

COMBAT PATROL™ WWII

A Supplement for Star Wars



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What is Combat Patrol™?

Combat Patrol™: World War II provides a comprehensive set of rules for skirmishes set in World War II. This supplement includes optional rules that provide additional period flavor for skirmishes in the Star Wars universe. It also includes information on company and platoon organizations.

A Long Time Ago...

Ever since the publication of West End Games' *Star Wars* Miniatures Battles in 1989, the Star Wars universe has been a popular wargame setting. Though never completely out of fashion, the renewed film series, accompanied by television, literary, and comic supporting stories, has launched a new Star Wars fandom golden age.

Our Aim

Due to the disputes in canonicity and utter complexity of the various *Star Wars* iterations, we have aimed for this supplement to act as a jumping-off point for your adventures in a galaxy far, far away. In no way should this supplement be misinterpreted as an attempt to create a comprehensive "codex," but it will provide a guide to using *Combat Patrol™* for your *Star Wars*-themed games.

In these pages, you will find troop profiles, weapon and vehicle attributes, and organizations for the Clone and Droid Armies, as well as the Stormtroopers and Rebel Fleet Troopers. This information provides players with a solid idea of how to improvise additional items not addressed in this supplement.

Availability of Miniatures

Today's table top generals enjoy a wealth of avenues from which to source their Star Wars armies. The original true 25mm figures of the West End Games era can still be found with regularity on Ebay and in convention flea markets. The Wizards of the Coast's pre-painted collectible miniatures can be found in droves in second-hand markets. If money is no object, Fantasy Flight Games' line of miniatures for *Imperial Assault* are simply gorgeous.

TK-421, do you copy?

The *Star Wars* films and television episodes traditionally focus on the extraordinary adventures of the major heroes and villains, so the role of the average foot-slogger is limited to cannon-fodder who can't hit the broad side of a Bantha. In historical war gaming, usually the common infantryman takes center stage. To balance the two extremes, we have tried to look at the various forces through the lens of the "real" world.

Only Imperial Storm Troopers Are So Precise – Mythology vs. On-Screen Performance.

The shooting accuracy of the average trooper, or the lack thereof, is one of the biggest jokes in the fandom, but this can be written off as the Hollywood effect taking its course. No rank-and-file trooper is ever going to hit a main character, unless the writer has decided that it would be a good plot point.

To get around this, you have to take the Han Solos and Leia Organas out of the equation and

simply rate the various forces in relation to their counterparts. For example, a Stormtrooper would not perform as well as a Clone Trooper, but would be on even (or better) footing with the average Rebel trooper. Going on this notion, the average Imperial Stormtrooper will be the baseline for the trained, regular soldier of this supplement.

A Brief Summary of Star Wars Universe

Name	Years	Good Guys	Bad Guys
Invasion of Naboo	32 BBY	Naboo Defense Forces	Trade Federation
Ended with the Destruction of Trade Federation control ship			
Clone Wars	22-19 BBY	Galactic Republic	Separatist Union
Ended with the defeat of the Separatist Union, the destruction of the Jedi Order and the Rise of the Galactic Empire			
Rebels	5 BBY-0 BBY	Various Rebel Cells	Galactic Empire
Ended with the battle of Scariff 0 BBY?			
Galactic Civil War	0-4 ABY	Rebel Alliance	Galactic Empire
Ended with the death of Emperor Palpatine			
Episode VII	34 ABY	New Republic / Resistance	First Order

BBY = Before the Battle of Yavin
 ABY = After the Battle of Yavin

Opposing Forces

The Clone Wars

Grand Army of the Republic Clone Troopers

Clone troopers were an army of identical, genetically-modified clones, created to serve in the Grand Army of the Republic during the full-scale intergalactic conflict that came to be known as the Clone Wars. Grown at an accelerated rate and raised in the laboratories and facilities of Kamino, the clone troopers were trained throughout the first ten years of their lives to become one of the most efficient military forces in galactic history. Bred for the sole purpose of combat, the clones were indoctrinated with unwavering obedience to

the Galactic Republic and—more specifically—their Commander-in-Chief, the Supreme Chancellor.

Unit	G	A	M	E	R	Weapons*
Clones	E	R	2	3	3	3 or 4
"Shinies"	R	R	1	3	3	3 or 4
Elite Clones (501 st , ARC, ARF, Commando, Galactic Marine)	E	E	2	3	4	3, 4 or 5 for commandos

*Refer to the Weapon Statistics - Small Arms Chart on page 17

Please see the charts on Page 3 for the Clone Trooper Company and Platoon-level organization charts.

Confederacy of Independent Systems ("Separatist") Battle Droids

The B1 battle droid was first seen on screen during the Trade Federation's invasion of the planet Naboo. They saw further action galaxy-wide when fielded by the various factions comprising the Confederacy of Independent Systems during the Clone Wars. Though initially designed for combat, the B-1 battle droids performed a variety of functions – not all of them very well.

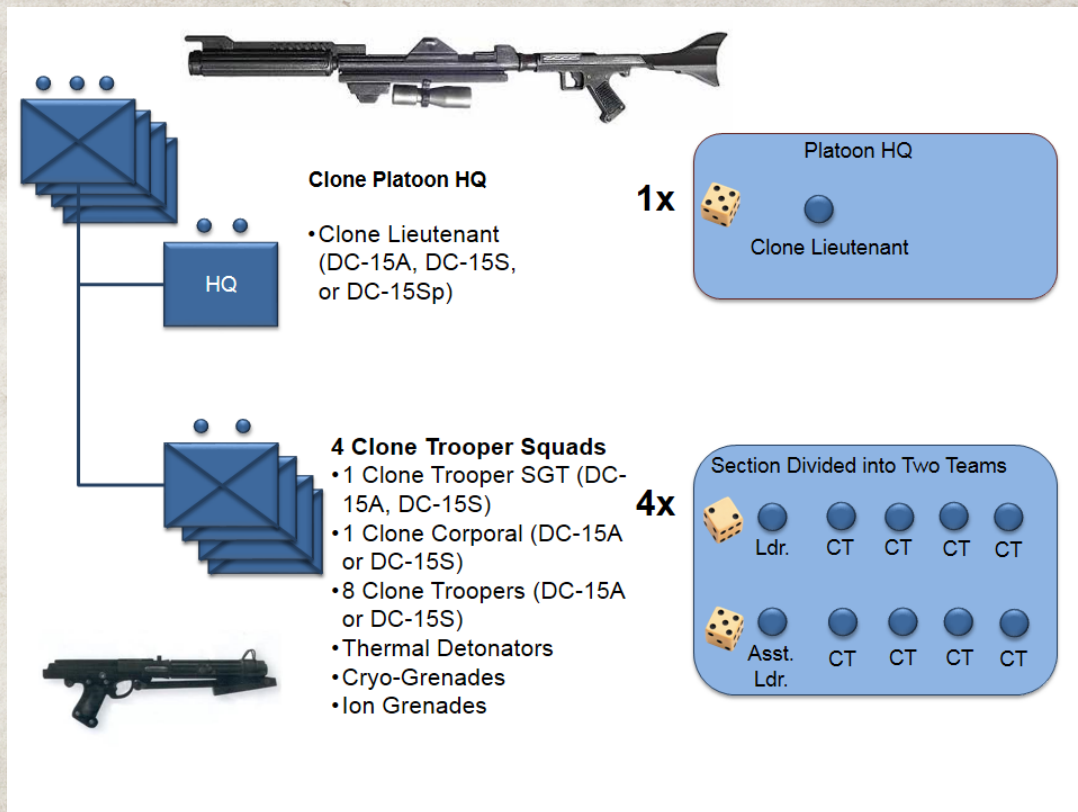
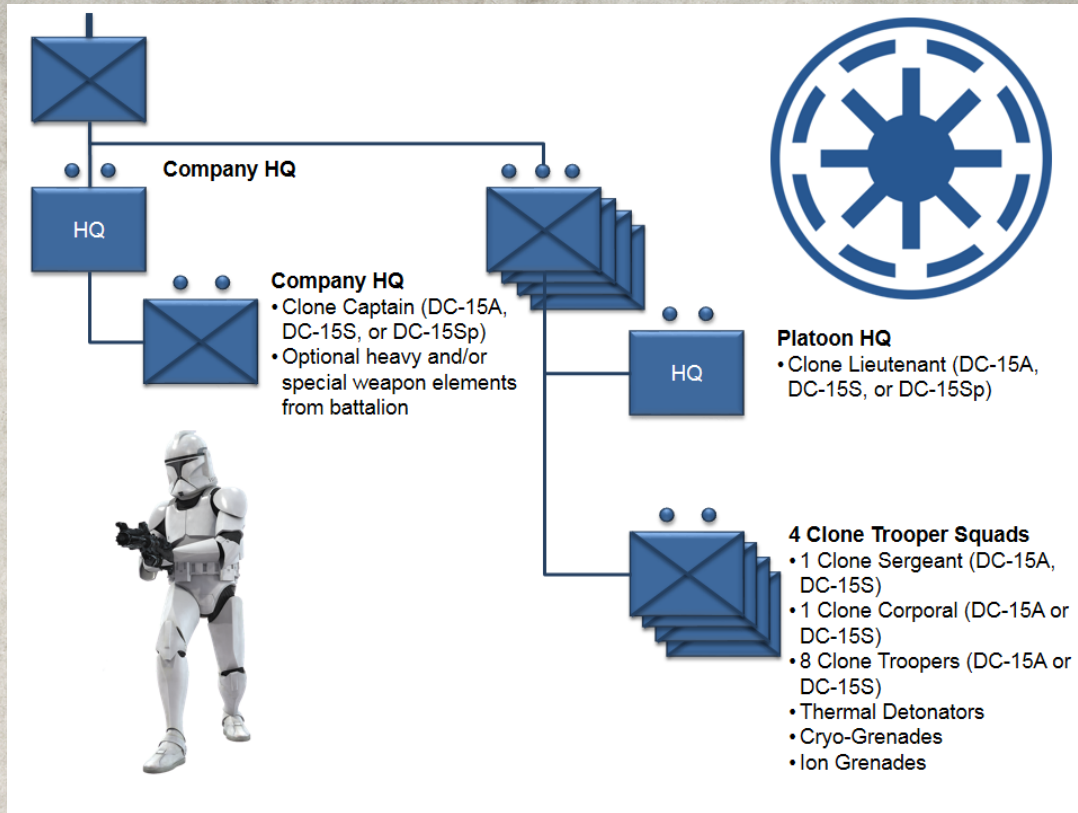
During the Clone Wars, the Separatist Droid Army utilized a myriad of droid models including the heavier armed B-2 Super Battle Droid, the Droideka Destroyer Droid, and many others.

Unit	G	A	M	E	R	Weapons*
B-1 Battle droid	G	G	0	2	2	14
B-2 Super Battle droid	R	R	2	4	3	25 (equivalent)
B-2 Heavy Super Battle Droid	R	R	2	4	3	RL
Droideka Destroyer Droid	E	R	2	4	3	25 x 2 (equivalent)

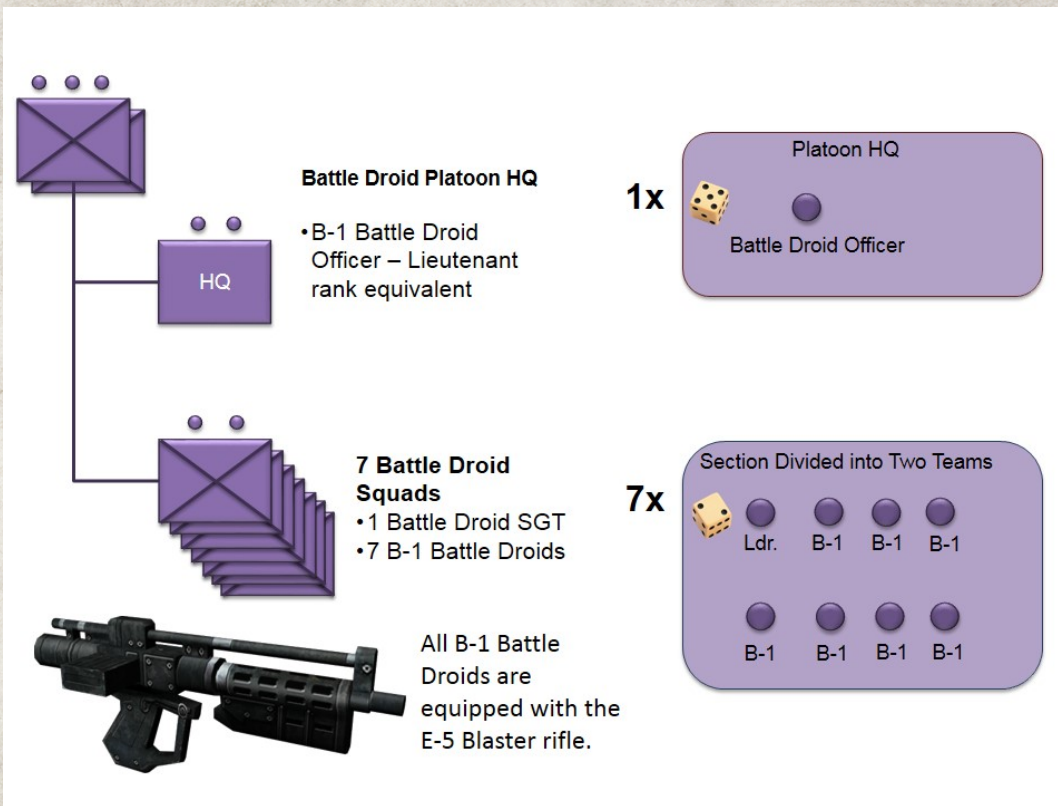
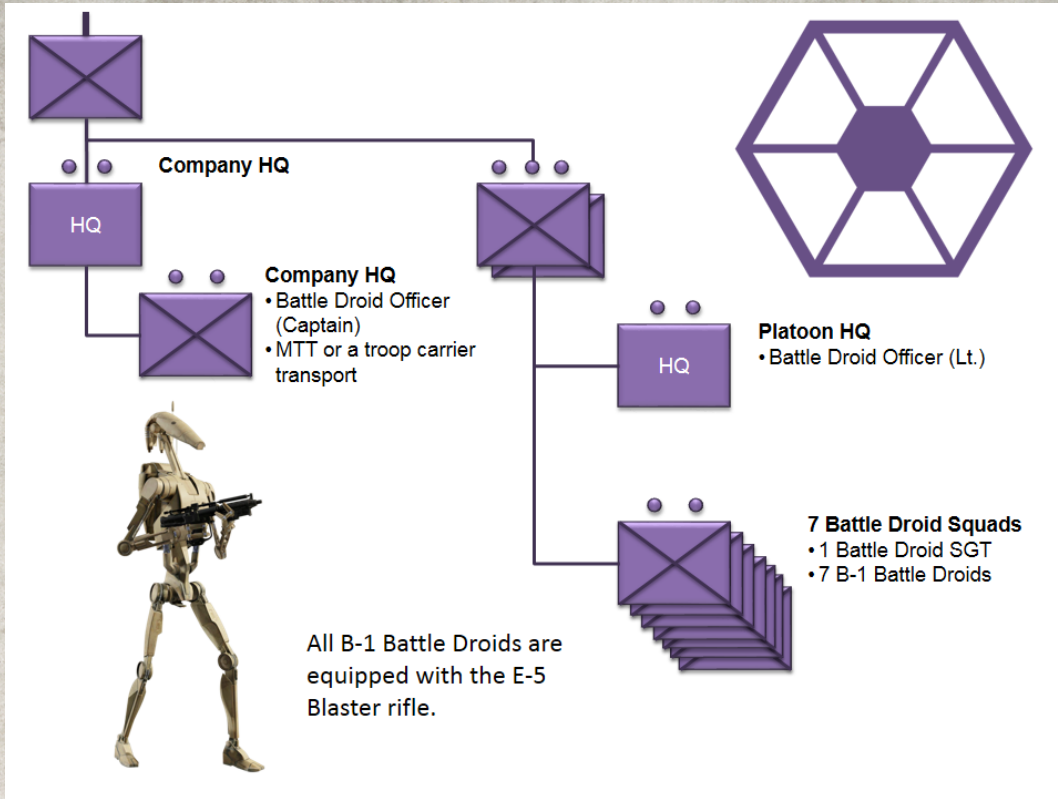
*Refer to the Weapon Statistics - Small Arms Chart on page 17

Please see the charts on Page 4 for the B-1 Battle Droid Company and Platoon-level organization charts.

Clone Trooper Force Organization



Battle Droid Force Organization



Miscellaneous Forces

Unit	G	A	M	E	R
Alderaan Trooper	E/R	R	1	3	3
Body Guard Droid	E	R	2	3	3
Rocket Battle Droid	R	R	1	3	3
Devaronian Soldier	R	R	1	3	3
Gungan Trooper	G/R	G/R	1	3	3
Gungan Artillerist	R	R	1	3	3
Gungan Cavalry	E	R	1	3	3
IG-100 Magna Guard	E	E	2	3	3
Mon Calamari Knight	R/E	R	2	3	3
Naboo Soldier	G/R	R	1	3	3
Naboo Royal Guard	R	R	1	3	3
Nevaanian Warrior	R	R	1	3	3
Senate Guard	R/E	R	1	3	3
Senate Commando	E	R	2	3	4
Techo Union Warrior	G/R	R	1	3	3
Utapaun Soldier	G/R	R	1	3	3
Wookie Warrior	R/E	R	3	4	3
Dark Acolytes (e.g., Ventriss and company)	E	R	2	3	4
Mandalorian Protectors	E	E	2	3	4
Neimoidian Guard	G/R	R	1	3	3
Nimbus Commando	E	R	1	3	3
Trandosha Elites	E	R	2	4	3
Geonosian Hive Soldier	G	G	1	3	2

Clone Wars Era Characters

Name	G	A	M	E	R
Aurra Singh	R	E	2	6	3
Bail Organa	E	R	1	6	3
Boba Fett	R	R	3	6	3
Bossk	R	R	3	6	3
C3-PO	G	G	1	6	2
Captain Antilles	E	R	1	6	3
Captain Mar Tuuk	R	R	1	6	3
Captain Panaka	E	R	1	6	3
Captain Tarpal	E	R	2	6	3
Captain Typho	E	R	1	6	3
Durge	E	E	4	6	4
General Greivous	R	E	4	6	3
Jango Fett	E	E	3	8	4
Nute Gunray	G	R	1	5	3
Padme Amidala	E	R	1	6	4
R2-D2	E	E	1	8	5
San Hill	R	R	1	6	3
Tarfful	E	R	5	6	3
Wat Tambor	R	R	1	6	3
Zam Wesell	R	E	1	6	3

Jedi and Sith Characters are listed in the Force Powers section, located on page 24.





Clone Wars Era Vehicles

While not a comprehensive listing of all vehicles from the Star Wars universe, below is a list of the common vehicles likely to be found and used Star Wars themed games.

Armored Assault Tank (AAT)

The Armored Assault Tank, or AAT, was a ground attack vehicle deployed by landing craft used by the Separatist's Droid Army during the Clone Wars. The AAT was capable of dealing heavy damage to clone battalions, AT-TE walkers, Gunships, and low flying targets with a single shot from its main cannon. Its heavy armor, endurance, and firepower made it the main Separatist battle tank.

AT-RT

The AT-RT, or All Terrain Recon Transport was a very small, speedy and agile bipedal walker, often piloted by ARF Troopers during the Clone Wars. Its weapon was a small repeating laser cannon, and was used for both combat and reconnaissance.

BARC Speeder

The Biker Advanced Recon Commando (BARC) speeder was a speeder bike designed for use by the Galactic Republic's Grand Army during the Clone Wars. The speeder gave the ordinary clone trooper fighting on foot increased speed, mobility and firepower. The standard model BARC speeder was armed with two forward-firing light blaster cannons.

Flash Speeder

The Seraph-class urban land speeder aka "Flash" speeder was an open-topped, lightweight repulsor-lift land speeder vehicle. The Royal Guards of Naboo used a military version of the "Flash", armed with a pintel-mounted blaster cannon as a patrol craft and personnel transport role blaster cannon. The

"Flash" could accommodate a crew of 1 pilot and up to 3 passengers. Several "Flash" speeders wound up in the hands of the Rebel Alliance during the early days of the Galactic Civil War.

Hailfire Droid

IG-227 Hailfire-class droid tank was an armored missile platform used by the Intergalactic Banking Clan and Confederacy of Independent Systems during the Clone Wars and later by the Rebel Alliance during the Galactic Civil War. The Hailfire droid is armed with two missile pods carrying 15 missiles each as well as twin chin-mounted blasters.

Infantry Support Platform (ISP)

The Infantry Support Platform (ISP), also known as the swamp speeder, was a repulsor-lift speeder used by the Grand Army of the Republic for swamp combat during the late Clone Wars. Crewed by two clone troopers seated on either side of the engine, the ISP was armed with two forward-mounted light blaster cannons.

NR-N99 Persuader-class Droid Enforcer, a.k.a. "Snail Tank"

The Alliance Droid, NR-N99 Persuader-class Droid Enforcer, or Snail Tank, was a tank droid used by the Separatist's Droid Army that was propelled by a central drive wheel for motion and possessed two photoreceptors for eyes.

Equipped with a variety of weapons including blaster and ion cannons, missiles, thermal detonators, and even torpedoes, the NR-N99 was programmed to be more ruthless in combat than some of their other compatriots and proved more than willing to target and attack civilian targets.

STAP

The Single Trooper Aerial Platform, or STAP, was a flying replulsor-lift platform designed for use by the B1 series battle droid. The vehicle was agile and lightly armed with a single dual light blaster cannon. The open design of the unit meant that the STAP and its pilot had zero protection against enemy fire and could only rely on the vehicle's maneuverability for defense.

TX-130 Saber-class fighter tank

The Republic Interceptor TX-130 Saber-class fighter tank, otherwise known as the IFT-X or Republic fighter tank, was a maneuverable, fast-attack tank used by the Jedi Order and their clone forces during the Clone Wars.

The TX-130 Saber-class fighter tank was equipped with twin laser cannons and a large payload of concussion missiles. It was used by the Republic in an anti-vehicle and infantry support role. A typical crew consisted of 3 clones and 1 astromech droid.

The V-19 Land Speeder

Commonly referred to as the Gian speeder, the V-19 was a small land speeder used by the Royal Naboo Security Forces and later by the Rebel Alliance.

Designed to operate as both a civilian and military transports the V-19's medium-grade hull plating and reinforced armor made well suited for crowd control, wilderness and urban battle roles. It was armed with 2 forward-firing light repeating blasters that and an optional bow-mounted medium blaster cannon.

Command versions of the V-19 featured advanced communications and holographic projection systems for improved tactical functions.

V-35 Land Speeder

The V-35 Courier was the "family truckster" of the Star Wars universe. First hovering off the assembly lines a few decades prior the Battle of Yavin, the V-35 could carry one pilot and 2 passengers and still have ample room for cargo.

Though reliable and inexpensive, the V-35's role as a standard family transport and grocery-getter meant that its top speed maxed out around the 100kph mark.

The V-35's standard-equipped, roof-mounted scanner scope made it a hit with Toschi station-bound moisture farmers and rebel operatives alike.



Republic Vehicle List

Vehicle Type	Wpns	Armor (front / side / rear)						Lower	Wheels	Speed			Wpns.	Turret Speed	Notes
		Hull			Turret					Road	CC	Max Climb			
		Front	Side	Rear	Front	Side	Rear								
BARC Speeder Bike	--	--	--	--	--	--	--	--	3	3	3	LBC x 2 (B)	N/A		
Flash Speeder	4	5	5	5	--	--	--	4	4	4	4	3	LBC	N/A	1 pilot, 3 passengers
ISP Speeder	5	6	6	6	--	--	--	5	4	3	3	2	2x LBC (B)	N/A	2 crew
TX-130T Repulsor Tank	7	13	8	8	10	8	8	8	8	3	3	3	2x HLC (T) 1x HRB (T) 2x CML (B)	N/A	3 crew, 1 astromech
V-19 Gian Speeder	4	5	5	5	--	--	--	4	4	4	3	2	2x LRB (B)	N/A	1x LBC (B) optional 2 crew
V-35 Courier	4	6	6	5	--	--	--	4	4	3	2	2	None standard	N/A	1 pilot, 2 passengers



Separatist Vehicle List

Vehicle Type	Wpns	Armor (front / side / rear)								Speed			Wpns.	Turret Speed	Notes
		Hull				Turret				Road	CC	Max Climb			
		Lower	Wheels												
AAT-1 Armored Assault Tank	5	15	10	10	12	10	10	10	10	3	1	3	1x HLC (T) 2x LLC (S) 2x HRB (S) 2x CML (B)	Average	The vehicle may only fire one type of weapon per activation. 3 crew
IG-227 "Hailfire" Droid	4	5	5	5	-	-	-	5	4	4	3	3	2x CML (S) 2x HRB (B)	N/A	Out of Ammo for CML
NR-N99	5	6	6	5	7			5	4	2	1	3	Ion Cannons (2) Heavy Repeating blasters (2) Concussion missile launcher	N/A	
STAP	0	0	0	0	0			0	0	5	3	3	2 blasters	N/A	



The Galactic Civil War

Stormtrooper Corps:

Feared throughout the galaxy, the Imperial Stormtrooper Corps functioned as the shock troops of the Galactic Empire. For a Stormtrooper, obedience was valued and the will of the Empire was unquestioned.

Unit	G	A	M	E	R	Weapons*
Stormtroopers	R	R	1	3	3	13
Specialized Stormtroopers	E	R	1	3	3	13
Elite Units (501 st , Inferno Squad, Death Troopers)	E	E	2	3	4	13,10

*Refer to the Weapon Statistics - Small Arms Chart on page 17

Stormtroopers were deployed to the hot-zones of resistance across the galaxy to crush all opposition to the will of the Emperor. Assisting, yet independent from both the ground forces of the Imperial Army and serving shipboard in the Imperial Fleet, Stormtroopers had no integral support forces and rely on the lesser troops of the Imperial Armed forces for non-combat tasks.

Please see the charts on Page 11 for the Stormtrooper Company and Platoon-level organization charts.

Rebel Alliance

From the beginning of the Alliance and up until the formation of the New Republic in 4 ABY, Rebel troopers constituted the main element of the Alliance Army. Originating as small, local cells of loosely structured resistance groups, the Alliance military gradually turned into a galaxy-wide and well-trained infantry force.

Unit	G	A	M	E	R	Weapons*
Alliance Trooper	G/R	G/R	1	3	2	7
Alliance Fleet Trooper	R	R	1	3	3	7
Alliance Special Forces	E	E/R	1	3	3	1,7

*Refer to the Weapon Statistics - Small Arms Chart on page 17

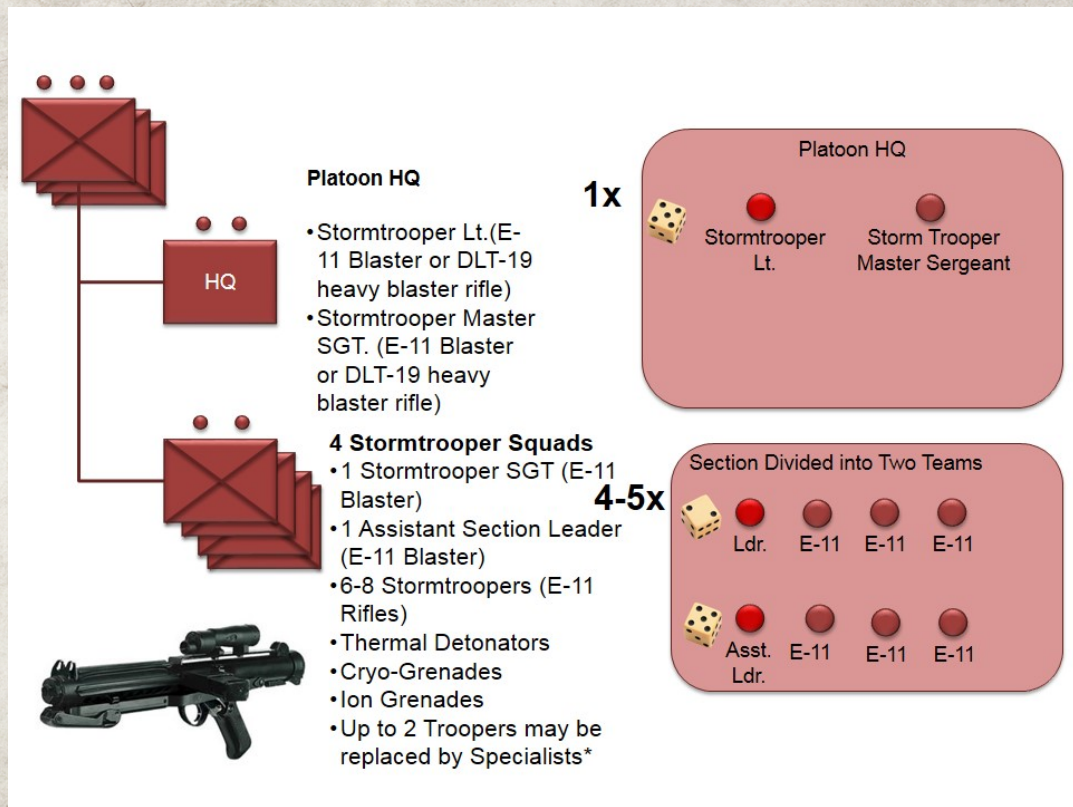
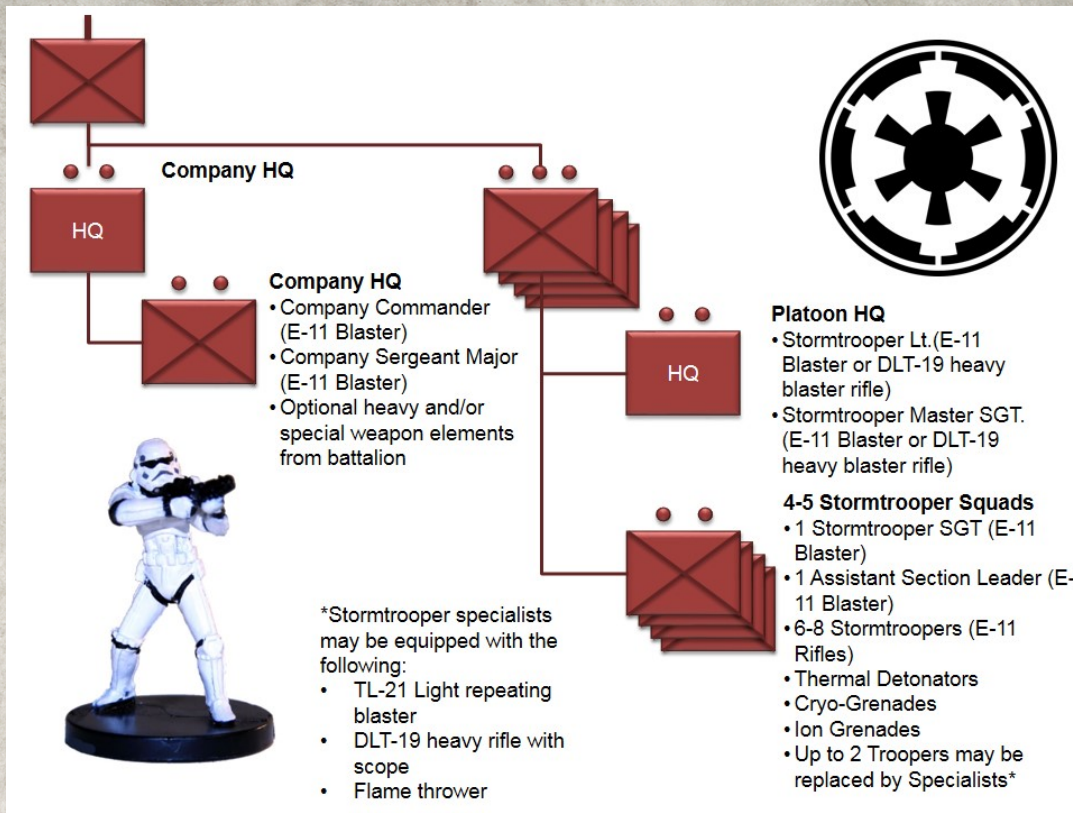
While some distinct forces, such as the Alliance Fleet Troopers and Alliance Special Forces did exist, the majority of the rebel military was composed of Sector Forces, and unit sizes can vary dramatically.

Alliance divisions were roughly equivalent to Stormtrooper Legions in manpower, but not necessarily in training or combat effectiveness.

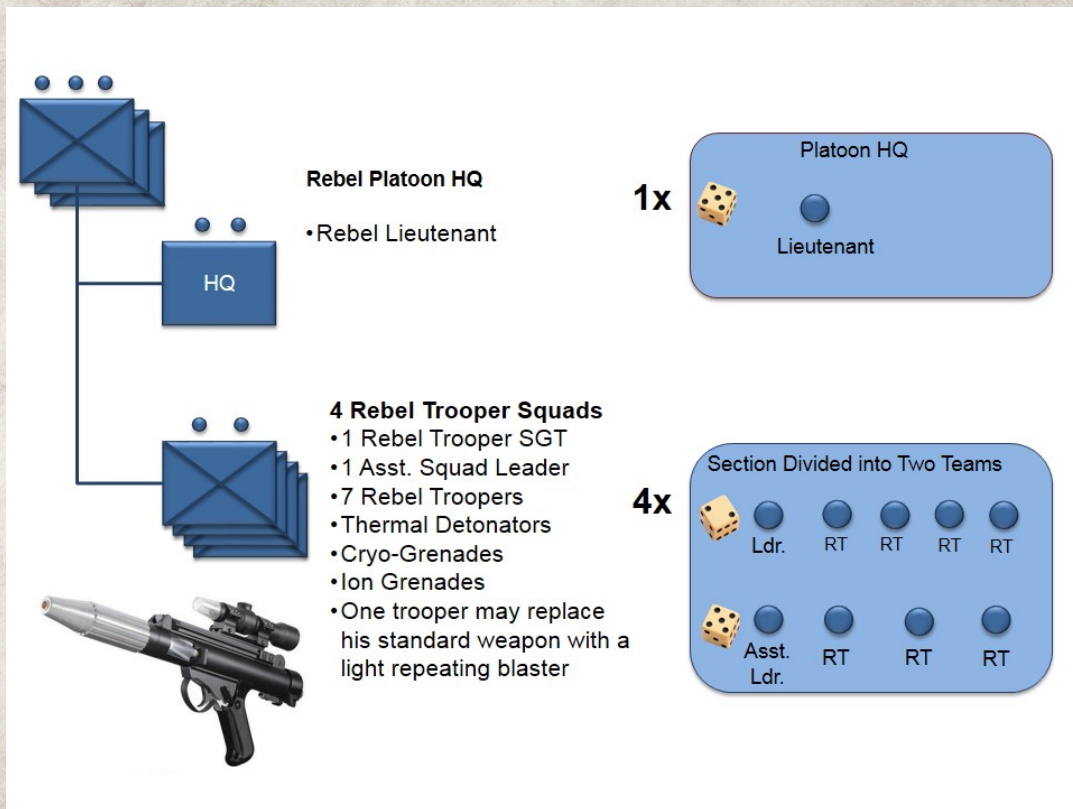
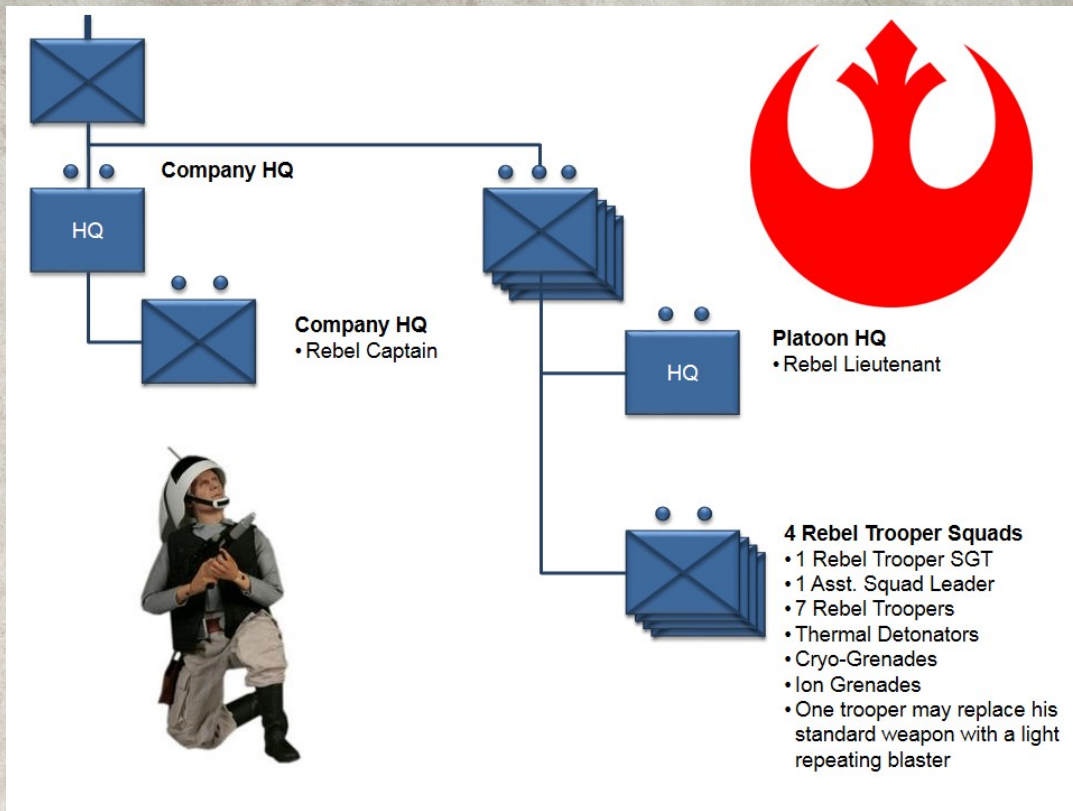
Please see the charts on Page 12 for the Rebel Fleet Trooper Company and Platoon-level organization charts.



Stormtrooper Force Organization



Rebel Fleet Trooper Force Organization



Miscellaneous Forces

Unit	G	A	M	E	R
Imperial Vehicle Crew	R/E	R/E	1	3	3
Rebel Vehicle Crew	R/E	R/E	1	3	3
Bespin Wing Guard	E	R	1	3	3
Bothan Spy	E	E	1	3	4
Bounty Hunter	G/R	G/R	1	3	3
HK Assassin Droid	E	E	2	4	4
Imperial Army Soldier	G/R	G/R	1	3	3
Imperial Engineer	G/R	G/R	1	3	3
Imperial Jet Trooper	E	R	1	3	3
Imperial Navy Trooper	G/R	G/R	1	3	3
Imperial Officer	G/R	G/R	1	3	3
Imperial Navy Pilot	R	R	1	3	3
Imperial Riot Trooper	R	R	1	3	3
ISB Infiltrator	E	E	1	3	4
Imperial Sentry Droid	R	R	2	5	2
Mandalorian Soldier	E	E	2	3	3
MHD-14 Medical Droid	R	G	1	3	3
Rebel Pilot	R	R	1	3	3
Rebel Scout	E/R	R	1	3	3
Rebel Sniper	E	E	1	3	4
Rebel Officer	G/R/E	R	1	3	3
Royal Guard	E	E	1	3	3
Ugnaught Technician	G	R	1	3	3
Wookiee	R	R	3	5	3

Galactic Civil War Era Characters

Name	G	A	M	E	R
Admiral Akbar	E	R	1	6	4
Captain Raymus Antilles	R	R	1	6	3
Wedge Antilles	E	R	1	6	4
Chewbacca	E	R	4	9	3
"Chopper"	R	R	1	9	4
Biggs Darklighter	R	R	1	6	3
General Jan Dodonna	E	R	1	6	3
Boba Fett	E	E	3	9	3
Greedo	R	G	1	3	2
Moff Tiann Jerjerrod	E	R	1	6	3
General Crix Madine	E	R	1	6	3
Senator Mon Mothma	E	R	1	6	3
Nien Nunb	E	R	1	6	4
Zeb Orellios	E	R	3	6	3
Leia Organa	E	E	1	9	5
General Carlist Rieekan	E	R	1	6	3
Han Solo	E	E	2	9	4
Hera Syndulla	E	R	1	6	4
Grand Moff Wilhuff Tarkin	E	R	1	6	3
General Maximillian Veers	E	R	1	6	4
Sabine Wren	E	E	2	6	4

Jedi and Sith Characters are listed in the Force Powers section, located on page 24.



Vehicles

"She may not look like much, but she's got it where it counts." – Han Solo

AT-DP

The All-Terrain Defense Pod (AT-DP) was a bipedal Imperial walker used by the Galactic Empire during, and prior to, the Galactic Civil War. It was crewed by a pilot in the forward seat and a gunner seated behind him.

Unlike the AT-ST, a larger bipedal walker boasting a host of armaments, the AT-DP was armed only with a single heavy laser cannon, capable of piercing the armor of most medium armored vehicles.

The AT-DP's armor was nearly impervious to blasters, but could do little against heavy weapons and missile launchers.

All Terrain Scout Transport

The All-Terrain Scout Transport (AT-ST), a.k.a. "chicken walker," was a bipedal walker used by the Galactic Empire for reconnaissance and suppression of insurgents.

AT-STs were piloted by a crew of two and could carry up to 200 kilograms of cargo. Though the bipedal propulsion made travel on uneven and rough terrain problematic, on even terrain, the walker could achieve over 90 kilometers per hour. The AT-ST was a highly adaptable design, and was able to switch weapons and equipment to adapt to various battlefield roles.

MLC-3 Twin Laser Tank

The MLC-3 light tank was a type of self-propelled artillery mounted on a motorized, tracked chassis. Though outdated and relatively low-tech, these tanks were used by the rebellion during the Galactic Civil War.

The MLC-3 was armed with two forward firing blaster cannons and enjoyed unusually heavy armor for its size.

SC2-M Repulsor Tank

An update of the Clone War era TX-130, the 2C2-M Saber-class repulsor tank is a ground-based fighter tank used by the Galactic Empire during the Galactic Civil War to combat Rebel armor and infantry.

Rebel Troop Cart

The Rebel Troop Carrier was a repulsor-lift vehicle used by the Rebel Alliance to carry troops into battle or transport personnel around bases. For game purposes, it is assumed that each troop cart can carry one rebel fire team. The Troop cart has a crew of one and is armed with a hull mounted, light repeating blaster in its forward firing arc.

T-47 Airspeeder

The T-47 was an atmospheric vehicle originally designed for industrial cargo handling. Its cockpit featured positions for a forward-facing pilot and a rear-facing cargo manager.

Mechanical braking flaps, along with the high-powered thrust nozzles, allowed for precise maneuvering.

In addition to the stock harpoon and tow cable, the military version of the airspeeder featured two forward-firing medium laser cannons and one rearward-facing heavy repeating blaster.

Tie Crawler

Also called the Century Tank, the TIE Crawler resembles a TIE star fighter cockpit suspended between two massive tank treads. It requires only a single crewman, who acts as both pilot and gunner. The TIE Crawler is equipped with a pair of medium blaster cannons in forward firing "chin" and a single swivel mounted retractable light turbolaser.

Imperial Vehicle Statistics

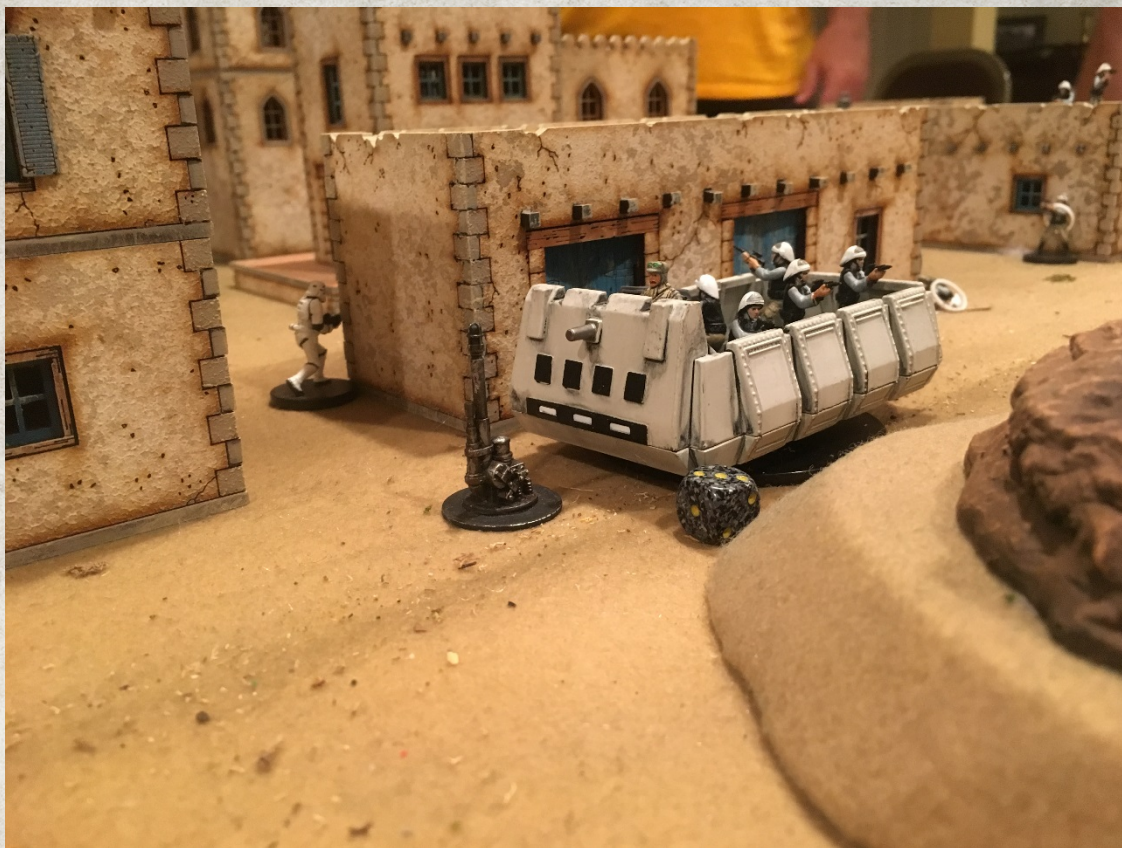
Vehicle Type	Wpns		Armor (front / side / rear)						Lower	Wheels	Road	Speed		Wpns.	Turret Speed	Notes
			Hull			Turret						CC	Max Climb			
AT-ST	4	8	7	7	8	7	6	7	5	3	3	1	MBC x2 (T) LBC x2 (T) GL (T)	Fast	2 crew	
AT-DP	4	7	6	6	7	6	5	6	5	4	4	1	HLC (T)	Fast	2 crew	
AT-KT	4	8	7	7	8	7	6	7	5	3	3	1	MBC x2 (T) LBC x2 (T) GL (T)	Fast	2 crew	
SC2-M Tank	11	11	7	7	7	6	5	5	4	3	3	3	LBC x2 (S)	N/A	1 crew	
74-Z Speeder Bike													LBC (F)	N/A	1 crew	
Tie Crawler	5	13	8	8	-	-	-	8	8	3	2	3	LTL MBC x2 (H)	N/A	1 crew	



Chewie, I've got a bad feeling about this!

Rebel Alliance Vehicle Statistics

Vehicle Type	Wpns	Armor (front/side/rear)							Speed			Weapons	Turret Speed	Notes	
		Hull			Turret				Lower	Wheels	Road				CC
		Front	Side	Rear	Front	Side	Rear	Top							
Hailfire Droid	4	5	5	5	-	-	-	5	4	4	2	3	2x CML (S) 2x HRB (B)	N/A	Out of Ammo for CML
MLC-3 Twin Laser Tank	12	14	10	8	-	-	-	8	5	3	2	3	2x LBC (H)	N/A	2 crew
T-47 Airspeeder	5	7	7	7	-	-	-	5	5	4	4	4	MLC x2 (S) HRB (R)	N/A	1 pilot, one rear gunner
Troop Cart	4	9	8	8	-	-	-	6	5	3	3	2	HRB (B)	N/A	1 pilot
V-19 Gian Speeder	4	5	5	5	-	-	-	3	4	4	3	3	None Standard	N/A	2 crew
X-34 Land speeder	4	5	5	5	-	-	-	4	4	3	3	2	None Standard		1 pilot, 2 passengers



Weapon Statistics – Small Arms

ID	Weapon	Affiliation	Type	Short	Medium	Long	Pen	HtH	Notes
01	A280	Rebel	Rifle	25	50	75	1	0	
02	Bowcaster	Wookiee	Misc	8	12	16	2	+1	
03	DC-15A	Republic	Rifle	25(2)	50(2)	75(1)	1	0	
04	DC-15S	Republic	Carbine / SMG	15(2)	30(3)	45(1)	0	+2	
05	DC-17m ICWS	Republic	Rifle	15	30	45	1	0	
06	DEMP Gun	All	Rifle	15	30	60	-1	+1	Anti-Droid
07	DH-17 Blaster Pistol	Rebel	Pistol	8	16	32	0	+2	
08	DL-18 Blaster Pistol	All	Pistol	6	12	24	-1	+2	Inaccurate
09	DL-44 Heavy Blaster Pistol	Misc	Pistol	5	10	20	1	+2	
10	DLT-19 Heavy Blaster Rifle	Imperial	Rifle	30	60	120	2	0	
11	DLT-20A "Long Blaster"	Misc	Rifle	30	60	120	1	0	
12	DT-12 Heavy Blaster Pistol	Scum	Pistol	20	40	80	1	+2	
13	E-11 Blaster Rifle	Imperial	Rifle	25	50	75	1	+1	Stun
14	E-5 Blaster	Separatist	Carbine	12	24	48	1	+1	Inaccurate, Over heats
15	EE-3 Carbine	Scum	Carbine / SMG	8(2)	16(2)	32(1)	0	+2	
16	ELG-3A Diplomat Blaster	Republic	Pistol	5	15	30	0	+2	Fine Craftsmanship
17	E-Web Heavy Repeating Blaster	Imperial	HMG	50(3)	100(3)	200(3)	3	-3	
18	Flash 4 Heavy Blaster Pistol	Rebel	Pistol	2	5	10	1	+2	
19	KX-80 Repeating Blaster	Rebel	LMG	20(2)	40(3)	80(2)	1	-1	
20	Model 434 "Deathhammer"	Scum	Pistol	5	10	20	0	+2	
21	RT-97C Heavy Blaster Rifle	Imperial	Rifle	25	50	100	2	0	
22	S-5 Heavy Blaster Pistol	Naboo	Pistol	5	10	20	1	+2	Stun, Grappling hook
23	SC-4 Blaster Pistol	Imperial	Pistol	3	8	30	0	+2	
24	Sporting Blaster	Misc	Pistol	10	20	40	0	+2	Fine Craftsmanship
25	T-21 Light Repeating Blaster	Imperial	LMG	30(2)	60(3)	120(2)	1	-1	
26	T-6 Heavy Blaster Pistol	Scum	Pistol	5	10	20	1	+2	Over heats
27	Tusken Cycler Rifle	Misc	Rifle	60	120	240	-1	0	Reload
28	Westar 34	Scum	Pistol	10	20	40	0	+2	
29	Z-6 Rotary Blaster Cannon	Republic/Imperial	Mini-gun	50(3)	100(4)	200(3)	2	-2	Limited Ammo, Unwieldy

Weapon Statistics – Heavy Weapons

Weapon		Short		Medium		Long		HE Size	Special
ID	Name	Range	Pen	Range	Pen	Range	Pen		
HBC	Heavy Blaster Cannon	80	8	160	6	320	4	Medium	HE = medium
MBC	Medium Blaster Cannon	50	6	100	4	200	2	Small	HE = small
LBC	Light Blaster Cannon	50	4	100	3	200	2	Small	HE= small
GL	Grenade Launcher	3		6		12		Small	
IC	Ion Cannon	100	N/A	200	N/A	400	N/A	Large	Ion weapon
LLC	Laser Cannon - Light	125	6	250	5	500	4	N/A	
MLC	Laser Cannon – Medium	125	8	250	7	500	6	N/A	
HLC	Laser Cannon - Heavy	125	10	250	7	500	6	N/A	
CML	Missile - Concussion	150	12	300	12	600	12	Large	Homing, HE = small
SR	Shock Rifle	3	-1	6	-2	12	-3	N/A	Grapeshot (ROF = 4)
RL	Rocket Launcher	6	22	12	22	24	22	Small	Homing
LTL	Turbolaser - Light	125	8	250	7	500	6	Medium	ROF = 2
HRB	Heavy Repeating Blaster	50	3	100	3	200	3	N/A	ROF = 3

Notes:

Anti-Droid

This weapon produces an electromagnetic pulse that disables a droid without causing permanent damage. A successful hit will stun any droid figure for 4 activations.

Fine Craftsmanship

This weapon was made with the utmost care. All shooting attacks made with the weapon enjoy a one column shift to the left bonus.

Grappling Hook

This weapon can fire a climbing line up to its maximum range. Resolve the shot like any other hit. If successful, the wielder will be pulled that distance in its next activation, ignoring all terrain penalties.

Homing

A weapon with this modification benefits from a one column shift to the left when determining a ranged attack hit.

Reload

Once fired, this weapon takes one action to reload.

Ion Weapon

If a penetrating hit occurs, the vehicle will not suffer any damage, but will be unable to move or fire (i.e. the vehicle and crew are stunned) for its next three activations.

Inaccurate

This weapon incurs a one column shift to the right penalty when making a shooting attack.

Limited Ammo

If this weapon draws an “Out of Ammo” result, than it is out of ammunition for the rest of the game.

Over Heats

If this weapon draws an “Out of Ammo” result, draw an additional card. If the result is a small explosion, center the small explosion template on the wielder. All models covered by the template must immediately resolve a small HE hit.

Stun

This weapon can be set to a non-lethal setting. On a successful wound or incapacitation result, the target is knocked unconscious. Unconscious models may be captured by enemy models in base-to-base contact who spend an action to do so. They may be revived by any friendly model in base-to-base contact. This requires one action on the part of the rescuer.

Note: This setting does not work on droids or cyborgs. It would count as a standard attack instead. A stun attack is still subject to the Jedi "Force Shield" power.

Twin-linked

This is a pair of blasters banked in a single mounting. When firing, vehicle may redraw the first miss with this weapon each activation.



Advanced Rules

Use the Force...

A defining characteristic of the Star Wars universe is the Jedi religion. In the original trilogy, only Jedi (and Darth Vader) could wield light sabers and use the force. As the myths unfolded in supplemental (and often better than the main storyline) movies, comics, movies, and television shows, we learned that some beings are Force sensitive, force users, and Jedi. It seems that only the Jedi Knights, with their formal training and support structure, learned to fully master Force. This section of the Star Wars supplement to Combat Patrol™: World War II describes how to represent Jedi powers. Players may wish to apply selectively some of these powers to Sith figures as well

Using the Force in Melee

In hand-to-hand combat, non-Jedi and non-Sith, figures do not apply the +2 modifier for outnumbering a Jedi figure. If there is at least one Sith or Jedi in the hand-to-hand with a Jedi figure, this rule does not apply.

Jedi Are Not Organized into Units

While they often act in concert, Jedi are not organized into units, *per se*. In Combat Patrol™, a Jedi and his Padawan may be a “team” and have a single command die. All Jedi Knights and Jedi Masters have their own command die. This may be modified when Jedi are attached to units as described below.

Being Force sensitive and/or the training entailed in becoming a Jedi or Sith gives the figure additional powers beyond those of normal humanoid-ish figures. Recall that figures may perform a single action during an activation, such as move, shoot, un-stun, or reload. Instead of performing one of these normal actions, a Jedi figure may perform one of the Force actions listed below. The table

below delineates Force Powers applicable in Combat Patrol™ games and who can use them. Each Force Power is described in additional detail below.

Power	Jedi	Sith	Force Wielders
Force Shield	X	X	X
Force Leap	X	X	
Telekinesis	X	X	
Force Push	X	X	X
Jedi Mind Trick	X		
Heal	X		
Inspire	X		
Force Grip / Choke		X	
Force Lightning		X	
Force Blast		X	
Rage		X	
Apology Accepted		X	

Force Shield (range self and figures within two inches):

Focusing their minds, Force Wielders may produce a bubble of power, deflecting incoming shots aimed at himself or someone nearby.

Force Shield does not take an action to invoke; whenever a Jedi, Sith, or Force Wielders is fired upon by direct fire, Force Shield provides cover protection to the figure and anyone within two inches of the figure. The level of protection depends on the level of the Force Wielder. A general Force Wielder, Jedi Padawan, or Sith Apprentice figure automatically gets credit for the low obstacle cover (the log icon), even if it is in the open. A Jedi Knight or Sith uses the woods (tree) cover icon. A Jedi or Sith Master uses the stone wall icon. Yoda and Darth Vader

use the bunker icon. Force Shield does not provide protection against high explosive (e.g., grenades or artillery), Force Blast, or melee.

Force Leap (range: self only):

Force Leap uses the Force to augment the user's natural leaping ability, enabling those acrobatic moves demonstrated in the movies and animated series. Force Wielders adept in this technique can perform awe-inspiring vertical and horizontal leaps with impunity. When a Jedi or Sith activates, he may choose to execute a Force Leap as his action. The player draws two Action Cards adding the movement distances together. Figures using Force Leap move in a straight line, ignoring intervening terrain. The distance is measured in a straight line along the hypotenuse.

Telekinesis (range: 6 inches):

This ability enables Force Wielders to push or pull small objects or figures that are within six inches of the Force Wielder. Telekinesis is an action performed when the Force Wielder activates. The player draws a card from the Action Deck. Using the Force Wielder's Guts attribute, consult the movement arrow. This is the distance that object or figure is moved in a direction desired by the Force Wielder. If the object strikes a figure or the figure strikes an obstacle during this move, draw a card from the action deck to determine if the figure is wounded or incapacitated. If the figure or object passes the Force Wielder who is executing telekinesis, the Force Wielder is not struck by it; the figure or obstacle flies past the Force Wielder.

Force Push (range: variable):

This ability enables Force Wielders to push an object or figure directly away from him or her in a straight line. Force Push is an action performed when the Force Wielder activates.

The range of this action is provided in the table below.

Force Push	Range to Figure or Small Object
Jedi Padawan Sith Apprentice	4
Jedi Knight Sith	6
Jedi Master Sith Lord	8

The player draws a card from the Action Deck. Using the Force Wielder's Guts attribute, consult the movement arrow. This is the distance that the object or figure is moved directly away from the Force Wielder. If the object strikes a figure or the figure strikes an obstacle during this move, draw a card from the action deck to determine if the figure is wounded or incapacitated.

Jedi Mind Trick (range: 6 inches):

A Jedi uses a particular tone of voice and makes a seemingly casual gesture that influences the behavior of the weak minded. A Jedi figure may use this power as an action when it activates. In Combat Patrol™, this power is used against an enemy **team**. It cannot be used against another Force Wielder. When the Jedi player uses this power, he directs it at an enemy **team** (a unit that gets a command die). As long as at least one figure of the team is within the six-inch range of this power, all figures within that team are Stunned.

Heal (range: touch):

A Jedi may use the Force to accelerate the natural healing process. A Jedi is able to mend severe injuries, even major damage and internal injuries. The Jedi figure may invoke this power

when it activates. A single figure in base-to-base contact with the Jedi figure (or the Jedi figure itself) may be healed. The draws an Action Card and looks at the wound indicator section. If the result is a Wound, one wound is removed from the healing figure. If the result is an Incapacitation, three wounds are removed.

Inspire (range: variable):

This power enables Jedi to inspire nearby troops to redouble their efforts and close with the enemy. Once per game, at the beginning of a turn, before the first card is drawn from the Activation Deck, the Jedi player declares that he is going to lead a charge. At that time, the player designates any teams within his range that will participate in the charge. The team leaders for those teams must be within the range of the Jedi in the table below at that start of the turn. Declaration of an inspired charge can be done in secret, between the player and the GM.

Inspire	Distance between Jedi / Sith and Unit Leaders
Jedi Padawan Sith Apprentice	4
Jedi Knight Sith	8
Jedi Master Sith Lord	16

When the Activation Card is drawn for any of the units participating in the banzai charge (including the Jedi/Sith), all the units' command dice are changed to that number. If all soldiers within a participating team are stunned, the team does not participate. If at least one soldier in the participating team is not stunned the entire team advances – even the stunned figures. All existing stun markers are removed.

Pinned units participate in the charge as long as at least one figure in the unit is not stunned, but they remain pinned and only activate on black cards.

All units draw two cards from the Action Deck for their movement allowance. Wounded figures move at half speed. All figures participating in the charge move toward the enemy to enter into melee. If an enemy figure is visible the charging figure must move toward it until it makes contact. Charging figures may not conduct moving fire.

Enemy figures may use normal Reaction rules to fire at charging figures. Apply the “fire at moving target” modifier. No cover protection is afforded the charging figures. They are charging and not trying to take cover. The charge begins when the dice are all changed. Fire that takes place before the charge is initiated applies cover effects.

Charging figures get an additional +1 melee modifier during the inspired charge. The charge begins when the dice are all changed. Melee that occurs prior to the charge being initiated does not get the +1 melee modifier.

Charging figures accrue morale markers, but not stun markers, even when wounded. Morale checks are not made until after the charge is concluded.

At the end of the turn (i.e., when the re-roll and reshuffle card is drawn), the “Game Master” card is added to the Activation Deck. After the first turn, the command dice of the participating units are not all changed at the same number as they were in the first turn of the charge. The charge continues until the GM card is drawn or until all participating figures are incapacitated. It could be several turns if the Re-Roll and Reshuffle card is drawn before the GM card. When the GM card is drawn, the inspired charge is concluded. All participating figures

are stunned. All units immediately resolve all accrued morale checks.

Force Grip / Choke (range: variable):

The Sith character can employ this power to crush the throat of another creature. This power can also be used to crush small objects. The range of a Force Grip / Choke is summarized in the table below.

Force Grip	Max Range
Jedi Padawan	6
Sith Apprentice	
Jedi Knight	9
Sith	
Jedi Master	12
Sith Lord	

When using Force Grip, the Sith player designates an object (e.g., moisture vaporator, light vehicle motivator, etc.) within range. He then draws a card from the Action Deck as if conducting small arms fire. If he gets a hit, the Sith player determines whether the hit penetrated (crushed) the objects using the procedure for penetrating an armored vehicle in Section 4 of the Combat Patrol™ rules. The penetration value of a Force Grip attack is 0. The GM must determine the armor value of the object. Use the armor values of vehicles to determine the armor value of various objects a Sith might try to crush. For instance, a light armored vehicle in the basic game (e.g., an M-5 Stuart) has a frontal armor value of 8. This is a pretty good number for the cowling of space ship engines.

When using Force Choke, the Sith player draws a card from the Action Deck as if conducting small arms fire. The target must be within range of the Sith figure. If the Sith gets a hit,

draw a second Action Card to determine if the target is Wounded or Incapacitated, but no cover benefit is applied except for Force Shield.

Force Lightning (range: single-shot flamethrower template):

The Sith or Sith Lord (but not a Sith Apprentice) figure performs an offensive, energy-based attack, channeling the power of the Dark Side down its arms, producing lightning bolts out its fingertips and palms. Lay the single-shot flamethrower template on the table, with the ball portion on the desired target. The stick portion may be shortened at the player's discretion. As described in Section 3.20 of the original rules, determine the actual location of the ball portion of the template. All figures, friendly or enemy who are touching any portion of the flamethrower template are Stunned.

Force Blast (range: self):

When a Sith figure activates, it may perform a Force Blast as its action. The Sith figure concentrates the power of the Force and then allows it to explode violently outward, creating expanding kinetic ripples. **Once per game**, when it activates, the Sith player places the appropriate HE blast template on the table, centered on the Sith figure. Resolve this attack against all figures, friendly or enemy, just as normal HE fire described in Section 1.7 of the base rules.

Force Blast	HE Template Used
Sith Apprentice	Small
Sith	Medium
Sith Lord	Large

Rage (range: 6 inches):

This works in exactly the same manner as inspire, but is used by Sith, rather than Jedi.

Apology Accepted (range: 6 inches):

A Sith or Sith Lord (but not a Sith Apprentice) figure uses the dramatic killing and replacement of a leader to “inspire” greater effort among a team. When the Sith figure activates, it may use an action to kill the leader of a friendly team within six inches. (At least one figure in the team must be within six inches of the Sith, not the leader figure itself.) When the leader figure is eliminated, all morale and stun markers are removed from the remaining figures in the team.

Force Welders:

Below are ratings of many named Force Welders in the various Star Wars movies, TV series, and comic books. Use these as a guide to providing attributes for others not covered below.

Jedi/Light Side Welders

Name	G	A	M	E	R	Rating
Ahsoka Tano	R	R	4	5	4	Padawan
Anakin Skywalker	E	E	6	6	5	Knight
Mace Windu						Master
Obi-Wan Kenobi	E	E	6	6	5	Master
Qui-Gon Jinn	E	E	5	6	5	Master
Yoda	E	E	7	8	6	Grand Master
Jedi Padawan	R	R	3	4	4	Padawan
Jedi Knight	E	E	4	5	4	Jedi Knight
Jedi Master	E	E	5	6	5	Jedi Master

Sith/Dark Side Welders

Name	G	A	M	E	R	Rating
Asajj Ventriss	R	R	4	5	4	Apprentice
Count Dooku	E	R	5	6	4	Sith
Darth Maul	E	E	6	6	5	Sith
Savage Opress	R	R	3	5	4	Apprentice
Darth Sidious	R	E	5	8	5	Sith Lord
Mother Talzin	E	R	5	6	4	Night Sister Shaman
Darth Vader	E	E	6	9	4	Sith Lord



The uber Jedi Master arrays his forces during the photo shoot for this supplement.

Optional Rules

It's well known that Star Wars fans love to quote the movies and a game of Combat Patrol™ offers many opportunities for players to let their geek flags fly. To reward the players for getting into the Star Wars spirit, we have included a number of fun, optional rules to cover the inevitable hilarity that ensues when you gather fan boys and girls of all ages around the table.

To keep the suspense and sense of spontaneity, it is advised that Game Masters keep these gags a secret from the players until one is triggered. It will keep them guessing (and making jokes) throughout the game.

“Cut the chatter, Red Two.”

When the red two card is called out from the Activation Deck, if a player quotes Red Leader's response to Wedge Antilles' Death Star size commentary, the opposing side may not verbally communicate until the “Reshuffle/Reroll card is drawn or the end of the activation deck.

Han Always Shoots First!

Once per game, Han Solo may interrupt a unit that is firing at him and make a free shooting attack at that unit. He can do this without making a Reaction check.

“I find your lack of faith disturbing...”

All Game Masters eventually encounter the player who has donned their cranky pants for the evening and threaten to ruin everyone's fun because they aren't getting their way. Should you be confronted with one of these unwanted curmudgeons, you can put them in their place by issuing a “failed player morale” token.

This token can be cashed in for one re-draw or re-roll of command dice, but they have to stop complaining for one turn or the original result is

applied. This can only be “awarded” once per game.

“I have a bad feeling about this.”

Once per game, Han Solo or Princess Leia may re-draw any card that affects them directly, whether it is their own or an enemy's. For example, they may redraw a shooting attack that is missed or force an opponent to re-draw a successful shooting attack that hits one of them.

“Red Five, Standing By.”

A simple pun on Combat Patrol™ activation system that will easily be the most frequent of the game session. In fact, during our convention game tests of this rules mod, we had players from OTHER tables yelling this one when the red 5 card is called out from the activation deck.

The first player to yell this during a turn receives a +1 to their force's reaction roll until the “Reshuffle Re-roll” card appears.

“Rodger, Rodger!”

B-1 Battle Droids have notoriously poor attention spans, and unfortunately, so do many of our players. To keep your aspiring Separatist commanders in check when herding their hordes of clanking simpletons, you may want to require them reply “Rodger, Rodger” when their activation number is called. If they fail to do so, you may alternatively give them a firing or movement penalty, but nothing more severe than one shift to the right. This rule keeps players engaged and adds a bit of the “Uno” factor to the game.

“Let the Wookie Win.”

Wookies always counts as having woods cover.

Princess of Alderaan

All friendly units within 12” of Princess Leia may use her Guts score for any Morale checks they must make.

“If you Strike me down...”

If Obi-Wan Kenobi is killed by an enemy force-wielder, the Rebel Alliance may instantly rally any pinned units within 6”.

“Size Matters Not!”

Yoda may force the opposing player to redraw any card that would take away his final wound. The subsequent result stands.





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