

New Republic Stat Pack

Roleplaying Statistics for Star Wars Miniatures

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The New Republic ruled much of the galaxy from the Emperor's defeat until well into the Yuuzhan Vong invasion. Some individuals naturally transitioned from a position or job in the Rebellion to a similar role in the new government or armed forces. New species and organizations also came to the fore of galactic events during this time. This stat pack includes Saga Edition roleplaying game statistics for **Star Wars Miniatures** that are suitable for use during this era and that haven't been presented in other roleplaying products or previews. Some of these characters are also usable in or adaptable to other eras.

Bothan Commando

Not all Bothans are outright spies. Their commandos combine stealth with a proud Bothan military tradition. Their dangerous infiltrators can carry out standard military strikes as well as specialized raids in support of their spy network. This mini is from the *Imperial Entanglements* set.



Bothan Commando

CL 5

Medium Bothan nonheroic 7/scout 3

Force 4

Init +6 (can reroll); **Senses** Perception +11

Languages Basic, Bothese

Defenses Ref 16 (flat-footed 15), Fort 15, Will 16

hp 41; **Threshold** 15

Speed 6 squares

Melee combat gloves +8 (1d4+3)

Ranged heavy blaster rifle +8 (3d10+1)

Base Atk +7; **Grp** +8

Atk Options Careful Shot, Deadeye, Point Blank Shot, Precise Shot

Special Actions Acute Senses, Improved Initiative

Abilities Str 12, Dex 13, Con 13, Int 10, Wis 12, Cha 9

Talents Acute Senses, Improved Initiative

Feats Careful Shot, Deadeye, Point Blank Shot, Precise Shot, Skill Training (Mechanics), Skill Training (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Mechanics +10, Perception +11 (can reroll), Stealth +11

Possessions heavy blaster rifle, combat gloves, encrypted comlink, datapad, 2 blocks of detonite with detonators

Chiss Mercenary

The Chiss are not widely known until after Grand Admiral Thrawn's reinvigoration of the Empire and his attacks on the New Republic. The Chiss later become embroiled in galactic politics. While Chiss mercenaries are not often encountered, they are highly effective. This character may also be used for other Chiss military characters. This mini is from the *Imperial Entanglements* set.



Chiss Mercenary

CL 5

Medium Chiss nonheroic 6/soldier 3

Force 4

Init +5; **Senses** low-light vision; Perception +9

Languages Cheunh

Defenses Ref 15 (flat-footed 14), Fort 16, Will 13

hp 40; **Threshold** 16

Speed 6 squares

Melee by weapon +8

Ranged blaster pistol +8 (3d6+1) or

Ranged blaster pistol +6 (4d6+1) with Rapid Shot or

Ranged heavy blaster rifle +9 (3d10+3) or

Ranged heavy blaster rifle +7 (4d10+3) with Rapid Shot or

Ranged heavy blaster rifle +3 (5d10+3) with Burst Fire

Base Atk +7; **Grp** +8

Atk Options autofire (heavy blaster rifle), Burst Fire, Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Devastating Attack (rifles)

Abilities Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 9

Talents Devastating Attack (rifles), Weapon Specialization (rifles)

Feats Burst Fire, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Mechanics +9, Perception +9

Possessions heavy blaster rifle, blaster pistol, mercenary uniform, comlink

Corellian Security Officer

Corellian Security, better known as CorSec, is among the more respected security organizations in the galaxy.

They are the main law enforcement agency for Corellia. Their loyal officers are dedicated to justice and have the power to conduct complex investigations and pursuit operations. This character is also suitable for other law enforcement agencies. This mini is from the *Legacy of the Force* set.



Corellian Security Officer

CL 4

Medium Human nonheroic 6/scout 1/enforcer 1*

Force 4

Init +4; **Senses** Perception +16

Languages Basic, 1 unassigned

Defenses Ref 16 (flat-footed 16), Fort 15, Will 16

hp 40; **Threshold** 15

Speed 6 squares

Melee stun baton +5 (1d6+3 [2d6+3 stun])

Ranged blaster pistol +5 (3d6+1)

Base Atk +4; **Grp** +5

Atk Options Point Blank Shot, Precise Shot

Special Actions Evasion, Slowing Stun*

Abilities Str 12, Dex 11, Con 14, Int 13, Wis 15, Cha 10

Special Qualities resources*

Talents Evasion, Slowing Stun*

Feats Point Blank Shot, Precise Shot, Skill Focus (Gather Information), Skill Focus (Perception), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons) **Skills** Gather Information +14, Perception +16, Persuasion +9

Possessions blaster pistol, stun baton, Corellian Security uniform, security ID

* See *The Force Unleashed Campaign Guide*.

Peace Brigade Thug

During the Yuuzhan Vong invasion, the Peace Brigade held that the Jedi and New Republic were doing more damage to the galaxy by opposing the invasion rather than seeking a peaceful settlement. The Brigade attempted to broker such an arrangement by trying to turn Jedi Knights over to the invaders. The Brigade is opposed by most of the rest of the galaxy and viewed as the collaborators they are. Many specialize in intimidating others to follow their path. This character is also usable as another minimal, low-level threat. The miniature is from the *Jedi Academy* set.



Peace Brigade Thug**CL 1**

Medium Human nonheroic 3
Init +1; **Senses** Perception +6
Languages Basic

Defenses Ref 10 (flat-footed 10), Fort 11, Will 10
hp 10; **Threshold** 11

Speed 6 squares
Melee unarmed +2 (1d4) or
Melee vibrodagger +2 (2d4)
Ranged blaster pistol +2 (3d6)
Base Atk +2; **Grp** +2
Special Actions Pin

Abilities Str 11, Dex 10, Con 12, Int 9, Wis 10, Cha 9
Feats Skill Focus (Persuasion), Skill Training (Persuasion), Pin, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Mechanics +5, Perception +6, Persuasion +10
Possessions vibrodagger, blaster pistol, comlink, anti-Jedi propaganda

Praetorite Vong Priest

The Praetorite Vong are specialized Yuuzhan Vong who establish bases of operation that enable the priest and warrior castes to fight their enemies more effectively. The priest caste holds a prestigious position within Yuuzhan Vong culture that is part of and supersedes their normal hierarchy. The priests guide their people to a better way of Yuuzhan Vong life. This miniature is from the *Jedi Academy* set.

**Praetorite Vong Priest****CL 5**

Medium Yuuzhan Vong nonheroic 2/noble 5
Init +2; **Senses** Perception +10
Languages Basic, Yuuzhan Vong, 2 unassigned

Defenses Ref 15 (flat-footed 15), Fort 17, Will 19
hp 37; **Threshold** 17
Immune Force immunity

Speed 6 squares
Melee coufee +4 (1d4+2)

Ranged by weapon +3

Base Atk +4; **Grp** +4

Special Actions Cast Suspicion*, Coordinate, Inspire Confidence

Abilities Str 11, Dex 9, Con 14, Int 13, Wis 15, Cha 15

Talents Cast Suspicion*, Coordinate, Inspire Confidence

Feats Linguist, Melee Defense, Skill Focus (Knowledge [galactic lore]), Skill Focus (Persuasion), Skill Training (Knowledge [galactic lore]), Skill Training (Persuasion), Skill Training (Pilot), Skill Training (Treat Injury), Weapon Proficiency (simple weapons)

Skills Knowledge (galactic lore) +14, Perception +10, Persuasion +15, Pilot +7, Survival +10, Treat Injury +10

Possessions coufee (similar to knife), villip

* See the *Legacy Era Campaign Guide*.

Rebel Commando Pathfinder

The 2nd Regiment of the Rebel Alliance Special Forces is better known as the Pathfinders. They're the first into a battle zone, establishing a foothold and wayfinding for following units. Pathfinders also perform recon missions for other Rebel units. This character is also suitable for use in other Special Forces units (with some adjustments) or as other military characters. Special Forces units were later rolled into the New Republic command structure. This mini is from the *Imperial Entanglements* set.



Rebel Commando Pathfinder

CL 8

Medium Human scout 7/pathfinder 1*

Force 7

Init +10; **Senses** Perception +10

Languages Basic

Defenses Ref 21 (flat-footed 20), Fort 22, Will 19

hp 57; **Threshold** 27

Speed 6 squares

Melee vibrodagger +6 (2d4+6)

Ranged thrown vibrodagger +6 (2d4+4) or

Ranged heavy blaster pistol +6 (3d8+4) or

Ranged frag grenade +6 (4d6+4)

Base Atk +5; **Grp** +6

Atk Options Point Blank Shot, Precise Shot

Special Actions Forceful Blast, Hidden Movement, Trailblazer**, Running Attack, Surefooted

Abilities Str 12, Dex 13, Con 11, Int 10, Wis 12, Cha 9

Talents Escort Fighter*, Hidden Movement, Improved Stealth, Trailblazer**, Surefooted

Feats Improved Damage Threshold, Forceful Blast**, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Stealth), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +10, Mechanics +9, Perception +10, Stealth +15 (can reroll), Survival +10

Possessions heavy blaster pistol, vibrodagger, 1 frag grenade, detonite, detonators, SpecForce uniform, survival kit, encrypted comlink

* See the *Rebellion Era Campaign Guide*.

** See *Galaxy at War*.

Yuuzhan Vong Shaper

The Yuuzhan Vong shapers are engineers of biotechnology. Ruled by strict protocols that serve as blueprints, they make virtually everything used by the Yuuzhan Vong. Shapers are highly respected among the Yuuzhan Vong, though outsiders view some of the shapers' manipulations as cruel and abominable during the war. This character is suitable for adventures during the New Jedi Order and Legacy eras. This miniature is from the *Legacy of the Force* set.



Yuuzhan Vong Shaper

CL 9

Medium Yuuzhan Vong nonheroic 6/noble 1/shaper 6*

Init +5; **Senses** Perception +18

Languages Basic, Yuuzhan Vong, 4 unassigned

Defenses Ref 17 (flat-footed 17), Fort 19, Will 23

hp 46; **Threshold** 19

Immune Force immunity

Speed 6 squares

Melee unarmed +7 (1d4+2)

Ranged by weapon +7

Base Atk +8; **Grp** +7

Special Actions Expert Shaper*, Inspire Confidence, Precision Implant*, Strength Implant*

Abilities Str 8, Dex 9, Con 10, Int 15, Wis 14, Cha 13

Special Qualities shaper lore +3*, shaper hand*

Talents Expert Shaper*, Inspire Confidence, Precision Implant*, Strength Implant*

Feats Biotech Specialist*, Biotech Surgery*, Linguist, Skill Focus (Treat Injury), Skill Training (Mechanics), Skill Training (Persuasion), Skill Training (Physical Sciences), Weapon Proficiency (simple weapons)

Skills Knowledge (life sciences) +13, Mechanics +13, Perception +18, Persuasion +13, Treat Injury +18

Possessions shaper hand (serves as biotech toolkit), villip

* See the *Legacy Era Campaign Guide*.

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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](#)

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