

Star Wars: The Clone Wars supplement.

This supplement to the Star Wars Skirmish Rules is to allow players to fight small actions set in the Clone Wars era, or perhaps later if a forgotten outpost is found which doesn't know the war is over!!!

Figure types:

Battle Droids	These should simply advance towards the nearest enemy		
Firepower: 1/2/3	Initiative: 1	Melee: 1	Armoured
Super Battle Droids	These should simply advance towards the nearest enemy		
Firepower: 2/3/5	Initiative: 1	Melee: 3	Armoured
Heavy weapon version	Firepower 5 at any range.		
Commando Droids	Act as normal troops, but ignore Retreat/Rout		
Firepower: 2/3/5	Initiative: 3	Melee: 3	Armoured
Assassin Droids	Act as normal troops.		
Firepower: 2/3/5	Initiative: 3	Melee: 3	Armoured
Bodyguard Droids	These act as normal troops.		
Defence Value: 5	Initiative: 3	Melee: 7	Armoured

Figure type	Firepower	Defence	Initiative	Melee	Notes
Darth Sidious	(2/5/8)	10	8	12	Uses Force (15pts)
Count Dooku	(2/5/8)	9	8	11	Uses force (14pts)
General Grievous	-	8	7	9	Acts as Hero
Asajj Ventress	(2/5/8)	9	8	10	Uses Force (13pts)
Maul	(2/5/8)	9	7	10	Uses Force (13pts)
Savage Opress	(1/4/7)	9	6	9	May only use Force once per game!
Aurra Sing	3/4/7	-	6	6	Sniper
Master Yoda	(2/5/8)	10	9	12	Uses Force (15pts)
Mace Windu	(2/5/8)	9	7	11	Uses Force (13pts)
Qui Gon Jinn	(2/5/8)	9	7	10	Uses Force (13pts)
Obi Wan Kenobi	(2/5/8)	9	8	10	Uses Force (14pts)
Anakin Skywalker	(2/5/8)	9	7	10	Uses Force (14pts)
Ashoka Tano	(2/5/8)	9	7	10	Uses Force (13pts)
Quinlan Vos	(2/5/8)	8	7	10	Uses Force (13pts)
Kit Fisto	(2/5/8)	9	7	10	Uses Force (13pts)
Plo Koon	(2/5/8)	8	8	10	Uses Force (13pts)
Saesee Tiin	(2/5/8)	9	8	10	Uses Force (13pts)
Luminara Unduli	(2/5/8)	9	8	10	Uses Force (14pts)
Barriss Offee	(2/5/8)	8	6	9	Uses Force (12pts)
Eeth Koth	(2/5/8)	8	8	10	Uses Force (13pts)
Adi Gallia	(2/5/8)	8	7	9	Uses Force (13pts)
Ki Adi Mundi	(2/5/8)	8	7	10	Uses Force (13pts)
Ima-Gun Di	(2/5/8)	8	7	10	Uses Force (13pts)
Even Piell	(2/5/8)	8	6	9	Uses Force (12pts)
Shaak Ti	(2/5/8)	8	8	10	Uses Force (13pts)
Captain Rex	2/5/7	-	6	5	Uses 2 pistols
Commander Cody	2/4/6	-	5	5	
Clone Commando	2/3/5	-	5	4	Also ARC troopers
Clone trooper	1/2/4	-	3	3	

Droidekas: (May only shoot within 45° of straight ahead)

These travel in a ball 12" a turn on **Advance** orders. Only when stationary are they able to shoot – and they are invulnerable to blasters:

Defence/Firepower: 2/3/5	Initiative: 1	Melee: 1	Armoured: armed with Blasters
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Spider droids and Hover Tanks: : (May only shoot within 45° of straight ahead)

These vehicles move at the speed of any infantry with them, or 12". They may turn 45 degrees per half move. They Retreat backwards at 6".

Firepower	Long Range	Medium range	Point blank
4/6/10	50"	20"	(Min 2") 10"

STAP: (May only shoot within 45° of straight ahead)

These travel at 18" a turn, and may turn up to 90° half way through the move. Their Blaster Cannons are Heavy Blasters (FP as for driver!)– but can destroy vehicles on a kill result.

They can be engaged in melee by Mace Windu or Anakin Skywalker if they force jump to the STAP– Anakin (only) can hijack a defeated STAP.

Enemy Force Generation:

Portal Counters are placed on corners, in cover or in the open* covering the approaches to the game objective.

When a player's figure(s) get within LOS of one or more, throw a D6:

-1	No contact today with the enemy.
+2	Special character on the table.
+1	Each other counter after the first, in LOS of the same enemy.

(* Open is any open area not in line of sight of the opposition at game start)

Result: (randomise which counter in LOS the Separatists appear at)

A natural Die roll of a '1' is always nothing.	
1-5	Nothing
6	3 Battle Droids
7-8	4 Battle Droids
9-10	4 Super Battle Droids (Include 1 heavy weapon if available)
11	Droid officer and 2d4 Battle Droids
12	2 Droidekas (Destroyers)
13	Special Character (Asajj Ventress*, General Grievous +? Up to 4 bodyguard droids?-etc) * - only if Jedi on table, otherwise choose a vehicle/STAP's etc.
14+	Move all Portal Markers to optimal positions ahead of all the players' figures!

If no figures are available to represent the generated force, use the options before in order instead until a deployable force is generated.

If you run out of figures, you cannot deploy any until casualties are recycled! Figures appearing at Portals are on **Advance** orders.

Special rules for characters.

Padme Amidala:

Padme is always used as a Hero, and run by a player. If Anakin Skywalker is wounded, she will always make her way to him!

Jar Jar Binks:

Jar Jar will never be hit if shot at! He attempts to surrender if threatened! His high melee value represents his ability to defeat enemies by causing accidents.

If with other friendly figures and not moving, he fights a round of melee with a random friendly figure within 2", but causes and receives no result worse than 'Duck back'.

Grand Moff Tarkin:

If a Jedi is in play, Tarkin will always act as per the random movement chart and can never be given an order by a player.

Chancellor Palpatine:

He will never fight, and cannot be killed or wounded. He always moves to be close to the highest ranked Republic character and remains with them. He can be given an order by a Jedi or Clone officer.

Snipers:

It's appropriate with characters like Aurra Sing to mention Snipers, if stationary, a figure armed with a sniper rifle gets a double firepower at long range (so Aurra would be a 6) – They always fire as in the 'Hero shooting' rules in the main rulebook.

Mandalorians:

These are very good, and should be used sparingly! I have not differentiated between the special weapons they use on their vambraces, just assumed they use the appropriate weapon.

Figure type	Firepower	Defence	Initiative	Melee	Notes
Madalorian warrior	3/4/7	-	6	6	May fly at 18"/turn
<i>Mandalorians have grenades and smoke bombs (These create a 3" diameter area of smoke which prevents visibility for 2 turns.) They may only fly if they have a jetpack!</i>					

Witches in the mist...

The following are used for the Nightsisters of Dathomir:

Figure type	Firepower	Defence	Initiative	Melee	Notes
Warrior	1/2/4	(3)	3	5	Use Defence if no missiles. (Bows count as blasters)
Zombie	-	5	3	6	May only Attack
Mother Talzin	-	5	7	She uses the same MV as the best opponent facing her.	
Notes: She may use Force once per turn as a Dark side user! (Magicks)- In addition, she can use a special spell, she uses all the stats of a stationary Droidikar, EG: She cannot move – but shoots with blaster equivalent lightning! If she is killed or wounded she disappears in smoke...to return in future games!					

Gungans:

These act and move as ordinary characters, except when moving through water when they do not reduce their speed.

Gungan figures

Figure type	Firepower	Defence	Initiative	Melee	Notes
Jar Jar Binks	-	4	3	6	See special rules
Roos Tarpals	-	5	5	7	2 Booma/Electropole
Gungan Shieldbearer	-	6	2	3	2 Booma
Gungan Warrior	-	3	2	3	3 Booma/Electropole ?

Special weapons:

Booma: These may be thrown at up to 12", or with an Atl-Atl up to 30", at over half range they hit on a 5+ (D6) or below half range on a 2+ (D6), a hit disables a droid, or larger characters like General Grievous on a 4+ (D6)
(Big Boomas are artillery, and are not used in this size of game)

Electropole: these can be thrown like Boomas, or used in melee where they give a +1 to the users melee value.

Naboo/Alderaan:

Figure type	Firepower	Defence	Initiative	Melee	Notes
Padme Amidala	2/3/5	-	8	2	See special rules
Bail Organa	1/2/4	-	8	2	Uses pistol
Naboo Guardsman	1/2/3	-	3	2	
Naboo Pilot	1/1/2	-	2	1	

Geonosians:

Figure type	Firepower	Defence	Initiative	Melee	Notes
Madalorian warrior	3/4/7	-	6	6	May fly at 18"/turn

Mandalorians have grenades and smoke bombs (These create a 3" diameter area of smoke which prevents visibility for 2 turns.)

These fight as normal soldiers, winged ones fly at 12" a turn.

Figure type	Firepower	Defence	Initiative	Melee	Notes
Poggle the lesser	-	3	5	2	
Overseer	-	5	4	4	Uses force pike
Winged drone	1/2/3	-	2	3	Use Sonic blaster
Foot drone	1/2/3	-	2	2	Use Sonic blaster

Sonic Blasters shoot with the following stats.

Firepower	Long Range	Medium range	Point blank
1/2/3	30"	20"	(Min 2") 10"

Sonic blasters kill if they cause a wound or kill result