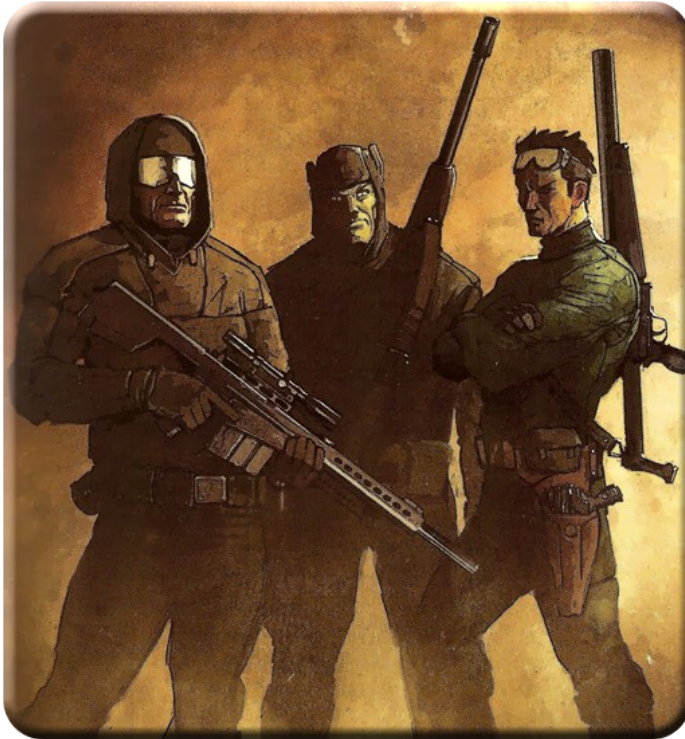


Mercenaries in the Star Wars Universe

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In the Star Wars universe, mercenaries are as abundant as bounty hunters. The rebel alliance, as well as many mega corporations, use them frequently. Even the empire occasionally uses them. Mercenary companies or teams can be very powerful or just starting out in the universe.

In this article we will not explore the Table Of Command (TOC), the organization or the structure of a mercenary company. This article deals primarily with giving you more templates that can be used for the Star Wars universe.

If your group of players wants to create a squad of a mercenary company, a team of mercenaries, or the few survivors of a mercenary outfit, the templates in this article will help them to develop those mercenary type characters.

Mercenaries go into battle for the most obvious reason in the universe: money. They are loyal to the company or squad. Beyond that, they do what they do for money. Unless they have a score to settle with the hiring party, they don't care who hires them as long as they get paid.

Getting a contract is done in many different ways. Usually there is an executive - the company commander, or a senior officer with good business knowledge - who will negotiate

the contract with the employer. Some job offers are posted in galactic net servers unsanctioned by the empire, and many times by word of mouth. A mercenary company with a good reputation will be known by a few important people in the galaxy, and they will be in demand.

If your group wants to create a mercenary company, team or group from scratch they will need the following:

- A starship, purchased on credit from a major corporation, or a major crime lord. This can be a capital ship (Corellian Corvette or similar), or a transport ship modified for the company use.
- Medic droids (1-2) that have the surgeon and doctor skills to a 5D level or better.

If possible they should try to get at least one of the following:

- Astromech droids for doing minor repairs to the ship.
- protocol droid for translating when negotiating a contract
- specialty weapons, such as light repeating blasters, thermal detonators, and mines.
- Starfighters and tanks.

Each character in the group should have the following:

Weapons: blaster pistol, knife; blaster rifle and grenades are optional.

Personal Equipment: breath mask, comlinks, glow rods, macrobinoculars, and a medpac or two.

Mercenary Types

Mercenary Soldier

DEX 4D: Blaster 5D (S - Blaster Rifle 6D, and Blaster Pistol 6D), Dodge, Firearms, Grenade, Melee Combat 5D (S - Knives 6D) , Running, Thrown Weapons, Vehicle Blasters.

KNO 3D: Planetary Systems, Survival 4D, Willpower.

MEC 2D: Communications, Repulsor Lift Operations.

PER 4D: Command, Hide 5D, Search, Sneak, Gambling.

STR 3D: Brawling 4D, Climbing/Jumping, Swimming.

TEC 2D: First Aid 3D.

Equipment: Comlink, [2] glow rod, medpac, blaster pistol (4D; 3-10/30/120), blaster rifle (5D3-30/100/300), [2] fragmentation grenades (3-7/20/40; 5D/4D/3D/2D; AoE 0-2/4/6/10), knife (VE; STR+1D, 6D max), blast helmet (+1 vs. energy, +1D vs. physical), blast vest (+1 vs. energy, +1D vs. physical), breath mask, macrobinoculars.

Background: You joined the unit for one or more reasons. You trained hard, and you have what it takes to survive in the battlefield. The unit is the only family you know, and the only family you have. It's a dangerous way to make a living, but someone has to do it. You have seen the biggest backwater planets in the galaxy, and even fought on many of them. You have sold your skills to the alliance, major corporations, and just about anyone who can afford to pay your price. Even the empire has hired you, but you try to stay away from dealing with the empire as much as you can. You have dreams of your own, and one of them is to be able to retire with lots of money; until then, it's just one more assignment.

Personality: You are loyal to the unit, outgoing, and always ready for action. You enjoy gambling, and you have a carefree attitude. Out in the battlefield you are all business, your weapons are always ready, and you are always alert and sharp.

Objectives: To make enough money to retire from the unit.

Quote: "How much does it pay?"

Connection to Other Characters: You know every member in your squad. You also know a smuggler, and a gambler.

Notes: This is your basic mercenary soldier, with all the basic skills of a mercenary. He can act as a sniper if needed, or lead a small group of untrained soldiers. He can use any weapon, and specializes in a few of them, and he is in excellent health and physical shape.

Mercenary Medic

DEX 3D: Blaster 4D (S - Blaster Pistol 5D), Dodge, Firearms, Melee Combat, Running.

KNO 3D: Alien Species, Languages, Planetary Systems, Survival, Willpower.

MEC 2D: Communications, Repulsor Lift Operations.

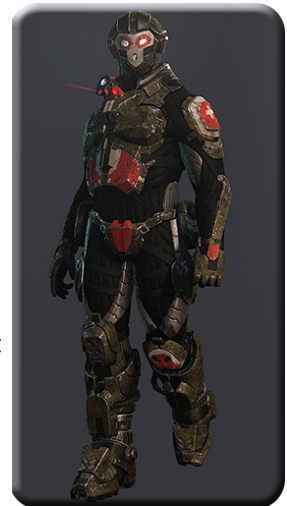
PER 3D: Hide, Search.

STR 3D: Brawling, Climbing/Jumping, Swimming.

TEC 4D: First Aid 5D, (A) Medicine 4D (S - Surgery 5D, and S - Medicines 5D).

Equipment: Comlink, field surgery kit, [2] glow rod , [6] medpac, medicine bag, blaster pistol (4D; 3-10/30/120), knife (VE; STR+1D; 6D max), blast helmet (+1 vs. energy, +1D vs. physical), blast vest (+1 vs. energy, +1D vs. physical), breath mask.

Background: You joined the company because someone has to watch out for them in the battlefield. You trained as hard as all your friends, and you can fight as good as the rest of them, but healing others is what you do best. You have done field surgery in at least half or more of the company members. You have been with them in the worst places the galaxy can offer, you've seen them wounded, and saved many from certain death. Some of them have bled and died in your hands. Each one that you lost is a wound in your heart; something you don't tell anybody. You are the medic, and you are there when they need you. For you it's not all about money, it's a question of pride and dedication. After all someone has to watch out for guys and gals that are always being shot or blown up for no other reason than money. The company respects and loves you for whom you are, and many of them owe you their lives.



Personality: You are always smiling, friendly, and outgoing. Sometimes you suffer from depression. You exhibit a paternal or maternal attitude towards the people in the unit. You care about them, and you are always concerned about their safety and well being, specially when you are out in the field with them. Out in the field their lives could end up being in your hands. Sometimes you leave some of your food rations behind in order to carry one extra first aid pack or one extra dose of that precious antidote that will be needed down the road. You are very proud of being the medic in the company, and you enjoy your work.

Objectives: To keep the members of the company alive so they can retire, and one day to retire with the satisfaction of knowing you did some good in the galaxy.

Quote: "Don't move, let me see that wound."

Connection to Other Characters: You know everyone in the company. You also know someone who can sell you medical supplies at a discount price.

Notes: This character can fight like the rest of the company, but he/she is a specialist in saving lives, not in fighting. Medics are in top physical shape, which allows them to keep up with the company or team.

Mercenary Heavy Weapons Specialist

DEX 4D: Blaster 5D (S- Heavy Blaster Pistol 6D, S - Repeating Blaster 6D), Blaster Artillery 5D, Dodge, Firearms, Melee Combat 5D (S- Knife 6D), Missile Weapons 5D, Running, Vehicle Blasters.

KNO 3D: Alien Species, Streetwise, Survival 4D.

MEC 3D: Ground Vehicle Operation, Starship Gunnery.

PER 2D: Hide, Search, Sneak.

STR 4D: Climbing/Jumping, Stamina 5D, Swimming.

TEC 2D: Blaster Repair, First Aid.

Equipment: Heavy blaster pistol (5D, 3-7/25/50), light repeating blaster (6D; 3-50/120/300), knife (VE; STR+1D, 6D max), blast helmet (+1 vs. energy, +1D vs. physical), blast vest (+1 vs. energy, +1D vs. physical), comlink, breath mask, [2] glow rods.



Background: You were always one of the biggest and strongest guys in town, with the greatest heart. When you grew up you decided to join the company, and with your size and strength it was easy for you to get in. Training was easier for you - after all you have natural strength and stamina. You can carry the biggest guns, and you like them. You are fascinated by the firepower of heavy guns, and you can use most of them. In hand to hand combat, when you hit, they feel it.

Personality: You have a heart of gold, and your team likes you a lot. When the going gets tough your team can count on you and your weapons to help them get through the opposition, back them up or cover them. When you are out in the field, you are fast, and always on the go. You carry a light repeating blaster that you don't mind using it on the enemy. On many missions, the firepower provided by your weapons have made a difference on the survival of the unit.

Objectives: To learn to use as many heavy weapons as possible, and to retire as rich as possible.

Quote: "How much firepower does it pack?" or, "Don't worry I got you covered."

Connection to Other Characters: You know all the members of your squad. You also know a gambler, and a smuggler.

Notes: This character can be a Wookiee or any other alien race that has great strength and dexterity. This character is the one that will carry the heaviest gun a character can carry, and will suffer no penalty for it.

Mercenary Demolition Expert

DEX 4D: Blaster 5D (S - Blaster Rifle 6D), Dodge, Grenade 5D, Running.

KNO 3D: Streetwise, Survival, Willpower 4D.

MEC 2D: Ground vehicle operation, Repulsorlift operation.

PER 3D: Gambling, Hide 4D.

STR 2D: Climbing/Jumping, Stamina 3D.

TEC 4D: Demolition 5D (S - Vehicles 6D, and S - Buildings 6D).

Equipment: Heavy blaster pistol (5D; 3-7/25/50), blaster rifle (5D; 3-30/100/300), knife (VE; STR+1D, 6D max), blast helmet (+1 vs. energy, +1D vs. physical), blast vest (+1 vs. energy, +1D vs. physical), comlink, breath mask, [2] glow rods, [5] thermal detonators (3-7/7/12; 10D/8D/5D/2D; AoE 0-2/8/12/20), [3] fragmentation grenades (3-7/20/40; 5D/4D/3D/2D; AoE 0-2/7/6/10).

Background: You were always good in chemistry - memorizing formulas and working out difficult chemical equations. Your greatest interest however, has always been explosives. You learned as much as you could about making explosive compounds. The company discovered your interest and hired you. You worked harder than many others in the company since you are not in top physical shape, but you qualified. You are good with weapons, but you are better at blowing up things. You know how much explosives to use, and where to use them to do the most damage. You can bring down buildings, or vehicles, in a short amount of time.

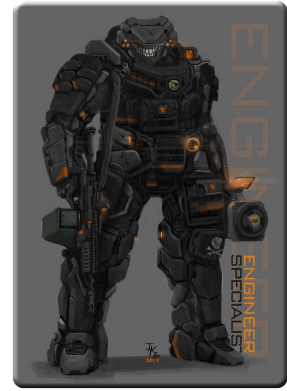
Personality: You are not as outgoing as the others in your company, but you are the one who will make things blow up. You always have a surprise or two when it comes to blowing things. You are always calculating the odds, and try to blow up as many vehicles, or structures as you can to give your team an edge.

Objectives: To blow up as many things as possible, to retire in luxury.

Quote: "It will blow to the next galaxy."

Connection to Other Characters: You know all your squad members, a gambler, and dealer who can get you explosives at a discount price.

Notes: This character is a good fighter at long range, his specialty is to hit from a distance, and blow things up.



Mercenary Squad Leader

DEX 4D: Blaster 5D (S - Blaster Pistol 6D, and Blaster Rifle 6D), Blaster artillery, Brawling Parry, Dodge 5D, Grenade, Melee Combat, Melee Parry, Running 5D, Vehicle Blasters.

KNO3 D: Streetwise 4D, Survival 4D.

MEC 2D: Communications, Repulsorlift Operation, Space Transports, Starship Gunnery, Swoop Operation.

PER 4D: Command 5D (S - Infantry Units 6D), Hide, Search, Sneak.

STR 3D: Climbing/Jumping, Stamina, Swimming.

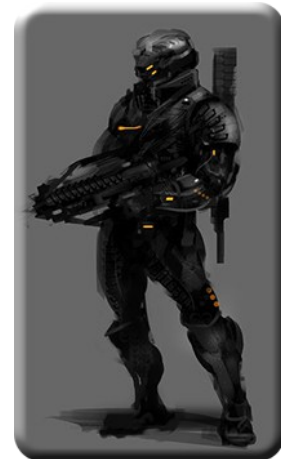
TEC 2D: First Aid.

Equipment: Blaster pistol (4D; 3-10/30/120), blaster rifle (5D; 3-30/100/300), commlink, knife (VE; STR+1D; 6D max), blast helmet (+1 vs. energy, +1D vs. physical), blast vest (+1 vs. energy, +1D vs. physical), breath mask, [2] glow rods, [2] fragmentation grenades (3/7/20/40; 5D/4D/3D/2D; AoE 0-2/4/6/10), medpac.

Background: You were born a natural leader. As a kid, you always led the other kids in the neighborhood into all sorts of adventures and trouble. You always had a plan, and knew what to do at the right time. In sports you were chosen as captain more often than other kids. You went to military school, and graduated top of your class in officers school. **Personality:** Leading others is what you do best. You are friendly, outgoing, and brave. In the field, you are always planning ahead. Your men respect you and follow you without a doubt, because they trust you. Your leadership ability has saved them many times, and achieved victory in difficult situations. You like leading them and you care about all of them. One day you hope to retire with plenty of money, and start your own business or freighter company. Until that day comes you keep taking the assignments and leading the team anywhere they send you.

Objectives: To complete the mission with minimum or no casualties. To retire and start your own business enterprise.

Quote: "Follow me."



Connection to Other Characters: You know every member of your team, a good pilot, a smuggler, and a corporate executive.

Mercenary Infiltrator Specialist

DEX 4D: Blaster 5D (S - Blaster Pistol 6D, Blaster Rifle 6D), Brawling Parry, Dodge 5D, Melee Combat (S - Knife), Melee Parry, Running.

KNO 3D: Alien Species, Bureaucracy, Streetwise, Survival 4D, Willpower 4D

MEC 3D: Communications, Ground Vehicle Operation, Space Transports

PER 3D: Con, Hide, Persuasion, Search, Sneak 4D

STR 3D: Climbing/Jumping, Stamina, Swimming

TEC 2D: First Aid, Security 3D

Equipment: Blaster pistol (4D, 3-10/30/120), blaster rifle (5D; 3-30/100/300), blast helmet (+1 vs. energy, +1D vs. physical), blast vest (+1 vs. energy, +1D vs. physical), comlink, [4] fragmentation grenades (3-7/20/40; 5D/4D/3D/2D; AoE 0-2/4/6/10), electronic lock picks (+2 to bypass electronic locks), knife (VE; STR+1D; 6D max), breath mask, medpac, macrobinoculars. [2] thermal detonator (3-4/7/12; 10D/8D/5D/2D; AoE 0-2/8/12/20).

Background: You always had a talent to sneak on others and scare them, and you could go in and out of many places without people noticing you. As a teenager, you enjoyed sneaking in to parties you had not been invited to. You blended in well with the crowd, which made you difficult to find. You could always sneak out of your house, or school with no problems, and with nobody finding out.

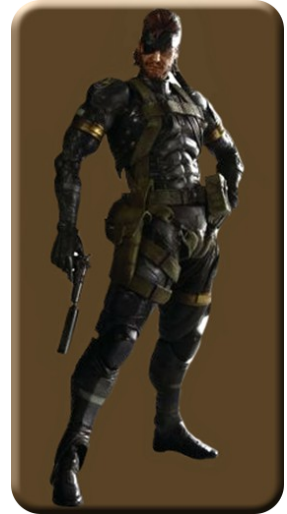
You grew up enjoying this, and figured out that the military or even the mega corporations could use someone with your talents. You joined the military in your home planet and went to Intelligence Training School where you learned all the tricks of the trade, you even graduated with honors, and became a specialist with your government. This lasted until the empire took over your planet and you were not needed anymore. Lucky for you, all records of your training were deleted before the empire got to them. You joined the company in order to keep on doing what you enjoy the most - infiltrating places and getting the job done.

Personality: You are a naturally friendly person with a sense of humor. People in your team know that you are reliable and dependable. You are good with a blaster, and you are good at hand to hand combat. You know how to bypass security systems. In the field you are always ahead of the team, scouting and clearing the way for them. When the team needs to get inside without detection, you know where to find the back doors and the easiest way in.

Objectives: To retire from the team, become a freelance operative, and eventually become an instructor for the rebel alliance or any intergalactic government.

Quote: "The coast is clear you can move in."

Connection to Other Characters: You know your squad or team. You know a dealer who can get you electronic gadgets at a good price, a black market dealer, a diplomat, and a smuggler.



Mercenary Pilot

DEX 3D: Blasters 4D (S - Blaster Pistol 6D, Blaster Rifle 5D), Dodge, Running, Vehicle Blasters.

KNO 3D: Alien Species, Business, Cultures, Planetary Systems 4D, Streetwise, Survival, Willpower.

MEC 4D: Astrogation, Capital Ship Piloting, Communications, Space Transports 5D, Starfighter Piloting 5D.

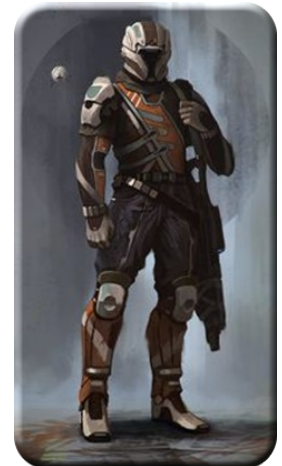
PER 2D: Gambling, Hide, Search, Sneak.

STR 3D: Brawling, Climbing/Jumping, Lifting, Stamina.

TEC 3D: Capital Starship Repair, First Aid, Space Transports Repair 4D, Starfighter Repair 4D.

Equipment: Blaster pistol (4D, 3-10/30/120), blaster rifle (5D; 3-30/100/300), blast helmet (+1 vs. energy, +1D vs. physical), blast vest (+1 vs. energy, +1D vs. physical), comlink, knife (VE; STR+1D; 6D max), breath mask, medpac.

Background: You were always fascinated by starships, and spaceships. You learned to fly at an early age, and you became good at it. You can handle any ship from a starfighter to a freighter with great precision. You know what to expect from your ships, and you know how to get the maximum from them. You have a natural born flying ability that is almost legendary.



Your ability was what got you into the team. You have dropped them in the worst possible places and conditions. When the team needs to be extracted from a hot zone, you fly in with blazing guns and pick them up. In some missions, you have piloted your starfighter to provide fire support or cover for the team. You have traveled to almost every backwater hole in the galaxy, and you have seen more action than most people see in their life time.

Personality: You are a carefree person. Most people will either like you or hate your guts. You enjoy gambling, and danger. Your love to pilot any type of star craft. Your team likes you and tease you a lot, but they know that when the getting gets real tough, and they need to get out, it's you and your ship who will get them out.

Objectives: One day you would like to own a freighter and become a smuggler or a merchant.

Quote: "Relax. You are flying the friendlies," or, "Hang on, rescue is on the way."

Connection to Other Characters: You know one or two freighter owners, a scrap yard owner who can get you parts and pieces at a discount, an imperial customs officer, and all the members of your team.

Mercenary Transport Specialist

DEX 3D: Blaster 4D (S - Blaster Pistol 5D), Blaster Artillery, Brawling Parry, Dodge, Firearms, Melee Combat, Running, Vehicle blasters 4D (S - Heavy blaster cannon 5D, S - Heavy laser Cannon 5D).

KNO 2D: Languages, Streetwise, Survival, Willpower.

MEC 4D: Astrogation, Communications, Ground Vehicle Operation, Hover Vehicle Operation 5D, Repulsorlift Operation 5D, Swoop Operation, Walker Operation.

PER 2D: Gambling, Hide, Search, Sneak.

STR 3D: Brawling, Climbing/Jumping, Stamina, Swimming.

TEC 4D: First Aid, Ground Vehicle Repair, Hover Vehicle Repair 5D, Repulsorlift Repair 5D, Walker Repair.

Equipment: Blaster pistol (4D; 3-10/30/120), blast helmet (+1 vs. energy, +1D vs. physical), blast vest (+1 vs. energy, +1D vs. physical), comlink, knife (VE; STR+1D; 6D max), breath mask, medpac.



Background: As a kid, you enjoyed watching races and tanks on parade. You remember the first time you saw an imperial tank inside – it was magical and fascinating, and it was then that you decided you would learn how to operate one of those vehicles.

You learned to pilot vehicles at an early age, and you excel at it. Since then you learned to pilot almost all types of ground vehicles. If it has wheels, hovers, or operates by repulsorlift you can pilot it, and if it breaks you can repair it. You enjoy going places, and you like to operate whatever vehicle you can get your hands on. Someone recommended you to the company commander, and you signed on, for the thrill, and the challenge. You passed basic training with minimum effort. Since then you have piloted ground vehicles of all types in more planets than you can remember. If the team needs firepower you ride in with a tank or similar vehicle, when they need fast transportation to the battlefield you get them there, and if they are on the run you pick them up.

Personality: You are a thrill seeker, and you enjoy dangerous situations. You like gambling, and you often enjoy taking chances. Most people in the company or team admire you, but think that you are a little crazy, and sometimes you are. After all, who else would dare to pilot an AT-AT through an Imperial garrison, and continue piloting the thing for a hundred miles while being followed by half the garrison.

Objectives: You are not sure what will you like to do in the future, but you do know that you want to have lots of money when you retire, if you live that long.

Quote: "The cavalry has arrived."

Connection to Other Characters: You know everyone in the team, a smuggler, a few black market dealers, and a customs officer.

Mission Ideas

- A VIP or a group of VIP's are kidnapped by a crime lord, a rival corp., or another government. The mercenary unit is approached and asked to rescue the kidnapped party. Pay: 10,000 to 50,000 credits (the more money it pays the more dangerous it is)
- A famous artist, governor, leader or corp. exec needs a team of bodyguards to escort him for a few days, since someone or some group is making some threats against their person. Pay: 10,000 to 30,000 credits (the more it pays, the more dangerous it gets)
- A military garrison needs to be neutralized in order for the main army to advance. Your team gets offered the mission. Pay: 15,000 to 20,000 credits.