

STAR WARS

D6 RPG

CLONE WARS

SOURCEBOOK

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TABLE OF CONTENTS

Section	Page
Characters.....	3
Droids.....	15
Vehicles.....	19
Starfighters.....	29
Starships.....	39
Equipment.....	47

STAR WARS D6 – CLONE WARS SOURCEBOOK

COUNT DOOKU

DEXTERITY 2D+2

Dodge	7D+1
Brawling Parry	6D+1
Lightsaber	11D+2
Melee Combat	7D+1
Melee Parry	7D

KNOWLEDGE 3D+2

Bureaucracy	9D+1
Business	5D+1
Intimidation	8D+2
Languages	5D+2
Planetary Systems	6D
Scholar (Jedi lore)	8D
Scholar (Sith lore)	5D+2
Willpower	7D

MECHANICAL 3D

Space transports	5D
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PERCEPTION 3D+2

Bargain	5D+2
Command	7D
Con	5D+2
Persuasion	8D+2

STRENGTH 2D+1

Brawling	8D
Climbing/Jumping	4D+2
Stamina	4D

TECHNICAL 2D+2

Computer prog/repair	4D
Lightsaber repair	5D+1
Security	3D+1

Control 12D

Alter 10D

Sense 13D+1

injury, remain conscious, resist stun

Sense: combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force, shift sense

Alter: injure/kill, telekinesis

Control and Sense: farseeing, lightsaber combat, projective telepathy

Control and Alter: control another's pain, feed on dark side, Force lightning, inflict pain

Control, Sense and Alter: affect mind, battle meditation, control mind, telekinetic kill

Sense and Alter: dim other's senses, Force wind

Force Sensitive: No

Force Points: 17

Dark Side Points: 24

Characters Points: 31

Move: 10

Force Skills:

Control: absorb/dissipate energy, accelerate healing, concentration, control pain, emptiness, enhance attribute, force of will, hibernation trance, rage, reduce

Credit: Kinn Kundo, SWRPGNETWORK.COM

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GENERAL GRIEVOUS



When the greedy corporate titans and the disenfranchised systems of the galaxy pooled their resources together to leave the aging Galactic Republic behind, they became the Confederacy of Independent Systems. Their military assets formed a droid army of seemingly limitless size -- a weapon that needed a military mastermind to wield effectively.

From within the ranks of the Confederacy came General Grievous, a brilliant strategist unhindered by compassion or scruples. His lightning strikes and effective campaigns caused his reputation to grow in the eyes of a frightened Republic. To many, he eclipsed the threat posed by Count Dooku, the charismatic leader of the Confederacy's political battlefields -- Grievous was the face of the enemy.

A twisted melding of flesh and metal, General Grievous' body is a deadly weapon forged by the cutting edge developers of the Confederacy. Within the hardened carapace beats the heart of a remorseless killer. Grievous hunted Jedi for sport and proudly displayed his victims' lightsabers around his belt as trophies of his conquests. His unorthodox fighting form and mechanical enhancements gave him an edge in close-quarters combat, and his strategic ingenuity and flawless cunning rendered him almost invincible against the Jedi.

In the final stages of the Clone Wars, Grievous orchestrated a daring strike against the heart of the Republic. His flagship led a fleet of massive warships to Coruscant, where an immense battle raged in the upper atmospheres of the capital world. The fighting had gone on long enough -- one way or another, this strike would lay the foundation for the end of the war. Grievous was determined to be victor, and hoped to add the lightsabers of the most famous Jedi warriors -- Skywalker and Kenobi -- to his grisly collection.

Though Grievous orchestrated many campaigns from sheltered bunkers, he was not afraid to fight alongside his soulless troops in the frontlines of the battlegrounds. Jedi General Daakman Barrek first reported Grievous' frightening form on the industrial world of Hypori, where Grievous laid waste to almost all

of Barrek's forces.

Following that bloody debut, scattered reports along the HoloNet told of numerous successes in the Office of the General's campaigns against the Republic. Grievous led a stab into the Republic's inner systems along the Corellian Trade Spine, conquering world after world. When Duro fell to a concentrated Confederacy attack, the insulated Core Worlds trembled in fear of what the General was able to achieve.

DEXTERITY	6D
Dodge	10D
Brawling Parry	10D
Lightsaber	20D
Blaster	9D

KNOWLEDGE	3D
Tactics	8D
Intimidate	12D
Planetary Systems	6D

MECHANICAL	2D
Astrogation	6D
Ground Vehicle Operation	9D
RepulsorLift Operation	8D
Space Transports	7D
Starfighter Piloting	9D
Starship Weapons	8D
Starship Shields	6D

PERCEPTION	6D
Command; Confederacy	8D
Hide	7D
Search	10D
Sneak	7D

STRENGTH	6D
Brawling	12D
Climbing/Jumping	11D
Stamina	9D

TECHNICAL	3D
Droid Programming	6D
Droid Repair	8D
Security	8D

Force Sensitive: No

Force Points: 4

Dark Side Points: 18

Character Points: 12

Move: 12

STAR WARS D6 – CLONE WARS SOURCEBOOK

Special Abilities

Four Arms: General Grievous' arms can split from their default configuration into a set of four arms which allow him to wield four weapons at once.

Ultrasonic Vocabulator: Grievous has a vocabulator system which can communicate into ultrasonics, allowing him to issue commands to droids unknown to organics.

Magnetised Talons: Grievous' feet end in a set of magnetised talons, which can magnetically adhere to metal surfaces such as starship hulls. The talons are also razor sharp (Strength+2D Damage) and can be used for climbing or gaining purchase on slippery or sheer surfaces. His feet can also be used interchangeably with his hands, allowing him to walk on his hands while wielding weapons with his feet, or to stand on a single foot while wielding weapons in his hands and other foot.

Heuristic Combat Programming: Grievous' brain is enhanced to allow him to control his cyborg body, as well as to allow him to combat his chosen enemy, the Jedi. This programming allow him to wield four weapons at no disadvantage (first four actions are taken at no penalty), making him a fearsome warrior.

Cybernetically Enhanced Eyes: Although Grievous has his natural Kaleesh eyes instead of photoreceptors, these are enhanced, allowing him to see in the dark (+2D to search in darkness), and including macrobinocular features.

Armorplast Plating: Grievous is covered with armour plates, making him heavily resistant to damage (+1D vs Damage) although obviously even this is not enough to make him totally resistant to a Lightsaber wielding Jedi Knight.

Equipment:

Blaster Pistols (4D damage)

Multiple Lightsabers (5D damage)

Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

ASAJJ VENTRESS

DEXTERITY 4D

Blaster	5D
Brawling Parry	6D
Dodge	8D
Lightsaber	7D
Melee Combat	7D
Melee Parry	6D
Thrown Weapons	7D

PERCEPTION 5D

Bargain	6D
Command	8D
Con	6D
Hide	8D
Persuasion	6D
Search	7D
Sneak	8D

KNOWLEDGE 2D

Intimidation	5D
Languages	6D
Planetary Systems	4D
Streetwise	6D
Survival	4D
Tactics	7D
Willpower	5D

STRENGTH 3D

Brawling	6D
Climbing/Jumping	6D
Stamina	4D
Swimming	5D

MECHANICAL 3D

Starfighter Piloting	7D
Starship Gunnery	6D
Starshield Shields	5D
Beast Riding	4D
Astrogation	6D
Repulsorlift Operation	6D
Sensors	5D

TECHNICAL 2D

Demolitions	4D
First Aid	5D
Medicine	3D

Security 6D

Control 5D

Sense 5D

Alter 4D

Force Powers:- Absorb/Dissipate Energy, Accelerate Healing, Control Pain, Detoxify Poison, Reduce Injury, Remain Conscious, Resist Stun, Life Detection, Life Sense, Magnify Senses, Telekinesis, Lightsaber Combat, Affect Mind, Enhance Attribute, Rage, Combat Sense, Danger Sense.

Force Sensitive: Yes

Force Points: 12

Dark Side Points: 14

Character Points: 18

Move: 12

Equipment

Twin Lightsabers (curved handles, Red Blade, 5D Damage)

Armoured Robes (+1 Vs Energy Damage, +2 Vs Physical

Damage)

FanBlade Starfighter

One of the most deadly and tragic opponents to emerge from the battlefields of the Clone Wars was Asajj Ventress, a disciple of the dark side and sworn enemy of the Jedi. A lifetime of enduring cruel hardships had purged any compassion from her cold heart, and a fierce survival instinct forged in the ceaseless dangers of her bloody homeworld kept her on the dark path.

Much of her past remains shrouded in mystery. Ventress hails from Rattatak, a barbaric world where violent bloodshed is a daily occurrence. The primitive planet is far from the Republic borders, and is ruled by brutal warlords who constantly battle for domination. A warlord named Osika Kirske murdered Asajj's parents when she was very young. Somehow, a young Jedi named Ky Narec came to be stranded on this forsaken world. Cut off from the Jedi Council, Narec discovered Asajj and took it upon himself to train the Force-strong orphan. The two quickly became heroes, vanquishing many warlords, ending wars, and uniting armies until Kirske conspired with the remaining warlords to retaliate. They succeeded in killing Narec before he could complete Asajj's training.

As a result, she had the skills of the Jedi combined with a raw, unfocused talent in the Force. She never controlled her instinctual fury, and when her master died, she developed a hatred for the Republic that had abandoned her mentor, and had ignored the atrocities of Rattatak.

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Asajj's rage fueled her power, and she clawed her way up to a position of authority on the lawless world of Rattatak. She conquered and imprisoned most of the remaining warlords, including Osika Kirske, whom she would eventually kill. She could best any of the monstrous combatants in the gladiatorial games held regularly on the world. Shortly after the outbreak of the Clone Wars, Count Dooku came to Rattatak, looking for another world to add to the Separatist fold. What he found instead was far more promising.

Ventress' raw talent and fierce determination impressed Count Dooku. The charismatic leader of the Confederacy was able to recruit the young warrior by appealing to her disgust with the Jedi and the Republic. Dooku confirmed Ventress' bitter ideas that the Jedi had abandoned their ethics and convictions. Ventress proved her skills by challenging Dooku to a duel. Though Dooku won the sparring contest, he invited Ventress to accompany him back into the Confederacy as a personal protégé.

Though Ventress longed to identify herself as a Sith, she did not receive Sith training. While Dooku helped hone her talents, he taught her none of the knowledge unique to the Sith. Her skills were a combination of incomplete Jedi training coupled with her own techniques. Her raw talents and bottomless well of anger and pain bolstered her dark side abilities. Giving into her rage granted her further powers.

Ventress proved to be a cunning military mastermind, and Dooku made her a commander within the Separatist army. One of her first assignments was disrupting a meeting between Jedi Master Mace Windu and a group of dissident Jedi. Dooku had no compunctions about exploiting and lying to Asajj to meet his ends. He told her that Windu was responsible for the abandonment of her former Jedi mentor. Asajj did battle with Windu on the moon of Ruul, and though Asajj was forced to flee the fight, Windu came to realize that a new and dark menace to the Jedi was at large.

Asajj was in command of a Separatist plot to unleash a deadly chemical weapon on the Gungan colony moon of Ohma-D'un. This was an early test of a chemical warfare program against the clone troopers of the Republic. Though Asajj and Durge had to flee the Naboo moon, they had proven to be formidable opponents against the Jedi.

General Obi-Wan Kenobi followed Asajj to the chemical weapon development plants on Queyta. Asajj was tasked by Count Dooku to once again offer Kenobi a chance to join the Separatists, but the Jedi refused. Asajj again escaped to plague the Republic on other battlefronts.

Four months after the Battle of Geonosis, Asajj joined the fighting on Muunilinst, where Republic clone troopers attacked droid factories on the InterGalactic Banking Clan homeworld. Though the bounty hunter Durge handled the ground campaign, Asajj soared into battle aboard one of her fanblade starfighters. Her incredible piloting skills drew the attention of Anakin Skywalker, the Padawan who was leading the space forces.

After being captured on Jabiiim, Jedi General Obi-Wan Kenobi and the ARC trooper known as Alpha were transported to Ventress' private fortress on Rattatak. There, she tortured the prisoners in hopes of breaking Obi-Wan's spirit and presenting the defeated Jedi as a trophy to Count Dooku. Kenobi foiled her plans, though, and escaped along with Alpha. Adding insult to injury, Kenobi stole Ky Narec's lightsaber, which Ventress kept as a memento of her past, and left Rattatak by absconding with one of her fanblade fighters.

Asajj has perfected a lightsaber combat form that uses paired blades to strike and parry. She carried twin weapons given to her by Count Dooku, and each bears a similar archaic curved handle design favored by the former Jedi Master. Ventress' lightsaber handles are especially modified so that they can connect into a joined, S-shaped handle, becoming a double-bladed lightsaber.

Asajj followed Asajj through hyperspace to the ancient Sith temples of Yavin 4. Anakin continued his pursuit on foot, aided by clone troopers. Using the Force, Asajj whittled away the clone trooper guards, and then began a stunning lightsaber duel with Anakin. So skilled was she, Asajj even proved to be a challenge to the fabled Chosen One of Jedi legend. To defeat her, Anakin needed the edge granted by giving into anger. In a furious counter-attack, young Skywalker repulsed Ventress, who nonetheless survived.



Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

DURGE

DEXTERITY	7D
Blasters	7D
Blasters; Blaster Pistol	12D
Brawling Parry	9D
Dodge	8D
Melee Combat	9D
Melee Parry	8D
PERCEPTION	3D
Command	6D
Search	4D
KNOWLEDGE	3D
Intimidation	7D
Streetwise	4D
Survival	5D
Tactics	6D
Willpower	6D
STRENGTH	6D
Brawling	9D
MECHANICAL	2D
Space Transports	3D
Beast Riding	4D
Repulsorlift Operation	8D
TECHNICAL	2D
Blaster Repair	4D
Demolitions	6D
Security	5D

Force Sensitive: No

Force Points: 5

Dark Side Points: 49

Character Points: 20

Move: 10

Special Abilities

Regeneration:- Gen'Dai can regenerate damage at a highly accelerated rate, healing at one speed category faster than other lifeforms (eg to heal naturally from a wound a normal character would have to wait three days, a Gen'Dai would only have to wait three hours). This regenerative capacity allows them to regenerate lost limbs, however this is a slow process and pales into

insignificance compared to their ability to re-attach severed limbs by holding them against the stump and waiting for the wound to heal. They can also burn force points to heal one wound category instantaneously, making them capable of incredible feats of healing especially when combined with their ability to re-attach severed limbs.

Hibernation:- When Mortally Wounded a Gen'Dai can enter a state of hibernation in which they can remain while they heal twice as slowly as other lifeforms (eg requiring 2 months before making a healing roll to improve to incapacitated).

Distributed Circulatory and Nervous Systems:- Gen'Dai have no central brain or heart structure making them extremely resistant to damage, this gives them a bonus 3D to their strength to resist wounds and damaging attacks.

Longevity:- Gen'Dai can live for many millenia without physically weakening, however their minds succumb to the years and they find themselves suffering increasing levels of depression, anxieties and insanities until their final years are lost in madness.

Equipment

Impact Armour (+2 vs Physical Damage, +1 vs Energy Damage, with integrated Jet Pack, Wrist Mounted Energy Shields (for parrying) and Wrist Dart Launchers (3D Damage)),

Blaster pistols (4D Damage),

Explosives,

Power Lance (Strength +2D Damage),

Energy Bola (5D Energy or Physical Damage),

Spiked Flail (Strength +1D Damage)

Modified swoop speeder bike

The bounty hunter known as Durge had weathered centuries of violence and warfare, emerging as a merciless and nearly unstoppable warrior driven by ancient vendettas. Though he identified himself as a bounty hunter, he held no guild allegiance, answered to no benefactor, and seemed to have no need of riches. He hunted for the pure sport of it, to feed an insatiable bloodlust that spanned literally hundreds of worlds and almost two thousand years.

When completely encased in his battered high impact armor, Durge's true alien heritage was obscured. Though humanoid in appearance, Durge was a Gen'Dai, a rare species with an unusually long lifespan -- some Gen'Dai reportedly have lived for over four thousand years.

The peculiar nervous and circulatory systems of the Gen'Dai makes them extremely resistant to physical injury. The Gen'Dai physiology boasts millions of nerve clusters throughout the body, and a vascular system that distributes blood without the

STAR WARS D6 – CLONE WARS SOURCEBOOK

need of a central heart. Lacking the vulnerable vital organs of Durge into his ranks, and the ancient bounty hunter relished an most humanoids, a Gen'Dai could sustain multiple lacerations and ironic twist in his quest for retribution.

even, it is rumored, complete dismemberment and yet still survive.

In addition to these extremes of endurance, the distributed neural network gives the Gen'Dai phenomenal reflexes. Should a Gen'Dai sustain too many injuries, they are capable of entering into extended periods of hibernation, during which they can heal wounds, recover from disease, and slow the aging process.

With such formidable physical abilities, it is fortunate for the galaxy at large that the Gen'Dai are, by nature, not an aggressive species. They are nomadic, and their home world has been lost to the ages. Due to a low birthrate, the Gen'Dai are very rarely encountered, and they usually avoid confrontation if possible. Though the Gen'Dai are physically suited for long life, their minds weaken with age, and the species is susceptible to depression, hysteria, and other forms of psychosis.

The Gen'Dai that would become Durge was born two thousand years before the fall of the Republic, and was regarded by his elders as an exceptional physical specimen at a young age. A predilection for aggression, coupled by witnessing bounty hunters in action, forever steered young Durge into a lifetime of violence. The lure of the blood trade drew Durge away from his tribe and into the rest of the galaxy. For centuries, he studied under the most experienced and dangerous bounty hunters he could find.

About a millennia before the Battle of Naboo, when the galaxy was wracked by warfare waged between the Jedi Knights and Sith Lords, Durge was in the employ of one of the few remaining Sith. In this time, he squared off against many a Jedi, learning their fighting techniques, and developing weaponry and combat tactics to counter their moves. When the Sith were finally wiped out at the Battle of Ruusan, Durge went into hiding to avoid Jedi reprisals. He adopted dozens of different aliases while continuing his career as a hunter, amassing a sizable fortune.

Nine hundred years later, Durge was hired to kill the leader of the Mandalorians. Though he succeeded, the Mandalorians struck back and managed to subdue Durge. Leave it to the Mandalorians to devise a means of restraining a Gen'Dai. They turned Durge's longevity against him, finding ways of inflicting pain throughout his scattered nerves. He was a victim of unspeakable torture, unable to die.

Durge was able to escape the Mandalorians, and retreated to parts unknown to hibernate and recover. It took nearly a century to undo the damage the Mandalorians wrought. Though his physical body had healed, Durge's already dangerous psyche was pushed further past the brink of sanity.

When Durge emerged from his slumber, he sought vengeance on the Mandalorians. He was cheated of his revenge as he learned they were all but extinct. He soon found purpose, though. He had awakened to a galaxy at war, a galaxy where the Jedi Knights led clone soldiers in battle against the automated troops of the Confederacy. The charismatic Count Dooku lured

The Republic clones were cast from a Mandalorian genetic template. Though the galaxy may be bereft of true Mandalorians, their legacy lived on in the form of clone troopers. Durge would take great satisfaction in being able to kill legions of his sworn enemies.

In becoming Dooku's henchman, the bounty hunter was teamed up with Asajj Ventress, a Dark Jedi and commander within the Separatist military. The two were formidable adversaries for the Republic, and Durge took the lives of many Jedi with great zeal. Alongside Ventress, Durge unleashed a horrible chemical weapon attack on the Gungan colony moon of Ohma-Dun. The Jedi were shocked to discover Durge, a warrior like no other on an increasingly deadly battlefield. Durge and the threat of chemical weapons returned on the Separatist outpost of Queyta.

Durge was also dispatched to bolster the security of Muunilinst, the homeworld of the InterGalactic Banking Clan. He organized and led a droid army of IG lancer droids, creating an elite rapid deployment military force to protect this key world of the Confederacy.

Durge led his droid forces in defense of Muunilinst when a huge Republic taskforce attacked the planet. Durge's army inflicted great damage to the armored vehicles of the Republic army, but Durge was ultimately bested in one-on-one combat with General Obi-Wan Kenobi.

In addition to Durge's frighteningly powerful physical abilities, he was a walking arsenal. He was proficient with ranged weapons like his twin blasters, melee weapons like a spiked flail, and thrown weapons like a set of energized bolas. Durge's heavy armor included wrist darts and forearm-mounted energy shields that let him parry lightsaber attacks for short periods of time. Durge often used an agile rocket pack as well as an extensively modified swoop speeder bike.

Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

CLONE SKY TROOPER

Though clone troopers were genetically identical in design, a few elite groups underwent specialized training to better prepare them for specific environments. These combat skills were supplemented by equipment modified for use on specific terrains. The Sky Troopers are one such example of this, equipped with streamlined armour with an inbuilt jet pack and weapons they can fight high above the surface of planets no matter whether the battle is in the treetops of Kashyyyk or on the Cloud City of Bespin. This enables them to have a high mobility and to fight without aerial vehicle support although this is still limited by the small fuel supply of their Jet Pack. Clone Sky Troopers were replaced by Storm Sky Troopers but the lower levels of training and the reduced cost of their equipment means that the galaxy still remembers the bravery and ferocity of the Clone Sky Troopers many decades after the last one disappeared from the galaxy.



DEXTERITY 3D

Blaster	6D
Dodge	6D
Brawling Parry	5D
Vehicle Blasters	5D

KNOWLEDGE 3D

MECHANICAL 3D

Jet Pack Operation	6D
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PERCEPTION 3D

STRENGTH 3D

Brawling	5D
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TECHNICAL 3D

Force Sensitive: No

Move: 10

Equipment:

Clone Sky Trooper Armour (+1D+2 Physical, +2 Energy, 1D Dexterity) -

Jet Pack: Move 80;240kmh (60 Minutes Fuel)

Twin Blaster Cannons (Scale: Speeder, Ammo: 20, Range: 3-25/50/250, Damage: 4D))

[CloneTrooper Blaster Rifle](#) (5D+2)

Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

CLONE SCUBA TROOPER

Though clone troopers were genetically identical in design, a few elite groups underwent specialized training to better prepare them for specific environments. These combat skills were supplemented by equipment modified for use on specific terrains. One notable group was the clone SCUBA troopers. These aquatic assault troopers were outfitted with modern gear that allowed them to effectively wage war against aquatic cultures that would otherwise enjoy the advantage of fighting in a difficult native environment. A clone SCUBA trooper's armor is lighter in weight than the standard plastoid-alloy composite armor worn by the line infantry. The helmet features lenses and sensors that help penetrate the ocean murk and bring underwater enemies into crisp focus. Miniaturized scrubbers built into the breathing unit are able to extract oxygen from water environments, and allow for attachment of oxygen tanks. A clone SCUBA trooper wears an aquatic propulsion pack and has maneuverability jets incorporated into his shin guards to allow for impressive underwater agility. Clone SCUBA troopers carry specialized blaster rifles with a modified collimator barrel array that retards blaster bolt diffusion from the water environment. These troopers are typically outfitted with explosives that take advantage of an ocean's ability to transmit concussive shock. General Kit Fisto led an army of clone SCUBA troopers on Mon Calamari during the Clone Wars.



DEXTERITY 3D

Blaster	6D
Dodge	6D
Brawling Parry	5D

KNOWLEDGE 3D

MECHANICAL 3D

PERCEPTION 3D

STRENGTH 3D

Brawling	5D
Swim	6D

TECHNICAL 3D

Force Sensitive: No

Move: 10

Equipment:

Clone Scuba Trooper Armour (+1D+2 Physical, +2 Energy, -1D

Dexterity, Waterjets: Move 20 +1D Dodge, Oxygen

Scrubbers)

Aquatic Modified [CloneTrooper Blaster Rifle](#) (5D+2)

Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

CLONETROOPER

CloneTroopers were the main combatants on the side of the Old Republic during the Clone Wars, which in fact were named after them. Cloned from the bounty hunter Jango Fett by the Kaminoan cloners, they were better trained and skilled than the StormTroopers that eventually replaced them, however as recruiting is far cheaper than cloning they were doomed because of the Empires policy of using the cheapest solution to any problem. CloneTroopers fought side by side with the Jedi Knights, until the Jedi themselves were declared the enemy, and the CloneTroopers hunted them down aided by Darth Vader. Their armour offers similar protection to the later sets of StormTrooper Armour, but is bulkier and more restrictive, making it somewhat difficult to fight in. Specialist CloneTroopers were trained as pilots, gunners and commanders, these were distinguished from normal troopers by coloured panels on their armour, normal trooper armour was the same simple white panels over the black bodyglove as the later StormTroopers.

DEXTERITY	3D
Blaster	6D
Dodge	6D
Brawling Parry	5D
KNOWLEDGE	3D
MECHANICAL	3D
PERCEPTION	3D
STRENGTH	3D
Brawling	6D
TECHNICAL	3D

Force Sensitive: No

Move: 10

Equipment:

CloneTrooper Armour (+2D Physical, +1D Energy, -2D Dexterity, -1 Move)

[CloneTrooper Blaster Rifle](#) (5D+2)



Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

IMPERIAL CLONETROOPER



At the time of their introduction, the Republic clone trooper represented the future of galactic warfare. Far superior to the battle droid armies of the era, the clone troopers formed the backbone of the Republic's new military initiative that battled against the forces of the Confederacy of Independent Systems.

Identical in form, physical prowess, stamina and mental capacity, each of the first generations of clone trooper was grown in the cloning facilities of Tipoca City, on the storm-drenched world of Kamino. Within the hermetic confines of the secret facility, the politically ambivalent Kaminoans applied their mastery of genetic sciences to craft what they deemed the finest of clone armies.

The clone army was apparently commissioned by a Jedi, Sifo-Dyas, a decade previous to their introduction on the battlefield. The original source of genetic material was an extremely skilled bounty hunter named Jango Fett. Using his genetic code as a template, the Kaminoans carefully tampered with the material to produce clones with diminished independence and accelerated growth.

Growth acceleration is essential to the production of clones, otherwise it would take over two decades for a soldier to reach combat maturity. In a decade's time, the clones were constantly trained in fighting techniques, vehicular skills and battlefield tactics. Yet they still maintained a spark of independent and creative thinking, making them far more suited to handle unexpected turns of warfare than droids.

Clone troopers were fully encased in hard white armor, their identical faces concealed behind a t-shaped visor. Color-coded flashes on the armor denoted rank, with green troopers being sergeants, blue being lieutenants, red being captains, and yellow being commanders. The clones designated for command duty were specifically trained in that capacity.

During the increasing tensions of the Separatist crisis, Obi-

Wan Kenobi discovered the secret clone army on Kamino. The Jedi Council was surprised to learn of its existence, and of the involvement of Sifo-Dyas. Nonetheless, when it became clear the Separatists were gearing for war, the clone army was desperately needed to protect the sanctity and stability of the Republic. The Supreme Chancellor was granted emergency powers, and as his first act, he activated the clone troopers as the grand army of the Republic.

On the barren plains of Geonosis, a major Separatist stronghold, the first battle of the Clone Wars erupted. The clone troopers, equipped with advanced armor and air support, stormed the Separatist forces, and cut through the battle droid ranks. Led into battle by Jedi commanders, the clone troopers secured the first victory of the war.

It would be a long and bloody conflict in the years to come, but the efficiency of the clone trooper infantry would be proven time and again on many scattered worlds.

The relentless battery of physical and mental training within such an accelerated lifetime could potentially drive a clone mad were it not for the highly structured and balanced development program instituted by the Kaminoans. Though care was taken to protect the clone psyche, the fully mature clone cannot be said to have a "normal" personality, as their identities are wholly shaped by military training and subservience to authority.

The Kaminoans are obsessed with order and control over variables, and carefully monitored the developing clones for any deviance in biochemistry. These statistical anomalies were smoothed over under the supervision of Kaminoan Chief Scientist Ko Sai through extra conditioning. The Kaminoans reconditioned an average of seven aberrant clones for every two hundred clones.

Mature clones resembled Jango Fett as he was in his 20s, with slight deviations that were a byproduct of accelerated growth in a sterile environment. Fett resided on Kamino, offering his martial expertise to advise in the training of his duplicates.

Clone trooper armor consists of 20 form-fitting plastoid-alloy composite plates sealed to a temperature-control body glove via magnatonic gription panels. Jango Fett's Mandalorian heritage influenced the design of the armor, as seen in the t-shaped visor plate. The Kaminoans' aesthetic influence is also visible, in its stark coloration and detailing. As the Kaminoans are not fully versed in human ergonomics, the armor is uncomfortable to sit in, though future generations of the suit corrected this flaw. The clone trooper helmet includes a comlink and enhanced breath filter for combat in hostile environments.

Clone troopers refer to each other by their identification numbers only when in smaller groups. Under these close quarters conditions, they commonly refer to each other using only the last two digits of their ID number.

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The unique clone trooper identification number is embedded in each clone's DNA. The clones themselves have no physical markings indicating their unique identities. A special scanner incorporated into the clone trooper helmet identifies the trooper and this info is displayed on a tiny LED viewscreen incorporated in the back of the helmet. The information displayed on the helmet can also be transmitted to a central location so that combat commanders can "track" a battle.

With the exact same genome copied thousands of times across a battlefield, the use of clone infantry has been very beneficial to combat medicine. Treatment for clones is much easier compared to individuals of other species. The clones are all the same genome, so their body parts are literally interchangeable -- there is no worry about rejection syndrome, and many complicated procedures can be extensively standardized.

DEXTERITY **3D**

Blaster	6D
Dodge	6D
Brawling Parry	5D

KNOWLEDGE **3D**

MECHANICAL **3D**

PERCEPTION **3D**

STRENGTH **3D**

Brawling	6D
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TECHNICAL **3D**

First Aid	4D
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Force Sensitive: No

Move: 10

Equipment:

Imperial CloneTrooper Armour (+2D Physical, +1D Energy, -1D

Dexterity, -1 Move)

Blaster Rifle (5D)

Credit: FreddyB, rpggamer.org

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SUPER BATTLE DROID

Type: Confederation Super Battle Droid

DEXTERITY	3D
Blaster	8D
Dodge	6D
KNOWLEDGE	1D
MECHANICAL	1D
Repulsorlift Operation	5D
Vehicle Blasters	6D
PERCEPTION	2D
Search	5D
STRENGTH	3D
TECHNICAL	1D



Equipped with:

Humanoid Body (two arms, two legs, head)
Two visual and two auditory sensors - human range
Limited Intelligence Brain
2 x Twin Heavy Blasters (Range 5-50/120/300, Damage 6D)
Armoured Skin (+2D)

Credit: FreddyB, rpggamer.org

Move: 10

Size: 2 meters tall

Cost: 8,000 (used)

When the Trade Federation and the Banking Guilds joined together in alliance with the Genosians and Count Dooku, their combined technological skills and resources allowed them to build a better soldier than the Trade Federation Battle Droids that had been used in the Battle of Naboo. The Super Battle Droid was an extremely powerful combat droid, which combined advanced logic matrices with inbuilt weapons and rugged armour plating. These droids while not as dangerous as the Trade Federation Droideka's, filled a gap between those and the weaker Battle Droids, letting the Confederations forces become more flexible and adaptive, making them a true menace to the Old Republic.

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BUZZ DROID

Type: Confederacy of Independent
Systems "Buzz Droid" Sabotage Droid

DEXTERITY	2D
KNOWLEDGE	1D
MECHANICAL	1D
PERCEPTION	1D
STRENGTH	1D
TECHNICAL	2D
Computer Sabotage	7D
Starfighter Sabotage	7D
Capital Ship Sabotage	7D

Equipped With:

Drill head (+1D to Computer Programming/Repair; Sabotage)
Plasma Cutting Torches (4D Damage, used for burning out surface sensors, communication antenna, etc)
Circular Saw (6D Damage, used for cutting open starship hulls)
Prying Hook (Strength+2D Damage, used to widen holes in starship hulls)
Pincer Arm (Strength+1D Damage, used for ripping out circuitry and wiring)
Maneuvering Jets (Allow limited maneuverability in space)
Heat and Shock Absorbant Shield (+2D to Strength vs Damage when retracted into shield)
Magna Pod Feet (Allow the droids to magnetically adhere to ships hulls)
Three Photoreceptors (Human Range + Infra Red)
X-Ray Sensors

Move: 5

Size: 0.25 metre

Cost: 2,800

An insidious weapon unveiled by the Confederacy of Independent Systems during the later stages of the Clone Wars, buzz droids are tenacious saboteurs launched onto enemy starfighters via specialized missiles. When the missile achieves an optimum proximity to its target, it fragments to unleash a cloud of melon-sized metal spheres into the target's flight path. The spheres attach themselves to a target vessel, popping open to reveal an insect-like droid equipped with cutters and other tools of vandalism.

The buzz droids are designed to disable, not destroy, enemy craft. They operate quickly, slicing into starship hulls and severing vital

control linkages. While their tools are effective, they are relatively weak and vulnerable to damage. A hit to its central eye can knock a buzz droid out of commission.

Conveyed via a finned discord missile, the buzz droids also have a quartet of simple maneuvering jets to angle into position while in sphere mode. The outer shell of the sphere is heat dissipating, allowing it to penetrate shields, and is built of a shock absorbing material. One of its spindly legs terminates in a magna pod, allowing it to cling tenaciously to an enemy's hull. Though individual tool load-outs vary per mission, the default assortment of weapons include a prying hook appendage, a circular saw, a plasma cutting torch, a drill head sheathing an extendable computer probe for deployment of invasive programming, a picket appendage, and a pincer arm. Its three sensor eyes resolve its surroundings through multiple lenses, filters and X-ray sensors.



Credit: FreddyB, rpggamer.org

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DESTROYER DROID

Type: Trade Federation Destroyer Droid
(aka Droideka)

DEXTERITY	2D
Blaster	7D
Dodge	5D
KNOWLEDGE	1D
MECHANICAL	1D
PERCEPTION	1D
STRENGTH	2D
TECHNICAL	1D

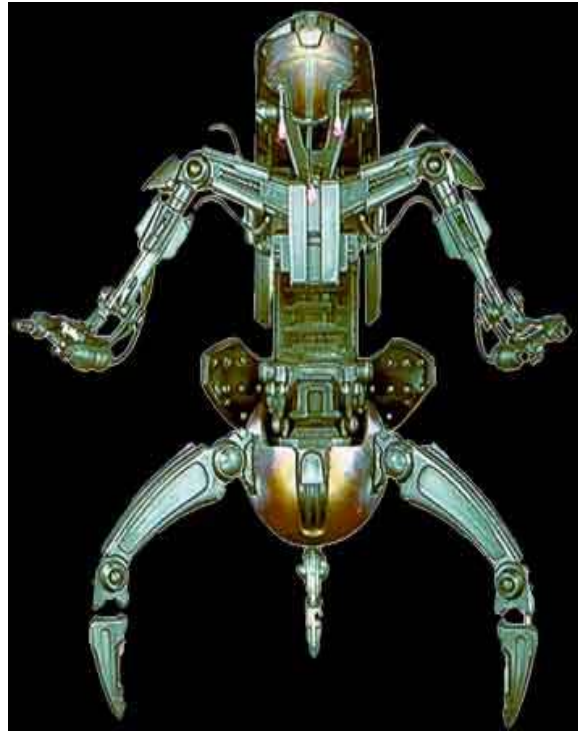
Equipped with:

Twin Light Repeating Blasters (Range 5-50/120/300,
Damage 6D)

Two visual and two auditory sensors - Infra Red Vision
Shield Generator (+2D)

Armoured Skin (+2D)

Rolling Motive System (Move 15, requires shield to be
deactivated)



Move: 7

Size: 1.6 meters tall

Cost: (available only on the black market) 4,000

The Droideka was the Trade Federations heavy combat droid, armed with repeating blasters and a shield generator, these droids were lethal in combat, as well as moving quickly between battles. However their need to deactivate shields when travelling, combined with the high cost of manufacturing such an advanced droid led to them only being deployed where absolutely necessary. In these hazardous conditions they were destroyed in their thousands, leaving very few of them in existence after the Clone Wars.

Credit: FreddyB, rpggamer.org

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BATTLE DROID

Type: Trade Federation Battle Droid

DEXTERITY **3D**

Blaster 7D

Dodge 5D

KNOWLEDGE **1D**

MECHANICAL **2D**

Repulsorlift Operation 5D

Vehicle Blasters 6D

PERCEPTION **2D**

Search 5D

STRENGTH **2D**

TECHNICAL **1D**

Equipped with:

Humanoid Body (two arms, two legs, head)

Two visual and two auditory sensors - human range

Very Limited Intelligence Brain

Move: 10

Size: 1.7 meters tall

Cost: 2,000 (used)

The Trade Federations Battle Droids were made and destroyed in their millions during the Clone Wars. A fairly basic droid with a number of features in common with the ASP series of droids, the Battle Droid was originally controlled by a centralised AI system located at some command facility such as a droid control battle cruiser. However the Trade Federations defeat at the battle of Naboo taught them the folly of this design, and basic AI systems were fitted to the droids themselves, allowing them to continue fighting even if the control system was jammed or destroyed. Battledroids were actually fairly skilled pilots as well as soldiers, so have seen limited demand since the end of the Clone Wars mainly through black market sources since combat droids were made illegal early in the Empires existance.



Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

TANK DROID

Name: Corporate Alliance Tank Droid

Type: Corporate Alliance Persuader-Type Droid Enforcer

Scale: Walker

Length: 12 Meters long, 6 Meters Tall

Skill: Ground Vehicle: 5D, Vehicle Blasters 5D

Cargo Capacity: 20kg

Maneuverability: 1D

Move: 45, 130 kmh

Body Strength: 4D

Weapons:

- 4 * Heavy Laser Cannons (Can Fire Independently, or act as FireLinked)
 - Scale: Walker
 - Fire Arc: Front
 - Fire Rate: 1
 - Skill: Vehicle Blasters
 - Fire Control: 3D
 - Range: 15-50/100/250m
 - Damage: 4D



Credit: FreddyB, rpggamer.org

Description: The Tank Droid is a war vehicle constructed by the Corporate Alliance to combat the Army of the Republic. The standard version of the Corporate Alliance Tank Droid was the Persuader-Type Droid Enforcer. It was one of the many contributions of the Corporate Alliance to the droid armies of the Confederacy of Independent Systems. The Corporate Alliance used this deadly Droid Enforcer to punish local populations on Outer Rim worlds that opposed the Alliance or complained about unfair business. The tankdroid was a 6 metre tall automaton with a huge central wheel supported by 4 small outrigger wheels. It could also roll on its single traction drive thread. The tank droid was also equipped with 4 arm-mounted blaster cannons. The droid's front featured several sensors above its two photoreceptor eyes. During the Clone Wars, the tank droid was dispatched across the galaxy to defend Confederacy bases. They could also be used to accompany vehicles such as the Homing spider droid and the Hailfire droid. During a battle the tank droid could also crush to death any unfortunate enemy soldier that got into its path with its huge central wheel (8D character scale damage). Of all the Confederacy war vehicles, the Tank Droid was feared most by civilians and soldiers alike because of their destructive power and relentless nature. They would crush even unarmed civilians without any mercy and would fire their weapons with wild abandon. To make it even worse, the Corporate Alliance began equipping them with voice modulators to make these automatons even more frightening towards the end of the Clone Wars.

STAR WARS D6 – CLONE WARS SOURCEBOOK

DWARF SPIDER DROID

Craft: Commerce Guild Dwarf Spider Droid

Type: Battle Droid

Scale: Speeder

Length: 1.7 Meters

Skills: Ground Vehicles 5D, Vehicle Blasters 6D

Crew: N/A

Cargo Capacity: 0kg

Cost: 14,000 (used)

Cover: N/A

Maneuverability: 1D

Move: 10, 30 kmh

Body Strength: 3D

Weapons:

Light Laser Cannon

Fire Arc: Front

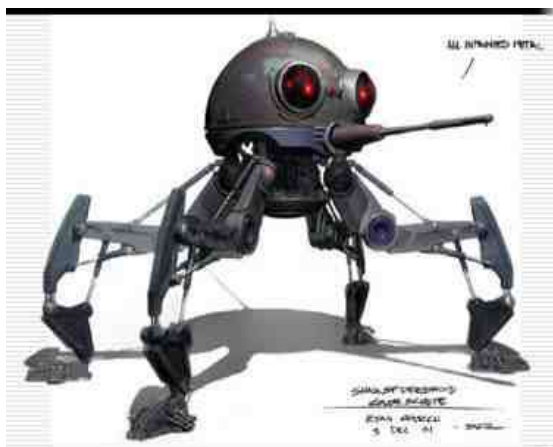
Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-300/500/1km

Damage: 5D



Credit: FreddyB, rpggamer.org

Description: The Dwarf Spider Droid is the Commerce Guilds equivalent of the Trade Federation Battle Droid, and although it is a larger and more expensive, the fact that it is as powerful as some small tanks makes it more than worth its money. The main disadvantage of this droid was that although it was roughly the same height as a humanoid soldier, it was much wider and this made it difficult for the droid to operate indoors or on space vessels, however once the Commerce Guild joined the Confederation the droid was joined by smaller droids such as Trade Federation Battle Droids and Droidekas making this very much a moot point. Fully functional Dwarf Spider droids are uncommon because the motivation system wears out fairly quickly and parts are not easily obtainable, however the droids have occasionally been left as automated turrets even when parts have worn out.

STAR WARS D6 – CLONE WARS SOURCEBOOK

HOMING SPIDER DROID

Craft: Commerce Guild Homing Spider Droid

Type: Battle Droid

Scale: Walker

Length: 4.8 Meters

Skills: Ground Vehicles 7D, Vehicle Blasters 8D, Search 8D

Crew: N/A

Cargo Capacity: 0kg

Cost: 24,000 (used)

Cover: N/A

Maneuverability: 1D

Move: 20, 60 kmh Body Strength: 4D

Weapons:

Light Laser Cannon

Fire Arc: Front

Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-300/500/1km

Damage: 5D

Heavy Laser Cannon

Fire Arc: Front

Scale: Walker

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-500/1km/2km

Damage: 5D



Credit: FreddyB, rpggamer.org

Description: The Homing Spider Droid is an advanced battle droid fielded by the Commerce Guild and later by the Confederation of Independent Systems. Designed to track down and destroy opponents, this droid was equipped with powerful sensors and the design proved itself capable on many occasions. Although light compared to many other walkers, they were cheap and numerous making them lethal on the battlefield where they could simply overwhelm opponents with their numbers. Very few of these survived the Clone Wars, and restrictions on combat droids, and heavy weapons means that ownership is extremely illegal, and ownership is now mainly limited to museums and the rare collector.

STAR WARS D6 – CLONE WARS SOURCEBOOK

HAILFIRE DROID

cockpit mounted in the body instead, allowing a single pilot to ride and control the vehicle through jury rigged controls.

Craft: InterGalactic Banking Clan Hailfire Droid

Type: Self Aware Mobile Missile Platform

Scale: Speeder

Length: 6.4 Meters

Skills: Ground Vehicles 6D, Missile Weapons 7D, Vehicle Blasters 7D

Crew: N/A

Cargo Capacity: 0kg

Cost: 23,000 (used)

Cover: N/A

Maneuverability: 3D

Move: 40, 120 kmh

Body Strength: 5D

Weapons:

Missile Launchers (30 Missiles)

Fire Arc: Front

Scale: Walker

Skill: Missile Weapons

Fire Control: 3D

Range: 50-200/1/2km

Damage: 7D

Twin Light Blaster Cannons

Fire Arc: Front

Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-300/500/1km

Damage: 5D



Credit: FreddyB, rpggamer.org

Description: The Hailfire Droid is a cross between a battle droid and a light tank designed and used by the InterGalactic Banking Clan, and later the Confederacy of Independent Systems when the Banking Clan joined them at the beginning of the Clone Wars. Hailfire Droids are built to deliver Surface to Air, and Surface to Surface attacks with their banks of 30 missiles, their mobility is provided by 30 enlarged hoop wheels which are driven by a series of magpulse drives along their circumference. The Droids main hull is a small body suspended between the two wheels, equipped with a single photoreceptor and containing the droids logic matrices. Since the Banking Clans were defeated during the Clone Wars the demand on the black market for Hailfires has remained high, but due to weapons restrictions and the massive destruction wrecked on the Confederation forces by the Republic during the Clone Wars there have been very few available. Most commonly the Logic Matrices have long since been removed, and a small

STAR WARS D6 – CLONE WARS SOURCEBOOK

AT-RT

Craft: All Terrain Recon Transport

Type: Republic All Terrain Recon Transport (AT-RT)

Scale: Walker

Length: 4.2 Meters long, 6.3 Meters Tall

Skill: Walker Operation; ATRT

Crew: 1BR> Cargo Capacity: 60 kilograms

Cover: 1/4

Maneuverability: 2D

Move: 35, 105 kmh

Body Strength: 2D+2

Weapons:

Medium Blaster Cannon

Fire Arc: Front

Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-300/500/1km

Damage: 6D

Description: The All Terrain Recon Transport is a light scout vehicle used by the Clone Troopers of the Old Republic. Designed as a heavier assault vehicle than the Aratech Speeder Bikes that the Clone Troopers used as their primary scout vehicle, the AT-RT is still fairly fast and mobile, but was used mainly for quick strikes behind enemy lines at supply convoys and resupply bases. AT-RT's were also used on planets which had magnetic fields which interfered with the use of repulsorlift engines, making speeder bikes useless. Along with the AT-Xt (All Terrain eXperimental Transport) the AT-RT was eventually developed into the common Imperial All Terrain Scout Transport, however AT-RT's have remained in operation on some backwater worlds as a police vehicle especially on worlds where riding mounts is the most common form of transportation.



SW37 Arcto Scout Walker

Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

AT-TE

Type: Old Republic Walker; All Terrain Tactical Enforcer

Scale: Walker

Length: 17 Meters long, 10 Meters Tall

Skill: Walker Operation, ATTE

Crew: 1 + 6 Gunners

Passengers: 25

Cargo Capacity: 1 Ton

Cover: Full

Maneuverability: 0D+1

Move: 18, 50 kmh

Body Strength: 6D

Weapons:

4 Laser Cannons

Scale: Speeder

Fire Arc: 2 Front, 2 Back

Crew: 1

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-100/500/1km

Damage: 4D

Heavy Laser Cannon

Scale: Walker

Fire Arc: Front

Crew: 2

Skill: Vehicle Blasters

Fire Control: 1D

Range: 50-200/1/2km

Damage: 5D



Credit: FreddyB, rpggamer.org

Description: The ATTE saw service during the Clone Wars and in some opinions it was a far better walker than the ATAT, and although slower and less heavily armoured, it had a wide variety of weapons and could defend itself well as well as handing out a lot of damage to its opponents. Since it was replaced by the ATAT, the majority of ATTE's were scrapped, but some were put into storage as reserve forces. Both the New Republic and the Remenants of the Empire are in posession of a few ATTE's, and have put them into service with talk of a updated model being put into use by the Republic.

STAR WARS D6 – CLONE WARS SOURCEBOOK

AT-RT ASSAULT WALKER

Craft: Rothana Engineering, All Terrain eXperimental

Transport

Type: Light Walker

Scale: Walker

Length: 6.2 Meters Tall

Skill: Walker Operation; ATXT

Crew: 2; Skeleton 1/+10

Cargo Capacity: 20 kilograms

Cover: Full

Maneuverability: 0D+2

Move: 20, 60 kmh

Body Strength: 2D+1

Shield Strength: 1D

Weapons:

Heavy Laser Cannon

Fire Arc: Front

Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 1D

Range: 50-300/500/1km

Damage: 6D

Proton Mortar

Fire Arc: Front

Scale: Walker

Skill: Missile Weapons

Fire Control: 1D+1

Range: 10-50/80/150m

Damage: 6D



Credit: FreddyB, rpggamer.org

Description: The AT-XT was an experimental walker which actually saw heavy use during the later stages of the Clone Wars, when it was phased out of use and replaced by the AT-ST. The AT-XT had a number of features which were removed for cost reasons when the AT-ST was produced, these included the very efficient Proton Mortar, Shields, and an innovative one up one down cockpit configuration. However for all of these advanced features, the AT-XT was destroyed in large numbers during their battles, since they were slow, clumsy and poorly armoured. After the AT-XT was phased out, a few remained in use on the fringes of the Empire where AT-ST's were in short supply, and the remainder were put into storage or sold off to private concerns such as the Corporate Sector Authority.

STAR WARS D6 – CLONE WARS SOURCEBOOK

REPUBLIC GUNSHIP (LAAT/i)

Craft: Rothana Heavy Engineering Low Altitude Assault Transport/Infantry

Type: Air Speeder

Scale: Walker

Length: 17.4m

Skill: Repulsorlift operation: Air Speeder

Crew: 2 + 2 Gunners

Passengers: 20

Cargo Capacity: 1 Ton

Cover: Full

Altitude Range: Ground level-2km

Cost: 38,500 (used)

Maneuverability: 3D

Move: 350; 1,000kmh

Body Strength: 4D

Weapons:

3 Anti-Personel Laser Turrets

Fire Arc: Turret

Scale: Character

Crew: Controlled by Co-Pilot

Fire Arcs: 2 Front, 1 Rear

Skill: Vehicle Blasters

Fire Control: 2D

Range: 2-50/100/200

Damage: 5D

4 Composite Beam Laser Turrets

Fire Arc: Turret

Scale: Speeder

Crew: 2 turrets manned by gunners, 2 controlled by co-pilot

Fire Arcs: 2 Front, Left, Rear, 2

Front, Right, Rear

Skill: Vehicle Blasters

Fire Control: 1D

Range: 2-100/200/500

Damage: 5D

2 Mass Driver Missile Launchers

Fire Arc: Front

Scale: Walker

Crew: Controlled by Co-Pilot

Fire Arc: Front

Skill: Missile Weapons

Fire Control: 1D

Range: 4-40/75/150

Damage: 9D

8 Light Air-to-Air Rockets

Fire Arc: Front

Scale: Walker

Crew: Controlled by Co-Pilot

Fire Arc: Front

Skill: Missile Weapons

Fire Control: 3D

Range: 3-75/150/350

Damage: 7D

Description: The LAAT/i is the main infantry gunship and troop transporter used by the Republic during the Clone Wars. Featuring chin mounted laser cannon turrets for use against enemy personel, two dorsal mounted mass driver missile launchers make the vehicles main armament, while two automated laser turrets are built into the wings, and two manned turrets are mounted on articulated arms connected to the main cabin, and the vehicles armament is rounded out by air-to-air rockets slung on the ventral surface of each wing. LAAT/i remain expensive vehicles, but their extreme level of armament means that they remain popular with those that can get their hands on them.



Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

SPHA-T

Type: Rothana Engineering Self Propelled Heavy
Artillery - Turbolaser (SPHA-T)

Scale: Walker

Length: 38 Meters long, 20 Meters Tall

Skill: Walker Operation, SPHA-T

Crew: 4 + 24 Gunners

Passengers: 10

Cargo Capacity: 1 Ton

Cover: Full

Maneuverability: 0D

Move: 15, 40 kmh

Body Strength: 5D

Weapons:

12 Laser Cannons

Scale: Character

Fire Arc: 2 Front, 4 Left, 4 Right, 2 Back

Crew: 1

Skill: Vehicle Blasters

Fire Control: 2D

Range: 10-50/250/500m

Damage: 5D

Heavy Turbolaser Cannon

Scale: Capital

Fire Arc: Front

Crew: 12

Skill: Vehicle Blasters

Fire Control: 1D

Range: 100-400/2/4km

Damage: 4D

Description: The SPHA-T was introduced at the beginning of the Clone Wars as a heavy artillery vehicle to compliment the ATTE walker, and was used to destroy shielded installations and landed starships such as Trade Federation Landers. The SPHA-T was very much a niche weapon capable of only taking on a few select targets which were too immobile to avoid its devastating blasts, however this vehicle was vulnerable to enemy attack and had to have precious forces diverted to its defence when starship attacks could just as easily be brought in from orbital capital ships. SPHA-T's have long since been retired from active service, but a few remain operational acting as planetary defence for worlds too poor to afford newer more efficient vehicles. Due to the power of the main Turbolaser, private ownership of SPHA-T's is highly restricted, and although any number of criminal and underworld bosses might like to get their hands on a SPHA-T for the prestige

and power this would give them, this has not yet occurred.



Credit: FreddyB, rpggamer.org

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KORO 2 AIR SPEEDER

Craft: Desler Gizh Outworld Mobility Corp Koro 2

All Environment Exodrive Speeder

Type: Air Speeder

Scale: Speeder

Length: 6.61m

Skill: Repulsorlift operation: Air Speeder

Crew: 1

Passengers: 1

Cargo Capacity: 45kg

Cover: Full

Altitude Range: Ground level-1km

Cost: 3,500 (used)

Maneuverability: 1D+2

Move: 275; 800kmh

Body Strength: 4D

Weapons:

None



Credit: FreddyB, rpggamer.org

Description: The Desler Gizh Outworld Mobility Corporation built the Koro 2 to survive in hostile environments, and as such it has a contained and pressurized cabin with a two week air supply. While the Koro-2 employs standard repulsorlifts for altitude, it features an uncommon external electromagnetic propulsion system. The forward mandibles intensely irradiate the air around them, inducing ionization and making it conductive. Paired electrodes then electrify the airstream, and it is magnetically propelled toward the rear of the craft, resulting in the air literally dragging the vessel through the skies at speeds approaching 800 kilometers per hour. The speeder isn't designated to fly in crowded urban zones such as those on Coruscant, and the radiation spill and noxious wake of the craft are some of the deleterious side effects which have caused the speeder to be outlawed on many worlds, which have caused the speeder to be removed from production. However the pure speed of the vehicle has meant that it retains its high price on the second hand market, although due to the restrictions it often has to be smuggled onto the buyers homeworld.

STAR WARS D6 – CLONE WARS SOURCEBOOK

DROID STARFIGHTER

Name: Trade Federation Droid Starfighter

Type: Space Superiority Fighter

Scale: Speeder

Length: 3.6 Meters

Skill: Starfighter Piloting 6D, Starship Gunnery 5D

Price: 18,000 (used)

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 8

Atmosphere: 365;1050kmh

Maneuverability: 1D

Hull: 3D

Sensors:

Passive: 10/0D

Scan: 20/0D+2

Search: 30/1D+1

Focus: 1/2D

Weapons:

Quad Laser Cannons

Fire Arc: Front

Fire Control: 2D

Space: 1-2/10/20

Atmosphere Range: 50-200/1/2km

Damage: 6D

Energy Torpedo Launcher

Fire Arc: Front

Fire Control: 3D

Space: 1/3/7

Atmosphere Range: 10-100/300/700m

Damage: 8D

air support role, fighting air speeders, as well as enemy starfighters. The Droid Starfighters were mainly destroyed during the Clone Wars, although some have survived and are used as patrol speeders and air support, and very rarely as defence starfighters.



Credit: FreddyB, rpggamer.org

Description: Trade Federation Droid Starfighters were numerous, fast and maneuverable attack fighters used by the Trade Federation for air and space control. Although smaller and weaker than other starfighters, this acted to their advantage along with their low price, as they were difficult to hit, and could swarm other fighters with their numbers until they were victorious. The Droid Starfighters also had a ground operation mode, when they could become small walkers, however they were not well designed for this role and their lasers were not operational when in walker mode. It was far more common to see these droids operating in an

STAR WARS D6 – CLONE WARS SOURCEBOOK

MANTA SUBFIGHTER

Type: Trade Federation Droid Manta Subfighter

Scale: Speeder

Length: 3.9 Meters

Skill: Aquatic Vehicle Operation 6D, Starship Gunnery 5D

Price: 15,000 (used)

Water Speed: 35;105kmh

Maneuverability: 2D

Hull: 3D

Weapons:

Twin Laser Cannons

Fire Arc: Front

Fire Control: 2D

Space: 1/5/10

Atmosphere Range: 25-100/500/1km

Damage: 5D

Twin Sub Torpedoes

Fire Arc: Front

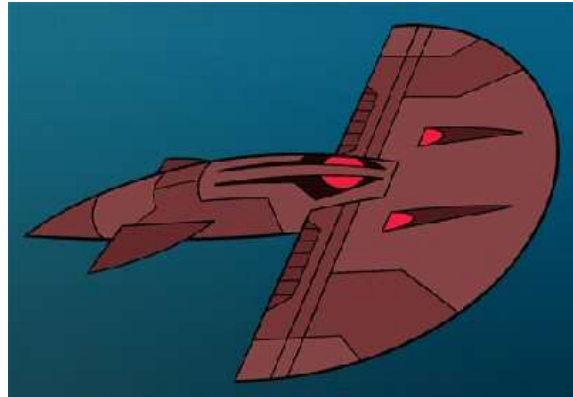
Fire Control: 3D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 8D

articulated barrel assemblies that allow for both types of weapons on the same fighter. The Xi Charrians were unable to reproduce the requested variable geometry feature found in their droid starfighter designs, however. The actuation servomotors required to change the fighter's shape in deep ocean pressures proved too difficult to engineer. As compensation for this perceived failure, though, the Xi Charrians provided -- at no extra expense -- companion craft for the fighter. This included a larger carrier craft and hydrodynamic adaptor kits for battle droid-operated MVR-3 speeders.



Description: Following military setbacks on Naboo, Maramere, and other water-cover planets, the Trade Federation began investing in the research and development of submersible fighter-craft. The Republic legislation that prohibited the huge commerce body from developing military droid hardware was only a momentary setback for the project -- Trade Federation officials just moved the prototypes away from Republic investigators and bribed or disposed of those who came too close to discovering their works in progress. The devout Xi Charrian engineers developed the subfighter while sequestered on remote private estates, separated from the rest of their Haor Chall religious order. As a result, their uncanny design talents were adversely affected by their isolation, and the end product did suffer a number of design limitations. Nonetheless, the resulting manta droid subfighters are still impressive fighting machines when released en masse. The sleek torpedo-like droid body is capped in front with a large wedge-shaped diving plane. The forward edge of the plane has an electromotive field, that when coupled with repulsorlift- driven supercavitation vectrals incorporated into the subfighter's design, results in a very fast and surprisingly maneuverable underwater vessel. The twin barrels recessed in the plane can sport laser cannons or torpedo launchers, and a few models even feature

Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

JEDI DELTA-7 STARFIGHTER

Type: Kuat Systems Engineering Delta-7 Aethersprite

Scale: Starfighter

Length: 8 Meters

Skill: Starfighter Piloting - Delta-7

Crew: 1+Astromech

Crew Skill: Starfighter Piloting 4D+2, Starship Gunnery 4D+1

Consumables: 2 Weeks

Cost: 55,000 (used)

Cargo Capacity: 20 Kilograms

Hyperdrive Multiplier: NA

Hyperdrive Backup: NA

Nav Computer: uses Astromech

Space: 7

Atmosphere: 350;1000kmh

Maneuverability: 2D+2

Hull: 2D+2

Shields: 1D

Sensors:

Passive: 20/0D+1

Scan: 35/1D+1

Search: 50/2D+1

Focus: 2/2D+2

Weapons:

Twin Light Laser Cannons

Fire Arc: Front

Fire Control: 1D+2

Space: 1-2/10/20

Atmosphere Range: 100-200/1/2km

Damage: 4D

Description: The finished model of the KSE Delta-7 Aethersprite (or Jedi Starfighter as it was better known) was unveiled just a few short weeks before the outbreak of the Clone Wars. Designed by Walex Blissex, and officially launched by Jedi representatives Adi Gallia and Aayla Secura, the Jedi Starfighter was only used for a short time before the rigors of war led to its replacement by heavier and better armed versions. Another weakness of the Delta-7 design was that it lacked a built in hyperdrive, however this was compensated for by use of a TransGalMeg Industries booster ring, which allowed these vessels to make hyperspace jumps, although a very small number of advanced prototypes were produced with their own experimental lightspeed drives. Many Jedi preferred

these vessels to the ships of war that replaced them, however most were destroyed as the Clone Wars ended, when the Jedi were hunted down and killed. Some of these vessels have made it onto the open market, but their aged design and poor performance makes them an unpopular choice in comparison to the more modern fighters on the market.



Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

ANAKIN'S JEDI STARFIGHTER

Type: Anakin Skywalkers Modified Kuat Systems

Engineering Delta-7 Aethersprite

Scale: Starfighter

Length: 8 Meters

Skill: Starfighter Piloting - Anakins Starfighter

Crew: 1+Astromech

Crew Skill: Anakin Skywalker

Consumables: 2 Weeks

Cargo Capacity: 15 Kilograms

Hyperdrive Multiplier: x1

Hyperdrive Backup: NA

Nav Computer: Uses Astromech

Space: 9

Atmosphere: 450;1250kmh

Maneuverability: 3D+1

Hull: 2D+2

Shields: 2D

Sensors:

Passive: 20/0D+1

Scan: 35/1D+1

Search: 50/2D+1

Focus: 2/2D+2

Weapons:

Quad Heavy Laser Cannons

Fire Arc: Front

Fire Control: 2D+1

Space: 1-2/10/20

Atmosphere Range: 100-200/1/2km

Damage: 6D

Proton Torpedo Launcher (5 Torpedo Magazine)

Fire Arc: Front

Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 9D

exclusive to the Chosen One.

Anakin's starfighter began as a standard Delta-7 Aethersprite that he extensively customized to suit his demanding tastes for speed and control. With four Taim & Bak laser cannons bracketing each wingtip and a proton torpedo launcher along the ship's dorsal centerline, the speedy combat vessel had greater firepower than the standard fighter. Anakin's fighter underwent numerous modifications in its lifetime, meaning that its performance varied depending on its latest features or what tricked-out power plant it sported.

Obi-Wan Kenobi was concerned that his Padawan was regarding this special project as a possession -- something frowned upon by the Jedi order. Jedi Master Saesee Tiin, a skilled starfighter pilot, encouraged the young man to keep pushing the fighter's limits, since he hoped to see the improvements pioneered by Skywalker integrated into the next generation of Jedi starfighter. Despite the Jedi mandate of severing all ties to his previous life, Anakin raised a few concerned eyebrows by including a paint scheme similar to the one used in his beloved Podracer.

Since the varied campaigns of the Clone Wars saw atmospheric combat as well as spaceflight, Anakin incorporated articulated stabilizer foils to assist in maneuverability. The main vectored thrusters included articulated mounts that allowed for greater aerial agility. Perhaps his boldest addition was a pair of TransGalMeg hyperdrive thrusters that gave his starfighter limited hyperspace capability.



Description: The Clone Wars were a trying time for Anakin Skywalker, as he faced ceaseless warfare on scattered worlds while struggling to keep his marriage a secret, and chafing under the restrictions of the Jedi order. He found escape in his childhood love of flight, and in the simple joy of tinkering with machinery. The end result of these two passions was a heavily modified starfighter

Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

JEDI ETA-2 INTERCEPTOR

Type: Kuat Systems Engineering Eta-2 Actis Interceptor

Scale: Starfighter

Length: 5.47 Meters

Skill: Starfighter Piloting - Eta-2

Crew: 1+Astromech

Crew Skill: Starfighter Piloting 5D+2, Starship Gunnery 5D+1

Consumables: 5 Days

Cost: 65,000 (used)

Cargo Capacity: 5 Kilograms

Hyperdrive Multiplier: NA

Hyperdrive Backup: NA

Nav Computer: uses Astromech

Space: 9

Atmosphere: 375;1100kmh

Maneuverability: 3D+1

Hull: 2D

Shields: 1D

Sensors:

Passive: 15/0D+1

Scan: 30/1D+1

Search: 45/2D+1

Focus: 2/2D+2

Weapons:

Dual Laser Cannons

Fire Arc: Front

Fire Control: 2D+1

Space: 1-5/12/25

Atmosphere Range: 100-500/1.2/2.5km

Damage: 5D

2 * Ion Cannons (FireLinked)

Fire Arc: Front

Fire Control: 3D+1

Space: 1-3/12/36

Atmosphere Range: 100-300/1.2/3.6km

Damage: 4D

Description: With the outbreak of the Clone Wars, the Jedi saw themselves pressed into the forefront of military activity, serving as Generals in the campaign against the Separatists. The demands of combat saw advancements in the Jedi starfighter arsenal, resulting in modifications and a new generation of fighter craft.

Though the wedge-shaped starfighter design was still in use by war's end, a newer model had earned the spotlight for its use by renowned Jedi heroes, Anakin Skywalker and Obi-Wan Kenobi.



This new model was much more compact, cutting away a large portion of the forward spaceframe to have a forked front, bracketing a bulbous cockpit pod. Lining the inner edges of the ship's "fins" were powerful long-barreled laser cannons. The ship also had secondary cannons recessed on the outer edge of each fin. A full-size astromech rested within a spring-loaded socket on the port wing, and the craft's wingtips could fold open, revealing hexagonal panels when the ship entered combat mode. The hexagonal wings and the spoke-windowed cockpit were strong indicators of future starfighter designs to be adopted by the galactic government.

This new model also lacked a hyperdrive, so it too had to rely upon a hyperspace transport ring to achieve superluminal velocities. During the war, bigger more robust rings were used, with multiple lightspeed engines increasing their speed and range.

Ace Jedi pilots like Anakin Skywalker and Saesee Tiin pushed the Delta-7 to its limits. Skywalker constantly tinkered with his starfighter, modifying its systems to optimize performance. Based on his innovations, Kuat Systems Engineering revisited the starfighter design and developed a bold and radical follow-up to the Delta-7 with its Eta-2 Actis interceptor. Anakin Skywalker was the first to pilot this new model, though other Jedi soon followed in his path, including Tiin, Obi-Wan Kenobi and Mace Windu.

Only a Jedi pilot would be brave enough to fly an Eta-2 into combat. That's not to disparage its capabilities; rather, it is a very advanced high-performance craft that devotes most of its system resources to pure speed and power. It does so at the expense of heavy flight instruments, sensors and shields. A Jedi Knight's attunement to the Force more than compensates for these compromises.

In compressing -- yet increasing -- the performance of the Delta-7 into a frame no bigger than an airspeeder, Kuat engineers faced many challenges. Key among them was overheating. A sophisticated system of pumps, heat sinks and extendable radiator wing panels help draw heat away from the miniature reactor.

Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

TRIFIGHTER

Name: Confederacy of Independent Systems TriFighter

Type: Colla Designs and Phlac-Arphoc Automata
Industries TriFighter

Scale: Starfighter

Length: 5.4 Meters

Skill: Starfighter Piloting 7D, Starship Gunnery 6D

Price: 39,000 (used)

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 7

Atmosphere: 350;950kmh

Maneuverability: 3D

Hull: 3D

Sensors:

Passive: 10/0D

Scan: 25/0D+2

Search: 35/1D+1

Focus: 1/2D

Weapons:

Medium Laser Cannon

Fire Arc: Front

Fire Control: 1D

Space: 1-5/12/25

Atmosphere Range: 50-500/1.2/2.5km

Damage: 4D

3 * Laser Cannons

Fire Arc: Front

Fire Control: 3D

Space: 1/7/15

Atmosphere Range: 50-100/700/1.5km

Damage: 5D

Concussion Missile Launcher (6 Missile
Magazine)

Fire Arc: Front

Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 10-100/300/700m

Damage: 7D

Description: When the Separatists attacked Coruscant in the twilight of the Clone Wars, they employed as many different and cutting edge combat starship designs as they could to better the chances of victory in their most bold and daring strike. Swarming

from the hangar bays of Confederacy battleships were tri-fighters, automated starfighters equipped with groupings of four blaster cannons. The bracing arms surrounded a rotating gyroscopic ball that housed the droid's brain.

The fully automated tri-fighter is big and less maneuverable than the slim vulture fighters, but nonetheless posed a threat, particularly to the slower ARC-170 fighters.

The tri-fighter derives its name from the triple support arms that steady its primary cannons, and it derives these arms from the skull shape of a predator native to the world of its designers. The Colicoid Creation Nest, the same amoral cannibalistic insectoid designers responsible for the deadly droidekas, designed the tri-fighter. Also contributing to its name is the array of triple independent thrusters that afford it its agility.

The tri-fighter brain is more sophisticated than that of the vulture droid starfighter. Its robust power plant and advanced communication transceiver give a tri-fighter impressive operating range for a non-hyperdrive equipped automated starfighter.



Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

V-WING STARFIGHTER

Type: Kuat Systems Engineering Alpha-3 Nimbus "V-Wing" starfighter

Scale: Starfighter

Length: 7.9 Meters

Skill: Starfighter Piloting - V-Wing

Crew: 1 + AstroMech

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 4D

Consumables: 1 Day

Cost: 45,000 (used)

Cargo Capacity: 40 Kg

Hyperdrive Multiplier: N/A

Hyperdrive Backup: N/A

Nav Computer: No

Space: 8

Atmosphere: 375;1000kmh

Maneuverability: 3D

Hull: 3D

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 50/2D

Focus: 2/3D

Weapons:

2 * Twin Laser Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Description: The agile V-wing starfighters served in the Republic Starfleet in large numbers during the Clone Wars and likely continued to serve in the Imperial Starfleet in the years following this massive conflict. They bore a passing resemblance to the TIE fighters of the later Imperial era, with their vertical heat radiator wing-panels making the fighter look like an 'H' when viewed from the front.

V-wings carried a single pilot and a Q7-series astromech droid. Like most of the fighters mass-produced for Republic loyalist forces, V-wings were too small for a hyperdrive, relying instead on

carriers like the Venator-Class Star Destroyer. Its armament consisted of twin laser cannons capable of swiveling to engage targets off-axis. The V-wing's twin ion drive thrusters gave it a maximum acceleration of 4,800g.

Three V-wings escorted Emperor Palpatine's Theta-class Shuttle as he returned to Coruscant from Mustafar at the end of the Clone Wars.



Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

V-19 TORRENT STARFIGHTER

Type: Slayn and Korpil V-19 Torrent Starfighter

Scale: Starfighter

Length: 26 meter wide, 6 meters long, 9 meters tall (in full light)

Skill: Starfighter Piloting - V-19 Torrent

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 4D

Consumables: 3 Days

Cost: 72,000 (used)

Cargo Capacity: 60 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: N/A

Nav Computer: Limited to 4 Jumps

Space: 7

Atmosphere: 350;950kmh

Maneuverability: 2D

Hull: 4D

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 2/3D

Weapons:

4 Blaster Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D

Concussion Missile Launcher (12 Missile Magazine)

Fire Arc: Front

Fire Control: 3D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 7D

Description: Prototypes of the Slayn and Korpil T-19 Torrent starfighter were first introduced at the Battle of Geonosis. Having proven their worth as an assault fighter with exceptional speed and maneuverability, the Republic quickly produced T-19s to add

to the arsenal of the growing clone army. Because of the months of training it took for the Republic's clone trooper pilots to become proficient with the vessel, the fighter was not available in large numbers for some of the early engagements of the war, but they made a prominent showing during the Battle of Muunilinst. Initially designed as a short-range fighter, Republic technicians later added a Class-1 hyperdrive to equip the vessel for escort missions. The ship is unique in that it has two pairs of folding airfoils that give the ship added maneuverability and provides pilots with easy access to the ship's sliding canopy. The lower split airfoils coupled with enhanced repulsorlift engines make the ship an exceptional vertical take-off and landing (VTOL) fighter.



Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

ARC-170 STARFIGHTER

Type: Incom/Subpro Aggressive Reconnaissance-170

Scale: Starfighter

Length: 14.5 Meters

Skill: Starfighter Piloting - ARC-170

Crew: 1 + 2 Gunners

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 4D

Consumables: 4 Days

Cost: 79,000 (used)

Cargo Capacity: 170 Kg

Hyperdrive Multiplier: x2

Hyperdrive Backup: N/A

Nav Computer: Limited to 2 Jumps

Space: 8

Atmosphere: 375;1000kmh

Maneuverability: 2D

Hull: 4D

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 50/2D

Focus: 2/3D

Weapons:

2 Medium Laser Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 1D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Proton Torpedo Launcher (6 Torpedo Magazine)

Fire Arc: Front

Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 9D

Twin Laser Cannons

Fire Arc: Turret (Back/Left/Right)

Crew: 1

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D

Description: Protecting the skies over Coruscant were specialized clone fighter forces flying the latest in starfighter technology. The ARC-170 fighter was a bulky, aggressive ship covered with weapons. Three clone trooper pilots operated this advanced combat craft, with a pilot handling the flight maneuvers, a copilot operating the laser cannons mounted on the ship's wide wings, and a tailgunner operating the dorsal rear-facing cannon. The fighter also carried an astromech droid for onboard repairs.

During the Battle of Coruscant, Squad Seven, led by Clone Commander Odd Ball, provided cover to the Jedi starfighters piloted by Obi-Wan Kenobi and Anakin Skywalker. It was Odd Ball's duty, and that of his squad, to keep the droid starfighter forces off the tails of the Jedi so that they could complete their mission of rescuing the captive Chancellor Palpatine. Squad Seven suffered many casualties.

ARC-170s were stationed all over the Republic during the Clone Wars, including the aerial campaigns over Cato Neimoidia led by Jedi Master Plo Koon.

Heavily armed and more than capable of surviving and succeeding in battle operations, the ARC-170 (Aggressive Reconnaissance) fighter also functions as a lone recon scout, with extended consumables for five standard days of remote operations. It is one of the few starfighters of this era to carry an onboard class 1.5 hyperdrive engine, with a range of 5,000 light years.

The ship's heavy nose contains sensitive long-range sensors for its snoop missions. Its extendable s-foils radiate heat and serve as a conduit to deflector shield energy. They also help stabilize atmospheric flight, making the ARC-170 an effective aerial fighter as well as a space superiority vessel.

The narrow spaceframe flanked by large engines is common in Incom/Subpro designs, and can be seen in PTB-626, NTB-630 and Z-95 starfighter models.



Credit: FreddyB, rpggamer.org

GEONOSIAN FANBLADE

Type: Huppla Pasa Tisc Shipwrights Collective Ginivex-class Starfighter

Scale: Starfighter

Length: 16.2 Meters

Skill: Starfighter Piloting - Fanblade

Crew: 1

Crew Skill: See Asajj Ventress

Consumables: 2 Weeks

Cargo Capacity: 160 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Can Store 6 Jumps

Space: 10

Atmosphere: 400;1200kmh

Maneuverability: 4D

Hull: 2D

Shields: 5D *

Sensors:

Passive: 15/1D

Scan: 30/2D

Search: 50/3D

Focus: 2/3D+2

Weapons:

2 Double Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D

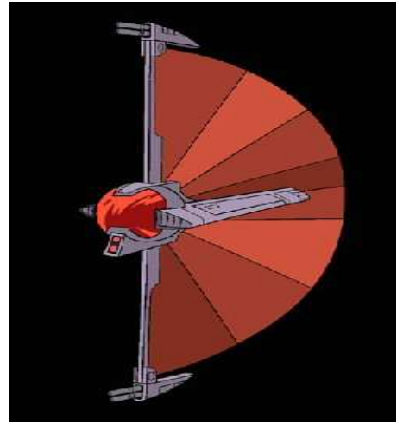
Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 7D

*: The FanBlade's shields can only be raised when the fighter is in combat mode with its wings extended, when activated they increase the fighters energy signature by such a degree that it is two levels easier to detect a FanBlade in this mode. However the fighter has stealthed engines which allow it to fly stealthily when the shields are deactivated, increasing the difficulty to detect the fighter by one level.

Description: Count Dooku was a known connoisseur of abstract and exotic alien designs, in both art and technology. His preferred vessel, the Punworcca 116-class solar sailer, is a striking example of this appreciation. Impressed by its performance, Dooku commissioned the Huppla Pasa Tisc Shipwrights Collective on Geonosis to craft a sextet of starfighters for his exclusive use. Since Dooku preferred to leave the flying to pilot droids, it is



uncertain what he had in mind at the time he placed the order.

Based loosely on aggressive Geonosian air patrol skimmers, the resulting Ginivex-class starfighters were informally dubbed "fanblades" for their most distinctive feature. The slim, elegant vessel had an iridescent fan-like wing extending from its dorsal and ventral surface. The wing can accordion inward to hide flush with the ship's body.

The fan deploys for combat mode, stretched to its half-circle extent along a pair of articulated boom arms. Atop each arm is a double laser cannon that swings and locks into forward-firing position. In combat mode, these laser cannons have an enlarged firing arc. When the boom arms are shut, these cannons still point forward due to a limited hinge joint that locks them into place.

Though the combat mode greatly increases the fighter's target silhouette, the exotic material of the fan serves as a transmission plane for deflector shield energy. With shields fully energized, the fanblade is a tough target to damage. However, the energy output makes the fighter stand out like a beacon on sensors.

In a manner similar to the sail found on Dooku's solar sailer, the fan also serves as an alternate form of propulsion, though the ship is fitted with standard sublight and hyperspace drives.

When not in combat mode, the starfighter loses the benefit of enhanced shields, but is difficult to target due to its tiny silhouette. Also, ion bafflers incorporated into its sublight engines make it very stealthy.

At the head of the ship is the bulbous cockpit, designed specifically for humanoid occupants. When Asajj Ventress became a disciple of Count Dooku, he had the small group of fighters moved to her headquarters on Rattatak.

Through the course of the Clone Wars, Asajj would have two fighters stolen from her, one by Anakin Skywalker and the other by Obi-Wan Kenobi. The status of the remaining four is currently unknown.

Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

VENATOR STAR DESTROYER

Craft: Venator class Star Destroyer
Type: Assault Carrier
Scale: Capital
Length: 1137 meters
Skill: Capital Ship Piloting: Venator-class
Crew: 6670, Gunners: 90
Crew Skill: All skills typically at 4D
Passengers: 640 troops
Cargo Capacity: 30,000 metric tons
Consumables: one year
Cost: NAFS
Hyperdrive Multiplier: x1
Hyperdrive Back-Up: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 km/h
Hull: 6D
Shields: 3D

Sensors:

Passive: 40/1D
Scan: 80/2D+2
Search: 160/3D
Focus: 4/4D

Weapons:

8 Dual Turbolaser Batteries
Fire Arc: 4 Left, 4 Right
Skill: Capital Ship Gunnery
Fire Control: 2D+2
Space Range: 3-18/36/75
Atmosphere Range: 6-36/72/150km
Damage: 9D

2 Medium Dual Turbolasers

Fire Arc: 1 Left, 1 Right
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 3-18/35/75
Atmosphere Range: 6-36/70/150km

Damage: 6D

4 Photon Torpedo Tubes (30 torpedoes each)

Fire Arc: 4 Front
Skill: Capital Ship Gunnery
Fire Control: 2D+1
Space Range: 2-10/25/50
Atmosphere Range: 4-20/50/100km
Damage: 10D

6 Tractor Beam Projectors

Fire Arc: 2 Front, 2 Left, 2 Right
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60km
Damage: 4D

52 Point Laser Cannons

Fire Arc: 5 Front/Left, 5 Front/Right, 15 Left, 15 Right, 12 Back
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 1D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km.
Damage: 5D

Hangar: 192 v-wings or Eta-2s, 36 ARC-170s, 24 walkers, 40 LAAT/i's, roughly 12 shuttles/LAAT/c's

Credit: Malkarris, SWRPGNETWORK.COM

STAR WARS D6 – CLONE WARS SOURCEBOOK

DROID CONTROL SHIP

Type: Trade Federation Droid Control Ship

Scale: Capital

Length: 3,170 Meters

Skill: Capital Ship Piloting: Trade Fed Capital Ship

Crew: 12,180; Skeleton Crew: 3,500/+10

Crew Skill: Astrogation 4D, Capital Ship Piloting 4D+2,
Capital Ship Shields 3D+1, Capital Ship
Gunnery 5D+2, Sensors 4D

Passengers: 25,000 (Troops)

Cargo Capacity: 50,000 Tons

Consumables: 1 Year

Cost: Not available for sale

Hyperdrive Multiplier: X2

Hyperdrive Backup: X15

Nav Computer: Yes

Maneuverability: 0D

Space: 4

Hull: 6D

Shields: 5D

Sensors:

Passive: 30/0D

Scan: 60/2D

Search: 110/3D

Focus: 2/3D+2

Fighters: 120 Droid Starfighters

Shuttles: 15 Shuttles

Other: (has room for two vessels up to 150 m long).

Weapons:

48 Quad Turbolaser Batteries (Fire Separately)

Scale: Capital

Fire Arc: 12 Front, 12 Back, 12 Left, 12
Right

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 3-12/30/60

Planetary Range: 6-24/60/120 Km

Damage: 5D

80 Laser Cannons

Scale: Starfighter

Fire Arc: 20 Front, 20 Back, 20 Left, 20
Right

Skill: Starship Gunnery

Fire Control: 0D

Space Range: 1-2/10/15

Planetary Range: 2-4/20/30 Km

Damage: 4D

Capsule: The Droid Control Ships used by the Trade Federation to control its Droid armies were converted Hoersch-Kessel Freighters which the Trade Federation already used in massive numbers. This allowed them to transfer crew from transport duties to combat duties without significant retraining, and to allow parts to be bought in bulk, lowering costs as was so popular within the Trade Federation's entire philosophy. The control ship was lighter armed than other Trade Federation Battleships, but contained the massive computers and communications facilities needed for controlling up to a millions individual droids whether they be Battle Droids or Droid Starfighters. This made the Droid Control Ship an obvious target for resistance to Trade Federation forces, so the Trade Federation equipped the Control Ships with very powerful shield generators capable of holding up to anything except other capital ships. But after the success by forces at Naboo in destroying the Control Ship, the Trade Federation began moving away from centrally controlled droid forces meaning that the Control Ships were becoming outdated quickly by the time the Clone Wars began, however since all vessels were needed by both sides in the war, Droid Control Ships continued to see heavy use up until the defeat of the Trade Federation. Very few of these vessels survived the Clone Wars, mainly being converted back into Cargo Transports, however a couple are known to survive and are used by Pirate and Independent worlds as attack ships, but are slow and weak compared to newer vessels.

Credit: FreddyB, rpggamer.org



STAR WARS D6 – CLONE WARS SOURCEBOOK

STARFLARE CLASS STARSHIP

Type: Muunilinst Shipyards Banking Clan StarFlare
Class Starship

Scale: Capital

Length: 200 Meters Long

Skill: Capital Ship Piloting - StarFlare Class

Crew: 95; Skeleton Crew: 47/+10

Crew Skill: Capital Ship Piloting 4D

Passengers: 800

Consumables: 2 Months

Cost: 250,000 (used)

Cargo Capacity: 8000 Tonnes

Hyperdrive Multiplier: x1

Hyperdrive Backup: N/A

Nav Computer: Yes

Space: 4

Atmosphere: 280;800kmh

Maneuverability: 1D

Hull: 6D

Shields: 4D

Sensors:

Passive: 20/0D

Scan: 50/1D

Search: 80/2D

Focus: 4/3D

Weapons:

8 Twin Laser Cannons

Scale: Capital

Fire Arc: Turret

Fire Control: 1D+2

Space: 3-12/30/60

Atmosphere Range: 6-24/60/120km

Damage: 5D

Description: Built as a transport vessel for the Intergalactic Banking Clan, the StarFlare Class vessels fall between combat vessels and transport ships. With decent shielding and good weaponry they were obviously not simple transports, but since they performed not only the commerce duties of the Banking Clan, but also transported its military forces, including their lethal Hailfire missile droids they obviously had to. StarFlare Class vessels were used as transports during the Clone Wars, but were outmatched by pure military combat vessels and very few survived the defeat of the separatists at the end of the war. These few vessels were claimed by the Empire as recompense for some the cost of the wars, and were sold off onto the open market, where

they serve to this day. The StarFlares usually operate on the fringes of the galaxy where their armament is needed, and one or two have been used by poorer worlds as front-line battleships, but these ships have become part of history and are very rarely seen in use.



Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

Damage: 6D

TECHNO UNION CORVETTE

Type: Techno Union Tambor Class Corvette

Scale: Capital

Length: 200 Meters

Skill: Capital Ship Piloting: Tambor-Class Corvette

Crew: 610; Skeleton Crew: 240/+15

Crew Skill: Astrogation 4D, Capital Ship Piloting 5D+2,
Capital Ship Shields 4D+1, Capital Ship
Gunnery 5D+2, Sensors 5D

Passengers: 1,000

Cargo Capacity: 1,200 Tons

Consumables: 1 Year

Cost: Not available for sale

Hyperdrive Multiplier: X1

Hyperdrive Backup: X8

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Atmosphere: 320; 850kmh

Hull: 4D

Shields: 3D

Sensors:

Passive: 35/1D

Scan: 70/2D

Search: 140/3D

Focus: 3/4D

Shuttles: 4

Weapons:

3 Heavy Turbolaser Cannons (Fire Linked)

Scale: Capital

Fire Arc: Front

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 3-12/30/60

Planetary Range: 6-24/60/120 Km

Damage: 8D

6 Quad Laser Cannons

Scale: Starfighter

Fire Arc: Turret

Skill: Starship Gunnery

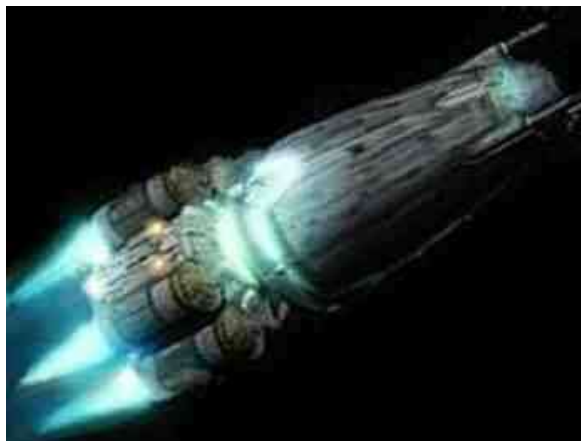
Fire Control: 3D

Space Range: 1-3/12/25

Planetary Range: 100-300/1.2/2.5Km

Description: The Techno Union was one of the largest signatories to the Confederation separatist movement, and as an alliance of manufacturers such as BlasTech, the Corellian Engineering Corporation, Kuat Systems Engineering and Sienar they had some of the best equipment available. The Tambor Class Corvette is an example of this, with powerful drive systems designed by CEC, weapon systems by BlasTech, and many other custom designed systems. This vessel easily manages to equal the Corellian Corvette, and has extremely powerful front cannons which can cripple and destroy most other capital ships of its time. The Corvettes helped the Confederation for a good part of the Clone Wars, before the major elements of the Techno Union withdrew their support as lucrative contracts came their way from the emerging Empire, and they put their support behind it instead. Because of this shift in power, the Corvettes mainly managed to survive the Clone Wars intact, and can still be seen in support roles for the corporations that manufactured them, defending the Corellian and Kuat star systems and escorting cargo convoys. A few have been bought by the Empire as the New Republic has forced it back, and the Empire has needed every vessel it could lay its hands on.

Credit: FreddyB, rpggamer.org



STAR WARS D6 – CLONE WARS SOURCEBOOK

C-9979 LANDING SHIP

Type: Trade Federation C-9979 Landing Ship

Scale: Capital

Length: 370 Meters wide

Skill: Capital Ship Piloting - Landing Ship

Crew: 88; Skeleton Crew: 42/+10

Crew Skill: Capital Ship Piloting 4D

Passengers: 20

Consumables: 2 Weeks

Cost: 200,000 (used)

Cargo Capacity: 10000 Tonnes

Hyperdrive Multiplier: N/A

Hyperdrive Backup: N/A

Nav Computer: No

Space: 3

Atmosphere: 210;600kmh

Maneuverability: 1D

Hull: 5D

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 50/1D

Search: 80/2D

Focus: 4/3D

Weapons:

3 Twin Laser Cannons

Scale: Starfighter

Fire Arc: 2 Front/Left/Right, 1

Back/Left/Right

Fire Control: 1D+2

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

faster Ion Engines. When outfitted for war, the Landing ship could carry 114 AAT's, 11 MTT's and 28 RTTS's and their entire Battle Droid cargo.



Credit: FreddyB, rpggamer.org

Description: The Trade Federation Landing ships were originally designed to transfer cargo from their cargo vessels to planetary surfaces, and were adapted to transfer troops and military vehicles in the same manner. The adaptations made were fairly minimal, with the installation of shields, weapons and facilities for the fast unloading once the ship reached the planets surface. As non-combatant vessels Landing Ships mainly survived the battles of the Clone Wars, and were sold off in the years following the destruction of the Trade Federation as cargo vessels, although obviously the new owners usually wished to fit Hyperdrives and

STAR WARS D6 – CLONE WARS SOURCEBOOK

VENATOR STAR DESTROYER

Type: Kuat Drive Yards Venator-class Star Destroyer

Scale: Capital

Length: 1137 Meters

Skill: Capital Ship Piloting: Venator Class Star Destroyer

Crew: 6390; Skeleton Crew: 1800/+10

Crew Skill: Astrogation 4D+2, Capital Ship Piloting 5D+2, Capital Ship Shields 4D+2, Capital Ship Gunnery 5D+2, Sensors 4D+2

Passengers: 3000 (Troops)

Cargo Capacity: 12000 Tons

Consumables: 1 Year

Cost: Not available for sale

Hyperdrive Multiplier: X3

Hyperdrive Backup: X12

Nav Computer: Yes

Maneuverability: 0D+1

Space: 4

Atmosphere: 250;800kmh

Hull: 5D

Shields: 1D

Sensors:

Passive: 50/0D

Scan: 75/2D

Search: 150/3D

Focus: 2/4D

Fighters: 192 Starfighters

Shuttles: 56 Shuttles

Weapons:

8 Heavy Turbolasers

Scale: Capital

Fire Arc: 4 Front/Left, 4 Front/Right

Skill: Capital Ship Gunnery

Fire Control: 1D+2

Space Range: 3-15/36/75

Atmospheric Range: 6-30/72/150 Km

Damage: 5D

2 Medium Dual TurboLasers

Scale: Capital

Fire Arc: 2 Front

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 2-10/24/50

Atmospheric Range: 4-20/48/100 Km

Damage: 5D

52 Laser Cannons

Scale: Starfighter

Fire Arc: 10 Front, 15 Front/Left, 15

Front/Right, 12 Back

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-5/12/25

Atmospheric Range: 2-20/24/50 km

Damage: 4D

4 Proton Torpedo Launchers

Scale: Capital

Fire Arc: 4 Front

Skill: Capital Ship Gunnery

Fire Control: 2D+2

Space Range: 2/6/14

Atmospheric Range: 4/12/28 km

Damage: 9D

6 Tractor Beam Projectors (Fire Separately)

Scale: Capital

Fire Arc: 1 Front, 2 Front/Left, 2

Front/Right 1 Back

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmospheric Range: 2-10/30/60 km

Damage: 4D



STAR WARS D6 – CLONE WARS SOURCEBOOK

Despite a millennium of peace and complacency, the Republic quickly transformed itself into a formidable war machine when the threats of the Separatists escalated into the Clone Wars. The difference made by a few years was astounding; by channeling enormous resources in the name of security, the Republic developed fleets of immense warships, many with cutting edge designs.

The Republic attack cruiser, or Star Destroyer, gave this new starfleet its considerable teeth. The wedge-shaped warship was not primarily a cargo transport, troop carrier or other replenishment or supply vessel; it was developed and honed for ship-to-ship combat. Its huge armored shape had an aggressive, dagger-like profile, studded with heavy weapons emplacements capable of punching through powerful shields and sturdy armor. From its twin elevated conning towers, the crew of clones and other Republic military officers oversaw the craft's operations.

Though it was capable of making planetary landings, this versatile Star Destroyer was used mostly as a spacebound fighting ship. This meant its hangars were stocked with starfighters rather than ground craft. Its standard complement included 192 V-19 Torrent V-wing fighters, 192 Jedi starfighters, 36 ARC-170 fighters, and 20 LAAT/I gunships.

The front half of the ship's dorsal surface contained a massive flight deck capable of scrambling the latest in Republic starfighters. The huge hangar doors opened to allow ships to land or takeoff from the deck; the vessel also had a smaller docking bay entrance on its ventral surface.

These attack cruisers formed both the backbone and aggressive front of defense around Coruscant during the bold Separatist push to infiltrate the capital. Many destroyers crowded the atmosphere above the city planet, engaging enemy battleships, often at point-blank range. These attack ships also served as command vessels for Jedi Generals during remote operations, such as Yoda's mission to Kashyyyk and Obi-Wan Kenobi's search for General Grievous on Utapau.

Kuat Drive Yards quickly positioned itself as the preeminent supplier of powerful warships to the Republic during the Clone Wars. Its secret development subsidiary, Rothana Heavy Engineering, had clandestinely constructed the first generation of military hardware for the Grand Army of the Republic. When that army was publicly revealed during the Battle of Geonosis, Kuati executives were quick to downplay Rothana's name, crediting the whole venture to the foresight and inventiveness of the parent company's leadership. A media saturation campaign crediting Republic victories to the ships of Kuat Drive Yards helped spread this message across the galaxy.

The Venator-class Star Destroyer was one of several wedge-ship designs to come out of the development think-tank led by engineer Lira Blissex. At over a kilometer in length, it was big and powerful enough to tangle with the Separatist fleets, but it was also quite

fast. Its huge reactor-powered sublight engines afforded the Venator-class Star Destroyer respectable speed, enabling it to chase down blockade runners and smaller combat vessels.

Its surface was dotted with eight heavy turbolasers, two medium dual turbolaser cannons, 52 point-defense laser cannons, four proton torpedo tubes and six tractor beam projectors. In a creative

While the Venator Star Destroyer offered much for its developers to take pride in, the relentless taskmaster Blissex was not content. She had bigger plans in mind. She used her past successes to green-light the ultimate warship of her dreams, the Imperial-class Star Destroyer. Shortly after the end of the Clone Wars, the first test-bed models of this mighty warship were already functioning in classified Imperial shipyards accessible only the

New Order's elite. After Blissex's marriage to Denn Wessex, one of Palpatine's first regional governors to be installed, she used her newfound political clout to prioritize the expansion of the Star Destroyer program. From these early designs, the final Imperial-class would forever

change the way order was maintained in the galaxy.

Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

ACCLAMATOR TRANSPORT

Type: Rothana Heavy Engineering Acclamator Class
Trans-Galactic Military Transport Ship
Scale: Capital
Length: 752 Meters
Skill: Capital Ship Piloting: Acclamator
Crew: 4280; Gunners: 80, Skeleton Crew: 1500/+10
Crew Skill: Astrogation 4D+1, Capital Ship Piloting
5D+2, Capital Ship Shields 4D+1, Capital Ship
Gunnery 5D+2, Sensors 5D
Passengers: 16000 (Troops)
Cargo Capacity: 40,000 Tons
Consumables: 1 Year
Cost: Not available for sale
Hyperdrive Multiplier: X2
Hyperdrive Backup: X10
Nav Computer: Yes
Maneuverability: 0D+2
Space: 5
Atmosphere: 330;950kmh
Hull: 5D
Shields: 1D
Sensors:
Passive: 45/0D
Scan: 70/2D
Search: 150/3D
Focus: 3/4D

Weapons:

12 Quad Turbolaser Batteries (Fire Separately)
Scale: Capital
Fire Arc: 6 Front/Left, 6 Front/Right
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 3-15/36/75
Planetary Range: 6-30/72/150 Km
Damage: 6D
24 Laser Cannons
Scale: Starfighter
Fire Arc: 11 Front/Left, 11 Front/Right, 2
Back
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 1-3/12/25

Planetary Range: 2-6/24/50 Km

Damage: 4D

4 Missile Tubes

Scale: Capital

Fire Arc: 2 Front/Left, 2 Front/Right

Skill: Capital Ship Gunnery

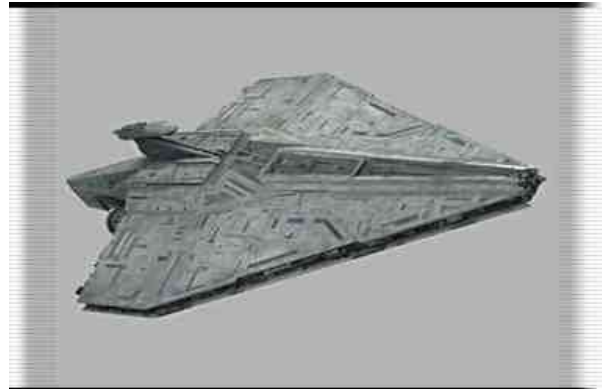
Fire Control: 2D+2

Space Range: 1-10/25/50

Planetary Range: 2-20/50/100 km

Damage: 7D

Capsule: The Acclamator Transport ship was create at the start of the Clone Wars as the primary method of transporting the Republics new clone army. These vessels were so powerful and successful that the Star Destroyer range of vessels were based on their design. The Acclamator was a large transport vessel which could carry 48 AT-TE's, 36 SPHA-T's, 320 Speeder Bikes and 80 Republic Gunships along with the 16000 troops it was built to carry. Although most of these vessels were decommissioned, some continue operation in reserve fleets and in cargo carrying roles, and even though none were sold to private concerns, the Corporate Sector authority purchased some, and various pirate fleets have managed to "acquire" Acclamators of their own.



Credit: FreddyB, rpggamer.org

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KAMINOAN DART GUN

Model: Kaminoan Saber Dart Hunting Rifle

Scale: Character

Skill: Firearms; Rifle

Ammo: 10

Cost: 850 (used); (each dart costs 15)

Availability: 2, X

Range: 3-75/200/500

Damage: 2D *

* - Although the Saber Darts themselves cause little damage, they are used to deliver toxins, the standard toxin used of Kaminoan Saber Darts does 8D damage and takes effect in mere seconds, although tranquilisers and other chemicals can be used instead.

Description: The Kaminoan Saber Dart Gun, is a hunting weapon from the planet Kamino, and fires small darts coated with toxic chemicals. Used by the Kaminoans to hunt underwater because of the unreliability of blaster weaponry in that environment, they have become popular off-world, although very hard to get hold of. The high cost of using a Saber Dart Gun, doesn't deter the Bounty Hunters who love the flexibility and accuracy of this weapon, although the Kaminoan Dart Toxin is a dangerous chemical, many users of this weapon love to make their own, to allow them to take down especially dangerous opponents.



Credit: FreddyB, rpggamer.org

GEONOSIAN SONIK CANNON

Model: Geonosian Sonik Energy Cannon

Scale: Walker

Skill: Vehicle Blasters; Sonik Cannon

Ammo: Regenerative Power Source

Cost: 5,000 (used)

Availability: 2, X

Range: 5-10/50/100

Damage: 4D

Description: The Geonosian Sonik Energy Cannon emits sound waves which can be incredibly damaging to any target that it hits, the spread of these sonic waves is quite large which accounts for the fairly short range of this large weapon, but does allow targets to be easily hit (+2D to skill). However this also counts as a disadvantage to the weapon, as the weapon hits an area, so cannot easily distinguish between targets (-2D to skill if target is in close range to another target, or both are hit). This does make the weapon excellent for suppressing areas of enemy troops. The Sonik Energy Cannon was originally designed for the Geonosians to use themselves, but it was sometimes used by most of the Confederation forces during the Clone Wars, so once they were defeated became widely available on the black market. It uses a regenerative power source, and high level of damage has made it a moderate success, with a few pirated designs still being produced even though the Empire introduced tough laws to stop the production of Geonosian weaponry.



Credit: FreddyB, rpggamer.org

STAR WARS D6 – CLONE WARS SOURCEBOOK

SONIC RIFLE

Model: Geonosian Sonic Energy Rifle

Scale: Walker

Skill: Vehicle Blasters; Sonic Rifle

Ammo: 50

Cost: 1,000 (used)

Availability: 2, X

Range: 2-8/25/60

Damage: 4D

Description: The Geonosian Sonic Energy Rifle emits sound waves which can be incredibly damaging to any target that it hits, the spread of these sonic waves is quite large which accounts for the fairly short range of this large weapon, but does allow targets to be easily hit (+1D to skill). However this also counts as a disadvantage to the weapon, as the weapon hits an area, so cannot easily distinguish between targets (-1D to skill if target is in close (1m) to another target, or both are hit). This does make the weapon excellent for suppressing areas of enemy troops. The Sonic Energy Rifle was originally designed for the Geonosians to use themselves, as a smaller hand-held version of the Sonik Cannon, and

it was often used by most of the Confederation forces during the Clone Wars, so once they were defeated became widely available on the black market. The Sonic Rifle is a far less effective weapon than the Sonik Rifle, lacking the Regenerative power supply of the cannon, but was still a fairly powerful, if not cheap weapon.



Credit: FreddyB, rpggamer.org