with the PCs, or an old rival cuts a deal with Republic officials, creating new opportunities to cause problems for the PCs.

Another difference between the Clone Wars and Galactic Civil War eras is the state of galactic law enforcement. The Grand Army of the Republic is a new entity focused entirely upon the war effort. Its soldiers and the vessels of the Republic Navy are devoted to a military operation rather than police actions. Consequently, any system security it has that might pose a problem for a Bounty Hunter or Smuggler lacks the reach and the resources of the Imperial Navy. This can make interplanetary jobs easier for criminals. Of course, criminal syndicates enjoy the same freedom, which can impact certain types of Obligation.

TROUPE PLAY

Game Masters who seek a broader-reaching experience for their campaign might use two or even all three core rulebooks in the campaign. One way is to have the campaign involve a broad cast of characters who are engaged in complementary stories. This broad cast of PCs is sometimes called a troupe.

This style of "troupe play" typically requires each player to manage more than one character, but usually only one is involved in a scene at a time. As one group of heroes experiences an encounter, another could be facing a different challenge at the same moment in game-world time, even though these encounters might play out in entirely different game sessions in the real world. Often, the two groups are part of a larger event. For example, a group of clone troopers might fight battle droids while a team of colonial militia infiltrates the base the droids guard.

Multiple characters make it easier for the campaign to shift scenes without making any of the players feel left out. If each player has a character engaged in each scene, they are more likely to continue to be engaged in the game as it proceeds. Cutaway scenes are a useful tool for these games, as discussed in more detail in **Campaigns as Film Serials** (see page 130).

An added bonus to this approach is that it can allow different players to take on leadership roles in different groups or to share the spotlight from scene to scene. For example, if one player's character in a group of Jedi is the Padawan, their character in the squad of clones might be the Clone Officer, or the player of the pirate captain could also run the modest protocol droid who helps the Jedi negotiate.

Carefully defining these groups at the start of the campaign and considering the different roles can ensure each player can take a variety of roles.

Additionally, characters might cross between these individual groups, such as a Jedi temporarily teaming up with a band of pirates against a Separatist force.

JEDI AND DIPLOMATS

A group of Jedi and allied negotiators could easily be one troupe, generated using the **FORCE AND DESTINY** Core Rulebook. The Jedi might have authority over a regiment of clone troopers. The diplomats could be members of another Force tradition, Senators, or leaders of the planets involved in the battles. In the latter cases, they might make use of the **AGE OF REBELLION** Core Rulebook instead.

CLONE TROOPERS

If all of the players are eager to play clone troopers, they could easily all belong to the same squad or platoon. One player's character could be a Clone Officer leading the unit, while others with the Clone Trooper or Clone Pilot specialization assume different battlefield roles. If the players are particularly taken with this approach, they might even have multiple troupes of clones. One troupe might focus on Clone Pilots, while others might focus on fighting in particular environmental conditions. These troupes would most likely use the **AGE OF REBELLION** Core Rulebook.

SCUM

Countless machinations take place behind the battlefronts of the Clone Wars. Smugglers deliver equipment to desperate Colonists, while Bounty Hunters pursue targets on both sides. Colonists bring in Hired Guns to defend their communities from the soldiers on either side who claim to be protecting their systems. These characters can restrict their actions to a single battlefront within one system, or they might pursue work across the galaxy. In either case, the **EDGE OF THE EMPIRE** Core Rulebook naturally fits this focus.

THEIR OWN WORST ENEMIES

Using this style of play, there may be times when different PCs are at odds. When this happens, the GM and players should work together to resolve events in a way that allows characters to pursue their goals and settle differences without interfering with the players' fun. Since players have characters on both sides of such a conflict, this shouldn't be overly problematic—the players come out on top no matter what!

If the group decides to resolve a conflict between different PC groups through a direct encounter—rather than through behind-the-scenes action, intermediaries, and the like—the Game Master should let the players decide which characters they portray. The GM can then manage the other characters as NPCs for the duration of the encounter. In most cases, all players should use allied characters working together against those temporarily assigned as NPCs.

USING NEMESSES

Heroes are often defined by their opposition. The *Star Wars* saga is full of memorable, iconic villains—ones who truly resonate with audiences. Villains like Asajj Ventress and General Grievous plague Obi-Wan, Anakin, and others throughout the Clone Wars. Such powerful and competent foes create a tremendous challenge for heroes, but it makes their ultimate victory far sweeter. For an enemy to become iconic and make a significant impact on heroes in a campaign, the villain must recur across many encounters and, preferably, multiple adventures. Creating such a memorable NPC can be difficult, but finding reasonable ways to keep the villain alive is even harder. Some players love to quickly escalate to extreme responses against such an enemy, or prefer not to take prisoners.

In *Star Wars* Roleplaying, a powerful, recurring villain is considered a nemesis (see **Chapter XII: Adversaries** in all three core rulebooks). These characters function like Player Characters, with a full suite of skills and talents. They also suffer damage in the same way, making them quite a bit harder than the more common minions and rivals. Further, nemeses are not bound by the specialization trees presented in the book. Instead, they can be designed with the abilities the Game Master feels they need to fulfill their role in the campaign. This creative flexibility can make them extremely powerful.

However, dice are fickle—particularly when the heroes have Destiny Points to spend. No matter how carefully the Game Master tries to protect a villain, the heroes may get in a lucky shot—or they may behave in irrational and unexpected ways to guarantee a

victory, regardless of the long-term cost. If the nemesis is critical to the story, then the GM should be prepared to take steps to preserve the character—or transfer the villain's role—for the duration of the campaign. Options include spending Destiny Points to upgrade the difficulty of the PCs' attacks and purely narrative approaches, such as escape plans. It's always a good idea to think in advance about how a nemesis might escape an encounter, such as by leaping aboard a passing vehicle or fleeing in a getaway shuttle with its own pilot. A classic *Star Wars* approach is to have the nemesis leap or fall from a great height into the depths of a city, ship, or other location to a fate unknown to the heroes.

It is important to ensure the campaign remains enjoyable for the players even when the villain escapes. They need to believe their heroes have agency. If a hero succeeds on an attack or other check at a critical moment, the dice cannot be ignored. Similarly, if a player decides to take such extreme action that their character becomes a martyr to overcome the villain, then that decision must have an impact. GMs should find the balance between the necessities of the story and opportunities for the heroes to affect the course of events.

TIP YOUR HAND

The villain's reputation and past actions can be as important as the actions they take during a game session in front of the heroes. If character creation is done collaboratively, it might be possible to insert a mention of the villain into the backstory of one or more of the Player Characters. Perhaps the foe destroyed their homes, butchered their families, or overthrew their government. Inserting the villain into the PCs' history gives the players additional motivation to act against them and view them as a true nemesis.

Another approach is to have the heroes stumble across the aftermath of the villain's crimes in an early adventure. Perhaps their planned destination has been destroyed or a beloved contact slain. During their travels, the Player Characters could pick up a distress call from the lone survivor of one of their enemy's raids. Even if they cannot take action at that time against the newfound foe, this will likely make them feel obligated to eventually do so.

An added bonus is that, with these types of hints, the enemy's actions and nature are revealed, but the nemesis is not yet put at direct risk of attack. The heroes might decide to send their opponent a message, but that can do little more than alert the villain to their existence. Ideally, more pressing matters—core to the current adventure—should prevent the heroes from immediately pursuing the master villain.

ENHANCED NEMESIS COMBAT

No matter how skilled or deadly a nemesis is, a single character can easily be outmatched when outnumbered by the PCs three-to-one or more. This is generally only an issue if the nemesis is alone or has only a single ally, however it can mean a supposedly climatic fight ends up being unexciting as the PCs swamp the nemesis with actions.

To avoid this, GMs can employ this optional rule. The GM should add an additional NPC initiative slot at the end of the initiative order. Then, the nemesis may take a second turn during the same round. Any effects that are supposed to end during their subsequent turn should end during their subsequent turn in the following round, instead. This should allow the nemesis to keep up with the PCs even if they have greater numbers.

POSITIONS OF SECURITY

After a few mentions, the heroes should desire to take action against the villain. During the early stages of the campaign, keeping this enemy active and alive is vital to holding the players' interest. A good way to preserve the villain's life is to minimize their risks when they interact with the Player Characters. Sometimes this means keeping the characters at a distance, but at other times, it can simply mean that the odds are overwhelmingly stacked in the villain's favor. Notably, when operating from this position, the villain should either not yet be motivated to eliminate the PCs, or the PCs should have some avenue of escape.

This is the first stage in which the heroes and the villain directly interact. Perhaps the enemy contacts the heroes via holotransmission from a nearby system, issues a directive from an orbiting Separatist dreadnought, or sends a droid courier to deliver a threat or ultimatum. Physical distance allows the PCs and villain to communicate without the threat of combat.

Alternatively, the villain's military assets could provide isolation from the heroes. If a regiment of battle droids accompanies the foe, a squad of clone troopers may not be able to press the attack. Even if the PCs' forces are more evenly matched, the villain could have a powerful ship in orbit, a contingency plan that threatens the local population, a hostage, or some other bargaining chip to prevent the PCs from taking rash or direct action.

ASSUMING RISK

Gradually, the heroes gain experience as the foe becomes more confident

and accepts greater risks, ideally leading to a climactic encounter as the story arc nears its peak. The villain might even be expendable at this point—once the enemy plan is set in motion, defeating the villain behind it might not be enough to stop the scheme. Only at this point in the campaign can the heroes directly interact with the foe without threatening to upend the story. Even then, the villain must be adequately prepared to face the heroes, preferably on a footing that leaves them at a significant disadvantage.

From the beginning of any such encounter, the villain should have an escape route prepared. Preferably, the GM should be able to mention an element of the plan to the players without making its usefulness for the villain's later flight obvious. For example, an encounter in a hangar might include a starfighter or speeder bikes that could be used to make a convenient escape. If things go badly, the villain could use one to escape while incapacitating the others. The heroes should have a chance to defeat the villain before an escape plan is implemented, so that the players don't feel cheated.

The GM should fully exploit Destiny Points in any such conflict. Some must be reserved to spend for the villain's defense, rather than explicitly to overcome one of the heroes. Particularly with earlier encounters, the foe's survival is more important to the story than the potential to defeat a PC.

Ultimately, the heroes should be able to overcome their foe, though not without some cost. The difficulties they encounter enhance the feeling of reward when they triumph. Along the way, the GM must remember that the goal is to tell a heroic story, not to have the NPC score an endless string of victories over the Player Characters.



CAMPAIGNS AS FILM SERIALS

The *Clone Wars* series deliberately mimics the feel and style of film serials from the first half of the twentieth century. These short films come from an entertainment era before the advent of television and the Internet. Every week, a new episode of an ongoing serial would hit theaters. Fans could enjoy their heroes' latest exploits in between newsreels, before enjoying a feature-length film. Film serials were typically twenty minutes in length and made use of a consistent writing format. They incorporated a broad range of genres, including westerns, mysteries, and superhero fiction. Most relevant to this book are the science fiction adventures. Imitating the feel of this classic medium helps to capture the tone of the *Clone Wars*.

Many of the features of a film serial also work well for an RPG campaign. For many groups, a campaign is a weekly or monthly event. Starting each session with a retelling of recent campaign events—paying particular attention to those relevant to that night's adventure—is a vital refresher that also mimics the style of serials. Concluding the adventure with the heroes in peril or the villain seemingly triumphant leaves the players looking forward to the next game session. These tools kept fans coming to weekly theater screenings for decades, and many television shows still use them today. Utilizing these same techniques to keep the players invested in an ongoing RPG campaign can provide the group with continuity in a way that extends beyond the merits the tools have for emulating the *Clone Wars*.

THE OPENING

Many fans think of the opening crawl as the traditional opening to any *Star Wars* media. In much the same way as the recaps that begin most film serials, this brings the audience up to speed on the context for the action about to unfold, particularly for an episode that begins in the midst of a conflict. The *Clone Wars* series also uses this device, and sometimes introduces new information the same way, not unlike the opening crawl of *Star Wars* films. This approach works just as well for a game session, where it can remind everyone what happened last time, and even bring up to speed anyone who missed a session.

This style of opening needs to be brief, but it must cover the most important points. Ideally, the opening should only take a few minutes. This is not the time to read several pages of notes verbatim. Instead, the opening targets the highlights. A brief reminder that the heroes destroyed the enemy weapons factory is far more appropriate than body counts of the number of battle droids each character defeated in each round of combat.

There are a few different ways to approach such an opening for an RPG session. A straightforward

approach is for the GM simply to recount a few highlights from the last session. This is useful in that it lets the GM cover only the points that are the most important to the coming session. The GM might also allude to events from earlier sessions if those are likely to be relevant to that night's game. This approach does have the downside that it is entirely narrative. That can lead to some player detachment, which can be offset if the GM calls on specific players to retell individual scenes in which their own characters were particularly effective.

Alternatively, the GM can select one player to recount the last session. This can be done randomly with a die roll or can focus on a player whose hero was particularly central to that session. This approach may be better reserved for later in the campaign, after the GM has established how quickly the opening should flow. If the retelling is particularly helpful or exciting, the GM might choose to flip a Destiny Point in the player's favor or even add an additional light side Destiny Point to the Destiny pool.

To make this approach even more interactive, the GM and players could take turns collaboratively recounting the last session. A token could be passed between individuals as they each recount the highlights of a particular scene. This gives every player who was present a chance to highlight an instance when their hero was particularly successful. It also provides the GM with the opportunity to include earlier adventures that the heroes might not yet know are relevant to the current game session.

EPISODIC PACING

Film serials, at their core, tended to focus on action with tight scripting. This was in large part due to their limited run time. Most episodes lasted for about twenty minutes. During this time, they needed to resolve a crisis from the previous episode, introduce new elements to the overall plot, and end with an imminent threat. These goals and constraints left little time for extraneous materials. If a character was plagued with indecision or self-doubt, it could only be expressed for seconds before the moment of crisis resolved. Mimicking this rapid pacing within each game session is a key to establishing the feel of the film serial, and of the *Clone Wars* series.

The easiest way to emulate the frantic pace is to liberally sprinkle challenging physical encounters throughout the scenario. Heroes may have to carefully navigate lava flows, engage in speeder-bike chases through narrow alleys, or overcome an ambush by dozens of battle droids. These types of elements are vital to the feel of the scenario, and they do not always require much backstory. A flow of toxic waste may simply be a feature of the local terrain.

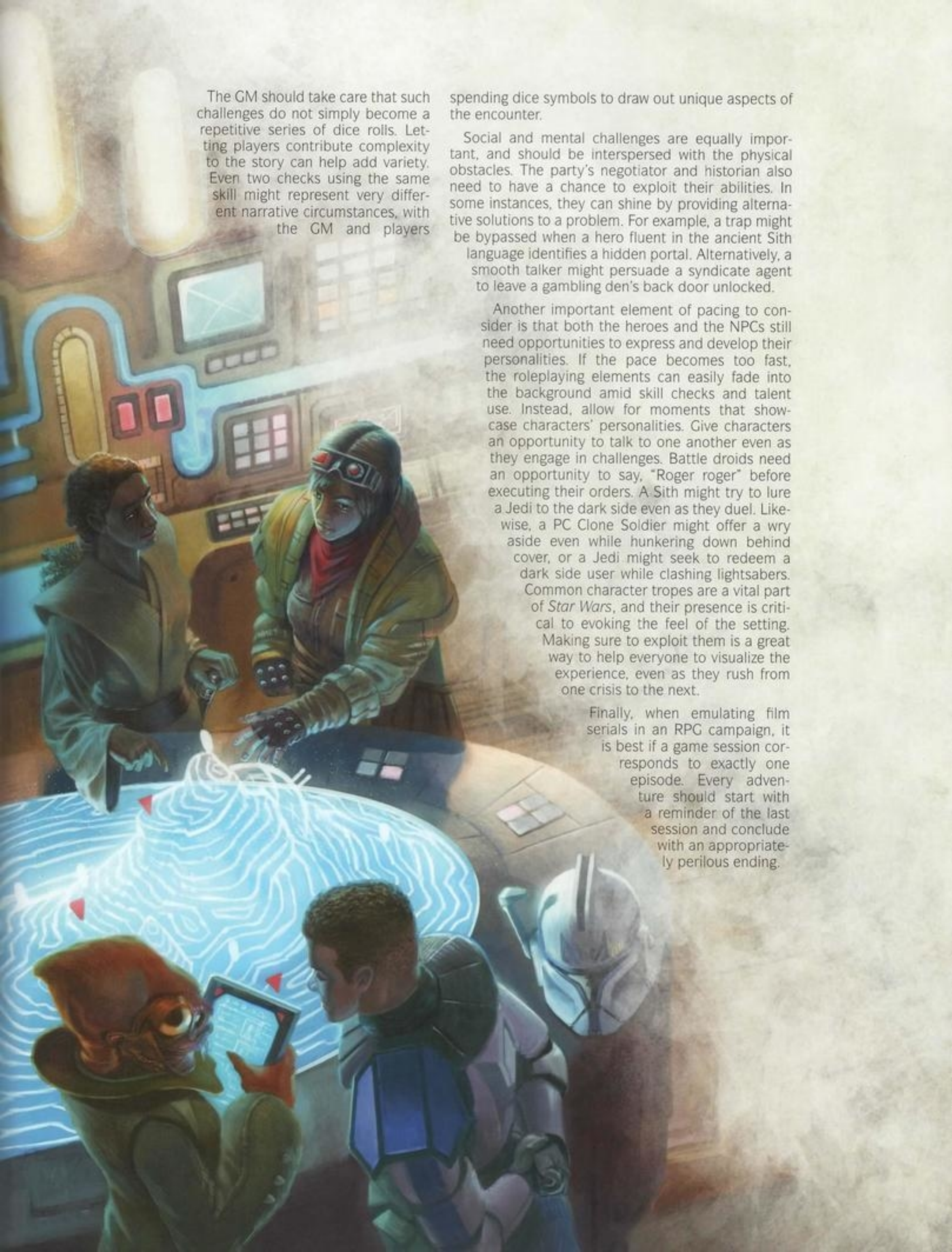
The GM should take care that such challenges do not simply become a repetitive series of dice rolls. Letting players contribute complexity to the story can help add variety. Even two checks using the same skill might represent very different narrative circumstances, with the GM and players

spending dice symbols to draw out unique aspects of the encounter.

Social and mental challenges are equally important, and should be interspersed with the physical obstacles. The party's negotiator and historian also need to have a chance to exploit their abilities. In some instances, they can shine by providing alternative solutions to a problem. For example, a trap might be bypassed when a hero fluent in the ancient Sith language identifies a hidden portal. Alternatively, a smooth talker might persuade a syndicate agent to leave a gambling den's back door unlocked.

Another important element of pacing to consider is that both the heroes and the NPCs still need opportunities to express and develop their personalities. If the pace becomes too fast, the roleplaying elements can easily fade into the background amid skill checks and talent use. Instead, allow for moments that showcase characters' personalities. Give characters an opportunity to talk to one another even as they engage in challenges. Battle droids need an opportunity to say, "Roger roger" before executing their orders. A Sith might try to lure a Jedi to the dark side even as they duel. Likewise, a PC Clone Soldier might offer a wry aside even while hunkering down behind cover, or a Jedi might seek to redeem a dark side user while clashing lightsabers. Common character tropes are a vital part of *Star Wars*, and their presence is critical to evoking the feel of the setting. Making sure to exploit them is a great way to help everyone to visualize the experience, even as they rush from one crisis to the next.

Finally, when emulating film serials in an RPG campaign, it is best if a game session corresponds to exactly one episode. Every adventure should start with a reminder of the last session and conclude with an appropriately perilous ending.



Timing this can be a challenge, but it can be overcome with careful planning. The GM needs to always be aware of the time remaining to finish the session and the number of scenes and plot elements that can fit into that time. Based on this, the GM can skip optional encounters, narratively advance the action, or even introduce additional scenes as needed. Managing this takes practice, but makes for great sessions.

CUTAWAY SCENES

Typically, a film serial tells multiple intertwined stories simultaneously. Sometimes, this is because a team of heroes has separated to approach a problem from different directions concurrently. At other times, the film may portray both the heroes and their opponents as they simultaneously work toward competing goals. In either case, a serial often cuts between the action in the parallel stories. Cuts between various locations help to keep the viewer engrossed in the story, and they can also provide different viewpoints on the action. While most scenes involve the heroes, cuts can instead move the focus to villains committing heinous acts before the camera.

When the heroes choose to divide their forces, cuts between the story lines help keep players invested in the action. The GM should alternate between each group, only taking a few minutes to resolve a part of a scene with one group before moving on to another. When the players and the GM interact, the players need to be prepared to act quickly, while their characters have the focus, before the GM moves on to another group through another cut in the action. Ideally, each cut should also end on a small cliffhanger. All the players should be anxious to see each group come back to the center of attention after each cut, so that they can find out how a tense situation or a vital clue is resolved.

One thing that is challenging for a GM using cut scenes is identifying a good way to keep all of the players involved in every scene. If the heroes split up, this typically means that some players lack a character to use during each cut. Troupe play is one good way to help resolve this. If each player is managing multiple characters, they can easily shift to a different one so that they can take part in each scene. Alternatively, players might temporarily assume control of a minor NPC. This provides a way to keep each player invested in every scene.

If the GM chooses to include cutaway scenes focused entirely on the villains, it may be appropriate for the GM to provide the players with character sheets for those foes. The players might briefly portray battle droids or soldiers working under the authority of the master villain as they complete a critical step in the plan, long before the heroes can put a stop to it. When doing this, the players need to be certain to remember that their information about the opponents must be distinct from the information upon which their heroes can act. This approach doesn't

work for all groups, but when employed effectively, it can bring a strong cinematic feel to the game.

When the focus returns to a group of heroes, it may be appropriate for time to have passed. This can be a useful tool for setting the pace. In some instances, a scene change can work in place of one or more skill checks, particularly if the outcome is not in doubt. When returning to a group of heroes, the GM should always establish whether time has passed and if anything of note has taken place, so that the heroes can proceed in an appropriate fashion.

PLOT DEVELOPMENT

Due to their episodic pacing, plots in film serials typically take some time to develop. GMs should keep this in mind when considering a campaign that emulates this media. Most adventures take at least four to six game sessions to resolve. A full campaign could take dozens or even hundreds of sessions before it reaches a final resolution. While the heroes may enjoy small triumphs along the way, progress toward a significant victory takes many game sessions. This means that the model works best for a group of players who are devoted to meeting consistently to play.

One way to work around this is by using a rotating cast of characters, allowing the GM to easily adapt the current session to fit whichever players are present. That may work with troupe play (see page 127), but it can also work well if the GM has a range of different players who attend on an inconsistent basis. Alternatively, ensuring that each "episode" takes a single session or careful use of cutaway scenes can resolve the challenges of each adventure, without necessarily having the same characters in each session. This way, the GM and players aren't left trying to explain away a PC's sudden disappearance (or lack of participation).

The writers of film serials often did not work out the fine details of the story, or its ultimate goal, in advance. Instead, they focused carefully on crafting each episode, packing it with just the right amount of action and theme to deliver an exciting narrative. Only as more and more episodes were strung together did the authors begin to create a deeper narrative.

Following this approach runs the risk of inconsistency. If the GM does not determine the villain's goals and assets in advance, it is easy to accidentally create contradictions over the course of the campaign. However, it is much faster to set it up in this fashion, as less work needs to be done prior to launching the campaign. This approach also has the benefit of leaving the campaign open ended. Instead of having a specific final objective in mind, the GM can continue to develop the plot for as long as the campaign holds everyone's interest. When the players begin to hint that they would like a change, the GM can then begin working toward a resolution.

With any approach, one critical element is to make certain that the challenges the heroes face escalate

OPTIONAL RULES: DROID PHALANXES

Battle droids often deploy in long columns to march across battlefields or against entrenched enemies, overwhelming the opposition through sheer, implacable numbers. The Separatist leadership cares little for droid losses, as long as the objectives are accomplished. Little is more terrifying than the mechanical lockstep of a seemingly infinite phalanx of incoming droids.

Phalanxes can provide a change of pace for combat encounters. They are best used when the PCs need to hold a single location or protect an objective for a brief time, such as the duration of an encounter. In Clone Wars campaigns, this might mean they are holding out for reinforcements or extraction, or are part of a larger combat encounter defending a fortress from incoming clankers.

To use a phalanx in a game, the GM should select a minion NPC and decide how many droids wide the column is. Typically, the CIS deploys B1 battle droids in columns four droids wide, using multiple columns as needed. For the purposes of determining skill ranks, treat the phalanx as a minion group of a size equal to this column width. However, when PCs defeat a member of the phalanx, the skill ranks do

not change as in a normal minion group; the phalanx remains at full effectiveness as another droid steps forward to take the casualty's place.

A phalanx can never perform more than one maneuver in a round to move. In addition, if a number of droids in a phalanx equal to its width were defeated since its last turn, that phalanx loses its only maneuver. If PCs defeat twice that number before its next turn, or spend a Ⓢ for the purpose, the phalanx is pushed back as if it had performed one maneuver to move away.

If a phalanx uses a maneuver to engage a PC, the PC is **overrun**. On its turn, a phalanx can perform an additional attack as an incidental against each overrun PC (in addition to its normal action). While a PC is overrun, treat them as moving through difficult terrain (which normally means an overrun PC must perform two maneuvers to disengage).

If a PC uses a maneuver to engage a phalanx on their own terms, they are not overrun, and the phalanx does not get any such "free" attacks. At the GM's discretion, the character may subsequently become overrun if they fail to destroy the entire front rank, or if the battle otherwise turns against them, at the GM's discretion.

as the campaign develops. If the heroes overcome a dozen battle droids in an early adventure, they might need to battle through a hundred by the time the campaign approaches its conclusion. Each new nemesis must have abilities that overshadow the foes the heroes have battled in the past. Further, the overall threat must be greater. If an early adventure threatens to destroy a city, then a later one might threaten a planet, while a final adventure could risk the fate of multiple systems.

CLIFFHANGERS

To follow the style of serials, most game sessions should end with the heroes facing a dangerous threat or a huge revelation. These new dangers leave the players anxious to find out how their heroes can overcome the challenges in the next game session. This provides clear continuity between sessions as well as motivation for players to keep returning to the table.

The term "cliffhanger" originated from the tendency in film serials and serialized novels to have the heroes end an episode actually dangling from a cliff. Between episodes, viewers were left to wonder how the heroes might escape their perilous fate. While that particular trope is seldom as dramatic in a setting that includes jetpacks and repulsorlift vehicles, similar perilous situations are easy to devise. An adventure could end with the heroes aboard a crashing starship, unexpectedly

facing down an army of battle droids, or finally coming face-to-face with Count Dooku.

Of course, not every cliffhanger needs to be immediately life threatening. Sometimes, the threat could be diplomatic or even logistic. Revealing that the clone troopers are stranded on a contested planet with only limited supplies could be a great way to end the night. Similarly, the news that a trusted ally has abruptly chosen to secede from the Republic would leave the players wondering how their heroes might be forced to confront their former ally.

A GM who trusts the players to keep player information separate from character knowledge could also use a final cut scene to reveal important information about which the heroes are not aware. A brief closing narrative that describes a tracking device or even a thermal detonator located aboard the heroes' vessel could leave the players eager to attend the next session. Similarly, a hint as to the villain's next plans or the revelation that a previously defeated foe has escaped imprisonment—or even death—could provide a great lead-in to the next game.

The most vital element in a cliffhanger is that it leaves the players excited about playing the next game in the campaign. As long as that goal is achieved, the specific details should vary substantially. If cliffhangers become too repetitive, it is easy for the players to lose interest, no matter how grave the threat.

RUNNING LARGE BATTLES

The Clone Wars include enormous conflicts, many of which have fronts that encompass entire planets or even systems. Hundreds of thousands of soldiers fight and die valiantly during each of these battles. It is difficult to fully appreciate the scale of a single engagement of this magnitude. Completely ignoring all the variables of the conflict, just the challenge of logistically transmitting orders and transferring supplies is nearly overwhelming. In order to effectively convey this experience in an RPG, the GM must be selective about which elements to track and communicate. Otherwise, the paperwork and the game mechanics can quickly overwhelm the enjoyment of the game.

The Clone Wars span a huge portion of the galaxy. Any campaign that focuses on this era cannot ignore the scope of the war. Battles take place on hundreds of different fronts each day. Even beings who do not participate directly in the conflict are hard-pressed to completely escape it. The CIS has no qualms against targeting legitimate businesses and planetary governments for their assets. Smugglers and less savory types can be seized even more quickly and justifiably, even by the Republic. Any world the heroes visit likely exhibits some echoes of the war, and those small signs can easily burst into a larger conflict.

IDENTIFYING THE KEY CONFLICTS

Regardless of whether a massive conflict is a backdrop to the current adventure or the focus of it, the GM must first establish the reason for the battle. Just as an NPC's motivations are critical to the consistent portrayal of their actions and decisions, the specific objectives of both sides in a tactical engagement are key to the portrayal of those sides in the game. The heroes may not be aware of those goals—particularly if they are not officially aligned with either side in the

CONSEQUENCES

Both sides of the Clone Wars have vast resources, but they still have their limitations. As the campaign progresses, new conflicts should build off of the ramifications of earlier incidents. If the Republic captures a battle droid factory in one session, then the Separatists might not be able to field as many B1 units during a later battle, possibly substituting other models instead. Similarly, if a capital ship battle forces the Republic fleet to flee a system, clone troopers still on the ground have to keep fighting without any air support—possibly while vulture droids continue to attack them from the sky.

war—but the Game Master must know both sides' objectives in order to properly depict the ebb and flow of the battle.

If the attackers are attempting to seize an installation, such as a factory, a mine, or a communications array, then they are unlikely to use weapons and gear that could compromise it. Conversely, invaders trying to eliminate a military asset might resort to artillery or bombing strikes and accept the collateral damage. If the defenders need to retain control of a facility, they are likely to fight desperately for every inch of ground, hoping that reinforcements arrive soon. However, if the defenders have already chosen to evacuate the facility, then their actions may be more conservative, as they have a clear expectation of survival to fight another day.

When planning an adventure that includes a large battle, the GM needs to create reasonable goals for both sides. With these established, the GM next should assign a rough list of the assets both sides commit to the battle, including soldiers, vehicles, starships, and any special weapons or units. While this need not be precise down to the last soldier, the resources should be broadly consistent with what has previously been established for the campaign in this part of the galaxy. These two elements form the basis for the conflict. Any elements of the battle that the heroes later encounter must showcase the initially established forces and reflect the goals of both sides.

If the commanders of each force are competent, they keep their objectives in mind and remain focused upon achieving them throughout the battle. Certainly, targets of opportunity may be engaged, but they remain secondary to the central goal of the battle. If the Separatist army needs to maintain control of a mining facility, it is unlikely to risk sending a large unit of droids to disrupt the Republic supply chain during its defense of the facility. Alternatively, if the GM wants to show that an enemy commander is unfocused or unskilled, such desperate gambits might lead to a change in the battle's flow.

SHOWCASING THE VILLAINS

Any major military battle that involves the heroes should also involve their current nemesis. This remains true whether the foe is a military leader, a manipulative master of the dark side, or the boss of a crime syndicate. If the Player Characters are directly involved in the conflict, then their opposition must be as well. The GM should take this element into consideration after determining each side's objectives. Those goals provide a framework for ascertaining the villain's role in the battle.

The easiest option is to have the PCs' foe lead the enemy units, but this is not always appropriate. If the nemesis does not have a strong military background, then the foe is unlikely to lead the enemy attack. Instead, the GM needs to determine how the villain's strengths can affect the battle. An enemy scientist might operate a master weapon, refining its systems so that it can fire more efficiently. A crime lord could coordinate the enemy supply chains or be waiting to seize prisoners taken during the conflict. A fallen Jedi might operate independently to secure a secondary objective that is peripheral to the main fight.

Critically, in any of these instances, the heroes need to at least become aware of their nemesis's actions. Even if the two parties do not come into direct conflict, the knowledge that their enemy has succeeded—or has been foiled—during the battle is certain to deepen their rivalry. If the heroes are not directly involved, this might be an ideal opportunity for a cut-away scene using "stock" heroes—such as a squad of clone troopers or planetary militia. Alternatively, if the campaign is nearing its climax, a major battle can be the perfect backdrop for the last few adventures as the heroes finally confront their nemesis directly.

CONNECTING THE HEROES

For some groups of heroes, their role within any conflict is obvious. A squad of Clone Soldiers fight on the front lines, rallying their allies and destroying battle droids. A team of Padawans might infiltrate behind enemy lines to secure a critical target while the enemy focuses on the front lines. Hired Guns could hold a colonial outpost secure in the midst of a battle, keeping their clients safe from both sides. The roles for characters devoted to fighting and coordinating the war are obvious within this context.

Other teams can be harder to connect to a large-scale battle. Once battle has been engaged, a Diplomat may not have a chance to negotiate a resolution. Instead, such a character might have to turn to their secondary specialties. This could mean taking command of the local war effort, if they are appropriately trained, but it might instead mean assuming a logistical role or even becoming just another combatant. The GM should recognize each hero's abilities and try to establish scenes in which characters can bring them to bear.

At times, heroes who do not have abilities suited to battle may still possess or gain access to equipment that can offset this. A civilian Pilot might be able to fly a transport to rescue a desperate squad, even if the character is not adept at gunnery. A Scholar might recognize that an artifact from a lost civilization could unlock a powerful hidden weapon. In some cases, these unexpected opportunities could prove to be turning points in the battle, leading to eventual victory for the heroes. Recognizing and creating such chances can make a large conflict all the more memorable.



OPTIONAL RULES: FIGHTING IN SQUADS AND SQUADRONS

In many campaigns, PCs fight alongside the Grand Army of the Republic against the Separatist menace, leading their comrades into battle. The squad and squadron rules allow GMs and players to organize minion groups under the leadership of PCs or rival and nemesis NPCs. Squads are groups of infantry on the ground, while squadrons are groups of vehicles, particularly starfighters and airspeeders.

To create a squad or squadron, a character makes an **Easy (◆) Leadership check** as a maneuver. (Outside of combat, forming a squad should not normally require a check.) If successful, the character can lead up to ten allied minions already within short range (at personal scale) or up to ten starfighters or comparable vehicles piloted by minions at close range (at planetary scale). Individual crew members on board vehicles are not valid minions to form a squadron.

These minions are now members of the character's squad or squadron and no longer receive a turn in combat, and therefore cannot take independent actions or perform maneuvers or incidentals, and do not generate initiative slots (any initiative slots they previously generated remain available for their side). They are otherwise treated as a minion group for all purposes. A squad or squadron's silhouette is 1 higher than that of its largest member. A character can lead only one squad or squadron at a time.

Minions remain in their squad or squadron until it disbands, at which point the minions return to their original groups. Its leader can choose to disband a squad or squadron as an incidental. This can also happen for a number of narrative reasons, as determined by the GM.

Depending on the circumstances that cause a squad or squadron to disband, the GM may determine that the remaining members of the squad or squadron are defeated, captured, flee, or otherwise eliminated from the battle.

While they are within short range of their squad or close range of their squadron, a leader may redirect any successful attack targeting them to their squad or squadron. This may represent troops actually leaping in front of blaster fire, or simply the chaos of battle.

FORMATIONS

The basic role of any squad or squadron leader, beyond keeping up morale, is to deploy their troops in a manner that maximizes their advantage over the enemy. At

the lowest levels of the military order of battle—that is, squads of troops and squadrons of vehicles—this is accomplished through the use of formations.

A leader can order their squad into a formation by making an **Average (◆ ◆) Leadership check** as a maneuver, though combat conditions, morale, or the squad's willingness to follow orders may alter the difficulty or add ■. If the targeted minions possess Discipline as a group skill, add □ to the check.

Success indicates that the squad or squadron transitions into the new formation, and applies all listed effects while it remains in that formation. Whether the check succeeds or fails, the squad or squadron loses any benefits from the previous formation. No check is required to maintain an existing formation.

SQUAD FORMATIONS

Infantry squads are agile, able to create their own mission objectives and serve as the basic building block of both the Republic and Separatist armies.

DUG IN

The squad assumes a defensive posture to increase its ability to weather heavy fire.

Effect: Add ■ to any attack targeting the squad or its leader.

SKIRMISH

The squad overlaps fire arcs to scan for enemies.

Effect: Add □ to any Vigilance checks and Perception checks the squad leader makes. Enemies must spend one additional ⚡ to activate the Auto-fire or Blast weapon qualities when making attacks targeting this squad or its leader.

SUPPORT FIRE

The squad lays down fire to support the leader's attacks.























Effect: Add □ to attacks made by the squad's leader.

COMM SILENCE

The squad deactivates its comlinks to move into position undetected.


Effect: Add □ to all Stealth checks the leader makes. This formation ends immediately if the character or a squad member uses a comlink or similar device.

TABLE 4-1: SPENDING , , , AND  DURING SQUAD AND SQUADRON COMBAT

Cost	Result Options
 	On a successful Leadership check to enter a formation, enter the formation as an incidental instead of a maneuver.
  	Force one minion from the targeted squad or squadron out of position. The leader loses the benefits of that minion until the minion performs two maneuvers to return to formation.
   or 	Change the formation of the character's squad or squadron as an incidental and without an additional check. The targeted character cannot redirect this attack to their squad or squadron.
	The character's squad or squadron may make an immediate attack, following the normal rules for a minion group (to a maximum of five ranks in a group skill).
 	Force the targeted squad or squadron to disband.
	One minion is separated from the character's squad or squadron. The leader loses the benefits of that minion until the minion performs two maneuvers to return to formation.
 	The character's squad or squadron breaks its current formation.
   or 	The character cannot redirect the next successful attack against them this turn to their squad or squadron.
	A member of the squad or squadron is defeated due to a collision, friendly fire, or other mishap.
 	The character's squad or squadron immediately disbands.

SEARCH PARTY

When running enemies to ground or locating units lost in the field, squads work efficiently and cover more ground through the use of search patterns, grids, and divided areas of responsibility.


Effect: Add  to any Survival checks to track a target and to all Perception checks.

SQUADRON FORMATIONS

The squadron is the fundamental combat unit of the Republic Navy, while the standard programming of CIS drone starships encourages uniform maneuvers.




ATTACK FORMATION

The squadron concentrates fire to penetrate even the thickest defenses.

Effect: Add  to attacks made by the squadron's leader.

EVASIVE MANEUVERS

Squadron members juke and corkscrew along a wide path while still maintaining the same general heading, confounding target locks and manual firing alike.

Effect: Add  to checks the leader makes to gain the advantage, and add  to enemy attempts to gain the advantage on this squadron or its leader. Enemies also must spend an additional  to activate the Auto-fire or Blast weapon qualities against this squadron or its leader.


RUNNING DARK

The squadron disables transmitters, transponders, active sensors, and running lights to avoid detection.

Effect: Downgrade the difficulty of Stealth checks the leader makes, but upgrade the difficulty of their Leadership checks once.

SENSOR SWEEP

The squadron fans out so that each vehicle can direct its sensors and visual scanning to a unique arc of responsibility to effectively look in all directions simultaneously.

Effect: Add  to any Vigilance checks by the squadron leader and to Computers checks to detect targets.

SCREEN FORMATION

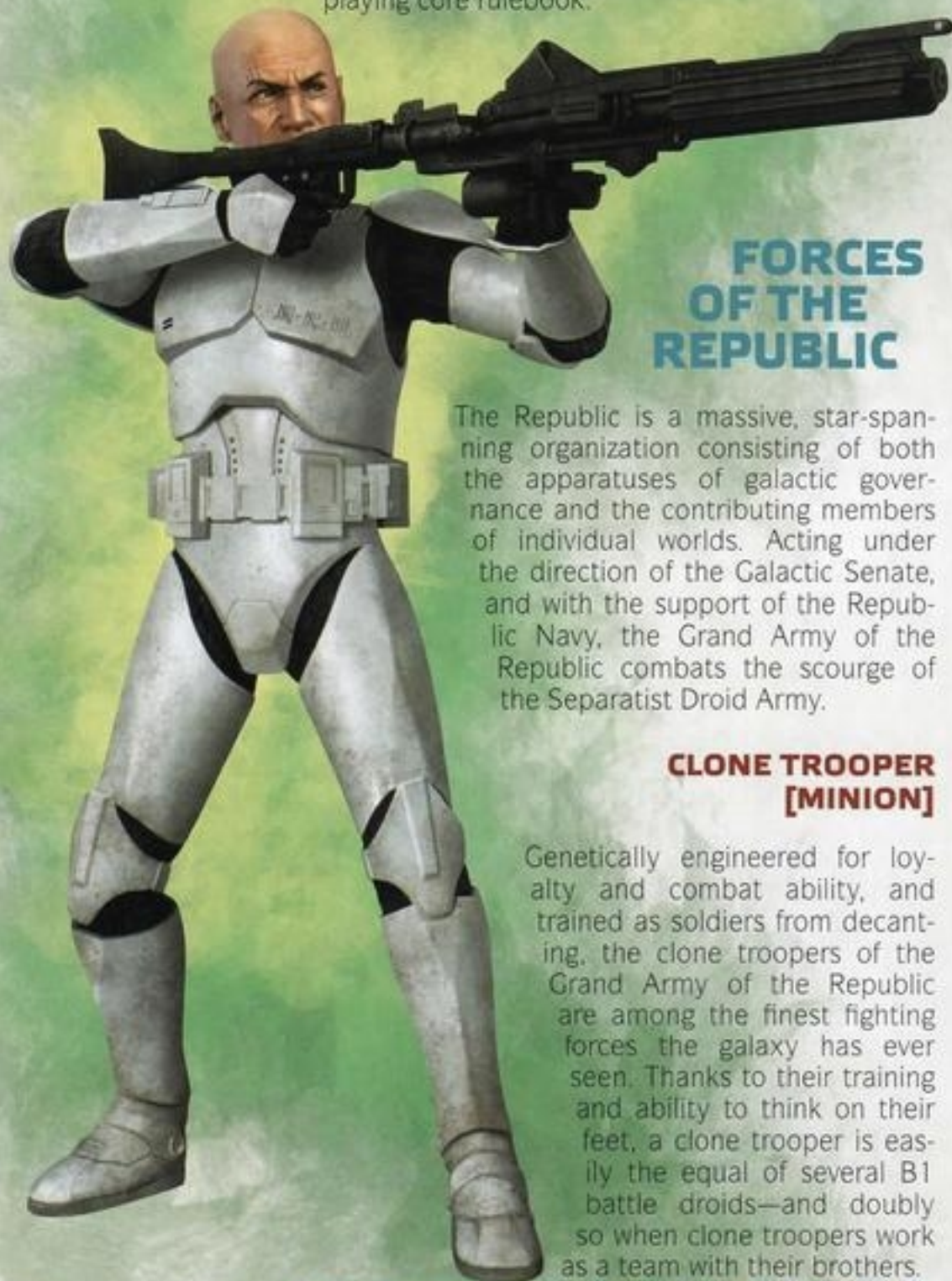
The squadron members arrange themselves in tight formations to put the full strength of their shields or heaviest armor to best use.

Effect: While in this formation, add 1 to ship defense in all zones. If the squadron entering this maneuver does not have shields or has lost them for any reason, upgrade the difficulty of the Leadership check to use this formation once.



ADVERSARIES

This section presents a list of adversaries who are either unique to or particularly appropriate for campaigns set during the Clone Wars. The following profiles follow the format described in each *Star Wars Roleplaying core rulebook*.



FORCES OF THE REPUBLIC

The Republic is a massive, star-spanning organization consisting of both the apparatuses of galactic governance and the contributing members of individual worlds. Acting under the direction of the Galactic Senate, and with the support of the Republic Navy, the Grand Army of the Republic combats the scourge of the Separatist Droid Army.

CLONE TROOPER [MINION]

Genetically engineered for loyalty and combat ability, and trained as soldiers from decanting, the clone troopers of the Grand Army of the Republic are among the finest fighting forces the galaxy has ever seen. Thanks to their training and ability to think on their feet, a clone trooper is easily the equal of several B1 battle droids—and doubly so when clone troopers work as a team with their brothers.



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 I clone trooper armor (+2 soak), utility belt, extra reload.

CLONE SERGEANT [RIVAL]

Clone sergeants lead squads of nine clone troopers. Early in the war, distinctive drab-green markings on their armor identify clone sergeants on the battlefield. Sergeants generally receive their orders from clone lieutenants, although they may occasionally receive direction from a Jedi Padawan commander during unusual or unexpected circumstances.



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 I clone trooper armor (+2 soak), utility belt, extra reload.

CLONE CAPTAIN [NEMESIS]

Responsible for companies of 144 clone troopers, captains report directly to the clone commander in charge of their corps. Thanks to the somewhat creative approach many Jedi take to the chain of command, some clone captains frequently work directly alongside the Jedi General of their legion. In the initial stages of the war, clone captains wear armor with maroon markings in order to identify their rank on the battlefield. As the war progresses, many captains customize their armor with particular iconography or other visual elements, both to showcase their distinctive personality and broadcast a certain image for their company, and to avoid identifying their importance to enemy snipers.



Skills: Athletics 2, Brawl 2, Discipline 3, Knowledge (Warfare) 2, Leadership 3, Ranged (Heavy) 3, Ranged (Light) 3, 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 captain 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: Pair of DC-17 hand blasters (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Accurate 1, Stun setting), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6; Limited Ammo 1), Phase I clone trooper armor (+2 soak), utility belt, extra reload.

GALACTIC SENATOR [NEMESIS]

There is no "typical" Galactic Senator. Each is as unique as the world they represent, known among their fellow Senators for their particular strengths, quirks, and approach to politics. Although the popular idea of a Senator is that of a corrupt and venal self-server, many Senators do act with the welfare of their constituents as their first priority. Senators are charismatic individuals, and most are well-educated. The most successful Senators learn to manage the balance between the unique culture of the Galactic Senate and the desires of their constituents.

Due to the vast diversity of worlds within the Republic, Senators come from a wide variety of backgrounds. Some Senators represent monarchies or other autocratic governments, appointed by a ruler or council rather than the population of a world. The myriad views and histories of the Senate's membership may be both its greatest strength and weakness.



Skills: Charm 3, Cool 2, Deception 1, Knowledge (Core Worlds) 2, Knowledge (Education) 2, Negotiation 2.

Talents: Commanding Presence 2 (remove from all Leadership checks), Works like a Charm (once per session, the character may make one skill check using Presence, rather than the characteristic linked to that skill).

Abilities: None.

Equipment: Datapad, comlink, fine clothing.

REPUBLIC FLEET OFFICER [RIVAL]

While clones fill many roles aboard the starships of the Republic Navy, most senior positions are filled by career naval officers from the system defense fleets of the Republic's member worlds. These individuals bring a wealth of experience battling pirates, petty Outer Rim warlords, and aggressively expansionist worlds outside the Republic. Other officers previously served aboard the ships of the Judicials, where they traversed the galaxy hunting wanted criminals, seizing smuggling vessels, and protecting honest spacers from a range of threats. Though few officers have previously faced a threat on the scale of the Separatist fleet, their tactical acumen and devotion to the Republic are powerful assets.



Skills: Discipline 2, Knowledge (Warfare) 2, Leadership 3, Ranged (Light) 2, Vigilance 2.

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), uniform.

REPUBLIC JUDICIAL [RIVAL]

Not all Judicials made the transition to the Republic Navy at the outset of the war. Even at the height of the Clone Wars, the Republic needs peace officers to maintain law and order on its loyal worlds. The blue-uniformed Judicials of the Republic come from a range of backgrounds and homeworlds, but all received intensive training at the Judicial Academy. Judicials are empowered to enforce the laws of the Republic on member worlds and the spacelanes, and are more than capable of handling themselves if a suspect turns violent.



Skills: Perception 3, Ranged (Heavy) 3, Ranged (Light) 3, Streetwise 2, Vigilance 3.

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), armored uniform (+1 soak, +1 defense), holo-badge.

THE DROID ARMY

The droid legions of the Confederacy of Independent Systems are vast, both in number and in variety. Factories across the Outer Rim churn out new varieties of battle droid constantly, just as Senate military analysts provide reports on the latest threats to the Grand Army of the Republic. It often seems that the factories scattered across the Outer Rim can build droids faster than the clone troopers of the GAR can scrap them.

B1 BATTLE DROID [MINION]

The original battle droids—which fought for the Trade Federation on Naboo in what some now see as the prelude to the Clone Wars—have largely been replaced. CIS leadership deemed their networked control centers too much of a vulnerability, and newer B1 battle droids are fully capable of extended independent operation. However, the mass-produced armies of battle droids are created to provide abundant firepower rather than clever tactics, so most commanders keep as tight a rein on the droids in their service as they can manage.

Newer clone troopers sometimes dismiss the basic “clankers” as an insignificant threat after taking out isolated patrols by surprise or coordinated assault, but this is an attitude that soon gets weeded out of them. Large numbers of the droids under a competent commander can be a grave threat, due to both the sheer volume of blaster fire and the ease with which the units coordinate their operations when a clear plan is in place.



Skills (group only): Gunnery, 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: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), integrated comlink.

B2 SUPER BATTLE DROID [MINION]

The B2 super battle droids are an improvement over the basic B1 droids in numerous ways; only their significantly increased cost keeps them from replacing their predecessors. Instead, the CIS deploys its super battle droids as the vanguard of its armies or as shock troops on advance missions into Republic territory. Small troops of super battle droids are often deployed as bodyguards for minor CIS dignitaries and officers, while a pair of them is generally viewed as sufficient to restrain any prisoner short of a Jedi. The B2 droids are nearly two meters tall and are completely covered in reinforced plating. Even their sensors are contained within the armored chassis, leaving little in the way of vulnerability. If the droids have a clear weakness, it is in their simple combat programming. Super battle droids often focus on the elimination of targets above all else when left to their own devices, and they can easily be baited or distracted without a competent commander or tactical droid overseeing them.



Skills (group only): Brawl, Gunnery, Melee, 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: Integrated wrist blaster (Ranged [Light]; Damage 10; Critical 3; Range [Medium]; Linked 1), integrated comlink.

BUZZ DROID [MINION]

Technically known as Pistoeka sabotage droids, these diminutive machines seem more like animate munitions than actual members of the droid army. Typically deployed out of discord missiles or similar dispersal mechanisms, buzz droids are released to tear apart enemy vehicles such as starfighters and transports. Although they are individually little threat even to a lightly armored fighter, a swarm of buzz droids can quickly strip a ship of its plating and begin tearing apart vital systems. Removing buzz droids from a ship usually requires daredevil piloting or intervention from other droids serving aboard the vessel, such as a fighter's astromech co-pilot, as a pilot can hardly spare the attention to deal with the droids directly while mid-flight. Despite their destructive capabilities, buzz droids are little threat to combatants who find a way to confront them. Their armaments are specialized tools, rather than true weapons, and they have little to nothing in the way of armor or redundant systems, as the CIS manufacturers designed them to be disposable weapons.

1	2	1	1	1	1
DRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		MAX 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).

C-8 SABOTEUR DROID [RIVAL]

One of the more advanced models of battle droid in use by the CIS, C-8 saboteur droids operate in small, independent squads apart from the primary droid divisions. Designed with integrated and advanced sensor-masking plates and strike-and-fade combat protocols, these droids engage without warning, cause as much damage as possible, and then disappear amid the chaos of their



unexpected attack. When facing a fortified or stationary target, the droids are sometimes equipped with demolition charges to deploy during their infiltration. C-8 saboteur droids are compact units, standing only 1.7 meters tall. Nevertheless, their matte-black plating and featureless faceplates are intimidating to those who spot them; they resemble nothing so much as a void in humanoid form. When they are not in combat, their armaments are stored in internal compartments, so as to benefit from the sensor-defeating properties of their armor plating.

3	3	2	4	1	1
DRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		MAX DEFENSE	
5		12		0 0	

Skills: Brawl 2, Mechanics 2, Ranged (Light) 2, Skulduggery 2, Stealth 4, 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), Sensor Masking (upgrade the difficulty of checks to detect or analyze the droid with electronic equipment or sensors once).

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), integrated comlink.

DRK-1 PROBE DROID [RIVAL]

These enigmatic droids are believed by the Jedi to have been designed according to specifications found in ancient Sith holocrons, but few have been encountered, much less recovered, providing limited basis for conjecture. Reports of these droids were first relayed by Jedi Master Qui-Gon Jinn during the blockade of Naboo, but more have since filtered in from isolated sites across the galaxy. Few know who among Count Dooku's servants has the authority to deploy the droids or knowledge of their missions. When the droids are spotted, reports are often limited or unverifiable. The Jedi and Republic Intelligence both believe the droids make use of sensor-baffling technology to become virtually undetectable to electronic equipment, and their small size and great speed make them hard to spot by unaided senses. On the rare occasions when the droids have been cornered, they typically begin firing with micro-grenade launchers, attempting to either destroy their opponent or to force the opponent to destroy the droid.



Skills: Perception 3, Ranged (Light) 1, Stealth 3, Vigilance 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), Sensor Masking (upgrade the difficulty of checks to detect or analyze the droid with electronic equipment or sensors once).

Equipment: Microgrenade launcher (Ranged [Light]; Damage 6; Critical 4; Range [Short]; Blast 4), integrated subspace transceiver, sensor array (grants on Perception and Vigilance checks).

DROIDEKA [RIVAL]

One of the most dangerous battle droids to be regularly deployed in large numbers, droidekas, also known as destroyer droids, are deadly opponents capable of facing down squads of clone troopers or even Jedi Knights. Capable of quickly repositioning before deploying powerful energy shields, droidekas take and hold ground like little else in the Clone Wars. Once in place, the droidekas' shields are nearly impervious to energy weapons of all types, from blaster weapons to lightsabers. However, the unidirectional energy flow of the shield presents no difficulty for the droid's own integrated blasters, which lay down a withering hail of fire. Fortunately for the Republic, the droidekas have a limited blind spot in their rear sensor array that can be exploited by stealth or through a combined assault from multiple directions, making those the favored tactics for dealing with destroyer droids.



Skills: Gunnery 2, Perception 3, Resilience 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), Fire Sweep (as an action, a droideka can make a **Hard** **Gunnery check** to inflict one hit that deals base damage with its built-in twin heavy blasters on up to two targets within medium range, plus one additional target per on the check; it can only hit each target once this way), Shield Projector (maneuver to activate or deactivate; while active, gains defense 2 and upgrades the difficulty of all combat attacks targeting the droideka once, but droideka cannot use the Move maneuver).

Equipment: Two built-in twin droideka heavy blasters (Gunnery; Damage 12; Critical 3; Range [Long]; Auto-fire, Linked, Pierce 1, Vicious 1), stomping mechanical leg (Brawl; Damage 5; Critical 5; Range [Engaged]; Knockdown 1).

DSD1 DWARF SPIDER DROID [RIVAL]

Straddling the line between a heavy battle droid and a light droid tank, dwarf spider droids are common heavy weapons platforms for the Separatist Army. These compact walkers are able to maneuver through confined spaces with relative ease thanks to the extensive articulation of their quadrupedal limb array. They are often deployed in urban combat environments and other situations that restrict the use of true tanks. Heavy armor plating covers their bodies, although it is more limited on the droids' underbellies, which are not normally exposed to enemy fire. The DSD1 model's firepower comes from a powerful, centrally mounted cannon capable of devastating long-range fire.





Skills: Gunnery 2, Perception 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), Silhouette 2.

Equipment: Integrated heavy repeating blaster (Gunnery; Damage 15; Critical 2; Range [Long]; Auto-fire, Pierce 2, Vicious 1), integrated comlink and sensor array (add to Perception and Vigilance checks).

IG-100 MAGNAGUARD [NEMESIS]

Elite bodyguard droids reserved for the cream of the CIS leadership, MagnaGuards cost the Separatists a fortune to produce but are considered to be worth every credit. Advanced close-combat protocols and cortosis-plated electrostaves make even one of the droids a match for most Jedi in close combat, while hardened durasteel armor limits the threat of blaster fire from a distance. Although their primary function is to guard important Separatist leaders, some MagnaGuard models have additional functions or weaponry installed so that they can make use of their impressively wired reflex circuits as pilots or wield heavy weapons in the droid army's most dangerous assaults.



Skills: Athletics 3, Brawl 3, Coordination 4, Melee 3, Perception 3, Vigilance 3.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Parry 4 (when struck by a melee attack but before applying soak, suffer 3 strain to reduce damage by 6), Pin (as an action, upon a successful opposed Athletics check against an engaged opponent, immobilize that opponent until the end of the MagnaGuard's next turn; may spend any \oplus on check to increase duration one round).

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: Electrostaff (Melee; Damage 8; Critical 3; Range [Engaged]; Cortosis, Cumbersome 3, Linked 1, Stun setting, Unwieldy 3), built-in armor plating (+2 soak, +1 defense).

LM-432 CRAB DROID [RIVAL]

These powerful droid tanks are among the heaviest units deployed in the Separatist ground forces. Their six powerful limbs can batter aside any opposition

that makes it into close quarters, while the dual blaster cannons slung under the droids' main chassis destroy more distant foes, sometimes even before the enemies' weapons are in range to return fire. Although not as capable in urban environments or similarly constrained quarters as battle droids or the smaller dwarf spider walkers, a detachment of crab droids can dominate a large-scale engagement in open terrain, as their thick plating negates the need for cover.



Skills: Brawl 1, Coordination 1, Gunnery 2.

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), Silhouette 2.

Equipment: Integrated dual heavy repeating blasters (Gunnery; Damage 15; Critical 2; Range [Long]; Auto-fire, Linked 1, Pierce 2, Vicious 1), clawed limb (Brawl; Damage 8; Critical 4; Range [Engaged]; Ensnare 1, Knockdown), integrated comlink and sensor array (add to Perception and Vigilance checks).

PILOT BATTLE DROID [MINION]

Pilot droids of the B1 series were designed with more-advanced cognitive capabilities than their infantry counterparts. In addition to basic combat and piloting protocols, the droids are programmed to maintain the ships and vehicles they utilize, whether the droids are part of a fighter wing, aboard a massive battleship, or crewing AAT-1 hover tanks. They are the standard crew of the CIS fleet and are commonly encountered by Republic troops during boarding actions.



Skills (group only): Gunnery, Mechanics, Piloting (Planetary), Piloting (Space), 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: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), integrated comlink.

S-43 ENFORCER DROID [MINION]

The Separatists are not the only manufacturers of combat droids in the galaxy. A small consortium of Hutts have begun development on their own line of "enforcer droids" to help defend their holdings amid

growing galactic instability—and to help them seize more territory where they can manage. The S-43 enforcer droids are based on stolen Separatist plans for battle droids, but they have undergone a number of adjustments to better suit their manufacturers' interests. Since the enforcer droids are regularly deployed against underworld lowlifes and negligent debtors, the Hutts have skimmed on reinforcement for the droids' chassis as an unnecessary cost, making them more fragile than even basic B1 battle droids. However, the droids are equipped with upgraded processors designed to help them deal with the trickery and deception common to their operations, as well as integrated weaponry so that they can never be disarmed. Even given the consortium's attempts to save costs where possible, the enforcer droid project has been a considerable investment. Nevertheless, it has already begun to pay dividends, as orders for the droids pour in from crime lords across the galaxy.



Skills (group only): Gunnery, Melee, 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: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium], Stun setting), integrated vibroblade (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1).

T-SERIES TACTICAL DROID [NEMESIS]

Tactical droids are commonly found as the commanders of smaller detachments of droids and as advisors to the main leadership of the CIS droid army. The T-series models are among the most commonly fielded, and their advanced processors are responsible for many of the Separatists' most successful stratagems. The droids' confidence in their own tactical prowess borders on arrogance; nevertheless, against all but the most daring or unorthodox of opponents, they can deliver victories exactly as promised. The blocky bodies of T-series droids are reasonably resistant to damage but ill-suited for direct combat compared to other droid models, especially given the extravagant cost of their processors. As such, they are rarely seen anywhere near the front lines. However, when they are involved in a conflict directly,

their precise calculation of the odds of victory can embolden Separatist fighters and dishearten the Republic troops who know all too well how accurate those calculations can be.



Skills: Coercion 2, Discipline 2, Knowledge (Warfare) 3, Leadership 3, Negotiation 2, Ranged (Heavy) 2, Ranged (Light) 2, Vigilance 2.

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once), Nobody's Fool 2 (when targeted by Coercion or Deception checks, upgrade difficulty twice), Improved Inspiring Rhetoric (as an action, may make an **Average [◆◆] Leadership check**; each ☆ removes 1 strain from one ally within short range; each ☹ removes an additional strain from an affected ally; all affected allies add □ to all checks for three rounds), 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: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), datapad, integrated comlink.







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