

Droid Commander

- [Droid Commander Player Field Guide](#)

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“Armies of flesh grow weary, falter under fire, and bleed. Steel obeys without hesitation, endures without fear, and strikes with mathematical precision. In the right hands, a squad of droids isn't just an escort—it is an unbreakable formation.” — Senior Droid Commander Vaelen Voss, Kuat Sector Overwatch

Welcome, Commander

Welcome to the comprehensive field manual for the **Droid Commander**, SWG Secura's premier tactical pet-command profession.

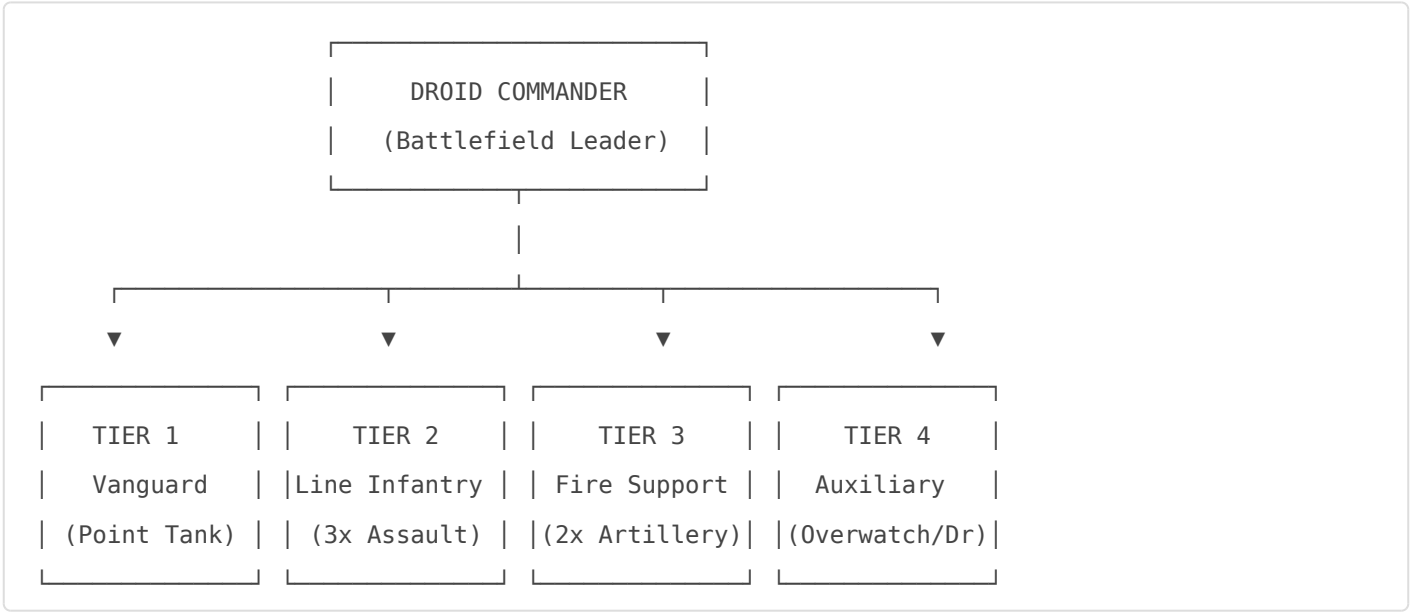
Whether you are an engineer seeking to orchestrate mechanized warfare, an ex-military officer commanding elite battle droids, or a mercenary tactician turning the tide of the Galactic Civil War, the Droid Commander allows you to command up to **seven specialized combat droids simultaneously** through an intuitive, real-time command console and dynamic tactical formations.

This guide provides everything you need to know: from summoning your first Vanguard tank to orchestrating multi-tier artillery barrages, configuring formations, understanding balance scaling, and mastering your expertise specializations.

Profession Overview & Lore Identity

The Philosophy of the Mechanized Commander

Unlike traditional beast tamers or pet masters who rely on instinct and primal loyalty, the Droid Commander operates as a **battlefield general**. You do not simply unleash pets to wander and attack—you issue synchronized telemetry coordinates, coordinate concentrated crossfire, order defensive phalanx shields, and call down timed artillery strikes.



Key Character Attributes

- **Archetype:** Tactical Combat General & Pet Specialist.
- **Armor Proficiencies:** Full Heavy Combat Armor (Composite, Assault, and Special Edition suits).
- **Weapon Proficiencies:** Universal weapon training across **Pistols, Carbines, Rifles, Melee,** and **Heavy Weapons.**
- **Core Mechanic:** 7-Slot Tactical Platoon Deployment, Deterministic Tier Control, Dynamic Formations, and the ECE Tactical Directive Engine.

Core Gameplay: The Ultimate Solo Tactician

The Solo Commander Experience

(Intended Gameplay)

The Droid Commander is engineered first and foremost as a **comprehensive solo progression profession**.

When exploring the galaxy alone, hunting legendary beasts, clearing hostile planetary bunkers, or tackling difficult solo content, the Droid Commander commands a personal **7-droid battle platoon**. You act as your own self-sufficient party: your Vanguard holds aggro, your Line Infantry applies relentless pressure, your Fire Support droids rain down heavy bombardments, and your Auxiliary drone repairs and shields your front line.

Group Content & Multiplayer Balance (The Single-Callable Rule)

To preserve dungeon balance, class diversity, and multiplayer encounter mechanics during group raids and high-end instances:

- **Solo Play:** Full 7-droid platoon authorization across all 4 tiers.
- **Group Play:** When joining a player party or raid group, active combat callables automatically throttle to **1 combat droid** at a time.
- This ensures that dungeon encounters remain challenging, server performance stays silky smooth during 8-player operations, and group compositions value dedicated player tanks, healers, and damage dealers alongside the Commander.

The Droid Commander Console (`/droidcommander` or `G`)

The heart of your platoon management is the custom **Droid Commander Console**, fully rendered with high-tech Aurebesh telemetry and optimized for both **1080p** and **4K Ultra HD** resolutions.

```
+-----+
| [ SQUAD 1 ] [ SQUAD 2 ] [ SQUAD 3 ] [ RECALL ALL ] [X] |
+-----+
| TIER 1: VANGUARD TIER 2: LINE INFANTRY TIER 3: FIRE SUPPORT |
```

```
| +-----+ +-----+ +-----+ +-----+ |
| | [3D PREVIEW] | | 3D | | 3D | | 3D | | 3D | | 3D | |
| | Droideka Mk II | | B1-A | | B1-B | | B1-C | | Probot | | Dark Trp | |
| | HP: 100% [ACT] | | | | | | | | | |
| +-----+ +-----+ +-----+ +-----+ |
| [ TOGGLE TIER 1 ] [ TOGGLE TIER 2 ] [ TOGGLE TIER 3 ] |
+-----+
| TIER 4: AUXILIARY DRONE [ SQUAD TELEMTRY ] |
| +-----+ * Active Units: 7/7 |
| | [3D PREVIEW] | * Squad Status: IN COMBAT |
| | Medical Droid | * Platoon DPS: 1,960/s |
| +-----+ [ SAVE ] [ DEPLOY ] |
+-----+
```

Accessing & Using the UI

- 1. **Open the Console:** Type `/droidcommander` in chat, select **Droid Commander** from your radial menu, or press the default hotkey `G`.
- 2. **Squad Loadouts:** Save and instantly switch between **3 independent squad loadouts** (e.g., *Squad 1: Anti-Infantry Assault*, *Squad 2: Heavy Boss Tanking*, *Squad 3: High-Mobility Scouting*).
- 3. **Universal Drag & Drop:** Drag any combat **Droid Control Device (DCD)** directly from your Datapad into any of the 7 squad slots. You can assign *any combat droid* (Droidekas, Battle Droids, Dark Troopers, Probots, Assassin Droids, etc.) to any slot!
- 4. **Interactive 3D Holograms:** Each slot features a fully rendered 3D hologram of your slotted droid.
- 5. **Real-Time Telemetry:** Monitor individual droid health bars, energy shields, and active states (`STOWED`, `ACTIVE`, `IN COMBAT`, `INCAPACITATED`) live from up to 150 meters away.
- 6. **Dynamic Master Button:** The main button at the bottom automatically switches between **DEPLOY** (green, when all units are stowed) and **RECALL** (yellow, when active droids are in the field).

The 7-Slot Tactical Hierarchy

Your squad is organized into four tactical tiers, each serving an essential combat role:

Tier & Slot	Battlefield Designation	Tactical Positioning	Core Responsibility	Recommended Droid Types
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Tier 1 (Slot 0)	Vanguard	+3.5m Forward Center (Point)	Heavy Tank / Frontline Anchor. Possesses maximum threat generation, highest base health pool, and damage mitigation.	Droideka, Dark Trooper, Advanced Battle Droid
Tier 2 (Slots 1, 2, 3)	Line Infantry	+1.8m Forward Left / Right, -3.5m Flank	Assault Strike Force. Primary sustained blaster damage dealers that overwhelm targets with coordinated volume of fire.	B1/B2 Battle Droids, Commando Droids, Combat Droids
Tier 3 (Slots 4, 5)	Fire Support	-1.2m Rear Right, -2.2m Rear Left	Heavy Artillery / Ordnance. Long-range crossfire, heavy rocket/EMP salvo bombardments, and area suppression.	Probot, Droideka, Heavy Weapon Droids
Tier 4 (Slot 6)	Auxiliary Drone	-2.8m Rear Right (Overwatch)	Tactical Support & Overwatch. Deploys healing nanite clouds, emergency shield emitters, and system recharges.	Medical Droid, Utility Droid, Probe Droid

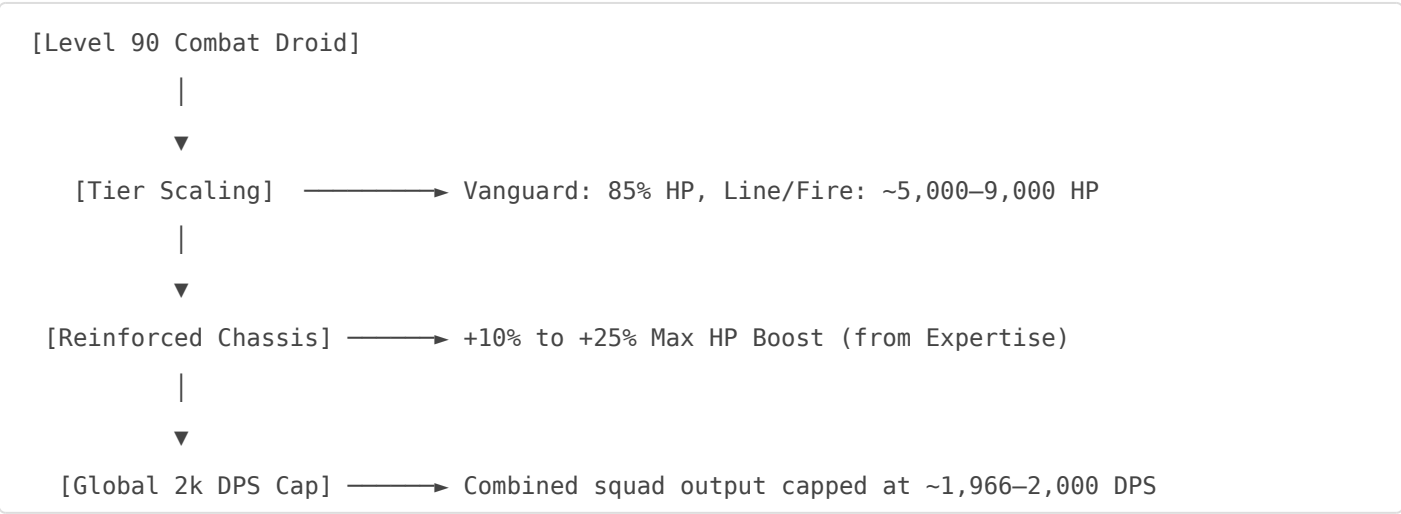
Droid Scaling Mechanics: Why You're Balanced, Not Overpowered!

“ [!IMPORTANT] **Understanding Platoon Balance:** When you deploy 7 combat droids, you are commanding an entire army. If all 7 droids operated at 100% standard Level 90 pet stats, a single player would deal over 5,000+ DPS with 120,000+ total HP, breaking game balance.

To create balanced, engaging gameplay, SWG Secura uses the **Squad Balance Scaling System** (`DroidCommanderSquadBalanceManager`).

How Balance Scaling Works

When spawned as part of your squad, each droid's active health and weapon damage are scaled to match their designated tier role:



Scaling Matrix by Tier

Tier	Role	Active Base HP	With Reinforced Chassis R4 (+25%)	DPS Percentage	Resulting DPS (Per Unit)	Total Tier DPS
Tier 1	Vanguard (1 Droid)	~13,812 HP	~17,265 HP	15%	~136 DPS	~136 DPS
Tier 2	Line Infantry (3 Droids)	~4,875 HP each	~6,094 HP each	38%	~344 DPS each	~1,032 DPS
Tier 3	Fire Support (2 Droids)	~8,938 HP each	~11,173 HP each	38%	~344 DPS each	~688 DPS
Tier 4	Auxiliary (1 Droid)	16,250 HP	~20,313 HP	12%	~108 DPS	~108 DPS
TOTAL	Full 7-Droid Platoon	~62,563 Combined HP	~78,206 Combined HP	—	—	~1,964 Total DPS

Key Takeaways for Players:

1. **The 2,000 DPS Squad Ceiling:** Your full squad outputs approximately **~1,965 DPS**, which is perfectly in line with high-tier solo player DPS from other combat professions.

2. **Individual Durability:** Line Infantry droids have modest health pools (~5,000 to ~6,000 HP). If you pull too many enemies or neglect your Vanguard's threat, your assault droids

can and will be destroyed. You must use defensive directives and repair abilities actively!

3. **Your PCDs in Your Datapad Are 100% Safe:** Scaling adjustments only apply to the temporary spawned creature in the world. **Your actual DCDs/PCDs in your Datapad are completely read-only and never modified.** If you call a droid individually without the squad system, it has its full original crafted stats.
-

Tactical Directives & Combat Commands

As a Droid Commander, your combat toolbar is packed with active orders that control your squad in real time:

```
[ DIRECTIVES ] → [ Direct Fire ]      (Squad Focus Attack + Damage Buff)
                → [ Fire Support Salvo] (3x Heavy Artillery Barrages)
                → [ Vanguard Taunt ]   (Massive Threat Generation)
                → [ Weapons Free ]     (Multi-Target Free-Fire Engagement)
                → [ Nanite Field ]      (25% + 4,000 HP Squad Healing)
                → [ Phalanx Stance ]   (+2,000 Armor, +15% Glancing Blow)
                → [ Pincer Stance ]    (+15% Damage, +8% Crit, +50 Acc)
```

Directive Ability Breakdown

Attack Directives

- **Direct Fire (I-VI)** (`dc_df_1..6`): Orders all active squad droids to focus-fire on your hostile target, granting the squad **+5% to +30% bonus damage** for 15 seconds.
- **Droid Target Lock** (`dc_target_lock`): Uplinks targeting coordinates to all deployed droids, granting them **+50 Accuracy** against the selected enemy for 15 seconds.
- **Fire Support Salvo (I-III)** (`dc_fs_salvo_1..3`): Calls down **1 to 3 delayed heavy artillery rocket strikes** (spaced 3 seconds apart), dealing **3,500 Energy damage** per impact plus bonus EMP damage.
- **Suppressing Volley** (`dc_suppress_1`): Fires a devastating ordnance barrage that knocks down all enemies in a 10-meter radius into **Prone posture** and **Immobilizes (roots)** them for 5 seconds while dealing 2,000–3,500 damage.
- **Weapons Free** (`dc_vg_barrier_1`): Authorizes free-fire mode, dynamically splitting your droids' attacks to engage all hostiles within a 30-meter perimeter.

Defensive & Threat Management

- **Vanguard Taunt (I-II)** (dc_vg_taunt_1..2): Your Vanguard tank bellows an aggressive threat challenge (+**15,000 to +35,000 Hate**), forcing the target to attack the Vanguard droid.
- **Auxiliary Shield Emitter** (dc_aux_shield_1): Projects a kinetic bubble across your squad providing **+1,500 Armor** and **50% damage absorption** (expanded up to 20,000 total absorption with expertise).
- **Phalanx Formation** (dc_form_phalanx_1): Defensive battle stance granting **+1,000 to +2,000 Armor**, **+15% Glancing Blow chance**, **+10% Dodge**, and **+35 to +55 Defense**.
- **Pincer Formation** (dc_form_pincer_1): Aggressive flanking stance granting **+15% Damage**, **+8% Critical Strike Chance**, **+50 Accuracy**, and **-10% Action Costs**.

Repairs, Cleansing & Support

- **Emergency Patch (I-IV)** (dc_patch_1..4): Rapid field maintenance kit restoring **750 to 3,500 HP** to the Commander.
- **Auxiliary Nanite Field** (dc_aux_nanite_1): Disperses a cloud of repair nanites restoring **25% Max HP (+1,000 to +4,000 bonus flat HP)** to all deployed squad droids and purging negative debuffs/DoTs.
- **Recharge All** (dc_recharge_all): Supercharges internal power cells, instantly restoring **2,500 Action/Energy** across all squad units.

Tactical Capstones

- **Tactical Readiness** (dc_tactical_readiness): *Instant reset!* Restores 30% health to all active squad droids, purges all combat debuffs/DoTs, and **instantly resets all directive cooldowns**.
- **Expose Weakness** (dc_expose_weakness): Scans hostile armor matrices, granting you and your squad **25% Armor Bypass**, **+10% Critical Chance**, and **+50 Accuracy** for 30s.
- **Overdrive Battery** (dc_overdrive_battery): Overdrives squad generator outputs, granting **+25% Damage**, **20% Combat Haste**, and **+20% Critical Chance** for 20s.
- **Synchronized Overload** (dc_sync_overload): Executes a synchronized energy discharge dealing **3,500 Energy AoE damage** (15m radius) while boosting damage and action efficiency by **+15%** for 15s.

Droideka Combat & Special Mechanics

The iconic **Droideka (Destroyer Droid)** has received specialized, authentic engineering within SWG Secura:



- **Authentic Twin-Turret Laser Fire:** Droidekas utilize custom skeleton hardpoints (`muzzle` and `muzzle2`) that fire alternating red blaster bolts with distinct sound effects and impact bursts.
- **32-Meter Engagement Range:** Unlike standard melee pets, Droidekas engage hostile targets from long range (up to 32 meters), maintaining their stationary firing posture.
- **High-Tier Stats:** Droidekas excel as Vanguard anchors or Fire Support turrets, featuring built-in shield generators and heavy blaster repeaters.

Expertise Trees

The Droid Commander features two comprehensive 45-point expertise trees arranged on a clean 7x5 tactical grid:

General Platoon Expertise

Focuses on personal core attributes, squad communication efficiency, droid armor, health, shield reinforcement, and emergency resets.

	Col 1	Col 2	Col 3	Col 4	Col 5	Col 6	Col 7
Row 1:	[Endurance]	[	[Marksmansh]	[	[Evasion]	[	]
	[PainToler.] (Base Stats)						
Row 2:	[Transceiv.]	[	[	[HardenedP.]	[	[	]
	[MultiWeap.] (Foundations)						
Row 3:	[HighCapac.]	[	[	[Reinforced]	[	[CombatFoc.]	
	[Precision.] (Scaling)						
Row 4:	[FastReboot]	[RapidTarg.]	[	[ShieldShu.]	[PlatoonEv.]	[PointDefen]	
	[] (Protocols)						
Row 5:	[	[	[	[TacticalR.]	[	[	]
	[] [CAPSTONE]						

- **Row 1 (Base Stats):** Endurance (+50 Stamina), Marksmanship (+50 Precision), Evasion (+50 Agility), Pain Tolerance (+50 Constitution).
- **Row 2 (Platoon Foundations):** Command Transceivers (-8% Action Costs), Hardened Plating (+800 Droid Armor), Multi-Weapon Prowess (+12% Weapon Damage).
- **Row 3 (Chassis & Criticals):** High Capacity Cores (+40% Battery Duration), Reinforced Chassis (+25% Droid Max HP), Combat Focus (+6% Droid/Master Crit Chance), Precision

- Calibrations (+100 Armor Penetration).
- **Row 4 (Advanced Subroutines):** Fast Reboot Systems, Rapid Target Acquisition (+45k Threat Transfer on target swap), Shield Shunt (+20% Shield Capacity), Platoon Evasion (-30% AoE Damage taken by droids), Point Defense (+45 Melee/Ranged Defense).
 - **Row 5 (Capstone): Tactical Readiness** (Instant 30% squad heal, debuff cleanse, and full directive cooldown reset).

Specialization Expertise

Focuses on dedicated weapon proficiencies (Pistols, Carbines, Rifles) and specialized tactical directives.

	Col 1	Col 2	Col 3	Col 4	Col 5	Col 6	Col 7
Row 1:	[PistolMas.]	[	]	[CarbineMa.]	[	]	[
	[RifleMaste]	(Weapons)					
Row 2:	[TargetMark]	[	]	[NaniteFie.]	[	]	[
	[PhalanxPro]	(Directives)					
Row 3:	[EMPDart	]	[SensorBlin]	[	]	[ChassisBar]	[Subroutine]
	[Suppressi.]	(Upgrades)					
Row 4:	[	]	[ExposeWeak]	[	]	[OverdriveB]	[SyncOverl.]
	[	]	[CAPSTONES]				

- **Branch 1 (Pistols & Vulnerability):** Pistol Mastery (+20 Dmg/Acc) $\rightarrow$ Target Directive Mark (+20% Droid Dmg vs Mark) $\rightarrow$ EMP Corrosion Dart (+1,500 EMP Dmg) & Sensor Blind (-30% Enemy Acc) $\rightarrow$ **Expose Weakness** [Capstone].
- **Branch 2 (Carbines & Engineering Support):** Carbine Mastery (+20 Dmg/Acc) $\rightarrow$ Nanite Maintenance Field (+4,000 Heal Bonus) $\rightarrow$ Emergency Chassis Barrier (+15,000 Shield Absorption) & Subroutine Cleansing (100% DoT/Debuff purge chance) $\rightarrow$ **Overdrive Battery** [Capstone].
- **Branch 3 (Rifles & Heavy Assault):** Rifle Mastery (+20 Dmg/Acc) $\rightarrow$ Advanced Phalanx Protocol (+1,000 Armor, +20 Defense) $\rightarrow$ Suppressing Fire Barrage (+1,500 AoE Dmg) & Calculated Ambush (+100% Crit vs out-of-combat targets) $\rightarrow$ **Synchronized Overload** [Capstone].

Profession Progression & Titles

As you advance through the four phases of the Droid Commander profession, you earn prestigious military and technical titles:

Phase / Rank	Milestone Title Granted	Character Title Key
Phase 1 Master	Droid Operator	class_droidcommander_phase1_master
Phase 2 Master	Droid Coordinator	class_droidcommander_phase2_master
Phase 3 Master	Droid Tactician	class_droidcommander_phase3_master
Phase 4 Master	Master Droid Commander	class_droidcommander_phase4_master
Novice Rank	Novice Droid Commander	combat_droidcommander_novice
Active Profession	Droid Commander	combat_droidcommander
Elder / Senior Veteran	Senior Droid Commander	combat_droidcommander_master

Commander's Field Manual:

Tactical Tips & Best Practices

- Always Establish Aggro with Your Vanguard First:** Before unleashing your Line Infantry or calling artillery strikes, command your Vanguard into point position and trigger **Vanguard Taunt** (dc_vg_taunt_1..2). This locks enemy attention onto your tankiest unit.
- Use Direct Fire for Priority Targets:** Direct Fire (dc_df) commands all 7 droids to instantly converge their blasters onto a single target. Use this to burn down dangerous enemy medics, snipers, or boss adds rapidly.
- Keep Nanite Field on Standby:** The Auxiliary Nanite Field (dc_aux_nanite_1) restores a massive 25% + 4,000 HP across your entire squad. Pair this with **Subroutine Cleansing** to instantly wipe bleed, poison, and fire DoTs off your droids.
- Master the Reset (Tactical Readiness):** In high-stakes boss encounters, opening with **Fire Support Salvo** and **Suppressing Volley**, popping **Tactical Readiness** to instantly reset cooldowns, and immediately firing a second Salvo delivers devastating burst damage.
- Match Formations to the Situation:**
 - Encountering heavy melee swarms? Shift into **Phalanx Formation** for +2,000 Armor and +15% Glancing Blow.
 - Burning down a stationary boss? Shift into **Pincer Formation** for +15% Damage and +8% Critical strike chance.

Good luck on the battlefield, Commander. May your batteries stay supercharged, your targeting telemetry remain true, and your platoon march ever victorious across the stars!