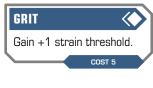
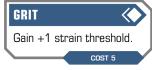
# **CLONE SOLDIER CLONE OFFICER**

ACTIVE PASSIVE RANKED <

Spec Bonus Career Skills: Cool, Leadership, Knowledge (Outer Rim), Knowledge (Warfare)

## PRIME POSITIONS ( When this character or an ally in short range takes cover, they both increase their soak against ranged attacks by 1 per rank of Prime Positions until they leave that cover.







checks for next 24 hours.

COST 5

TACTICAL ADVANCE 🔷

## The character may suffer 2 strain as incidental. Until the end of the character's next turn, the character and allies within short range may leave cover and contin-

ue to receive its benefits.

COMMAND

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

COST 10

FIRST AMONG **BROTHERS** 

When the character makes a check that does not generate any 🚳, it gains 😲 equal to ranks in this talent, which may only be spent to affect allied clones.

COST 10

## **CLANKER KILLER**

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

COST 10

#### PRIME POSITIONS 🔷

When this character or an ally in short range takes cover, they both increase their soak against ranged attacks by 1 per rank of Prime Positions until they leave that cover.

COST 15

## COORDINATED **ASSAULT**

As a maneuver, a number of engaged allies equal to Leadership ranks add 😲 to combat checks until beginning of next turn. Range increases per extra rank of Coordinated Assault.

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## **TOUGHENED**

Gain +2 wound threshold.

COST 15

#### FIELD COMMANDER

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

## **IMPROVED TACTICAL ADVANCE**

The character may spend **েও** or াঠেকৈ from a combat check targeting them to perform Tactical Advance incidental instead of suffering the strain.

COST 20

## **FIRST AMONG BROTHERS**

When the character makes a check that does not generate any 🚳, it gains 😲 equal to ranks in this talent, which may only be spent to affect allied clones.

COST 20

#### **SCRAP 'EM!**

On a successful attack, may suffer 2 strain and select allies up to ranks in Leadership, who add \_\_\_ to attacks against the target until the character's next turn.

COST 20

## IMPROVED FIELD **COMMANDER**

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

#### **DEDICATION**

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

## **IMPROVED SCRAP 'EM**

Scrap 'em! affects twice the number of allies, and allies add to combat checks against the target.

### FOR THE REPUBLIC!

When an ally is incapacitated or killed, the character can make a Daunting

(♦♦♦) Leadership

check. If successful, the ally is not defeated until the end of the following round.