

# STAR WARS REPUBLIC COMMANDO GAUNTLET

JUMPCHAIN CYOA  
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(I take no credit for the creation of this gauntlet. I just wanted a doc version for the way I do my chains and the original was a set of images compiled together.  
This is a conversion of the version 4 gauntlet.)



This jump is an alternative to the clone wars jump in which you play a clone soldier.  
This jump lasts for the entirety of the clone wars, from the battle of Geonosis to order 66.  
You start with 0 CP and growth acceleration, meaning your clone body will age twice as fast.

## TIMELINE

You can choose either the Legends or Canon timeline. The differences between the two are unlikely to have much of an impact on your story.

# TRAINING

The following training applies to you and the other three members of your squad. (there are no drop-in options).

**Clone Trooper [0 CP]:** you are one of a four-man squad of ordinary clone troopers.

**Clone Commando [100 CP]:** you are one of a four man squad of clone commandos.

**ARC Trooper [150 CP]:** you are one of a four man squad of ARC troopers.

## SQUAD

Your squadmates automatically receive all the equipment and weapons that come free with their training, plus 150 CP for free. See the perks and drawbacks section details which perks and drawbacks are available to them. Your squadmates do not gain CP from missions..



# EQUIPMENT

## Clone Trooper Armour (Free: Clone Trooper, ARC Trooper)

**Katarn-Class Armour (Free: Clone Commando):** comes with a free knuckle plate vibroblade, a one-handed weapon that **does** count towards your carrying limits. Also an interactive heads-up display, a survival pack and a tactical spot-lamp.

**Commando Recon Droid [50 CP] (Discount: Arc Trooper)** hovering sphere that generates a holographic image of your surrounding area.

**Jetpack [300 CP] (Discount: ARC Trooper):** Take to the skies like Jango Fett.



# WEAPONS

You may carry up to 2 two-handed weapons, plus 2 one-handed weapons. One handed weapons are marked with a {1}. Any weapon that you own that you cannot carry can either be given to squadmates or stored in the warehouse.

## REPUBLIC WEAPONS



These weapons are available at the start of the jump.

**{1} Garottes [25 CP]:** A length of thin cord used in strangling non-droid enemies. Although they require both hands to use, a supply of 20 garottes counts as a one-handed weapon for the purposes of carrying limits.

**{1} DC-15 side arm blaster [50 CP] (Discounts: Clone Commando):** fitted with energy-trickle technology to conserve ammunition.

**{1} Bayonet [50 CP]:** A knife attached to the end of any ranged weapon.

**DC-15S Blaster Carbine [50 CP]:** A shorter, less powerful version of the DC-15A.

**{1} DC-17 Hand Blaster [50 Cp] (Discount: ARC Trooper):** Standard-issue Republic blaster pistol. Very effective when dual-wielded.

**DC-15A Blaster Rifle (Free):** Standard-issue Rifle of the Grand Army of the Republic.

**DC-17M Interchangeable Weapon System [250 CP] (Discount: Clone Commando):** This weapon has three settings: blaster, anti-armour and sniper.

**Reciprocating Quad Blaster [400 CP] (Discount: ARC Trooper):** a four-barrelled heavy weapon.

**Z-6 rotary blaster cannon [250 CP]:** A powerful chain gun used by clones trained in heavy weapons.

# GEONOSIAN WEAPONS

These weapons are available after completing one Battle of Geonosis mission.

**{1} Force Pike [25 CP]:** an upgraded version of the geonosian spear

**{1} Sonic Blaster Pistol [50 CP]:** Less powerful than a regular blaster pistol, but cannot be blocked by a lightsaber.

**Sonic Blaster [100 CP]:** Less powerful than a blaster pistol, but cannot be blocked by a lightsaber.

**Elite Beam Weapon [250 CP]:** Fires highly destructive beams of energy.



## TRANDOSHAN WEAPONS

Unlocked during and after any mission with Trandoshan enemies.

**{1} Slaver Blade [50 CP]:** A Trandoshan blade.

**ACP Array Gun [150 CP]:** A Trandoshan shotgun.

**ACP Repeater Gun [150 CP]:** A Trandoshan SMG.

**LJ-50 Concussion Rifle [200 CP]:** A Trandoshan heavy weapon.

**Heavy ACP Repeater [250 CP]:** An impractical large heavy Trandoshan weapon.



# WOOKIEE WEAPONS

Unlocked during and after any mission on Kashyyyk.

**Kashyyyk Long-gun [50 CP]:** A scopeless rifle used by some Wookiees instead of a bowcaster.

**{1} Wookiee Side-Arm [50 CP]:** Essentially a standard blaster pistol.

**{1} Wookiee Slug-Thrower [25 CP]:** Old-fashioned Wookiee side-arm.

**Bowcaster [200 CP]:** An energy crossbow that fires multiple quarrels of explosive green energy.

**Wookiee Guided Rocket Launcher [250 CP]:** A giant rocket launcher sized for Wookiees.



# PERKS AND DRAWBACKS

Perks and drawbacks marked with an **{S}** have effects that apply to the whole squad and thus may not be taken by your squadmates.



## PERKS

**{S} Squad Leader [25 CP]:** You are the leader of your four-man squad. You are skilled in leadership and always calm under pressure.

**Brawler [25 CP]:** You can deal a considerable amount of damage with your fist alone.

**Demolition Expert [50 CP]:** You love to blow things up and always have explosives on hand.

**Sniper [50 CP]:** You are a crack shot with a rifle.

**Slicer [50 CP]:** You are an expert hacker. There is no lock to intricate or firewall to thick to keep you out forever.

**Ambusher [50 CP]:** You specialize in ambushes. Those clankers won't know what hit them.

**{S} Not a Jango Clone [100 CP] (Discount: Spaarti Clone Drawback):** You and your squad are clones of someone other than Jango Fett. You must be human and cannot be Force-sensitive, but you can be of any human race, age and gender.

**{S} Sergeant [200 CP] (Discount: ARC Trooper):** You gain the rank of a sergeant. You command a four-man squad plus five privates. These privates are equipped with clone Trooper armour and a DC-15A blaster rifle. They cannot take perk or drawbacks and gain no CP

**Wookiee Grip [200 CP]:** Dual wield any two weapons. Including two-handed weapons such as rifles. (cannot be taken with Ewok grip drawback)

**{S} Companion Import [50 CP] (Requires: Not a Jango Clone):** Replace one of your squad members with a clone of your companions. They cannot keep their equipment, but they keep all their non-supernatural abilities and receive equipment and CP as normal. You may take this perk three times, one for each member of your squad.

## DRAWBACKS

**No Growth Acceleration [+100 CP]:** Your clone body ages at a normal rate, making you 10 years old at the start of the Clone Wars. For some reason they still let you do commando missions.

**Bloodthirsty [+100]:** Your aggression makes you a fearsome opponent, but hinders your rational thinking and tactical ability.

**Stormtrooper Marksmanship [+100 CP]:** you miss 90% of your ranged attacks, or 50% if the “sniper” perks is also taken.

**{S} Redshirt [+100 CP]:** Enemies will always target you over the members of your squad when given the choice. They will be 50% more accurate when doing so. A good tactician might be able to turn this into advantage however.

**{S} Spaarti Clone [+100 CP]:** You and your squad were grown extra-rapidly and flash-trained with false memories. As a result you are all insane and likely to fire on your allies in a berserk rage. You are likely to die from your accelerated aging shortly after order 66.

**{S} Droid Commando [+50 CP]:** B1 Battle Droids are replaced with much more competent models.

**{S} Geonosian Reinforcements [+50 CP]:** Geonosian Elites attack you on every mission you take.

**Ewok Grip [+50 CP]:** Can only carry 1 two-handed weapon and 1 one-handed weapon. (cannot be taken with Wookiee grip perk).





# MISSIONS

You must pick at least one mission from each category: Battle of Geonosis, Early Clone Wars, Late Clone Wars and Order 66. Rewards are not gained immediately, but rather at the end of the jump.

## **Battle of Geonosis:**



**“Around the survivors a perimeter create!” [+50 CP]:** You are one of the soldiers sent to rescue the Jedi from the Geonosian arena. This involves fighting off hordes of droids fresh from the factory, but you’ll have the might of the entire grand army behind you.

**Reward:** 1 Geonosian Nantex-class Starfighter. A fast one-man fighter designed exclusively for Geonosian aces. Its armament is one amethyst laser cannon.

**Assassinate Sun Fac [+100 CP]:** You are sent in place of Delta Squad to assassinate the Geonosian Prime Minister. You will face some of Geonosis’ most formidable infantry along the way, such as Super Battle Droids, Geonosian Elites and Advanced Dwarf Spider Droids.

**Reward:** 1 Low-Altitude Assault Transport (LAAT), the Standard dropship of the Grand Army of the Republic, capable of carrying thirty clones and four speeders into battle. Alternatively the “carrier” can carry one AT-TE.

### Early Clone War Missions:



**Remote Outpost [+0 CP]:** A deathly boring posting beyond the Outer Rim where you can wait out most of the Clone Wars in safety.

**Reward:** 1 pet Gizka. These bipedal reptiles are considered a vermin across the galaxy. Some people think they are cute though.

**The Battle of Teth [+75 CP]:** You are sent to assist in the rescue of Rotta the Huttlet. You will have to fight your way up a vertical cliff face, before rescuing the huttlet and escaping the clutches of Asajj Ventress.

**Reward:** 1 All Terrain Tactical Enforcer (AT-TE). This heavily-armed hexapod walker is a true all-terrain vehicle capable of operating even in space or on sheer vertical cliff-faces. Its armament is 1 mass-driver cannon and 6 anti-personnel lasers.

**Investigate the RAS Prosecutor [+100 CP]:** You are sent in place of Delta Squad to investigate the wreck of the Prosecutor and fight off Trandoshan scavengers and mercenaries. Unlocks Trandoshan weapons.

**Reward:** 1 Nu-class shuttle. A long range alternative to the LAAT with a class 1 hyperdrive, but without the capacity to carry vehicles.

**The Battle of Muunilinst [+125 CP]:** You are sent in place of the Muunilinst 10 to sabotage enemy emplacements and capture the leaders of the Intergalactic Banking Clan while fighting off the near-immortal bounty hunter Durge.

**Reward:** 1 Self-Propelled Heavy Artillery Turbolaser (SPHA-T). A Giant walking cannon that fires powerful turbolasers.

## Late Clone War Missions:



### **The Outer Rim Sieges [+50 CP]:** Siege a Droid Fortress on an Outer Rim World.

**Reward:** 1 Alpha-3 Nimbus-Class V-Wing starfighter and a Q7-series astromech droid. A small starfighter equipped with two laser cannons and a detachable hyperdrive booster ring. Comes with a spherical Q7 astromech droid designed for use with the V-wing

### **Rescue Tarfful [+100 CP]:** You are sent in place of Delta Squad to rescue Tarfful the Wookiee from Trandoshan slavers on Kashyyyk. You will face many types of battle droids, Trandoshan slavers and even Grievous' Magnaguards. Unlocks Wookiee and Trandoshan weapons.

**Reward:** 1 ARC-170 starfighter and 1 R4 astromech droid. This large starfighter has a crew consisting of a pilot, co-pilot, gunner and an astromech droid. It has both forward and rear mounted laser cannons and a proton torpedo launcher.

### **Assassinate General Grievous [+200 CP]:** Your squad has one chance to end the Clone Wars once and for all. This mission is exceedingly difficult, especially as Grievous has hundreds of droids surrounding him, but it might be achievable if you can lure him into a duel.

**Reward:** 1 set of Mandalorian Armour. Mandalorian Beskar'gam is regarded by many as the best armour the galaxy has to offer.

### **Rescue the Chancellor [+300 CP]:** You are sent in place of Obi-wan Kenobi and Anakin Skywalker to rescue Chancellor Palpatine on the Invisible Hand. Hacking skills will be essential here if you want even the faintest hope of getting past Count Dooku and General Grievous.

**Reward:** 1 Venator-Class Destroyer OR 1 Acclamator-Class Assault ship. These monolithic capital ships come with their full complement of crew.

## Order 66 Missions:



**Younglings [+50 CP]:** Eliminate a team of 5-10 saber-wielding children on Coruscant.

**Reward:** 1 DC0052 "Intergalactic" speeder. A small, fast airspeeder with a cockpit like that of a starfighter.

**Padawan [+50 CP]:** Assassinate one teenaged Jedi on Tatooine.

**Reward:** 1 Jawa Sandcrawler. The iconic vehicles of the Jawas on Tatooine.

**Knight [+100 CP]:** Assassinate one fully-fledged Jedi on Nar Shaddaa

**Reward:** 1 All Terrain Recon Transport (AT-RT). A fast scout walker armed with a repeating blaster cannon and a mortar launcher.

**Master [+150 CP]:** Eliminate one Jedi master and their Wookiee allies on Kashyyyk. Unlocks Wookiee Weapons.

**Reward:** 1 All Terrain Assault Transport (AT-AT)

**Grand Master Yoda [+400 CP]:** Your squad has unfortunately been selected for the task of assassinating Jedi Master Yoda and his Wookiee allies. It's a suicide mission. Unlocks Wookiee Weapons.

**Reward:** Force Sensitivity and 1 Trade Federation Lucrehulk-class battleship, with 5 million tons of cargo capacity.

**Insubordination [+0 CP]:** You won't be rewarded for it, but it's the most ethical choice. Depending on which version of canon you follow, you may need to remove the brain chip in order to take this option. This mission may not be taken if you have the bloodthirsty drawback.

**Reward:** none

## After Clone Wars



You can choose to stay in the Star Wars galaxy, possibly to serve as an imperial commando, or move on to the next jump in the chain.

You get to keep all your weapons and equipment and may keep your three squadmates as your followers.

NOTES:

Images gotten from wookieepedia and the deviant art. The deviant artist are liked below:

<https://www.deviantart.com/vexod14>

<https://www.deviantart.com/lordhayabusa357>

<https://www.deviantart.com/archangel470>

<https://www.deviantart.com/lordofcombine>