

Sith Assault Droid, Mark I

Medium Droid nonheroic 12

Init +8; **Senses** Perception +13

Languages: Binary

Defenses; Ref 20 (Flat-footed 18), Fort 12, Will 12

hp 30; **Threshold** 12

Immune droid immunities

Speed 4 squares

Melee claw +11 (1d4+2)

Ranged blaster rifle +12 (3d8) or

Ranged 2 blaster rifles +10/+10 (3d8) or

Ranged ion rifle +11 (3d8 ion)

Base Atk +9; **Grp** +13

Atk Options autofire (blaster rifle), Point Blank Shot

Abilities Str 15, Dex 15, Con --, Int 8, Wis 14, Cha 6

Special Qualities droid traits

Feats Armor Prof (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Point Blank Shot, Weapon Focus (Rifles), Weapon Prof (rifles, simple weapons)

Skills Perception +13

Systems basic processor, walking locomotion, 3 tool mounts, 2 claw appendages

Possessions blaster rifle (2), ion rifle, duranium plating, shield generator (SR 10)

1st Round: advance and fire at heroes, continuing assault each round, while striving to draw heroes into room and cut off escape routes

CL 6

Damage

Normal

-1



-2



-5



-10



Helpless



Personal Guard

Medium Human nonheroic 3 / Soldier 5

Force 8,

Init +11; **Senses** Perception +11

Languages: Basic

Defenses; Ref 18 (Flat-footed 16), Fort 18, Will 17

hp 63; **Threshold** 18

Speed 6 squares

Melee unarmed +8 (1d3+3)

Ranged blaster pistol +9 (3d6+2)

Base Atk +7; **Grp** +8

Atk Options Pin, Point Blank Shot, Precise Shot

Special Actions Draw Fire, Harm's Way, Tough as Nails

Abilities Str 13, Dex 15, Con 13, Int 12, Wis 14, Cha 12

Talents Draw Fire, Harm's Way, Tough as Nails

Feats Armor Prof (light), Pin, Point Blank Shot, Precise Shot, Skill Training (Initiative), Skill Training (Perception), Toughness, Weapon Prof (pistols, rifles, simple weapons)

Skills Endurance +10, Initiative +11, Perception +11, Persuasion +10, Treat Injury +11

Possessions blaster pistol, comlink

3rd Round: arrive late and take up defensive positions as close to heroes as possible, using Draw Fire. To end the fight quickly, they will stun if close enough, or concentrate fire on the hero with the most firepower.

CL 6

Damage

Normal

-1



-2



-5



-10



Helpless



Commander Doel Scherp

Medium Human nonheroic 6 / Noble 3 / officer 1

Force 3, **Dark Side** 7

Init +6; **Senses** Perception +11

Languages: Basic, Durese, Feeorin, Kel Dor, Khilese, Ryl

Defenses; Ref 18 (Flat-footed 17), Fort 14, Will 21

hp 41; **Threshold** 14

Speed 6 squares

Melee unarmed +8 (1d4+6)

Ranged blaster pistol +8 (3d6+5)

Base Atk +7; **Grp** +8

Atk Options Careful Shot, Deadeye, Point Blank Shot, Precise Shot

Special Actions Born Leader, Coordinate, Deployment Tactics

Abilities Str 12, Dex 13, Con 11, Int 14, Wis 12, Cha 15

Talents Born Leader, Coordinate, Deployment Tactics

Feats Armor Prof (light), Careful Shot, Deadeye, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Deception, Persuasion), Weapon Prof (pistols, simple weapons)

Skills Deception +17, Knowledge (tactics) +12, Perception +11, Persuasion +17

Possessions blaster pistol, Sith officer's uniform, code cylinder

1st Round: use Born Leader, draw pistol, fall back behind droids. 2nd Round: use Deployment Tactics, then fire at heroes. Will aim and fire each remaining round. If all allies are defeated and 2 heroes still stand, he will surrender.

CL 6

Damage

Normal

-1



-2



-5



-10



Helpless



Sith Assault Droid, Mark IV

CL 6

Damage

Large Droid nonheroic 12

Init +12; **Senses** Perception +12

Languages: Binary

Normal

Defenses; Ref 19 (Flat-footed 18), Fort 14, Will 12

hp 52; **Threshold** 19

Immune droid immunities

-1



Speed 6 squares

Ranged double blaster cannon +11 (4d12, 1-square splash)

Fighting Space 2x2;

Base Atk +9; **Grp** +17

Special Actions Logic Upgrade: Self Defense

-2



Abilities Str 16, Dex 13, Con --, Int 8, Wis 12, Cha 6

Special Qualities droid traits, stable

Feats Armor Prof (light, medium), Improved Defenses, Logic Upgrade: Self Defense, Skill Training (Initiative),

Toughness, Weapon Focus (heavy weapons), Weapon Prof (heavy weapons)

Skills Initiative +12, Perception +12

Systems basic processor, walking locomotion, tool mount

Possessions double blaster cannon, duranium plating, shield generator (SR 10)

1st Round: move to position in corridor and fire. Continue ranged fire each round.

-5



-10



Helpless



Sith Commando

Medium Human nonheroic 8 **Dark Side** 1

Init +5; **Senses** low-light vision; Perception +10

Languages: Basic

Defenses; Ref 17 (Flat-footed 16), Fort 12, Will 9

hp 20; **Threshold** 12

Speed 6 squares

Melee prototype vibroblade +8 (2d6+2)

Ranged light repeating blaster +3 (3d8 with autofire) or

Ranged light repeating blaster +6 (3d8 with braced autofire)

Base Atk +6; **Grp** +8

Atk Options Burst Fire

Special Actions brace (light repeating blaster)

Abilities Str 15, Dex 12, Con 10, Int 12, Wis 9, Cha 9

Feats Armor Prof (light), Burst Fire, Sith Military Training, Weapon Focus (rifles), Weapon Prof (advanced melee weapons, rifles, simple weapons)

Skills Deception +11, Knowledge (tactics) +10, Perception +10, Persuasion +16, Pilot +8

Possessions blaster pistol, code cylinder, comlink (encrypted), officer's uniform

1st Round: draw rifles and open fire. Will remain in ranged fire position.

CL 2

Damage

Normal

-1



-2



-5



-10



Helpless



Sith Marauder

Medium Human Jedi 7 / Sith Apprentice 1

Force 5, Dark Side 8

Init +11; **Senses** Perception +8

Languages: Basic, Huttese, Sith

Defenses; Ref 23 (Flat-footed 21), Fort 23, Will 20

hp 84; **Threshold** 22

Speed 6 squares

Melee lightsaber +12 (2d8+9) or

Melee lightsaber +10 (3d8+9 with Rapid Strike)

Ranged by weapon +10 ()

Base Atk +8; **Grp** +11

Atk Options Cleave, Melee Defense, Power Attack, Whirlwind Attack, Wicked Strike

Special Actions Resilience

Force Powers Known (Use the Force 9): *dark rage*

Abilities Str 16, Dex 14, Con 14, Int 14, Wis 8, Cha 10

Talents Block, Deflect, Resilience, Weapon Specialization (lightsabers), Wicked Strike

Feats Cleave, Force Sensitivity, Force Training, Melee Defense, Power Attack, Rapid Strike, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack

Skills Acrobatics +11, Endurance +11, Initiative +11, Perception +8, Use the Force +9

Possessions lightsaber (self-built), Sith robes, utility belt

1st Round: draw and ignite lightsabers. Will move little-by-little towards heroes, deflecting attacks as they move. If engaged in melee, will Dark Rage, then fight.

CL 8

Damage

Normal

-1



-2



-5



-10



Helpless



Sith Commando

Medium Human nonheroic 8 **Dark Side** 1

Init +5; **Senses** low-light vision; Perception +10

Languages: Basic

Defenses; Ref 17 (Flat-footed 16), Fort 12, Will 9

hp 20; **Threshold** 12

Speed 6 squares

Melee prototype vibroblade +8 (2d6+2)

Ranged light repeating blaster +3 (3d8 with autofire) or

Ranged light repeating blaster +6 (3d8 with braced autofire)

Base Atk +6; **Grp** +8

Atk Options Burst Fire

Special Actions brace (light repeating blaster)

Abilities Str 15, Dex 12, Con 10, Int 12, Wis 9, Cha 9

Feats Armor Prof (light), Burst Fire, Sith Military Training, Weapon Focus (rifles), Weapon Prof (advanced melee weapons, rifles, simple weapons)

Skills Deception +11, Knowledge (tactics) +10, Perception +10, Persuasion +16, Pilot +8

Possessions blaster pistol, code cylinder, comlink (encrypted), officer's uniform

1st Round: open fire. 2nd Round: take cover and continue ranged fire.

CL 2

Damage

Normal

-1



-2



-5



-10



Helpless



Sith Marauder

Medium Human Jedi 7 / Sith Apprentice 1

Force 5, Dark Side 8

Init +11; **Senses** Perception +8

Languages: Basic, Huttese, Sith

Defenses; Ref 23 (Flat-footed 21), Fort 23, Will 20

hp 84; **Threshold** 22

Speed 6 squares

Melee lightsaber +12 (2d8+9) or

Melee lightsaber +10 (3d8+9 with Rapid Strike)

Ranged by weapon +10 ()

Base Atk +8; **Grp** +11

Atk Options Cleave, Melee Defense, Power Attack, Whirlwind Attack, Wicked Strike

Special Actions Resilience

Force Powers Known (Use the Force 9): *dark rage*

Abilities Str 16, Dex 14, Con 14, Int 14, Wis 8, Cha 10

Talents Block, Deflect, Resilience, Weapon Specialization (lightsabers), Wicked Strike

Feats Cleave, Force Sensitivity, Force Training, Melee Defense, Power Attack, Rapid Strike, Weapon Focus (lightsabers), Weapon Prof (lightsabers, simple weapons), Whirlwind Attack

Skills Acrobatics +11, Endurance +11, Initiative +11, Perception +8, Use the Force +9

Possessions lightsaber (self-built), Sith robes, utility belt

Will follow Darth Voren's actions in combat, except that they will engage in melee combat if confronted.

CL 8

Damage

Normal

-1



-2



-5



-10



Helpless



Darth Voren

Medium Human Jedi 7 / Sith Apprentice 5

Force 4, Dark Side 14

Init +12; **Senses** Perception +13

Languages: Basic, Sith

Defenses; Ref 26 (Flat-footed 25), Fort 25, Will 27

hp 83; **Threshold** 25

Speed 6 squares

Melee lightsaber +13 (2d8+6) or

Melee lightsaber +0 (2d8+2/2d8+2 with Double Attack)

Ranged by weapon +13 ()

Base Atk +12; **Grp** +12

Atk Options Affliction, Double Attack, Plague, Running Attack, Whirlwind Attack

Special Actions Dark Presence, Melee Defense, Power of the Dark Side, Revenge

Force Powers Known (Use the Force 18): *dark rage, energy resistance, Force grip, Force lightning, Force slam, mind trick, move object, shock, wound*

Force Techniques Improved Wound

Abilities Str 11, Dex 13, Con 10, Int 13, Wis 14, Cha 14

Talents Affliction, Dark Presence, Dark Side Adept, Plague, Power of the Dark Side, Revenge, Weapon Specialization (lightsabers)

Feats Double Attack, Force Sensitivity, Force Training (3), Melee Defense, Running Attack, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Prof (lightsabers, simple weapons), Whirlwind Attack

Skills Initiative +12, Knowledge (galactic lore) +12, Perception +13, Use the Force +18

Possessions lightsaber (self-built)

1st round: draw lightsaber and deflect any attacks, but will not move to get caught in crossfire. When half of troops are down, he engages heroes.

CL 12

Damage

Normal

-1



-2



-5



-10



Helpless



Sith Trooper

Medium Human nonheroic 4

Init +2; **Senses** Perception +9

Languages: Basic

Defenses; Ref 17 (Flat-footed 16), Fort 12, Will 10

hp 10; **Toughness;** **Threshold** 12

Speed 6 squares

Melee unarmed +4 (1d6+1)

Ranged blaster rifle +3 (3d8)

Ranged frag grenade +3 (4d6, 2-square burst)

Base Atk +3; **Grp** +4

Atk Options autofire (blaster rifle)

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Feats Armor Prof (light), Martial Arts I, Sith Military Training, Weapon Prof (pistols, rifles, simple weapons)

Skills Endurance +7, Perception +9

Possessions blaster rifle, comlink, frag grenades, Sith trooper armor (+6 armor, +2 equipment)

4 troopers kneel in hallway and coverfire with blasters on autofire, the rest take positions around corners and shoot at heroes directly.

CL 1

Damage

Normal

-1



-2



-5



-10



Helpless



Sith Officer

Medium Human nonheroic 6 / Noble 3 / officer 1

Force 3, Dark Side 7

Init +5; **Senses** Perception +11

Languages: Basic, Durese, Mando'a, Sith

Defenses; Ref 17 (Flat-footed 17), Fort 14, Will 21

hp 34; **Threshold** 14

Speed 6 squares

Melee unarmed +7 (1d4+2)

Ranged blaster pistol +7 (3d6+2)

Base Atk +7; **Grp** +7

Special Actions Born Leader, Coordinate +1, Deployment Tactics

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 12, Cha 14

Talents Born Leader, Coordinate, Deployment Tactics

Feats Armor Prof (light), Linguist, Sith Military Training, Skill Focus (Knowledge [tactics]), Skill Focus (Persuasion), Skill Training (Pilot), Vehicular Combat, Weapon Prof (pistols, simple weapons)

Skills Deception +12, Knowledge (tactics) +17, Perception +11, Persuasion +17, Pilot +10

Possessions blaster pistol, comlink (encrypted), officer's uniform

1st Round: One officer will use Born Leader. The pair will then alternate using Deployment Tactics the rest of the encounter. 4th Round: if loosing, they call for reinforcements. 12 more trooper arrive in 8 rounds.

CL 6

Damage

Normal

-1



-2



-5



-10



Helpless

