

HOLOCAST

B1 Trooper Battle Droid CL 1

Medium droid (4⁹) nonheroic 3
Init +0; Senses Perception +6
Speed 6 sq

Ref 9 (flat-footed 9), Fort 11, Will 10
hp 13; Threshold 11, droid traits

+3 unarmed (1d3+1)
+1 blaster carbine (3d8)

Str 13, Dex 9, Con -, Int 9, Wis 10, Cha 10

FEATS Toughness, Weapon Proficiency
(pistols, rifles, heavy weapons)

SKILL Perception +6



HOLOCAST

B1 Captain Battle Droid CL 4

Medium droid (4⁹) nonheroic 6 / soldier 2
Init +4; Senses Perception +9
Speed 6 sq

Ref 13 (flat-footed 13), Fort 15, Will 12
hp 39; Threshold 15, droid traits

+7 unarmed (1d3+1)
+7 blaster carbine (3d8+3)

Str 13, Dex 9, Con -, Int 9, Wis 10, Cha 10

FEATS Toughness, Weapon Focus (Rifles),
Point Blank Shot, Weapon Proficiency

SKILL Perception +9



HOLOCAST

Droideka Series Destroyer Droid CL 4

Large droid (4th-degree) nonheroic 12
Init +8; Senses Perception +13
Speed 2 sq, 10 sq (wheel)

Ref 16 (flat-footed 14), Fort 13, Will 12
HP 40; SR 20; Threshold 18, droid traits

+12 cannon (3d8) or
+10 cannon (3d8) x2

Str 16, Dex 15, Con —,
Int 8, Wis 14, Cha 7

FEATS Armor Proficiency (light), Burst Fire,
Rapid Shot, Dual Weapon Mastery I, Dual
Weapon Mastery II, Weapon Focus (rifles),
Weapon Proficiency (heavy weapons, rifles)

SKILL Perception +13, Stealth +3



HOLOCAST

Neimoidian Guard CL 3

Neimoidian soldier 2 / nonheroic 3
Init +4; Percep +7, Speed 6 sq

Ref 18 (flat-footed 16), Fort 17, Will 12
hp 27; Threshold 17

+7 Electrostaff (2d8+5) [Devastating 5]
+6 Blaster Rifle (3d8+2)

Str 14, Dex 14, Con 12,
Int 10, Wis 11, Cha 12

FEATS Light Armor, Disturbing Presence,
Weapon Focus (advanced), Skill Training,
Weapon Prof. (advanced, rifles, simple)

SKILL Deception +13, Perception +7

EQUIP blaster rifle, light battle armor



HOLOCAST

Single Trooper Aerial Plataform CL 2

Large Airspeeder

Init +8; Senses Perception +6
Speed 12 sq (máx 400 km/h)
Crew 1 (Skilled: +2 att / +6 skill / +1 CL)

Ref 14 (flat-footed 11), Fort 11, +2 armor
hp 15; Threshold 16, Vehicular Combat

+4 twin blaster cannon (4d10)

Str 13, Dex 16, Con -, Int 10

FEATS Vehicular Combat, Weapon Proficiency
(pistols, rifles, heavy weapons)

SKILL Initiative +8, Perception +6, Pilot +8



HOLOCAST

Armored Assault Tank CL 8

Huge ground Airspeeder

Init +7; Senses Perception +6
Speed 12 sq (máx 400 km/h)
Crew 4 (Skilled: +2 att / +6 skill)

Ref 16 (+5 armor, 13 flat), Fort 23,
hp 180; DR 15, Threshold 33

+4 heavy laser cannon (6d10x2, 2sq splash) e
+4 light blaster cannons (2d10x2) e
+4 repeating blaster cannons (3d10x2) ou
+4 missele launchers (6d6, 2sq splash)

Str 36, Dex 16, Con -, Int 14

WEAKNESS Ion Vulnerability

SKILL Initiative +8, Perception +6, Pilot +8

