

## Star Wars: The Clones Wars RPG

**The Briefing:** One decade ago, a threat thought distant for thousands of years resurfaced, seeking to become all powerful and all present. The past few months tensions in the galaxy have been high, as a group of secessionists were gathering armies in the outer rim. The Republic is on the verge of creating a new military to fight this looming threat. Even when the power to create an army is given to The Supreme Chancellor, the Separatists ready to attack earlier than the Republic can react to, and the republic is forced to adopt a mysterious army of clones, made from a suspicious genetic template, and paid for by untraceable means.

**The Goal:** Create a dedicated Star Wars RPG system optimized for the Clone Wars era, pulling details from Cannon and Legends material, with some lore inconsistencies for balance and fun. Have the opportunity to experience the struggles and losses the Clone Troopers experience during their life on the front line of the war, while having the equal chance to become a hero. Players also have the option to experience the lives of other kinds of characters in the universe at the time, like Jedi, smugglers and bounty hunters.

**The RPG:** To provide the basis for how different races and groups perform on (and in some ways off) the field of battle. To provide this experience, stats and ways to increase them are offered to build characters, and give them a sense of scale. These rules are built for a tactical combat RPG, but feel free to take them and build a more Role-Play based story around them as you see fit.

I'm looking for whatever kind of feedback you guys and gals, so I created a Google form that you can find [here](#), and I would really appreciate it if you filled it out.

**Terminology:** Some important terms, what they mean, and how they work to help you understand what is being described throughout this handbook:

**Hand:** A unit that measures how much a character can carry on their person. A character can carry 3 Hands worth of weapons at a time. A character can only have 2 Hands worth of weapons or other equipment ready to use at a time, unless otherwise stated. You can change what equipment is readied at the beginning of each round.

**Dodge:** The character's ability to avoid being hit by blaster fire. The value is usually 10+ the characters Agility, but there may also be various bonuses from statuses, cover, or gear that may increase or decrease it.

**Aim:** The character's totaled values that count towards their ability to hit a target when making an attack at range. This includes the character's accuracy, aim bonuses from the weapons they use, and bonuses from where you fire from.

**Strike:** The characters ability to strike someone while making a melee attack. This value is calculated by adding the characters strength, force value, and any weapon bonuses. When rolling a Strike use a d10 instead of a d20.

**Guard:** The characters ability to block a strike from an opponent. This value is calculated by adding the characters agility, force, and any weapon bonuses. When rolling a Strike use a d10 instead of a d20.

**Deflect:** You deflect force + style deflect + saber deflect bolts per round. When you deflect a bolt, you can add your force and accuracy to a d20 roll to reflect the bolt back at the person who fired it or at a different target. This can only be done with lightsabers and not steel or vibro weapons.

**Full Cover:** +6 to Dodge

**Half Cover:** +3 to Dodge, +1 to aim.

**Damage:** How much being hit by a weapon reduces the target's health.

**Armor:** Damage is reduced by the targets armor score, damage can be reduced to 0, but not beyond.

**Range:** How far a weapon can fire. Every time you exceed that increment you take a -1 to your aim for the attack. You cannot make attacks outside of 4 times your range.

**Rate of Fire (RoF):** How many attacks you can make in a round with a ranged weapon.

**Ammo:** How many attacks you can make before needing to reload your weapon. Reduce your ammo count by 1 for each attack you make with that weapon.

**Line:** Any attack with line in the range, hits everything within its first range increment in a straight line. Draw a line, and any square that the line passes through is affected by the attack.

**Reload:** When your weapons ammo is reduced to 0, you must reload it before attacking with it again. When you reload, this uses your attack action for the round. You may reload 2 Hands worth of weapons. When reloading energy weapons, you roll a d6 when you reload, and if you roll a 1, the weapon(s) you were reloading are destroyed and you are reduced to 1 HP. This is due to Tibanna gas being unstable, and the gas exploding, damaging the gun and you. This only happens when you reload on the field

**High Quality Plasma:** Weapons that have this feature ignore armor.

**Cartridged:** Weapons with this perk have no risk of exploding when reloaded.

**Slug Thrower:** Like cartridges, but because the weapon uses ballistics instead of tibanna gas.

## Structure of a Round

The Republic Goes First

- Each soldier takes a turn. You can take your move and attack actions in any order
  - Move
    - Run
    - Drive/Pilot Vehicle
  - Action
    - Ranged Attack
      - Hand held weapon or vehicle weapon or stationary weapons emplacement
    - Melee Attack
    - Hack
      - Alarmed Console: DC Check like D&D, where you must meet or beat the set DC, if you fail by 10 or more the alarm goes off, otherwise you fail to open it.
      - Standard Console: You must meet or beat the DC to open it.
      - Hardened Console: There is no DC, just a total score. You may roll 1 each round, adding intelligence and any hacking bonuses, and the total value goes down by your roll's total. The console opens when the total hits 0 or less.
    - Field Repair
    - Medic Action
    - Reload
    - Set Up Overwatch
  - Automatic Systems Cycle
    - Automatic systems move
    - Any automatic weapon systems fire
    - Shields cycle if undamaged that turn

The Confederacy of Independent Systems Goes Second and follows the same order of play

Then Non-Affiliated units go, following the same order play

# Clone Troopers

This game was designed around the experience of playing a Clone Trooper. The following are the stats for Clone Troopers, they are trained and bred for combat so they have higher stats relative to the human stat block you will find later..

Strength: 3

Agility: 3

Accuracy: 3

Intelligence: 3

Force: Null, clones rarely have Force powers

Health: 3

Speed: 25 ft/sec

## Weapons

Clones, along with other species, have a base carrying capacity of 3 Hands worth of weapons at a time, 2 Hands of which can be equipped and used at a time. Here is the list of weapons that clones can use without having to pick special equipment:

### **DC-15a** 2 Hands

Range: 80ft (100ft)

Damage 4 (8)

Ammo: 200 rounds

RoF: 1 (1)

### Special Rules:

Declare low or high power at the beginning of the round. If it is in low power, use the normal stats and add +1 to your aim when making ranged attacks. If on high power, use the stats in parenthesis. At high power the weapon consumes 2 ammo per attack.

**DC-15s** 2 Handed

Range: 60ft

Damage: 3

Ammo: 200 rounds

RoF: 2

## Special Rules:

Can be wielded in 1 Hand, but at a -1 Accuracy Penalty if wielded in 1 Hand

**DC-15 Side Arm Blaster Pistol** 1 hand 400 Credits (Not available for public sale 1 BMP)

Range: 50ft

Damage: 2

Ammo: 200

RoF: 1

## Special Rules:

+1 Accuracy when only weapon equipped

**DC-17 Hand Blaster** 1 handed 1000 Credits (Not available for public sale, 2 BMP)

Range 40ft

Damage 3

Ammo: 50

RoF: 3

## Special Rules:

Reserved for Commanders, ARC Troopers, Commandos, and Jet Troopers

**DC-15x** 2 Hands 2,000 credits (Not available for public sale, 3 BMP)

Range: 130ft, Line

Damage: 10

Ammo: 6

RoF: 1

## Special Rules:

+2 Accuracy when making ranged attacks

1 in 12 chance to explode instead of 1 in 6 on reload

**Z-6 Rotary Cannon** 2 Hands 3,000 Credits (Not available for public sale, 3 BMP)

Range: 50ft

Damage: 3

Ammo: 200 rounds

7 shots per round, line

Special Rules:

After firing this weapon and using all 7 shots, you can sustain the line into the enemy's turn. Any enemy who passes through this line takes 2 unavoidable shots.

-5ft movement

Double range penalty

No accuracy benefit from half cover

Only Available for Heavy Troopers

**RPS-6 Launcher** 2 hands 5,000 Credits (Not available for public sale, 3 BMP) Heavy Troopers

Range: 120ft

Damage 15, 10ft blast

Ammo: 1, 4 in reserve

1 Shot Per Round

Special Rules:

Reload can be done by adjacent Allies.

Back blast 3 damage, use best idea to figure out which square is back blasted

Only Available to Heavy Troopers

**Westar-M5 Blaster Rifle** 2 Hands 3,000 Credits

Range: 30ft

Damage 1

Ammo: 250 rounds

5 shot per action

High Quality Plasma

**DP-23** 2 hands 1,500 Credits

Range: 30ft

Ammo: 5 rounds

1 Shot Per Action

2d4

Special Rules:

+1 Accuray

- 1 Damage Per Range Increment

Cannot Be Deflected

**DC-19** 2 Handed 3,500 credits (Not available for public sale, 3 BMP)

Range: 60ft

Damage: 3

Ammo: 10 rounds

2 shots per round

#### Special Rules

Can be wielded in 1 Hand, but at a -1 Accuracy Penalty if wielded in 1 Hand

Built In Silencer (See Equipment)

1 in 12 chance to explode instead of 1 in 6 on reload

**Vibroblade/Baton** 1 Hand 100 Credits

+2 Melee Attack

+2 Melee Defense

**Class-A Thermal Detonator** Each Clone starts a battle with 1

Range: 10xStrength

Damage: 2d4 burst 2

Standard Action to throw

2 grenades can be carried at a time

Destroys all cover in burst

### Specializations

Before Their first deployment. Clones can pick a specialization, giving them access to specialized equipment or even stat increases. Once a clone picks a specialization, you cannot pick a new specialization unless the specialization gives you an option to change class later.

**ARC Trooper:** Gain access to the ARC Phase 1.5, and ARC Phase 2 Armor when it becomes available

**ARF Trooper:** Gain Access to the ARF Phase 1, and ARF Phase 2 Armor when it becomes available. Can also specialize to Scout Trooper when Phase 2 is released.

**Scout Trooper (Phase 2):** Lose access to ARF Phase 2 Armor, but gain access to Scout Armor. Bonus +1 Accuracy on Overwatch shots from any cover. Prone: Move Action to go prone, or get up from prone. Cannot be in cover. While prone you may make a number of overwatch attacks equal to the weapons shots per round.

**Jet Trooper:** Gain a free jetpack that does not count against equipment count, base carry capacity reduced to 2 Hands worth of Weapons. Can specialize into Paratroopers when Phase 2 is released.

**Paratrooper** (Phase 2): When deployed, can be deployed anywhere on the map with open sky. Free jetpack that doesn't count towards equipment count. Base Carry Capacity is reduced to 2. Loses Access to DC-17 Hand Blasters by class. Can still gain access through rank.

**Heavy Trooper:** Gain access to Heavy Plating, however Clone Trooper speed can never be increased with customization points. Access To Z-6 and RPS-6

**Shock Trooper:** Increased base Carry Capacity to 4 Hands, and have your base speed increased to 30ft/second, the Clone Trooper max.

## Armor

You pick armor based on specialization. If your class gives you special armor, you may use that armor or standard Phase 1 or 2 Armor. You unlock phase 2 Armor, and phase 2 Armor Specializations if you are playing any mission in the year 21 BBY or later.

**Phase 1:** 1 Armor, 1 Equipment, -5 Movement 2,000 credits 3 bmp

**ARC Phase 1.5:** 2 Armor, 2 Equipment, -5ft Movement 4,500 Credits 4 bmp

**Phase 2 (Unavailable until 21 BBY):** 2 Armor, 1 Equipment, 3,000 Credits 3 bmp

**Phase 2 ARC (Unavailable until 21 bby):** 2 Armor, 2 Equipment 4,000 Credits 4 Bmp

**ARF:** 1 Armor, 1 Equipment, +1 Dodge, advanced slicer and motorized ascension cable 1,500 Credits 2 bmp

**ARF Phase 2:** 1 Armor, 1 Equipment, +2 Dodge, advanced slicer and motorized ascension cable 1,500 Credits 2 bmp

**Scout Armor:** 1 Armor, 1 Equipment, +2 Dodge, Macro Binoculars, 1,000 Credits, 1 Bmp

## **Equipment**

Armor comes with the ability to hold a certain amount of equipment. Equipment pieces are not weapons gear that enhances the troopers combat ability by different means, allowing troopers to specialize or more widely prepare within their specialization.

**Every Clone** has the following equipment available each time they resupply

1 Thermal Detonator

Ascension Cable

Slicer

Then pick a number of pieces of equipment equal to your armor's equipment score

**Medikit:** 5 Vials of bacta, 4 points of health restored spread across adjacent squares

120 Credits Must replace vials after use, 20 each

**Hevy Plating:** +1 Armor (Only Available to Heavy Troopers)

**Plot Armor:** When you would take lethal damage, the character is reduced to 0 hit points. If hit again they then die, even if damage does not pass through their armor. If the enemy becomes adjacent they also die. They are out of action till the GM states they can return to duty. Expires after order 66 is given.

**Riot Shield:** + 2 to dodge, takes up one hand when active

**Range Finder:** +1 Accuracy to a weapon specified at the beginning of the battle

**Extra Grenade:** Start with 2 Thermal Detonators instead of 1

**Jet Pack:** Fly 40ft after moving, 2 round recharge

**Ascension Cable:** Climb at half speed instead of  $\frac{1}{4}$ .

**Motorized Ascension Cable:** No climbing penalty, climb at normal speed

**Slicer:** Allows user to hack

**Advanced Slicer:** +2 to hack, 3 repair per turn

**Sonar Dart:** reveals all units in a burst 5 that are not visible to the eye

**Non Military Issue Weapon:** Select a weapon with no BMP value outside of clone trooper standard Armament

**Silencer:** Makes shots inaudible.

**MacroBinoculars:** Allows you to take the Spot Action. Spot: Standard action. Choose a target, and give all adjacent allies a +2 to hit that target till the end of the round.

## Non-Trooper Characters

If you are looking to play something other than a clone trooper, here is a list of races. There are classes to select after this table.

Race	Strength	Agility	Accuracy	Intelligence	Force	Health	Speed	Customization Points	Notes
Human	2	2	2	2	0	2	20ft	2	
Clone (Jango Fett)	3	3	3	3	-	3	25ft	0	
Kiffar	2	2	2	2	1	2	20ft	2	Near human, like quinlan vos
Twi'lek	2	3	2	2	0	1	20ft	2	
Mirialan	2	2	2	2	0	2	20ft	2	
Wookie	6	1	2	2	0	3	15ft	1	
Gungan	2	3	1	1	0	2	25ft	2	
Toydarian	1	1	2	2	0	1	Walk 10ft Fly 20ft	2	
Weequay	2	2	3	1	0	2	20ft	2	1 Natural Armor
Kaleesh	3	3	1	2	0	2	20ft	2	
Trandoshan	3	1	2	1	0	3	20ft	2	
Rodian	1	1	1	2	0	2	20ft	3	Generally Unpleasant
Ithorian	2	1	1	2	0	2	20ft	2	SCREAM 4x2 area attack

									pushes people 3 tiles
Togruta	2	2	2	2	2	1	20ft	2	
Dathomirian Zabrak	4	3	1	3	1	3	25ft	1	Gouge, make an extra attack if meleeing to stab with horns +2 damage
Zabrak	3	2	2	2	0	2	20ft	2	Gouge, make an extra attack if meleeing to stab with horns
Assassin Droid	1	1	1	2	-	1	20ft	10	1 innate armor
Cathar	2	3	1	2	0	2	25ft	2	+2 to melee
Neimoidian	1	1	1	3	0	1	20ft	2	
Duros	2	2	2	1	0	2	25ft	2	
Rattataki	2	3	2	2	1	2	20ft	2	
Iktotchi	2	2	2	2	1	2	20ft	2	
Kyuzo	3	3	3	1	0	2	20ft	1	Start with Kyuzo Helmet
Nikto	2	2	1	2	0	2	25ft	2	1 armor
Devaronian	2	2	2	1	1	2	20ft	1	

Customization points are stat increases you can spread across the stats when you make a character. Each point can be used to increase a single stat once. A stat cannot go higher than 9. You may also use a point to increase a character's movement speed by 5 feet, or increase their carry capacity by 1 hand. Speed and Carry Capacity can only be increased once in the character's lifetime.

## Classes

Class	Credits	Black Market Points	Customization Points
Clone Trooper	0	0	1 point gained at Ranks of sergeant, lieutenant, captain, and commander. These are assigned by Game Master
Jedi*	Expenses are taken care of	0	+1 Force, +1 Intelligence, +1 Agility, +3 to choice
Mercenary	5,000	2	3
Bounty Hunter	3,000	3	4
Smuggler	4,000	5	2
Criminal	3,000	4	3
Mandalorian*	8,000	0	5, +5ft to speed

\*See Special Class Rules Below

Credits Are used for purchasing Weapons and Equipment

Black market points are used by non-military characters to acquire military tech, and can be sold for 2,000 Credits each. Cannot be bought. You still pay the price in credits alongside the BMP price

## Mandalorian

Speed: +5 ft/sec (Negates the ability to increase it later)

Start with a suit of Beskar armor

1 RPS-6 identical missile fired from a jetpack.

Wrist Mounted Flamethrower: 20ft cone, 5 damage, 3 recurring energy damage for 3 turns

Mandolorians have 5 upgrade points to start, and only gain 2 if they enter a point of power over 20 warriors.

## **Jedi**

Padawan max force of 4

Jedi Knight max force of 6

Jedi Master max force of 8

GM/Players decide what classification they want to start at.

**Lightsaber Combat:** Each Lightsaber strike is made up of 4 elements on each the defenders and attackers sides.

The defender has a defense made up of five elements, the defenders agility, the lightsaber they use, the defense stat of the style they use, and their connection to the force, all of which is added to a d10 roll.

Attackers must break through these defenses with an attack made up of 5 elements, strength, the attack stat of their lightsaber, attack stat of their style, connection to the force, and a d10 roll. Damage done is the attack roll - defense roll, to a minimum of 0.

Force sensitives with a lightsaber can deflect a number of blaster bolts or disintegrate slug thrower shots equal to their styles deflect modifier, their force connection, and their lightsabers deflect value. Their ability to reflect a shot back at a target, is their accuracy + their force ability+d20 roll, vs the targets dodge.

Exiting the Attack Range of a character wielding a melee weapon Provokes a free Attack from that character.

**Forms** (First ones free, 2 custom points to learn another)

Jedi, lightsaber form affects reflections and damage so does lightsaber type, dual emotions giving them different abilities stoicism/rage laid-back/jealous one positive one negative.

Form 1 Shii-Cho: +2 Deflect, +2 Attack, +2 defense, +5 Movement, Disarm (Win Contested melee, no damage)

Form II Makashi: +6 attack, +6 defense, apply agility instead of strength to lightsaber attack

Form III Soresu: +5 Deflect, may make a melee check against each blaster shot after that, +2 attack, +6 defense

Form IV Ataru: +4 Deflect +4 attack, +2 Defense, +5 movement

Fom V Shien/Djem So: Can swap at the beginning of a round; (Djem So +2 Deflect and defense, +4 attack) or (Shien +4 Deflect and defense, +2 Attack)

Form VI Niman: +3 Deflect, +3 defense, +3 attack

Form VII Juyo/Vapad: (Not Available to Jedi) attack, defense and Deflect are equal to the user's force value -1. Vapad is that but -2 to all stats.

### **Lightsaber Types**

Single Blade: +10 Attack, +10 Defense, +1 Deflect

Crossguard: +10 Attack, +12 defense

Long Saber: +10 Attack, +10 Defense, 5 ft reach

(1 Custom) Double Blade: +8 Attack, +14 Defense, 1 Deflect

(3 Custom) Dual Wielded Saber: +12 Attack, +12 Defense, +2 Deflect, half deflect while blade is thrown (round down)

(2 Custom) Shot and Full: +10 Attack, +12 Defense, +2 Deflect, half deflect when thrown (round down)

(1 Custom) Long Cross: +10 Attack, +12 Defense, 5ft reach

(1 Custom) Light Pike: +8 Attack, +14 Defense, 5ft reach,

(1 Custom) Curved: +10 Attack, +10 Defense, +1 Deflect, chose +2 to attack or defense at the beginning of the round

(1 Custom) Great Saber: +12 Attack, +10 Defense, 5ft reach

### **Wear**

Jedi may also choose between jedi robes or robes mixed with elements of phase 1 armor

Robes: 0 Armor, + 2 dodge

Armor: +1 Armor, 0 Dodge

### **Force Powers**

Unless stated, these are actions you must take and are not passive

Non Jedi force sensitives can use force powers at twice the force requirement level

Force Level 1: Force Push: Push the target (5xForce)ft away from you.

Force Level 2: Force Pull: Pull the target ( $5 \times \text{Force}$ )ft towards you. You can choose to have them stop in front of your square or have them go past you, they cannot stop in your square. You may also attack the target if they enter an adjacent square to you

Force Level 3: Force Leap: you jump in any direction, a distance equal to your movement + 5 feet for each point of force you have.

Force Level 4: Lightsaber Throw: You throw your lightsaber in a line of the length ( $10 \times \text{Force}$ )ft. You hit everything in that line, but cannot deflect on your off turn. Blocked if the opponent wields a lightsaber and expends 2 deflect

Force Level 5: Protection Bubble: A shield with a radius of ( $5 \times \text{Force}/2$ )ft. Sustained as a full action each round, unable to take any other actions. Can be shot out of, not into, and has no hp limit

Force Level 6: Battle Meditation: Full action Give Allies a +Force dodge for 1 round, you are stunned the next round.

Force Level 7: Shatter Point: Study a target for one round, gain +5 Melee against that target until you break engagement

Force Level 8: Force Lightning: Shock a number of targets equal to your force value, at a range of ( $5 \times \text{Force}$ )ft from each pivot point, pivot including you and each targeted creature. This does 1d4 for every two force points you have, each target takes amage individually.

Force Level 9: Force Body: When you would die, you can be sustained by the force, until your immediate goal is completed or becomes unattainable. These parameters are agreed upon with your WM when you die.

## Player Weapons

Rough Inflation of Republic Credit is 2.237 relative to the USD.

**DC-15a** Low Power (High Power) 2 Hands 1,500 Credits (Not available for public sale, 2 BMP)  
Range: 80ft (100ft)  
Damage 4 (8)  
Ammo: 200 rounds  
RoF: 1 (1)

Special Rules:

Declare low or high power at the beginning of the round. If it is in low power, use the normal stats and add +1 to your aim when making ranged attacks. If on high power, use the stats in parenthesis. At high power the weapon consumes 2 ammo per attack.

**DC-15s** 1.5 Handed 1,000 credits (Not available for public sale, 2 BMP)

Range: 60ft

Damage: 3

Ammo: 200 rounds

RoF: 2

Special Rules:

Can be wielded in 1 Hand, but at a -1 Accuracy Penalty if wielded in 1 Hand

**DC-15 Side Arm Blaster Pistol** 1 hand 400 Credits (Not available for public sale 1 BMP)

Range: 50ft

Damage: 2

Ammo: 200

RoF: 1

Special Rules:

+1 Accuracy when only weapon equipped

**DC-17 Hand Blaster** 1 handed 1000 Credits (Not available for public sale, 2 BMP)

Range 40ft

Damage 3

Ammo: 50

RoF: 3

Special Rules:

Reserved for Commanders, ARC Troopers, Commandos, and Jet Troopers

**DC-15x** 2 Hands 2,000 credits (Not available for public sale, 3 BMP)

Range: 130ft, Line

Damage: 10

Ammo: 6

RoF: 1

Special Rules:

+2 Accuracy when making ranged attacks

1 in 12 chance to explode instead of 1 in 6 on reload

**Z-6 Rotary Cannon** 2 Hands 3,000 Credits (Not available for public sale, 3 BMP)

Range: 50ft

Damage: 3

Ammo: 200 rounds

7 shots per round, line

Special Rules:

After firing this weapon and using all 7 shots, you can sustain the line into the enemy's turn. Any enemy who passes through this line takes 2 unavoidable shots.

-5ft movement

Double range penalty

No accuracy benefit from half cover

Only Available for Heavy Troopers

**RPS-6 Launcher** 2 hands 5,000 Credits (Not available for public sale, 3 BMP)

Range: 120ft

Damage 15, 10ft blast

Ammo: 1, 4 in reserve

1 Shot Per Round

Special Rules:

Reload can be done by adjacent Allies.

Back blast 3 damage, use best idea to figure out which square is back blasted

Only Available to Heavy Troopers

**DC-17m Interchangeable Weapons System** 2 hands 4,500 Credits (Not available for public sale, 3 BMP)

Rapid Fire | Long Rifle,

Range: 50ft | 90ft

Damage: 3 | 8

Ammo: 300 | 25

3 Shot Per Round | 1 shot per round

Commandos only

**Vibroblade/Baton** 1 Hand 100 Credits

+2 Melee Attack

+2 Melee Defense

Fights like a lightsaber

**Westar-M5 Blaster Rifle** 2 Hands 3,000 Credits

Range: 30ft

Damage 1

Ammo: 250 rounds

5 shot per action

High Quality Plasma

**DP-23** 2 hands 1,500 Credits

Range: 30ft

Ammo: 5 rounds

1 Shot Per Action

2d4

Special Rules:

+1 Accuracy

- 1 Damage Per Range Increment

Cannot Be Deflected

**DC-19** 1.5 Handed 3,500 credits (Not available for public sale, 3 BMP)

Range: 60ft

Damage: 3

Ammo: 10 rounds

2 shots per round

Special Rules

Can be wielded in 1 Hand, but at a -1 Accuracy Penalty if wielded in 1 Hand

Built In Silencer (See Equipment)

1 in 12 chance to explode instead of 1 in 6 on reload

**L60 Blaster Rifle** 2 Hands 800 Credits

Range: 30ft

Damage 2

Ammo: 20/200 rounds

RoF: 7

**Lightsaber** (Constructed By Jedi, 50,000 Credits on the black market)  
Only Jedi can choose to start with this, but others may loot it off of a Jedi's corpse.

**Light Blaster Pistol** 1 Hand, 500 Credits

Range: 40ft  
Damage: 2  
Ammo: 60  
RoF: 2

**DL-44 Blaster Pistol** 1 Hand 3,000 Credits

Range: 30ft  
Damage 5  
Ammo: 50 rounds  
RoF: 1

**Westar 34 Blaster Pistol** 1 Hand 4,000 Credits

Range: 40ft  
Damage: 1  
Ammo: 20  
RoF: 1  
High Quality Plasma

**Westar 35 Blaster Pistol** 1 Hand 6,000 Credits

Range: 50ft  
Damage: 2  
Ammo: 25  
RoF: 1  
High Quality Plasma

**E-5 Blaster Rifle** 2 Hands 500 Credits

Range: 60ft  
Damage: 3  
Ammo: 200  
RoF: 2

**Accelerated Charged Particle Repeater Gun** 1 Hands 700 Credits

Range: 30ft  
Damage: 2  
Ammo: 40

RoF: 4 or 8

Special Rules:

If you fire 8 shots in a round, roll for a 1 in 12 chance to damage the gun into an unrepairable state

**Vibroblade/Baton** 1 Hand 100 Credits

+2 Melee Attack

+2 Melee Defense

**Vibrosword** 1 Hand 800 Credits

+4 Melee Attack

+4 Melee Defense

Fights like a lightsaber

**Vibrorapier** 1 Hand 1,000 Credits

+6 Melee Attack

+2 Melee Defense

Fights like a lightsaber

**Vibrocuttlass** 1 Hand 1,000 Credits

+2 Melee Attack

+6 Melee Defense

Fights like a lightsaber

**Slug Thrower Pistol** 1 Hands 200 Credits

Range: 40ft

Damage: 3

Ammo: 8/32

RoF: 1

Slug Thrower

**Slug Thrower Automatic Rifle** 2 Hands 400 Credits

Range: 50ft

Damage: 2

Ammo: 30/90

RoF: 3

Slug Thrower

**Slug Thrower Long Rifle** 2 Hands 500 Credits

Range: 80ft

Damage: 4

Ammo: 5/40  
RoF: 1  
Slug Thrower

Special: Rules  
+1 Accuracy

**Disruptor Rifle** 2 Hands 6,000 Credits 5 Bmp

Range: 80ft  
Damage: 12  
Ammo: 1  
RoF: 1  
Cartidged

**Disruptor Pistol** 1 Hand 4,000 Credits 4 Bmp

Range: 60ft  
Damage: 7  
Ammo: 6  
RoF: 2  
Cartidged

**Class-A Thermal Detonator** Each Clone starts a battle with 1

Range: 10xStrength  
Damage: 2d4 burst 2  
Standard Action to throw  
2 grenades can be carried at a time  
Destroys all cover in burst

## **Equipment**

**Medikit:** 5 Vials of bacta, 4 points of health restored spread across adjacent squares  
120 Credits Must replace vials after use, 20 each

**Plot Armor:** When you would take lethal damage, the character is reduced to 0 hit points. If hit again they then die, even if damage does not pass through their armor. If the enemy becomes adjacent they also die. They are out of action till the GM states they can return to duty. Expires after order 66 is given.

**Riot Shield:** + 2 to dodge, takes up one hand when active  
400 Credits

**Range Finder:** +1 Accuracy to a weapon specified at the beginning of the battle  
300 Credits

**Extra Grenade:** 2 Grenades instead of 1

**Jet Pack:** Fly 40ft, 2 round recharge  
4,000 Credits

**Ascension Cable:** Climb at half speed instead of  $\frac{1}{4}$ .  
200 Credits

**Motorized Ascension Cable:** No climbing penalty, climb at normal speed  
1000 Credits

**Slicer:** Allows user to hack  
100 Credits

**Advanced Slicer:** +2 to hack, 3 repair per turn  
2,000 Credits

**Sonar Dart:** reveals all units in a burst 5 that are not visible to the eye  
800 Credits

**Silencer:** Makes shots inaudible.

200 Credits

**MacroBinoculars:** Allows you to take the Spot Action. Spot: Standard action. Choose a target, and give all adjacent allies a +2 to hit that target till the end of the round.

## Armor

Mandalorian: 5 armor against Energy, 2 against rest, flamer and ascension cable built in, if you can't get beskar see durasteel.

Phase 1: 1 Armor, 1 Equipment, -5 Movement 2,000 credits 3 bmp

ARC Phase 1.5: 2 Armor, 2 Equipment, -5ft Movement 4,500 Credits 4 bmp

Phase 2 (Unavailable until 21 bby): 2 Armor, 1 Equipment, 3,000 Credits 3 bmp

Phase 2 ARC (Unavailable until 21 bby): 2 Armor, 2 Equipment 4,000 Credits 4 Bmp

ARF: 1 Armor, 1 Equipment, +1 Dodge, advanced slicer and motorized ascension cable 1,500 Credits 2 bmp

ARF Phase 2: 1 Armor, 1 Equipment, +2 Dodge, advanced slicer and motorized ascension cable 1,500 Credits 2 bmp

Scout Armor: 1 Armor, 1 Equipment, +2 Dodge, 1,000 Credits, 1 Bmp

Katarn: 3 Armor, -5 movement, 1 Equipment, 3 Point overshield, regens 1 point per turn 100,000 credits 5 bmp

Reinforced Leather: 1 Armor, 1 Equipment, 800 Credits

Blast Plating: 2 armor, 1 equipment 1,500 Credits

Tech Suit: 1 Armor, 3 Equipment, 2,500 Credits

Durasteel Half Plate: 2 armor, 2 Equipment, 4,000 Credits

Durasteel Plate: 3 armor, 2 Equipment, -2 dodge 5,000 Credits

For Game Masters  
Suggested Stats for Confederacy's Units

**B1 Battle Droid**

Strength: 2  
Agility: 1  
Accuracy: 1  
Intelligence: 1  
Force: 0  
HP: 2  
Speed: 20ft/sec  
Armor: 1

Blaster 2 shots, 3 damage on a hit range 60ft

**Assassin Droid**

Strength: 2  
Agility: 1  
Accuracy: 1  
Intelligence: 1  
Force: 0  
HP: 2  
Speed: 20ft/sec  
Armor: 1

Range 130ft, damage 8, 1 shot per round

**B2 Battle Droid**

Strength: 3  
Agility: 1  
Accuracy: 1  
Intelligence: 1  
Force: 0  
HP: 5

Speed: 15ft/sec

Armor: 2

Blaster 4 damage range 70ft

Wrist Rocket, Blast 1, -1 accuracy 5 damage, 4 damage blast, 90ft

### **Droideka**

Strength: n/a

Agility: 0

Accuracy: 1

Force: 0

HP: 2

Speed: 5ft/sec Shield Up 30ft/sec Rolling

Armor 1

To change movement mode is a full action, no attacks while rolling

While shielded (aura 1), you must be in the aura to hit it, or destroy the shield of 20 HP. 25% chance to reflect back in first range increment. 1 Round action to cycle the shields

2 blasts per round, 6 damage on a hit range 50ft

Can throw a thermal detonator at half range to go through shield

### **EG-5**

Strength: 4

Agility: 3

Accuray: 4

Intelligence: 2

Force: 0

HP: 10

Speed: 25ft/sec

Armor: 3

Makashi, Dual Wielded Saber

Attack: 3, 6, 8 = 17

Defense: 3, 12, 6 = 21

Deflect: 2