

SPECFORCE GUERRILLA

SpecForce guerrillas are urban-combat specialists. Trained to fight within the confines of the galaxy's sprawling urban environments and planetwide cities, guerrillas are proficient at using a city's form and facilities against the Imperials. Guerrillas are street fighters and close-combat specialists. They understand that their battleground contains citizens not directly involved in the fight. On one hand, guerrillas know how to minimize collateral damage; on the other, they can demolish an entire Imperial facility when required. They are trained in martial arts, light arms, demolition, stealth, and scouting urban targets. They are tough city fighters, unafraid of challenging urban locales such as kilometer-high structures or the underworld of a city's lowest levels.

SpecForce Guerrilla

CL 5

Medium Human nonheroic 3/scout 4

Force 3

Init +5; **Senses** Perception +9

Languages Basic

Defenses Ref 19 (flat-footed 16), Fort 16, Will 15

hp 33; **Threshold** 16

Speed 6 squares

Melee unarmed +6 (1d6+3)

Ranged blaster carbine +7 (3d8+2) or

Ranged blaster carbine +2 (4d8+2) with Rapid Shot or

Ranged frag grenade +7 (4d6+2, 2-square burst)

Base Atk +5; **Grp** +7

Atk Options autofire (blaster carbine), Point Blank Shot, Precise Shot, Rapid Shot, Running Attack

Abilities Str 12, Dex 14, Con 13, Int 10, Wis 12, Cha 8

Talents Improved Stealth, Hidden Movement

Feats Armor Proficiency (light), Martial Arts I^H, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Skill Training (Mechanics), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Mechanics +8, Perception +9^H, Stealth +10 (can reroll)

Possessions blaster carbine, frag grenade, comlink (encrypted), detonite with timer

H *Human bonus feat or trained skill*

SPECFORCE INFILTRATOR

Infiltrator units are composed of some of the most vengeance-ridden members of the Rebel Alliance. They channel their anger into direct, personal action against the Imperials and are the most feared of all SpecForce operatives—for their skills as well as their attitude. Infiltrators slip into enemy-held facilities, causing confusion and disrupting command and control measures. They excel at stealth and fight with close personal weapons designed to eliminate enemies quickly and quietly.

SpecForce Infiltrator

CL 7

Medium Human scout 4/scoundrel 3

Force 4

Init +10; **Senses** Perception +8

Languages Basic

Defenses Ref 23 (flat-footed 19), Fort 20, Will 18

hp 62; **Threshold** 20

Speed 6 squares

Melee unarmed +7 (1d8+5)

Ranged heavy blaster pistol +7 (3d8+3) or

Ranged frag grenade +7 (4d6+3, 2-square burst) or

Ranged stun grenade +7 (4d6+3 stun, 2-square burst)

Base Atk +5; **Grp** +7

Atk Options Dastardly Strike, Pin, Point Blank Shot, Running Attack, Sneak Attack +1d6

Abilities Str 14, Dex 14, Con 15, Int 10, Wis 11, Cha 8

Talents Dastardly Strike, Hidden Movement, Improved Stealth, Sneak Attack +1d6

Feats Armor Proficiency (light)^H, Martial Arts I, Martial Arts II, Pin, Point Blank Shot, Running Attack, Skill Focus (Stealth), Skill Training (Acrobatics), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Acrobatics +10, Climb +10, Initiative +10, Jump +10^H, Mechanics +8, Perception +8, Stealth +15 (can reroll)

Possessions heavy blaster pistol, frag grenade, stun grenade, comlink (encrypted), detonite with timer

H *Human bonus feat or trained skill*

SPECFORCE MARINE

SpecForce marines specialize in hand-to-hand combat aboard fleet vessels. They are trained in both onboard defense of their own ships and tactics for boarding enemy vessels. They do not typically serve as the ship's general security, but instead are stationed in critical areas when boarding actions are possible. Marines are trained in shipboard combat, so they can, in any area of a ship, identify the weapons that can be used against boarders without causing undue collateral damage to the vessel's systems. They excel in shipboard sabotage and can operate with or without armored space suits and in zero-g conditions. They typically use light weapons, but they can employ heavier weapons when attacking large capital ships, which can better bear the brunt of powerful arms.

FROM LEFT TO RIGHT: SPECFORCE GUERRILLA, SPECFORCE INFILTRATOR, SPECFORCE MARINE, SPECFORCE OFFICER.



SpecForce Marine

Medium Human nonheroic 3/soldier 3

Force 3

Init +10; **Senses** Perception +8

Languages Basic

Defenses Ref 16 (flat-footed 14), Fort 17, Will 13

hp 41; **Threshold** 17

Speed 6 squares

Melee unarmed +5 (1d4+1)

Ranged blaster rifle +8 (3d8+1) or

Ranged blaster rifle +3 (4d8+1) with Rapid Shot or

Ranged frag grenade +7 (4d6+1, 2-square burst)

Base Atk +5; **Grp** +7

CL 4

Atk Options autofire (blaster rifle), Devastating Attack (rifles), Point Blank Shot, Precise Shot, Rapid Shot, Sniper

Abilities Str 11, Dex 14, Con 14, Int 9, Wis 10, Cha 8

Talents Armored Defense, Devastating Attack (rifles)

Feats Armor Proficiency (light), Point Blank Shot, Precise Shot, Rapid Shot, Sniper, Weapon Focus (rifles)^H, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +10, Perception +8^H

Possessions blaster rifle, frag grenade, comlink (encrypted), blast helmet and vest (+2 armor)

^H Human bonus feat or trained skill