

or amphibious assault are not recognized and moved to units where that knowledge can be applied. Some troopers see this as a hindrance to their careers, but some take advantage of the ground military's logistical chaos and hook up on the battlefield with the unit they want to join. Given the time required to replace personnel lost in battle, many sergeants look the other way.

Republic Army Trooper CL 1

Medium Human nonheroic 3
Init +6; **Senses** Perception+5
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 12, Will 11
hp 8; **Threshold** 12

Speed 6 squares
Melee bayonet +1 (1d8+2) or
Ranged blaster rifle +2 (3d8) or
Ranged frag grenade +1 (4d6)
Base Atk +0; **Grp** +1
Atk Options autofire (blaster rifle)

Abilities Str 12, Dex 12, Con 10, Int 10, Wis 10, Cha 8
Feats Armor Proficiency (light), Republic Military Training, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative+6, Perception+5
Possessions Republic Army light armor (+4 armor, +1 equipment), blaster rifle with bayonet, 2 frag grenades, comlink (encrypted), utility belt with medpac

Elite Republic Army Trooper CL 2

Medium human nonheroic 8
Init +11; **Senses** Perception +9
Languages Basic

Defenses Ref 18 (flat-footed 16), Fort 12, Will 10
hp 20; **Threshold** 12

Speed 4 squares
Melee bayonet +7 (1d8+2)
Ranged blaster rifle +9 (3d8) or
Ranged blaster pistol +8 (3d6) or
Ranged frag grenade +8 (4d6)
Base Atk +6; **Grp** +8
Atk Options autofire (blaster rifle)
Special Actions Republic Military Training

Abilities Str 12, Dex 14, Con 10, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light, medium), Republic Military Training, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +11, Perception +9

Possessions blaster rifle with bayonet, blaster pistol, 2 frag grenades, Republic combat armor (+6 armor, +2 equipment), comlink (encrypted), utility belt with medpac

**REPUBLIC ARMY RECON
COMMANDO**

Light infantry and assault battalions frequently use reconnaissance squads, which specialize in acquiring battle information firsthand. However, the work of recon commandos is not limited to simple drop-and-snoop missions. Once the battle is joined, they assist in tactical control and positioning of the battalion's combat squads. They might also be detached for special duties, including sabotage operations and Jedi-assist missions.

Inspiration for the use of recon squads in the Republic came from its irregular units—former mercenaries experienced with multitasking. Recon commando squads have multiple operational-environment specializations, ranging from amphibious to spacedrop. The Republic's quality recon squads are, thus, the busiest postings in the ground military, seeing action wherever they are required.

Republic Army Recon Commando CL 8

Medium Human untrained 3/scout 7
Init +11; **Senses** low-light vision, Perception+10 (can reroll, must take second result)
Languages Basic, Mando'a

Defenses Ref 23 (flat-footed 20), Fort 19, Will 19
hp 39; **Threshold** 19

Speed 6 squares
Melee unarmed +6 (1d6+5)
Ranged heavy blaster pistol +8 (3d6+4)
Base Atk +5; **Grp** +6
Atk Options Point Blank Shot
Special Actions Guidance, Quick Skill

Abilities Str 12, Dex 14, Con 10, Int 12, Wis 12, Cha 10
Talents Acute Senses, Guidance, Improved Stealth, Surefooted
Feats Armor Proficiency (light), Martial Arts I, Point Blank Shot, Republic Military Training, Quick Skill, Skill Focus (Stealth), Skill Training (Knowledge [tactics]), Skill Training (Survival), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Knowledge (tactics) +10, Perception +10 (can reroll, must take second result), Stealth +16 (can reroll, must take second result), Survival +10
Possessions heavy blaster pistol, low-light-vision goggles, electrobinoculars, comlink (encrypted), utility belt with medpac