

Point Blank

A Star Wars Roleplaying Game Clone Wars Battle

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Late in the Clone Wars, the Republic dislodges the Separatists from their bases and holdings in the Core Worlds. Damaged but not defeated, Separatist forces withdraw and regroup in fortified regions in the Outer Rim, pursued by determined Republic fleets. Along the way, the Separatists attempt to divert the Republic forces into spending time and resources engaging lesser targets.

One of these targets is a Separatist base on the planet Garia in the Brak Sector, located close to the Corellian Run. An active Separatist base so near the important hyperspace trade route could threaten Republic fleets, disrupt their supply lines, and target vulnerable civilian vessels. In one of many such actions, clone units detach from the fleet to attack the base directly. After a brief orbital and air bombardment is cut short by the activation of an unexpected shield, Republic walkers and ground forces blast the base and its outer defenses.

In the midst of the battle, an AT-TE walker leads the assault on the base's droid control and command center. A direct hit from a volley of missiles disables the armored beast at the fortified entrance. Immobile, but still armed, the AT-TE faces down the droids at point blank range. The heroes must rush to its aid and sustain the momentum of the attack. However, the droids have a surprise of their own -- agile commando droids are en route to deal with the heavily armed clones. The success of the attack hinges greatly on this pivotal moment.

Using These Encounters

This article presents a set of Saga Edition mass combat and battlefield encounters chronicling the attack on Garia's main Separatist base. Most of the encounters rely on the mass combat rules in *The Clone Wars Campaign Guide*, but the article presents one battlefield encounter at a critical moment. Gamemasters should feel free to create additional battlefield encounters or expand on the mass combat encounters if they wish to have a larger scale or a more detailed battle.

Although this set of encounters is specifically designed for use in the Clone Wars, it may be adapted to other battles, eras, and locations. The GM may replace the unit and character stats or simply rename the units provided, if they are similar enough. Suggestions for different eras include:

Old Republic: Replace the Separatists with Sith or Mandalorian military units, and replace the clones with Republic troops or Jedi. The encounter could be on Taris or an Outer Rim world invaded by the Mandalorians. Replace the AT-TE with a crashed starship or other large-scale vehicle.

Dark Times or Rebellion Era: Consider reversing the situation for this era. Replace the Separatists with Rebels or other anti-Imperial forces, and replace the clones with Imperial troops. Replace the AT-TE with an AT-AT. The heroes might play the defending Rebels or the attackers in an Imperial campaign.

New Jedi Order: Replace the Separatists with Yuuzhan Vong, and replace the clones with New Republic and Jedi units. Replace the AT-TE with an AT-AT, Floating Fortress, or similar large vehicle. Any planet invaded by the Yuuzhan Vong is an appropriate location.

Legacy Era: This battle could take place between the Galactic Alliance and the Empire before Darth Krayt's takeover. Replace the Separatists with Galactic Alliance troops, and replace the clones with Imperial Knights and stormtroopers. Coruscant or another world invaded by the Empire is an appropriate location. The AT-TE could be replaced with an advanced walker or large vehicle.

Attack Summary and Setup

There are four phases with three encounters.

- A brief bombardment from Republic starships and gunships, cut short by the activation of an undetected shield protecting the base.
- A mass combat encounter ground assault bashing through the base's outer defenses to the edge of the shield.
- A battlefield combat encounter highlighting the pivotal battle at the main entrance to the droid command

center.

- A final mass combat encounter ground attack on the droid control and command center.

The heroes are expected to be members of, or highly integrated with, the clone military units, and of high enough rank or stature to warrant leading units of the ground assault. If the heroes do not have the authority to do so, they may be placed under the command of a higher ranking officer, but this will diminish their tactical choices during the mass combat encounters. Alternatively, the players could run alternate heroes or GM characters that have the authority to carry out the attack and then switch to their normal characters for the battlefield encounter.

The heroes begin aboard an *Acclamator*-class starship, preparing to depart with their mass combat units. Each of the heroes must join one of two ground assault units and choose a role to fill. The ground assault units are battalions of clone troopers. These are not the only two units in the battle, but they are the only two the heroes may join. As long as the GM allows it, heroes may fulfill any of the typical mass combat roles (see page 100 of *The Clone Wars Campaign Guide*).

Initially, the heroes are told that the plan is for the ground units to mop up fighting within the base after an orbital and air bombardment blows the defenses to pieces. However, plans soon change when the droids activate their shield.



Bombardment Read-Aloud Text

While the heroes are en route to the battle zone, the orbital bombardment and air assault begins. Read the following aloud.

As you descend through the atmosphere aboard your assault craft, you see the orbital bombardment beginning to strike the target area. Great flashes of turbolaser fire burst into fiery hues as they pound the base, followed by the familiar rockets from LAAT/i gunships. As you approach the rendezvous points and staging areas for the mop-up action, an energy field ignites, covering the central structures of the base. The voice of the assault's commanding officer, Admiral Jonoin, immediately cuts through all other communications:

"All units: That shield is strong enough to nullify our bombardment. All air and ground units will attack the base via the southern valley. Once you smash through their defenses, penetrate the shield, enter the droid control center, and shut down the droids and the shield."

With that, the ground units are deployed in the designated attack zone, while the air units target droid defensive structures and defending units outside the shield.

Clone firepower will not penetrate the shield, but individuals and vehicles may pass through it at low speed. The heroes probably know this, but if they are not used to battlefield conditions, the GM can have them make a DC 15 Knowledge (technology) or DC 5 Knowledge (tactics) check.

Encounter 1: Ground Assault (CL 5)

At this point, the heroes take over their roles within the mass combat unit, and the attack begins (see the Tactical Schematic map, which is starship scale). Their ultimate goal is to reach the droid control and command center indicated on the map. One other clone trooper battalion participates in the assault, as directed by the GM. Two heavy super battle droid units oppose them (see below). Both were caught in initial stages of the bombardment and use the disadvantaged numbers in parentheses. Additionally, gunships and walkers take the lead assaulting the main fortifications.

Once the two droid units are defeated, proceed to the battlefield encounter below. If the Republic units are repelled, they must regroup and attack again, after waiting for reinforcements to arrive (an additional battalion).

Clone Trooper Battalion with BARC Speeder Contingent (3)

Clone trooper battalions are a mainstay of the Grand Army of the Republic. See page 97 of *The Clone Wars Campaign Guide* for stats, and add the following to each battalion for the BARC speeder vehicle contingent:

Twin Light Blaster Cannons
Atk +8, Dmg 5d10

B2-Series Heavy Super Battle Droid Battalion (2)

Super Battle Droids are common battlefield foes for the clones. Heavy Super Battle Droids have greater firepower.

B2-Series Super Battle Droid Battalion CL 9

Colossal ground unit (droid [4th-degree] nonheroic 6/soldier 1)

Init +4; **Senses** Perception +8

Languages Basic, Binary

Defenses Ref 13 (flat-footed 12), Fort 15, Will 11

hp 168 (126 disadvantaged); **DR** 15; **Threshold** 65; **Attrition** 126/84/42 (94/64/32 disadvantaged)

Immune droid traits

Speed 1 square (starship scale)

Melee unarmed +7 (see below)

Ranged wrist blasters +6 (see below) or

Ranged wrist blasters +4 with Rapid Shot (see below) or

Ranged missile launcher +6 (see below)

Fighting Space 1 square (starship scale)

Base Atk +5; **Grp** +7

Abilities Str 14, Dex 12, Con —, Int 11, Wis 11, Cha 7

Special Qualities half damage from nonarea attacks

Skills Perception +8

Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, integrated comlink, plasteel shell (+2 armor)

Possessions wrist blasters (as blaster rifle), missile launcher arm (as missile launcher), 4 missiles

Unarmed

Atk +7, **Dmg** (1d3+2)x2

Wrist Blasters

Atk +6 (+1 autofire), **Dmg** 3d8x2

Wrist Blasters with Rapid Shot

Atk +4, **Dmg** 4d8x2

Missile Launcher

Atk +6, **Dmg** 6d6x2

B2-Series Heavy Super Battle Droid Battalion Tactics

The heavy super battle droids initially fire their missiles, then switch to blasters. Though tougher than the clone units, the droid units are outnumbered.

Ground Assault Conclusion

Once one of the droid units is completely defeated, or both units are reduced to the final third of their hit points, the heroes advance to the battlefield encounter below. Their mass combat units continue to fight with the remaining droids. Gamemasters should handle the remaining mass combat as a backdrop for the battlefield encounter.

Encounter 2: Point Blank (CL 10)

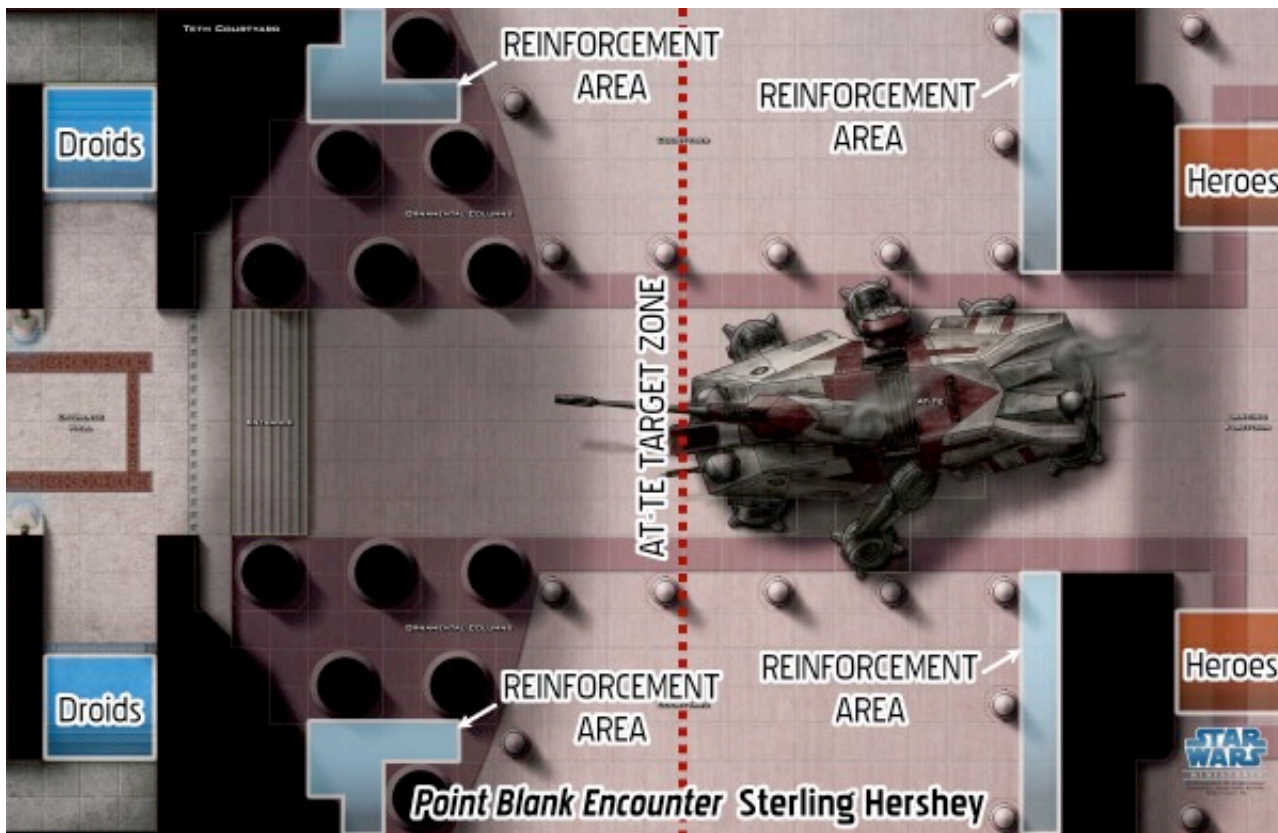
Read the following aloud:

The clone troops blast their way through the throngs of clankers to the edge of the shield. As you pass through the shield's perimeter, a massive volley of rockets and missiles plows into the AT-TE walkers ahead of you. Clone voices fill the comlinks as walker after walker reports heavy damage. Finally, Admiral Jonoin's commanding voice cuts through the chaos, calling you by name and ordering you to immediately aid the lead walker, which is immobile but still firing at the entrance to the droid command and control center.

As you advance through the shattered defenses, you approach a narrow opening leading into the inner courtyard and the entrance to the command center. Ahead you see a battered AT-TE, smoking heavily through holes in its armor, its right side legs collapsed. However, its front- and top-mounted weapons continue to fire at the opening to the command center, directly in front of them. Although the droids stand little chance in the face of such firepower, it is clear that eventually their numbers will overcome the damaged walker.

This encounter uses the Teth Courtyard map from *The Clone Wars Map Pack: The Attack on Teth*. Optionally, the GM may extend the battle area by using the Teth Monastery from *The Clone Wars Map Pack: The Showdown at Teth Palace*, which joins at the hall entrance. The heroes enter the Teth Courtyard map from the Landing Area side, behind the AT-TE. No other functioning walkers are close enough to provide aid, and the gunships cannot penetrate the shield. If there are four or fewer heroes, add clone trooper followers, squads, or BARC speeders for backup. If the encounter goes poorly for the heroes, allow a few clones or a clone squad to arrive and provide assistance.

For the first 2 rounds, the droids attack from the entrance hall. At the start of round 3, the commando droid reinforcements arrive in one of the areas indicated on the map.



AT-TE

See page 164 of *The Clone Wars Campaign Guide* for stats for the AT-TE, and make the following adjustments for its current condition:

- It is flat footed.
- Current HP remaining: 100.
- Currently -2 steps down the condition track.
- Operational weapons: rail cannon (gunner, remaining ammo 5) and 2 laser cannon (pilot operated).
- Speed 0.

Additionally, due to its damage and space restrictions, the walker may fire only ahead and not to the sides or rear. The clones operating the AT-TE take orders from Jedi or higher-ranking heroes.

B1-Series Battle Droid Squad (2)

Initially, two squads of B1-Series Battle Droid squads enter from the Courtyard side. See page 94 of *The Clone Wars Campaign Guide* for stats.

B1-Series Battle Droid Squad Tactics

The B1 droids attack the most vulnerable-looking target within view. After the first two squads are destroyed, the GM should have additional squads arrive from the same area about every other round to provide easy targets for the walker to blow away and give the heroes the impression that there is an endless supply of droids. Never have more than four B1 squads in the area at a time.

B2-Series Heavy Super Battle Droid Squad

Heavy super battle droids are upgraded B2 super battle droids, with improved defenses and the inclusion of a

dedicated missile launcher as its left arm. The launcher carries a standard payload of four guided or unguided missiles.

The combined firepower of four heavy super battle droids is impressive. They swivel to target you with their arm-mounted twin lasers and an imposing missile launcher.

B2-Series Heavy Super Battle Droid Squad **CL 5**

Large droid (4th-degree) squad nonheroic 6/soldier 1
Init +4; **Senses** Perception +8
Languages Basic, Binary

Defenses Ref 13 (flat-footed 12), Fort 15, Will 11
hp 84; **Threshold** 25
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +11 (1d3+2)
Ranged wrist blasters +10 (3d8, 1-square splash) or
Ranged wrist blasters +8 (4d8, 1-square splash) with Rapid Shot or
Ranged missile launcher +10 (6d6, 1-square splash)
Fighting Space 2x2; **Reach** 1 square
Base Atk +5; **Grp** +12
Atk Options autofire (wrist blasters), Charging Fire, Rapid Shot
Special Actions Keep Them at Bay*

Abilities Str 14, Dex 12, Con —, Int 11, Wis 11, Cha 7
Special Qualities droid traits, squad traits
Talents Keep Them at Bay*
Feats Armor Proficiency (light), Charging Fire, Rapid Shot, Toughness, Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Perception +8
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, integrated comlink, plasteel shell (+2 armor)
Possessions wrist blasters (as blaster rifle), missile launcher arm (as missile launcher) with 4 missiles

Squad Traits -- The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

* See *The Clone Wars Campaign Guide*.

B2-Series Heavy Super Battle Droid Squad Tactics

A single squad of heavy super battle droids fights in support of the B3 ultra battle droid and targets any clones or heroes attacking the larger droid. They use their missiles for attacks on the AT-TE. To increase the difficulty of the encounter, additional squads may arrive once every third round (but only a maximum of two squads should be in the area at a time).

Super Battle Droid Commander

The super battle droid commander is a further upgraded heavy super battle droid. It is enabled with built-in command functions and limited operational autonomy in case it becomes disconnected from the droid control system.

A droid very similar to the heavy super battle droids issues many commands to all other droids in the area.

B2-Series Super Battle Droid Commander **CL 4**

Medium droid (4th-degree) nonheroic 6/soldier 1/droid commander 1
Init +5; **Senses** Perception +9

Languages Basic, Binary

Defenses Ref 15 (flat-footed 14), Fort 16, Will 14
hp 50; **Threshold** 16
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +8 (1d3+3)
Ranged wrist blasters +7 (3d8+1) or
Ranged wrist blasters +5 (4d8+1) with Rapid Shot or
Ranged missile launcher +7 (6d6+1)
Base Atk +6; **Grp** +8
Atk Options autofire (wrist blasters), Charging Fire, Rapid Shot
Special Actions Droid Defense, Keep Them at Bay*

Abilities Str 14, Dex 12, Con —, Int 14, Wis 11, Cha 7
Talents Droid Defense, Keep Them at Bay*
Feats Armor Proficiency (light), Charging Fire, Rapid Shot, Toughness, Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Knowledge (tactics) +11, Perception +9, Use Computer +11
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, integrated comlink, plasteel shell (+2 armor)
Possessions wrist blasters (as blaster rifle), missile launcher arm (as missile launcher), 4 missiles
Availability Military; **Cost** 6,000 credits
* See *The Clone Wars Campaign Guide*.

B2-Series Super Battle Droid Commander Tactics

The commander positions itself so that it can see as many droids as possible, thereby maximizing the use of Droid Defense. It targets any visible Jedi with its missiles and the AT-TE with its heavy weapons.

B3-A Series Ultra Battle Droid

A single B3-A ultra battle droid attacks from the Courtyard, supported by the heavy super battle droids. See page 141 of *Threats of the Galaxy* for stats. To increase the difficulty of the encounter, one or more additional B3-A droids may be added as reinforcements.

B3-A Series Ultra Battle Droid Tactics

The B3-A targets the AT-TE with missiles. It uses its flamethrower on nearby enemies and its repeating blasters against targets farther away.

Droid Commandos

At the beginning of round 3, the droid commandos arrive in dramatic fashion. They drop in from the buildings above either among the large columns adjacent to the command center or between the row of columns and the wall to the landing bay. See page 192 of *The Clone Wars Campaign Guide* for stats. Additionally, each commando droid carries one thermal detonator (8d6 points of damage).

Droid Commando Tactics

The droid commandos first target clusters of heroes and/or the AT-TE with their thermal detonators. Then they attack the leaders and heavily armed heroes using Sniper, though they avoid shooting at Jedi with lightsabers. If the heroes are sufficiently distracted, the droids may enter the battlefield using Stealth.

Point Blank Conclusion

The battle encounter ends when the heavy super battle droids, the commander, and the droid commandos are destroyed or the heroes retreat. The winner gains advantageous circumstances to their next mass combat

encounter. If the heroes are forced to retreat, resume the mass combat encounter. If the Republic defeats the remaining droid forces, they may again try to destroy the command center and proceed to the Command Center Assault, below. If the droids win, the entire attack is repulsed, and the clones must retreat and await reinforcements before attempting another attack.

Features of the Area

The AT-TE provides cover to those around and under it, and it receives the benefit of cover from the columns to either side. Movement on or under the AT-TE is considered difficult terrain due to debris. The GM may add more squares of battle debris to provide difficult terrain or additional cover for either side.

Encounter 3: Command Center Assault (CL 8)

With the way into the command center clear, the clones enter the base and battle the droids within. Mass combat resumes with one of the previous clone units battling a single, depleted heavy super battle droid battalion (see above). By this time, the remaining droid units outside the base have been destroyed. The clone unit may be either of the units in the initial assault, or those units may be disbanded and reformed into a single unit if both moved 2 or more steps down the Attrition numbers.

The droid unit is also disadvantaged from the assault. Because space is limited within the base, only one unit from each side may engage at a time. The clone units may not use their vehicle contingent within the base. Once the droids are defeated, the shield may be disabled with a DC 20 Use Computer or Mechanics check.

If the Republic wins, the base is destroyed and the Separatists forced from the planet. If the Republic fails, they must retreat, regroup, and come up with a new plan of attack. If they take too long, droid reinforcements arrive to fully replenish the base.

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About the Author

Sterling Hershey is an architect and freelance game designer. He regularly creates **Star Wars Miniatures** and **Starship Battles** scenarios and previews for the Wizards of the Coast Web site. His past products include the Scenario Book for the *Attack on Endor Scenario Pack*. Sterling is also one of the authors of the *Scavenger's Guide to Droids*, the *Rebellion Era Campaign Guide*, and other products for the **Star Wars Roleplaying Game** Saga Edition. You can read more about gaming in a galaxy far, far away in his starwars.com blog, [Delusions of Grandeur](#), and at his own [website](#). Sterling lives in the Midwest with his wife, Mary.