STAR WARS

Role Playing Game

Tactical Role-Playing

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02

Applying Tactics to Combat Encounters

Tactics. A scary word indeed, for players and GMs alike. It implies images of precise military marching, tables and charts of complex formulae and battle plans, and worst of all, threatens to suck any fun whatsoever out of the role-playing experience. Fear not for this need not be the truth. The majority of gamers have no military or tactical experience, and usually wouldn't consider the option of using tactics during their combat encounters. But anyone who has watched a football game or soccer match already knows plenty about tactics.

I'm not military; I don't have a clue what tactics are.

You don't need special training to understand the fundamentals of tactics. Let's look at tactics from the average role-player's point of view. Even the most diehard RPG fanatics occasionally put down the dice and rulebooks long enough to watch their favorite teams slug it out on the gridiron or the soccer field. Both sporting events are known for their long lists of player statistics; a familiar area for role-players. But more than anything else, the American and European versions of football both rely heavily on tactics. The simpler to understand of the two is American football.

American football can be directly compared to Close Quarters Battle, or CQB. The two teams, representing opposing forces, engage in battle on the gridiron, approximating an area of engagement. Both teams utilize tactical planning (formations and playbooks) to maximize their offensive and defensive capabilities. The two teams equip themselves to reflect the nature of close engagement, wearing helmets and "body armor" to prevent bodily injury. The teams engage in a relatively small battlefield, with the offense trying to score a touchdown while the defense contests this from happening. The football can represent any number of tactical items, from explosives to tracking devices. Each team's end zone is the mission objective, which could be anything from a communications center to a forward supply base.

Football teams use advanced maneuvering tactics designed to emphasize tight, well planned, and strategic movements, in order to counter the opposing forces' own movements. Each team member selects a "target" and does his best to engage his opponent, with the intention of preventing the opponent from taking out the team's key attacking element, usually the quarterback or any person with the football. In defensive play, each team member tries to prevent the attacking force from reaching the end zone. The roles of defense and offense are rapidly interchanged, mimicking the fluid nature of close-quarters conflict.

European football (Yankees call it soccer) is a classic representation of large-scale strategic battle. The playing field is much larger, representing a theater of operations, and more akin to a pair of armies engaging in a wide geographic locale, rather than a specific area. Each team is tasked with defending and attacking the opposing forces operations base; in this case, the goal. Each player represents a large element, such as a brigade or division, and maneuvers around the field to counter the opposing team's attacking or defensive actions. The two goalkeepers represent the security forces of their respective operations bases, and as such, have a larger sphere of mobility, and are able to directly intercept attacking players. Looking at these two common sporting events, and analyzing them from a tactical viewpoint, it's easy to see that tactics is not quite as complicated as you may have thought.

That's all great, but what can I use tactics for in a pen and paper RPG?

Options, options, options. A great source of tactical role-playing options exists right in front of us and most people don't even realize it; our role-playing rulebooks. Many of the combat options presented in the rulebooks are purely tactical in nature. Cover, concealment, overrun, ready, attack of opportunity... all of these terms can be found in one form or another in any military or law enforcement operations manual.

Applying tactics during combat encounters can be a tricky proposition for those inexperienced with military terminology and procedures. Most of us will at one point or another, settle into a familiar rut, using typically boring phrases like "I attack and hit him for 12 points of damage" or "He attacks you and scores a critical". Using tactics can really spruce up your combat and let you again enjoy beating your foes into the dirt.

I see, but what benefits do I gain as a player?

Players will see the most immediate benefits of organizing their party tactically. The most underused and underrated skill in all of the SWRPG is Knowledge (tactics). Anyone remember skill synergies? Having 5 ranks in a skill can, at the GMs option, grant you certain bonuses on actions you take. Normally these apply only to other skill checks, but there is no reason a creative gamer can't find other uses for synergy bonuses.

Let's say a player character, a soldier, has 5 or more ranks of Knowledge (tactics) and uses this skill to organize the parties' offensive and defensive actions during combat. For instance, the player uses his knowledge skill to place the party into hasty defensive positions during an ambush. The soldier analyzes the terrain and assigns positions to each player. The soldier utilizes the best options for cover in the environment, and now the players get to take advantage of their teammate's knowledge, adding a slight bonus to their defense while in their new positions. The same soldier can also direct a focused assault, analyzing the enemy forces' weak points, and grant one or more party members a small bonus for a single or coordinated attack. In addition, the soldier can attempt to guess his opponent's strategy, and can move his team to effectively counter the enemy's actions. Positioning is a key component during combat, and taking advantage of proper positioning can make or break you during an ambush or an assault. Generations of commanders have learned the hard way that one weak spot in the line can bring the whole fort down on top of you.

As another example of tactical benefits, let's say the players were assigned to break into a secure Separatist

communications facility. The group's slicer, a scoundrel, is tasked with gaining access to the facility most likely with "breaking and entering." The group makes it to the installation quietly and the scoundrel decides to "take 10" on his skill checks, confident in his abilities while the rest of the party covers him.

A group of patrolling battle droids wanders by and orders the party to halt. Normally everything stops, initiative gets rolled, and combat begins. If the GM is a bit on the cruel side, he can also rule that the slicing fails, triggering a silent alarm. What if the scoundrel decides this task is too important and he wants to "charlie-mike" (or continue the mission).

At this point, tactics can save the party's bacon. The scoundrel can opt to remove himself completely from the initiative order, continuing his slicing attempt. He may take no other actions for the rest of the encounter while the DC for his task rises. The rest of the party begins to move into defensive positions around the scoundrel, using the total defense option, in an attempt to provide him with multiple cover bonuses while he finishes his task. Knowing that battle droids are lousy shots the party feels confident that they can silence the patrol and accomplish their mission at the same time. Is this in keeping with the established rules for combat? Of course not, but it is in keeping with truly creative role-playing. A fair and just GM could reward the party's ingenuity by allowing the scoundrel to complete his task, even under duress. Even the more devious GMs out there would have to admit that the party's actions were bold enough to warrant success, or at least give them an "A" for effort before determining their doom.

OK, so my players can now counter my meticulously set-up scenarios. What can I do as a GM to keep them from destroying all that I have created?

Tactics aren't just for players. GMs can use tactics against players to foil their crafty efforts. Everything they can do your NPCs can do also, and with guaranteed success since you don't have to roll dice if you don't want to. If the party decides to throw tactics in the face of your well-laid plans, throw counter-tactics right back at them. Bringing aboard your own tactically coordinated NPCs and enemies can create some very lively and tension-building encounters. As you can see, livening up combat encounters with tactically based thinking can open up a whole new dimension in the wonderful world of role-playing and keeps your players interested in the game.

Tactical Organization

My GM is a rules lawyer. How can we convince him to allow tactics into the campaign?

Even a gaming group that sticks to the rules steadfastly can employ numerous options enabling you to more thoroughly enjoy your combat encounters. Most of the maneuvering rules covered in the rulebooks are tactically sound and based on real-life combat movement techniques. Familiarize yourself with the advantages and disadvantages of the various movement techniques and find what works best for you. A tech specialist probably won't find a whole lot of use for the bantha rush, but will find that constantly seeking cover and popping off a few quick shots here and there does the trick. A party that uses nothing but ranged weapons will gain a tremendous benefit from utilizing supporting fire and keeping distance from melee intensive enemies. If your weapon of choice is a heavy blaster pistol, don't try to make grapple attempts with vibro-ax wielding Gamorreans. You'll probably wind up missing a limb or two in the process.

What should we know about tactics when getting the party ready for an adventure?

There are several key tenants involved in tactically moving a group of characters. Some of these are common knowledge but are often taken for granted when the action starts. Even the smallest details can get overlooked from time to time.

1. Organize the party. A group of characters that move haphazardly around the battlefield will probably wind up in a whole lot of trouble. Listen to the GM carefully as he describes situations to you, and think about what you're going to do before you do it. Rushing into the fray is a good way to get your character killed, weakening the group and possibly jeopardizing the mission. Placement of the players when traveling and wading through combat is critical. Knowing your character's strengths enables you to place him in the best position to aid your teammates. For instance, a scout does little good acting as the party's rearguard. His skills and abilities lend themselves to spotting traps and ambushes as well as quickly analyzing threats. Place characters with good Listen and Spot skills ahead of the group, as they will be more likely to warn the rest of the party of enemy activity. Soldiers and other combat-intensive characters should be next in line, as they can lay down supporting fire, while the rest of the group moves into position. Keep another combat heavy character or two towards the rear of the party. This way the group will have some firepower to bear upon enemies attempting to sneak up from behind. Nobles, scoundrels, and other characters with less emphasis on combat skills should generally stick to the center where they can direct the party's actions and support the main combatants.

Even with an all-Jedi party, which possesses excellent combat skills, will benefit from strategic placement in the group's marching order. Having a pair of Jedi Weapon Masters huddled together in the center of the group hampers the other characters. Just because the high-level Jedi Master is the group's leader, doesn't mean he should remain in a support position. If he has the group's best melee skills, by all means, send him out front .The characters who can deal the most damage, as well as take the hardest beatings, should be out front doing the hardest fighting, making sure that the less hardy characters get a chance to remain alive through the encounter. When deciding on the group's marching order in and out of combat, look at each character's strengths and weaknesses, their skill and feat selections, and place them where they'll do the most good for the whole group. to the center of the group, where they will be able to better direct the party's actions and support the main combatants.

2. Character communication. Don't forget to talk to each other during combat. The group's heavy hitters often get into trouble and need a little backup from time to time. Good communication also allows you to coordinate your actions, possibly improving your offensive or defensive capabilities. Don't get so focused on taking out the bad guys that you lose track of the rest of the group. It also helps to keep characters paired together, so that no one player is left to deal with a group of enemies alone. Equipping each character with a comlink, preferably a hands-free model, allows the group to communicate even when separated. The actual players may all be sitting in the same room during a gaming session, but their characters could become scattered during combat. You can have some fun with this, using proper radio procedures to talk to each other. Just saying things like "Am engaging the enemy at Sector 3, request assistance, over" can really add some spice to your role-playing.

3. Have the proper equipment. Make sure your characters have the right tools for the job. A soldier might specialize in the use of heavy repeating blasters, but they won't do a whole lot of good when the party's mission is to covertly infiltrate an Imperial data center. Lugging around a bunch of knives and vibroblades won't help when facing a squad of destroyer droids. If ammo is a consideration in your game, make sure the characters have enough power packs to last through several fights. Nothing could be worse than having your blaster's cautionary pulse go off during a firefight.

If the group's mission requires specialized equipment, go ahead and spend some of your hard-earned credits to get what you need. Your jury-rigged slicing computer will more than likely fail at exactly the moment you need it the most, so go ahead and construct a new one, or pick one up on the black market. Even Jedi characters, with the Force as their ally, occasionally require some piece of technical gear to get the job done. In shadier campaigns, a handful of credits can get you places where brute force would never allow.

4. Work as a team. A party with nothing but individuals will often end up at odds with each other. Sometimes your party might consist of characters whose very morals and ethics clash with that of another party member. Your shady scoundrel may absolutely loathe goody-goody Jedi, but you can often find ways to use him to your advantage. Generally speaking, good and evil characters mixed together don't work, but even characters at cross-purposes with each other can come to a mutually advantageous working relationship. A group of bounty hunters forced to work

JOSH RIVERS

05

together for a dangerous bounty may find that their methods and personalities frequently clash. But setting aside your differences for an adventure, or even a whole campaign, can aid you in the accomplishment of your own individual goals. Wait until after the adventure to pay back that smart-mouthed scoundrel for his insult to your honor.

5. Make your movements count. Move when you need to, not because you have an action left. If you're doing fine hiding behind cover and firing off a shot or two, stay put. Instead of using a move action, take a full action and make several attacks, or use the time to ready a grenade, change power packs, or use your comlink. Think about why you are moving, where you are moving to, and what benefit you gain by moving. Tactical movement is all about caution and sense. Be aware of an opponent's threat range when making your movements. If a seemingly smart tactical move requires you to cross into someone's threatened area, the move should be carefully considered before doing it. Risking an attack of opportunity won't matter as much if your enemies are a group of low-level thugs, but the situation changes entirely when facing a Dark Jedi.

Let's say your party is facing a group of low-level mercenaries, with the leader hanging in the back barking orders. Your character is a bounty hunter, with the Sneak Attack ability. Instead of joining the combat, concentrate your movements toward getting into a tactical position. Give up your attacks for a few rounds and sneak around to the leader's back and make the most of your special abilities. On the other hand, a Jedi character will want to ensure his

movements take him where he can do the most good, up close and personal. The Jedi has less to fear than many other characters, as he can defend himself equally well against ranged and melee attacks. His lightsaber can wreak havoc within the ranks of the mercenaries and can end the fight quickly, which should be the intent of any well-played Jedi character.

I think I get it, but will this stuff actually work?

Once you have figured out the basics of party organization, and have decided on what tactical movement techniques your party favors, you can really begin to dig into the meat of tactical role-playing. Making it through a tough encounter because the party worked together and foiled their opponents' tactics can be a rewarding experience. When the party is organized, fighting well and your enemies' actions seem to be in complete disarray, you'll know that having a basic grasp of tactics is worth the effort to learn.

Countering Force-Users (Anti-Jedi Tactics)

My GM has the party facing a lot of Dark Jedi. Is there any way we can utilize tactics to overcome these seemingly unstoppable enemies?

Jedi. You either love them or you hate them. But you have to admit that their combat abilities cannot be taken lightly. But Jedi, Sith Lords and Dark Jedi all have one thing in

common; they are not immortal. Anyone watching Episode II: The Clone Wars will see even the all-powerful Jedi Knights are brought down in combat. For our examples, Jedi Knights, Sith Lords, Sith Warriors, Dark Jedi and any Force-using characters able to effectively wield the lightsaber will simply be referred to as "Jedi."

1. Deny the Jedi his Dexterity bonus to defense. This is absolutely essential for characters using ranged weapons. The Jedi gain access to a wealth of defensive abilities only as long as they retain their Dexterity bonus. The most powerful of their defensive skills, the Lightsaber Defense feats, are all lost when the Jedi is flat-footed, surprised, immobilized or otherwise unable to apply a Dodge bonus. They still retain the ability to deflect ranged attacks but their Defense will suffer enough for "regular" heroic characters to be a threat. Methods for achieving this lofty goal are discussed below.

2. Use grenades. Grenades and other area-of-effect weapons are excellent methods to ground Jedi in combat. The Jedi's ability to deflect, and in most cases, actually reflect ranged attacks, is completely negated by area-of-effect weaponry. Ordinary fragmentation grenades are an excellent tool, if used properly. Even if the Jedi happens to make a successful Reflex Save, he still suffers damage. Jedi do not normally have access to special abilities like Uncanny Dodge, so they receive "splash damage" just like any other character. Having several characters toss grenades a Jedi's way equals one dead, or severely wounded Jedi. If the Jedi has been using his Force powers, which is inevitable, his vitality will be reduced which means fewer grenades are required to finish him off. Another thing about grenades in the Star Wars universe is that they explode upon impact. Even a randomly thrown grenade stands a chance of inflicting damage upon the Jedi. Last, the ever-popular thermal detonator has a good chance of killing the Jedi character outright.

Other area-of-effect weapons include flamethrowers (for Jedi flambé), gas and poison weaponry (for weakened and debilitated Jedi) and stunning weapons (for confused and vulnerable Jedi). If your party expects to encounter Jedi throughout the adventure, an arsenal of various area-of-effect weapons can easily turn an impossible battle into merely a challenging one. For varied effects, try such items as stun grenades, glop grenades, Stokhli spray sticks or nets.

3. Keep your distance. Jedi choose a devastating melee weapon, the fabled lightsaber. Use this to your advantage by staying out of its reach. Taking a few hits at 4d8 damage is nothing any sane character should sneeze at. If you have available cover, by all means, stay behind it. Pepper the Jedi with blaster shots while he attempts to deflect or reflect them in vain. Even if your shots never connect, you've got the Jedi occupied with saving his own hide, which in turn ensures that you still have yours. Surround the Jedi with blaster fire from multiple angles. Overwhelming a Jedi with superior numbers is an almost guaranteed way to defeat him. Remember that for a Jedi to use his deflect abilities he sacrifices future move actions. By constantly firing and moving away from the Jedi, he will be forced to either chase you down, leaving himself vulnerable, or to simply stay put,

and try to swat away any shots that get through. This is a great way to wear the Jedi down, as you can always stay a step or two ahead of the game, and whittle his Vitality Points down to nothing.

4. Get the lightsaber out of the Jedi's hands. Another way to foil a Jedi is to take his lightsaber away. This is of course, easier said than done. Now I don't recommend grappling with him and trying to disarm him that way, but there are other alternatives. Two very primitive but effective weapons suited for this job are the whip and the lasso. The whip has the best chance of instantly disarming the Jedi, but is an unusual choice of weaponry for most characters. But even a novice, without proficiency in this weapon, stands a reasonable chance to succeed at this tactic. And the best thing about the whip is its 4-meter reach. This helps you to stay away from that deadly lightsaber.

Another risky alternative is the lasso, or in Star Wars lingo, the whipcord. The advantage this weapon has it that it not only can pin the Jedi's weapon arm, but temporarily immobilize him as well. It may only buy you a round or two, but quick thinking characters can use these precious moments to get a few quick licks in. The major disadvantage of these techniques is that they require you to close in and risk the lightsaber. Weighing the risks is important when choosing one strategy over the other, but the ultimate goal of defeating the Jedi will often make those decisions for you.

5. Bring a droid. Does your starship really need that new nav computer? Is it essential for your soldier to pick up that mastercraft blaster rifle you saw on the Nar Shaada black market? Try spending some of your hard-earned credits on a couple of cheap combat droids instead. Having some backup only adds to the amount of firepower available to the group, which is never a bad thing when facing Jedi. Droids are also immune to mind-affecting powers and other Force skills which affect living beings; Affect mind, Control Mind, Illusion, Force Grip, Battle Influence and such skills are useless when fighting droids. If the Jedi decides to fight his battles with the Force as his ally, he is severely limited with his available Force powers when fighting droids. Plus, droids are expendable while your characters are not. The cowardly Neimoidian captain Daultay Dofine stated it best in The Phantom Menace when he said, "Are you brain dead? I'm not going in there with two Jedi. Send the droid."

These tactics work only up until the Jedi starts using the Force on us. What can we do to prevent this?

The fact of the matter is you can't. The goal is to defeat the Jedi as fast as possible, giving him less time to hammer you with Force Strike, Force Grip, Move Object and many of the other powerful skills he possesses. Using these tactics ensures that the Jedi is kept busy and have fewer opportunities to constantly "power up," or hurl objects at you with the Force. Having several possible strategies ready to go at a moment's notice is the key to defeating Jedi characters. If your party is going up against an endless stream of Jedi, take the time to work out how your group is going to react when the combat begins and what the heroes' individual actions

will be. Working as a team, coordinating your actions, communicating effectively and striking with speed will enable you to walk away from Jedi encounters with all limbs intact.
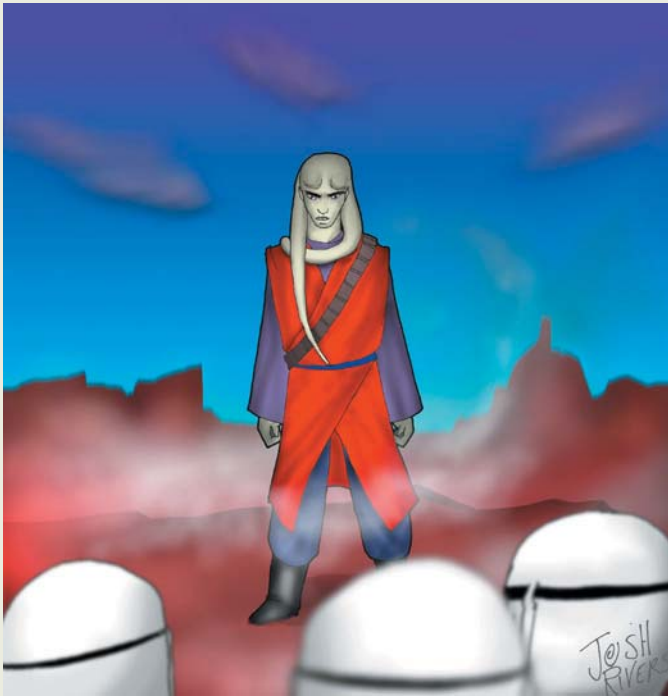
Tactical Feats

The realm of Dungeons and Dragons, familiar to many gamers, has recently introduced a novel concept, one of which I heartily endorse; Tactical Feats. These feats differ from your standard character feats, as they allow many new situational options in a single package. Tactical feats are a great way to encourage tactical thinking during combat encounters and reward players with innovative solutions to their battlefield dilemmas. Most of these feats are unique, in that they allow not just one, but several actions to occur. The catch is that many of these actions need require special circumstances to activate and don't necessarily have instantaneous benefits.

A feat that allows a character to initiate a charge, utilize an existing feat and then follow up with a special action makes for very unique encounters opens up a whole new realm of possibilities. A normal character probably wouldn't choose a tactical feat over something proven, such as Weapon Focus which has an immediate benefit, but a soldier operating in a primarily martial campaign might find a number of uses for tactical feats. Regardless of your playing style or campaign, no character should spend too many of their precious feat slots on tactical feats. One or two is more than sufficient to round out a character's tactical abilities.

In lieu of fancy names and military jargon, each feat is named after a particular planet or region in the Star Wars galaxy. Some of the names might fool you, but each draws inspiration from the worlds they are named after. Some prerequisites require use of Revised Core Rulebook and Hero's Guide by Wizards of the Coast.

Corellian Gambit (Tactical Feat)

You are skilled at avoiding attacks and striking when your enemies least expect.

Prerequisites: BAB +6, Dodge, Improved Feint, Point Blank Shot.

Benefit: Corellian Gambit allows you to perform the following tactical actions:

Lead Target. Once per round, you may make a ranged attack on your selected Dodge opponent as soon as he begins a move action. You suffer a –4 penalty on your attack roll and may only select the same target once per encounter. Treat this attack as an attack of opportunity that does not count against any other attacks you make during the round.

Duck and Weave. When flanked by at least two opponents, you may select one as your Dodge opponent. The next attack that an opponent makes against you automatically fails, and stands a chance of striking another flanking attacker. Resolve the attack roll normally and apply the result to the closest flanking opponent. You may use this ability once per round, but only once per encounter against the same opponents.

Exploit Weakness. Prior to feinting in combat, you may study an opponent to probe for a weak spot. You may add a +1 bonus to a Bluff check to feint an attack for every round you study your opponent, up to a maximum of +3. If the feint is successful, you may add the same bonus to your damage inflicted on all further attacks against that opponent. You may only use this ability once on the same opponent during the encounter and lasts until the end of the encounter.

Iridonian Battle Cry (Tactical Feat)

Your presence on the battlefield inspires your allies and allows you to better coordinate their actions.

Prerequisites: Reputation +4, Charisma 14, Combat Expertise, Trustworthy.

Benefit: Iridonian Battle Cry allows you to perform the following tactical actions:

Bolster Courage. Once per encounter, as a full-round action, you may rally all allies within a 10-meter radius. Your allies gain a +4 bonus to all attack rolls and Will Saves, but suffer a –4 penalty to defense and Reflex Saves. The effects last for 1 round, plus 1 additional round for every point of your Charisma bonus. This ability affects your allies only, and not yourself. The bonuses take effect on the next following round.

Link Defenses. As a full-round action you may coordinate defenses and grant a +4 Dodge bonus to you and your allies within a 10-meter radius to Defense for 5 rounds. If you are successfully attacked this bonus is negated. Anyone that leaves this 10-meter radius forfeits this bonus. You must remain centered within the formation or group for this ability to activate. There is no limit to the number of times you may use this ability per day. The Dodge bonus takes effect immediately, during the round in which you initiate it. Any situation that causes you to lose your Dexterity bonus to Defense causes you to lose this bonus as well.

Allied Strike. As a full-round action, you may coordinate your allies' attacks upon a chosen target. Choose a number of allies equal to your Charisma bonus and select a target. Your selected allies gain a +4 bonus to all attack rolls

made against that target for the rest of the encounter. You must select the target and chosen allies prior to your allies performing any of their attacks during that round. You may not select yourself as one of your chosen allies.

Ryloth Heat Storm (Tactical Feat)

You can stand your ground in combat and resist damage that would normally impair you.

Prerequisites: BAB +6, Martial Arts, Constitution 14, Improved Bantha Rush.

Benefit: Ryloth Heat Storm allows you to perform the following tactical actions:

Hold Your Ground. When fighting unarmed, you may use a full-round action to firmly plant your feet and resist efforts to move you. As long as you remain in a stationary position with all of your feet planted, you may resist the effects of charges, bantha rushes and any attempts made to overrun you. You also gain a +2 bonus to hit while in your stationary position. The moment you take a move action, including the 2-meter step allowed in a full attack, you lose the benefits of this ability. There is no limit to the number of times you may use this ability per day.

Ride the Storm. When fighting unarmed, you may select one opponent per round that is not adjacent to you and focus your energies on that foe. When closing the distance to that opponent, you gain Damage Resistance 5 and may cross other enemies' threatened areas without risking attacks of opportunity. Once you attack your opponent, the effects of this ability end. You may select the same opponent more than once and there is no limit to the number of times you may use this ability per day.

Final Stand. When fighting unarmed and when reduced to 0 or less wound points, you may choose to continue fighting until all of your enemies have been defeated. You gain a +6 bonus to all attack rolls and damage, and you can effectively ignore any damage taken. The toll on your system however, is too great for you to carry on after your opponents have been vanquished. When your last enemy has been killed, you take your final breaths and die. You may take a moment to pass on a message to one or more allies in the immediate vicinity before expiring. As this is your absolute final action, you may only use this ability once.

Strength of Kashyyyk (Tactical Feat)

You have been trained to take advantage of your Wookiee heritage to deliver mighty blows and use your strength and power with savage effect.

Prerequisites: BAB +6, Cleave, Strength 15, Wookiees only.

Benefit: Strength of Kashyyyk allows a Wookiee to perform the following tactical actions:

Finishing Blow. When using the Cleave feat, instead of making an additional attack on another opponent, you may instead choose to make this attack on the same opponent whose wound points you have reduced to 0 or less. You are considered flat-footed for this attack, and draw attacks of opportunity as normal.

Mighty Bellow. As an attack action, you may make a mighty battle roar, stunning nearby opponents with your ferocity. All opponents within 5 meters must make a Will Save (DC 10

plus your Strength and Charisma modifiers) or be stunned for 1 round. This action does not draw attacks of opportunity and can be used once per round.

Wroshyyr's Roots. As an attack action, you may summon the strength of the Forest Spirits to lend power to your blows in combat. This has the benefit of doubling your damage inflicted from the Power Attack feat, but you must take a penalty of –5 or worse on your attack roll. For example, you choose to take a move action, and then use an attack action to activate the ability in the first round. During the following round you decide to use Power Attack on an opponent, taking a –8 penalty to the attack roll. If you are successful in your attack, you deal an extra 16 points of damage. You may use this ability any number of times per day, but cannot use this ability while in Wookiee Rage or when using any of the Wrruushi martial arts feats.

Neimoidian Guile (Tactical Feat)

Your have chosen the devious path of assassination and backstabbing, and have mastered many of the tools of this dark trade.

Prerequisites: BAB +6, Move Silently 5 ranks, Stealthy, Sneak Attack or Precise Attack ability.

Benefit: Neimoidian Guile allows you to perform the following tactical actions:

Death Blow. When making a melee attack on an unaware or surprised opponent, you may double the threat range of your weapon. You also gain a +2 bonus to your roll when confirming a critical hit. You may use this ability once per round, but only once on the same opponent. The doubled threat range of Death Blow does not stack with the Improved Critical feat.

Silent Kill. When making an attack with a non-powered melee weapon, or a ranged attack with a silent weapon, your attack negates the target's ability to speak or cry out for 1 round. The opponent is temporarily dazed for one round afterwards and takes a –2 penalty to defense and

attack rolls for that round. You may use this ability once per round. Opponents without discernable vocal organs or those immune to critical hits are not affected by this ability.

Opportune Attack. You may observe your opponent from a distance, and make a lethal attack at your convenience. You must study your opponent for a minimum of 5 rounds and that opponent must not be aware of your presence. After your observation period ends you may attack your opponent at any time during the next 24 hours as long as the time is spent is preparing for the attack by gathering intelligence, tailing the target, coordinating an ambush force or other actions necessary for the attack. If you or the target leaves the planet, you lose the benefits of your observation period. You must remain unobserved by the target until you begin your attack. Your attack is made with a +4 bonus to attack and damage, and your critical threat range is increased by 1. If you have the Improved Critical feat, this improvement stacks. This attack must be made with a non-powered melee weapon, or a silent ranged weapon.

Kessel Run (Tactical Feat)

You are able to move swiftly and surely during combat, and move faster than most of your enemies can react.

Prerequisites: BAB +6, Dexterity 15, Run, Lightning Reflexes

Benefit: Kessel Run allows you to perform the following tactical actions:

Stick and Move. When making a full attack during any round, you may increase your free 2-meter step to 4 meters.

You may also add your Reflex Save modifier to your defense for that round, but all your attacks are made with a –4 penalty. You may use any ranged weapon of your size category or smaller for this attack.

Daring Escape. When taking a move action to disengage or move away form an opponent, you may move double your base speed for that round and gain a +2 Dodge bonus to your defense. You take a –2 penalty to all saving throws made during that round, due to your hasty efforts to retreat or fall back. You may use this ability once per round.

Plot the Course. When taking more than one move action during any round, you can ensure that your movements place you within the optimal position for a ranged attack. You may select one opponent prior to your move actions, and your final move places you in a flanking position on that opponent. In the following round, your attack roll bonus for flanking that opponent is increased to +4 and you inflict an extra 2 points of damage with your ranged attack. You may use this ability any number of times per day, as long as you have an ally flanking an opponent with you.

10