

## The Bad Batch supplement

This is a guide to using Clone Force 99 in my Star Wars rules:

Figure type	Firepower	Defence	Initiative	Melee	Notes
Hunter	2/4/6	-	6	5	Can track a target within 24" on a 4+ (D6)
Tech	2/3/5	-	4	4	Can open/access any technology he is in 1" of on a 3+ (D6)
Wrecker	2/4/7	-	2	8	Can move unfeasibly large or heavy items.
Crosshair	6/6/7	-	3	4	Sniper+: hits at a +2 on the damage chart, as though 2 extra figures firing at the target
Echo	2/3/5	-	5	3	Uses 1 pistol. May interface with technology via a port on a 3+ (D6)
Omega	2/3/5	(4)*	4	2	Zygerrian energy bow counts as a blaster.
<i>Katarn Armour: this reduces the effect of any blaster hit by 1 (EG throw a D8-1)</i>					
Captain Rex	2/5/7	-	6	5	Uses 2 pistols
Clone Commando	2/3/5	-	5	4	Also ARC troopers
Clone trooper	1/2/4	-	3	3	
TK Trooper	1/2/3	-	2	2	
Depa Billaba	(2/5/8)	8	6	8	Uses Force (12pts)
Caleb Dume	(2/4/7)	7	5	7	Uses Force (10pts)
Cad Bane	2/4/7	-	7	8	Has Mandalorian weapons- Jet pack, flame thrower etc
Fennec Shand	3/6/8		4	5	Sniper
<i>Sniper: if stationary, a figure armed with a sniper rifle gets a double firepower at long range (so Fennec would be a 6) – They always fire as in the 'Hero shooting' rules in the main rulebook.</i>					
The Martez sisters	1/2/3	-	2	2	
* Used if Omega is unarmed.					