

Professional Packages

Republic Commando

Total Cost: 21 points

Republic Commandos.

Abilities

	Cost
Combat Driving (any non-flying, non-space vehicle you have a TF for) (DEX Roll)	2
Concealment (INT roll)	2
CSL: Blaster Rifles +1	3
FW: Demolitions 8-	1
FW: Navigation (Land) 8-	1
FW: Survival (INT roll. Choose one Arctic, Mountain, Temperate, Tropical, Desert, Marine)	1
FW: Weapon smith (Energy weapons) 8-	1
Paramedics (INT roll)	2
Stealth (DEX roll)	2
Tactics (INT roll)	3
WF: Blades (Including Vibroblades)	1
WF: Common Blasters (From hold-out to rifles)	2

First Endorian Scouts and Rifles

Total Cost: X points

After their crucial aid in the battle of Endor, many young braves of the Endorian tribes have enlisted in the Republic Armed forces, and found a place to use their stellar wood-craft and marksmanship to aid the battle against the hated Empire. The First Endorian is a one of the newest and proudest divisions in the Republic Service. Only about 200 in number, they are assigned sparingly.